

GCPS

Unit	Qty	Pts
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RANGER LIEUTENANT

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

Aerial Deployment, Jump Pack, Recon 4+, Tactician (1), Eye in the Sky

VP:3 **Leader** **1** **26**

Weapon	Range	AP	Keywords
Accutek ID-KFB Peacemaker	R3	-	Knockback, Weight of Fire (1)
Energy Gauntlet	CC	-	Knockback
Pistol	R3	-	-

CORPORATION RECRUIT

SP	RA	FI	SV	AR	HP	SZ	Bs
1-2	6+	6+	6+	-	2	1	25mm

VP:0 **Troop** **2** **6**

Weapon	Range	AP	Keywords
Laser Rifle	R6	-	Rapid Fire

CORPORATION MARINE

SP	RA	FI	SV	AR	HP	SZ	Bs
1-2	5+	6+	5+	-	2	1	25mm

VP:2 **Specialist** **1** **13**

Weapon	Range	AP	Keywords
Grenade Launcher	R5	-	Indirect - Frag (3)

CORPORATION MARINE

SP	RA	FI	SV	AR	HP	SZ	Bs
1-2	5+	6+	5+	-	2	1	25mm

VP:2 **Specialist** **1** **15**

Weapon	Range	AP	Keywords
Accutek LW-AWP	R10	-	Sniper Scope

CORPORATION VETERAN

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

Hacker

VP:1 **Troop** **1** **11**

Weapon	Range	AP	Keywords
Laser Carbine	R6	-	Rapid Fire, Weight of Fire (1)

RANGER

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

Aerial Deployment, Jump Pack

VP:2 **Troop** **1** **14**

Weapon	Range	AP	Keywords
Flamethrower	R2	-	It Burns!

MEDIC

SP	RA	FI	SV	AR	HP	SZ	Bs
1-2	5+	6+	5+	-	2	1	25mm

VP:1 **Specialist** **1** **8**

Weapon	Range	AP	Keywords
Pistol	R3	-	Medic

Units:8 Troops:4 Specialists:(3/4) Support:(0/1) VPs:11

SPECIAL RULES

Aerial Deployment	<p>A model with this keyword may choose to make an aerial deployment. If it does so, do not deploy it with the rest of your Strike Team. Once both players have deployed their teams, but before any <i>Scout</i> or Recon moves, a model using aerial deployment may be deployed in any cube not containing an objective and provided it is at least two cubes away from the nearest enemy model. If there are multiple cubes in a stack, it must deploy on the highest level.</p> <p>A model may always aerially deploy into the player's own deployment zone (if cube size limits allow it) but may never aerially deploy in the enemy's deployment zone. If both players have models with aerial deployment then alternate aerial deployments starting with the player with Initiative. If this means that a model cannot be deployed legally then that model will have to instead be deployed within your deployment zone.</p>
Eye in the Sky	<p>Reroll any number of dice when rolling to hit the target cube with an Indirect weapon or Grenade during a Shoot action. You may only use one Special Order like this per Shoot action.</p>
Hacker	<p>A model with this keyword is skilled at accessing terminals and intel. This keyword is used in conjunction with Tactical Asset Missions and Interactive Scenery. In addition, a model with this keyword which finds an Intel item will gain an additional VP.</p>
Indirect - Frag (n)	<p>For <i>Indirect</i> weapons <i>Shoot</i> becomes a long action and you may not target models within 2 cubes of the shooting model. <i>Indirect</i> weapons can shoot at models within Line of Sight, or they can choose to shoot at targets they cannot see. To shoot, choose a target cube within range and more than 2 cubes from the shooting model. If the firing model has LOS to an enemy model in the target cube, roll a 3 dice Ranged test (1). No other dice can be added, or re-rolls of any kind made, for any reason. If the firing model does not have LOS to an enemy model, then a <i>Shoot</i> action may still be undertaken if both the shooting model and the target cube are visible when viewed from directly above. If a <i>Shoot</i> is possible but there is no LOS then the test becomes 3 dice Ranged test (2). Success for either test means that the shot has landed in the target cube. Failure requires a Scatter roll to determine which cube the shot explodes in. An inaccurate shot will Scatter (see page 27) onto the highest level of the stack it scatters onto. Indirect will always be listed by the type of missile being fired as Indirect (n) e.g. <i>Indirect (Frag(3))</i> Frag (N): Roll a (n) dice 4+ test (X) for the strength of the attack. No additional dice can be added for any reason. For example, a Frag (5) weapon would roll 5 dice for the test. Models in the target cube must roll a 3 dice Survive test (X). Roll once for the attack and separately for each affected target model's Survive test. Draw or target has more successes: Attack misses or fails to cause any harm. Frag has more successes: The difference in number of successes is the amount of HP lost.</p>

	<p>Whatever the results of the attack, all surviving models in the target cube are thrown one cube in a random direction (see Scatter on page 27) and are then Pinned.</p>
	<p>Weapons with this keyword unleash indiscriminate sheets of flame, acid, or similar lethal concoctions.</p> <p>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.</p> <p>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.</p> <p>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.</p>
It Burns!	<p>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:</p> <p>The fire rolls a 3 dice 4+ test (X).</p> <p>The target rolls a 3 dice Survive test (X).</p> <p>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.</p> <p>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.</p>
Jump Pack	<p>Short distance aeronautical gravitation devices can allow rapid movement around the battlefield.</p> <p>A model that has the <i>Jump Pack</i> keyword takes no damage and is not Pinned by falling.</p> <p>In addition, a model with a Jump Pack can:</p> <ul style="list-style-type: none"> ? 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.
Knockback	<p>When a weapon or model with this keyword attacks and rolls more successes than the target model (even if no damage is caused) it will knock the target back into a different cube. Resolve the attack as normal, then move the target one cube directly away from the attacker (see page 27). If the knocked-back model's route is blocked by a wall, the model is slammed into it (see page 26). For <i>Shoot</i> actions back is directly away from the firing models cube. For <i>Assault</i> actions the model with <i>Knockback</i> can choose which direction to move the target model.</p>
Medic	<p>A model with this keyword may use a <i>Special Action</i> to heal a single injured friendly model in the same cube (which may be the <i>Medic</i> themselves). No test is required and all damage counters are removed from the model. In addition, friendly models will gain <i>Resilient (1)</i> whilst in the same cube as the <i>Medic</i>. Note however that this keyword only affects living models and cannot repair models with either the <i>Vehicle</i>, <i>Walker</i> or <i>Construct</i> keywords (nor do they gain <i>Resilient</i>).</p>
Rapid Fire	<p>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. Evade, Smoke etc.).</p> <p>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).</p> <p>Modifiers</p> <p>Clear Shot, +2 dice: If you have a completely unobstructed view to the whole of the target model (including the base).</p> <p>High Ground, +1 die: If you are on a higher level than the target.</p> <p>Friendly Fire, -2 dice: If there are any friendly models in the target cube.</p> <p>Note: Armour and Armour Piercing is not applicable when making a <i>Survive</i> roll against a <i>Blaze Away</i> because no damage is caused.</p> <p>Target Survive Roll</p> <p>Assuming the shooting model scored at least one success, the player using the target model now rolls a 3 dice Survive test (X).</p> <p>Blaze Away Results</p> <p>Both players now compare the number of successes they have rolled.</p> <p>If the active model has rolled more successes than the target model, the target model is Pinned (see page 26).</p> <p>With any other result, nothing happens.</p>
Recon 4+	Page 46/47
Sniper Scope	<p>This weapon may be used with either a short or long <i>Shoot</i> action. Declare before rolling any dice. If a long action is selected, the Ranged test gains a +2 dice modifier. No bonus applies to short <i>Shoot</i> actions. A weapon with Sniper Scope may not also benefit from a <i>Holo-Sight</i> (page 35).</p>
Tactician (n)	<p>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).</p> <p>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!).</p>
Weight of Fire (n)	<p>A model with this keyword may re-roll (n) dice when making Ranged tests.</p> <p><i>Weight of Fire</i> is cumulative. If more than one <i>Weight of Fire</i> modifier applies to the test then add together the (n) value from each source.</p>