BAUHAUS

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BAUHAUS
GENERAL SPECIAL RULES

Brotherhood Troopers and Valkyries, Corporate Agents and Wolfbane Commandos (see Imperial Corporation book) can be taken in Bauhaus Armies as Support Choices, following the limitations stated in their descriptions.

Doubtless Precision: Bauhaus Models do not suffer the normal effects of a fumble (e.g. lose remaining Action Points) but all rolls of a 'natural 20' are still considered a failure.
Officers's Judgement: All Bauhaus Troop and Support type Models within 6" from a Kapitan and/or 12" from a Marshal receive (+1) modifiers to CC, RS and Ld. The effects are not cumulative.
Combat doctrines: Depending on type of Warlord (Close Combat, Ranged, or Tech) each Bauhaus Troop, Support, or Light Vehicle Squad can be given up to two Combat Doctrines for the points indicated in the description. Where the cost is given per Squad (not per Model) the cost is added to the cost of the Squad Commander. All Models in the Squad must buy the same Doctrines. No Doctrine can be taken more than once per Model. Combat Doctrines are considered Special Skills.

Close Combat Warlord

Iron Will: (Passive Skill). The Squad Gains the 'Fearless' Special Skill. Cost: 2 points per Model.
Schnell! Schnell! Schnell!: (Passive Skill). The Squad receives a (+1) modifier to Movement Value. Cost: 3 points per Model in Troop type Squads, 5 points per Model in Support type Squads, and 10 points per Model in Light Vehicle type Squads.
Smoke Flare: (Active Skill). Once per Game, the Squad Commander or acting Squad Commander may spend 1 Action Point and Turn to Burn 1 Resource Card to use the Smoke Flare. Place a 30mm Smoke Flare token anywhere within 3" of the Squad Commander's (or Acting Squad Commander's) base. Every Model within 3" of the Smoke Flare cannot draw LOS to any point, and no model can draw LOS to any model or point within 3" of the Smoke Flare. Cost: 10 points per Squad.
The Moment has Come!: (Active Skill) Turn to Burn 1 Resource Card at the beginning of the Squad's activation. All Models in the Squad receive a (+1) modifier to their Movement Value and the maximum movement limit per turn is increased to 3x the Model's unmodified MV when the Model performs an Engage action. Cost: 2 points per Model.
Advanced Hand to Hand Combat Training: (Active Skill). Turn to Burn 1 Resource Card at the beginning of the Squad's activation. The Squad gains a (+1) modifier to their RoA. Cost: 3 points per Model.
Long Bayonets: (Passive Skill). The Squad gains a (+1) modifier to their Strength and AVV Engage Bonuses. Cost: 1 point per Model.
Precise Positioning: (Passive Skill). The Squad can be deployed using the Rapid Deployment rules, but ignores the effects of rolling a 'natural 20' and uses their full Ld when taking the Rapid Deployment roll. Cost: 5 points per Model in Troop type Squads, 7 points per Model in Support type Squads. If the Squad already has the Rapid Deployment or Infiltrate Special Skills, the cost is reduced by 2 points per Model. A maximum of one Squad per army can take this Doctrine.

Ranged Warlord

Marksmanship: (Passive Skill). The Squad gains the 'Crackshot' Special Skill. Cost: 3 points per Model.
Special Weapons Training: (Passive Skill). The Squad can reroll failed 'Get the Gun' rolls. Cost: 10 points per Squad.
Steady Aim: (Active Skill). If no Models in the Squad are Engaged at the beginning of the Squad's activation, Turn to Burn 2 Resource Cards to increase the maximum range of all the Squad's Ranged Weapons by +6". Cost: 3 points per Model.

Motion Beacon: (Active Skill). Once per Game the Squad Commander may spend 1 Action Point and Turn to Burn 1 Resource Card to use the Motion Beacon. Place a 30mm Motion Beacon token (AV16, SP2) anywhere within 18" of the Squad Commander's base, then scatter it 20/4". Friendly models making a Ranged Attack at an Enemy Model within 3" of the Motion Beacon may ignore all negative LOS, Range and Cover modifiers in play (but still need LOS). This Doctrine can be used by the Acting Squad Commander if the Squad Commander is removed from the Game before the Motion Beacon is used. Cost: 15 points per Squad.

Extended Magazines: (Passive Skill). The Squad can use the "Suppression Fire" Squad Special Action. Cost: 3 points per Model.

Targeting Flare: (Active Skill). At the beginning of Squad Commander's or Acting Squad Commander's activation, spend 1 Action Point and Turn to Burn 1 Resource Card. The Squad may reroll any failed RS tests for Blast type weapons. Cost: 10 points per Squad.

Aufklarer: (Active Skill). All Models in the Squad gain the Camouflage (+1) Special Skill. Additionally, you may Turn to Burn 2 Resource Cards at the beginning of the Squad's activation to give the Squad the Sniper Special Skill. Cost: 2 points per Model.

Tech Warlord

Blitzkrieg: (Active Skill). Turn to Burn 1 Resource Card at the beginning of the Squad's activation. All Models in the Squad receive a (+2) Modifier to their Movement Value. Cost: 10 points per Model. This Doctrine can be taken by Light Vehicle type Squads only.

Field Repair Kit: (Active Skill). Up to one Model in the Squad can spend 1 Action Point and Turn to Burn 1 Resource Card to attempt to repair a previously lost SP point (owning Player's choice) on a Vehicle it is in Base to Base contact with. The SP point is restored on a roll of 1–10. A vehicle can only regain one lost SP per turn in this way. Cost: 10 points per Squad. This Doctrine can be taken by Troop or Support type Squads only.

Reinforced Armour Plates: (Passive Skill). All hit locations gain +1 to AV. The AV Back modifier is reduced by 2, to a maximum of 0 (So an AV Back value of –4 becomes –2). Cost: 20 points per Model. This Doctrine can be taken by Light Vehicle type Squads only.

Field Medic Training: (Passive Skill). The Squad Commander gains the Medic(4) Special Skill. Cost: 15 points per Squad.

Sandbag Equipment: (Active Skill). Each Game Turn, the Squad may use the Sandbag Equipment Special Skill if the entire Squad spend 1 Action Point per Model (following the rules of Squad Special Actions) and Turn to Burn 1 Resource Card. Place three 30mm Sandbag tokens in a straight line and in B2B contact with each other up to 3" away from the Squad Commander (or Acting Squad Commander). The Sandbag Tokens count as 0.5" high Light Terrain and Heavy Cover with AV18 and 1SP. Cost: 20 points per Squad.

Flank Deployment: (Passive Skill). The Squad can be deployed at the start of turn 2 (before the initiative roll) on any table edge, outside of the opponent's Deployment Zone, in open terrain, not Engaged and so that the bases of all Models in the Squad are touching this table edge. All Models deployed in this way have only 1AP in the turn they are deployed, which cannot be increased. Cost: 10 points per Model in Support type Squads, 20 points per Model in Light Vehicle type Squads. A maximum of one Squad per army can take this Doctrine.

Panzergruppe: (Passive Skill). One Squad of Light Vehicles can be taken as a Support Slot. The Squad still counts as Light Vehicles for purposes of any game effects, cards and Doctrines. Cost: 15 points per Model. This Doctrine can be taken by Light Vehicle type Squads only.

ANGELIKA DRACHEN

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	17	15	10	12	15	18	3	15(12)	170

TYPE: Warlord (Close Combat), Medium Base (40mm). Unique

EQUIPMENT: Enhanced MP-25 'Equaliser' Handgun, Harstein & Becker Industries Neurolash, Bauforce Superior Light Armour.

ARMOUR: Bauforce Superior Light Armour: (No negative Weapon Type Modifiers taken)

RANGED WEAPON:

Enhanced MP-25 'Equaliser' Handgun

R	ST	RoF	AVV	TYPE
12	13	2	0	Piercing (P)

Passive: Unforgiving Ammunition: Models that receive Wound Effects from the 'Enhanced MP-25 'Equaliser' Handgun' have their 'Armour Value' reduced by half and any successful Impenetrable Armour tests must be rerolled.

Passive: Head-Shot: If a Ranged Skill Test with the 'Enhanced MP-25 'Equaliser' Handgun' results in a roll of a natural 1, the attack gains Critical Force (2).

SPECIAL SKILLS:

Dissention, Execution (Warlord), Fearless, Fear (2), Contempt (All), Brutal, Ferocity, Sister Templar of House Valmonte

Passive: Sister Templar of House Valmonte: One Squad of Juggernauts may be taken as 'Troops' Type.*

**Designer Note: Any Type of Squad, if "taken as Troops", replace its current Squad Type with "Troops", thus, the Squad Commander generates 1 Resource Card as normal.*

CLOSE COMBAT WEAPONS:

Harstein & Becker Industries Neurolash

R	ST	RoA	AVV	TYPE
2	+2	3	4	Plasma

Passive: Entangled: Enemy Models which start their Activation within the CCWR of Angelika Drachen must pass a WP test, if the test is unsuccessful then the enemy Model's CC Skill is reduced by half until the end of its next Activation. Entangled does not affect Squads with the 'Fearless' Special Skill.

Active: Neurolash Re-Energiser: Once per Activation Turn to Burn one Resource Card. Place a Neurolash token next to a non-vehicle Model (friendly or foe) within Angelika's CCWR. The affected model receives a (-2) modifier to ST, and the Neurolash receives (+2) modifier to ST. Both effects last until the end of the game or until the Model is removed from the game. A maximum of 3 Tokens can be used at one time, their effects are cumulative and can all be allocated to one model.

Active: Neurolash Energy Expulsion: 'Turn to Burn' 1 Resource Card to allow Angelika Drachen to make a shooting action with her 'Neurolash Energy Expulsion', using the profile below.

Neurolash Energy Expulsion

R	ST	RoF	AVV	TYPE
FT	14	1	5	Blast (F)

Active: House Valmonte Distortion Device: 'Turn to Burn' 3 Resource Cards. Place a 30mm token (counts as 1" high and Light Cover) anywhere on the battlefield within Angelika's LOS. The token has an AV 15 and 1 SP and is hit automatically in CC. Any Model within 5" of the token cannot make a Ranged Attack. Only one 'House Valmonte Distortion Device' token may be in play during the Game, but if it is destroyed, Angelika can place another one. The token stays in play until its SP is reduced to 0 or owning Player decides to remove it during any Control Phase.

Active: Personal Distortion Field: Turn to Burn 2 Resource Cards. Until her next activation, Angelika can avoid Wound Effects from non-template and non-Gas Type attacks on a roll of 1-8. This test is taken before any Armour or Heal rolls.

MAX STEINER

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	16	10	13	16	17	3	16(12)	190

TYPE: Warlord (Ranged), Medium Base (40mm). Unique, Max is a Venusian Ranger

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	15	10	12	16	17	3	15(11)	130

TYPE: Lord, Medium Base (40mm). Unique, Max is a Venusian Ranger.

EQUIPMENT: Bauforce HMG 1000 'Deathlockdrum', Duelling Sabre, Superior Quality Guardsman Mk.III Armour.

ARMOUR: Superior Quality Guardsman Mk.III Armour: (No negative Weapon Type Modifiers taken).

RANGED WEAPON:

Bauforce HMG 1000 'Deathlockdrum'

R	ST	RoF	AVV	TYPE
24	15	4	2	Piercing (A)

CLOSE COMBAT WEAPON:

Duelling Sabre

R	ST	RoA	AVV	TYPE
1	+1	2	0	Piercing

Active: **Man Stopper:** The Bauhaus Special Forces are entitled to all kinds of experimental equipment and in the case of Max Steiner, he has been gifted with Man Stopper Shells. 'Turn to Burn' 1 Resource Card. The Strength of the Bauforce HMG 1000 'Deathlockdrum' used by Max Steiner receives a +2 'Modifier to St' and +1 to AVV.

Passive: **Blessed Ammunition:** The Deathlockdrum has been designed to take out the monstrous creatures of Dark Legion. Dark Legion Models cannot take 'Heal' rolls against Wound Effects inflicted with the Bauforce HMG 1000 'Deathlockdrum'.

SPECIAL SKILLS: As Venusian Rangers (minus Booby Traps), Doomtrooper, Fearless, Sabotage, Major of the 2nd Venusian Rangers, Cartel Agent (Lord type only)

Passive: **Sabotage:** Max Steiner and his 2nd Venusian Rangers, 'Die Schattenfänger', are masters of subterfuge. If Max Steiner is the Warlord, after the deployment phase (after Infiltration), an army opposing Max Steiner must reveal any and all of its Corporate Agenda and Hidden Agenda, with all information about how to complete them (eg. which model must be killed, remain alive etc.)

Passive: **Major of the 2nd Venusian Rangers:** If Max Steiner is included in a Bauhaus army, the Player may take one Squad of Venusian Rangers as 'Troops' Type. If Max is the Warlord two Squads of Venusian Rangers can be taken as 'Troops' Type·*.

**Designer's Note: Any type of Squad, if "taken as Troops", replace its current Squad Type with "Troops", thus, the Squad Commander generates 1 Resource Card as normal.*

VALERIE DUVAL

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	18	12	11	12	16	17	3	15(10)	185

TYPE: Warlord (Psychic – Counts as Close Combat for Doctrines), Medium Base (40mm) Unique, Valerie is an Etoiles Mortant

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	17	12	10	11	16	17	3	14(10)	125

TYPE: Lord, Medium Base (40mm). Unique, Valerie is an Etoiles Mortant

EQUIPMENT: Silenced P60 'Punisher' Handgun, EN-13 Nightsticks, Blessed Dying Stars Armour, Tear-Gas Grenades.

ARMOUR: **Blessed Dying Stars Armour:** (No negative Weapon Type Modifiers taken).

RANGED WEAPONS:

Silenced P60 "Punisher" Handgun

R	ST	RoF	AVV	TYPE
18	11	2	0	Piercing (P)

Passive: **Silenced Elimination:** Any successful Armour test made against Wound Effects caused by the Silenced P60 'Punisher' Handgun on the Target's Rear Facing must be rerolled.

Tear-Gas Grenades

R	ST	RoF	AVV	TYPE
St / SE	–	1	–	Blast (G)

Passive: **Tear Gas:** Place a 'Tear-Gas' token next to each model touched by the Tear-Gas Grenade Template. All Models with a Tear-Gas token receive an additional Modifier of -4 to RS. The effects of 'Tear-Gas' Tokens are not cumulative. Models equipped with Gas Masks are immune to Tear Gas.

CLOSE COMBAT WEAPONS:

EN-13 Nightsticks

R	ST	RoA	AVV	TYPE
1.5	+3	1*	1	Plasma

Passive: **Cardinal's Blood:** Due to their connections with the Brotherhood, the Close Combat Weapons of the Etoiles Mortants have been blessed in the holy blood of Cardinal Durand. 'Heal' rolls cannot be made against Wound Effects caused by this Model.

Passive: **Continuous attack:** For each successful CC test with her EN-13 Nightsticks, Valerie's RoA is increased by 1. Each subsequent CC Test gains an additional -1 Modifier to CC over the last.

Passive: **Weapons of Finesse:** The RoA of the EN-13 Nightsticks cannot be increased by any means except Continuous Attack.

SPECIAL SKILLS:

Assassinate, As Etoiles Mortants, Doomtrooper, Hurricane of Destruction, Major of the 7th Etoiles Mortant, Refractive Mirage, Distraction, Cleansing Flame of the 7th, Cartel Agent (Lord type only)

Passive: **Major of the 7th Etoiles Mortant:** A Bauhaus Army containing Valerie Duval may have one Squad of Etoiles Mortants upgraded to the "7th Etoiles Mortant" for free. If Valerie is a Warlord, two Squads can be upgraded. Both the upgraded Squads receive (+1) to CC. Additionally, the upgraded squads can take the "Precise Positioning" Doctrine (at normal cost, but ignoring the normal limit of one unit per army). Valerie Duval also has this Doctrine at no additional cost.

Passive: **Hurricane of Destruction:** Valerie Duval has a 360 degree LOS if Engaged and can choose to attack Models in her Front and Rear Facing.

Active: **Distraction:** Turn to Burn 2 Resource Cards. One Model in range of Valerie Duval cannot use any Active Skills until the end of the Game Turn. The 'Distraction' Psychic Debuff does not cost any Action Points to complete.

Distraction

R	ST	RoF	AVV	TYPE
1.5	–	1	–	Psychic (D)

Active: **Refractive Mirage:** Turn to Burn' 1 Resource Card and spend 1 Action Point. Target Squad becomes near impossible to visually define. Models attempting to make a Shooting Attack at a Squad with 'Refractive Mirage' receive an additional -5 Modifier to RS.

Refractive Mirage

R	ST	RoF	AVV	TYPE
18	–	1	–	Psychic (B)

Active: **Cleansing Flame of the 7th:** Turn to Burn 1 Resource Card and use 1 Action Point for Valerie to use the 'Cleansing Flame of the 7th' Psychic Shooting Attack.

Cleansing Flame of the 7th

R	ST	RoF	AVV	TYPE
FT	14	1	7	Psychic (S)

Passive: **Assassinate:** When attacking in a target Model's Rear Facing, Valerie Duval gains +3 St.

MARSHAL

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
7	15	15	10	13	16	18	4	14(12)	200

TYPE: Bauhaus Warlord (Ranged). Large Base (50mm).

EQUIPMENT: AG-17 'Panzerknacker' Assault Rifle, HG-14 Hagelsturm Shotgun and Violator Blade.

ARMOUR: Superior Quality Guardsman Mk.III (no negative weapon type modifiers taken)

RANGED WEAPONS:

AG-17 'Panzerknacker' Assault Rifle

R	ST	RoF	AVV	TYPE
24	12	1	0	Piercing (A)

Active: **Deathbolt ammunition:** Turn to Burn 1 Resource Card. The Marshal's AG-17' Panzerknacker' Assault Rifle receives a +1 modifier to Strength and RoF.

HG-14 Hagelsturm Shotgun

R	ST	RoF	AVV	TYPE
ST	13	1	1	Blast (A)

Passive: **Slow to Reload:** The RoF of the HG-14 Hagelsturm Shotgun cannot be increased by any means.

SPECIAL SKILLS:

As Hussars, Gas Mask, M.A.X. Communication Blocker, The Best of the Best, Advanced Supply Chain

Passive: **M.A.X.:** One Squad of Hussars not led by a Bauhaus Kapitan gains the Infiltrate special skill.

Passive: **Communication Blocker:** At the beginning of the Venusian Marshal activation, for one Advanced Supply token,place a 30mm token (AV12 SP2) within 24" and LOS of the Venusian Marshal. Models within 4" of the token cannot use or gain any special skills that required a Turn to Burn activation. Only one Communication Blocker token per Warlord can be in the game. At the beginning of Venusian Marshal activation, the token can be placed within 3" of its original location. Once the token is destroyed the Marshal can place a new one.

Passive: **The Best of the Best:** Each model removed from the game by the Venusian Marshal generates an Advanced Supply Token.

CLOSE COMBAT WEAPON:

Violator Blade

R	ST	RoA	AVV	TYPE
1,5	+3	2	0	Piercing

Passive: **Mounted Assault:** On the turn the Marshal Engages the Violator Blade gains an additional +1 modifier to RoA.

Active: **Advanced Supply Chain:** At any point in the game Turn to Burn X Resource Cards to place X Advanced Supply tokens on the Venusian Marshal. At any point in the game remove the appropriate number Advanced Supply tokens from the Venusian Marshal to give the next activated squad the following special skill until the end of the game turn. Each squad may only gain one Advanced Supply Chain special skill per game turn. Advanced Supply Tokens stay in play until used or the Venusian Marshal is removed from play as a casualty.

- Active: **Only for the Best of the Best:** Cost 2 Advanced Supply tokens. The Kapitan in the target squad gains a Supply Chain token for each model removed from game by him or the target squad.
- Active: **Scheduled Distribution:** Cost 1 Advanced Supply token. All Kapitans in the army may give another Kapitan in the army any number of Supply Tokens. This can only be done when the Kapitan is activated.
- Active: **Double up:** Cost 3 Advanced Supply tokens: The target Kapitan doubles their Supply Tokens.

Active: **Discipline Baton:** The Warlord may spend an Action Point to nominate a single friendly Troop or Support Squad within 10". The nominated Squad must be activated immediately after the warlord (and before the opponent's activation). A Squad that has already been activated this turn cannot be nominated.

BRUDER WILHELM

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	13	9	11	16	16	3	13(11)	85

TYPE: Lord, Medium Base (40mm), Unique

EQUIPMENT: P60 'Punisher' Handgun, Heilige Axt

ARMOUR: Anointed Templar Armour (no negative weapon type modifiers taken)

SQUAD UPGRADES: Bruder Wilhelm can (but does not have to) take 1 Art Power, chosen from any one Path, at the cost indicated (see the Brotherhood book).

RANGED WEAPONS:

P60 'PUNISHER' HANDGUN

R	ST	RoF	AVV	TYPE
18	11	1	0	Piercing (P)

Passive: **Headshot:** If a Ranged Skill test with the P-60 'Punisher' Handgun results in a roll of a natural 1, the attack gains Critical Force (2).

CLOSE COMBAT WEAPON:

HEILIGE AXT

R	ST	RoA	AVV	TYPE
1.5	+5	2	1	Blast

Passive: **Blessed:** Heal rolls cannot be made against Wound Effects caused by the Heilige Axt.

Passive: **Weapon of Faith:** This weapon grants a +5 modifier to WP tests against psychic powers.

SPECIAL SKILLS: Contempt (Dark Legion), Fearless, Inspiring Presence, Relentless, Target Sense, Faithful of the Cardinal, Guardian of the Spirit, Blitzschlag, Oath of Vengeance

Passive: **Faithful of the Cardinal:** Wilhelm may join a Brotherhood Troopers squad as an Advisor in any army which may take Brotherhood Troopers.

Passive: **Guardian of the Spirit:** Wilhelm and the squad he is attached to may always reroll failed WP tests.

Active: **Blitzschlag:** Immediately before a Close Combat action is declared for Wilhelm Turn to Burn 2 Resource Cards. Instead of using his Heilige Axt, Wilhelm completes as Blitzschlag Special Close Combat attack. Place the SE template in base contact with Wilhelm. Any models (friend or foe, but not Wilhelm himself) within the template must pass a WP test with a -3 modifier. If the test is failed the model receives two Autohits at St14 Plasma AVV2 with no Heal rolls allowed.

Active: **Oath of Vengeance:** Turn to Burn 2 Resource Cards. All Bauhaus Squads gain Contempt (X) until the end of the turn, where X is any one faction except Brotherhood.

DOMINIK KASPERNOV

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	17	10	12	14	16	3	14(11)	90

TYPE: Lord, Medium Base (40mm), Unique. Kaspernov is a Venusian Ranger.

EQUIPMENT: Fire Grenades, Murder and Killer

ARMOUR: Superior Guardsman Mk.III Armour (no negative weapon type modifiers taken)

RANGED WEAPONS:

FIRE GRENADES

R	ST	RoF	AVV	TYPE
St/SE	12	1	0	Blast (G)

Passive: **Incendiary:** Models within the Fire Grenade's Small Explosion template and within Light or Heavy terrain have their Armour Value halved for Wound Effects caused by Fire Grenades.

Active: **Burn Them All:** Turn to Burn 1 Resource Card to increase RoF to 2.

CLOSE COMBAT WEAPON:

MURDER AND KILLER

R	ST	RoA	AVV	TYPE
1	+3	4	0	Piercing

Passive: **Balanced Blades:** Kaspernov may reroll any failed CC test.

SPECIAL SKILLS: As Venusian Rangers (including Booby-Traps), Doomtrooper, Fearless, Leap (4), Stalk, Pride of Volksburg

Active: **Pride of Volksburg:** Kaspernov may Turn to Burn 2 Resource Cards when declaring a close combat action. When he does so, enemy models may not use their Impenetrable Armour against Wound Effect caused by Kaspernov in this Close Combat action.

MAJOR HERBERT B. MARBACH

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	14	9	13	14	18	2	14(12)	80

TYPE: Lord, Medium Base (40mm), Unique

EQUIPMENT: P60 'Punisher' Handgun, Violator Blade

ARMOUR: Superior Quality Guardsman Mk.III (no negative weapon type modifiers taken)

RANGED WEAPONS:

P60 'Punisher' Handgun

R	ST	RoF	AVV	TYPE
18	11	1	0	Piercing (P)

Passive: Headshot: If a Ranged Skill test with the P-60 'Punisher' Handgun results in a roll of a natural 1, the attack gains Critical Force (2).

CLOSE COMBAT WEAPON:

Violator Blade

R	ST	RoA	AVV	TYPE
1.5	+3	2	0	Piercing

Active: Duel Master: At the beginning of Marbach's Activation Turn to Burn 1 Resource Card. No Armour tests can be taken against Wound Effects caused by Marbach in Close Combat and successful Impenetrable Armour tests must be rerolled.

SPECIAL SKILLS:

Duellist, Espionage, Fearless, Slippery, Target Sense, A Scholar and a Gent, Chronicler, Enabler, Eidetic Memory

Passive: Chronicler: The Warlord receives a +1 modifier to WP and LD (to a maximum of 19) while Marbach is in play.

Passive: Enabler: Marbach provides one Resource Card to the army. The Resource Card is lost if Marbach is removed from play as a casualty.

Passive: A Scholar and a Gent: Any Ranged or Close Combat test targeting Marbach receives an additional -2 modifier to CC or RS. Models with the Target Sense or Fearless special skill may ignore this rule on a D20 roll of 1-12.

Active: Eidetic Memory: At the beginning of the Game Turn, Turn to Burn 3 Resource Cards. All friendly models within 6" of Marbach (including Marbach) receive a +1 modifier to AVV and gain the Target Identifier special skill. Additionally any Ranged or Close Combat tests of 1-3 by the affected models count as Power Shots.

HUSSARS

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	13	8	8	13	15	1	12	65

TYPE: Troops, Small Bases (30mm).
SQUAD COMPOSITION: 1 Hussar Squad Commander and 4 Hussars.
SQUAD SIZE: 5-12 Hussars.
ARMOUR: Hussar Mk.IV Armour: (-2 Blast).

RANGED WEAPONS:

AG-17 'Panzerknacker' Assault Rifle

R	ST	RoF	AVV	TYPE
24	12	1	0	Piercing (A)

Active: **GW-170 UBGL:** 'Turn to Burn' 1 Resource Card per Hussar. The resourced Hussars can fire their GW-170 UBGL instead of their AG-17 'Panzerknacker' Assault Rifle.

GW-170 UBGL

R	ST	RoF	AVV	TYPE
12/SE	11	1	1	Blast (G)

Passive: **Incoming:** Every time a squad receives a Wound Effect form GW-170 UBGL, the Squad must immediately take a Pinning Test. This rule ignores the limit of one Pinning test per turn.

CLOSE COMBAT WEAPON:

Combat Knife

R	ST	RoA	AVV	TYPE
B2B	+1	1	0	Piercing

SQUAD UPGRADES:

The Squad may be increased by up to 7 Hussar Models at 13 Points per Model. The whole Squad may be equipped with Anti-Infantry Grenades for 3 Points per Model. 1 in 5 Models in the Squad may replace its AG-17 'Panzerknacker' Assault Rifle with an ARG-17 Rocket Launcher for 20 Points or a MG-40 Light Machine Gun for 10 Points . The squad can be upgraded with the "Always on Guard" Special Skill for 1 point per Model

EQUIPMENT: AG-17 Panzerknacker Assault Rifle, GW-170 UBGL, Combat Knife, Mk.IV Hussar Armour, Gas Masks.

ARG-17 Rocket Launcher (Anti-Tank)

R	ST	RoF	AVV	TYPE
24	16	1	7	Piercing (S)

Passive: **Anti-Tank Ammo:** Critical Damage (2)
Passive: **Slow to Reload:** ARG-17 RoF cannot be increased by any means.

MG-40 Light Machine Gun

R	ST	RoF	AVV	TYPE
24	14	2	2	Piercing (S)

Passive: **Combined Fire:** If a Squad contains two MG-40 Light Machine Guns they can complete a 'Suppression Fire' Special Action. Both Models equipped with a MG-40 LMG must participate in the 'Suppression Fire' Special Action.

SPECIAL SKILLS: The Military Backbone of Bauhaus, Trained Efficiency, Always on Guard, Gas Masks, Für schlechte Zeiten

Passive: **The Military Backbone of Bauhaus:** Bauhaus Hussars may always reroll failed LD tests.
Passive: **Trained Efficiency:** The Squad successfully completes a 'Get that Gun' attempt on a D20 roll of 1-15.
Passive: **Always on Guard:** (Squad Upgrade). Models equipped with AG-17 Panzerknacker Assault Rifle can perform Sentry Action for 1 Action.
Passive: **Für schlechte Zeiten:** For every enemy Model removed from the game by any Model in a Hussars Squad with a Kapitan Squad Commander, place 1 Supply Chain Token on the Kapitan. If there is a Marshal within 8" of the Model that removed the enemy Model, place an additional Supply Chain Token on the Kapitan.

KAPITAN

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A
7	14	14	10	12	14	17	2	13

TYPE: Bauhaus Hussar Squad Commander upgrade, (50mm base).
The Hussar Squad Commander may be upgraded to a Kapitan for 40 points.

EQUIPMENT: AG-17 'Panzerknacker' Assault Rifle, HG-14 Hagelsturm Shotgun and Ceremonial Duelling Sabre.

ARMOUR: Guardsman Mk.III (-1 Blast)

RANGED WEAPONS:

AG-17 'Panzerknacker' Assault Rifle

R	ST	RoF	AVV	TYPE
24	12	1	0	Piercing (A)

Active: **Deathbolt ammunition:** Turn to Burn 1 Resource Card. The Kapitan's AG-17' Panzerknacker' Assault Rifle receives a +1 modifier to Strength and RoF.

HG-14 Hagelsturm Shotgun

R	ST	RoF	AVV	TYPE
ST	13	1	1	Blast (A)

Passive: **Slow to Reload:** The RoF of the HG-14 Hagelsturm Shotgun cannot be increased by any means.

CLOSE COMBAT WEAPON:

Ceremonial Duelling Sabre

R	ST	RoA	AVV	TYPE
0,5	+1	1	0	Piercing

Passive: **Mounted Assault:** On the turn the Kapitan Engages the Ceremonial Duelling Sabre gains an additional +1 modifier to RoA.

SPECIAL SKILLS: As Hussars, Gas Mask, Supply Chain

Active: **Supply Chain:** Once per turn at any point in the turn Turn to Burn X Resource Cards to place X Supply Chain tokens on the Kapitan. At any point in the Kapitan's squad activation remove the appropriate number of Supply Chain tokens from the Kapitan to give the next activated model in the squad the following special skill until the end of the game turn. Each model in the squad may only gain one special skill per game turn. Supply Chain Tokens stay in play until used or the Kapitan is removed from play as a casualty.

Active: **Weapon Cooling Packs:** Cost 1 Supply Chain token. The Hussar receives a +1 modifier to the RoF to its ranged weapon.

Active: **Armour-Piercing Ammunition:** Cost 1 Supply Chain token. The Hussar receives a +1 modifier to the AVV to its ranged weapon.

Active: **Stimule™ T-2000:** Cost 1 Supply chain token. The Squad receives +1 to St, or the Hussar gains +2 to St.

Active: **Boostjab™ 1005:** Cost 1 Supply chain token. The Squad receives +2 to CON, or the Hussar receives +4 to CON.

Active: **Reinforced Armour Plates:** Cost 1 Supply chain token. Squad receives +1 Armour, or the Hussar receives +4 to Armour.

Active: **Med Pack:** The Squad gains Heal (+2), or the Hussar gains Heal (6), that cannot be increased by any means. Cost 2 Supply Chain tokens.

Active: **Rail Ammo:** Cost 2 Supply Chain tokens. The Hussar's Range Weapon with the Piercing type becomes type Rail. The RoF of the Rail Weapon RoF is reduced to 1 and cannot be increased by any means.

ETOILES MORTANT

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	12	9	8	15	16	1	12	75

TYPE: Troop, Small Bases (30mm).

SQUAD COMPOSITION: 1 Etoiles Mortant Squad Commander and 4 Etoiles Mortant.

SQUAD SIZE: 5-12 Etoiles Mortant.

ARMOUR: Dying Stars Armour: (-2 Blast)

SQUAD UPGRADES: The Squad may be increased by up to 7 Models at 15 Points per Model.
1 in 5 Models in the Squad can replace its P60 'Punisher' Handgun with a Gehenna Puker for 20 points.
The whole Squad can be equipped with Fire Grenades for 3 points per Model.
The whole Squad can be equipped with Anti-Tank Grenades for 4 points per Model.
One Squad of Etoiles Mortant can be upgraded with the Rapid Deployment Special Skill for 2 points per Model.

EQUIPMENT: P60 Punisher Handgun, Punisher Short Sword, Dying Stars Armour.

RANGED WEAPONS:

P60 'Punisher' Handgun

R	ST	RoF	AVV	TYPE
18	11	1	0	Piercing (P)

Passive: **Headshot:** If a Ranged Skill Test with the 'P-60 'Punisher' Handgun' results in a roll of a natural 1, the attack gains Critical Force (2).

Gehenna Puker

R	ST	RoF	AVV	TYPE
FT	14	2	1	Plasma (S)

CLOSE COMBAT WEAPON:

Punisher Short Sword

R	ST	RoA	AVV	TYPE
B2B	+2	2	0	Piercing

Passive: **Parry:** Models with a Punisher Short Sword gain Impenetrable Armour (10) against Close Combat Attacks.
Passive: **Cardinal's Blood:** Due to their connections with the Brotherhood, the Close Combat Weapons of the Etoiles Mortants have been Blessed. Heal rolls cannot be made against Wound Effect caused by Etoiles Mortants.
Active: **Blessed by the Brotherhood:** 'Turn to Burn' 1 Resource Card to increase one Model's Punisher Short Sword RoA Value by +2.

SPECIAL SKILLS: **Fearless, Camouflage (2), Contempt (Dark Legion), Infiltrate, Pathfinder, They All Have to Die!, Strike into the Heart of Darkness**
Active: **Strike into the Heart of Darkness:** 'Turn to Burn' 1 Resource Card. The Squad gains 'Predator Senses' Special Skill.

Passive: **They All Have to Die!:** At the end of the Model's activation where it performed a Close Combat Action and is no longer Engaged, the Model can move up to 3" towards the nearest enemy Model (this additional movement can exceed the 2 x MV limit per turn).

BLITZER

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	13	9	10	14	15	1	13	85

TYPE: Troop, Small Bases (30mm)

SQUAD COMPOSITION: 1 Bauhaus Blitzer Squad Commander, 4 Bauhaus Blitzer

SQUAD SIZE: 5-10 Bauhaus Blitzer

ARMOUR: Guardsman MK. IIIP Pionierarmour: (Blast: +1, Plasma: -1).

SQUAD UPGRADES: Up to 5 extra Blitzer Models may be added to the Squad for 17 Points each. 1 in 5 models may replace the MP-103 Hellblazer SMG with an ARG-17B Rocket Launcher for 20 points.

EQUIPMENT: MP-103 Hellblazer SMG, Entrenching Tool & Machete, Guardsman MK. IIIP Pionierarmour

RANGED WEAPONS:

MP-103 Hellblazer SMG

R	ST	RoF	AVV	TYPE
18	12	2	0	Piercing (A)

ARG-17B Rocket Launcher (Firefist Ammo)

R	ST	RoF	AVV	TYPE
10/FT	13	1	0	Plasma (G)

Passive: Slow to Reload: ARG-17B RoF cannot be increased by any means.

Passive: Aim for the hatches: If an Aim Action is completed in the same activation, the weapon gains a +5 modifier to AVV, RS test results of 1-4 gain Critical Damage 2.

Passive: Plasma Burst: The Firefist ammo follows the rules for Grenades. Once the shot has been completed, place the narrow end of the Flamer template touching the shot location. Rotate the template ensuring the wide end of the template points directly away from the shooting model.

Passive: Electro Static Ammo: Instead of using the Firefist Ammo, the ARG-17B Rocket Launcher may fire the Firefist Electro Static Ammo, using the stats below.

ARG-17B Rocket Launcher (Firefist Electro Static Ammo)

R	ST	RoF	AVV	TYPE
18/LE	-	1	-	Special (S)

Passive: Slow to Reload: ARG-17B RoF cannot be increased by any means.

Active: Electro Shocked: Vehicles under the template that have not been activated yet this turn, count as deactivated unless the owner of the Vehicle immediately Turns to Burn 2 resource cards for each affected Vehicle.

CLOSE COMBAT WEAPONS:

Entrenching Tool & Machete

R	ST	RoA	AVV	TYPE
1	+2	1	0	Piercing

SPECIAL SKILLS:

Contempt (Imperial), Gasmasks, Pathfinder, Frontschweine, Leise Sohlen, Weg Damit!

Passive: Frontschweine: Bauhaus Blitzer automatically pass any Pinning and Break Tests.

Passive: Leise Sohlen: A Bauhaus Blitzer model never triggers any effect from an enemy token, as long as it does not use a Run, Engage or Shooting action within the tokens range.

Active: Weg Damit!: If the Bauhaus Blitzer is in contact with an enemy token, use 2 Action Points, make a LD Test at -2 and remove the token (regardless of the result), even if it has a SP value. If the test is failed, the Blitzer using the Weg Damit! Special Skill takes a wound, which cannot be saved in any way. In addition, center a SE template on the token. All models under the template receive a St 13 Blast Autohit.

SIMMONS
12-3/58-9001

VENUSIAN RANGERS

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	15	10	10	14	16	1	13	90

TYPE: Support, Small Bases (30mm).

SQUAD COMPOSITION: 1 Venusian Ranger Squad Commander and 4 Venusian Rangers.

SQUAD SIZE: 5-10 Venusian Rangers.

ARMOUR: Guardsman Mk.III Armour: (-1 Blast)

SQUAD UPGRADES: The Squad may be increased by up to 5 Venusian Ranger Models at 18 Points per Model. 2 in 5 Models may replace their Assault Rifle with an ARG-17 Rocket Launcher for 20 Points. The Squad Commander can gain the 'Medic (3)' Special Skill for 10 Points. The entire Squad may be upgraded with Camouflage Cloaks for 2 Points per Model. This gives them the 'Stalk' and Camouflage (+1) Special Skills.

EQUIPMENT: AG-17 'Panzerknacker' Assault Rifle, GW-170 UBGL, Ranger Knife, Guardsman Mk.III Armour.

RANGED WEAPONS:

AG-17 'Panzerknacker' Assault Rifle

R	ST	RoF	AVV	TYPE
24	12	1	0	Piercing (A)

Active: **Deathbolt ammunition:** 'Turn to Burn' 1 Resource Card. All of the AG-17' Panzerknacker' Assault Rifles in a Squad of Venusian Rangers receives a +1 Modifier to St.

Active: **GW-170 UBGL:** 'Turn to Burn' 1 Resource Card. The Model can fire their GW-170 UBGL instead of their AG-17 'Panzerknacker' Assault Rifle.

GW-170 UBGL

R	ST	RoF	AVV	TYPE
12/SE	11	1	1	Blast (G)

Passive: **Incoming:** Every time a squad receives a Wound Effect form GW-170 UBGL, the Squad must immediately take a Pinning Test. This rule ignores the limit of one Pinning test per turn.

RANGED WEAPONS:

ARG-17 Rocket Launcher (Anti-Tank)

R	ST	RoF	AVV	TYPE
24	16	1	7	Piercing (S)

Passive: **Anti-Tank Ammo:** Critical Damage (2).

Passive: **Slow to Reload:** ARG-17 RoF cannot be increased by any means.

CLOSE COMBAT WEAPON:

Ranger Knife

R	ST	RoA	AVV	TYPE
B2B	+2	2	0	Piercing

SPECIAL SKILLS: Infiltrate, Camouflage (2), Ranger, Expert Marksmanship, Booby-Traps

Passive: **Booby-Traps:** Venusian Rangers are equipped with 'Booby-Traps'. After deployment, but before Infiltrating Squads are deployed, place a 30mm token anywhere on the battlefield, (a minimum of 12" away from any of the opponent's Models) for each Venusian Ranger Squad in your Offensive Organisation Chart. Any enemy Model moving within 5" of the token must roll a D20 at the end of their Movement Action. On a roll of 1-10 they take a St 15 Piercing Autohit. Models with an AV are unaffected. Booby Trap tokens are AV12 SP5, but do not have any effect on movement or LOS.

Active: **Expert Marksmanship:** 'Turn to Burn' 1 Resource Card. Up to 5 Venusian Rangers in a Squad gain the 'Crackshot' Special Skill. 'Turn to Burn' 2 Resource Cards, The entire Squad gains the 'Crackshot' Special Skill.

ARMOURED HUSSARS JUGGERNAUT

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
4	14	12	10	8	13	15	2	16(12)	180

TYPE: Support, Medium Bases (40mm).

SQUAD COMPOSITION: 1 Armoured Hussars Squad Commander and 2 Armoured Hussars.

SQUAD SIZE: 3-6 Armoured Hussars.

SQUAD UPGRADES: The Squad may be increased by up to 3 Armoured Hussars Models at 60 Points per Model.

EQUIPMENT: MG-70 HMG, JS66 Heavy Flamethrower, Hydraulic Powered Fist, XO-102 'Steelstrider' Armour, Gas Masks

ARMOUR: XO-102 'Steelstrider' Armour: (Plasma -2).

RANGED WEAPONS:

MG-70 HMG

R	ST	RoF	AVV	TYPE
24	14	4	1	Piercing (A)

JS66 Heavy Flamethrower

R	ST	RoF	AVV	TYPE
FT	13	2	1	Blast (S)

CLOSE COMBAT WEAPON:

Hydraulic Powered Fist

R	ST	RoA	AVV	TYPE
B2B	+4	2	3	Plasma

Active: **Squash:** 'Turn to Burn' 1 Resource Card. An Armoured Hussars may perform the 'Squash' Special Close Combat Action, as if it is mounted on a Large base.

SPECIAL SKILLS: Heal (S), Bulldozer, Motion Detectors, Weapons Overcharge, Defensive Mode, Sturmlauf, Gas Masks

Passive: **Bulldozer:** Juggernauts can punch their way through walls (even bunkers). Juggernauts may Engage through walls as long as there is space on other side of the wall to place the Juggernaut. Any Structure or Wall punched through in this way automatically lose a SP. Juggernauts treat all Ruined Structures, Intact Structures, Buildings and Walls as Light Terrain for Movement.

Passive: **Motion Detectors:** Juggernauts do not need LOS to make an Engage Action.

Active: **Weapons Overcharge:** Before making a Ranged Attack Action, 'Turn to Burn' 1 Resource Card to fire all of a Model's Ranged Weapons. This counts as 1 Shooting Action. Roll a D20 before firing the weapons, if the result is a natural '20', the Model takes a Wound Effect with no Armour or Heal rolls allowed including Impenetrable Armour. 'Turn to Burn' 3 Resource Cards to do the same for the entire Squad.

Active: **Defensive Mode:** At the beginning of the Squad Activation, 'Turn to Burn' 1 Resource Card to put the Squad into 'Defensive Mode'. Juggernauts in Defensive Mode have an Armour Value of 20 (14). RoF and RoA are reduced to 0 and cannot be increased by any means. The Defensive Mode Special Skill remains active until the next Activation of Juggernauts Squad."

Active: **Sturmlauf:** At the beginning of a Model's activation, Turn to Burn 1 Resource Card. The Model's MV is increased to 6 and it gains the Ranger Special Skill. RoF on all Model's ranged weapons is reduced to 0 and cannot be increased by any means.

STURMBLITZER

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	14	10	10	14	16	1	13	110

TYPE: Support, Small Bases (30mm), Sturmblitzer HMG Team Large Base (80mm*)

*Alternatively the Sturmblitzer HMG Team may be based on any round base of no less than 50mm and no more than 80mm diameter.

SQUAD COMPOSITION: 1 Bauhaus Sturmblitzer Squad Commander, 4 Bauhaus Sturmblitzer

SQUAD SIZE: 5-10 Bauhaus Sturmblitzer, plus 0-2 Sturmblitzer HMG teams

RANGED WEAPONS:

MP-103 Hellblazer SMG

R	ST	RoF	AVV	TYPE
18	12	2	0	Piercing (A)

ARG-17B Rocket Launcher (Firefist Ammo)

R	ST	RoF	AVV	TYPE
10/FT	13	1	0	Plasma (G)

Passive: Slow to Reload: ARG-17B RoF cannot be increased by any means.

Passive: Aim for the hatches: If an Aim Action is completed in the same activation, the weapon gains a +5 modifier to AVV, RS test results of 1-4 gain Critical Damage 2.

Passive: Plasma Burst: The Firefist ammo follows the rules for Grenades. Once the shot has been completed, place the narrow end of the Flamer template touching the shot location. Rotate the template ensuring the wide end of the template points directly away from the shooting model.

Passive: Electro Static Ammo: Instead of using the Firefist Ammo, the ARG-17B Rocket Launcher may fire the Firefist Electro Static Ammo, using the stats below.

ARG-17B Rocket Launcher (Firefist Electro Static Ammo)

R	ST	RoF	AVV	TYPE
10/FT	13	1	0	Plasma (G)

Passive: Slow to Reload: ARG-17B RoF cannot be increased by any means.

Active: Electro Shocked: Vehicles under the template that have not been activated yet this turn, count as deactivated unless the owner of the Vehicle immediately Turns to Burn 2 resource cards for each affected Vehicle.

SQUAD UPGRADES: Up to 5 extra Sturmblitzer Models may be added to the Squad for 22 Points each. 1 in 5 models may replace the MP-103 Hellblazer SMG with an ARG-17B Rocket Launcher for 20 points. One Sturmblitzer HMG Team may be added to the Sturmblitzer Squad for 45 Points for every 5 Sturmblitzer in the squad. The Sturmblitzer Squad Commander may be upgraded to Feldwebel Richard Meier for 40 points.

EQUIPMENT: MP-103 Hellblazer SMG, Entrenching Tool & Machete, Guardsman MK. IIIP Pionierarmour

ARMOUR: Guardsman MK. IIIP Pionierarmour: (Blast: +1, Plasma: -1).

CLOSE COMBAT WEAPON:

Entrenching Tool & Machete

R	ST	RoA	AVV	TYPE
1	+2	1	0	Piercing

SPECIAL SKILLS: **Contempt (all), Fearless, Gasmasks, Ranger, Infiltrate, Eingegraben, Leise Sohlen, Hohlladung, Weg Damit!**

Passive: Eingegraben: Bauhaus Sturmblitzer may deploy using the Infiltrate Special Skill even if in Open Terrain. Until the squad is first activated, the Bauhaus Sturmblitzer count as being in Heavy Cover. If the owning player chooses to do so, the squad of Bauhaus Sturmblitzer may be deployed before any other infiltrating units [If both players field squads that may deploy first, the player with the Initiative deploys his squads first].

Passive: Leise Sohlen: A Bauhaus Sturmblitzer model never triggers any effect from an enemy token, as long as it does not use a Run, Engage or Shooting action within the tokens range.

Active: Hohlladung: A Bauhaus Sturmblitzer model may make a Close Combat Attack with the Hohlladung against any model, token or an Intact Structure it is in B2B or footprint contact with. If Successful, the target receives an St 14, AVV10 Plasma Autohit with Critical Damage (3). Should the Close Combat test result in a natural 20, the Bauhaus Sturmblitzer model making the attack receives the St 14 Plasma Autohit.

Active: Weg Damit!: If the Bauhaus Sturmblitzer is in contact with an enemy token, use 2 Action Points, make a LD Test at -2 and remove the token (regardless of the result), even if it has a SP value. If the test is failed, the Sturmblitzer using the Weg Damit! Special Skill takes a wound, which cannot be saved in any way. In addition, center a SE template on the token. All models under the template receive a St 13 Blast Autohit.

STURMBLITZER HMG TEAM

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A
5	14	14	10	10	14	16	3	13

TYPE: Bauhaus Sturmblitzer Squad Upgrade

EQUIPMENT: MG-90 Heavy Machine Gun, Entrenching Tool & Machete, Guardsman MK. IIIP Pionierarmour

RANGED WEAPON:

MG-90 HMG

R	ST	RoF	AVV	TYPE
18	13	5	1	Piercing (H)

SPECIAL SKILLS: Contempt (all), Fearless, Gasmasks, Ranger, Infiltrate, Einer ist keiner, Einsame Wölfe, Keep them down, Schwere Waffe

Passive: Einer ist keiner: For every Wound the Sturmblitzer HMG Team looses, it receives -2 to Movement and the RoF of the MG-90 is reduced by 1.

Passive: Einsame Wölfe: The Sturmblitzer HMG Team needs to be deployed in coherency with the rest of the Sturmblitzer Squad. For the rest of the game, it does not need to remain in coherency with the rest of its squad and never counts as being out of coherency. The Sturmblitzer HMG Team can only ever become Acting Squad commander, if there are no other models left in the squad.

Passive: Keep them down: The Sturmblitzer HMG Team can perform a Sentry Action for 1 Action Point.

Passive: Schwere Waffe: The Sturmblitzer HMG Team has Impenetrable Armour (10) against Ranged Attacks in their Front Facing and may never make a Special Close Combat Action, Run or Engage action, climb or jump across gaps. Sentry Actions may only be used to make a Shooting action.

FELDWEBEL RICHARD MEIER

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A
5	14	15	10	10	14	17	2	13

TYPE: Bauhaus Sturmblitzer Squad Commander Upgrade, Unique.

EQUIPMENT: MP-103 Hellblazer SMG, Gehenna Puker, Entrenching Tool, Guardsman MK. IIIP Pionierarmour

RANGED WEAPON:

Gehenna Puker

R	ST	RoF	AVV	TYPE
FT	14	2	1	Plasma (S)

ADDITIONAL SPECIAL SKILLS: Stahlmantel, Waffenbrüder, Zielwasser

Passive: Stahlmantel: Vehicles may not reroll unsuccessful AV tests if attacked by Ranged Attack with a MP-103 Hellblazer SMG due to their AVV of 0. Special skills that allow a re-roll of unsuccessful AV tests are unaffected.

Passive: Waffenbrüder: Meier´s squad receives the Stahlmantel and Zielwasser Special Skills. In addition, one model in the squad not equipped with a ARG-17B Rocket Launcher gains the Medic (4) special skill.

Passive: Zielwasser: A Bauhaus Sturmblitzer, excluding the Sturmblitzer HMG Team, making a Shooting action targeting a vehicle can choose the target location, even if he did not make an Aim action.

STATISTICS

HUSSAR CREWMEN

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	13	8	8	13	15	1	12	–

HEAVY GUN	1-10		11-14		15-18		19-20					
M	SP HULL /AV		SP PRIMARY WEAPONS /AV		SP WHEELS /AV		SP AMMO STORE /AV		AV FRONT	AV BACK	AP	PTS
4	3	16	3	17	4	12	3	18	0	-4	0	85
	If SP=0 or less, the gun is destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the gun is destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the vehicle cannot move or pivot. For each Structure Point lost, the Gun's M Value receives an additional -1 Modifier, to a minimum of 0.		If SP=0 or less, the gun explodes! Measuring from the hull of the vehicle with a range equal in inches to D20/2. Each Model within this range takes a S14 AVV2 Piercing Autohit on a roll of 1-15. Any Model in B2B takes a S18 AVV3 Piercing Autohit.					

TYPE: Support, Artillery and Infantry (30mm Bases)

SQUAD COMPOSITION: 1 Heavy Gun and 1 Hussar Squad Commander and 2 Hussar Crewmen.

SQUAD SIZE: 1-3 Heavy Guns and 3-12 Hussar Crew

EQUIPMENT: HUSSAR CREWMEN: MP-105 Handgun, Combat Knives, Hussar Mk. IV Armour, Gas Masks

ARMOUR: CREW: Hussar Mk. IV Armour: (-2 Blast)

ARMOUR: HEAVY GUN: Metal Framework: (No negative Weapon Type modifiers taken)

RANGED WEAPON: HUSSARS:

MP-105 HANDGUN

R	ST	RoF	AVV	TYPE
12	11	1	0	Piercing (P)

CLOSE COMBAT WEAPON:

COMBAT KNIFE

R	ST	RoA	AVV	TYPE
B2B	+0	1	0	Piercing

SQUAD UPGRADES: The squad may be increased by up to 2 Heavy Gun Teams consisting of 1 Heavy Gun and 3 Hussar Crewmen for 85 Points. Each Team can be upgraded as normal for the cost stated.
An additional 1 Hussar crewman per Heavy Gun Team can be added to the Squad for 10 Points.
Up to 1 Hussar crewman per Heavy Gun Team can be upgraded to a 'Master Gunner' for 5 Points'. The Master Gunner is a 'Hussar Crewman' which has a +2 Modifier to RS when firing a Heavy Gun.

SPECIAL SKILLS: **Move the Heavy Gun, Fire the Heavy Gun, Slow to Reload, Get behind the Gun, Gas Mask.**

Active: **Move the Heavy Gun:** Two Hussar Crewmen must be in B2B contact with the Heavy Gun in order to move it. Each of these Crewmen must perform a "Move the Heavy Gun" action for 2 AP. Once the second Crewman has been deactivated, the gun and crew move the Movement Value of the gun. This Heavy Gun cannot be fired via the "Fire the Heavy Gun" action this game turn.

Active: **Fire the Heavy Gun:** Two Hussar Crewmen must be in B2B contact with the Heavy Gun in order to fire it. Each of these Crewmen must perform a "Fire the Heavy Gun" action for 2 AP. Once the second Crewman has been deactivated, perform a number of ranged attacks equal to the Heavy Gun's RoF using the highest RS of the Crewmen who performed this action. Measure ranges from the base of the Heavy Gun. This Heavy Gun cannot be moved via the "Move the Heavy Gun" action this game turn.

Passive: **Slow to Reload:** The RoF of all Heavy Gun versions cannot be increased by any means.

Passive: **Get behind the Gun:** Hussar Crewmen in BTB contact with the gun have IA (14) against ranged attacks originating in the front facing of the gun (front facing is determined by a line drawn between the two points where its wheels touch the ground)

EQUIPMENT: HEAVY GUN: Each Heavy Gun MUST be upgraded with one of the following options:

RK-36 HELLFIRE MULTI-LAUNCH ROCKET SYSTEM (MLRS) FOR 15 POINTS.

RK-36 Hellfire MLRS

R	ST	RoF	AVV	TYPE
10-30/SE	12	4	3	Blast (G)

Active: **Chemical Bombardment:** Turn to Burn 1 Resource Card. RK-36 Hellfire MRLS can fire Chemical Bombardment Shells.

Chemical Bombardment Shells

R	ST	RoF	AVV	TYPE
6-24/SE	12	1	1	Gas (G)

403-8 125MM FELDKANONE FOR 0 POINTS.

403-8 125mm Feldkanone

R	ST	RoF	AVV	TYPE
30	15	3	4	Piercing (H)

Passive: **Panzerbrecher:** The attack gains Critical Damage (2) on an RS roll of 1-4.

MKVII FELDBLITZER HOWITZERKANONE FOR 10 POINTS.

MKVII Feldblitzer Howitzerkanone

R	ST	RoF	AVV	TYPE
6-36/LE	14	1	1	Blast (G)

Passive: **Heavy Gun Support:** In the Bauhaus Heavy Artillery Korps' Activation phase, any friendly Hussar, Juggernaut or Vorreiter Squad Commander can request 'Heavy Gun Support' from the MKVII Feldblitzer Howitzerkanone. The Squad Commander calling for 'Heavy Gun Support' must have LOS to the Target. The Bauhaus MKVII Feldblitzer Howitzerkanone or its crew does not need LOS to complete a 'Heavy Gun Support' Special Shooting Action. When using the 'Heavy Gun Support' Special Action the LE template always scatters D20/4". This skill may not be used if the Gun is inside Structures with an intact ceiling.

BARON LEOPOLD VON JAEGER III

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A
4	10	10	8	8	13	16	2	15 (12)

TYPE: Bauhaus Artillery Korps Advisor (30mm base), Unique.
Jaeger may be added to a Bauhaus Artillery Korps squad for 30 points.

EQUIPMENT: HG-12 and Ceremonial Duelling Sabre

ARMOUR: Bauforce Superior Dress Armour (no negative weapon type modifiers taken)

RANGED WEAPON:

HG-12

R	ST	RoF	AVV	TYPE
12	10	2	0	Piercing (P)

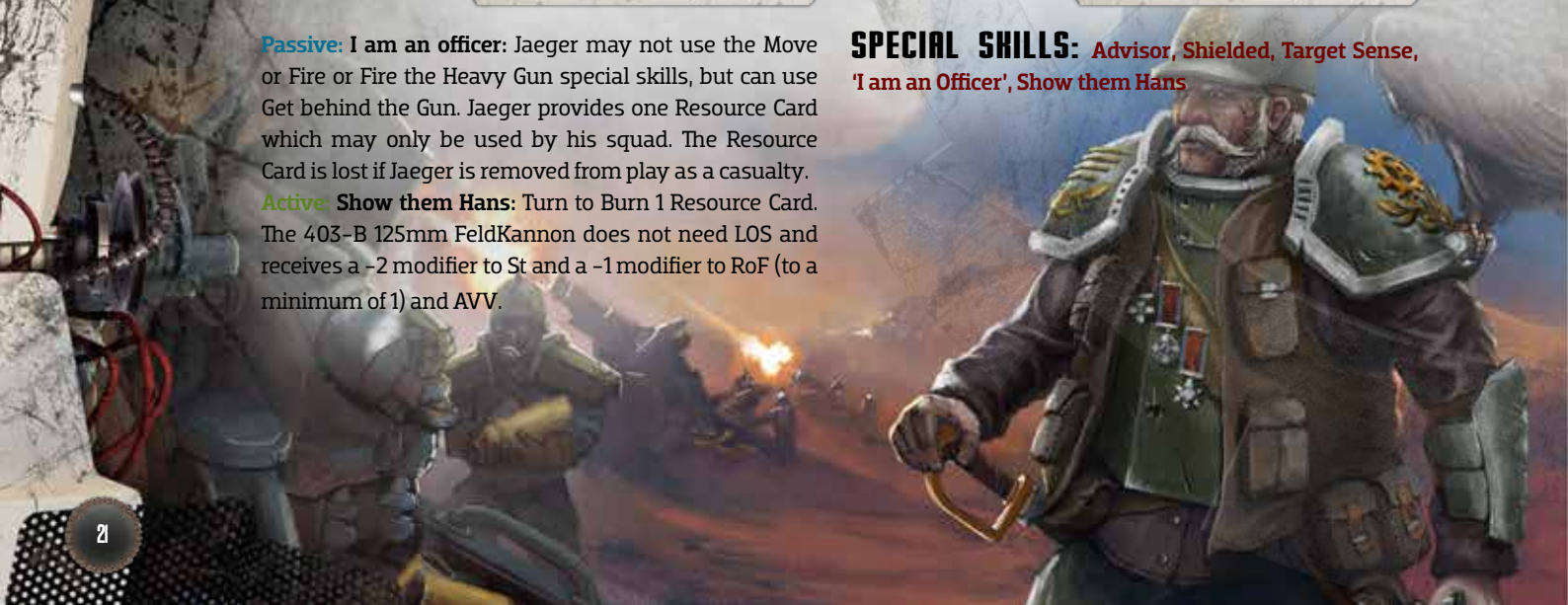
CLOSE COMBAT WEAPON:

Ceremonial Duelling Sabre

R	ST	RoA	AVV	TYPE
0.5	+1	1	0	Piercing

Passive: **I am an officer:** Jaeger may not use the Move or Fire or Fire the Heavy Gun special skills, but can use Get behind the Gun. Jaeger provides one Resource Card which may only be used by his squad. The Resource Card is lost if Jaeger is removed from play as a casualty.
Active: **Show them Hans:** Turn to Burn 1 Resource Card. The 403-B 125mm FeldKannon does not need LOS and receives a -2 modifier to St and a -1 modifier to RoF (to a minimum of 1) and AVV.

SPECIAL SKILLS: Advisor, Shielded, Target Sense, 'I am an Officer', Show them Hans



VULKAN BATTLESUIT

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP Hull / AV		Primary Weapons System / AV		SP Legs / AV		SP Engines / AV		AV Front	AV Back	AP	PTS
5	15	14	12	16	4	14	3	13	4	13	3	13	0	-4	3	115
					If SP=0 or less, the Vehicle counts as Destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the vehicle may no longer use its main weapons.		If SP=0 or less, the vehicle cannot move or pivot.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the vehicle with a range equal in inches to D20/4. Each Model within this range takes a S14 AV2 Piercing Autohit on a roll of 1-15					

TYPE: Light Vehicle (Light Walker), Large Base (50mm)

SQUAD COMPOSITION: 1 Vulkan Battlesuit Squad Commander.

SQUAD SIZE: 1-3 Vulkan Battlesuits.

SQUAD UPGRADES: Any Vulkan Battlesuit in the Squad may swap its MG-70 HMG and JS66 'Prometheus Variant' Heavy Flamethrower for a pair of Hydraulic Powered Fists for 0 points per model.

EQUIPMENT: MG-80 HMG, JS66 'Prometheus Variant' Heavy Flamethrower, Stomp, Strang Industries Vulkan Armour.

ARMOUR: Strang Industries Vulkan Armour (No negative Weapon Type Modifiers taken)

MAIN WEAPON:

MG-80 HMG

R	ST	RoF	AVV	TYPE
24	14	4	1	Blast (A)

Passive: Full-Metal Jacket Ammunition: Before firing its MG-80 HMG, the player may choose to fire 'Full-Metal Jacket' ammunition.

MG-80 HMG -'Full-Metal Jacket' Ammunition

R	ST	RoF	AVV	TYPE
24	14	2	4	Piercing (A)

SECONDARY WEAPON:

JS66 'Prometheus Variant' Heavy Flamethrower

R	ST	RoA	AVV	TYPE
FT	14	2	1	Blast (S)

SPECIAL SKILLS: Life Support Systems

Passive: Life Support Systems: For each Structure Point taken roll a D20. On a roll of 1-5 the Structure Point is restored.

CLOSE COMBAT WEAPONS:

Stomp

R	ST	RoA	AVV	TYPE
B2B	14	1	2	Piercing

Passive: Stomp: Vulkans cannot target Flyers, Jetbikes or Hoverers with 'Stomp'. Models on Small or Medium Bases which recieve a Wound Effect from 'Stomp' Attack must additionally take a 'Con' test with a -3 Modifier. If the test is failed the Model receives a 'Stun Effect'.

Hydraulic Powered Fists

R	ST	RoA	AVV	TYPE
2	16	3	10	Plasma

Passive: Structurally Destructive: Critical Damage (2).

Passive: Momentum: Vulkan Battlesuits armed with Hydraulic Powered Fists have 2AP if they begin their activation Engaged.

Passive: Main and Secondary Weapons: The Hydraulic Powered Fists are the Vulkan Battlesuit's Main and Secondary Weapons. If the Main Weapons are destroyed due to sufficient Damage to the 'Primary Weapons System', the Vulkan Battlesuit receives a -2 Modifier to their RoA until the end of the Game.

Active: Pressurised Punch: 'Turn to Burn' 1 Resource Card. Close Combat Attacks gain 'Critical Force (2)'.

VORREITER

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP Rider / AV		SP Weapon Controls / AV		SP Driving Systems / AV		SP Engines / AV		AV Front	AV Back	AP	PTS
7	14	13	12	16	3	12	3	12	3	11	2	12	0	0	4	80
					If SP=0 or less, the Vehicle counts as Destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the vehicle may no longer use its main weapons.		If SP=0 or less, the vehicle cannot move or pivot.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the vehicle with a range equal in inches to D20/5. Each Model within this range takes a S14 AV11 Piercing Autohit on a roll of 1-15					

TYPE: Light Vehicle (Bike), Large Base (50mm)
SQUAD COMPOSITION: 1 Vorreiter Squad Commander
SQUAD SIZE: 1-6 Vorreiters.

SQUAD UPGRADES: The Squad may be increased by up to 5 Vorreiter at 80 points per Model.
EQUIPMENT: Twin-Mounted MG-40 LMG, Duelling Sabre, Vorreiter Hull.
ARMOUR: Vorreiter Hull (No negative Weapon Type Modifiers taken)

MAIN WEAPON:

Twin-Mounted MG-40 LMG

R	ST	RoF	AVV	TYPE
28	14	4	2	Piercing (A)

CLOSE COMBAT WEAPON:

Duelling Sabre

R	ST	RoA	AVV	TYPE
B2B	10	2	0	Piercing

SPECIAL SKILLS: **Earth-Grinding Assault, Dirt Cloud, Pedal to the Metal, Turbo Charge.**

Passive: **Earth-Grinding Assault:** Vorreiter ignore Autohits for moving through Light Terrain.

Passive: **Dirt Cloud:** Any Model shooting at or through a Vorreiter receives a -2 modifier to RS. For every additional Vorreiter in the Squad, this modifier is increased by a further (-1)

Active: **Pedal to the Metal:** Before making any Movement Action, 'Turn to Burn' 1 Resource Card in order to increase a single Vorreiter's Movement Value by +4. 'Turn to Burn' 2 Resource Cards to increase the entire Squad's Movement Value by +4. Roll a D20 before moving each Model, if the result is a '20', the Model suffers 1 SP damage to its engines with no AV test allowed and the engines count as 'Stalled' (Movement Value reduced to 0 with no Modifiers allowed) and all the Models remaining Action Points are lost.

Active: **Turbo Charge:** 'Turn to Burn' 1 Resource Card for each Vorreiter that will complete a 'Turbo Charge'. The resourced Vorreiters can complete a 'Engage' Action at St 15.

PL 99 - STRIKE SKIMMER

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP Hull /AV		SP Main Weapon/ AV		SP Pilot/ AV		SP Engine/ AV		AV Front	AV Back	AP	PTS
7	–	12	–	16	4	14	3	13	3	12	3	15	0	-4	4	125
					If SP=0 or less, the Vehicle counts as Destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the Vehicle may no long use its Main Weapons.		If SP=0 or less, the vehicle cannot move or pivot.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the Vehicle with a range of D20/2". Each Model within this range takes a S12 AV1 Piercing Autohit on a roll of 1-15					

TYPE: Light Vehicle (Hoverer) No Base.

SQUAD COMPOSITION: 1 Strike Skimmer

SQUAD SIZE: 1-3 Strike Skimmers.

EQUIPMENT: Bauforce HMG 100G 'DeathlockDrum' and MG-40 LMG.

ARMOUR: Armoured Hull (no negative weapon type modifiers taken)

SQUAD UPGRADES: The squad may be increased by up to 2 Strike Skimmers for 125 points per model. Alternatively 1 Vorreiter in a Vorreiter squad may be replaced with a Strike Skimmer for 40 points. A Strike Skimmer included in a Vorreiter squad has the Advisor special skill.

MAIN WEAPONS:

Bauforce HMG 100G 'DeathlockDrum'

R	ST	RoF	AVV	TYPE
24	15	4	2	Piercing (A)

SECONDARY WEAPONS:

MG-40 LMG

R	ST	RoF	AVV	TYPE
24	14	2	1	Piercing (A)

SPECIAL SKILLS: Wasserratte, Propelled, Koranda Formation.

Passive: Wasserratte: Strike Skimmers can move over Impassable terrain if the at least 50% of the terrain is less than 1" in height. Strike Skimmers cannot end their movement in Impassable terrain.

Passive: Propelled: Roll a D20/2 for each non-vehicle model on a small or medium base that ends its activation within 2" of the Strike Skimmer and in its rear arc. Move the affected model the rolled distance away from Strike Skimmer. Models on a medium base must ignore the Propelled special skill if they successful complete a Con test. Models affected by the Propelled special skill receive a ST10 Blast Autohit.

Add a +2 modifier to the Strength of the Autohit for each piece of Light or Heavy terrain that is entered. If the model comes into contact with Impassable terrain its Propelled movement is stopped and it receives a second Autohit at ST15 Piercing.

Passive: Koranda Formation: For each other Vorreiter or Strike Skimmer in the squad each Strike Skimmer gains a +1 modifier to AV on the Engine (19-20) location to a maximum of +3. Each Vorrieter gains a +1 modifier to AV on its Driver location (1-10) from the Strike Skimmer in its squad. Each modifier is lost when the supplying model is removed from play.

GBT-49 GRIZZLY TANK

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP Hull /AV		SP Turret /AV		SP Tracks /AV		SP Core /AV		AV Front	AV Back	AP	PTS
4	–	13	–	–	7	19	5	18	5	17	6	16	0	-4	4	360
					If SP=0 or less,, the Vehicle is Destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less,, the Vehicle may no longer use its Main Weapon.		If SP=0 or less, the Vehicle cannot move or pivot.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the Vehicle with a range of D20/2". Each Model within this range takes a S15 AVV3 Piercing Autohit on a roll of 1-15					

TYPE: Heavy Vehicle (Tank), No Base

SQUAD COMPOSITION: 1 GBT-49 Grizzly Battletank.

SQUAD SIZE: 1 GBT-49 Grizzly Battletank.

EQUIPMENT: 230mm Mortar – Turret Weapon, Bergstahl Stonecleaver LMGs, Mini-Turret Mounted 45mm Cannons, Heavily Armoured Hull.

ARMOUR: Heavily Armoured Hull: (No negative Weapon Type Modifiers taken).

SPECIAL RULES: Vorsprung durch Technik - In Armies led by Tech Warlord, GBT-49 Grizzly Tank can take up to two Doctrines normally available to Light Vehicles, at double the listed cost.

MAIN WEAPONS:

230mm Mortar –Turret Weapon

R	ST	RoF	AVV	TYPE
30/LB	17	1	2	Blast (G)

Passive: **Slow Loading:** The RoF of the '230mm Mortar – Turret Weapon' cannot be increased by any means.

Passive: **Front Facing:** The Turret Guns can only fire in the Front-Facing

Active: **Tank Killer:** 'Turn to Burn' 2 Resource Cards to use '180mm 'Tank Killer' Anti-Tank Turret Gun' instead of the '230mm Mortar – Turret Gun'.

180mm 'Tank Killer' Anti-Tank Turret Gun

R	ST	RoA	AVV	TYPE
24	18	1	10	Piercing (H)

Passive: **Tank Killer:** Critical Damage (3).

SECONDARY WEAPONS:

Bergstahl Stonecleaver LMGs*

R	ST	RoF	AVV	TYPE
18	13	3	1	Piercing (A)

Passive: **LMG Guns:** For each Hull SP lost on the GBT-49 Grizzly Battletank due to Ranged Attack, roll a D20. On a 16-20 the 'Bergstahl Stonecleaver LMG' facing the shooter is also hit. Roll a D20 on a 1-10 the damage to the gun is superficial, the gun cannot be fired this Game Turn but is repaired for subsequent Game Turns. On a roll of 11-20 the gun is destroyed. If the nearest facing 'Bergstahl Stonecleaver LMG' is already destroyed, or the Tank is hit in the Rear Facing, ignore this rule.

Mini-Turret Mounted 45mm Cannon*

R	ST	RoF	AVV	TYPE
12/SE	14	2	1	Blast (G)

Passive: **Rear Facing:** The two Mini-Turret Mounted 45mm Cannons can only fire in the Rear-Facing

** Each LMG has a ROF 3. Three in Total, Right and Left Mounted.*

Each Mini-Turret Mounted 45mm Cannon has a ROF2. Two in total, both Rear Mounted.