

## MAZON LABS

GUARD COMMANDER GRAVES							
Leader - Qty: 1 Pts: 24							
SP	RA	FI	SV	AR	HP	SZ	Base
1-2	4+	5+	5+	1	2	1	25mm
Recon 5+, Tactician (1)							
<b>Head of Security</b> - The active model may perform a free Shoot action to Blaze Away with a Rapid Fire weapon. You may only use this once per activation.							
Weapon Stats							
Unit	Type	Weapon	Range	AP	Keywords	VPs	Cost
Guard Commander Leader Graves	Troop	Bionic Arm	CC	-	Knockback, Smash (1)	2	22 pts
		Heavy Pistol	R4	-	Weight of Fire (1)		
Equipment		Stimulant Shot	-	-	One-use		+2 pts

MAZON SECURITY GUARD Troop - Qty: 2 Pts: 16							
SP	RA	FI	SV	AR	HP	SZ	Base
1-2	5+	6+	5+	-	2	1	25mm
Weapon Stats							
Unit	Type	Weapon	Range	AP	Keywords	VPs	Cost
Mazon Security Guard	Troop	Rifle	R6	-	Rapid Fire	1	8 pts

URBANA BLACK WING MARINE							
Troop - Qty: 2 Pts: 22							
SP	RA	FI	SV	AR	HP	SZ	Base
1-2	5+	5+	5+	-	2	1	25mm
Weight of Fire (1)							
Weapon Stats							
Unit	Type	Weapon	Range	AP	Keywords	VPs	Cost
Urbana Black Wing Marine	Troop	Laser Rifle	R6	-	Rapid Fire	1	11 pts

PLAGUE VICTIM Specialist - Qty: 2 Pts: 24							
SP	RA	FI	SV	AR	HP	SZ	Base
2-3	-	4+	5+	-	2	1	25mm
Beast, Frenzy (1), Rampage							
Weapon Stats							
Unit	Type	Weapon	Range	AP	Keywords	VPs	Cost
Plague Victim	Specialist	Claws	CC	-	-	1	12 pts

URBANA BLACK WING RANGER							
Troop - Qty: 1 Pts: 14							
SP	RA	FI	SV	AR	HP	SZ	Base
1-2	5+	5+	5+	1	2	1	25mm
Scout							
Weapon Stats							
Unit	Type	Weapon	Range	AP	Keywords	VPs	Cost
Urbana Black Wing Ranger	Troop	Flamethrower	R2	-	It Burns!	2	14 pts

Units:8 Troops:5 Specialists:(2/5) Support:(0/1) VPs:10

## SPECIAL RULES

Beast	A model with this keyword cannot pick up, carry/use Items or Equipment, or interact with control panels. All of its weapons and equipment are either natural or have been grafted on permanently by skilled bio-technicians. A model with this keyword can still claim objective cubes.
Frenzy (n)	A model with this keyword may re-roll (n) dice when making Fight tests. <i>Frenzy</i> is cumulative. If more than one <i>Frenzy</i> modifier applies to the test then add together the (n) value from each source.
Head of Security	The active model may perform a free Shoot action to Blaze Away with a Rapid Fire weapon. You may only use this once per activation.  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

	<p>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 <b>3 dice Ranged test (X)</b> with no modifiers or re-rolls allowed of any kind. Roll a <b>3 dice Survive test (X)</b> 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 <b>3 dice 4+ test (X)</b>.</p> <p>The target rolls a <b>3 dice Survive test (X)</b>.</p> <p><b>Draw or Survive has more successes:</b> The target puts out the fire before it does any real damage. The model may continue with any remaining actions as normal.</p> <p><b>Fire has more successes:</b> 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>
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>
One-use	<p>This keyword, item, or weapon, may be used only once during a game.</p>
Rampage	<p>When a model with this keyword is Injured, it goes crazy. In this state of blood frenzy it may even attack its friends. For the remainder of the game, while it remains injured, whenever the player chooses to activate it, they must roll one dice and consult the following list:</p> <p>1-2: The opposing player may control the model's actions for this Turn. This can include attacking the active model's friends. In the confusion, neither side may claim the +1 modifier for additional friends in a close combat fight. This model's actions count as an activation for the active model's side, not for the side that actually controlled it.</p> <p>3-6: The player may use the model as normal.</p> <p>7-8: The player may use the model as normal. In addition, as the model is so frantic it may move 1 cube before it takes its normal actions, or, if it starts its turn Pinned, it may automatically <i>Stand Up</i> instead, before taking its normal actions.</p> <p>While under the effect of result 1-2, the model does not count as a member of any Strike Team in play for purposes of cube capacity, and as such may move into cubes containing members of its Strike Team (and initiate close combat fights against them). The model may still have items and keywords used on it by members of its original Strike Team (such as <i>Medic</i> or <i>Medi-kits</i>).</p> <p>This may result in a cube becoming more crowded than it is normally allowed. Whenever a model starts their activation in an over-crowded cube and is free to choose their action, they must move out of that cube before they do anything else.</p>
Rapid Fire	<p>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.).</p> <p>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 <b>4 dice Ranged test (X)</b>.</p> <p><b>Modifiers</b></p> <p><b>Clear Shot, +2 dice:</b> If you have a completely unobstructed view to the whole of the target model (including the base).</p> <p><b>High Ground, +1 die:</b> If you are on a higher level than the target.</p> <p><b>Friendly Fire, -2 dice:</b> If there are any friendly models in the target cube.</p> <p><b>Note:</b> Armour and Armour Piercing is not applicable when making a Survive roll against a Blaze Away because no damage is caused.</p> <p><b>Target Survive Roll</b></p> <p>Assuming the shooting model scored at least one success, the player using the target model now rolls a <b>3 dice Survive test (X)</b>.</p> <p><b>Blaze Away Results</b></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 5+	<p>Page 46/47</p>
Scout	<p>After deployment, but before the first Turn of the first Round, a model with the Scout keyword may make a free <i>Sprint</i> action. If both sides have models with <i>Scout</i> then the player with Initiative moves all their scouts first. A scout may not enter a cube containing another model during this pre-battle movement but may pick up items.</p>
Smash (n)	<p>A model with the Smash keyword gains +n dice when performing a Fight test.</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>