EASYARMY.COM WARPATH

FREFIGHT

New Close View

Points: 1249

Enforcers				
Heavy Weapon Enforcers				SPDMELACCDEFRESNER21564+3+5+13Regular Infantry
1 Enforcer				Anti-Grav, Communications
	Range	Dice	AP	Special
Genling 45 Laser Rifle	18"	1	1	
Assault Weaponry	A	1	-	
4 Enforcer Burst Laser		•		
	Range	Dico	AP	Special
Enforcer Burst Laser	28"		٦r 1	Special
	20 A	3 1	1	
Assault Weaponry	А	I	-	
Heavy Weapon Enforcers				SPD MEL ACC DEF RES NER 293
neavy weapon Enlorcers				6 4+ 3+ 5+ 1 3 Regular Infantry
				Anti-Grav, Communications
1 Enforcer				Anti-Orav, Communications
T Emoleer	Denes	D:		
	Range		AP	Special
Genling 45 Laser Rifle	18"	1	1	
Assault Weaponry	A	1	-	
4 Enforcer Missile Launcher				
	Range	Dice	AP	Special
Enforcer Missile Launcher	6-36"	1	4	Anti-Tank, Heavy Firepower, Slow Reload
Enforcer Missile Launcher	6-36"	1	1	Blast (D3+1), Heavy Firepower, Slow Reload
Assault Weaponry	А	1	-	
One model upgraded to Engineer				
	Range	Dice	AP	Special
* Command(1)	range	Dioc	7.0	Command
* Fortify Position Order				Fortify Position
				Formy Fosmon
(EU) Energy Gauntlet	D	D ¹		
	Range		AP	Special
Energy Gauntlet	A	1	2	
				SPD MEL ACC DEF RES NER 168
Assault Enforcers				6 3+ 4+ 5+ 1 3 Regular Infantry
2 Dreach & Fradicate Fréamer				Anti-Grav, Communications
3 Breach & Eradicate Enforcer	-	D .		
	Range	Dice	AP	Special
Genling 45 Laser Pistol	9"	1	1	
Wrist Blades	А	2	1	
Thermal Mines	А	1	5	Anti-tank
1 Breach & Eradicate Enforcer (Thermal Ri	fle)			
	Range	Dice	AP	Special
Genling 45 Laser Pistol	9"	1	1	
Wrist Blades	А	2	1	
Thermal Mines	А	1	5	Anti-tank
Thermal Rifle	16"	1	5	Anti-Tank
1 Enforcer Incinerator				
1 Enforcer Incinerator	Range	Dice	ΔP	Special
	Range		AP 1	Special Blast (2D3) Saturation Slow Reload Volatile (3+) Fire in the Holel
Incinerator	9"	1	AP 1	Special Blast (2D3), Saturation, Slow Reload, Volatile (3+), Fire in the Hole!
	-			Blast (2D3), Saturation, Slow Reload, Volatile (3+), Fire in the Hole!
Incinerator Assault Weaponry	9"	1		•
Incinerator	9"	1		Blast (2D3), Saturation, Slow Reload, Volatile (3+), Fire in the Hole! SPD MEL ACC DEF RES NER 138
Incinerator Assault Weaponry	9"	1		Blast (2D3), Saturation, Slow Reload, Volatile (3+), Fire in the Hole! SPD MEL ACC DEF RES NER 138 6 3+ 4+ 5+ 1 3 Regular Infantry
Incinerator Assault Weaponry Assault Enforcers	9"	1		Blast (2D3), Saturation, Slow Reload, Volatile (3+), Fire in the Hole! SPD MEL ACC DEF RES NER 138
Incinerator Assault Weaponry	9" A	1	1 -	Blast (2D3), Saturation, Slow Reload, Volatile (3+), Fire in the Hole! SPD MEL ACC DEF RES NER 138 6 3+ 4+ 5+ 1 3 Regular Infantry Anti-Grav, Communications
Incinerator Assault Weaponry Assault Enforcers 4 Assault Enforcers	9" A Range	1 1 Dice	1 - AP	Blast (2D3), Saturation, Slow Reload, Volatile (3+), Fire in the Hole! SPD MEL ACC DEF RES NER 138 6 3+ 4+ 5+ 1 3 Regular Infantry
Incinerator Assault Weaponry Assault Enforcers 4 Assault Enforcers Genling 45 Laser Pistol	9" A Range 9"	1 1 Dice 1	1 - AP 1	Blast (2D3), Saturation, Slow Reload, Volatile (3+), Fire in the Hole! SPD MEL ACC DEF RES NER 138 6 3+ 4+ 5+ 1 3 Regular Infantry Anti-Grav, Communications
Incinerator Assault Weaponry Assault Enforcers 4 Assault Enforcers	9" A Range	1 1 Dice	1 - AP	Blast (2D3), Saturation, Slow Reload, Volatile (3+), Fire in the Hole! SPD MEL ACC DEF RES NER 138 6 3+ 4+ 5+ 1 3 Regular Infantry Anti-Grav, Communications

	n /	Range 9" A	Dice 1 1	AP 1	Special Blast (2		aturatio	n, Slow	Reload	d, Volat	tile (3+), Fire in the	Hole!
Assault Weapon Pathfinders	'Y	A	I	-	SPD	MEL	ACC	DEF	RES	NER		23
					6 Recon	4+	3+	4+	1	3	Regular Infantry	
5 Pathfinder					Recon							
		Range		AP	Special							
LSX Sniper Rifle Genling 45 Lase		6-40" 9"	1 1	2 1	Heavy I	-irepov	/er, 510	w Reloa	ad, Sup	pressiv	ve Fire (1), Tag	
Assault Weapon		A	2	-								
D.O.G. Drone		-	D .									
Burst Laser		Range 28"	Dice 3	AP 1	Special							
	aded to Forward Observer	-	-									
* Command(3)		Range	Dice	AP	Special Comma							
Command(3)					SPD	MEL	ACC	DEF	RES	NER		19
Peacekeepers					6	4+	3+	6+	1	3	Large Infantry	
					Anti-Gra						Large manary	
4 Enforcer Peacek	eepers	-										
Twin Genling 45	Laser Rifle	Range 18"	Dice 2	AP 1	Special							
Energy Gauntlet		A	1	2								
1 Enforcer Peacek	eeper Burst Laser											
Burst Laser		Range 36"	Dice 3	AP 1	Special							
Energy Gauntlet		30 A	3 1	2								
Anti-Grav	A unit composed entirely allow it to move off of the around or between them. This weapon is designed Vehicles on results of 5 a they still need to reach th	ground. It must for dest nd 6 rath e Vehicle	It may still hav roying \ her thar e's Defe	move o e enoug /ehicles n just 6 ence to	ver terrain gh space to and pene (see pag3 damage it	, vehic o end i trating 56). No as nor	es and ts move bunkers ote that mal.	enemy in the s. It ma even th	units w chosen y make nough tl	vithout positic additic hey gra	needing a clear pa on. onal rolls to damag	:h e
Anti-Grav Anti-Tank	allow it to move off of the around or between them. This weapon is designed Vehicles on results of 5 a they still need to reach th In addition, it ignores the If this weapon hits with a many dice to roll to dama This multiplier applies aft count towards those.	ground. It must for dest nd 6 rath e Vehicle fortified shooting ge. er Blaze	It may still hav roying \ her than e's Defe terrain i g or clos Away a	move of re enough /ehicles in just 6 ence to modifien se comb attacks,	ver terrain gh space to and pene (see pag3 damage it r (but not tl pat attack, Shields or	, vehicl o end i trating 56). No as nor he cove each s any of	es and ts move bunkers ote that mal. er modif uccessf her spe	enemy in the s. It ma even th fier) wh ful hit is cial rul	units w chosen y make nough th en shoo multipl es are r	vithout positic additic hey gra oting. ied by resolve	needing a clear pa on. onal rolls to damag ant an additional did X when determinin	th e ce, g hov
Anti-Grav Anti-Tank Blast	allow it to move off of the around or between them. This weapon is designed Vehicles on results of 5 a they still need to reach th In addition, it ignores the If this weapon hits with a many dice to roll to dama This multiplier applies aft count towards those. Blast weapons also ignor	ground. It must for dest nd 6 rath e Vehicle fortified shooting ge. er Blaze	It may still hav roying \ her than e's Defe terrain i g or clos Away a	move of re enough /ehicles in just 6 ence to modifien se comb attacks,	ver terrain gh space to and pene (see pag3 damage it r (but not tl pat attack, Shields or	, vehicl o end i trating 56). No as nor he cove each s any of	es and ts move bunkers ote that mal. er modif uccessf her spe	enemy in the s. It ma even th fier) wh ful hit is cial rul	units w chosen y make nough th en shoo multipl es are r	vithout positic additic hey gra oting. ied by resolve	needing a clear pa on. onal rolls to damag ant an additional did X when determinin	th e ce, g hov
Anti-Grav Anti-Tank Blast Command	allow it to move off of the around or between them. This weapon is designed Vehicles on results of 5 a they still need to reach th In addition, it ignores the If this weapon hits with a many dice to roll to dama This multiplier applies aft count towards those. Blast weapons also ignor (see page 68)	ground. It must for dest nd 6 rat e Vehick fortified shooting ge. er Blaze e cover	It may still hav roying \ ner thar e's Defe terrain i g or clos Away a penaltie	move o e enoug /ehicles n just 6 ence to modifie se comb attacks, es (but r	ver terrain gh space to and pene (see pag3 damage it r (but not th oat attack, Shields or not fortified	, vehicl o end i trating 56). No as nor he cove each s any ot I terrair	es and as move bunkers ote that mal. er modif uccessf her spe a penalt	enemy in the s. It ma even th ful hit is cial rul ies) wh	units w chosen y make nough th en shoo multipl es are r en shoo	vithout of position addition hey gra- boting. ied by resolve boting.	needing a clear pa onal rolls to damag ant an additional did X when determinin d – only the initial h	th e ce, g hov
Anti-Grav Anti-Tank Blast Command	allow it to move off of the around or between them. This weapon is designed Vehicles on results of 5 a they still need to reach th In addition, it ignores the If this weapon hits with a many dice to roll to dama This multiplier applies aft count towards those. Blast weapons also ignor	ground. It must for dest nd 6 rat e Vehicle fortified shooting ge. er Blaze e cover nore mo	It may still hav roying \ her thar e's Defe terrain i g or clos Away a penaltie dels wit	move of e enoug /ehicles a just 6 ence to modifie se comb attacks, es (but r ch this s	ver terrain gh space to and pene (see pag3 damage it r (but not th oat attack, Shields or not fortified pecial rule	, vehicl o end i trating 56). No as nor he cove each s r any of I terrair , or bei	es and as move bunkers ote that mal. er modif uccessf her spe a penalt ng trans	enemy in the s. It ma even th ful hit is cial rul- ties) wh sported	units w chosen y make hough th en shoo s multipl es are r en shoo l by a u	vithout i positic additic hey gra oting. ied by resolve oting. nit with	needing a clear par onal rolls to damag ant an additional did X when determinin d – only the initial h	th e ce, g hov hits an be
Anti-Grav Anti-Tank Blast Command Communications Fire in the Hole!	allow it to move off of the around or between them. This weapon is designed Vehicles on results of 5 a they still need to reach th In addition, it ignores the If this weapon hits with a many dice to roll to dama This multiplier applies aft count towards those. Blast weapons also ignor (see page 68) A unit containing one or r the target of orders given between the two units. When a unit containing o made, even by units in te	ground. It must for dest nd 6 ratt e Vehick fortified shooting ge. er Blaze e cover nore mo by Com	It may still hav roying \ her thar e's Defe terrain i g or clos Away a penaltie dels wit mande ore mod the tag	move of e enoug /ehicles) just 6 ence to modifie se comb attacks, es (but r th this s rs in pla lels with get unit	ver terrain gh space to and pene (see pag3 damage it r (but not ti bat attack, Shields or not fortified pecial rule ay that also this speci	, vehicl o end i trating 56). No as nor he cove each s any ot terrair , or bei b have ial rule obscut	es and ts move bunkers te that mal. er modif uccessf her spe n penalt ng trans the Con charges ed or it	enemy in the s. It ma even th ier) wh iul hit is cial rul- ies) wh sportec nmunic s, no ch is pinn	units w chosen y make hough th en shoo s multipl es are r en shoo l by a un ations r harge re ed in pl	vithout i positic additic hey gra oting. ied by esolve oting. nit with ule reg eactions ace.	needing a clear par on. onal rolls to damag ant an additional did X when determinin d – only the initial h this special rule, c gardless of the rang s of any kind may b	th e ce, g hov nits an be e e
Anti-Grav Anti-Tank Blast Command Communications Fire in the Hole!	allow it to move off of the around or between them. This weapon is designed Vehicles on results of 5 a they still need to reach th In addition, it ignores the If this weapon hits with a many dice to roll to dama This multiplier applies aft count towards those. Blast weapons also ignor (see page 68) A unit containing one or r the target of orders given between the two units. When a unit containing o	ground. It must for dest nd 6 ratt e Vehick fortified shooting ge. er Blaze e cover nore mo by Com ne or mo rrain, as cpert in u rricades e Turn. Ir	It may still hav roying \ her thar e's Defe terrain i g or clos Away a penaltie dels wit mande ore mod the targ urban w and aut	move of e enoug /ehicles h just 6 ence to modifie se comb attacks, es (but r th this s rs in pla lels with get unit arfare. comatecon, any	ver terrain gh space to and pene (see pag3 damage it r (but not til bat attack, Shields or not fortified pecial rule ay that also this speci s vision is This Order d weaponry units entire	, vehicl o end i trating 56). No as nor he cove each s any ot terrair , or bei b have b have may b / for de ely with	es and ts move bunkers te that mal. er modif uccessf her spe ther spe the con charges ed or it e given fence.	enemy in the s. It ma even the ier) wh ul hit is cial rul- ies) wh sportec nmunic s, no ch is pinn when The terr ierrain	units w chosen y make hough the en shoot es are r en shoot l by a un ations r harge re ed in pl the Con rain ple piece ga	vithout i positic additic hey gra- bting. ied by esolve bting. nit with ule reg actions ace. nmand ce is up ain an a	needing a clear par on. onal rolls to damag ant an additional did X when determinin d – only the initial h this special rule, c gardless of the rang s of any kind may h er is inside a terrai pgraded to fortified additional +1 to hit	th e ce, g hov nits an be e n
Anti-Grav Anti-Tank Blast Command Communications Fire in the Hole! Fortify Position	allow it to move off of the around or between them. This weapon is designed Vehicles on results of 5 a they still need to reach th In addition, it ignores the If this weapon hits with a many dice to roll to dama This multiplier applies aft count towards those. Blast weapons also ignor (see page 68) A unit containing one or r the target of orders given between the two units. When a unit containing o made, even by units in te This Commander is an ex piece to deploy traps, bat terrain until the end of the modifier when shooting a	ground. It must for dest nd 6 ratt e Vehick fortified shooting ge. er Blaze e cover nore mo by Com ne or mo rrain, as opert in u ricades a Turn. Ir gainst a	It may still hav roying \ her thar e's Defe terrain i g or clos Away a penaltie dels wit mande the targ urban w and aut h additio target v	move of e enoug /ehicles a just 6 ence to modifier se comb attacks, es (but r th this s rs in pla lels with get unit arfare. comatec on, any within 1.	ver terrain gh space to and pene (see pag3 damage it r (but not th bat attack, Shields or not fortified pecial rule ay that also this speci s vision is This Order d weapony units entire 2" of that to Large Infa	, vehicl o end i trating 56). No as nor he cove each s any of t terrair , or bei o have ial rule obscur may b / for de ely with errain p	es and ts move bunkers te that mal. er modif uccessf her spe a penalt ng trans the Con charges red or it e given fence. T in that to piece. T	enemy in the s. It ma even the fier) wh ful hit is cial rule ies) wh sportec nmunic s, no ch is pinn when The terr ierrain his orde	units w chosen y make hough the en shoot s multiple es are r en shoot l by a un ations r harge re ed in pl the Con rain ple piece ga er can be	vithout i positic addition hey gra- boting. ied by esolve boting. nit with ule reg eactions ace. nmand ce is up ain an a be issue re weal	needing a clear par on. onal rolls to damag ant an additional did X when determinin d – only the initial h this special rule, c gardless of the rang s of any kind may h er is inside a terrai pgraded to fortified additional +1 to hit ed at the end of an pons with this spec	th e ce, g hov nits an be e n n ial
Anti-Grav Anti-Tank Blast Command Communications Fire in the Hole! Fortify Position Heavy Firepower Recon	allow it to move off of the around or between them. This weapon is designed Vehicles on results of 5 a they still need to reach the In addition, it ignores the If this weapon hits with a many dice to roll to dama This multiplier applies aft count towards those. Blast weapons also ignor (see page 68) A unit containing one or r the target of orders given between the two units. When a unit containing o made, even by units in te This Commander is an ex piece to deploy traps, bat terrain until the end of the modifier when shooting a activation. Shooting is a long action rule. However, a unit can stays as a Short action. A unit containing one or r opponent's deployment z	ground. It must for dest nd 6 rat e Vehicl fortified shooting ge. er Blaze e cover nore mo by Com ne or mo rricades e Turn. Ir gainst a for a uni choose nore mo one.	It may still hav roying V her thar e's Defe terrain in g or close Away a penaltie dels with mande the targ urban w and aut to addition target v it of Reg to not fi dels with	move of e enoug /ehicles a just 6 modified attacks, es (but r attacks, es (but r th this s rs in pla lels with get unit arfare. tom, any within 1. gular or ire any th this s	ver terrain gh space to and pene (see pag3 damage it r (but not th pat attack, Shields or not fortified pecial rule ay that also this speci s vision is This Order d weaponry units entire 2" of that to Large Infa of its heavy pecial rule	, vehicl o end i trating 56). No as nor he cove each s any of I terrair , or bei o have b have al rule obscut may b / for de ely with errain p untry the y firepo may s	es and s move bunkers ote that mal. er modif uccessf her spe penalt ng trans the Con charges red or it e given fence. T at includ wer we tart the	enemy in the s. It ma even the fier) wh fier) wh cial rule ies) wh sportec nmunic s, no ch is pinn when The terr errain his ord des one apons. game i	units w chosen y make hough the en shoot a multiple es are r en shoot l by a un ations r harge re ed in pl the Con rain piece gier can be or mon lf it doe nside a	vithout i positic additic hey gra oting. ied by resolve oting. nit with ule reg acc. nmand ce is up ain an a oe issue re weap es this ny terra	needing a clear par on. onal rolls to damag ant an additional did X when determinin d – only the initial h this special rule, c jardless of the rang s of any kind may b er is inside a terrai pgraded to fortified additional +1 to hit ed at the end of an pons with this spec then the Shoot acti ain piece outside th	th e ce, g hov nits an be a e o e n ial on ie
Anti-Grav Anti-Tank Blast Command Communications Fire in the Hole! Fortify Position Heavy Firepower Recon Saturation	allow it to move off of the around or between them. This weapon is designed Vehicles on results of 5 a they still need to reach th In addition, it ignores the If this weapon hits with a many dice to roll to dama This multiplier applies aft count towards those. Blast weapons also ignor (see page 68) A unit containing one or r the target of orders given between the two units. When a unit containing o made, even by units in te This Commander is an ex- piece to deploy traps, bar terrain until the end of the modifier when shooting a activation. Shooting is a long action rule. However, a unit can stays as a Short action. A unit containing one or r opponent's deployment z This weapon fires gouts of hits on a 3+, regardless of	ground. It must for dest nd 6 rat e Vehicl fortified shooting ge. er Blaze e cover nore mo by Com ne or mo rrain, as cpert in u ricades a Turn. Ir gainst a for a uni choose nore mo one. of flame of modified	It may It may still hav roying \ her thar e's Defe terrain in g or clos Away a penaltie dels wit mande the targ urban w and aut h additionation to not fin dels wit or toxic ers, eve	move of e enoug /ehicles n just 6 ence to modified attacks, es (but r ch this s rs in pla lels with get unit arfare. comatecon, any within 1. gular or ire any ch this s gas tha n when	ver terrain gh space to and pene (see pag3 damage it r (but not th pat attack, Shields or not fortified pecial rule ay that also this speci 's vision is This Order d weaponry units entire 2" of that to Large Infa of its heavy pecial rule at fill an are using a B	, vehicl o end i trating 56). No as nor he cove each s any ot I terrair , or bei o have have b have may b / for de ely with errain p may s ea, so a laze Av	es and s move bunkers ote that mal. er modif uccessf her spe i penalt ng trans the Con charges ed or it e given fence. T in that t viece. T at includ wer we tart the accuracy	enemy in the s. It ma even the fier) wh fier) wh is cial rule ies) wh sportec nmunic s, no ch is pinn when The terri errain p his orde des one apons. game i y is far on.	units w chosen y make hough the en shoot a multiple es are r en shoot l by a un ations r harge re ed in pl the Con rain piece gier can be or mon lf it doe nside a	vithout i positic additic hey gra oting. ied by resolve oting. nit with ule reg acc. nmand ce is up ain an a oe issue re weap es this ny terra	needing a clear par on. onal rolls to damag ant an additional did X when determinin d – only the initial h this special rule, c jardless of the rang s of any kind may b er is inside a terrai pgraded to fortified additional +1 to hit ed at the end of an pons with this spec then the Shoot acti ain piece outside th	th e ce, g hov nits an ba e oe n ial on ie
Anti-Grav Anti-Tank Blast Command Communications Fire in the Hole! Fortify Position Heavy Firepower Recon Saturation Slow Reload	allow it to move off of the around or between them. This weapon is designed Vehicles on results of 5 a they still need to reach th In addition, it ignores the If this weapon hits with a many dice to roll to dama This multiplier applies aft count towards those. Blast weapons also ignor (see page 68) A unit containing one or r the target of orders given between the two units. When a unit containing o made, even by units in te This Commander is an ex- piece to deploy traps, bai terrain until the end of the modifier when shooting a activation. Shooting is a long action rule. However, a unit can stays as a Short action. A unit containing one or r opponent's deployment z This weapon fires gouts of hits on a 3+, regardless of Weapons with this species	ground. It must for dest nd 6 rath e Vehicli fortified shooting ge. er Blaze e cover nore mo by Com ne or mo rrian, as copert in u rricades e Turn. Ir gainst a for a uni choose nore mo one. of flame of modified I rule ma	It may It may still hav roying \ her thar e's Defe terrain in g or clos Away a penaltie dels wit mande the targ urban w and aut n addition target v it of Reg to not fi dels wit or toxic ers, eve ay not b	move of e enoug /ehicles n just 6 ence to modifier attacks, es (but r th this s rs in pla lels with get unit arfare. tomatecon, any within 1. gular or ire any th this s gas than n when he used	ver terrain gh space to and pene (see pag3 damage it r (but not th bat attack, Shields or not fortified pecial rule ay that also this speci 's vision is This Order d weaponry units entire 2" of that to Large Infa of its heavy pecial rule at fill an are using a B to Blaze A	, vehicl o end i trating 56). No as nor he cove each s any ot I terrair , or bei b have have d trule obscur may b for de ely with errain p antry the y firepoo may s ea, so a laze Aw way (s	es and as move bunkers ote that mal. er modif uccessf her spe a penalt ng trans the Con charges red or it e given fence. T at includ wer we tart the accuract vay acti ee page	enemy in the s. It ma even the fier) wh fier) wh is cial rul- ies) wh sportec nmunic s, no ch is pinn when the terr is ord des one apons. game i y is far on. \ge 45).	units w chosen y make hough the en shoot es are r en shoot l by a un ations r ed in pl the Con rain piece ga er can be or moot lf it doot nside a less im	vithout i positic additic hey gra- oting. ied by resolve oting. nit with ule reg actions ace. nmand ce is up ain an a pe issue re weap es this ny terra	needing a clear par on. onal rolls to damag ant an additional did X when determinin d – only the initial h this special rule, c gardless of the rang s of any kind may b er is inside a terrai pgraded to fortified additional +1 to hit ed at the end of an pons with this spec then the Shoot action ain piece outside the the state outside the state of the stat	th e ce, g hov iits an be e n ial on ie ays
Fire in the Hole! Fortify Position Heavy Firepower Recon Saturation Slow Reload	allow it to move off of the around or between them. This weapon is designed Vehicles on results of 5 a they still need to reach th In addition, it ignores the If this weapon hits with a many dice to roll to dama This multiplier applies aft count towards those. Blast weapons also ignor (see page 68) A unit containing one or r the target of orders given between the two units. When a unit containing o made, even by units in te This Commander is an ex- piece to deploy traps, bar terrain until the end of the modifier when shooting a activation. Shooting is a long action rule. However, a unit can stays as a Short action. A unit containing one or r opponent's deployment z This weapon fires gouts of hits on a 3+, regardless of	ground. It must for dest nd 6 rath e Vehicli fortified shooting ge. er Blaze e cover nore mo by Com ne or mo rrain, as cpert in u rricades e Turn. Ir gainst a for a uni choose nore mo one. of flame of modified I rule ma pressior s even if the sam	It may It may still hav roying \ her thar e's Defe terrain in g or close Away a penaltie dels with mande the target urban w and auth that addition target v it of Reg to not fin dels with or toxic ers, eve ay not b to tokens no dam ie target	move of e enoug /ehicles a just 6 ence to modifier attacks, es (but r th this s rs in pla lels with get unit arfare. tomatecon, any within 1. gular or ire any th this s gas that n when be used s on top lage is of t, and ir	ver terrain gh space to and pene (see pag3 damage it r (but not th bat attack, Shields or not fortified pecial rule ay that also this speci 's vision is This Order d weaponry units entire 2" of that to Large Infa of its heavy pecial rule at fill an are using a B to Blaze A of any reg caused, but	, vehicl o end i trating 56). No as nor he cove each s any ot l terrair , or bei b have have d terrair may b for de ely with errain p antry the y firepoo may s ea, so a laze Aw way (s gular su	es and as move bunkers ote that mal. er modif uccessf her spe a penalt ng trans- the Con charges red or it e given fence. T at includ wer we tart the accuract vay acti ee page ppressi eapon	enemy in the s. It ma even the fier) wh in hit is cial rul- ies) wh sportec nmunic s, no ch is pinn when the terr his ord des one apons. game i y is far on. e 45). ion cau must hi	units w chosen y make hough the en shoot a multiple es are r en shoot l by a un ations r ed in ple the Con rain piece ga er can b e or moot lf it doet nside a less im sed wh t at leas	vithout i positic additic hey gra- oting. ied by resolve oting. nit with ule reg actions ace. nmand ce is up ain an a pe issue re weap es this ny terra portant en mal- st once	needing a clear par on. onal rolls to damag ant an additional did X when determinin d – only the initial h this special rule, c gardless of the rang s of any kind may b er is inside a terrai pgraded to fortified additional +1 to hit ed at the end of an pons with this spec then the Shoot acti ain piece outside th t! This weapon alwa king a Shoot or Bla	th e ce, g hov iits an be e n ial on ie ays ze ultipl

Turn with the activation tokens. A target unit may only have a single tag marker on it at any time - further tag markers on a unit that already has one will have no further effect.

Volatile This weapon has an unstable fuel source. Each time a model with this weapon is assigned damage from a Shooting attack roll a D6. If you roll X or higher all is well. If you roll under X the fuel has exploded. Resolve 1 hit from this weapon on the unit the model is from. Suppression is applied as if it were a separate shoot action.