


PEOPLES VOLUNTEERS P 16

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	7	3	11	3	1	5	4	18

Grunt Trooper, required 4-12 models, mortal
 Military Conflicts and Resolutions S 2
 Z

Special Abilities:



Equipment: AR-3000 Assault Rifle

CYBERTRONIC

Weapon		AR-3000 Assault Rifle			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-2	-1	-1	0	-2	-	10		

Can mount one optional loadout.

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		


Special Rules:



ID Peoples Volunteers

Special Abilities

Weapon Special Attributes




PEOPLES VOLUNTEERS SGT P 19

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	8	3	12	3	1	5	4	18

Grunt Squad Leader, required 1/squad, mortal
 Military Conflicts and Resolutions S 2
 Z

Special Abilities: Tactical Sense



Equipment: AR-3000 Assault Rifle with GL-25000 UBGL

CYBERTRONIC

Weapon		AR-3000 Assault Rifle			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-2	-1	-1	0	-2	-	10		

Can mount one optional loadout.

Weapon		GL-2500 UBGL			Variable			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	0	0	-	-	-	-		

ROF: 1/turn, Direct Fire, Support Munitions Only

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		


Special Rules:



ID Peoples Volunteers SGT

Special Abilities
 Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Weapon Special Attributes




PEOPLES VOLUNTEERS HMG SPEC P 24

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	7	3	11	3	1	5	4	18

Grunt Squad Specialist, up to 3/squad, mortal
 Military Conflicts and Resolutions S 2
 Z

Special Abilities:



Equipment: SSW-4200P Heavy Machine Gun

CYBERTRONIC

Weapon		SSW-4200P HMG			Ballistic, Rendering			
CC	PB	SR	MR	LR	ER	DAM	SA	
-4	3(x3)	2(x2)	0	-	-	13		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		


Special Rules:



ID Peoples Volunteers HMG Spec

Special Abilities

Weapon Special Attributes




PEOPLES VOLUNTEER CAPTAIN P 30

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	9	3	13	3	2	5	4	18

Individual squad linked officer, limit 1/PV squad, mortal
 Military Conflicts and Resolutions S 2
 Z

Special Abilities: Tactical Sense, Unit Commander



Equipment: SG-7000 Shotgun

CYBERTRONIC


Weapon		SG-7000 Shotgun			Rendering			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	9		

Shotgun Template, Cluster Effect: 3

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules: May select up to 1 enhancement.




ID Peoples Volunteer Captain

Special Abilities
 Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Unit Commander - Can activate any Peoples Volunteer unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any Peoples Volunteer unit. For 1 action point the commander may Rally any friendly unit within command distance.

Weapon Special Attributes




MACHINATORS MK 1 P 35

CC	RC	PW	LD	AC	WD	ST	MV	AR
10	6	3	11	3	2	8	4	22

Grunt Trooper, required 4-12 models, A.I. S Z 2
 Military Conflicts and Resolutions

Special Abilities: Group Assault



Equipment: CS-350 Buckler, CSA-403 Sword, Enhanced Sensor Array

Weapon		CSA-403 Sowrd			Slashing		
CC	PB	SR	MR	LR	ER	DAM	SA
1	-	-	-	-	-	ST+3	

Gear CS-350 Buckler
 Imposes a -1 penalty to the CC value of enemy models that are in Close Combat against the model with this shield. The Buckler does not alter RC attacks.

Weapon							
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	

Special Rules: Level 3 A.I.
 Vulnerable to radiant attacks. Suffers +1 damage.



ID Machinators Mk 1

Special Abilities
 Group Assault - Model receives a +1 CC and +1 DM to a Strike Action for every friendly model that is in Base Contact with the enemy model. In addition to Multiple Attacker Bonus, Max +4/+4.

Weapon Special Attributes


Enhanced Sensor Array - This item grants the welder effective Predator Senses: 4.
 Predator Senses: 4 - Bonus of +4 when making Spot checks against enemy units who are closer than 7" away.

MACHINATOR MK 1 LMG SPEC P 34

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	9	3	11	3	2	8	4	22

Grunt Squad Specialist, up to 3/squad, A.I. S Z 2
 Military Conflicts and Resolutions

Special Abilities: Group Assault



Equipment: SSW-4000 Light Machine Gun, Enhanced Sensor Array

Weapon		SSW-4000 LMG			Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA
-3	3(x3)	2(x2)	-1	-	-	10	

Weapon

CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	

Weapon							
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	

Special Rules: Level 3 A.I.
 Vulnerable to radiant attacks. Suffers +1 damage.



ID Machinator MK 1 LMG Spec

Special Abilities
 Group Assault - Model receives a +1 CC and +1 DM to a Strike Action for every friendly model that is in Base Contact with the enemy model. In addition to Multiple Attacker Bonus, Max +4/+4.

Weapon Special Attributes


Enhanced Sensor Array - This item grants the welder effective Predator Senses: 4.
 Predator Senses: 4 - Bonus of +4 when making Spot checks against enemy units who are closer than 7" away.

MACHINATORS MK 2 P 35

CC	RC	PW	LD	AC	WD	ST	MV	AR
11	7	3	12	3	2	9	4	22

Grunt Trooper, required 4-8 models, A.I. S Z 2
 Military Conflicts and Resolutions

Special Abilities: Enhanced Charge 2



Equipment: CS-358 Electro Buckler, CSA-403 Sword, Enhanced Sensor Array

Weapon		CS-403 Sword			Slashing		
CC	PB	SR	MR	LR	ER	DAM	SA
1	-	-	-	-	-	ST+3	

Gear CS-358 Electro Buckler
 Imposes an environmental hazard of ATS 10 on any model that activates while in CC with the model carrying the Buckler.

Weapon							
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	

Special Rules:



ID Machinators Mk 2

Special Abilities
 Enhanced Charge: Models with this skill may add their level in inches to their movement during a charge.

Weapon Special Attributes

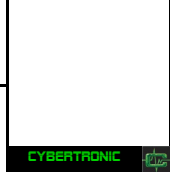
Enhanced Sensor Array - This item grants the welder effective Predator Senses: 4.
 Predator Senses: 4 - Bonus of +4 when making Spot checks against enemy units who are closer than 7" away.

MACHINATOR MK 2 HMG SPEC P 40

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	11	3	12	3	2	9	4	22

Grunt Squad Specialist, up to 2/squad, A.I. S Z 2
 Military Conflicts and Resolutions

Special Abilities: Enhanced Charge 2



Equipment: SSW-4200P Heavy Machine Gun, Enhanced Sensor Array

Weapon		SSW-4200 HMG			Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA
-4	3(x3)	2(x2)	0	-	-	13	

Weapon

CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	

Weapon							
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	

Special Rules:



ID Machinator Mk 2 HMG Spec

Special Abilities
 Enhanced Charge: Models with this skill may add their level in inches to their movement during a charge.

Weapon Special Attributes

Enhanced Sensor Array - This item grants the welder effective Predator Senses: 4.
 Predator Senses: 4 - Bonus of +4 when making Spot checks against enemy units who are closer than 7" away.

REIVERS

P C **34**

CC	RC	PW	LD	AC	WD	ST	MV	AR
10	10	3	11	3	1	8	4	21

Elite Trooper, required 4-8 models, A.I. Internal & External Security **SZ 2**

Special Abilities: Blessed, Climb
Equipment: Ripper Claws, SSW-4100 Light Machine Gun
CYBERTRONIC

Weapon		SSW-4100 LMG				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
-3	3(x3)	-	-	-	-	-	-		

Weapon		Ripper Claw				Variable			
CC	PB	SR	MR	LR	ER	DAM	SA		
1	-	-	-	-	-	ST+6	AV-2		

Weapon		Ripper Claw				Variable			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-	-		

Special Rules: Level 2 A.I. May select up to three enhancements.



ID Reavers

Special Abilities

Blessed - Models with this skill are particularly resistant to the effects of the Dark Symmetry. They will gain a +2 to their LD and PW stats when using those stats in saves versus Dark Legion supernatural powers.

Climb - These models can Climb at their normal movement rate per Action, and never risk the chance of falling and taking damage. The model still makes climbing checks as normal; a roll of 20 means the model loses an action as it maneuvers to find a better hand and footholds.

Weapon Special Attributes

REAVES SGT

P C **40**

CC	RC	PW	LD	AC	WD	ST	MV	AR
10	10	3	12	3	2	8	4	21

Elite Squad Leader, required 1/squad, A.I. Internal & External Security **SZ 2**

Special Abilities: Blessed, Climb
Equipment: Ripper Claws, SSW-4100 Light Machine Gun with GL-2500 UBGL
CYBERTRONIC

Weapon		SSW-4100 LMG				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
-3	3(x3)	-	-	-	-	-	-		

Weapon		GL-2500 UBGL				Variable			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	0	0	-	-	-	-	-		

ROF: 1/turn, Direct Fire, Support Munitions Only

Weapon		Ripper Claw				Variable			
CC	PB	SR	MR	LR	ER	DAM	SA		
1	-	-	-	-	-	ST+6	AV-2		

Special Rules: Level 2 A.I. May select up to three enhancements.



ATTILA CUIRASSIERS

P C **43**

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	3	12	3	3	10	3	22

Elite Trooper, required 2-3 models, A.I. Internal & External Security **SZ 3**

Special Abilities: Resolve: 3
Equipment: CAV-4000 Autocannon
CYBERTRONIC



Weapon		CAV-4000 AC				Ballistic, Concussive			
CC	PB	SR	MR	LR	ER	DAM	SA		
-5	0	-1	-3	-	-	10x(2)	AV-2		

Weapon		Ripper Claw				Variable			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-	-		

Weapon		Ripper Claw				Variable			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-	-		

Special Rules: Level 3 A.I. Vulnerable to radiant attacks. Suffers +1 DAM.



ID Attila Cuirassiers

Special Abilities

Resolve: 3 - +3 to LD when making Morale Checks

Weapon Special Attributes

SCORPION LAUNCHER

P C **61**

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	3	11	3	3	10	4	24

Elite Squad Specialist, optional up to 1 per squad, A.I. Internal & External Security **SZ 3**

Special Abilities: Climb, Leap
Equipment: CS-450 Shield, CSA-404 Heatsword, SSW-6500 Stinger Rocket Launcher
CYBERTRONIC



Weapon		SSW-6500 RL				Concussive			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-3	-4	-4	-	14(x2)	-		

Indirect Fire, Optional AP rockets do DAM 12, Small Explosion Template

Weapon		CSA-404 Heatsword				Slashing, Radiant			
CC	PB	SR	MR	LR	ER	DAM	SA		
1	-	-	-	-	-	ST+4	-		

Residual Damage against Mortal Models
Gear: CS-450 Shield
Imposes a -2 penalty to the CC value of enemy models that are in Close Combat against the model with this shield. The Shield also reduces RC attacks by -2.

Special Rules: Level 4 A.I. Vulnerable to radiant attacks. Suffers +1 DAM.



ID Reaver SGT

Special Abilities

Blessed - Models with this skill are particularly resistant to the effects of the Dark Symmetry. They will gain a +2 to their LD and PW stats when using those stats in saves versus Dark Legion supernatural powers.

Climb - These models can Climb at their normal movement rate per Action, and never risk the chance of falling and taking damage. The model still makes climbing checks as normal; a roll of 20 means the model loses an action as it maneuvers to find a better hand and footholds.

Weapon Special Attributes

ID Scorpion Launcher

Special Abilities

Climb - These models can Climb at their normal movement rate per Action, and never risk the chance of falling and taking damage. The model still makes climbing checks as normal; a roll of 20 means the model loses an action as it maneuvers to find a better hand and footholds.

Leap - A model with this Ability can spend an action to jump up to its MV in inches. If the unit lands in Close Combat, it counts as a Charge, which cannot be Countercharged. Additionally, models with the Leap Special Ability can Leap over models their own SZ or smaller. A leaping model must obey standard targeting priority.

Weapon Special Attributes


Residual Damage - when a Residual Damage Attack hits a model, it must continue making AR rolls until the model dies or a successful AR roll is made.

1 D CHEM IMN P C **56**

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	11	3	12	3	3	10	4	22

Support Unit, required 1 model, A.I. Support **3**

Special Abilities: Ambush, Dire Rating: 4



Equipment: D-322 Chemical Warfare System, SR-3500 Sniper Rifle, Self-Destruct Mechanism

Weapon		SR-3500 Sniper Rifle			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-4	-3	0	0	2	2	14		

Can mount one optional load out.


Weapon		D-322 CWS			Environmental			
CC	PB	SR	MR	LR	ER	DAM	SA	
-1	-	-	-	-	-	9		

See Back

Gear Self-Destruct Mechanism

Models equipped with this mechanism will self destruct at the end of the turn in which they suffer their last wound. Place the model on its side, or mark with wound marker(s). At the end of the turn any model within base contact with the self-destructing model will suffer a damage 7 attack.

Special Rules: Level 4 A.I.



ID Chem.IMN Special Abilities

Ambush - Model may hold 2 AP in Wait and does not require a LD check to activate.

Dire Rating: 4 - Enemy models within 4" must -4 from their LD checks

Weapon Special Attributes

D-322 Chemical Warfare System - ROF 1/turn. This device can be used to release a cloud of highly toxic gas. While the caster is immune to the effects, those under the Small Explosion Template suffer a Residual damage attack.




1 D TA-6500 P C **82**

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	9	3	11	3	4/1	11	5	23

Support Unit, required 1 model, A.I. Support **4**

Special Abilities: Impenetrability, Reconnaissance Training.




Equipment: CAV-5000 Mounted Autocannon, Enhanced Sensor Array

Weapon		CAV-5000 Autocannon			Ballistic, Concussive, Rending			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	0(x2)	1(x2)	0(x2)	-	-	13		

Weapon Special Attributes

Enhanced Sensor Array - This item grants the welder effective Predator Senses: 4.

Predator Senses: 4 - Bonus of +4 when making Spot checks against enemy units who are closer than 7" away.



Special Rules: Level 4 A.I.

1 D CHASSEURS P C **18**

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	8	3	12	3	1	5	3	19

Grunt Trooper, required 4-12 models, A.I. Military Conflicts and Resolutions **2**

Special Abilities: Survival Training: 1



Equipment: AR-3000 Assault Rifle


Weapon		AR-3000 Assault Rifle			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-2	-1	-1	0	-2	-	10		

Can mount one optional loadout.

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules: Level 1 A.I. May select up to 1 enhancement.



ID Chasseurs Special Abilities

Survival Training: 1 - +1 to saves against environmental effects

Weapon Special Attributes



1 D CHASSEUR SGT P C **19**

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	9	3	13	3	1	5	3	19

Grunt Squad Leader, required 1/squad, A.I. Military Conflicts and Resolutions **2**

Special Abilities: Survival Training: 1



Equipment: AR-3000 Assault Rifle


Weapon		AR-3000 Assault Rifle			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-2	-1	-1	0	-2	-	10		

Can mount one optional loadout.

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules: Level 1 A.I. May select up to 1 enhancement.



ID TA-6500 Special Abilities

Impenetrability - Models with Impenetrability have this increased ballistic load value already added to the AR value in their profile. Models with AV weapons will reduce their AR rating by the listed factor. Models with this Special Ability are completely immune to Natural, non-AV rated weapons.


Reconnaissance Training - A model with Reconnaissance Training may deploy normally by hidden deployment card or in the open by actually placing the actual models on the table. If deployed in the open, they may be placed up to six inches forward of their deployment zone, and then make an immediate spot check against up to two enemy deployment cards starting with the closest. The cards must be in LOS and within 36 inches of the recon unit. If the check is successful, the card is revealed and the minis are placed on the table instead.

Weapon Special Attributes



Enhanced Sensor Array - This item grants the welder effective Predator Senses: 4.


Predator Senses: 4 - Bonus of +4 when making Spot checks against enemy units who are closer than 7" away.



ID Chasseur SGT Special Abilities

Survival Training: 1 - +1 to saves against environmental effects

Weapon Special Attributes



CHASSEURS									P C	18
CC	RC	PW	LD	AC	WD	ST	MV	AR		
7	8	3	12	3	1	5	3	19		

Grunt Trooper, required 4-12 models, A.I.
 Military Conflicts and Resolutions

Special Abilities: Survival Training: 1



Equipment: AR-3000 Assault Rifle

Weapon		AR-3000 Assault Rifle			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-2	-1	-1	0	-2	-	10		

Can mount one optional loadout.

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules: Level 1 AI. May select up to 1 enhancement.




ID Chasseurs
 Special Abilities
 Survival Training: 1 - +1 to saves against environmental effects

CHASSEUR SGT									P C	19
CC	RC	PW	LD	AC	WD	ST	MV	AR		
7	9	3	13	3	1	5	3	19		

Grunt Squad Leader, required 1/squad, A.I.
 Military Conflicts and Resolutions

Special Abilities: Survival Training: 1



Equipment: AR-3000 Assault Rifle

Weapon		AR-3000 Assault Rifle			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-2	-1	-1	0	-2	-	10		

Can mount one optional loadout.

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules: Level 1 AI. May select up to 1 enhancement.




ID Chasseur SGT
 Special Abilities
 Survival Training: 1 - +1 to saves against environmental effects

CHASSEUR HMG SPEC									P C	25
CC	RC	PW	LD	AC	WD	ST	MV	AR		
7	8	3	12	3	1	5	3	19		

Grunt Squad Specialist, up to 2/squad, A.I.
 Military Conflicts and Resolutions

Special Abilities: Survival Training: 1



Equipment: SSW-4200P Heavy Machine Gun

Weapon		SSW-4200P HMG			Ballistic, Rending			
CC	PB	SR	MR	LR	ER	DAM	SA	
-4	3(x3)	2(x2)	0	-	-	13		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules: Level 1 AI. May select up to 1 enhancement.




ID Chasseur HMG Spec
 Special Abilities
 Survival Training: 1 - +1 to saves against environmental effects

CHASSEUR RL SPEC									P C	29
CC	RC	PW	LD	AC	WD	ST	MV	AR		
7	8	3	12	3	1	5	3	19		

Grunt Squad Specialist, up to 1/squad, A.I.
 Military Conflicts and Resolutions

Special Abilities: Survival Training: 1



Equipment: SSW-5500MP Rocket Launcher

Weapon		SSW-5500MP RL			Concussive			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-2	-4	-5	-	13(x2)		

Optional AP rockets do DAM 12, Small Explosion Template

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules: Level 1 AI. May select up to 1 enhancement.



ID Chasseur RL Spec
 Special Abilities
 Survival Training: 1 - +1 to saves against environmental effects


Weapon Special Attributes

SHOCK TROOPERS P C 26

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	9	3	12	3	1	6	3	21

Elite Trooper, required 4-8 models, mortal
Internal & External Security S Z 2

Special Abilities: Para-Deploy, Survival Training: 2



Equipment: P-1000 Machine Pistol, Smoke Grenades


Weapon		P-1000 Machine Pistol				Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA	
0	1(x2)	0	-	-	-	8	None	

Weapon		Smoke Grenades				Environmental		
CC	PB	SR	MR	LR	ER	DAM	SA	
-	0	0	-	-	-	0		

Indirect, Small Explosion, Level 2 Smoke Cloud.

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		


Special Rules: May select up to 2 enhancements.



ID Shock Troopers

Special Abilities
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77
Survival Training: 2 - +2 to saves against environmental effects

Weapon Special Attributes




SHOCK TROOPER SGT P C 27

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	10	3	13	3	1	6	3	21

Elite Squad Leader, required 1/squad, mortal
Internal & External Security S Z 2

Special Abilities: Para-Deploy, Survival Training: 2



Equipment: AR-3000 Assault Rifle with GL-2500 UBGL, Smoke Grenades

Weapon		AR-3000 Assault Rifle				Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA	
-2	-1	-1	0	-2	-	10		


Can mount one optional loadout.

Weapon		GL-2500 UBGL				Variable		
CC	PB	SR	MR	LR	ER	DAM	SA	
-	0	0	-	-	-	-		

ROF: 1/turn, Direct Fire, Support Munitions Only

Weapon		Smoke Grenades				Environmental		
CC	PB	SR	MR	LR	ER	DAM	SA	
-	0	0	-	-	-	0		


Indirect, Small Explosion, Level 2 Smoke Cloud.
Special Rules: May select up to 2 enhancements.



ID Shock Trooper SGT

Special Abilities
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77
Survival Training: 2 - +2 to saves against environmental effects

Weapon Special Attributes




SHOCK TROOPER LMG SPEC P C 34

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	9	3	12	3	1	6	3	21

Elite Squad Specialist, up to 2/squad, mortal
Internal & External Security S Z 2

Special Abilities: Para-Deploy, Survival Training: 2




Equipment: SSW-4000 Light Machine Gun,

Weapon		SSW-4000 LMG				Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA	
-3	3(x3)	2(x2)	-1	-	-	10		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		


Special Rules: May select up to 2 enhancements.



ID Shock Trooper LMG Spec

Special Abilities
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77
Survival Training: 2 - +2 to saves against environmental effects

Weapon Special Attributes




SHOCK TROOPER GL SPEC P C 41

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	9	3	12	3	1	6	3	21

Elite Squad Specialist, up to 1/squad, mortal
Internal & External Security S Z 2

Special Abilities: Para-Deploy, Survival Training: 2



Equipment: GL-3500 Grenade Launcher, P-1000 Machine Pistol


Weapon		GL-3500 GL				Environmental		
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-2	-3	-	-	9		

Direct Fire Only, Small Explosion Template

Weapon		P-1000 Machine Pistol				Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA	
0	1(x2)	0	-	-	-	8	None	

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		


Special Rules: May select up to 2 enhancements.



ID Shock Trooper GL Spec

Special Abilities
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77
Survival Training: 2 - +2 to saves against environmental effects

Weapon Special Attributes



SHOCK TROOPER CHEM SPRAYER P C 36

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	9	3	12	3	1	6	3	21

Elite Squad Specialist, up to 1/squad, mortal
Internal & External Security

Special Abilities: Para-Deploy, Survival Training: 2

Equipment: CS-44 Chemical Sprayer, P-1000 Machine Pistol

Weapon	CS-44 Chem Sprayer				Environmental			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	9		

ROF: 1/turn. Medium Flamethrower Template, Residual Damage

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules: May select up to 2 enhancements.

THE 19TH SILENT P C 31

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	3	12	3	1	7	4	22

Elite Trooper, required 4-8 models, mortal
Internal & External Security

Special Abilities: Para-Deploy, Resolve: 3

Equipment: AR-3000 Assault Rifle, CSA-200 Power Fist

Weapon	AR-3000 Assault Rifle				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-2	-1	-1	0	-2	-	10		

Can mount one optional loadout.

Weapon	CSA-200 Powerfist				Concussive			
CC	PB	SR	MR	LR	ER	DAM	SA	
0	-	-	-	-	-	ST+4	AV-2	

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules: May select up to 1 enhancement.

ID Shoch Trooper Chem Sprayer

Special Abilities
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77
Survival Training: 2 - +2 to saves against environmental effects

Weapon Special Attributes

Residual Damage - when a Residual Damage Attack hits a model, it must continue making AR rolls until the model dies or a successful AR roll is made.



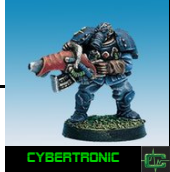
SHOCK TROOPER CAPTAIN P C 48

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	9	3	14	3	2	5	3	21

Individual squad linked officer, limit 1/PV squad, mortal
Internal & External Security

Special Abilities: Para-Deploy, Survival Training: 2, Unit Commander

Equipment: Gehenna Puker Flamethrower



Weapon	Gehenna Puker FT				Radiant			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	11		

Residual Damage, Medium Teardrop Template

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules: May select up to 2 enhancements.

ID Shock Trooper Captain

Special Abilities
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77
Survival Training: 2 - +2 to saves against environmental effects

Unit Commander - Can activate any Shock Trooper unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any Shock Trooper unit. For 1 action point the commander may Rally any friendly unit within command distance.

Weapon Special Attributes

Residual Damage - when a Residual Damage Attack hits a model, it must continue making AR rolls until the model dies or a successful AR roll is made.



JAEGER COMMANDO P C 37

CC	RC	PW	LD	AC	WD	ST	MV	AR
6	9	4	11	3	2	4	5	20

Elite Squad Specialist, optional up to 1/squad, mortal
Internal & External Security

Special Abilities: Reconnaissance Training, Tactical Sense

Equipment: Veslot SMG with GL-2500 UBGL, Filter Mask, Vulture Anti-Gravity Harness

Weapon	Veslot SMG				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-1	1(x2)	2(x2)	0	-	-	9		

ROF: 1/turn, Direct Fire, Support Munitions Only

Weapon	GL-2500 UBGL				Variable			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	0	0	-	-	-	-		

Gear: Vulture Anti-Gravity Harness

This old world device allows the wearer to effectively fly. The wearer will have a MV stat of 5 while flying and may achieve an altitude of 5.

Special Rules:

ID Jaeger Commando

Special Abilities
Reconnaissance Training - A model with Reconnaissance Training may deploy normally by hidden deployment card or in the open by actually placing the actual models on the table. If deployed in the open, they may be placed up to six inches forward of their deployment zone, and then make an immediate spot check against up to two enemy deployment cards starting with the closest. The cards must be in LOS and within 36 inches of the recon unit. If the check is successful, the card is revealed and the minis are placed on the table instead.

Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Weapon Special Attributes




ERADICATOR DEATHROID AP P C **110**

CC	RC	PW	LD	AC	WD	ST	MV	AR
11	9	3	12	3	6/3	11	5	23

Support unit, required 1 model, A.I. S Z **6**

Special Abilities: Impenetrability



Equipment: CAV-7000 Phosphor Cannon, CSA-600 Gigadeath Chainripper

Weapon		CAV-7000 Phosphur Cannon				Ballistic, Concussive, Rending		
CC	PB	SR	MR	LR	ER	DAM	SA	
-	0(x2)	1(x2)	0(x2)	-	-	14		

Weapon		CAS-600 Chainripper				Rending		
CC	PB	SR	MR	LR	ER	DAM	SA	
0	-	-	-	-	-	ST+5		

Can Sweep

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules: Level 3 A.I.



ID Eradicator Deathroid AP

Special Abilities
 Impenetrability - Models with Impenetrability have this increased ballistic load value already added to the AR value in their profile. Models with AV weapons will reduce their AR rating by the listed factor. Models with this Special Ability are completely immune to Natural, non-AV rated weapons.

Weapon Special Attributes

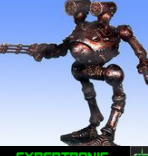


ERADICATOR DEATHROID AV P C **113**

CC	RC	PW	LD	AC	WD	ST	MV	AR
11	9	3	12	3	6/3	11	5	23

Support unit, required 1 model, A.I. S Z **6**

Special Abilities: Impenetrability



Equipment: CAV-7200 FAE Autocannon, SSW-4200 Mounted HMG

Weapon		CAV-7200 Autocannon				Concussive		
CC	PB	SR	MR	LR	ER	DAM	SA	
-	0	-1	-3	-	-	12(x2)	AV-4	

Weapon		SSW4200 HMG				Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA	
-	0(x2)	2(x3)	0(x2)	-2(x2)	-	13		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules: Level 3 A.I.



ID Eradicator Deathroid AV

Special Abilities
 Impenetrability - Models with Impenetrability have this increased ballistic load value already added to the AR value in their profile. Models with AV weapons will reduce their AR rating by the listed factor. Models with this Special Ability are completely immune to Natural, non-AV rated weapons.

Weapon Special Attributes




CHASSEUR HMG SPEC P C **25**

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	8	3	12	3	1	5	3	19

Grunt Squad Specialist, up to 2/squad, A.I. S Z **2**

Special Abilities: Survival Training: 1




Equipment: SSW-4200P Heavy Machine Gun

Weapon		SSW-4200P HMG				Ballistic, Rending		
CC	PB	SR	MR	LR	ER	DAM	SA	
-4	3(x3)	2(x2)	0	-	-	13		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		


Special Rules: Level 1 A.I. May select up to 1 enhancement.



ID Chasseur HMG Spec

Special Abilities
 Survival Training: 1 - +1 to saves against environmental effects

Weapon Special Attributes




PEOPLES VOLUNTEERS HMG SPEC P C **24**

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	7	3	11	3	1	5	4	18

Grunt Squad Specialist, up to 3/squad, mortal S Z **2**

Special Abilities:



Equipment: SSW-4200P Heavy Machine Gun

Weapon		SSW-4200P HMG				Ballistic, Rending		
CC	PB	SR	MR	LR	ER	DAM	SA	
-4	3(x3)	2(x2)	0	-	-	13		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules:



ID Peoples Volunteers HMG Spec

Special Abilities

Weapon Special Attributes



1 D CHASSEUR SNIPER P C 23

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	10	3	12	3	1	5	3	19

Grunt Squad Specialist, up to 1/squad, A.I.
 Military Conflicts and Resolutions

Special Abilities: Survival Training: 1, Form Fireteam, Sniper

Equipment: SR-3500 Sniper Rifle, Pin-Point Weapon Enhancement

Weapon	SR-3500 Sniper Rifle	Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA	
-4	-3	0	0	2	2	14		

Can mount one optional load out.

Weapon	CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-	

Weapon	CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-	

Special Rules: Level 1 AI.



ID Chasseur Sniper

Special Abilities
 Survival Training: 1 - +1 to saves against environmental effects
 Form Fireteam - Once a the squad is Activated, models with this ability may split from the rest of the squad and leave Command Distance. For the remainder of the game, they are considered a separate Squad and will activate independently from their squad of origin. If such a Unit later comes within Command Distance with a similar model (also separated as a fireteam), they may unite to form a new squad. These models are now considered to be a Leaderless Squad and follow the rules for Leaderless Squads.

Sniper - If sniper spends 1 AP, then automatically gets Tactical Sense and +3 RC for aiming. If sniper spends 2 AP, then sniper gets, in addition, to select any model in target squad as a target. Snipers get +4" to command distance range.

Weapon Special Attributes
 Pin-Point Weapon Enhancement - Adds the Deadshot Special Ability.

Deadshot - A model with the Deadshot ability may Fire into Close Combat without fear of hitting a friendly model or an LD test. In addition, a missed shot will not threaten friendly models.

1 D ENH. CHASSEUR VANGUARD P C 39

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	10	3	12	3	2	6	3	20

Grunt Squad Specialist, up to 1/squad, A.I.
 Military Conflicts and Resolutions

Special Abilities: Forward Observer

Equipment: AR-3000 Assault Rifle, P-1000 Machine Pistol

Weapon	AR-3000 Assault Rifle	Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA	
-2	-1	-1	0	-2	-	10		

Can mount one optional loadout.

Weapon	P-1000 Machine Pistol	Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA	
0	1(x2)	0	-	-	-	8		

Weapon	CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-	

Special Rules: Level 1 AI. May select up to 1 enhancement.



ID Enh. Chasseur Vanguard

Special Abilities
 Forward Observer - See section 10 Fire Missions & Forward Observers

Weapon Special Attributes



1 D CHASSEUR GL SPEC P C 29

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	8	3	12	3	1	5	3	19

Grunt Squad Specialist, up to 1/squad, A.I.
 Military Conflicts and Resolutions

Special Abilities: Survival Training: 1

Equipment: SSW-2500 Grenade Launcher

Weapon	SSW-2500 GL	Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-2	-4	-	-	9		

Indirect Fire, Small Explosion Template

Weapon	CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-	

Weapon	CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-	

Special Rules: Level 1 AI. May select up to 1 enhancement.



ID Chasseur GL Spec

Special Abilities
 Survival Training: 1 - +1 to saves against environmental effects

Weapon Special Attributes

1 D ENHANCED CHASSEURS P C 38

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	10	3	12	3	2	6	3	21

Grunt Trooper, required 2-4 models, A.I.
 Military Conflicts and Resolutions

Special Abilities: Reconnaissance Training

Equipment: CAV-3800 Autocannon, PI-4200 Incinerator

Weapon	CAV-3800 Autocannon	Ballistic, Concussive						
CC	PB	SR	MR	LR	ER	DAM	SA	
-4	0	-1	-3	-	-	7(x2)	None	

Weapon	PI-4200 Incinerator	Radiant						
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	12	AV-4	

This is a cutting torch. Residual Damage. Close Combat Only

Weapon	CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-	

Special Rules:



ID Enhanced Chasseurs

Special Abilities
 Reconnaissance Training - A model with Reconnaissance Training may deploy normally by hidden deployment card or in the open by actually placing the actual models on the table. If deployed in the open, they may be placed up to six inches forward of their deployment zone, and then make an immediate spot check against up to two enemy deployment cards starting with the closest. The cards must be in LOS and within 36 inches of the recon unit. If the check is successful, the card is revealed and the minis are placed on the table instead.

Weapon Special Attributes
 Residual Damage - when a Residual Damage Attack hits a model, it must continue making AR rolls until the model dies or a successful AR roll is made.



CHASSEUR CAPTAIN

P 32
C

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	10	3	14	3	2	5	3	19

Individual squad linked officer, limit 1/PV squad, mortal
Military Conflicts and Resolutions

S 2
Z

Special Abilities: Survival Training: 1, Tactical Sense, Unit Commander
Equipment: AR-3000 Assault Rifle, CSA-403 Sword, Tactical Computer Enhancement



Weapon	AR-3000 Assault Rifle	Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA
-2	-1	-1	0	-2	-	10	

Can mount one optional loadout.

Weapon	CS-403 Sword	Slashing					
CC	PB	SR	MR	LR	ER	DAM	SA
1	-	-	-	-	-	ST+3	

Gear: Tactical Computer Enhancement
Add +1 to the models LD trait.

Special Rules: May select up to 1 enhancement.



ID Chasseur Captain

Special Abilities

Survival Training: 1 - +1 to saves against environmental effects
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Unit Commander - Can activate any Chasseur unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any Chasseur unit. For 1 action point the commander may Rally any friendly unit within command distance.

Weapon Special Attributes



Vince Diamond

P 54
C

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	11	3	15	3	3	7	3	22

Individual general officer, limit 1/army, mortal
Individuals

S 3
Z

Special Abilities: Division Commander, Tactical Sense, Natural Attacks (10)
Equipment: SSW-4200P Heavy Machine Gun, Optic Enhancement, Cell Link Enhancement, Torso Enhancement



Weapon	SSW-4200 HMG	Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA
-4	3(x3)	2(x2)	0	-	-	13	

Gear: Optic Enhancement
Adds one +1 to Spot Checks. Subtracts (-1) from smoke penalties.

Gear: Cell Link Enhancement
Adds +2 to Command Distance.

Special Rules: Level 3 A.I.

ID Vince Diamond

Special Abilities

Division Commander - Can activate any friendly unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any friendly unit. For 1 action point the commander may Rally any friendly unit within command distance.

Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Weapon Special Attributes

Gear: Torso Enhancement
Adds +1 to ST statistic of model. (already factored in)



CYRIL DENT

P 52
C

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	12	3	13	3	3	6	3	22

Individual general officer, limit 1/army, mortal
Individuals

S 2
Z

Special Abilities: Division Commander, Tactical Sense
Equipment: P-1000 Machine Pistol, SSW-4100 Light Machine Gun, Optic Enhancement



Weapon	SSW-4100 LMG	Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA
-3	3(x3)	-	-	-	-	-	

Weapon	P-1000 Machine Pistol	Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA
0	1(x2)	0	-	-	-	8	None

Gear: Optic Enhancement
Adds one +1 to Spot Checks. Subtracts (-1) from smoke penalties.

Special Rules: Level 2 A.I.



ID Cyril Dent

Special Abilities

Division Commander - Can activate any friendly unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any friendly unit. For 1 action point the commander may Rally any friendly unit within command distance.

Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Weapon Special Attributes



ID OPERATIONS OVERSEER

P 53
C

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	7	3	15	3	3	6	3	21

Individual force commander, limit 1/army, A.I.
Individuals

S 3
Z

Special Abilities: Force Commander, Strategic Insight, Tactical Sense

Equipment: SSW-4900 Auto-Mortar



Weapon	SSW-4900 Auto-Mortar	Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-2	-4	-	10	

Indirect Fire, Small Explosion Template

Weapon	Indirect Fire, Small Explosion Template						
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	

Weapon	Indirect Fire, Small Explosion Template						
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	

Special Rules: Level 2 A.I.

ID Operations Overseer

Special Abilities

Division Commander - Can activate any friendly unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any friendly unit. For 1 action point the commander may Rally any friendly unit within command distance.

Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Strategic Insight - Gains a +2 to Initiative checks.

Weapon Special Attributes



MIRRORMEN

P 39
C

CC	RC	PW	LD	AC	WD	ST	MV	AR
11	10	3	13	3	2	8	4	20

Elite Trooper, required 4-8 models, mortal
Internal & External Security

S 2
Z

Special Abilities: Infiltrate, Secondary Attack



CYBERTRONIC

Equipment: P-1000 Machine Pistol, CSA-404 Heatsword, IA-3300 Chameleon Armor

Weapon		P-1000 Machine Pistol				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	1(x2)	0	-	-	-	8	None		

Weapon		CSA-404 Heatsword				Slashing, Radiant			
CC	PB	SR	MR	LR	ER	DAM	SA		
1	-	-	-	-	-	ST+4			

Residual Damage against Mortal Models

Gear IA-3300 Chameleon Armor

This extremely high tech armor is designed to automatically blend with the wearer's background, conferring the Camouflage: 2 Special Ability to the wearer.

Special Rules: May select up to 2 enhancements.



ID Mirrormen

Special Abilities

Infiltrate - Models with this Special Ability are deployed after all other models have been deployed and after reconnaissance spot checks have been resolved. The Unit's core may be deployed anywhere on the tabletop, except in the enemy deployment zone or within 12" of enemy models. The models may be placed in LOS of enemy models, as long as they are in cover or deployed under MP.

Secondary Attack - Models may make a CC attack with their primary weapon and a another attack (at -4 to CC) with their secondary weapon.

Weapon Special Attributes

Camouflage: 2 - when in cover, enemy models get -2 to RC attacks and 2 to LD when making Spot Checks

CANCER MOUNTED MACHINE GUN

P 61
C

CC	RC	PW	LD	AC	WD	ST	MV	AR
10	10	3	11	3	4	9	4	22

Support Unit, required 1 model, A.I.
Support

S 3
Z

Special Abilities: Predator Senses: 8

Equipment: CSA-500 Power Claws, SSW-4200 Mounted Heavy Machine Gun

CYBERTRONIC

Weapon		SSW-4200 HMG				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	0(x2)	2(x3)	0(x2)	-2(x2)	-	13			

Weapon		CSA-500 Power Claws				Rending			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	-	-	-	-	-	ST+2	AV-3		

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-			

Special Rules: Level 4 A.I.



ID Cancer Mounted Machine Gun

Special Abilities

Predator Senses: 8 - Bonus of +8 when making Spot checks against enemy units who are closer than 7" away.

Weapon Special Attributes

SURVEILER

P 72
C

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	12	3	13	3	4	7	3	24

Support Unit, required 1 model, A.I.
Support

S 3
Z

Special Abilities: Regenerate: 5

Equipment: Ticker 2300, Twin DE-233 Light Machine Guns

CYBERTRONIC

Weapon		Twin DE-233 LMGs				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
-3	3(x3)	2(x2)	1	-	-	13			

Gear Ticker 2300

Model equipped with this device should be left on the battlefield after they suffer their final wound. At the start of the next round, roll an LD test for them. If successful, the device will return one wound to the victim, but only for the remainder of the turn. The revived model will die if medical assistance cannot be acquired during that time.

Special Rules: Level 4 A.I.



ID Surveiler

Special Abilities

Regenerate- A model with the Regenerate Special Ability can attempt to regain a lost Wound by successfully rolling under their Regenerate skill level. Each attempt costs the model an action, and a model may never recover more than one wound per turn. A model may never recover more wounds than it started with.

Weapon Special Attributes

SCORPION LAUNCHER

P 76
C

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	3	11	3	3	10	4	24

Support Unit, required 1 model, A.I.
Support

S 3
Z

Special Abilities: Climb, Leap, Impenetrability

Equipment: CS-450 Shield, CSA-404 Heatsword, SSW-6500 Stinger Rocket Launcher



CYBERTRONIC

Weapon		SSW-6500 RL				Concussive			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-3	-4	-4	-	14(x2)			

Indirect Fire, Optional AP rockets do DAM 12, Small Explosion Template

Weapon		CSA-404 Heatsword				Slashing, Radiant			
CC	PB	SR	MR	LR	ER	DAM	SA		
1	-	-	-	-	-	ST+4			

Residual Damage against Mortal Models

Gear CS-450 Shield

Imposes a -2 penalty to the CC value of enemy models that are in Close Combat against the model with this shield. The Shield also reduces RC attacks by -2.

Special Rules: Level 4 A.I. Vulnerable to radiant attacks. Suffers +1 DAM.



ID Scorpion Launcher

Special Abilities

Climb - These models can Climb at their normal movement rate per Action, and never risk the chance of falling and taking damage. The model still makes climbing checks as normal; a roll of 20 means the model loses an action as it maneuvers to find a better hand and footholds.

Leap - A model with this Ability can spend an action to jump up to its MV in inches. If the unit lands in Close Combat, it counts as a Charge, which cannot be Countercharged. Additionally, models with the Leap Special Ability can Leap over models their own SZ or smaller. A leaping model must obey standard targeting priority.

Impenetrability - Models with Impenetrability have this increased ballistic load value already added to the AR value in their profile. Models with AV weapons will reduce their AR rating by the listed factor. Models with this Special Ability are completely immune to Natural, non-AV rated weapons.

Weapon Special Attributes


Residual Damage - when a Residual Damage Attack hits a model, it must continue making AR rolls until the model dies or a successful AR roll is made.

DR. DIANA P C **36**

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	7	3	12	3	2	4	4	17

Individual general officer, limit 1/army, A.I.
 Individuals S Z **2**

Special Abilities: Medic: 6, Natural Attack (10)



Equipment:

Weapon							
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-

Weapon							
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-

Weapon							
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-


Special Rules: Level 3 A.I. Natural Attack is a toxic injection from her autoinjector.

PEOPLES VOLUNTEERS P C **16**

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	7	3	11	3	1	5	4	18

Grunt Trooper, required 4-12 models, mortal
 Military Conflicts and Resolutions S Z **2**

Special Abilities:



Equipment: AR-3000 Assault Rifle

Weapon				AR-3000 Assault Rifle				Ballistic							
CC	PB	SR	MR	LR	ER	DAM	SA	CC	PB	SR	MR	LR	ER	DAM	SA
-2	-1	-1	0	-2	-	10		-2	-1	-1	0	-2	-	10	

Can mount one optional loadout.

Weapon							
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-

Weapon							
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-

Special Rules:

ID Dr. Diana

Special Abilities
 Medic: 5 - Can heal any wounded model within 2" on a roll of 5 or less

Weapon Special Attributes



CHASSEUR SNIPER P C **23**

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	10	3	12	3	1	5	3	19

Grunt Squad Specialist, up to 1/squad, A.I.
 Military Conflicts and Resolutions S Z **2**

Special Abilities: Survival Training: 1, Form Fireteam, Sniper

Equipment: SR-3500 Sniper Rifle, Pin-Point Weapon Enhancement

Weapon				SR-3500 Sniper Rifle				Ballistic							
CC	PB	SR	MR	LR	ER	DAM	SA	CC	PB	SR	MR	LR	ER	DAM	SA
-4	-3	0	0	2	2	14		-4	-3	0	0	2	2	14	

Can mount one optional load out.

Weapon							
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-

Weapon							
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-

Special Rules: Level 1 A.I.

ID Chasseur Sniper

Special Abilities

Survival Training: 1 - +1 to saves against environmental effects
 Form Fireteam - Once a the squad is Activated, models with this ability may split from the rest of the squad and leave Command Distance. For the remainder of the game, they are considered a separate Squad and will activate independently from their squad of origin. If such a Unit later comes within Command Distance with a similar model (also separated as a fireteam), they may unite to form a new squad. These models are now considered to be a Leaderless Squad and follow the rules for Leaderless Squads.

Sniper - If sniper spends 1 AP, then automatically gets Tactical Sense and +3 RC for aiming. If sniper spends 2 AP, then sniper gets, in addition, to select any model in target squad as a target. Snipers get +4" to command distance range.

Weapon Special Attributes

Pin-Point Weapon Enhancement - Adds the Deadshot Special Ability.

Deadshot - A model with the Deadshot ability may Fire into Close Combat without fear of hitting a friendly model or an LD test. In addition, a missed shot will not threaten friendly models.

ID Peoples Volunteers

Special Abilities

Weapon Special Attributes




PEOPLES VOLUNTEERS SGT P C **19**

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	8	3	12	3	1	5	4	18

Grunt Squad Leader, required 1/squad, mortal
 Military Conflicts and Resolutions S Z **2**

Special Abilities: Tactical Sense

Equipment: AR-3000 Assault Rifle with GL-25000 UBGL



Weapon				AR-3000 Assault Rifle				Ballistic							
CC	PB	SR	MR	LR	ER	DAM	SA	CC	PB	SR	MR	LR	ER	DAM	SA
-2	-1	-1	0	-2	-	10		-2	-1	-1	0	-2	-	10	

Can mount one optional loadout.

Weapon								GL-2500 UBGL								Variable							
CC	PB	SR	MR	LR	ER	DAM	SA	CC	PB	SR	MR	LR	ER	DAM	SA	CC	PB	SR	MR	LR	ER	DAM	SA
-	0	0	-	-	-	-	-	-	0	0	-	-	-	-	-	-	-	-	-	-	-	-	-

ROF: 1/turn, Direct Fire, Support Munitions Only

Weapon							
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-

Special Rules:

ID Peoples Volunteers SGT

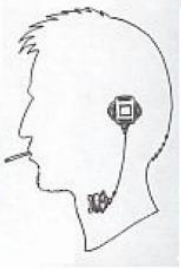
Special Abilities

Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

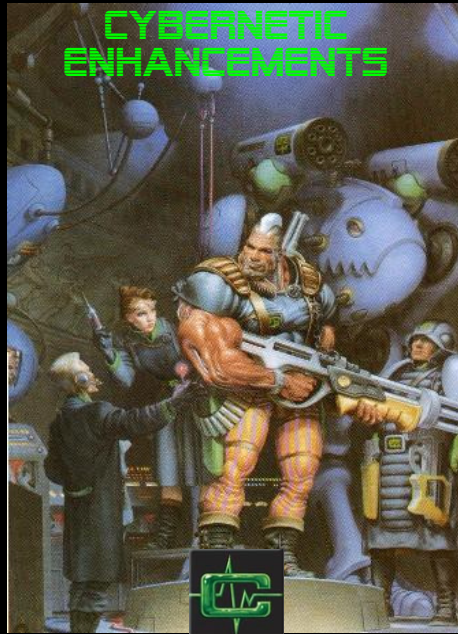
Weapon Special Attributes



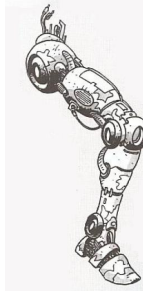
Cell Link Enhancement P C 1
Adds +2 to command distance.



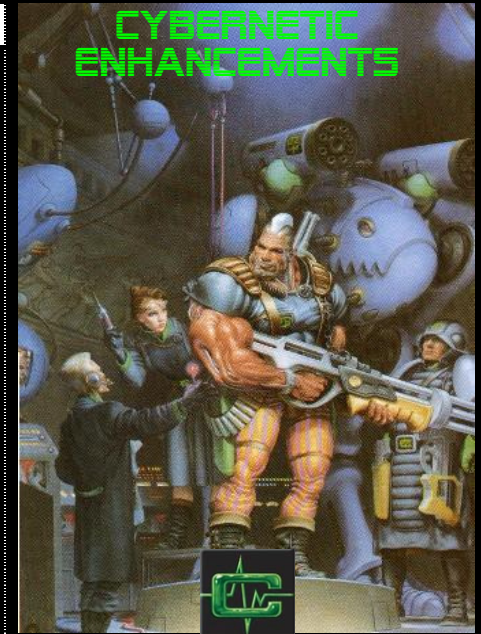
By inserting subdermal microchips into the cerebral cortex, cell link enhancements allow the bearer to tap into the subreal interface and more competently interact with other members sharing their link.



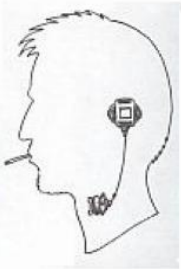
Leg Enhancement P C 1
Adds +1 to ST statistic of a model



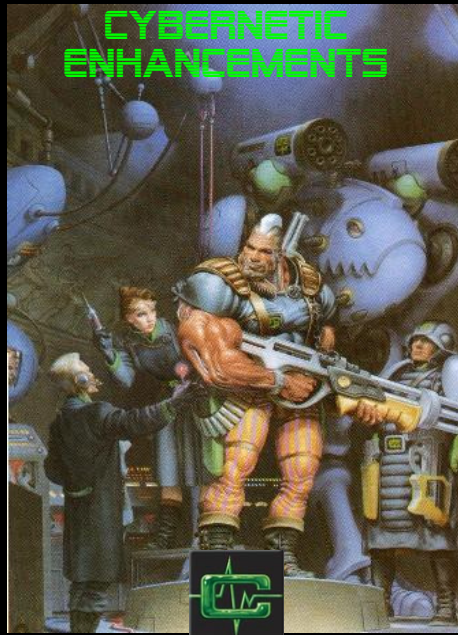
By reinforcing the muscles of the legs with micro carbon fibres, the possessor of this enhancement is a superior specimen of physical fitness.



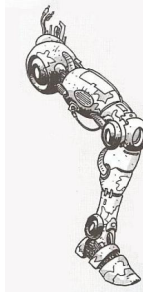
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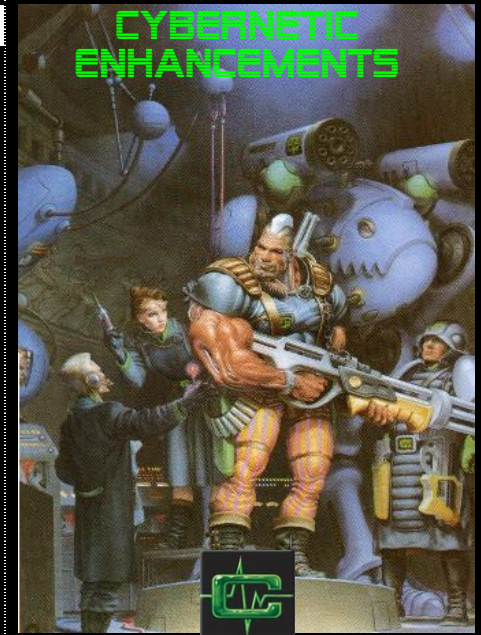
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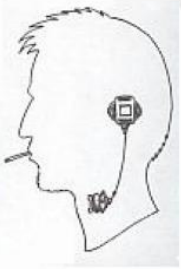
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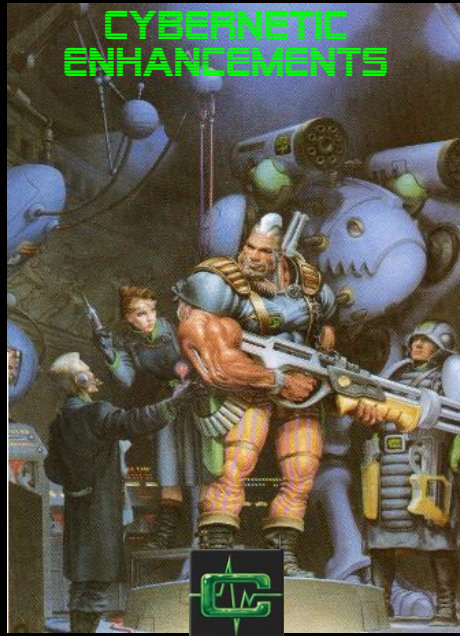
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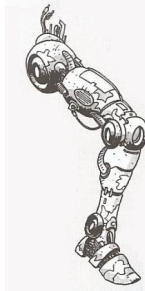
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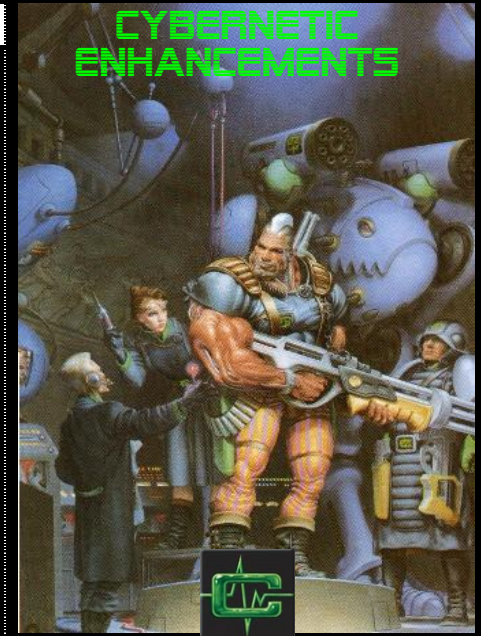
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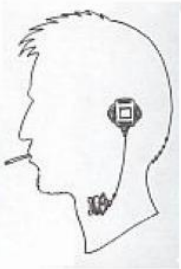
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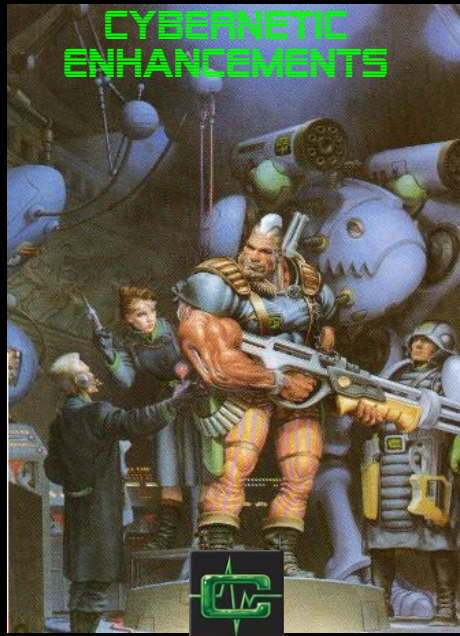
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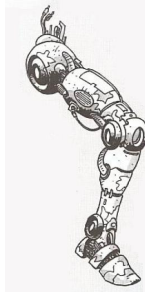
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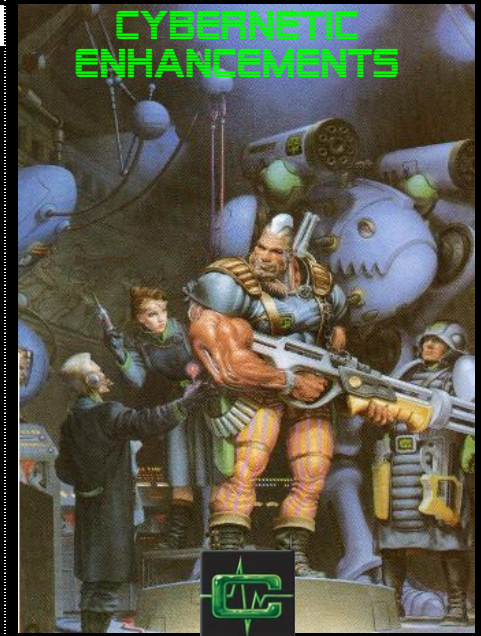
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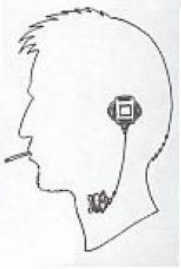
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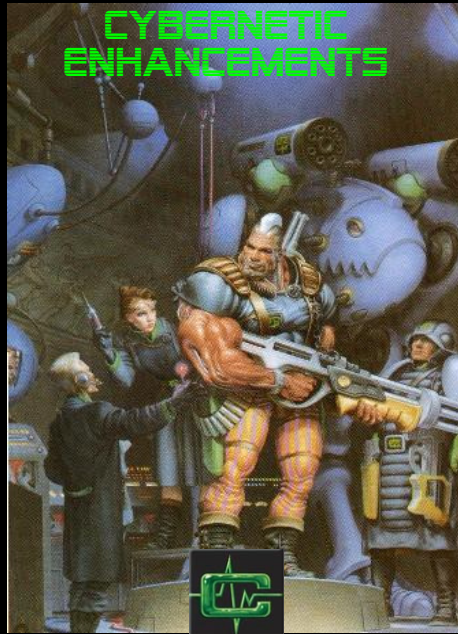
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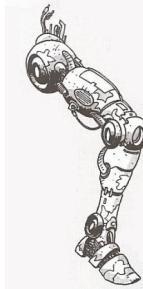
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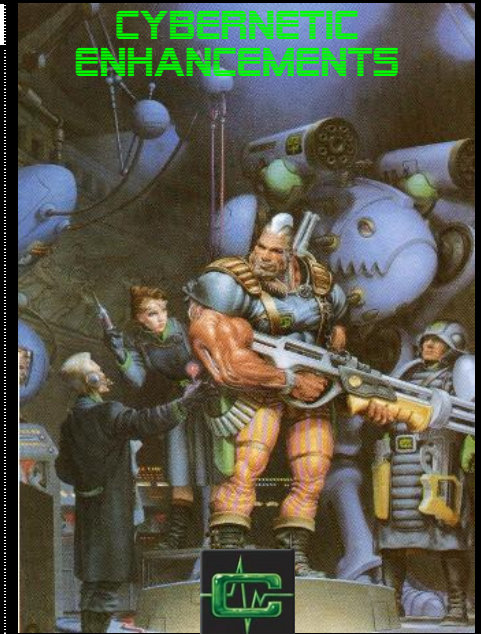
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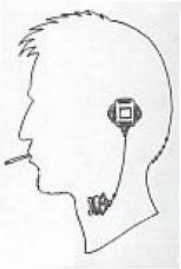
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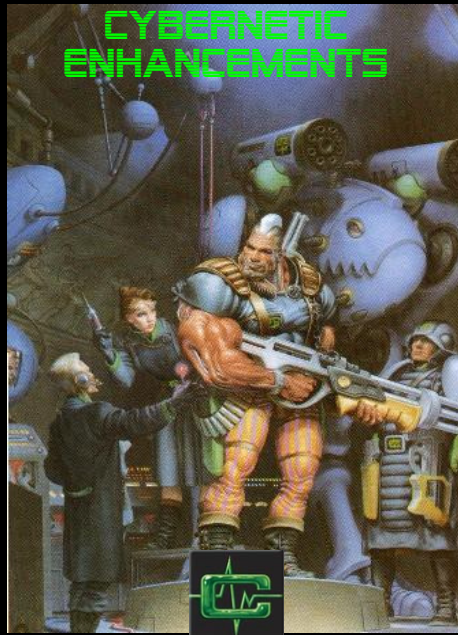
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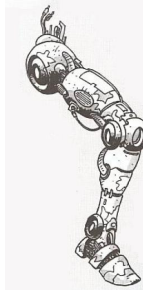
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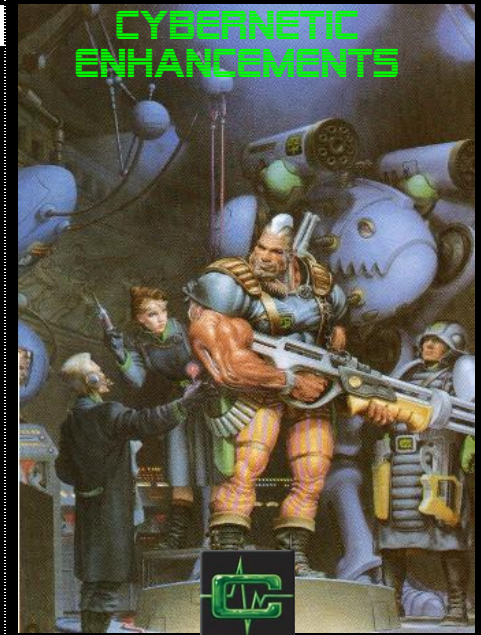
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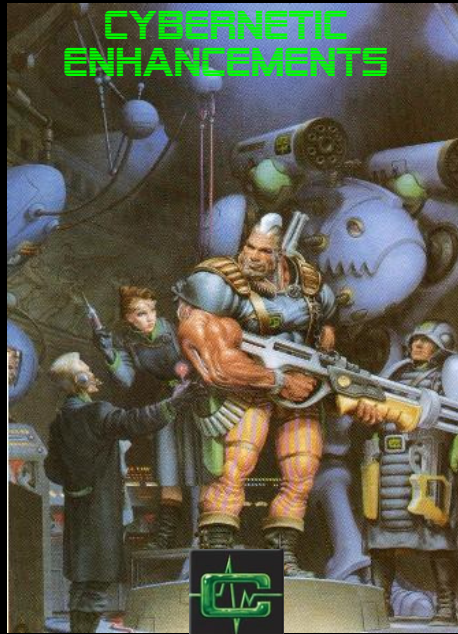
Optic Enhancement

P C 1

Adds one (+1) to spot checks
Subtracts one (-1) from smoke penalties.



This ocular implant replaces the human eyes of the recipient with improved optic arrays. They are indistinguishable from regular eyes.



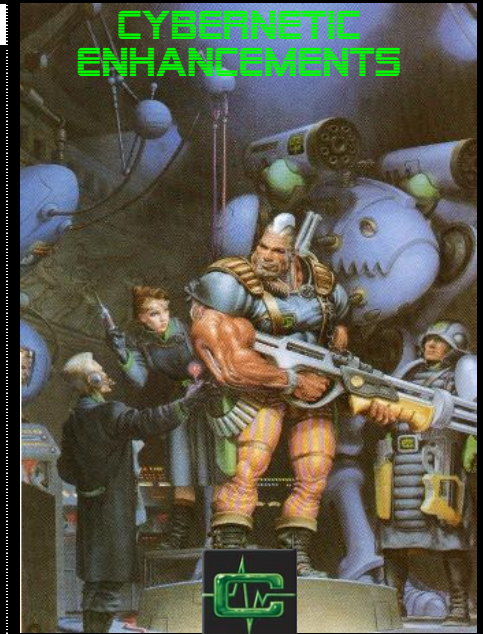
Steel Skin Enhancement

P C 2

Adds +1 to the AR value to a model.



A complex process whereby cellular walls are strengthened and programmed to react to pressure applied against them, the steel skin enhancement is not a true plating of the skin but an evolution in cellular activity. As such it is undetectable by conventional means.



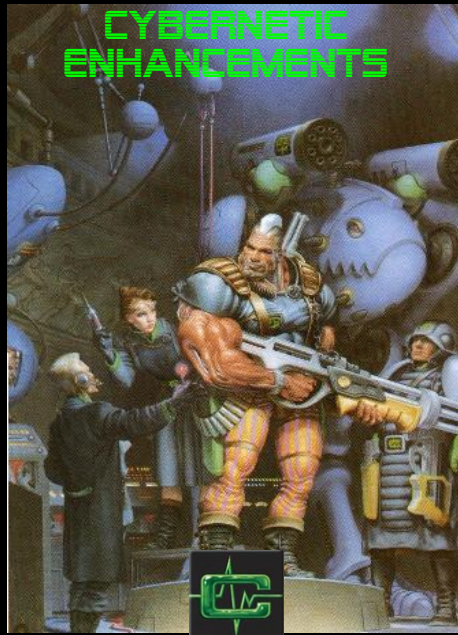
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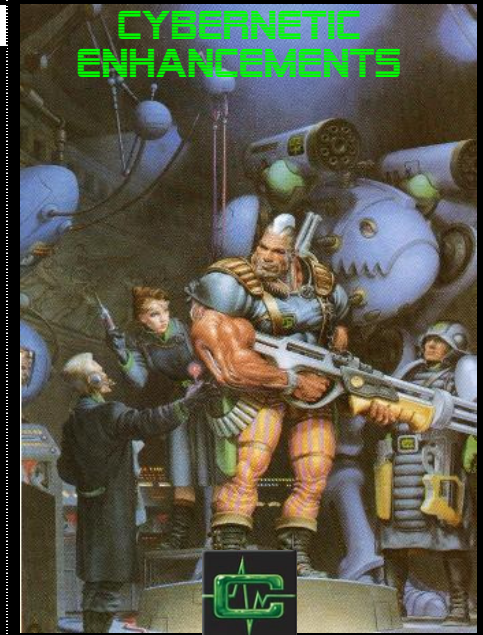
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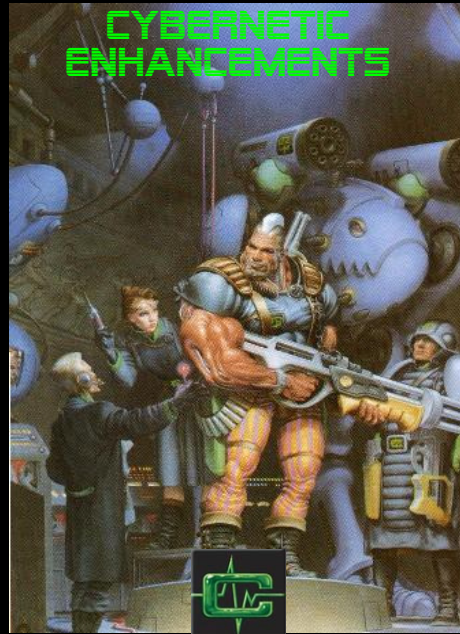
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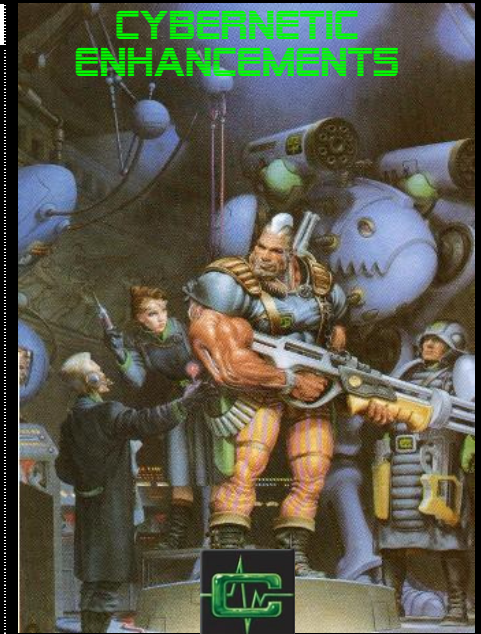
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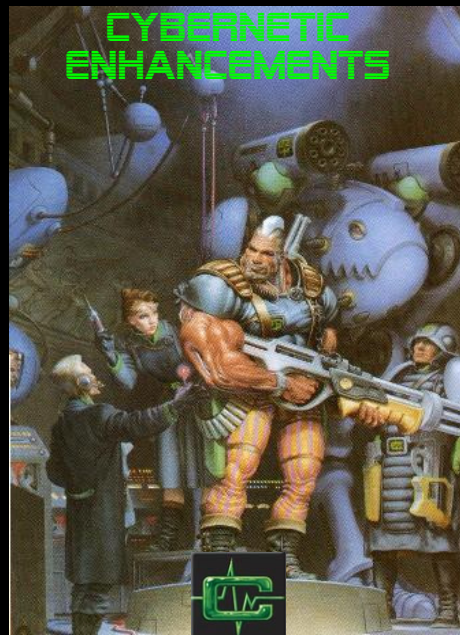
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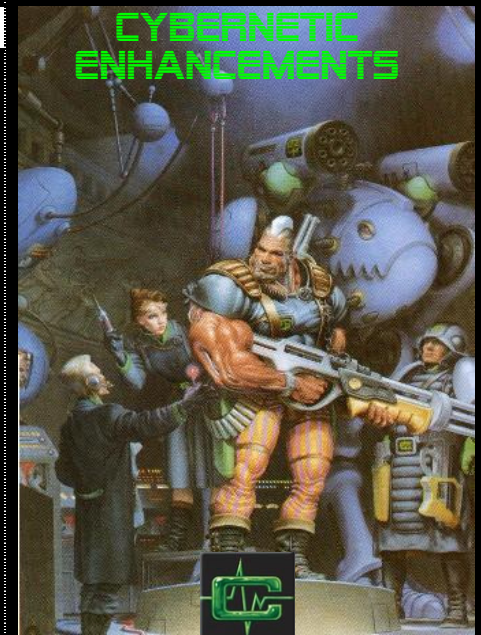
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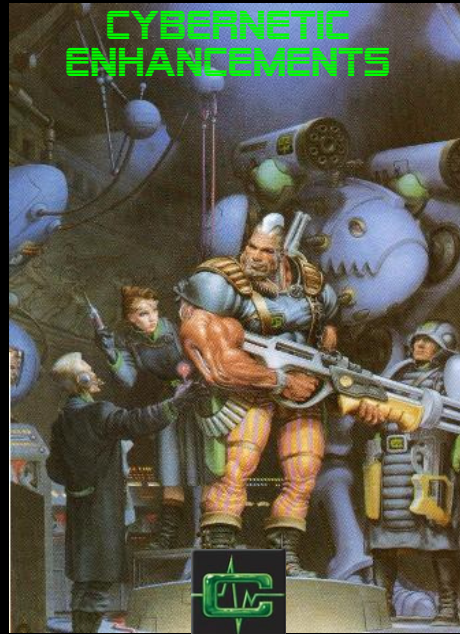
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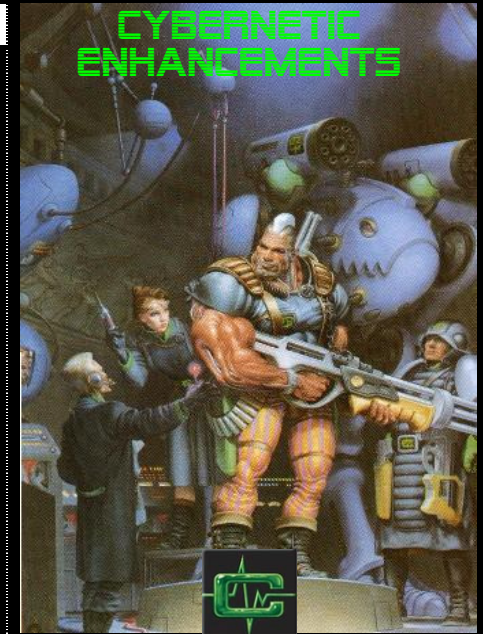
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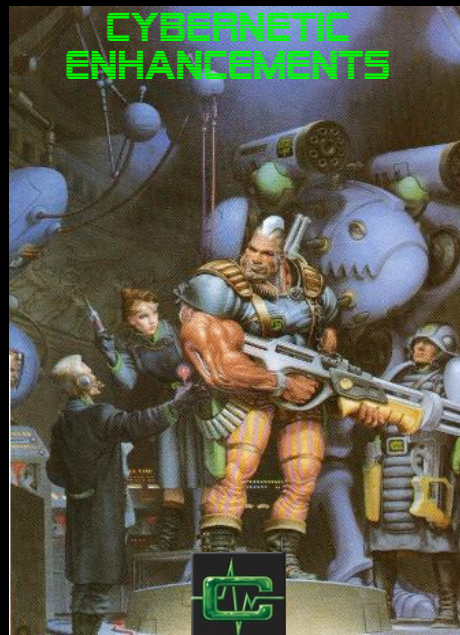
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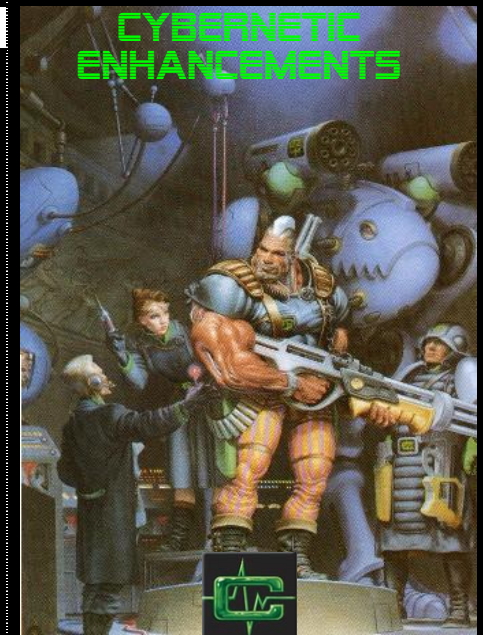
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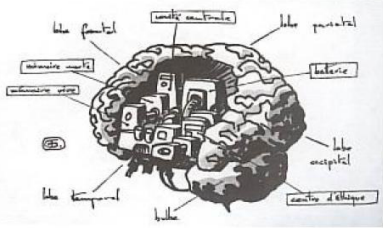


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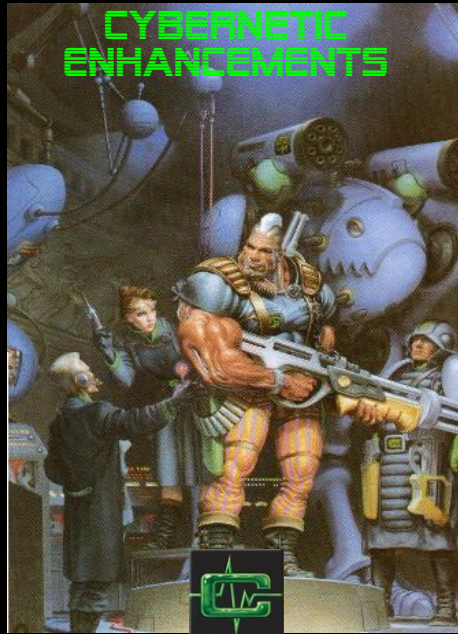
Pin-Point Weapon Enhancement **P** **C** **2**

Adds the Deadshot Special Ability



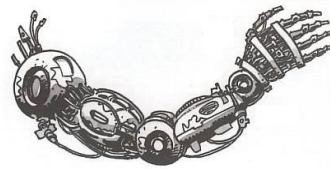
Deadshot - A model with the Deadshot ability may Fire into Close Combat without fear of hitting a friendly model or an LD test. In addition, a missed shot will not threaten friendly models.

By coordinating the implantation of an optical link into the cerebellum, the PPW enhancement allows the bearer a more precise control over his reflexes.

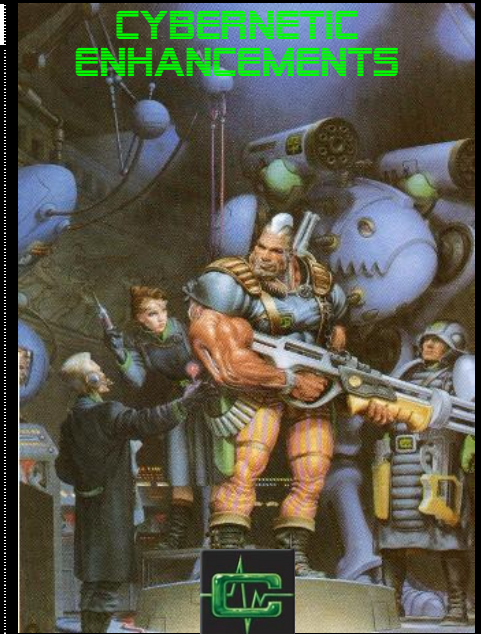


Torso Enhancement **P** **C** **1**

Adds +1 to ST statistic of a model

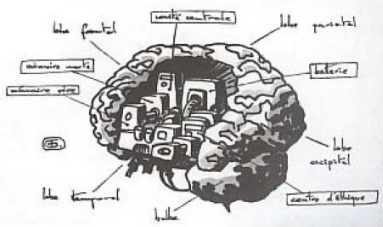


During a surgical procedure where ones bones are shortened and the muscles strengthened, a torso enhancement is a common procedure amongst the members of Cybertronic.



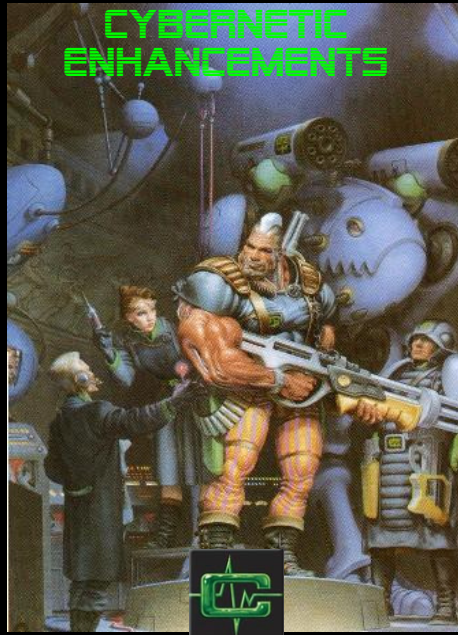
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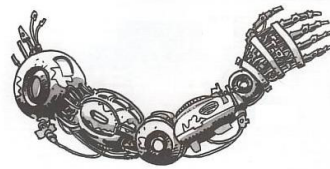
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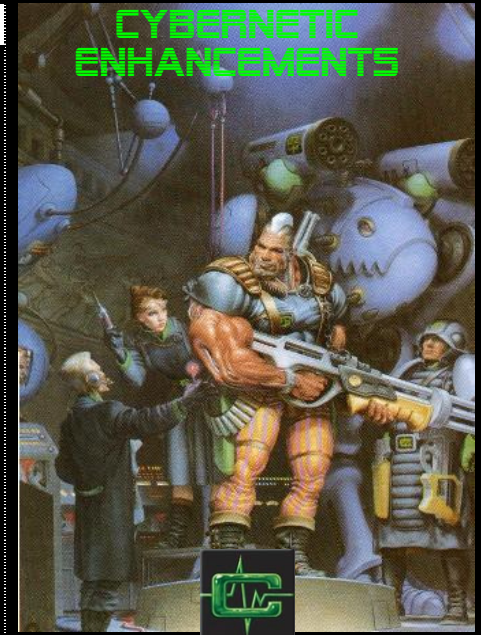


Torso Enhancement **P** **C** **1**

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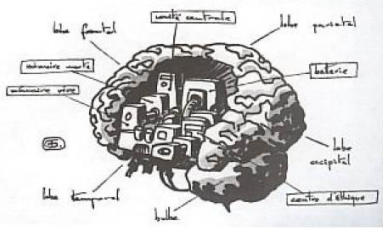


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Adds the Deadshot Special Ability

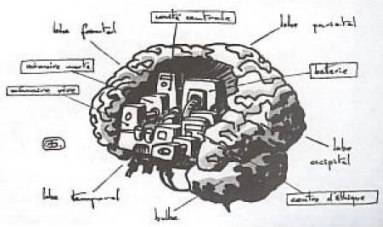


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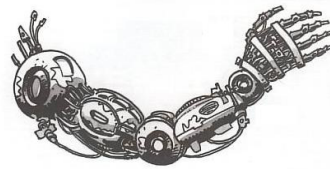
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CYBERNETIC ENHANCEMENTS

Torso Enhancement **P** **C** **1**

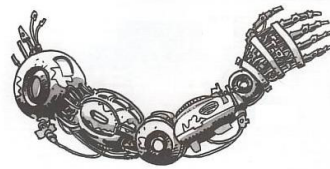
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Torso Enhancement **P** **C** **1**

Adds +1 to ST statistic of a model



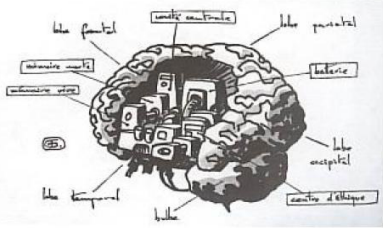
During a surgical procedure where ones bones are shortened and the muscles strengthened, a torso enhancement is a common procedure amongst the members of Cybertronic.

CYBERNETIC ENHANCEMENTS

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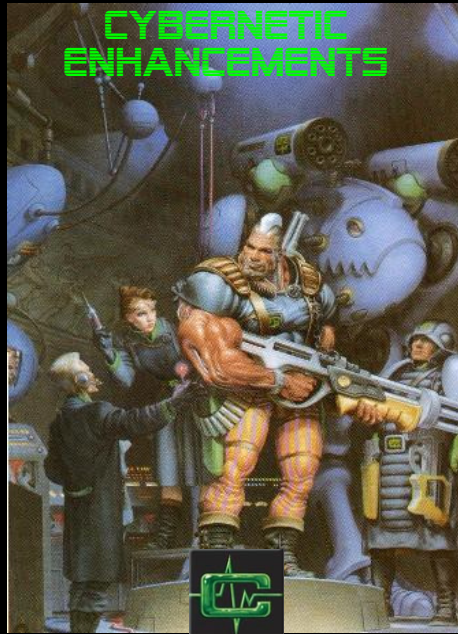
Pin-Point Weapon Enhancement **P** **C** **2**

Adds the Deadshot Special Ability



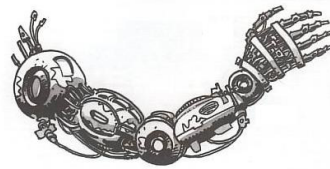
Deadshot - A model with the Deadshot ability may Fire into Close Combat without fear of hitting a friendly model or an LD test. In addition, a missed shot will not threaten friendly models.

By coordinating the implantation of an optical link into the cerebellum, the PPW enhancement allows the bearer a more precise control over his reflexes.

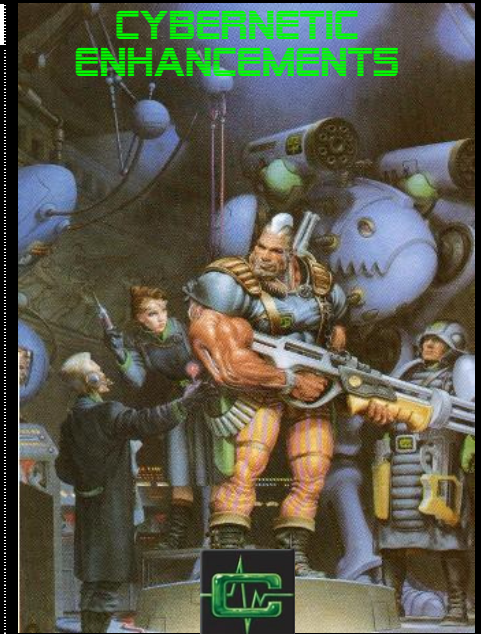


Torso Enhancement **P** **C** **1**

Adds +1 to ST statistic of a model

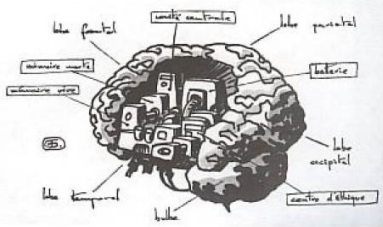


During a surgical procedure where ones bones are shortened and the muscles strengthened, a torso enhancement is a common procedure amongst the members of Cybertronic.



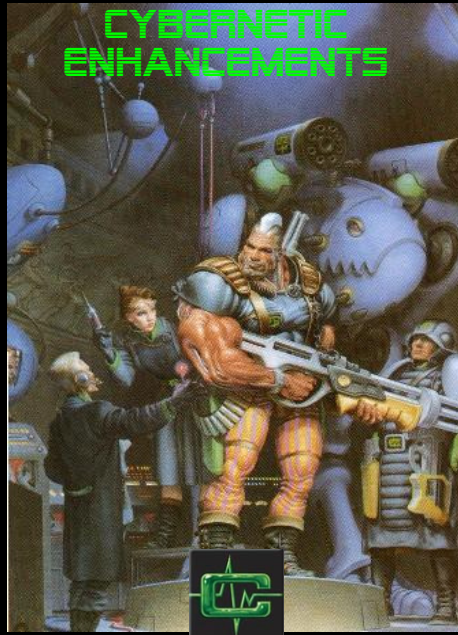
Pin-Point Weapon Enhancement **P** **C** **2**

Adds the Deadshot Special Ability



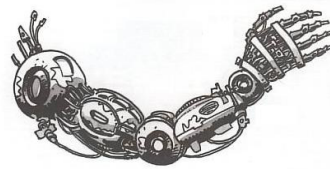
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Torso Enhancement **P** **C** **1**

Adds +1 to ST statistic of a model



During a surgical procedure where ones bones are shortened and the muscles strengthened, a torso enhancement is a common procedure amongst the members of Cybertronic.

