

ENFORCERS

| Unit | Qty | Pts |
|------|-----|-----|
|------|-----|-----|

ENFORCER SERGEANT

| SP | RA | FI | SV | AR | HP | SZ | Bs |
|-----|----|----|----|----|----|----|------|
| 1-2 | 4+ | 4+ | 4+ | 1 | 2 | 1 | 25mm |

Jump Pack, Recon 4+, Tactician (1), Mobile Infantry

| VP:2 | Leader | 1 | 26 |
|------|--------|---|----|
|------|--------|---|----|

| Weapon | Range | AP | Keywords |
|-------------|-------|----|---------------|
| Laser Rifle | R6 | - | Rapid Fire |
| *Ammo | - | - | Ammo, One-use |

2

ENFORCER JET BIKE

| SP | RA | FI | SV | AR | HP | SZ | Bs |
|-----|----|----|----|----|----|----|------|
| 2-5 | 4+ | 6+ | 4+ | 1 | 2 | 2 | 40mm |

Bike, Evade, Flight, Resilient (1)

| VP:3 | Specialist | 1 | 25 |
|------|------------|---|----|
|------|------------|---|----|

| Weapon | Range | AP | Keywords |
|------------------|-------|-----|----------|
| Missile Launcher | R8 | AP5 | - |

ENFORCER

| SP | RA | FI | SV | AR | HP | SZ | Bs |
|-----|----|----|----|----|----|----|------|
| 1-2 | 4+ | 5+ | 4+ | 1 | 2 | 1 | 25mm |

Jump Pack

| VP:2 | Troop | 1 | 16 |
|------|-------|---|----|
|------|-------|---|----|

| Weapon | Range | AP | Keywords |
|-------------|-------|----|-----------|
| Incinerator | R2 | - | It Burns! |

ENFORCER

| SP | RA | FI | SV | AR | HP | SZ | Bs |
|-----|----|----|----|----|----|----|------|
| 1-2 | 4+ | 5+ | 4+ | 1 | 2 | 1 | 25mm |

Jump Pack

| VP:2 | Troop | 1 | 16 |
|------|-------|---|----|
|------|-------|---|----|

| Weapon | Range | AP | Keywords |
|-------------|-------|----|------------|
| Laser Rifle | R6 | - | Rapid Fire |

ASSAULT ENFORCER

| SP | RA | FI | SV | AR | HP | SZ | Bs |
|-----|----|----|----|----|----|----|------|
| 1-2 | 5+ | 4+ | 4+ | 1 | 2 | 1 | 25mm |

Jump Pack

| VP:1 | Troop | 1 | 14 |
|------|-------|---|----|
|------|-------|---|----|

| Weapon | Range | AP | Keywords |
|------------|-------|-----|----------|
| Wristblade | CC | AP1 | - |
| Pistol | R3 | - | - |

Units:5 Troops:3 Specialists:(1/3) Support:(0/1) VPs:10

SPECIAL RULES

| | |
|-----------------|---|
| Ammo | A model may choose to use the Ammo when it makes a normal <i>Shoot</i> action. Add a +1 dice modifier for that <i>Shoot</i> action. |
| Bike | A model with this keyword is a type of vehicle. The model follows all the rules that apply to the <i>Vehicle</i> keyword. However, a <i>Bike</i> can be Pinned. |
| Evade | When an unpinned model with the <i>Evade</i> keyword is the subject of a <i>Shoot</i> action but is not killed or Pinned, it may make an immediate 1 cube move in any direction. This may trigger a close combat fight as normal. |
| Flight | A model with this keyword does not require a wall or ramp to change levels. It may move over gaps of any size on the same level. It will not take damage or be Pinned for falling. The model must end its move in a cube (and position) that allows it to be physically placed on the gaming table. Weapons with this keyword unleash indiscriminate sheets of flame, acid, or similar lethal concoctions. It Burns! weapons attack every model in the same cube as the primary target, regardless of which side they are on or whether they are visible to the Shooter. In reality, the weapon fires great gouts of flame that fill the cube, and even near-misses set things alight. Choose one visible model as the primary target and roll a 3 dice Ranged test (X) with no modifiers or re-rolls allowed of any kind. Roll a 3 dice Survive test (X) separately for each model in the target cube. Compare each individually to the attack roll to see the results as per a normal ranged attack. Whatever the result of the attack (even if it misses) all models in the target cube are set on fire (mark them with a fire marker). A model can have a maximum of one fire marker at any one time. |
| It Burns! | A model with a fire marker must attempt to put out the fire when it is activated. This is a free Special action that the model must take (before even a <i>Stand Up</i> action) but will not count towards its normal action limit this activation. It is resolved as follows: The fire rolls a 3 dice 4+ test (X) . The target rolls a 3 dice Survive test (X) . Draw or Survive has more successes: The target puts out the fire before it does any real damage. The model may continue with any remaining actions as normal. Fire has more successes: The target manages to put out the flames and is no longer on fire, but suffers damage in the process. The number of HP lost is equal to the difference in total successes. Armour can reduce damage as normal (resolved using AP0, regardless of the AP of the original attack). The model's activation ends immediately. |
| Jump Pack | Short distance aeronautical gravitation devices can allow rapid movement around the battlefield. A model that has the <i>Jump Pack</i> keyword takes no damage and is not Pinned by falling. In addition, a model with a Jump Pack can: ? Move up or down levels without needing a wall to climb. ? Jump over solid full cube height walls on the same level counting as a single cube of movement. ? Jump over gaps in the floor of the same level (up to one cube wide), provided it has enough cubes of movement to do so. |
| Mobile Infantry | If the active model is equipped with a Jump Pack, and does not have the <i>Vehicle</i> ability, it may make a free <i>Sprint</i> action. The model may not take a second <i>Sprint</i> action or an <i>Advance</i> action this activation. |
| One-use | This keyword, item, or weapon, may be used only once during a game. A model using a weapon with the <i>Rapid Fire</i> keyword may choose to fire it normally, or <i>Blaze Away</i> with a <i>Shoot</i> action in an attempt to pin models, but cause no damage. Rules that affect <i>Shoot</i> actions, still apply (e.g. <i>Evade</i> , <i>Smoke</i> etc.). The active model must declare they are making a <i>Blaze Away</i> attempt and then follow the same rules for making a <i>Shoot</i> action (LOS, Range etc). However, the player making the <i>Blaze Away</i> rolls a 4 dice Ranged test (X) . |

Modifiers

Clear Shot, +2 dice: If you have a completely unobstructed view to the whole of the target model (including the base).

High Ground, +1 die: If you are on a higher level than the target.

Friendly Fire, -2 dice: If there are any friendly models in the target cube.

Note: Armour and Armour Piercing is not applicable when making a Survive roll against a Blaze Away because no damage is caused.

Target Survive Roll

Assuming the shooting model scored at least one success, the player using the target model now rolls a **3 dice Survive test (X)**.

Blaze Away Results

Both players now compare the number of successes they have rolled.

If the active model has rolled more successes than the target model, the target model is Pinned (see page 26).

With any other result, nothing happens.

Rapid
Fire

Recon
4+ Page 46/47

Resilient A model with this keyword may re-roll (n) dice when making Survive tests.

(n) Resilient is cumulative. If more than one *Resilient* modifier applies to the test then add together the (n) value from each source.

Tactician A model with this keyword is a great leader and intuitively understands how to get the most out of a combat situation. Its player adds (n) Command Dice to their Command Dice roll while the *Tactician* model remains in play (not left the game, or killed).

(n) Having more than one *Tactician* in a Strike Team provides no additional benefit beyond having a replacement if the first one is killed. Simply select the model you wish to use (probably the one that gives the most extra dice!).
