

New Abilities

Ammo Selection

A few weapons have a variety of different types of ammunition to choose from rather than just one.

When you use a weapon with the *Ammo Selection* ability you must pick which type of ammo to use. The action will be resolved with the combination of the weapon abilities and those of the specific ammo type selected.

Brave

Some models are so emboldened by patriotism, love of their comrades, or fervour for their cause that they can summon up reserves of courage lesser warriors never tap.

At the end of each Round, at the start of step 4 of the sequence on page 21, one *Brave* model in the Strike Team may take a free *Get Mean!* action. Only one model may do this per Round regardless of how many *Brave* models are in the Strike Team. The *Brave* Strike Team's owner chooses which model benefits from this rule.

Blaster

Alien weapons use a wide variety of strange technologies to attack their foes. A few are so powerful that even a near miss can momentarily stun their target.

In addition to any other effects, any model that is the target of an attack by a *Blaster* is marked as activated whether it is hit or not.

Devoted (model name)

Another model is named in brackets after this ability name. This is the object of the model's devotion.

If the object of the model's devotion starts the battle in the same Strike Team as the *Devoted* model then the following special rules apply. If the other model is not in the same Strike Team then *Devoted* has no effect.

The *Devoted* model may never choose to move further than 3 cubes away from the object of its devotion. This applies to voluntary movement in any form and from any action, card or special ability. If the model finds itself further than 3 cubes away from the object of its devotion at the start of its Turn then it must get back within this distance (or as close to this as it can) before it may choose any other actions.

If the object of this model's devotion is killed, the *Devoted* model will go berserk. The *Devoted* model behaves as if they had *Rampage* and had been injured themselves. This *Rampage* remains in effect for the remainder of the battle. If the object of their devotion was killed by an individual model then killing that model is now worth an additional 1VP.

Flea

A model with the *Flea* ability has an additional type of action they may choose, called *Leap*.

Leap is a long action. A model may only *Leap* if they start their *Leap* in a cube with no terrain obstructions above them. If this is the case, the model may *Leap* to the top level of any cube within 3 cubes. Measure this distance on the level the leaping model starts even if the destination cube is more than 3 cubes up or down.

If the model ends the *Leap* in a cube containing an enemy model then it will *Fight* as part of that action (just as they would if they had used *Move*).

Long

A *Long* model occupies two adjacent cubes on the same level. These squares cannot be diagonal. The model's stat line applies to the model as a whole not to a single cube. The model has a direction of travel, with the leading part being referred to as the front and the trailing part being called the rear. A *Long* model may list (front) or (rear) in ability names to define which of these two cubes the rule applies to.

[insert MA Truck diagram 1 - basics]

Long models can move forwards or in reverse. When a *Long* model moves forwards, move the front into a new cube, choosing one of the ones shown in the diagram below. Position the model so that the rear is in the cube the front has just moved out of.

[insert MA Truck diagram 2 – moving forward]

If a *Long* model moves in reverse, then it counts as *Slow*. When moving in reverse, move the rear into a new cube from the options available and follow it with the front. See the diagram below.

[insert MA Truck diagram 3 - reverse]

Mounted

Some vehicles have additional weapons *Mounted* on them. These weapons can only be fired when the *Vehicle* is transporting passengers. One passenger per Round may

fire this weapon instead of the one(s) listed on their stat card. The firing model uses their own *Shoot* value and the characteristics of the *Mounted* weapon.

Transport (x)

A model with *Transport* can carry a number of models up to a total size equal to the number in brackets.

Models get onto a *Transport Vehicle* by moving into the same cube and declaring that the model is on board. Place the model on top of the *Transport Vehicle*. Models that are being transported are called passengers. If a *Transport Vehicle* moves then its passengers move along with it without using any actions of their own.

Passengers get off a *Transport* by moving into any adjacent square that the *Transport* could reverse into (see the diagram on page XXX).

A *Transport Vehicle* may choose to start a battle with other models as passengers.

If a *Transport Vehicle* is destroyed then each passenger suffers a 3 dice 4+ (X) attack. Passengers make a 3 dice Survive test to oppose this. Surviving passengers are scattered into an adjacent cube and are Pinned in addition to any other effects.