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WARPATH

FIREFIGHT

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Points: 1249

Enforcers

Heavy Weapon Enforcers

SPD	MEL	ACC	DEF	RES	NER
6	4+	3+	5+	1	3

Regular Infantry

215

Anti-Grav, Communications

1 Enforcer

Range Dice AP

Special

Genling 45 Laser Rifle

18" 1 1

Assault Weaponry

A 1 -

4 Enforcer Burst Laser

Range Dice AP

Special

Enforcer Burst Laser

28" 3 1

Assault Weaponry

A 1 -

Heavy Weapon Enforcers

SPD	MEL	ACC	DEF	RES	NER
6	4+	3+	5+	1	3

Regular Infantry

293

Anti-Grav, Communications

1 Enforcer

Range Dice 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

Enforcer Missile Launcher

6-36" 1 1

Assault Weaponry

A 1 -

One model upgraded to Engineer

Range Dice AP

Special

* Command(1)

Command

* Fortify Position Order

Fortify Position

(EU) Energy Gauntlet

Range Dice AP

Special

Energy Gauntlet

A 1 2

Assault Enforcers

SPD	MEL	ACC	DEF	RES	NER
6	3+	4+	5+	1	3

Regular Infantry

168

Anti-Grav, Communications

3 Breach & Eradicate Enforcer

Range Dice AP

Special

Genling 45 Laser Pistol

9" 1 1

Wrist Blades

A 2 1

Thermal Mines

A 1 5

Anti-tank

1 Breach & Eradicate Enforcer (Thermal Rifle)

Range Dice AP

Special

Genling 45 Laser Pistol

9" 1 1

Wrist Blades

A 2 1

Thermal Mines

A 1 5

Anti-tank

Thermal Rifle

16" 1 5

Anti-Tank

1 Enforcer Incinerator

Range Dice AP

Special

Incinerator

9" 1 1

Assault Weaponry

A 1 -

Blast (2D3), Saturation, Slow Reload, Volatile (3+), Fire in the Hole!

Assault Enforcers

SPD	MEL	ACC	DEF	RES	NER
6	3+	4+	5+	1	3

Regular Infantry

138

Anti-Grav, Communications

4 Assault Enforcers

Range Dice AP

Special

Genling 45 Laser Pistol

9" 1 1

Wrist Blades

A 2 1

1 Enforcer Incinerator

	Range	Dice	AP	Special	
Incinerator	9"	1	1	Blast (2D3), Saturation, Slow Reload, Volatile (3+), Fire in the Hole!	
Assault Weaponry	A	1	-		
Pathfinders				<div>SPD</div> <div>6</div> <div>MEL</div> <div>4+</div> <div>ACC</div> <div>3+</div> <div>DEF</div> <div>4+</div> <div>RES</div> <div>1</div> <div>NER</div> <div>3</div>	238
				Regular Infantry	
				Recon	
5 Pathfinder					
	Range	Dice	AP	Special	
LSX Sniper Rifle	6-40"	1	2	Heavy Firepower, Slow Reload, Suppressive Fire (1), Tag	
Genling 45 Laser Pistol	9"	1	1		
Assault Weaponry	A	2	-		
1 D.O.G. Drone					
	Range	Dice	AP	Special	
Burst Laser	28"	3	1		
One model upgraded to Forward Observer					
	Range	Dice	AP	Special	
* Command(3)				Command	
Peacekeepers				<div>SPD</div> <div>6</div> <div>MEL</div> <div>4+</div> <div>ACC</div> <div>3+</div> <div>DEF</div> <div>6+</div> <div>RES</div> <div>1</div> <div>NER</div> <div>3</div>	197
				Large Infantry	
				Anti-Grav, Communications	
4 Enforcer Peacekeepers					
	Range	Dice	AP	Special	
Twin Genling 45 Laser Rifle	18"	2	1		
Energy Gauntlet	A	1	2		
1 Enforcer Peacekeeper Burst Laser					
	Range	Dice	AP	Special	
Burst Laser	36"	3	1		
Energy Gauntlet	A	1	2		

HVA: 0

Anti-Grav	A unit composed entirely of models with this special rule has jump packs, thrusters, wings or mystical powers that allow it to move off of the ground. It may move over terrain, vehicles and enemy units without needing a clear path around or between them. It must still have enough space to end its move in the chosen position.
Anti-Tank	This weapon is designed for destroying Vehicles and penetrating bunkers. It may make additional rolls to damage Vehicles on results of 5 and 6 rather than just 6 (see pag3 56). Note that even though they grant an additional dice, they still need to reach the Vehicle's Defence to damage it as normal. In addition, it ignores the fortified terrain modifier (but not the cover modifier) when shooting.
Blast	If this weapon hits with a shooting or close combat attack, each successful hit is multiplied by X when determining how many dice to roll to damage. This multiplier applies after Blaze Away attacks, Shields or any other special rules are resolved – only the initial hits count towards those. Blast weapons also ignore cover penalties (but not fortified terrain penalties) when shooting.
Command	(see page 68)
Communications	A unit containing one or more models with this special rule, or being transported by a unit with this special rule, can be the target of orders given by Commanders in play that also have the Communications rule regardless of the range between the two units.
Fire in the Hole!	When a unit containing one or more models with this special rule charges, no charge reactions of any kind may be made, even by units in terrain, as the target unit's vision is obscured or it is pinned in place.
Fortify Position	This Commander is an expert in urban warfare. This Order may be given when the Commander is inside a terrain piece to deploy traps, barricades and automated weaponry for defence. The terrain piece is upgraded to fortified terrain until the end of the Turn. In addition, any units entirely within that terrain piece gain an additional +1 to hit modifier when shooting against a target within 12" of that terrain piece. This order can be issued at the end of an activation.
Heavy Firepower	Shooting is a long action for a unit of Regular or Large Infantry that includes one or more weapons with this special rule. However, a unit can choose to not fire any of its heavy firepower weapons. If it does this then the Shoot action stays as a Short action.
Recon	A unit containing one or more models with this special rule may start the game inside any terrain piece outside the opponent's deployment zone.
Saturation	This weapon fires gouts of flame or toxic gas that fill an area, so accuracy is far less important! This weapon always hits on a 3+, regardless of modifiers, even when using a Blaze Away action.
Slow Reload	Weapons with this special rule may not be used to Blaze Away (see page 45).
Suppressive Fire	This weapon deals X suppression tokens on top of any regular suppression caused when making a Shoot or Blaze Away action. This applies even if no damage is caused, but the weapon must hit at least once. If a unit is firing multiple weapons with this rule at the same target, and in the same shoot action, apply a number of tokens equal to the highest value of X on a weapon that scored one or more hits.
Tag	This weapon's ammunition is fitted with geo-trackers that will alert friendly troops to the location of their enemies. Whenever this weapon inflicts a point of damage on an enemy unit, place a tag marker next to the targeted unit. Any further units shooting in that Turn against the tagged unit is at +1 to hit. The tag token is removed at the end of the

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.