

# New Abilities

## CSW

The card represents a Crew Served Weapon (CSW) team.

Some weapons are just too big to be effectively used by a single trooper. Often these are carried by vehicles instead, but vehicles don't get deployed on every mission. Inevitably someone will find a way to bring this kind of firepower to an infantry battle.

Crew-Served Weapons (CSW) come in a wide variety of types and the rules here apply to all of them. Regardless of their actual weapon type, CSWs all share common features such as bulky ammunition or power packs and heavy or cumbersome launchers. Extra crew can help carry the equipment, load the weapon and spot for the fall of shot – all very useful.

A CSW will start a battle with 2 crew: a gunner and a loader. Both crew members (and the weapon if it is a separate model) are included on a single stat card and are assumed to have identical stats. Treat each model separately for purposes of injuries and death. The points cost listed is for the whole CSW. Note that the CSW retains a size of 2 even if one of the crew is killed.

As long as the gunner, loader and weapon (if separate) remain in base-to-base contact with each other (ie, with their bases touching at least one of the others) and in the same cube then you activate them as a single entity. Only if they have been separated (by a grenade, for example) would they activate individually. If they have been separated then the weapon can no longer fire until they have moved back together.

All ranges and LOS are measured from the gunner model. An enemy cannot target the loader or weapon separately.

## Crew Losses

As long as both crew are alive then the weapon can be used as normal.

If the loader is killed then the gunner can carry on, though his rate of fire will drop. The weapon gets the *Long Reload* and *Slow* abilities.

If the gunner is killed then the loader will pick up the weapon instead. If the weapon is modelled on the gunner figure then the most practical way to deal with this is to swap the positions of the two models and then remove the loader. In either case, continue the battle as if the loader had been killed (see above).

## Indirect

A weapon with this ability can be fired at the enemy in a new way. This is on top of the normal options to *Shoot* or *Blaze Away*. As normal, decide which form of attack you will make with the weapon before you roll any dice. The following rule changes and restrictions only apply if the weapon is used to make an *Indirect* attack.

An *Indirect* weapon can be used to attack targets that the model cannot see. However, these targets must be visible when viewed by the player from directly above.

An *Indirect* attack cannot target anything that is under half the weapon's listed Range. For example, a Range 6 weapon cannot target anything at a distance of 1-3 cubes when used to make an *Indirect* attack.

An *Indirect* attack is inherently inaccurate and cannot *Aim*.

Treat an *Indirect* attack as a *Throw Grenade* action.

## Long Reload

The weapon can only be used every other Round. After the weapon has been fired, mark it with a Reload counter. A weapon that is marked with a Reload counter cannot *Shoot* or *Blaze Away* until it is removed. The model using this weapon, or one of the models of the CSW team it is a part of, may remove the Reload counter by spending a long action doing so.

## Non-combatant

This model cannot or will not fight. They may not use any weapon and must choose to use *Survive* if engaged in a *Fight*.

## Vehicle

The model is a *Vehicle*. All *Vehicles* use the following rules unless they are modified by special abilities.

The *Vehicle* ability includes *Construct*. A *Vehicle* model behaves as if *Construct* was written on its stat card.

*Vehicles* are listed with a number in brackets, eg *Vehicle* (4). *Vehicles* take damage as normal with the exception that they are not killed instantly. Instead they take one "injury" per point of damage that exceeds their effective armour. Vehicles accumulate "injuries" until they reach the total listed in brackets when are destroyed. So, the *Vehicle* (4) mentioned above would be destroyed if it took a total of 4 or more injuries, either in a single attack or as the cumulative result of several hits.

For example, a successful AP 2 attack hits an Armour 3 *Vehicle* (4) with a potential damage of 3. The AP reduces the effective Armour to 1 which is subtracted from the potential damage as normal. The remaining damage is 2 which would normally kill a model (see page XXX). However, because the target is a *Vehicle* it suffers 2 injuries instead. As a *Vehicle* (4) is only destroyed when it suffers a total of 4 injuries, this means that it can continue to move and fight until it suffers two more injuries.

A *Vehicle* that suffers any injuries may suffer additional Catastrophic Damage as a result. Once you have resolved the attack and calculated the resulting injuries, roll a single dice if the *Vehicle* has not been destroyed. If the dice roll is equal or less than the number of injuries the vehicle has sustained in the battle so far then it has suffered Catastrophic Damage. Roll again on the table below:

- **1: Damaged engines.** Every time you want to move the vehicle, roll a single dice first. If you roll 5+ then you may move as normal. If you roll 1-4 then the vehicle stalls and cannot be moved at all. The action is counted as having taken place, but does nothing.
- **2: Damaged weapons.** Every time you want to use a weapon, roll a single dice first. If you roll 5+ then you use it as normal. If you roll 1-4 then the weapon doesn't work. The action is counted as having taken place, but does nothing.
- **3: Weapon destroyed.** A random weapon system is destroyed.
- **4: Scanners shot.** The targeting computer or scanners have been damaged and the crew now have to aim the weapons the old fashioned way. For the remainder of the battle every Shoot or Blaze Away action by the vehicle is at -1 dice.
- **5: Crew panic.** The crew decide that a near miss is too close for them and retreat from the battle. Each turn the vehicle must move along the shortest possible route towards an exit point. They may continue to attack enemy models as they retreat. If the vehicle has already suffered a 6 or 7 result on this table then they abandon the vehicle and run off on foot, setting demo charges as they leave. Treat the abandoned vehicle as result 8, below.
- **6: Immobilised.** The vehicle can no longer move. If it has not got a turret or other means to move the weapons then they may only shoot in a straight line from their current position.
- **7: Fire!** The vehicle catches fire.
- **8: Fuel breach!** The vehicle's fuel cells are breached and the resulting fire spreads to the ammunition. A huge explosion destroys the vehicle. In addition, treat this as a frag grenade exploding in this cube with +2 dice for the effect.

*Vehicles* are large and cumbersome so cannot move about the battlefield with the same ease as smaller models. The following rules reflect this:

- A *Vehicle* can only change level by moving up or down a ramp. They may not climb up or down walls. This means that a *Vehicle* cannot usually use the *Climb* action, though the final limitation will be based on how you have built your terrain.

- A *Vehicle* is not affected by *Blasts* or *Frags* of any type or size and cannot be moved into another cube by damage (other than Catastrophic Damage).
- When a *Vehicle* is destroyed it is left in place on the battlefield. It is now treated as part of the battlefield's terrain and makes that cube count as cover. For the sake of appearance you might like to remove any crew models and add a small piece of cotton wool to look like smoke.