

## New Gang Member - Dog

Cost : 30 Credits (buy between fights)

	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
<i>Trained Dog</i>	6	4	0	4	3	1	7	1	7

Skill: **Leap**

- Choose one model as a Handler. The dog must **remain within 18” of the Handler** at all times. If the Handler is taken down the dog must remain within 18” of the body, but may otherwise move and fight normally.
- The dog is counted when totaling the gang members. A dog counts as a **juve** regarding cost of living expenses.
- If a dog is taken **out of action**, it is assumed to have been **killed** as a result of its injuries. If the dog is only taken down, it will always make a full recovery.
- Dogs **do not collect experience** points.
- Dogs **cannot carry Loot** or achieve scenario objectives (except for eliminating an opponent).

## Weapon Upgrades

Second Barrel	<b>Shotgun</b>	10 Credits	Ignore the first failed Ammo Roll in the game for this shotgun.
Recoil Hammer	<b>Autopistol</b>	15 Credits	Receive 1 Sustained Fire dice. Ammo Roll is now 5+ instead of 4+.
Recoil Hammer	<b>Autogun</b>	15 Credits	Receive 1 Sustained Fire dice. Ammo Roll is now 5+ instead of 4+.

## New Weapons and Equipment

### *Pulse Rifle*

Cost: 50 Credits

Short	Long	Short	Long	S	Save Mod	Ammo
0-15	16-30	/	/	5	-2	3+

### *Pulse Carbine*

Cost: 50 Credits

Short	Long	Short	Long	S	Save Mod	Ammo
0-9	10-18	+1	/	5	-2	3+

### *Servo Skull*

Cost: 60 Credits

Counts as a familiar that grant the owner **+1 Initiative**. It also gives an extra **+1 bonus each close combat** round. Dedicate to one model before each game.

## ***XV3 Battlesuit***

Cost: 200 Credits

An XV3 Battlesuit can have up to 3 weapons or support systems. Only Heavies or the Leader can operate XV3's. A Leader can carry Heavy Weapons when wearing the XV3 Battlesuit. Following bonuses apply to the wearer.

<b>M</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>Save</b>
5	+2	+2	+1	3+

## ***Suppressor Shield***

Cost: 20 Credits

Adds +1 to other Saves, Singlehanded Close Combat Weapon.

## ***Refractor Shield***

Cost: 100 Credits

Singlehanded Close Combat Weapon, Invulnerable 5+ Save replaces other Saves optionally.

## ***Drone Gun Platform***

Cost: 120 Credits (Rare item, buy between fights.)

One Drone Gun Platform per Leader. Skimmer. Drone is not lost when controller is killed. The Gun Platform then returns to base. (Remove from board.) May not run, can hide. Arc of sight is 180°. Twin-linked Pulse Carbines. (Twin-linked: re-roll failed "to hit" rolls when shooting.) The Drone Gun Platform is destroyed when wounded. Counts as rapid moving target, so apply a -1 to hit when targeting a Gun Platform.

## ***Zodiac***

Movement:

Zodiac: Can carry up to 4 regular sized miniatures.

Passengers      Movement (inch)

1                      10

2-3                    8

4                      6

Shooting at:

Zodiac + Passengers = one target. Requires +1 to Hit when moving. Roll D6 when hit: 1-4 = Passenger, 5 = Zodiac, 6 = Motor. When the Motor is hit, the Zodiac may move one last time up to 6 inch next Movement Phase, if it was moving when hit. When the Zodiac is hit, it will be removed from play at the beginning of its player next Movement Phase.

Shooting from:

If the zodiac moved earlier this turn then all Passengers shooting from the zodiac must consider their targets as Rapid Moving. (+1 to Hit)

Water conditions:

- Bay, stream, lake, pond: add an extra +1 modifier to Hit.

- Sea, wild river: add an extra +2 modifier to Hit.

## ***Wings***

**Cost:** 30 Credits. Fly up cost 2" per 1" up. Down costs ½" per 1". Must land at end of move.

## **Babes**

These followers count as a free upgrade and remain within 1" of the one they worship. Represent Babes with appropriate models. The "worshipped" has Ld +1 and I -1. Any Babe that is hit by either hand-to-hand or ranged attacks is removed from play immediately.

## **New Skill**

Agility - Swim: No movement penalties in water.

## **Special Weapons**

Leaders, Gangers and Heavies can all use Special Weapons without the Specialist skill.