

REBS

REBEL CELL LEADER								Leader - Qty: 1 Pts: 28	
SP	RA	FI	SV	AR	HP	SZ	Base		
1-2	4+	5+	5+	1	2	1	25mm		
Recon 4+, Tactician (2)									
<p>Jack of all Trades - Spend a Special Order result to allow the active model to use their choice of their Ranged, Fight or Survive stat values to be the target number for a test. A stat cannot be "swapped" in this way if the model would normally not be able to make the test. E.g. a model with a '-' value for its RA cannot shoot, and so cannot choose to test using its FI or SV values instead for a Shoot action.</p>									
Weapon Stats									
Unit	Type	Weapon	Range	AP	Keywords	VPs	Cost		
Human Cell Leader	Leader	Rifle	R6	-	Combat Team Training, Rapid Fire	2	28 pts		

GROGAN								Specialist - Qty: 1 Pts: 16	
SP	RA	FI	SV	AR	HP	SZ	Base		
1-2	5+	5+	4+	-	2	1	25mm		
Resilient (1)									
Weapon Stats									
Unit	Type	Weapon	Range	AP	Keywords	VPs	Cost		
Grogan Onslaught	Specialist	Onslaught Cannon	R5	-	Suppression, Weight of Fire (1)	1	16 pts		

REBEL TROOPER								Troop - Qty: 2 Pts: 14	
SP	RA	FI	SV	AR	HP	SZ	Base		
1-2	5+	6+	6+	-	2	1	25mm		
Weapon Stats									
Unit	Type	Weapon	Range	AP	Keywords	VPs	Cost		
Rebel Trooper	Troop	Rifle	R6	-	Rapid Fire	1	7 pts		

REBEL YNDIJ								Troop - Qty: 1 Pts: 10	
SP	RA	FI	SV	AR	HP	SZ	Base		
1-2	5+	5+	6+	-	2	1	25mm		
Agile, Frenzy (1), Scout									
Weapon Stats									
Unit	Type	Weapon	Range	AP	Keywords	VPs	Cost		
Rebel Yndij	Troop	Rifle	R6	-	Rapid Fire	1	10 pts		

REBEL TERATON								Specialist - Qty: 1 Pts: 32	
SP	RA	FI	SV	AR	HP	SZ	Base		
1-2	6+	4+	5+	1	4	3	40mm		
Teleport, Tough									
Weapon Stats									
Unit	Type	Weapon	Range	AP	Keywords	VPs	Cost		
Rebel Teraton Specialist		Ceremonial Blades	CC	AP1	-	3	30 pts		
		Grenade Launcher	R3	-	Explosive - Frag (3), One-use				
		Hand Flamer	R2	-	It Burns!, One-use				
Equipment		Stimulant Shot	-	-	One-use		+2 pts		

Units:6 Troops:3 Specialists:(2/3) Support:(0/1) VPs:9

SPECIAL RULES

Agile When a model with this keyword takes an *Advance* or *Sprint* action it may move one additional level up or down in the same stack following normal movement rules.

Combat Team Training As long as a model with this keyword remains in play their Strike Team may re-roll Command Dice, even if it has lost more than 50% of its models.

When an Explosive attack is used it may injure or kill models in the target cube, and the force of the explosion will throw survivors to the ground. There will always be a second keyword to denote the type of explosive attack e.g. Frag (3), Blast etc.

Perform a *Shoot* action automatically hitting the target cube that is in LOS; you do not need to be able to see an individual model within the cube. Now resolve the type of attack using the secondary keyword.

Frag (N):

Explosive - Frag (n)	<p>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).</p> <p>Roll once for the attack and separately for each affected target model's Survive test.</p> <p>Draw or target has more successes: Attack misses or fails to cause any harm.</p> <p>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>
Frenzy (n)	<p>A model with this keyword may re-roll (n) dice when making Fight tests.</p> <p><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.</p>
It Burns!	<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> <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>
Jack of all Trades	<p>Spend a Special Order result to allow the active model to use their choice of their Ranged, Fight or Survive stat values to be the target number for a test. A stat cannot be "swapped" in this way if the model would normally not be able to make the test. E.g. a model with a '-' value for its RA cannot shoot, and so cannot choose to test using its FI or SV values instead for a Shoot action.</p>
One-use	<p>This keyword, item, or weapon, may be used only once during a game.</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 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 Survive roll against a Blaze Away 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+	<p>Page 46/47</p>
Resilient (n)	<p>A model with this keyword may re-roll (n) dice when making Survive tests.</p> <p>Resilient is cumulative. If more than one <i>Resilient</i> modifier applies to the test then add together the (n) value from each source.</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>
Suppression	<p>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.</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>
Teleport	<p>A model with this keyword may teleport as a long action.</p> <p><i>Teleport</i> allows the model to move up to 3 cubes in any direction irrespective of LOS, terrain and models. A model using <i>Teleport</i> must end its move in a cube where it can be physically placed on the table and respecting the normal cube capacity rules. If a teleporting model ends this move in the same cube as an enemy model then they will trigger a close combat fight as if it had moved into the cube normally.</p> <p>A model may teleport out of a cube containing an enemy model but will be subject to the 'breaking away' rule.</p>
Tough	<p>A model with this keyword automatically reduces the numbers of HP lost during an attack on it by 1.</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>