

FORCE FATHERS

Unit	Qty	Pts
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STEEL WARRIOR HUSCARL

SP	RA	FI	SV	AR	HP	SZ	Bs
1-2	3+	4+	4+	1	2	1	25mm

Headstrong, Recon 4+, Tactician (1), Too Stubborn to Die

VP:3

Leader

1

32

Weapon	Range	AP	Keywords
Forge Hammer	CC	AP1	-
Hailstorm Pistol	R4	-	Rapid Fire, Weight of Fire (1)

FORGE GUARD

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

Life Support, Solid

VP:3

Troop

1

26

Weapon	Range	AP	Keywords
Forge Hammer	CC	AP1	-
Mk2 Hailstorm Rifle	R6	AP1	Rapid Fire

BRAKKARIM

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

Headstrong

VP:3

Specialist

1

19

Weapon	Range	AP	Keywords
Hailstorm Autocannon	R8	-	Suppression, Weight of Fire (1)
*Medi Pack	-	-	One-use

4

STEEL WARRIOR

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

Headstrong

VP:2

Troop

1

17

Weapon	Range	AP	Keywords
Mk2 Hailstorm Rifle	R6	AP1	Rapid Fire
*Ammo	-	-	Ammo, One-use

2

Units:4 Troops:2 Specialists:(1/2) Support:(0/0) VPs:11

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.
Headstrong	If a model with this keyword is Pinned at the beginning of its activation, roll a d8. On a result of 5 or more, the model may perform a free Stand Up action, then continue the Turn as normal.
Life Support	A model with this keyword has an in-built automated life support system designed to keep them alive even when gravely wounded. If the model loses HP, but is not killed, then the <i>Life Support</i> automatically kicks in. The model is immediately returned to an undamaged state. This happens automatically and does not cost an action. <i>Life Support</i> is always <i>One-Use</i> . <i>Life Support</i> only works on the model itself and cannot be used to resurrect models that have been killed outright.
One-use	This keyword, item, or weapon, may be used only once during a game.
Rapid Fire	A model using a weapon with the <i>Rapid Fire</i> keyword may choose to fire it normally, or Blaze Away 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. Evade, Smoke etc.). The active model must declare they are making a Blaze Away attempt and then follow the same rules for making a <i>Shoot</i> action (LOS, Range etc). However, the player making the Blaze Away 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.
Recon 4+	Page 46/47
Solid	A model with this keyword is not affected by weapon effects that move their target to a new cube, such as <i>Blast</i> , <i>Frag</i> or a <i>Knockback</i> . It may still lose HP from such attacks however. In addition, the model is never Pinned for any reason.
Suppression	A weapon with this keyword will cause all models (from either side) in the target cube to be Pinned, regardless of whether they suffered any lost HP from the shot, or how many successes were rolled.
Tactician (n)	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 <i>Tactician</i> model remains in play (not left the game, or killed). Having more than one <i>Tactician</i> 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!).
Too Stubborn to Die	The active model recovers one HP if it makes a successful Survive test (2). May not be used on a model with the Vehicle or Walker keywords.
Weight of	A model with this keyword may re-roll (n) dice when making Ranged tests.

