

VEER-MYN

Unit	Qty	Pts
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PACK LEADER

SP	RA	FI	SV	AR	HP	SZ	Bs
2-3	-	4+	5+	1	2	2	40mm

Recon 5+, Stealthy, Tactician (1), Feral Rush

VP:2 Leader 1 22

Weapon	Range	AP	Keywords
Razor Claws	CC	AP1	Frenzy (2)

NIGHTMARE

SP	RA	FI	SV	AR	HP	SZ	Bs
1-2	6+	4+	4+	1	3	2	40mm

Frenzy (1)

VP:2 Troop 1 20

Weapon	Range	AP	Keywords
Twin Combat Drills	CC	AP1	Frenzy (1)

MALIGNUS

SP	RA	FI	SV	AR	HP	SZ	Bs
2-3	5+	6+	5+	-	2	1	25mm

Hacker

VP:1 Specialist 1 14

Weapon	Range	AP	Keywords
Chem Spitter	R5	AP2	Prey, Rapid Fire

MALIGNUS

SP	RA	FI	SV	AR	HP	SZ	Bs
2-3	5+	6+	5+	-	2	1	25mm

Hacker

VP:1 Specialist 1 14

Weapon	Range	AP	Keywords
Heavy Ray Gun	R4	AP1	Weight of Fire (1)
*Ammo	-	-	Ammo, One-use

2

CRAWLER

SP	RA	FI	SV	AR	HP	SZ	Bs
2-3	6+	5+	5+	-	2	1	25mm

VP:1 Troop 1 9

Weapon	Range	AP	Keywords
Ray Gun	R4	-	Rapid Fire, Weight of Fire (1)

STALKER

SP	RA	FI	SV	AR	HP	SZ	Bs
2-3	6+	4+	5+	-	2	1	25mm

VP:1 Troop 2 9

Weapon	Range	AP	Keywords
Ray Pistol	R2	-	-

Units:7 Troops:4 Specialists:(2/4) Support:(0/1) VPs:9

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.
Feral Rush	Select a model from your Strike Team that is within 3 cubes of the active model. Move it 1 cube towards the active model. If this move triggers an Assault, the moved model will gain Frenzy (1) in the subsequent Assault action. The moved model is not marked as activated unless it already was.
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.
Hacker	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.
One-use	This keyword, item, or weapon, may be used only once during a game.
Prey	Some factions mark targets with trilinear shards or pheromones to attract predators. If this weapon rolls a success on a <i>Shoot</i> or <i>Assault</i> action (but not a <i>Blaze Away</i>), place a <i>Prey</i> marker on the target model. Friendly models targeting a model with a <i>Prey</i> marker receive +1 dice to Fight tests. This effect is not cumulative.
Rapid Fire	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.). 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 <i>Blaze Away</i> 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 5+	Page 46/47
Stealthy	If a model with this keyword is the target of a <i>Shoot</i> action, the attacking model cannot gain the Clear Shot modifier. 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

Tactician 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!).

Weight of Fire A model with this keyword may re-roll (n) dice when making Ranged tests.

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