

6 - Common Weapons

SHORT-RANGED WEAPONS							
Name	Range		Damage	B	Ammunition	Traits	
Light Flamethrower			13	1	Fire	Direct Template (Small Teardrop, Intuitive Attack)	
Heavy Flamethrower			14	1	Fire	Direct Template (Large Teardrop, Intuitive Attack)	
Chain Rifle			13	1	N	Direct Template (Large Teardrop, Intuitive Attack)	
Pistol	0 SHORT 8 MEDIUM 16 LONG 24	+3 0 -6	11	2	N	CC	
Light Shotgun	0 SHORT 8 MEDIUM 16 LONG 24	+6 0 -3	13	2	N	Impact Template (Small Teardrop)	
Boarding Shotgun (AP Mode)	0 SHORT 8 MEDIUM 16 LONG 24	+6 0 -3	14	2	AP	-	
Boarding Shotgun (Blast Mode)	0 SHORT 8 MEDIUM 16 LONG 24	+6 0 -3	14	2	N	Impact Template (Small Teardrop)	
Suppressive Fire	0 SHORT 8 MEDIUM 16 LONG 24	0 0 -3	*	3	*	* Uses weapon's Damage and Ammunition values	

MEDIUM-RANGED WEAPONS							
Name	Range		Damage	B	Ammunition	Traits	
Rifle	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48	0 +3 -3 -6	13	3	N	Suppressive Fire	
Combi Rifle	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48	+3 +3 -3 -6	13	3	N	Suppressive Fire	
Spitfire	0 SHORT 8 MEDIUM 24 LONG 32 MAXIMUM 48	0 +3 -3 -6	14	4	N	Suppressive Fire	

LONG-RANGED WEAPONS							
Name	Range		Damage	B	Ammunition	Traits	
Panzerfaust	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48	-3 0 +3 -3	14	1	AP+EXP	Anti-Materiel, Disposable (2)	
Heavy Machine Gun (HMG)	0 SHORT 8 MEDIUM 16 LONG 32 MAXIMUM 48	-3 0 +3 -3	15	4	N	Suppressive Fire	
Missile Launcher (Antitank Mode)	0 SHORT 8 MEDIUM 24 LONG 40 MAXIMUM 96	-3 0 +3 -3	14	1	AP+EXP	Anti-Materiel	
Missile Launcher (Blast Mode)	0 SHORT 8 MEDIUM 24 LONG 40 MAXIMUM 96	-3 0 +3 -3	14	1	EXP	Anti-Materiel, Impact Template (Circular)	
Sniper Rifle	0 SHORT 8 MEDIUM 16 LONG 48 MAXIMUM 96	-3 0 +3 -3	15	2	Shock	-	
MULTI Sniper Rifle (Anti-Materiel Mode)	0 SHORT 8 MEDIUM 16 LONG 48 MAXIMUM 96	-3 0 +3 -3	15	2	DA	Anti-Materiel	
MULTI Sniper Rifle (AP Mode)	0 SHORT 8 MEDIUM 16 LONG 48 MAXIMUM 96	-3 0 +3 -3	15	2	AP	-	

Ammunition Types

N (Normal) - No special rules.

AP (Armour-Piercing) - Target's ARM is halved, rounding up.

DA (Double Action) - Two armour rolls per successful shot.

EXP (Explosive) - Three armour rolls per successful shot.

Fire - On a failed armour roll, make another armour roll. Repeat until you succeed or the model dies.

Shock - On a failed armour roll, a 1-Wound model dies outright.

Traits

Direct Template - To fire, place the the indicated template.

Attacker rolls no dice - models who don't dodge are simply hit.

Impact Template - Shoot as normal. Indicated template is placed on target if you hit.

Suppressive Fire - Weapon can be used for Suppressive Fire.

Disposable [X] - Can fire X shots each game.



Anti-Materiel - Can damage terrain.

CC - Can be used in close combat.

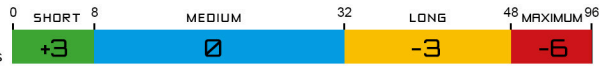
7 - Camouflage + Multispectral Visors

Camouflage & Hiding (CH) skills and ODD impose penalties to enemy BS Attack and Discover rolls. Camo & TO Camo users can move around as a marker that can't be attacked until Discovered.

To become a marker, a model with Camo or TO Camo must spend an Entire Order skill while no enemy can see it. It becomes a model again when it rolls dice (other than ARM/BTS rolls), or when Discovered by an enemy.

CAMOUFLAGE & ODD				
Skill/Equipment	Enemy Modifier	Marker	Hidden Deployment	If Hit By Fire
CH: Mimetism	-3	no	no	
CH: Camouflage	-3		no	Reduced to Mimetism
ODD (Optical Disruption Device)	-6	no	no	ODD Disabled
CH: TO Camouflage	-6		yes	Reduced to Mimetism

Discover: WIP roll modified by range and all normal shooting modifiers



MULTISPECTRAL VISORS			
Visor Level	Reduces Penalties by	See Through Smoke	Notes
MSV Lv.1	3	no	-
MSV Lv.2	6	yes	-
MSV Lv.3	6	yes	Auto discover without rolling. Ignore enemy Surprise Attack.

8 - Specialists

A Specialist is a model with special training not available to mundane combat troops. Most Specialist abilities grant their owners extra Skills that can be used in specific circumstances. In addition, most Missions will have objectives that can only be achieved by Specialists. A Specialist model will have one or more of the following seven abilities:

Ability	Bundled Equipment	Granted Skill	Skill Type	Details														
Specialist	-	-	-	No granted skills; model is simply a Specialist for missions that require one.														
Chain of Command	-	-	-	If your lieutenant dies while this model is on the board, instead of entering Loss of Lieutenant, this model immediately becomes your Lieutenant instead.														
Paramedic	MediKit	-	Short	<div>MediKit targets a friendly Unconscious model. Hits automatically if in base contact, or make a BS Attack if the target is up to 24" away:</div> <table><tr><th>Name</th><th>Range</th><th>Damage</th><th>B</th><th>Ammo</th><th>Traits</th></tr><tr><td>MediKit</td><td><div><div>0</div><div>SHORT</div><div>8</div><div>MEDIUM</div><div>16</div><div>LONG</div><div>24</div><div>+3</div><div>0</div><div>-6</div></div></td><td>-</td><td>1</td><td>-</td><td>Non-Lethal</td></tr></table> <div>On a hit, the target attempts PH-3 roll. On a success, the target heals one Wound. On a failure, the target is killed.</div>	Name	Range	Damage	B	Ammo	Traits	MediKit	<div><div>0</div><div>SHORT</div><div>8</div><div>MEDIUM</div><div>16</div><div>LONG</div><div>24</div><div>+3</div><div>0</div><div>-6</div></div>	-	1	-	Non-Lethal		
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Doctor	MediKit (see above)	Doctor	Short	Use while in base contact with an Unconscious friendly model. Doctor attempts a WIP roll. On a success, the target model heals one Wound. On a failure, the target is killed.														
Forward Observer	Flash Pulse (not detailed here)	Forward Observer	Short	<div>Target an enemy model. Make a Burst 2 WIP roll modified by anything that affects shooting (CH skills, cover, etc). Range bands as follows:</div> <table><tr><th>0</th><th>SHORT</th><th>24</th><th>MEDIUM</th><th>48</th><th>LONG</th><th>96</th></tr><tr><td colspan="2"></td><td>0</td><td colspan="2"></td><td>-3</td><td>-6</td></tr></table> <div>On a hit, enemy is Targeted this turn. Allies targeting a Targeted model with BS Attack or Hacking attack get a +3 modifier to their roll.</div>	0	SHORT	24	MEDIUM	48	LONG	96			0			-3	-6
0	SHORT	24	MEDIUM	48	LONG	96												
		0			-3	-6												
Engineer	D-Charges, Deactivator (not detailed here)	Engineer	Short	Use while in base contact with a friendly model. Engineer attempts a WIP roll. If target is a damaged TAG or REM, success repairs one damage; failure inflicts one damage. Otherwise, success removes all repairable Status (Burnt, Immobilized, Isolated, etc).														
Hacker	Hacking Device	(multiple)	(varies)	Grants a menu of Hacking programs. Some support allies, others target Hackable enemy models. Hacking attacks have 8" range and don't require LOF. Hacker attempts WIP roll(s); enemies can oppose with Reset skill (WIP roll) as Short or ARO. If Hacker succeeds, target attempts BTS roll to beat program DMG, or suffers effects. Example programs:														

Program	Target	Skill	Hacker Mod*	Target Mod*	Damage	Ammo*	B	Effects
Gotcha!	Hackable Enemy	Short/ARO	0	0	13	-	2	Target Immobilized for 2 turns.
Brain Blast	Enemy Hacker	Short/ARO	0	0	14	-	2	Target takes 1 wound.
Fairy Dust	Friendly Heavy Infantry	Entire Order	-	-	-	-	-	No roll required. Friendly HI board-wide have "cover" against enemy Hacking attacks for 2 turns.

*More advanced programs apply modifiers to the user's and target's rolls, and use special ammunition on a hit.