



It is the year 1969.

In the West, there is chaos. The Oval Office lies empty; President Nixon's ascension through the Atlantean Gate to escape peace talks with Vietnam has left no clear successor. Uncontrollable Intelligence services squabble over control of a divided country. The streets are stalked by monsters and the skies hide sinister lights.

In the East, there is terror. De-Stalinization has destroyed the last of the Man of Iron's uploads, at a terrible price. Millions are held in thrall by the KGB's psychic panopticon, while twisted beasts and New Men pour from Lysenko's labs. Rockets rise as beacons in the night, bringing a terrifying and glorious vision of the red future to the stars.

In central Germany is a valley where the greatest and most terrible of humanity's weapons were massed, standing off across the Iron Curtain. The forces there played host to ever stranger and more esoteric devices, weapons which made The Bomb an afterthought, waiting for the day.

No-one knows who fired the first shot, and which weapon it was that tore such a deep wound in the world. We only know the aftermath of the moment that time shattered, when worlds collided, when the universe itself came apart.

Across the twisting madness of the Fulda Rift, the same story plays out across infinite parallel worlds. Our worst nightmares realised. The Cold War gone hot, the fabric of reality twisting and dancing in the flames.

Fulda Rift is a wargame built on the [Riposte! Retro Wargame](#) engine. Set in a bizarre alternate Cold War of conspiracy, mythology, and mad science, it could be summarised as *Team Yankee* filtered through the attitude and vibe of second edition *Warhammer 40,000*. It is a high-energy gonzo conflict between antagonists with deranged weapons and big personalities.

Fulda Rift can be played physically or on a digital tabletop, and assumes 28mm models. You can use whatever stand-ins you have available or print an appropriate army.

Unique Rules

Fulda Rift uses all the Riposte! rules, with the following additions.

Force Organization

When you begin listbuilding, choose a Timeline. You must follow the restrictions laid out by that Timeline.

You must have at least 1 HQ in your Army.

You can have up to 1 HQ per 250 points.

You get 2 Support Selections per 250 points.

You can have any number of Common units.

Deployment

Your Commanding Officer must begin the game on the field.

Allies

An Army is either FWF or Warsaw Pact; Allies must be from a matching tag.

Units taken from other factions otherwise follow the Allies rules, and any restrictions created by the Timeline.

Gambits

Every Officer can choose 1 of their faction's Officer Gambits. This Gambit can be used so long as that model is on the table.

You cannot choose the same Officer Gambit twice in the same army.

Relics

Relics are special items which can be taken to enhance the abilities of a model. A model may take a Relic if...

- It has the *Officer* rule.
- Its Wargear options explicitly say it can take a Relic (usually with restrictions).

You cannot take multiple of a Unique Relic in a single army, even with Allies rules.

Missions

All Riposte! Missions work with Fulda Rift.

Fire Support Budget

Fulda Rift takes place in an age of on-demand artillery and air support. Each army gets 50 free points to spend on Fire Support per 250 points. They can buy additional Fire Support with their regular budget.

Game Special Rules

Dead, Damned & Robot: Some models have these special rules, which are primarily there to interact with other special rules (such as *Anti-Damned* weapons), but *Dead* and *Robot* do have a few specific effects:

Dead models cannot benefit from *Medic*, *Surgeon*, or *Beastmaster* unless the special rule specifically mentions affecting *Dead* models (e.g. *Medic (Dead) X/Y+*).

Robot models cannot benefit from *Medic*, *Surgeon*, or *Beastmaster* unless the rule specifically mentions affecting *Robot* models.

Magic: Some weapons and other effects have the *Magic* special rule; this is solely for purposes of interacting with other special rules and wargear.

Gas & Gas Filters: Some weapons have the *Gas* special rule.

When Gas weapons meet the Injury Target of the model, that model is affected by the listed gas effects instead of the normal Injury/Wound effects. A model cannot be affected by the same gas effect more than once per Turn; discount any further Hits on them from it. Gas weapons inherently *Ignore Cover*.

Models and Units with the *Gas Filter X+* can roll a save against the effects of any *Gas* weapon, with X being the target.

- If the *Gas* weapon affects individual models, roll individually.
- If it affects a whole unit, roll for the entire unit once, using the lowest Gas Filters target in the unit.

Vehicles, Mechs, Artillery and models with the *Robot* or *Dead* special rules are not affected by Gas. Crews may still be affected.

Models with *NBC Sealing* provide complete protection to their Crew and Passengers so long as no Hatches are open.

Many gas effects will have lasting effects; use counters to track which models have been affected.



In the aftermath of Stalin's final death, Lenin was returned to hideous unlife by the best of Lysenko's flesh-materialists. The resulting half-man, half-ghost, half-machine has launched the war in Europe to finally achieve the world revolution. Leading the charge are the genetically-enhanced New Soviet Men, in fierce rivalry with the Psychoptic Mental Computers and their sinister psychic powers.

The USSR uses a flexible list of tough, fairly generalist units who can be relied on in most situations, but who lack specialised capabilities. They work together well and have few major weaknesses, but struggle to create a situation where they have an overwhelming advantage and need constant babysitting by officers to be effective.

- Red Army Infantry are tough and decent in melee, but lack killing power.
- Red Army vehicles are fast and hard-hitting but comparatively delicate.
- New Soviet Men are terrifyingly robust, but slow and short-ranged.
- Psychoptic units are cheap psychics, but have little to no direct combat capability.
- The USSR has discovered that magic is real, and it is leaking into their support aspects and relics.

Some archetypical Soviet armies might be...

- A horde of Red Army infantry, each squad tailored to a specific role and kept moving by commissars, supported by mortars.
- A mechanised force of T-55s, BMPs, and close-up assault infantry which tries to seize early victory with their speed.
- An elite force of banner-carriers, Combat Cosmonauts, and Psyopticon units who form a tight ball of mutual buffs.
- An army heavy on Desantniki or Heavy Cosmonauts, using many GAZ Command Cars to provide landing beacons.

Basic Faction Rules

- Lower number of basic Order Tokens, but more from each Officer.
- Units within 6" of each other get free Combined Arms gambit, but it cannot be used outside that range unless they have the Spetznaz special rule.
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Timelines

- Politburo Rule:
 - Longer range on Combined Arms when activating units with different subfaction tags.
 -
- Red Army:
 - May only take *Red Army* or *Neutral* HQ choices.
 - Ura!!! - Declare a round where all *Neutral* and *Red Army* models gain movement and attack bonuses. Declare in the last round for a *huge* movement bonus and extra Lockdown.
 - Units with the *Psyopticon* tag have -1 Initiative. They can't be trusted to act without oversight.
 - Units with the *New Soviet Men* tag have -4 Discipline; they got upset we turned all their rocket ships into ICBMs.
 - Special Relics, Vehicle Upgrades, Gambits based on prototype Red Army gear, letting us dip forward in the timeline.
- Psyopticon:
 - May only take *Psyopticon* or *Neutral* HQ choices.
 - All Psyopticon Attaches can Attach to allies.
 - Units with the *Red Army* tag have -1 Initiative. They can't be trusted to act without oversight.
 - Units with the *New Soviet Men* tag have -4 Discipline; they got upset we turned all their rocket ships into ICBMs.
 - Special Relics, Vehicle Upgrades, Gambits based on
- New Soviet Men:
 - The Codex Kapital names this manoeuvre 'Steel Rain'
- People's Army:
 - No Non-Commissar HQ.
 - Bonuses to Common units encouraging a bit of a horde gameplay thing.
- Capitalist Russia:
 - Get a kind of WFB Night Goblins randomization thing.
 - No Commissars
 - Corruption Mechanics allow you to gain extra Order Tokens each Round at the cost of inflicting Panic Effects on your own troops.
 - Can take Mercenaries from other armies outside of normal Allies rules?
 - Can buy Relics from other armies.
 - A bunch of units replace Stunned on the Panic Effects with Deserters
- Red Orthodox Church:

- Ability to put purity seals on units for bonuses
- Replaces Commissars with Clerics
- Tons of unique holy relics
- ~~Magical Proletarian Sailor Moon:~~
 - Red Witches become Common
 - Add Red Witch HQ unit type
 - Gives a new spell list
 - Psyopticon casters gain access to the new spell list and are presumably witches now.
- Infernal Liberation Front:
 - Soviet-backed Hell!
 - Regular infantry gain Damned and some other stuff, but not Respawn
 - ILF Impfantry Squad (soviet-backedimps)
 - NSM Tartaroanauts - don't gain Damned because they're helldivers lol, portal deployment?
 - They have special deployment rules where they place a number of 'tunnel exits' across the board that units can treat as board edges for Fade and Enter Reserves. Enemies can close them.

USSR HQ

Red Army HQ

Assault Captain

Red Army - USSR (Warsaw Pact)

40pts
per unit

A regular officer in the Red Army, confused and terrified by the strange happenings and political intrigue around him. They just want to serve their time, get out, and get a cushy job in the Party infrastructure; they didn't sign up for all these psychics and supersoldiers.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Assault Captain	1	28mm	2	0	3"/6"	3+/6+	7/4+
- Rifle Captain							
- Guards Captain					3"/4"		
- VDV Captain				+1			9/4+

Composition	Wargear Options
1 Rifle Captain - Upgrade to Guards Captain for +20pts. - Upgrade to VDV Captain for +20pts.	<u>Assault Captain</u> <i>Makarov, F1 Grenade, RKG-3 Grenade, Gas Mask</i> Can replace the <i>Makarov</i> with: - <i>TT-99 Fusion Pistol</i> for +10pts - <i>P1940 Shashka</i>
Special Rules	
Unit Rules <i>Lockdown +1</i>	<u>Rifle Captain & Guards Captain</u> <i>AKM, Type II Bayonet, Thick Wool, Steel Helmet</i> Can replace the <i>AKM</i> and <i>Type II Bayonet</i> with: - <i>P1940 Shashka</i> - <i>Hammerfist</i> - <i>AO-63 Double Rifle</i> and <i>Type II Bayonet</i> for +5pts - <i>KS-23 Shotgun</i> and <i>Type II Bayonet</i>
Assault Captain Rules <i>Officer 2, Attaché (Motor Rifle Troops, Guards Infantry, Interior Troops), Weapon Skill +1</i>	<u>Guards Captain</u>
Guards Captain Rules	

Assault Captain							40pts per unit
Red Army - USSR (Warsaw Pact)							
A regular officer in the Red Army, confused and terrified by the strange happenings and political intrigue around him. They just want to serve their time, get out, and get a cushy job in the Party infrastructure; they didn't sign up for all these psychics and supersoldiers.							
Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Assault Captain	1	28mm	2	0	3"/6"	3+/6+	7/4+
- Rifle Captain							
- Guards Captain					3"/4"		
- VDV Captain				+1			9/4+
Ballistic Skill +1			SN-59 Armour				
VDV Captain Rules			VDV Captain				
Combat Drop 2, Attaché (Desantniki), Weapon Fury +1			AO-46, Paratroop Dagger, Throwing Shovel				
			May replace their Paratroop Dagger with:				
			- P1940 Shashka & Stechkin APS				
			- Hammerfist & Stechkin APS				
			Panic Effects				
			Daunted 3, Stunned, Broken, White Flag, Shattered				

Psyopticon HQ

Mental Mainframe							70pts per unit
Psyopticon - USSR (Warsaw Pact)							
Created using a combination of cybernetics (the system science), cybernetics (the jamming of metal bits into people), genetic engineering, and arcane magics, the Mental Mainframes are the most powerful of the KGB psychics. The final step of their transformation is a ritual to touch their soul to the infinite materialist power of Karl Marx himself, a harrowing and sometimes crippling process that involves reading the first chapter of Das Kapital.							
Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Mental Mainframe	1	28mm	2	+2	3"/5"	3+/6+	5/6+
Composition			Wargear Options				
1 Mental Mainframe			Mental Mainframe				
Special Rules			Makarov, Fists				
Mental Mainframe Rules			2 Immaterial Materialism Spells				
Officer 2, Attaché (Motor Rifle Troops, Guards Infantry, Interior Troops, Human Computers), Caster 0/3+			May take additional Immaterial Materialism Spells for +15pts each.				
			Panic Effects				
			Daunted 3, Frag, Stunned, Broken, White Flag, Shattered				

Sleeper Agent

Spetsnaz, Psyoptica - USSR (Warsaw Pact)

40pts
per unit

Ready for my next mission.... Zzzzzzzzzzz.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Sleeper Agent	1	28mm	3	+1	4"/7"	3+/6+	6/4+
Composition			Wargear Options				
1 Sleeper Agent			<u>Sleeper Agent</u> Makarov, Stiletto, Blind Grenade				
Special Rules			" "				
Sleeper Agent Rules <i>Officer 0, Lone Agent, Deep Strike 2, Stealth (Cloaking), Ballistic Skill +1, Lockdown 3</i> <i>Intel Drop:</i> Once per Round, when a Secret Agent Secures an Objective outside their Deployment Zone, Injures or Wounds an enemy Officer, or starts the Round in the enemy deployment zone, gain 3 Order Tokens, and they may immediately take any one free Action. This action does not need to be declared at the start of the Activation. <i>Brainjacking:</i> If a Sleeper Agent removes an enemy Caster, subtract Supernatural Dice equal to the Caster's Power from their side's Supernatural Pool, and add them to your pool. <i>Silencer:</i> Any weapons wielded by a Sleeper Agent gain <i>Assassin</i> and <i>Silent</i> .			Panic Effects <i>Stunned, Shattered</i>				

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Blind Grenade	Grenade, Awe 4, Burst	1/2d3	3"	+1	-	-
-	<i>Flashbang:</i> Models hit by this take -1 Accuracy until after their next Fight or Shoot Action, or until the end of the Round.					
Stiletto	Melee, Anti-Officer	2	0	0	+1	3

New Soviet Men HQ

First Cosmonaut

80pts
per unit

New Soviet Men - USSR (Warsaw Pact)

Bold and immortal supersoldiers, the first cosmonauts are the first generation of New Soviet Men, dating all the way back to the 1930s. Due to the failure rate of those early experiments, many of them are amalgamations of multiple subjects to create a stronger whole, which was sold to Stalin as a clever metaphor for the Soviet Republics rather than hideously unethical surgery. Most of them have now lived centuries, due to a combination of time dilation on long space journeys and the decades spent in the nega-realm hunting down all the evil crystals that Himmler hid his soul in.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
First Cosmonaut	2	32mm	2	0	3"/6"	5+/8+	9/3+
Composition		Wargear Options					
1 First Cosmonaut		First Cosmonaut TPM Spacer Pistol, GShG-9x18mm Microgun, Hammerfist, Zvezdokhod GZK-66 Armour May replace their GShG-9x18mm with... - BS-1 Tishina Launcher - SOS-1 Flamethrower for +5pts - TT-99 Smart Pistol for +5pts - Jet Pack for +15pts May replace their TPM with... - TT-99 Fusion Pistol for +10pts - Hammerfist May replace one Hammerfist with... - Mass Driver for +10pts					
Special Rules		Panic Effects					
First Cosmonaut Rules Officer 2, Attaché (New Soviet Men), Terror 3 Weapon Fury +1, Weapon Skill +1		Shaken, Stunned, Pinned, Retreat, Retreat, Shattered					



Cosmonaut Olympian

50pts
per unit

Spetsnaz, New Soviet Men - USSR (Warsaw Pact)

It is vital for the prestige of the Soviet Union that it not be defeated in any realm on the world stage. To that end, their athletes are given every possible advantage, from state of the art training facilities to state of the art genetic modifications. They have thus far evaded drug testing owing to the radioactivity hazard of the samples.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
First Cosmonaut Olympian	1	28mm	3	+1	4"/8"	5+/8+	8/3+
Composition		Wargear Options					
1 Cosmonaut Olympian		Cosmonaut Olympian TPM Spacer Pistol, Hammerfist, F1 Grenade, RKG-3 Grenade, SN-59 Armour May replace their TPM with...					
Special Rules							

Cosmonaut Olympian

Spetsnaz, New Soviet Men - USSR (Warsaw Pact)

50pts
per unit

It is vital for the prestige of the Soviet Union that it not be defeated in any realm on the world stage. To that end, their athletes are given every possible advantage, from state of the art training facilities to state of the art genetic modifications. They have thus far evaded drug testing owing to the radioactivity hazard of the samples.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
First Cosmonaut Olympian	1	28mm	3	+1	4"/8"	5+/8+	8/3+

Unit Rules

Vanguard, Relentless, Amphibious

Cosmonaut Olympian Rules

Officer 1, Terror 2, Cardio, Lockdown 3

Go for Gold: The first time in each Round the Olympian makes a *Secure* action, gain 1 Order Token. Gain 1 more the first time it is used in the Game, or if the Objective is different from the Objective Secured for this bonus last Round.

Exemplar: While creating your list, choose 1 of the following special rules to apply:

- *Attaché (Cadet Cosmonauts)*
- *Lone Agent*

Deadeye (Grenades) 3"

- *TT-99 Fusion Pistol* for +10pts
 - *Hammerfist*
- May replace their (original) Hammerfist with...
- *TPM Spacer Pistol*
 - *TT-99 Fusion Pistol* for +10pts
- If you have no *Hammerfists*, gain *Knuckledusters*.

Panic Effects

Shaken, Stunned, Pinned, Retreat, Retreat, Shattered

"Winning is about heart, not just legs. You must have as many hearts as possible."

Kostya Ryzhov
Soviet Olympic Cyclist

First Cosmonaut Eternal

New Soviet Men - USSR (Warsaw Pact)

120pts
per unit

The greatest of the First Cosmonauts have been exposed to the wonders and horrors of the stars for so long that their very beings have been changed. They have lived uncounted aeons in their suits, been to the beginning and end of time and gazed upon the endless nothingness at the leading edge of the universe's expansion. They have looked for God, and found only themselves.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
First Cosmonaut Eternal	3	40mm	2	-1	3"/3"	5+/9+	9/3+

Composition

1 First Cosmonaut Eternal

Special Rules

First Cosmonaut Eternal Rules

*Officer 2, Attaché (New Soviet Men), Terror 4
Weapon Fury +1, Weapon Skill +1, Ballistic Skill (AO-63, T-15, GShG-7.62) +1, Miracle 4+*

Wargear Options

First Cosmonaut Eternal

AO-63 Double Rifle, Mass Driver, x2 GShG-9x18mm Microguns, Object 1701 Armour

May replace any *GShG-9x18mm* with...

- *BS-1 Tishina Launcher*
- *SOS-1 Flamethrower* for +5pts
- *TT-99 Smart Pistol* for +5pts

May replace their *AO-63 Double Rifle* with...

- *GShG-7.62 Rotary Gun* for +25pts
- *T-15 Fusion Blaster* for +10pts
- *Mass Driver*

First Cosmonaut Eternal

New Soviet Men - USSR (Warsaw Pact)

120pts
per unit

The greatest of the First Cosmonauts have been exposed to the wonders and horrors of the stars for so long that their very beings have been changed. They have lived uncounted aeons in their suits, been to the beginning and end of time and gazed upon the endless nothingness at the leading edge of the universe's expansion. They have looked for God, and found only themselves.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
First Cosmonaut Eternal	3	40mm	2	-1	3"/3"	5+/9+	9/3+

Panic Effects

Shaken, Stunned, Pinned, Retreat, Retreat, Shattered

Field Lysenkoist

New Soviet Men - USSR (Warsaw Pact)

60pts
per unit

The closest adherents of Lysenko's theories test them upon themselves, and those few that survive can often be found accompanying their creations into the heart of battle, patching up injuries, monitoring performance, and passing judgement on the pathetic Weismannist-Mendelist-Morganists among their foes.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Field Lysenkoist	2	32mm	2	-1	3"/6"	5+/8+	8/3+

Composition

1 Field Lysenkoist

Special Rules

Field Lysenkoist Rules

Officer 2, Attaché (New Soviet Men), Terror 2

Robotic Surgery Arm: Once per Activation, make a free Mend Action as either *Medic 1/4+* or *Surgeon 1/5+*.

Combat Diagnostics: Mark 1, 18"; Any New Soviet Men unit may consume this mark at any time during their Activation. For the remainder of the turn, all their attacks (ranged or melee) made against the marked unit gain Rending +1/+1. If the target is a Monster, it is Rending +2/+2 instead.

Wargear Options

Field Lysenkoist
TPM Spacer Pistol, Knuckledusters, Zvezdokhod GZK-66 Armour

Panic Effects

Shaken, Stunned, Pinned, Retreat, Retreat, Shattered

Neutral HQ

Commissar

Neutral - USSR (Warsaw Pact)

25pts
per unit

Reinstated in a series of changes to the Red Army in accordance with divinations from the study of Lenin's brain, Commissars lead by example and help to coordinate the many different elements of the Soviet military. This consists of a mixture of mission briefings, theory study sessions, and keeping a squirt bottle on hand to stop the psychics from beaming Beria apologetics into everyone's heads during boring meetings.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Commissar	1	28mm	2	0	3"/6"	3+/6+	6/4+

Composition

1 Commissar

Special Rules

Unit Rules

Lockdown +1

Motherland Calls: Once per battle, you may Activate this unit without spending Order Tokens.

Commissar Rules

Officer 1, Attaché (Motor Rifle Troops, Guards Infantry, Interior Troops, Cadet Cosmonauts, Human Computers)

Wargear Options

Commissar

PPSh-41 SMG, Makarov, P1940 Shashka, Thick Wool, Gas Mask

May replace their *Makarov* with a *TT-99 Fusion Pistol* for +10pts

May replace their *P1940 Shashka* with a *Hammerfist*

May take a *Banner Relic*.

Panic Effects

Daunted 1, Stunned, Broken, White Flag, Shattered

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
PPSh-41 SMG	Small	2 (6)	9"	-1	+0	0

USSR Common

Red Army Common

Motor Rifle Troops

60pts
per unit

Red Army - USSR (Warsaw Pact)

All Soviet citizens are required to serve two years in the Soviet military, and the vast majority are placed into the vast Motor Rifle Divisions. Having been largely at peace for the past decade has kept morale high, but the concentration of funding on flashier projects means no body armour beyond a steel helmet and several inches of wool.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Rifle Troops	1	25mm	2	0	3"/6"	3+/6+	5/5+
- Private							
- Medic							
- Yefreytor							
- Sergeant							6/4+

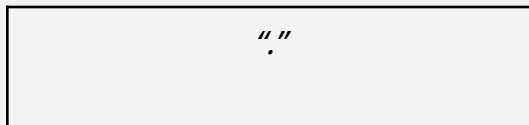
Composition

- 7 Privates, 2 Yefreytors, 1 Sergeant
- Add 4 Privates and 1 Yefreytor for +30pts, to a maximum of 20 total models.
 - For every 10 models in the squad, 1 Private can be made a Medic.

Special Rules

Unit Rules

Lockdown 2



Wargear Options

Rifle Troops

AKM, Type II Bayonet, Thick Wool, Steel Helmet, Gas Mask

Private

F1 Grenade, RKG-3 Grenade

1 model may take a Banner Relic.

Medic

Field Medical Kit

Yefreytor

RPG-7

May replace their RPG-7 and AKM with...

- SVD Dragunov & Makarov
- RPK Light Machine Gun & Makarov

Sergeant

Smoke Grenade, F1 Grenade, RKG-3 Grenade

Panic Effects

Daunted 3, Stunned, Broken, White Flag, Shattered

Guards Infantry

Red Army - USSR (Warsaw Pact)

60pts
per unit

To be a Guards regiment used to mean something, used to mean you were an elite formation, but that was before the world lost its mind completely. Now, in a world of genetically enhanced supersoldiers and psychic powers, Guards infantry just get fancy suits and dibs on the BMPs.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Guards Infantry	1	25mm	2	0	3"/3"	3+/6+	6/5+
- Guard							
- Guards Medic							
- Guards Gunner							
- Guards Sergeant							6/4+
Composition				Wargear Options			
4 Guards, 1 Guards Medic, 2 Guards Gunners, 1 Guards Sergeant				<u>Guards Infantry</u> AKM, Type II Bayonet, Thick Wool, SN-59 Armour, Gas Mask			
- You may take one less Guard for -5pts.				<u>Guard</u> F1 Grenade, RKG-3 Grenade			
Special Rules				<u>Guards Medic</u> Field Medical Kit			
Unit Rules Lockdown 2				<u>Guards Gunner</u> RPG-7 May replace their RPG-7 and AKM with... - LPO-50 Flamethrower & Makarov - RPK Light Machine Gun & Makarov			
				<u>Sergeant</u> Smoke Grenade, F1 Grenade, RKG-3 Grenade May replace their AKM and Type II Bayonet with... - P1940 Shashka & Makarov - Hammerfist & Makarov			
				Panic Effects			
				Daunted 3, Stunned, Broken, White Flag, Shattered			

BMP-1 Infantry Fighting Vehicle

60pts
per unit

Red Army - USSR (Warsaw Pact)

The BMP-1 is everything the Red Army could have wanted; it's fast, well armed for its size, fully amphibious, can carry a squad into battle, and it's cheap. If only it was big enough to fit combat cosmonauts in; as it is, an infantry squad has to be very close friends indeed before they'll all fit.

Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT		DM
BMP-1	4	3	2	6"/10"	8+/10+ (4+/7+)		0
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Soviet Tank Crew	1	25mm	2 (1)	0	3"/6"	2+/5+	5/5+
- Tanker							
- Commander							
Composition			Vehicle Wargear				
1 BMP-1 with 2 Tankers, 1 Commander			<u>BMP-1 Turret (All Arcs)</u> 2A28 Grom Cannon + Co-Ax PKT Machine Gun May replace the 2A28 Grom Cannon with a ZU-23 Autocannon May add a 9M14 Malyutka Disposable Missile for +5pts 1 Hatch				
Special Rules			<u>BMP-1 Hull</u> 2 Hatches				
BMP-1 Rules Terror 2, Amphibious, Vehicle NBC Protection Internal Transport 8 (Size 1) - Exit Rear 4 External Transport 10 (Size 1) Obstructed Traverse: While there are any External Passengers aboard, the Turret's Arc is reduced to Front Only. Fuel Doors: When rolling on the Vehicle Damage Chart, hits from the rear roll twice and take the higher result.			<u>BMP-1 Internal Passengers</u> 4 Firing Ports (Left), 4 Firing Ports (Right)				
Vehicle Damage			Crew Wargear				
			<u>Soviet Tank Crew</u> Makarov, Heavy Wrench, Smoke Grenade <u>Commander</u> PPS-43 SMG, Scuttling Charge				
			Panic Effects				
Crew Casualty, Passenger Casualty, Engine Damaged, Track Thrown, Weapon Destroyed, Turret Jam			Daunted 3, Bail, Stunned, Broken, White Flag, Shattered				
Melee	Types & Special		Attack Dice	Range	Accuracy	Power	AP
Track Links	Crushing		2	0	-2	+3	4
Wading Plate	Ramming		2	0	-	+4	4
Fenders	Rammed		1	0	-	+6	1

Field Nurses

Red Army - USSR (Warsaw Pact)

20pts
per unit

Soviet military nurses have a long and proud history of getting right up into the action to do their job, wading through incoming fire and coming to close grips with the enemy to save lives. Dedicated escorts were introduced during the Great Patriotic War in order to keep these brave volunteers on task instead of simply running off to brain the nearest fascists with a set of crutches.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Field Nurse	1	25mm	2	0	4"/7"	3+/6+	5/5+
- Nurse							
Rifle Troops	1	25mm	2	0	3"/6"	3+/6+	5/5+
- Escort							
Composition				Wargear Options			
1 Nurse, 2 Escorts				<u>Nurse</u>			
- Add 1 more Nurse for +10pts (to a maximum of 3 Nurses)				Combat Knife, Thick Wool, Gas Mask			
- Add 1 more Escort for +5pts (to a maximum of 5 Escorts)				<u>Escort</u>			
				AKM, Type II Bayonet, Thick Wool, Steel Helmet, Gas Mask, Smoke Grenade			
Special Rules							
Unit Rules				Panic Effects			
Heedless							
Field Nurse Rules				Daunted 3, Stunned, Broken, White Flag, Shattered			
Medic 3/3+, Surgeon 1/5+							

Artillery Observer

Red Army - USSR (Warsaw Pact)

30pts
per unit

Being the army dedicated to the cause of the proletariat's betterment and self-determination, the Red Army of course doesn't just trust any old uneducated peasant with the artillery. Instead, the keys to the enormous, never-ending tide of Soviet artillery are held by this elite group of highly-educated individuals, drawn exclusively from families favoured by the Party.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Artillery Observer	1	28mm	2	+0	3"/6"	3+/6+	5/6+
Composition				Wargear Options			
1 Artillery Observer				<u>Artillery Observer</u>			
				Makarov, Fists, Thick Wool, Steel Helmet, Gas Mask			
Special Rules							
Artillery Observer Rules				Panic Effects			
Attaché (Motor Rifle Troops, Guards Infantry, Interior Troops)							
Drop the Hammer:				Daunted 3, Stunned, Broken, White Flag, Shattered			

Psyopticon Common

Interior Troops

50pts
per unit

Psyopticon - USSR (Warsaw Pact)

The Interior Troops of the Vnutrenniye Voiska primarily act as militarised police, barrier troops, and garrison forces, but as the KGB has gained more and more esoteric powers, they have seen wider use. Under the Bogdanov Doctrine, all places, times, and dimensions are considered interior to the Soviet Union, enabling their deployment to any conflict zone.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
VV Interior Troops	1	25mm	2	-1	3"/6"	3+/6+	3/5+
- Trooper							
- Gunner		32mm			3"/4"		
- Sergeant				0			5/5+
Composition				Wargear Options			
9 VV Troopers, 1 VV Sergeant - Add 10 VV Troopers for +30pts, to a maximum of 30 total models. - 1 model in 10 may be upgraded to a Gunner for +5pts each.				<u>Interior Troops</u> <i>Thick Wool</i> <u>Trooper</u> <i>Surplus SKS</i> The entire unit may replace their <i>Surplus SKS</i> with <i>PPS-43 SMG</i> and <i>Combat Knife</i> for +2pts per model. 1 model may take a Banner relic.			
Special Rules				<u>Gunner</u> <i>PM M1910 Machine Gun, Combat Knife</i> May replace their PM M1910 Machine Gun with - <i>PTRS-41 AT Rifle</i>			
Unit Rules				<u>Sergeant</u> <i>AKM, Type II Bayonet</i>			
<i>Lockdown 2</i> <i>Barrier Troops:</i> Friendly models that move within 6" of the Interior Troops during a Flee action stop the movement at that point. Any Broken units within 6" of a Barrier Troops unit are no longer Broken. This rule is lost if the Interior Troops unit is <i>Broken</i> . <i>Compelled Action:</i> Once per Round, each unit of Interior Troops can be Activated by spending Supernatural Dice in place of Order Tokens, at a ratio of 2 Supernatural Dice to 1 Order Token.				Panic Effects			
				<i>Daunted 3, Stunned, Broken, White Flag, Shattered</i>			
				<i>"I'm going to need to see your papers for this retreat."</i>			

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Surplus SKS	Small	1 [[2]]	15"	-2 [0]	+1	1
- <i>Integral Bayonet:</i>	If you have an SKS, you always have the <i>SKS Bayonet</i> melee weapon.					
PM M1910 MG	-	[3]	18"	[0]	+1	1
PTRS-41 AT	<i>AP Drop 1</i>	[1]	15"	[0]	+2	4

Field Testing Team

Psyopticon - USSR (Warsaw Pact)

45pts
per unit

The Psyopticon controls every aspect of scientific research in the Soviet Union, directing it toward their own political goals with single-minded inefficiency. No experiment is approved without it having the potential to reform dissidents, mind-control American senators, destroy American spy planes, or bind the spirits of Tsar-era servants to the dachas where their leaders reside. Field testing teams take to the field to trial these weapons against capitalist forces, as a humane alternative to testing on political prisoners.

This political stranglehold is so severe that most useful Soviet research now occurs in the one place they cannot reach... SPACE.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Field Testers	1	25mm	2	0	3"/3"	3+/6+	4/6+
- Technologist				+1			6/6+
- Lab Tech							
- Lab Assistant							5/5+

Composition

- 1 Technologist and 2 Lab Techs
- Add +2 Lab Techs for +25 pts.
 - Add a control group of 2 Lab Assistants for +10pts.

Special Rules

Unit Rules

Refinement: Each Field Testing team builds up a number of Research Points over the course of the battle. At the start of any Field Testing Team's Activation, if they possess 5 Research Points, the stats of the Lab Tech's weapons are modified in the following order:

- +1 Power
- +1 Accuracy
- +1 AP (-1 to Gas Filter rolls for Correction Disperser)
- Lose all instances of the Overload rule.

Technologist Rules

Experimental Oversight: Each time the unit gains a Research Point that wasn't generated by this rule, roll 1d6. On a 4+, gain another Research Point.

Lab Tech Rules

Destructive Testing: Each time a Lab Tech makes a Shooting Action and scores at least 1 hit, gain 1 Research Point.

Self-Destructive Testing: Each time a Lab Tech suffers an Overload result, gain 2 Research Points.

Lab Assistant Rules

Control Group: Each time a Lab Assistant targets the same target as a Lab Tech with a Shooting Action and scores at least 1 hit, generate 1 Research Point.

Wargear Options

Field Testers

L1 NBC Suit

Lab Tech

Fists

Choose 1 below:

- *Petrov Gun*
- *Correction Disperser*
- *Fusion Beamer*

Technologist

Makarov, Fists

Lab Assistant

SKS

"Great shot, Sergei! Write that down!"

"Right away, comrade. Um, how do you spell 'deflagrate'?"

Panic Effects

Daunted 3, Stunned, Broken, White Flag, Shattered

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Petrov Gun	Burst, <i>Overload 1</i>	1d3/1d3	2/6"	+1	+0	8

Correction Disperser	Spray 2", Gas, Overload 1	1	9"	0	-1	-
- Gas Effect - Paranoid Mode: Affected models reduce their Discipline to 0, and do not add their Size to the unit's Mass for the purposes of Morale until the end of the Round.						
Fusion Beamer	Overload 1	1	9"	-2	+8	8
- Power Drop 2, AP Drop 2						

New Soviet Men Common

Cadet Cosmonauts							
Spetsnaz, New Soviet Men - USSR (Warsaw Pact)							
The process of becoming a New Soviet Man is a harrowing one. Selected at a young age from the most eager of the Young Pioneers, prospective Cosmonauts spend years in Lysenko's secret labs in the Urals, subject to a dizzying variety of injections, organ transplants, radiation therapies, and tissue grafting from the hardiest strains of wheat. When the process is nearly complete, they must earn their spacesuits on the battlefield (as earning them with spacewalks proved too costly).							
Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Cadet Cosmonauts	1	28mm	2	0	4"/8"	4+/7+	8/4+
Composition			Wargear Options				
6 Cadet Cosmonauts			<u>Cadet Cosmonauts</u> KS-23 Shotgun, Knuckledusters, F1 Grenade, RKG-3 Grenade, SN-59 Armour, Gas Mask Up to 2 models may replace their KS-23 Shotgun with... - LPO-50 Flamethrower for +5pts - T-15 Fusion Blaster for +5pts Any model may take a Target Designator for +2pts each.				
Special Rules							
Unit Rules							
Vanguard, Amphibious, Lockdown 2							
Cadet Cosmonauts Rules			Panic Effects				
Cardio, Deadeye (Grenades) 2"			Shaken, Stunned, Pinned, Retreat, Retreat, Shattered				

60pts
per unit

Neutral Common

OT-64 SKOT Armoured Personnel Carrier

40pts
per unit

Red Army - USSR (Warsaw Pact)

After scouring all the SSRs for a high-capacity APC that wasn't padding its numbers by counting desant riders, a despairing committee finally selected the OT-64 as the ground transport of choice for the Combat Cosmonauts, even if they do have to kneel down to fit. Originally intended to be used as a school bus in the event of nuclear war, it has served admirably in its new role as a military vehicle.

Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT		DM	
SKOT APC	4	2	2	6"/12"	6+/8+ (3+/6+)		0	
- OT-64								
- OT-64A		3						
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv	
Motor Rifle Crew	1	25mm	2 (1)	0	3"/6"	3+/6+	5/5+	
- Private								
Composition			Vehicle Wargear					
1 OT-64 with 2 Privates - Upgrade to an OT-64A with 3 Privates for +10pts.			<u>SKOT APC Hull</u> 1 Hatch					
Special Rules			<u>OT-64A Turret (All Arcs)</u> KPV HMG + Co-Ax PKT Machine Gun 1 Hatch					
SKOT APC Rules			<u>SKOT APC Passengers</u> 3 Firing Ports (Left), 3 Firing Ports (Right), 2 Firing Ports (Rear)					
Wheeled X", Amphibious, Vehicle NBC Protection								
Crew Training - Private (Motor Rifle Troops, Guards Infantry, Interior Troopers, Cadet Cosmonauts)								
OT-64 Rules			<u>OT-64 Passengers</u> 6 Hatches					
Internal Transport 18 (Size 2) - Exit Rear 12								
OT-64A Rules			<u>OT-64A Passengers</u> 2 Hatches					
Internal Transport 11 (Size 2) - Exit Rear 12								
Vehicle Damage			Crew Wargear					
			<u>Motor Rifle Crew</u> AKM, Type II Bayonet, F1 Grenade, RKG-3 Grenade, Thick Wool, Steel Helmet, Gas Mask					
Vehicle Damage			Panic Effects					
Crew Casualty, Passenger Casualty, Engine Damaged, Destroyed Wheel, Severed Control Line, Weapon Destroyed (OT-64A), Turret Jam (OT-64A)			Daunted 3, Bail, Stunned, Broken, White Flag, Shattered					
Melee	Types & Special		Attack Dice		Range	Accuracy	Power	AP
Wheels	Crushing		1		0	-2	+2	3
Wading Plate	Ramming		1		0	-	+5	3

OT-64 SKOT Armoured Personnel Carrier

40pts
per unit

Red Army - USSR (Warsaw Pact)

After scouring all the SSRs for a high-capacity APC that wasn't padding its numbers by counting desant riders, a despairing committee finally selected the OT-64 as the ground transport of choice for the Combat Cosmonauts, even if they do have to kneel down to fit. Originally intended to be used as a school bus in the event of nuclear war, it has served admirably in its new role as a military vehicle.

Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT		DM
SKOT APC	4	2	2	6"/12"	6+/8+ (3+/6+)		0
- OT-64							
- OT-64A		3					
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Motor Rifle Crew	1	25mm	2 (1)	0	3"/6"	3+/6+	5/5+
- Private							
Fenders	Rammed	2		0	-	+4	0

GAZ-69

25pts
per unit

Neutral - USSR (Warsaw Pact)

To coordinate their increasingly bizarre force, the Soviets have been forced to rely more and more on small specialised command vehicles as scouts, observers, forward radio posts, and even ATGM carriers. Their speed allows them to drive around the chaotic battlefield to somewhere where they might do at least a little good.

Owing to the extensive waitlist for Soviet citizens to see a car for the first time, dedicated drivers must be trained for these vehicles. On the other hand, weapon production surpluses mean that everyone over the age of 14 in the Soviet Union qualifies to operate the Shmel ATGM variant.

Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT	DM	
GAZ Car	3	1	2	9"/15"	3+/6+	+2	
- GAZ-69							
- 2P26 Tank Destroyer		2				+3	
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Motor Rifle Crew	1	25mm	2 (1)	0	3"/6"	3+/6+	5/5+
- Private							
Composition			Vehicle Wargear				
1 GAZ-69 with 1 Private			<u>2P26 Tank Destroyer Hull</u>				
- Add 1 GAZ-69 with 1 Private for +25pts, to a maximum of 3 total Vehicles.			<u>3M6 Shmel ATGM (Rear)</u>				
- May upgrade any GAZ-69 to a 2P26 Tank Destroyer with 2 Privates for +25pts.			“ ”				
Special Rules							

GAZ-69

Neutral - USSR (Warsaw Pact)

25pts
per unit

To coordinate their increasingly bizarre force, the Soviets have been forced to rely more and more on small specialised command vehicles as scouts, observers, forward radio posts, and even ATGM carriers. Their speed allows them to drive around the chaotic battlefield to somewhere where they might do at least a little good.

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Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT	DM
GAZ Car	3	1	2	9"/15"	3+/6+	+2
- GAZ-69						
- 2P26 Tank Destroyer		2				+3

Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Motor Rifle Crew	1	25mm	2 (1)	0	3"/6"	3+/6+	5/5+
- Private							

Unit Rules

Vanguard

GAZ-69 Rules

Wheeled X", Open, High-Mobility

Open Transport 7 (Size 1) - Exit Sides & Rear 7

2P26 Tank Destroyer Rules

Wheeled, Open, High-Mobility

Crew Wargear

Motor Rifle Crew

AKM, Type II Bayonet, F1 Grenade, RKG-3 Grenade, Thick Wool, Steel Helmet, Gas Mask

Vehicle Damage

Crew Casualty, Passenger Casualty (GAZ-69), Engine Damaged, Destroyed Wheel, Severed Control Line, Weapon Destroyed (2P26 Tank Destroyer)

Panic Effects

Daunted 3, Bail, Stunned, Broken, White Flag, Shattered

Melee	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Wheels	Crushing	1	0	-1	+1	1
Front Grill	Ramming	1	0	-	+3	1
Fenders	Rammed	1	0	-	+1	0

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
3M6 Shmel ATGM	Command Guidance, Ammo 4	1	12"	[0]	+4	8

USSR Support

Red Army Support

Desantniki

60pts
per unit

Spetsnaz, Red Army - USSR (Warsaw Pact)

Soviet paratroopers are the best trained in the world. They spend hours every day running through mud, carrying logs, throwing knives and shovels while doing backflips, and climbing mountains. Sometimes they even practise shooting guns at things and jumping out of planes. To keep weight low, they don't have much redundancy, relying on pure masculinity (or the timeline's closest equivalent) to carry the day.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Paratroopers	1	25mm	2	+1	3"/7"	4+/6+	7/4+
- Desantnik							
- VDV Sergeant							8/4+

Composition	Wargear Options
4 Desantniki, 1 VDV Sergeant - Add 1 Desantnik for +12pts, to a maximum of 10 total models.	<u>Paratroopers</u> AO-46, Throwing Shovel, Paratroop Dagger, F1 Grenade, RKG-3 Grenade, Gas Mask
Special Rules	<u>Desantnik</u> Any Desantnik may take one of the following: - RPG-7D for +5pts - RPKS for +5pts - Scuttling Charge for +5pts
Unit Rules <i>Combat Drop 2, Fanatics</i> <i>Mechanised Airborne:</i> If the unit contains 8 or less models (including any <i>Attachés</i>), then you may take a BMD-1 without using an additional Support slot. Both the Desantniki and the BMD-1 must begin the game in Reserve.	<u>Sergeant</u> <i>Smoke Grenade</i> Can replace the AO-46 and Paratrooper Dagger with: - P1940 Shashka & Stechkin APS - Hammerfist & Stechkin APS
	Panic Effects <i>Daunted 3, Stunned, Broken, White Flag, Shattered</i>

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
AO-46	Small, (Reload 1)	1 (3)	12"	0	+0	2
Stechkin APS	Small, Sidearm, (Reload 1)	1 (2)	6"	0	-1	0
RPG-7D	Burst, Backblast, Reload 1, Ammo 2	1/1d3	9"	0	+3	3
-	<i>Shaped Charge:</i> Each time you hit with this weapon, roll another attack at the same accuracy. If that hits, inflict an extra Hit at Power +3, AP 6. (may become the new Direct Hit +0/+3)					
RPKS	Small, (Reload 1)	2 (4)	12"	-1 [0] (0)	+1	1

Throwing Shovel	Sidearm, <i>Shock, Reload 1, Silent</i>	1	3"	0	+2	1
Paratroop Dagger	Melee	1	0	+1	+2	1

BMD-1 Airborne Infantry Fighting Vehicle 60pts per unit						
<i>Spetsnaz, Red Army - USSR (Warsaw Pact)</i>						
<i>The USSR has long been fascinated with the concept of airborne armour, such as their attempts to build a gliding tank in the 1930s. The idea of an armour division suddenly manifesting behind enemy lines without having to take the time to drive there has led to many ill-advised experiments, of which this has the lowest bodycount in testing. The complex manufacturing process for creating a vehicle small and light enough to airdrop involves first carefully constructing a 1-1 scale model of a BMP-1 out of aluminium and balsa wood, then gently placing it in an industrial press. It is then issued to those paratrooper outfits who can be made, through sufficient sensitivity training, to accept that it is in fact a real armoured vehicle and not, in any way, 'for babies'.</i>						
Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT	DM
BMD-1	3	3	2	6"/10"	7+/8+ (3+/6+)	+1
Composition		Vehicle Wargear				
1 BMD-1		<u>BMD-1 Turret (All Arcs)</u> 2A28 Grom Cannon + Co-Ax PKT Machine Gun May replace the 2A28 Grom Cannon with a ZU-23 Autocannon May add a 9M14 Malyutka Disposable Missile for +5pts 1 Hatch				
Special Rules		BMD-1 Rules <i>Terror 1, Combat Drop 2, Amphibious, Vehicle NBC Protection</i> <i>Internal Transport 8 (Size 1) - Exit Rear & Sides 8</i> <i>Passenger-Operated Support Vehicle (Desantniki)</i> <i>Obstructed Traverse:</i> While there are any External Passengers aboard, the Turret's Arc is reduced to Front Only.				
Vehicle Damage		Crew Wargear				
		Panic Effects				
Crew Casualty, Passenger Casualty, Engine Damaged, Track Thrown, Weapon Destroyed, Turret Jam		Daunted 3, Bail, Stunned, Broken, White Flag, Shattered				
Melee	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Track Links	Crushing	1	0	-2	+2	3
Wading Plate	Ramming	2	0	-	+3	3
Fenders	Rammed	1	0	-	+4	1

T-55A Main Battle Tank

Red Army - USSR (Warsaw Pact)

125pts
per unit

While originally constructed by human hands, so many T-55s were ordered that Factory 183 in the Ural Mountains was exorcised and re-activated. A facility built during the Great Patriotic War to mine, refine, construct, and pack T-34s without human intervention, it was ideal for mass-producing the new vehicle. Soon after feeding the plans into the computer, contact was lost with the control room. Since that time, at least fifty million of them have been built, but the vast majority are unusable due to the increasingly alien runes and inhuman control layouts.

Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT		DM	
T-55	4	4	2	6"/10"	10+/12+ (6+/8+)		-2	
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv	
Soviet Tank Crew	1	25mm	2 (1)	0	3"/6"	2+/5+	5/5+	
- Tanker								
- Commander								
Composition			Vehicle Wargear					
1 T-55 with 3 Tankers, 1 Commander			<u>T-55 Turret (All Arcs)</u> <i>D-10T 100mm Cannon + Co-Ax PKT MG</i> May add a <i>9M14 Malyutka Disposable Missile</i> for +5pts <i>2 Hatches</i> - One Hatch may add a <i>Pintle DShK HMG</i> (All Arcs) for +10pts					
Special Rules								
T-55 Rules <i>Terror 3, Vehicle NBC Protection</i> <i>External Transport 6 (Size 1)</i> <i>Obstructed Traverse:</i> While there are any External Passengers aboard, the Turret's Arc is reduced to Front Only. <i>Transmission No. 227: Reduce Drive speed by 3" when reversing.</i>			<u>T-55 Hull</u> <i>1 Hatch</i>					
			Crew Wargear					
			<u>Soviet Tank Crew</u> <i>Makarov, Heavy Wrench, Smoke Grenade</i>					
			<u>Commander</u> <i>PPS-43 SMG, Scuttling Charge</i>					
Vehicle Damage			Panic Effects					
<i>Crew Casualty, Passenger Casualty, Engine Damaged, Track Thrown, Weapon Destroyed, Turret Jam</i>			<i>Daunted 3, Bail, Stunned, Broken, White Flag, Shattered</i>					
Melee	Types & Special		Attack Dice		Range	Accuracy	Power	AP
Track Links	Crushing		2		0	-2	+4	4
Armoured Prow	Ramming, <i>Demolish X</i>		3		0	-	+6	6
Fenders	Rammed		1		0	-	+10	1

T-64A Main Battle Tank

Red Army - USSR (Warsaw Pact)

175pts
per unit

The T-64 is a result of a hilarious mix-up between the words "Quality" and "Quantity" that saw several designers and their families taking a long vacation to Siberia. Every part of this machine is built to the stringent specifications of the Morozov Design Bureau, with over 80% of the parts discarded as insufficiently perfect. Denied funding by the military, the Malyshev Factory has continued to operate through patronage by the Art Fund of the USSR.

Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT	DM	
T-64	4	4	2	6"/10"	11+/13+ (6+/8+)	-1	
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Soviet Tank Crew	1	25mm	2 (1)	0	3"/6"	2+/5+	5/5+
- Tanker							
- Commander							
Carousel Autoloader	-	-	(2)	-	-	4+/6+	-
- Autoloader							
Composition			Vehicle Wargear				
1 T-64 with 2 Tankers, 1 Commander, 1 Autoloader			<u>T-64 Turret (All Arcs)</u> <i>D-81T 125mm Cannon + Co-Ax PKT MG</i>				
Special Rules			<i>2 Hatches</i> - One Hatch may add a <i>Pintle DShK HMG</i> (All Arcs) for +10pts				
T-64 Rules <i>Terror 3, Vehicle NBC Protection</i> <i>External Transport 6 (Size 1)</i> <i>Obstructed Traverse:</i> While there are any External Passengers aboard, the Turret's Arc is reduced to Front Only. <i>Transmission No. 227:</i> Reduce Drive speed by 3" when reversing. <i>Turret Toss:</i> If this model Explodes!, the attacks made against the models around it gain <i>Direct Hit +4/+2</i> .			<u>T-64 Hull</u> <i>1 Hatch</i>				
			Crew Wargear				
			<u>Soviet Tank Crew</u> <i>Makarov, Heavy Wrench, Smoke Grenade</i>				
			<u>Commander</u> <i>PPS-43 SMG, Scuttling Charge</i>				
Carousel Autoloader Rules							
<i>Automation, Specialized Crew</i> (Make Ready: D-81T 125mm Cannon)							
Vehicle Damage			Panic Effects				
<i>Crew Casualty, Passenger Casualty, Engine Damaged, Track Thrown, Weapon Destroyed, Turret Jam</i>			<i>Daunted 3, Bail, Stunned, Broken, White Flag, Shattered</i>				
Melee	Types & Special		Attack Dice	Range	Accuracy	Power	AP
Track Links	Crushing		2	0	-2	+4	4
Armoured Prow	Ramming, <i>Demolish</i>		3	0	-	+6	6
Fenders	Rammed		1	0	-	+10	1

Psyopticon Support

Human Computers

45pts
per unit

Psyopticon - USSR (Warsaw Pact)

These psychic agents work together as a team to use and shape their growing psychic powers, but they are not nearly as developed as they are for the Mental Mainframes. Instead, they are used almost like psychic batteries for the more experienced psychics, when they aren't eavesdropping on American embassies or, more likely, disfavoured Party members in the hunt for blackmail material.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Computers	1	25mm	2	+1	3"/5"	3+/6+	3/6+

Composition

3 Human Computers
- Add 1 Human Computer for +15pts, to a maximum of 6 total models.

Special Rules

Human Computer Rules

Caster 1/5+, Ballistic Skill -1, Weapon Skill -1

Telenetwork: If this unit consists of no more than 3 models, they gain *Attaché (Motor Rifle Troops, Interior Troops)*.

Mind Dive: Any friendly unit within 9" of a Human Computer may use this unit's Initiative. This can include the Initiative of this unit's *Attachés*.

Wargear Options

Human Computers
Makarov, Fists

Choose 1 *Immaterial Materialism Spell*; all Human Computers in the unit know that Spell.

“ ”

Panic Effects

Daunted 3, Stunned, Broken, White Flag, Shattered

Spectres of Communism

70pts
per unit

Psyopticon - USSR (Warsaw Pact)

The process of building communism has come at the expense of a lot of lives, both those killed by Soviet actions and the many, many more killed by various attempts to stop them. The necromatic psychic trap used to retrieve Lenin's essence from the (legally nonexistent) Great Beyond has, in the process, caught a great deal of these unfortunate souls. The KGB Spirit Board carefully vets these spirits, trapping disloyal souls in ghoulag, while those sufficiently loyal to the Soviet Union despite their circumstances can be pressed back into service.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Spectres	1	28mm	2	+1	4"/4"	4+/6+	3/6+

Composition

5 Spectres
- Add 1 Spectre for +10pts, to a maximum of 10 total models.

Special Rules

Wargear Options

Spectres
Spectral Small Arms, Deathly Touch

“By my estimation, the Soviet Union has created somewhere between 100 million and 15

Spectres of Communism

Psyopticon - USSR (Warsaw Pact)

70pts
per unit

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Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Spectres	1	28mm	2	+1	4"/4"	4+/6+	3/6+

Spectres Rules

Dead, Unstable, Hover, Reckless Charge, Terror 2

Immaterial: This unit cannot be damaged by weapons which lack the *Magic, Conduit*, or *Anti-Dead* special rules; otherwise, the Damage roll always fails.

They still have Morale and do not benefit from *Armoured Contempt*. (That is to say, you kill them with Suppression!)

Intangible: This unit cannot be Transported unless the Transport also has this rule, and cannot be joined by an Attache unless the Attache also has this rule.

billion potentially recruitable apparitions."

- Robert Conquest

Panic Effects

Desertion

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Spectral Small Arms	Small, <i>Magic, Ignores Cover</i>	3	12"	0	-1	0
Deathly Touch	Melee, <i>Magic</i>	1	0	0	+0	8

New Soviet Men Support

Combat Cosmonauts

New Soviet Men - USSR (Warsaw Pact)

45pts
per unit

Engineered through Lysenko's crossbreeding of the most upstanding Soviet citizens with the hardest strains of wheat and corn, the New Soviet Men are nine foot tall, nearly immortal supersoldiers, chiselled living statues in the finest tradition of Socialist Realism. Clad in specialised armoured spacesuits and armed with the finest weapons a peaceful space program can craft, a combat cosmonaut team can take on a platoon of soldiers and emerge victorious.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Combat Cosmonauts	2	32mm	2	-1	3"/6"	4+/7+	8/4+
- Cosmonaut							
- Specialist Cosmonaut							
- Lead Cosmonaut							8/3+

Composition

Wargear Options

Combat Cosmonauts

New Soviet Men - USSR (Warsaw Pact)

45pts
per unit

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Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Combat Cosmonauts	2	32mm	2	-1	3"/6"	4+/7+	8/4+
- Cosmonaut							
- Specialist Cosmonaut							
- Lead Cosmonaut							8/3+

- 3 Cosmonauts
- Add 1 Cosmonaut for +15pts, to a maximum of 6 total models.
 - For every 3 models in the unit, one Cosmonaut may be upgraded to a Specialist Cosmonaut for +10pts.
 - One Cosmonaut may be upgraded to a Lead Cosmonaut for +5pts.

Special Rules

Unit Rules

Lockdown 2

Combat Cosmonauts

GShG-9x18mm Microgun, Zvezdokhod GZK-66 Armour
May replace their *GShG-9x18mm* with...

- *BS-1 Tishina Launcher*
- *SOS-1 Flamethrower* for +5pts
- *TT-99 Smart Pistol* for +5pts

Cosmonaut & Lead Cosmonaut

TPM Spacer Pistol, Hammerfist

Lead Cosmonaut

May replace their TPM Spacer Pistol with a TT-99 Fusion Pistol for +10pts.

May replace their Hammerfist with a Mass Driver for +10pts.

Specialist Cosmonaut

DHsk-C Heavy Machine Gun, Suit Gauntlets

May replace their *DHsk-C Heavy Machine Gun* with...

- *2B9 Vasilek Automatic Mortar*
- *AGS-17 Plamya Automatic Grenade Launcher*
- *57mm ZiS-2 Obrez*

Panic Effects

Shaken, Stunned, Pinned, Retreat, Retreat, Shattered

Spacewalkers

New Soviet Men - USSR (Warsaw Pact)

60pts
per unit

The SPK manoeuvre pack was originally intended to make it easier for cosmonauts to work on their spacecraft and stations. However, due to a misplaced decimal point, the pack is entirely capable of sending a two-tonne cosmonaut hurtling through the air a fair distance, with devastating effects to whatever they land on. Outside of a gravity well, cosmonauts have been known to use their packs to dock their rockets, go on joyrides, or redirect asteroids toward reactionary planets.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Spacewalkers	2	32mm	2	-1	3"/6"	4+/7+	8/4+
- Jet Cosmonaut - Specialist Cosmonaut - Lead Cosmonaut							8/3+

Composition

- 3 Jet Cosmonauts
- Add 1 Jet Cosmonaut for +20pts, to a maximum of 6 total models.
 - For every 3 models in the unit, one Jet Cosmonaut may be upgraded to a Specialist Cosmonaut for +10pts.
 - One Jet Cosmonaut may be upgraded to a Lead Cosmonaut for +5pts.

Wargear Options

Spacewalkers
TPM Spacer Pistol, Hammerfist, Zvezdokhod GZK-66 Armour, Jet Pack
May replace their TPM Spacer Pistol with a TT-99 Fusion Pistol for +10pts.

Specialist Cosmonaut & Lead Cosmonaut
May replace their Hammerfist with a Mass Driver for +10pts.

Special Rules

Spacewalkers Rules

Boost (Jumpjet) 1/9"

Panic Effects

Shaken, Stunned, Pinned, Retreat, Retreat, Shattered

Lithobreakers

New Soviet Men - USSR (Warsaw Pact)

60pts
per unit

One of the many jobs of the Soviet Space Program is to mine the resources of the solar system and beyond. War industry priority, however, led to appropriate mining tools being earmarked for terrestrial resource exploitation to feed weapon factories instead. Undaunted, the Cosmonauts instead availed themselves of the finished products of this industry, and now break asteroid and capitalist alike with the heaviest firepower their mass budget will allow.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Lithobreakers	2	32mm	2	-1	3"/6"	4+/7+	8/4+
- Artillery Cosmonaut - Lead Cosmonaut							8/3+

Composition

- 3 Artillery Cosmonauts
- Add 1 Artillery Cosmonaut for +20pts, to a maximum of 6 total models.
 - One Cosmonaut may be upgraded to a Lead Cosmonaut for +5pts.

Wargear Options

Artillery Cosmonauts
DHsk-C Heavy Machine Gun, Suit Gauntlets, Zvezdokhod GZK-66 Armour, Target Designator
May replace their DHsk-C Heavy Machine Gun with...
- 2B9 Vasilek Automatic Mortar

Lithobreakers

New Soviet Men - USSR (Warsaw Pact)

60pts
per unit

One of the many jobs of the Soviet Space Program is to mine the resources of the solar system and beyond. War industry priority, however, led to appropriate mining tools being earmarked for terrestrial resource exploitation to feed weapon factories instead. Undaunted, the Cosmonauts instead availed themselves of the finished products of this industry, and now break asteroid and capitalist alike with the heaviest firepower their mass budget will allow.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Lithobreakers	2	32mm	2	-1	3"/6"	4+/7+	8/4+
- Artillery Cosmonaut							
- Lead Cosmonaut							8/3+

Special Rules

- AGS-17 Plamya Automatic Grenade Launcher
- 57mm ZIS-2 Obrez

Lead Cosmonaut

TPM Spacer Pistol, Hammerfist, Zvezdokhod GZK-66

Armour, Target Designator, Target Networker

May replace their TPM Spacer Pistol with a TT-99 Fusion Pistol for +5pts.

May replace their Hammerfist with a Mass Driver for +5pts.

Panic Effects

Shaken, Stunned, Pinned, Retreat, Retreat, Shattered

Abyssal Cosmonauts

New Soviet Men - USSR (Warsaw Pact)

120pts
per unit

Harvested from the largest, toughest cosmonauts, these soldiers are encased in the superheavy Object 1701 armour, which was designed to check beyond the event horizon of black holes for any signs of capitalism. With these devices, Soviet science has explored the mysteries of the hearts of stars (hot), the beams of pulsars (very hot), and the deepest depths of oceans (wet). To date, no suit has been written off due to damage; at worst, they just need to hose them out.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Abyssal Cosmonauts	3	40mm	2	-2	3"/3"	4+/8+	9/3+

Composition

- 3 Abyssal Cosmonauts
- Add 1 Abyssal Cosmonaut for +40pts, to a maximum of 6 total models.

Special Rules

Abyssal Cosmonaut Rules

Terror 3

Wargear Options

Abyssal Cosmonauts

AO-63 Double Rifle, Mass Driver, x2 GShG-9x18mm

Microgun, Object 1701 Armour

May replace any GShG-9x18mm with...

- BS-1 Tishina Launcher
- SOS-1 Flamethrower for +5pts
- TT-99 Smart Pistol for +5pts

May replace their AO-63 Double Rifle with...

- GShG-7.62 Rotary Gun for +25pts
- T-15 Fusion Blaster for +10pts
- Mass Driver

Panic Effects

Abyssal Cosmonauts

New Soviet Men - USSR (Warsaw Pact)

120pts
per unit

Harvested from the largest, toughest cosmonauts, these soldiers are encased in the superheavy Object 1701 armour, which was designed to check beyond the event horizon of black holes for any signs of capitalism. With these devices, Soviet science has explored the mysteries of the hearts of stars (hot), the beams of pulsars (very hot), and the deepest depths of oceans (wet). To date, no suit has been written off due to damage; at worst, they just need to hose them out.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Abyssal Cosmonauts	3	40mm	2	-2	3"/3"	4+/8+	9/3+
Shaken, Stunned, Pinned, Retreat, Retreat, Shattered							

Neutral Support

Red Witches

Spetsnaz, Neutral - USSR (Warsaw Pact)

50pts
per unit

While the practice of witchcraft was banned by Stalin as unscientific, these policies were loosened during the Great Patriotic War due to the desperate circumstances. The impact of the Red Witches on the front against the Hitlerite menace finally led Soviet leadership to admit that magic is, in fact, real. Soviet Witches now get generous stipends, grants, and grazing lands for their houses.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Red Witches	1	32mm	3	+1	7"/7"	3+/6+	3/5+
- Maiden				+2			
- Mother							3/4+
- Crone							5/5+

Composition	Wargear Options
3 Red Witches (any combination) - Add 3 Red Witches for +30pts, to a maximum of 9 total models.	<u>Red Witches</u> Magic-Nagant M1895, Broom
Special Rules	<u>Maiden</u> Magic-Nagant Carbine, P1940 Shaska
Unit Rules Stealth, Fade, Lockdown 2	<u>Mother</u> Amulet
<i>Rule of Three:</i> While the unit contains at least 3 of the same type of Witch, gain the corresponding Special Rules: Maiden - <i>Silent Killer:</i> The unit's weapons gain [Silent]. Mother - <i>Circle of Protection:</i> This unit, and Friendly units within 6", increase their IT/WT by +1/+1. Multiple circles do not stack. Crone - <i>Stealth (Active Cloak)</i>	<u>Crone</u> Miasma Jar
Red Witches Rules Hover (Lander) 3"/6"	Panic Effects
Mother Rules ???: Mark 2, 12", Magic; At the start of a marked unit's	Daunted 3, Stunned, Retreat, Broken, Shattered

Red Witches

Spetsnaz, Neutral - USSR (Warsaw Pact)

50pts
per unit

While the practice of witchcraft was banned by Stalin as unscientific, these policies were loosened during the Great Patriotic War due to the desperate circumstances. The impact of the Red Witches on the front against the Hitlerite menace finally led Soviet leadership to admit that magic is, in fact, real. Soviet Witches now get generous stipends, grants, and grazing lands for their houses.

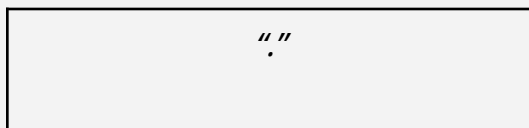
Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Red Witches	1	32mm	3	+1	7"/7"	3+/6+	3/5+
- Maiden				+2			
- Mother							3/4+
- Crone							5/5+

Activation, they may spend 1 mark per model to restore Injured models, and/or 2 marks per model to return Wounded models to play.

Crone Rules

Terror 2, Lockdown 5

Evil Eye: Mark 3, Magic; Before a marked unit makes an Initiative roll, each mark spent gives them -1 to the roll.



Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Magic-Nagant M1895	Small, Sidearm, Magic	1	9"	0	+0	1
Magic-Nagant Carbine	Small, Magic, Conduit +Assassin 1	1	15"	+1	+1	2
Miasma Jar	Grenade, Burst, Magic, Gas	1/2d6	3"	0	+1	-
-	Gas Effects: Take 1 Psyche Damage and the affected model loses 2" of Move and Sprint distance and takes -1 Accuracy until the end of their next Activation.					
Broom	Melee, Sweep, Magic	1	0	-1	+1	0

Infernal Liberation Front

Common

ILF Impfantry Squad								30pts per unit
Neutral - USSR (Warsaw Pact)								
Everybody's gangsta until the trees start speaking Infernal.								
Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv	
Impfantry	1	32mm	2	+1	4"/8"	6+/6+	8/3+	
- Impsurgent								
- Anarch				+2				
Composition				Wargear Options				
3 Impsurgents. - Add 3 more Impsurgents for +30pts, to a maximum of 9 total models. - In addition, if the unit contains at least 6 Impsurgents, add an Anarch for +15pts.				<u>Impfantry</u> AK-47, Fireball, Demonic Claws <u>Impsurgent</u> 1 in 3 models may add a <i>Brimstone RPG-2</i> for +5pts each <u>Anarch</u> Fellknife				
Special Rules				" "				
Unit Rules								
Impfantry Rules								
Outflanker 1								
Impfantry Rules								
Terror (1 Per 4 Mass), Damned, Miracle 5+				Panic Effects				
				Daunted 5, Retreat, Broken, Shattered				

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Fireball	Small, Sidearm, Shock, Magic	1	2/6"	0	+1	1
AK-47	Small, Sidearm	1 (2)	15"	-1 [0]	+1	1
Brimstone RPG-2	Burst, Backblast	1/1d3	3/6"	-1 [0]	+3	3
	- Shock, Magic, Reload 1 - Shaped Charge: Each time you hit with this weapon, roll another attack at the same accuracy. If that hits, inflict an extra Hit at Power +3, AP 6. (may become the new Direct Hit +0/+3)					
Demonic Claws	Melee	1	0	0	+1	2
Fellknife	Melee	1 {2}	0	+1	+3	3

Weapons

Small Arms

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
AKM	Small	1 (2)	15"	-1 [0]	+1	1
SKS	Small	1 [[2]]	15"	-1 [0]	+1	1
- <i>Integral Bayonet</i> : If you have an SKS, you always have the <i>SKS Bayonet</i> melee weapon.						
Makarov	Small, Sidearm	1	6"	0	-1	0
PPS-43 SMG	Small, ((Reload 1))	2 (3) ((4))	9"	-1 [0]	+0	0
RPK	Small, Awe 1	2 (4)	15"	-2 [0]	+1	1
SVD Dragunov	Small, [Assassin]	1 (2)	24"	-1 [+2]	+1	2
AO-63	Small	2 (4)	15"	-1 [0]	+1	1
RPG-7	Burst, Backblast, Reload 1	1/1d3	9"	-1 [0]	+3	3
- <i>Shaped Charge</i> : Each time you hit with this weapon, roll another attack at the same accuracy. If that hits, inflict an extra Hit at Power +3, AP 6. (may become the new Direct Hit +0/+3)						
LPO-50 Flamethrower	Spray 1", Shock, Ignores Cover	1	9"	+1	+1	2

Vehicle Weapons

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
2A28 Grom	-	1	12"	-3 [-1]	+6	6
Zu-23 Autocannon	AP Drop 1	2 (3) [3]	18"	-2 [0]	+3	4
Bow PKT MG	-	3 [4]	12"	-1 [0]	+1	2
Co-Ax PKT MG	Linked	3 [4]	18"	-2 [0]	+1	2
KPV HMG	Rending +0/+1	3	18"	-2 [0]	+2	3
D-10T 100mm Cannon	Variable, Reload 1					
HE	Burst, Demolish X	1/3d3	36"	-3 [0]	+2	0
APHE	AP Drop 1	1	15"	-3 [-1]	+8	8
HVAPDS	Ammo 1, AP Drop 1	1	15"	-3 [-1]	+5	10
Pintle DShK HMG	Awe 3	3 (4)	12"	-1 [0]	+2	3
D-81T 125mm Cannon	Variable, Reload 1					
HE	Burst, Demolish X	1/4d3	36"	-3 [0]	+2	0
APFSDS	AP Drop 1	1	15"	-3 [-1]	+5	11
HEAT	-	1	15"	-3 [-1]	+9	7

9M14 Malyutka	<i>Command Guidance, Ammo 1</i>	1	12"	[0]	+5	8
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Cosmonaut Ranged Weapons

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
TPM Spacer Pistol	Small, Sidearm	1	12" <6">	+1	+1 <+3>	2 <0>
-	<Spread 2, Power Drop 3>					
TT-99 Fusion Pistol	Sidearm	1	4"	-1	+3	8
-	Power Drop 1, AP Drop 2					
KS-23 Shotgun	Small	1	6"	+1	+3	0
-	Spread 1, Power Drop 2					
T-15 Fusion Blaster	-	1	6"	-1	+6	8
-	Power Drop 2, AP Drop 2					
GShG-9x18mm Microgun	Extra, Awe 1	2	9"	-1	-1	0
BS-1 Tishina Launcher	Extra, Burst	1/1d3	9"	-1	+0	0
SOS-1 Flamethrower	Extra, Spray 1", Ignores Cover, Shock	1	9"	0	+1	1
TT-99 Smart Pistol	Extra	1	4"	-2	+3	8
-	Power Drop 1, AP Drop 2					

Cosmonaut Heavy Weapons

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
DHsK-C HMG	Awe 3	3	18"	-1 [+1]	+2	3
2B9 Vasilek	Burst, Awe 1d3, Indirect	3/1d6	18"	-2 [0]	+0	0
AGS-17 Plamya						
Frag	Burst	2/1d3	9"	-1 [+1]	+0	0
AP	AP Drop 1	2	9"	-1 [+1]	+4	+4
57mm ZiS-2 Obrez	-	1	18"	-2 [0]	+2	8
-	AP Drop 2					
GShG-7.62 Rotary	Awe 2	6 (12)	15"	-2 [-1]	+1	2

Gun

Cosmonaut Melee Weapons

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Hammerfist	Melee	2	0	-1	+5	0
- <i>Open Up!</i> The user of a Hammerfist automatically succeeds at Prying Hatches.						
Mass Driver	Melee	1	0	-1	+8	6
Suit Gauntlets	Melee	2	0	0	+2	0
Knuckledusters	Melee	2	0	0	+3	0
Stomp!	Melee, Crude, <i>Shock, Plunging</i>	{1}	0	-1	+5	3
- <i>Death from Above:</i> This weapon can only be used if the unit Boosted into Melee.						

Grenades

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
F1 Grenade	Grenade, Burst	1/1d6	3"	0	+1	0
RKG-3 Grenade	Grenade, <i>Ignores Cover</i>	1	3"	-2	+3	4

Melee Weapons

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Type II Bayonet	Melee	1	0	0	+2	1
SKS Bayonet	Melee	1	1	0	+1	1
Combat Knife	Melee	1	0	-1	+2	1
P1940 Shashka	Melee	3	0	0	+2	1
Fists	Melee, <i>Less Lethal</i>	1	0	0	+0	0
Heavy Wrench	Melee	1	0	-1	+2	0
Scuttling Charge	Melee, Mine, <i>Demolish X, Ammo 1</i>	1	0	-3	+6	6

Armour

Armour	A/Sv	Special
Thick Wool	1/4+	<i>Melee Armour.</i> Grants <i>Miracle 5+</i> in Melee.
Steel Helmet	2/5+	-
SN-59 Armour	3/4+	-
L1 NBC Suit	4/4+	<i>Gas Filters 3+</i>
Zvezdokhod GZK-66 Armour	2/2+, 4/3+	<i>Gas Filters 1+</i>
Object 1701 Armour	2/1+, 4/2+	<i>Gas Filters 1+, Miracle 5+</i> AO-63 Double Rifles and T-15 Fusion Blasters gain Sidearm.

Equipment

Equipment	Rules
Smoke Grenade	Gives the bearer <i>Smoke 1 (5", Range 9")</i>
Gas Mask	<i>Gas Filters 4+</i>
Field Medical Kit	<i>Medic 1/4+</i>
Jet Pack	Gives the bearer <i>Boost (Jumpjet) 1/9"</i> and the <i>Stomp!</i> melee weapon.
Target Designator	<i>Mark 1.</i> When a friendly New Soviet Men model shoots at the marked target, they may spend a Mark to reroll 1 To-Hit die.
Target Networker	Every Target Designator in the bearer's unit becomes <i>Mark 2.</i>

Relics

AK-01							15pts
<i>Red Army Only. Replaces AKM. Unique</i>							
<i>The very first Kalashnikov rifle, hand-forged over a campfire by the wounded gunsmith out of a shovel and a piece of the true cross. It fires silver bullets, as Kalashnikov believed (not incorrectly) that fascists were a kind of vampire.</i>							
Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP	
AK-01	Small, Magic	1 (2)	15"	-1 [0]	+1	2	
-	<i>Anti-Damned, Anti-Dead, Shock</i>						

- *Monsterslayer*: Each time this weapon rolls to Damage, a roll of a 4+ is always a Wound, and a roll of a 5+ is always a Critical (if applicable).

The Sword of Stalingrad

30pts

Not usable by Psychopticon. Replaces P1940 Shashka or Hammerfist. Unique

Forged at the order of King George as a gift to the USSR during WW2, there are few symbols of resistance and resilience more potent. It is said that any who take it into battle are filled with the combined bravery of the millions who fought there, as well as encyclopedic knowledge of mid-1940s football chants and an instinctive desire to queue.

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Sword of Stalingrad	Melee, Magic	3	1	+1	+3	1
- <i>Heart of Steel</i>: If the bearer's model is on/within range of/carrying a Primary Objective, their unit is immune to Panic and gains +5 Discipline. If the bearer's unit ever then stops meeting that condition, this special rule is lost for the rest of the game. - <i>Double Edged</i>: Has -2 Power and -1 AP against any UK HQ model.						

Makarov with a Drum Magazine

5pts

Replaces Makarov

This is real.

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Makarov w/ Drum	Small, Sidearm, Sustained	1	6"	0	-1	0

Tzar Makarov

20pts

Replaces Makarov. Unique

Also known by its code name, "Valera", the Tzar Makarov was first test-fired on 30th October, 1961. The muzzle flare was visible in Norway, Greenland, and Alaska, and the projectile circled the globe three times before deorbiting. While rejected as a standard sidearm by the combat cosmonauts due to the lack of a drop safety, the prototype is maintained in a silo in eastern Siberia in case somebody needs to shoot down a satellite.

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Tzar Makarov	Small, Sidearm, Spray 0"	1	-	0	-1	10
- <i>ICBB</i>: When you resolve its attack, continue measuring past your original target out to your maximum range. This weapon has infinite range.						

Pavlov's House Keys

25pts

Red Army Only. Unique

Some say that Yakov Pavlov is still out there somewhere, holed up in his attic convinced the milkman is a German stormtrooper.

Each time any member of the bearer's unit makes a Secure Action, you may also treat it as a Dig In Action.

Order of Lenin

15pts

-

Given only to the bravest and most politically well-connected soldiers, the Order of Lenin grants the wearer one small part of its namesake's formaldehyde-based immortality.

The first time each game this model would take a Wound, ignore it.

Order of the Red Star

15pts

-

A medal for heroic bravery in the defence of the Soviet Union, it used to be issued mostly posthumously. It technically still is, but since Lysenko got his resurrection machine back online that's meant a lot less.

When this model is removed, it automatically makes a Heroic Activation. If you choose to also spend your Heroic Activation on it, you may make 2 Actions.

During a Heroic Activation, this model may also make a free Secure action, or a movement action used to Charge. It automatically passes Bravery tests for charging.

Gagarin's Space Suit

20pts

New Soviet Men Only. Replaces Zvezdokhod GZK-66 Armour. Unique.

Forged out of the immaterial shadow left by the Berlin Wall, Gagarin's Space Suit is the greatest suit of armour ever created. Its plating is immune to any mortal weapon and several immortal ones.

A/Sv 3/2+, 5/3+, Gas Filters 1+, Miracle 5+
No God Up Here: Gets Miracle 3+ against Magic weapons.

Korolev's Cross

25pts

New Soviet Men Only, Unique

Appropriated from the altar of St. Alexei's Church during the process of its conversion into a planetarium, this cross was carried by the cosmonauts of the six manned flights of the Vostok programme as a contingency against the possibility of space vampires. This proved far-sighted, as it was used by Anatoli Kartashov to drive off the undead nazi test pilot Lothar Sieber, left stranded by the malfunction of the M23 prototype rocket plane.

The user may reroll Armour Save results of 1. The user gains *Terror +1* against Dead and Damned models, and removes the Unfeeling rule from all enemy units within 6".

Chemical Grafting Kit

25pts

Field Lysenkoist Only, Unique

One of the tasks of the Field Lysenkoist is to encourage Lamarckian improvements among the latest crop of cosmonauts through the experimental grafts of selectively bred cereals. This kit contains a number of experimental strains, as well as a remote control for the climate control systems for their battle armour in order to induce rapid vernalization.

At the beginning of each Round, select one effect, or roll twice. The Field Lysenkoist gains the corresponding Unit Rules until the end of the Round.

1	<i>Unfeeling</i>
2	<i>Cardio</i>
3	<i>Feels No Pain</i>
4	<i>Reckless Charge</i>
5	<i>Relentless</i>
6	<i>Weapon Power +1</i>

Toxic Agent Duster

15pts

Field Lysenkoist Only, Unique

Some of the most devastating chemical weapons in Soviet arsenals began life as extremely misguided growth agents or slightly too effective pesticides.

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Toxic Duster	Spray 3", Gas, Ammo 1	1	12"	+1	+1	-
- <i>Uprooted:</i> For the remainder of the round, affected models count their IT/WT as 1 lower, and cannot gain the benefit of Cover.						

Banner of Victory

25pts

Banner

The flag that flew over the Reichstag once its final void shields fell, the Banner of Victory is imbued with so much potent materialist power that combat cosmonauts have scoured the multiverse to collect extra copies, so now there's one in every army.

This is a *Standard*, and the unit's models always count as Braced during the Fight step.

Revolutionary Banner

10pts

Banner

Retrieved by time-travelling historians from the battlefields of the Russian Civil War, these relic banners are so rooted in their original conflict that their holders cannot but see the enemy massed before them as the hated White Army.

This is a *Standard*, and grants the unit Reckless Charge.

Atomic Banner

25pts

Banner

Ceremonially dipped into the holding pools at Soviet nuclear power plants, atomic banners celebrate the perfect, and surely eternal, safety record of Soviet atomic science. Ignore the Geiger counter, it always does that.

This is a *Standard*, and enemy Infantry models within 9" take a -1/-1 penalty to their IT/WT.

1968 Olympic Torch

15pts

Cosmonaut Olympian Only. Banner, Unique

When the Olympic Torch was handed to one of the prototype athletes at the 1968 Mexico City games, the superhuman runner blew past the next several runners, took a flying leap off the pyramid in Teotihuacan, and kept running. As it still hasn't gone out, technically speaking the games have not ended.

This is a *Standard*. The bearer replaces *Go for Gold* with the following special rule:

Light in the Darkness - At the beginning of each Round, if the bearer is in the opponent's half of the board, gain 1 Order Token. If the bearer is in the opponent's deployment zone, gain an additional Order Token.



Embroided in the Vietnam War, back home the CIA and NSA are having an increasingly complex turf war as a result of the power vacuum left by President Nixon's ascension. The NSA are backed by their alien allies made after first contact in Roswell, while the CIA have successfully funded and executed a coup in hell after reports emerged that Satan had personally met with Stalin on his arrival.

The USA is a diverse faction with highly specialised and powerful units who struggle to work together to cover their obvious strengths and weaknesses. Their high Initiative allows them to pre-empt their opponents and cover for their relative fragility.

- US Army infantry units have excellent suppression and effectiveness against a variety of targets. While fairly lightly armoured, their flak vests provide excellent resistance to explosives.
- US Army vehicles are tough, but comparatively slow and expensive.
- Committee 51 units have incredible shooting power, but are slow and very vulnerable in melee.
- Republic of Hell units are melee powerhouses, but struggle to make it to contact.
- The USA's model suburbs provide cutting edge technology like domestic robots, flying cars, and jetpacks.

Some archetypal USA armies might be...

- A large number of General Infantry and weapon teams who use suppression to dominate the battlefield.
- A fast-moving force which uses cheap M113s and combat robots to physically box the enemy out of objectives.
- A diverse force using both Committee 51 and Republic of Hell units to try and exploit weaknesses in the enemy.
- A Republic of Hell-focused force with many Infernal Auxiliaries attempting to funnel kills to well-equipped Dark Ops Agents so they can ascend to dragonhood.
- An Committee 51-focused firing line which attempts to table the opponent with pure firepower before sweeping up the objectives.

Basic Faction Rules

- Flexible Command: *Veteran NCOs* are Officer 0 and grant 1 Floating Order. If the unit is brought back with *Reinforcements*, these benefits, and any Relics they carry, are lost.

Timelines

- Civil Government:
 - ?
- Military-Industrial Complex:
- Hell on Earth:
- Closest Encounter:
- Robot Uprising:
- Punch Card Military:
- USSA:
- Gavin Timeline:
- MACM-SOG (Military Assistance Command, Multiversal – Studies and Occultations Group)
 - Boost your LERPs by converting them into various kinds of unique special forces with bonus rules:
 - Green Berets with enhanced and highly specific firepower. Access to the Swedish K.
 - Navy SEALs with improved stealth and demolition. Access to the Stoner.
 - Pararescue Jumpers with Combat Drop and medic rules.
 - Hell Scouts who are LERPs with respawning and corresponding bravery.
 - Moon Marines (Moonrines) who are astro-LERPs with improved armour.

USA HQ

US Army HQ

Veteran Officer								45pts per unit
US Army - USA (Free World Forces)								
A regular officer in the US military, confused and terrified by the strange happenings and political intrigue around him. They just want to serve their time, get out, and get a cushy job in the military-industrial complex; they didn't sign up for all these demons and aliens.								
Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv	
Veteran Officer	1	28mm	2	+2	3"/5"	3+/6+	6/4+	
- Army Officer								
- Airborne Officer					3"/4"			
- Special Forces Officer					3"/6"		7/4+	
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv	
Armour Officer	1	28mm	2 (2)	+2	3"/5"	3+/6+	6/4+	
Composition				Wargear Options				
1 Army Officer				<u>Veteran Officer</u>				
- Upgrade to Airborne Officer for +15pts.				M1911, M26 Grenade, Gas Mask				
- Upgrade to Special Forces Officer for +20pts.				May take an additional M1911 for +5pts.				
Special Rules				<u>Army Officer</u>				
				M16, M7 Bayonet, Flak Jacket, M1 Helmet				

Veteran Officer							45pts per unit
US Army - USA (Free World Forces)							
A regular officer in the US military, confused and terrified by the strange happenings and political intrigue around him. They just want to serve their time, get out, and get a cushy job in the military-industrial complex; they didn't sign up for all these demons and aliens.							
Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Veteran Officer	1	28mm	2	+2	3"/5"	3+/6+	6/4+
- Army Officer							
- Airborne Officer					3"/4"		
- Special Forces Officer					3"/6"		7/4+
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Armour Officer	1	28mm	2 (2)	+2	3"/5"	3+/6+	6/4+
Unit Rules Special Forces Officer - <i>Vanguard, Lockdown +1</i> Airborne Officer - <i>Airlift</i> <i>Where's My Fire Support?!</i> : All friendly Fire Support tokens visible to this model get +1 on their Arrival rolls. This does not stack with multiple instances of this rule.				May replace their <i>M16</i> with... - <i>M14</i> - <i>Tommy Gun</i> - <i>Gyrojet Carbine</i> for +5pts - <i>Stoner LMG</i> for +5pts May replace one <i>M1911</i> with... - <i>Shotgun</i> - <i>Gyrojet Pistol</i> for +5pts			
Veteran Officer Rules <i>Officer 1, Ballistic Skill +1</i>				<u>Airborne Officer</u> <i>Gyrojet Carbine, M7 Bayonet, Chicken Plate</i>			
Army Officer Rules <i>Attaché (General Infantry, Army Weapon Team, Robot Draftees)</i>				<u>Special Forces Officer</u> <i>M14, Machete</i> May replace their <i>M14</i> with... - <i>MAC-10</i> - <i>Stoner LMG</i> for +5pts May replace one <i>M1911</i> with a <i>Shotgun</i>			
Special Forces Officer Rules <i>Attaché (General Infantry, LERP Team), Weapon Fury +1</i>				Panic Effects			
Airborne Officer Rules <i>Attaché (Airmobile Infantry), Deep Strike 2, Boost (Jumpjet) 1/12"</i>				<i>Daunted 2, Retreat, Broken, White Flag, Shattered</i>			

Republic of Hell HQ

Dark Ops Agent							60pts per unit
Republic of Hell - USA (Free World Forces)							
An agent of the Central Intelligence Agency who, through the ritual powers granted during the MKULTRA program, has sold their soul to Satanic forces. Wielding dark and powerful magicks, floating a foot off the ground on a cloud of hellfire, they will not stop until they follow in the footsteps of Henry Kissinger and fully ascend to immortal demonhood.							
Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Dark Ops Agent	1	28mm	2	+1	3"/6"	3+/6+	5/4+
Composition			Wargear Options				

Dark Ops Agent

Republic of Hell - USA (Free World Forces)

60pts
per unit

An agent of the Central Intelligence Agency who, through the ritual powers granted during the MKULTRA program, has sold their soul to Satanic forces. Wielding dark and powerful magicks, floating a foot off the ground on a cloud of hellfire, they will not stop until they follow in the footsteps of Henry Kissinger and fully ascend to immortal demonhood.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Dark Ops Agent	1	28mm	2	+1	3"/6"	3+/6+	5/4+
1 Dark Ops Agent			Dark Ops Agent <i>Long-Slide M1966, Ritual Blade</i> 2 Satanic Spells Choose 1 below: - Additional <i>Long-Slide M1966</i> - Additional <i>Ritual Blade</i> - 1 additional <i>Satanic Spell</i>				
Special Rules							
Unit Rules							
<i>Fanatic</i>							
Dark Ops Agent Rules							
<i>Officer 1, Attaché (LRRP Team, Hell Marines, Infernal Auxiliaries), Hover, Damned, Weapon Skill +1, Weapon Fury +1, Caster 3/4+</i>			May take additional <i>Satanic Spells</i> for +15pts each.				
<i>Friends in Low Places:</i> When the Dark Ops Agent is part of another unit, they cannot be damaged. Hits cannot be allocated to them unless they are the only model in the unit.			Panic Effects				
The model can still be removed by being Fraggged (smug prick).			<i>Daunted 4, Frag, Retreat, Shattered</i>				

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Long-Slide M1966	Small, Sidearm, <i>Shock, Anti-Infantry</i>	1	6"	0	+0	3
Ritual Blade	Melee, <i>Assassin, Conduit +1/+0</i>	2	0	0	+2	4
- <i>Sacrifice:</i> Each time an enemy model is removed by a Ritual Blade, the user gains 1 Supernatural die.						

Marine Captain

Republic of Hell - USA (Free World Forces)

75pts
per unit

After dozens of deaths and years of campaigns across the blasted landscapes of both Earth and Hell, these soldiers have been changed by the endless war. Fire burns in their eyes and trails in their footprints as they tear across the battlefield, minds filled only with thoughts of speed and carnage. As it doesn't involve tearing anything in half, they've delegated all of the paperwork to a hapless Second Lieutenant.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Marine Captain	1	28mm	3	+2	3"/6"	6+/6+	9/3+
Composition			Wargear Options				

75pts
per unit

After dozens of deaths and years of campaigns across the blasted landscapes of both Earth and Hell, these soldiers have been changed by the endless war. Fire burns in their eyes and trails in their footprints as they tear across the battlefield, minds filled only with thoughts of speed and carnage. As it doesn't involve tearing anything in half, they've delegated all of the paperwork to a hapless Second Lieutenant.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Marine Captain	1	28mm	3	+2	3"/6"	6+/6+	9/3+
1 Marine Captain			Marine Captain <i>M1911, K-BAR, Flak Jacket, M1 Helmet, Gas Mask</i> Choose 1 below: - A second <i>M1911</i> - <i>Shotgun</i> for +5pts - <i>Tommy Gun</i> for +5pts - <i>M14</i> for +5pts - <i>M79 Blooper (AP, Flechette, Brimstone)</i> for +10pts - <i>M60 Machine Gun</i> for +10pts - <i>KB6-A Chainsaw</i> for +15pts				
Special Rules							
Unit Rules <i>Unfeeling</i>							
Marine Captain Rules <i>Unique, Officer 1, Damned, Cardio, Respawn, Weapon Skill +1, Weapon Fury +1</i>							
<i>Army of One:</i> While creating your list, choose 1 of the following special rules to apply: - <i>Attaché (Hell Marines, Infernal Auxiliaries)</i> - <i>Lone Agent</i>							
<i>The Great Communicator:</i> Once per Activation, when the Marine Captain Secures an objective, choose one non-Relic weapon from the Captain's wargear options that they do not already have. They gain that weapon immediately. This increases their points cost for any in-game effects.							
<i>Rip & Tear:</i> When under the effects of Berserk, gain Weapon Power +3.							
			" "				
			Panic Effects				
			<i>Daunted 3, Beserk, Retreat</i>				

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
KB6-A Chainsaw	Melee, Sweep, Crude	1d3	0	0	+3	1

50pts
per unit

As the upper ranks of the Marine Corps increasingly give in to the rampant possession and mutation and become little more than bloodthirsty, frenzied berzerkers, the task of actually running the military's day to day bureaucracy falls to the humble Second Lieutenant. This has quickly become self-sustaining, as there are only so many requisition forms one can fill out before the urge to kill becomes irresistible.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Marine Lieutenant	1	28mm	2	0	3"/6"	4+/6+	6/4+
Composition			Wargear Options				

Marine Lieutenant							50pts per unit
Republic of Hell - USA (Free World Forces)							
As the upper ranks of the Marine Corps increasingly give in to the rampant possession and mutation and become little more than bloodthirsty, frenzied berzekers, the task of actually running the military's day to day bureaucracy falls to the humble Second Lieutenant. This has quickly become self-sustaining, as there are only so many requisition forms one can fill out before the urge to kill becomes irresistible.							
Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Marine Lieutenant	1	28mm	2	0	3"/6"	4+/6+	6/4+
1 Marine Lieutenant			<u>Marine Lieutenant</u> M16, M7 Bayonet, Flak Jacket, M1 Helmet May replace their M16 with... - M14 - Tommy Gun May replace one M1911 with... - Shotgun				
Special Rules							
Unit Rules <i>Butterbar:</i> Once per game, you may activate this unit at no Order cost. However, if Interrupted for that Activation, they must count their Initiative as -2.							
Marine Lieutenant Rules <i>Officer 1, Respawn</i>							
<i>Gone Postal:</i> Upon respawning for the first time, the Marine Lieutenant loses the Butterbar rule, and gains <i>Weapon Fury +1, Weapon Skill +1</i> , and Ds 9.			Panic Effects <i>Daunted 3, Frag, Retreat</i>				

Committee S1 HQ

ET Agent							45pts per unit
Committee 51 - USA (Free World Forces)							
There is a department so classified that even those who witness them will deny seeing anything, whose memories are gone in a blink. Wearing black suits and ray-bans, moving in shadow and silence, ET Agents are tasked with guarding against extraterrestrial threats. Disavowed and unlisted by the government, their existence denied, names scrubbed and fingerprints burnt off, anyone who has seen something strange faces the ever-present possibility of a visit.							
Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
ET Agent	1	28mm	2	+2	3"/6"	3+/6+	5/5+
Composition			Wargear Options				
1 ET Agent.			<u>ET Agent</u> Vapourizer, Fists May take up to 2 of... - Ray Blaster for +5pts - Laser Annihilator for +5pts - Matter Decompressor for +10pts - Anti-Materializer Rifle for +10pts				
Special Rules							
Unit Rules <i>Outflanker 1, Stealth (Cloaking)</i>							
ET Agent Rules Officer 1, Ranged Block 3+, Ballistic Skill +1, Weapon Fury +1			Panic Effects <i>Daunted 3, Shaken, Stunned, Retreat, White Flag, Shattered</i>				
<i>Walk in Shadow:</i> Shooting attacks against this model take							

ET Agent								45pts per unit
Committee 51 - USA (Free World Forces)								
There is a department so classified that even those who witness them will deny seeing anything, whose memories are gone in a blink. Wearing black suits and ray-bans, moving in shadow and silence, ET Agents are tasked with guarding against extraterrestrial threats. Disavowed and unlisted by the government, their existence denied, names scrubbed and fingerprints burnt off, anyone who has seen something strange faces the ever-present possibility of a visit.								
Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv	
ET Agent	1	28mm	2	+2	3"/6"	3+/6+	5/5+	
-1 Accuracy. External Affairs: While creating your list, choose 1 of the following special rules to apply: - Attaché (General Infantry, LRRP Team, G-Men, Army Weapon Team) - Lone Agent " " .								

USA Common

US Army Common

General Infantry								35pts per unit
US Army - USA (Free World Forces)								
A mixture of volunteers and draftees, GIs make up the bulk of the increasingly overshadowed forces of the regular Army. Though years of conflict in Vietnam and throughout the Astral Plane have wreaked havoc on their morale, they can still count on their solid core of professional NCOs and the sheer amount of ammunition they carry onto the field.								
Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv	
General Infantry	1	25mm	2	0	3"/5"	3+/6+	2/5+	
- Private								
- PFC								
- Specialist								
- Sergeant				+1			4/5+	
- Staff Sergeant				+1			5/5+	
Composition			Wargear Options					

General Infantry

US Army - USA (Free World Forces)

35pts
per unit

A mixture of volunteers and draftees, GIs make up the bulk of the increasingly overshadowed forces of the regular Army. Though years of conflict in Vietnam and throughout the Astral Plane have wreaked havoc on their morale, they can still count on their solid core of professional NCOs and the sheer amount of ammunition they carry onto the field.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
General Infantry	1	25mm	2	0	3"/5"	3+/6+	2/5+
- Private							
- PFC							
- Specialist							
- Sergeant				+1			4/5+
- Staff Sergeant				+1			5/5+
1 Private, 1 PFC, 1 Specialist, 1 Sergeant, 1 Staff Sergeant. - Add 1 Sergeant, 1 Private, 1 PFC, and 2 Specialists for +35pts, to a maximum of 10 total models. May make the Staff Sergeant a Veteran NCO for +10pts.							
Special Rules				<u>General Infantry</u> <i>M7 Bayonet, Flak Jacket, M1 Helmet, Gas Mask</i> <u>Private</u> <i>M16, M72 LAW, M26 Grenade</i> <u>PFC</u> <i>M16, M26 Grenade</i> Choose 1 below. No duplicates. - <i>AN/PRC-77 Radio</i> - <i>Shotgun</i> - <i>CS Grenade</i> - <i>M5 Medical Bag</i> <u>Specialist</u> <i>M1911</i> Choose 1 below. Max 2 duplicates per unit. - <i>M60 Machine Gun</i> - <i>M79 Blooper (HE, AP, Flechette 1, Tear Gas)</i> - <i>M21 Marksman Rifle</i> <u>Sergeant & Staff Sergeant</u> <i>M16, M1911, Smoke Grenade</i> May replace the <i>M16</i> with an <i>M14</i> May replace the <i>M1911</i> with a <i>Shotgun</i>			
Unit Rules <i>Lockdown 2</i>				Panic Effects <i>Daunted 2, Frag, Retreat, Broken, White Flag, Shattered</i>			

LRRP Team

US Army - USA (Free World Forces)

45pts
per unit

Elite veterans of the conflict in Vietnam, Long Range Recon Patrols are small, handpicked units of specialists who excel at extended missions, stealth, war crimes, and ambush tactics. They are often the first through the rifts, probing for communists in the infinite multiverse and burning down any hooch they find.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Lerps	1	25mm	2	0	3"/6"	3+/6+	5/5+
- Ranger							
- Team Leader				+1			

Composition

3 Rangers, 1 Team Leader.
- Add 2 additional Rangers for +15pts, to a maximum of 6 total models.

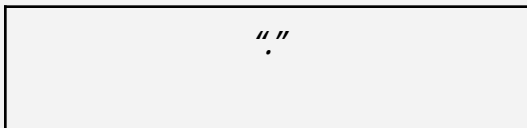
Special Rules

Unit Rules

Infiltrator, Stealth, Outflanker 1, Lockdown 2

Team Leader Rules

Veteran NCO



Wargear Options

Lerps

M14, M1911, M26 Grenade, Smoke Grenade, CS Grenade, Machete

May replace their M14 with a MAC-10

May replace their M1911 with a Shotgun

Ranger

May replace their M14 with an M21 Marksman Rifle for +10pts

May replace their M1911 with an M72 LAW for +5pts

1 model (2 models in a 6 model unit) not carrying a LAW may take 1 below; no duplicates.

- AN/PRC-77 Radio for +5pts
- M5 Medical Bag for +5pts

Panic Effects

Daunted 2, Frag, Retreat, Broken, White Flag, Shattered

Combat Medical Team

US Army - USA (Free World Forces)

25pts
per unit

In the Second World War, the US Army stuck to an extremely strict reading of the Geneva Convention, refusing to issue arms to their medics at all in the hopes it would protect them through making their neutrality obvious. In the modern day, however, the Army has decided that guns are awesome and rules are for losers.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Combat Medics	1	25mm	2	0	3"/5"	3+/6+	5/5+
- Platoon Medic							

Composition

3 Platoon Medics

Special Rules

Unit Rules

Wargear Options

Platoon Medic

M16, M26 Grenade, M7 Bayonet, Flak Jacket, M1 Helmet, Gas Mask

Combat Medical Team

US Army - USA (Free World Forces)

25pts
per unit

In the Second World War, the US Army stuck to an extremely strict reading of the Geneva Convention, refusing to issue arms to their medics at all in the hopes it would protect them through making their neutrality obvious. In the modern day, however, the Army has decided that guns are awesome and rules are for losers.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Combat Medics	1	25mm	2	0	3"/5"	3+/6+	5/5+
- Platoon Medic							

Heedless

Platoon Medic Rules

Medic 2/4+, Surgeon 1/6+

Panic Effects

Daunted 2, Retreat, Broken, White Flag, Shattered

M113 ACAV

US Army - USA (Free World Forces)

50pts
per unit

Pioneered by a group of absolute maniacs in the ARVN, the ACAV variation of the M113 replaces some of the transport capacity with as many machine guns as will fit and all the ammo they can carry, allowing these light aluminum battle taxis to instead act as impromptu assault tanks. It was enthusiastically adopted by American troops, who will never pass up a chance to make any vehicle 2nd Amendment Compliant.

Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT		DM
M113 ACAV	4	4	2	8"/12"	8+/10+ (5+/8+)		-1
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
American Tank Crew	1	25mm	2 (1)	0	3"/5"	3+/6+	2/5+
- Tanker							

Composition

1 M113 ACAV with 4 Tankers

Special Rules

M113 ACAV Rules

*Terror 1, Amphibious, Vehicle NBC Protection
Internal Transport 6 (Size 2) - Exit Rear 6*

Vehicle Wargear

M113 ACAV Hull

1 Hatch with Pintle M2 HMG & Gun Shield (Front/Sides)

2 Hatches with Pintle M60 MG & Gun Shield (1 Front/Left, 1 Front/Right)

- Each M60 can be replaced with an M2 Flamethrower for +5pts.

1 Hatch

- May add *Anti-Mine Sandbags* at no cost, lowering Dr/ODr to 6"/10", but raising GT/PT to 8+/10+ (8+/10+).

Crew Wargear

American Tank Crew

M1911, M7 Bayonet, Flak Jacket, M1 Helmet, Gas Mask

- Two models may carry *M3 Grease Guns*.
- Any model without an *M3 Grease Gun* may carry an *M14* for +2pts.

M113 ACAV

US Army - USA (Free World Forces)

50pts
per unit

Pioneered by a group of absolute maniacs in the ARVN, the ACAV variation of the M113 replaces some of the transport capacity with as many machine guns as will fit and all the ammo they can carry, allowing these light aluminum battle taxis to instead act as impromptu assault tanks. It was enthusiastically adopted by American troops, who will never pass up a chance to make any vehicle 2nd Amendment Compliant.

Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT		DM	
M113 ACAV	4	4	2	8"/12"	8+/10+ (5+/8+)		-1	
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv	
American Tank Crew	1	25mm	2 (1)	0	3"/5"	3+/6+	2/5+	
- Tanker								
Vehicle Damage			Panic Effects					
Crew Casualty, Passenger Casualty, Engine Damaged, Track Thrown, Weapon Destroyed			Daunted 2, Bail, Retreat, Broken, White Flag, Shattered					
Melee	Types & Special		Attack Dice		Range	Accuracy	Power	AP
Track Links	Crushing		1		0	-2	+3	4
Wading Plate	Ramming		2		0	-	+3	2
Fenders	Rammed		2		0	-	+6	1

Republic of Hell Common

Hell Marines

Republic of Hell - USA (Free World Forces)

50pts
per unit

The US Marines are in a completely one-sided contest with the Army to prove that they are the more badass service. They fight with cast-offs to show how rugged they are and engage in close assaults at every opportunity. This attitude has only been reinforced since the Marines began reconstituting units by retrieving their casualties from Hell.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Hell Marines	1	25mm	2	0	3"/6"	4+/6+	6/4+
- Rifleman							
- Corporal				+1			
- Sergeant				+1			6/3+
Composition			Wargear Options				
3 Riflemen, 1 Sergeant.			<u>Hell Marines</u>				
- Add 2 more Riflemen and 1 Corporal for +30pts, to a maximum of 10 total models.			M1911, K-BAR, Flak Jacket, M1 Helmet, Gas Mask				
May make the Sergeant a Veteran NCO for +10pts.			<u>Rifleman</u>				
			M16, M26 Grenade				
			May replace their M16 with a Shotgun				

50pts
per unit

The US Marines are in a completely one-sided contest with the Army to prove that they are the more badass service. They fight with cast-offs to show how rugged they are and engage in close assaults at every opportunity. This attitude has only been reinforced since the Marines began reconstituting units by retrieving their casualties from Hell.

Special Rules

Lockdown 2

Damned, Respawn

Assault Troops: Hell Marines get *Ballistic Skill +1* when Shooting units within the first range band of their weapon.

M60 GPMG

May replace their *M60 GPMG* with...

- M2 Flamethrower
- M79 Blooper (Flechette, Brimstone)

M16, M34 WP Grenade

May replace their *M16* with...

- Shotgun
- Tommy Gun

Panic Effects

Daunted 3, Beserk, Retreat, Shattered

20pts
per unit

Sealing wounds with hellfire and sending the gravely wounded off to regroup, the Corpseman is a vital and beloved element of the US Marines in action. Many of them jingle as they walk, wearing multiple necklaces worth of duplicate dog tags from frequent flyers.

Composition

1 Corpseman

Special Rules

Heedless, Damned, Lone Agent, Respawn
Medic (Damned) 4/5+

Combat Lifetaker Training: You may, at any time, remove a Rally Point from a Friendly Hell Marine unit within 9" of this model.

Wargear Options

Corpseman

M1911, M26 Grenade, K-BAR, Flak Jacket, M1 Helmet, Gas Mask

"Yeah, that looks nasty. I can offer you an aspirin or a 45."

Panic Effects

US Navy Corpseman

Republic of Hell - USA (Free World Forces)

20pts
per unit

Sealing wounds with hellfire and sending the gravely wounded off to regroup, the Corpseman is a vital and beloved element of the US Marines in action. Many of them jingle as they walk, wearing multiple necklaces worth of duplicate dog tags from frequent flyers.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Corpseman	1	25mm	2	0	4"/7"	4+/6+	6/4+
Daunted 3, Beserk, Retreat, Shattered							

Committee S1 Common

G-Men

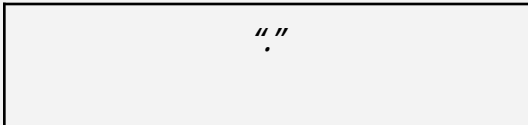
Committee 51 - USA (Free World Forces)

30pts
per unit

The last two decades have seen a massive uptick in UFO sightings, alien abductions, cattle mutilation, crop circles, extraplanetary elopements, and psychic contact with things beyond the stars. The ever-expanding ranks of the National Security Agency are tasked with monitoring and, if necessary, intervening in these incidents to protect the Earth and, more importantly, America.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
G-Men	1	25mm	2	+1	3"/6"	3+/6+	4/6+
- Junior Agent - Field Agent							

Composition	Wargear Options
4 Junior Agents. - Add 2 more Junior Agents for +15pts. - For every 2 models in the unit, one Junior Agent may be upgraded to a Field Agent for +5pts. May make a single Field Agent a Veteran NCO for +10pts.	<u>G-Men</u> <i>Ray Pistol, Fists</i> <u>Junior Agent</u> May replace their <i>Ray Pistol</i> with a <i>Tommy Gun</i> <u>Field Agent</u> <i>Ray Blaster</i> May replace their <i>Ray Blaster</i> with... - <i>Photon Disintegrator</i> - <i>Matter Decompressor</i> - <i>Laser Annihilator</i>
Special Rules	Panic Effects
Unit Rules <i>Outflanker 1 (Outrider), Stealth, Lockdown 2</i> <i>Walk in Shadow:</i> Shooting attacks against the unit take -1 Accuracy.	Daunted 3, Shaken, Stunned, Broken, White Flag, Shattered



Neutral Common

M113 Armoured Personnel Carrier

35pts
per unit

Neutral - USA (Free World Forces)

The original Metal Box. Originally produced by the FMC Corporation, since the start of the war new M113s have continued to appear in US Army inventories despite the termination of orders, the dissolution of FMC as a company, the destruction of its factories by Soviet saboteurs, and the retroactive erasure of its blueprint and arrest of its designers by the Time Watch to avert the rise of Emperor Mike I.

Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT	DM	
M113	4	2	2	8"/12"	8+/10+ (5+/8+)	-1	
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
American Tank Crew	1	25mm	2 (1)	0	3"/5"	3+/6+	2/5+
- Tanker							
Composition			Vehicle Wargear				
1 M113 with 2 Tankers			<u>M113 Hull</u> 1 Hatch with Pintle M2 HMG (All Arcs) - May add a Gun Shield for +5pts.				
Special Rules			1 Hatch - May add Anti-Mine Sandbags at no cost, lowering Dr/Odr to 6"/10", but raising GT/PT to 8+/10+ (8+/10+).				
M113 Rules Terror 1, Amphibious, Vehicle NBC Protection Internal Transport 11 (Size 2) - Exit Rear 11 External Transport 6 (Size 1)			<u>M113 Internal Passengers</u> 2 Hatches				
			Crew Wargear				
			<u>American Tank Crew</u> M1911, M7 Bayonet, Flak Jacket, M1 Helmet, Gas Mask - Two models may carry M3 Grease Guns. - Any model without an M3 Grease Gun may carry an M14 for +2pts.				
Vehicle Damage			Panic Effects				
Crew Casualty, Passenger Casualty, Engine Damaged, Track Thrown, Weapon Destroyed			Daunted 2, Bail, Retreat, Broken, White Flag, Shattered				
Melee	Types & Special		Attack Dice	Range	Accuracy	Power	AP
Track Links	Crushing		1	0	-2	+3	4
Wading Plate	Ramming		2	0	-	+3	2
Fenders	Rammed		2	0	-	+6	1

USA Support

US Army Support

Army Weapon Team							30pts per unit
US Army - USA (Free World Forces)							
Ever since the undead outbreak at Kent State, US weapon teams have been organised into dedicated squads to allow the concentration of fire against the massed horde of mindless zombies and/or mindless communists.							
Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Weapon Team	1	25mm	2	0	3"/5"	3+/6+	2/5+
- Gunner		40mm			3"/3"		
- Operator		32mm					
- Loader							
- Spotter				+1			4/5+
Composition				Wargear Options			
2 Gunners, 2 Loaders. - Add 1 Gunner and 1 Loader for +15pts, to a maximum of 8 total models. - May replace all Gunners with Operators. - Add a Spotter for +20pts.				<u>Weapon Team</u> M16, M7 Bayonet, Flak Jacket, M1 Helmet, Gas Mask <u>Gunner</u> Choose 1 below: - Tripod M2 HMG - M2 Mortar - Tripod Mark 19 Grenade Launcher <u>Operator</u> Choose 1 below: - M67 Recoilless Rifle - China Lake Grenade Launcher - M202 FLASH - FIM-43 Redeye - C4 Demolition Charges <u>Spotter</u> May add an AN/PRC-77 Radio for +5pts			
Special Rules				Panic Effects			
Unit Rules <i>Abandon the Guns!:</i> If this unit Flees, replace all Gunners with Loaders. This can also be done voluntarily at any point in a unit's Activation.				Daunted 2, Frag, Retreat, Broken, White Flag, Shattered			
Spotter Rules <i>Adjust Fire:</i> When the Spotter uses the Take Aim Action, nominate a unit that is visible to the Spotter. All other members of the unit count as having Taken Aim against that unit. If the Spotter is carrying an AN/PRC-77 Radio, the target unit can be one which is visible to any friendly unit with a Radio.							
" "							

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Tripod M2 HMG	[[Reload 1]]	[3] [[5]]	18"	[0]	+2	3

- Awe 3						
M2 Mortar	Burst, <i>Indirect, Awe 1d3, Reload 1</i>	[1/1d6]	18"	[0]	+1	0
Mark 19 Grenade Launcher	Variable, <i>Reload 1</i>					
HE Grenade	Burst	[3/1d3]	18"	[0]	+0	0
AP Grenade	-	[3]	18"	[0]	+2	4
M67 Recoilless Rifle	Variable, Backblast, <i>Reload 1</i>					
HE Shell	Burst	[1/1d6]	9"	[0]	+1	0
HEAT Shell		[1]	9"	[0]	+6	6
China Lake Grenade Launcher	Variable					
HE Grenade	Burst, <i>[[Indirect]]</i>	2/1d3	9"	-2 [+1]	+0	0
AP Grenade	-	2	9"	-3 [0]	+2	4
M202 FLASH	Burst, Backblast	1/1d6	1/18"	-1 [0]	+1	2
- <i>Ignores Cover, Shock, Ammo 4</i>						
FIM-43 Redeye						
C4 Demolition Charges	Melee, Mine, <i>Demolish</i>	1	0	-3	+8	6

Airmobile Infantry 70pts per unit							
US Army - USA (Free World Forces)							
Though beginning with experiments in 1943 and Korea, it has only been in the last ten years that the utility of airmobile infantry has been taken seriously. Based on British experience in the Mayalasian Emergency, the United States began a program to introduce specialized units into regular service. These units proved vital in the war in Vietnam, able to swiftly land and dust off from small areas. Helicopters have also been pretty useful for all that stuff, but while they have range and carrying capacity, it just isn't as <u>fun</u> as a jetpack. Plus, a jetpack is only slightly more likely to kill you.							
Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Airmobile Infantry	1	25mm	2	0	3"/4"	3+/6+	3/5+
- PFC							
- Specialist							
- Sergeant				+1			4/5+
- Staff Sergeant				+1			5/5+
Composition				Wargear Options			
2 PFCs, 1 Specialist, 1 Sergeant, 1 Staff Sergeant. - Add 1 Sergeant, 3 PFCs, and 1 Specialist for +50pts, to a maximum of 10 total models.				<u>Airmobile Infantry</u> <i>Gyrojet Carbine, M7 Bayonet, M26 Grenade, Chicken Plate, Gas Mask</i>			
May make the Staff Sergeant a Veteran NCO for +10pts.				<u>Specialist</u>			

Airmobile Infantry

US Army - USA (Free World Forces)

70pts
per unit

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Helicopters have also been pretty useful for all that stuff, but while they have range and carrying capacity, it just isn't as fun as a jetpack. Plus, a jetpack is only slightly more likely to kill you.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Airmobile Infantry	1	25mm	2	0	3"/4"	3+/6+	3/5+
- PFC							
- Specialist							
- Sergeant				+1			4/5+
- Staff Sergeant				+1			5/5+
Special Rules			<i>M203 Grenade Launcher</i>				
Unit Rules <i>Lockdown 2</i>			<u>Sergeant & Staff Sergeant</u> <i>M1911, Smoke Grenade</i>				
Airmobile Infantry Rules <i>Deep Strike 2, Boost (Jumpjet) 1/12"</i>			Panic Effects				
			<i>Daunted 2, Frag, Retreat, Broken, White Flag, Shattered</i>				

M48A3 Patton

US Army - USA (Free World Forces)

140pts
per unit

This aging workhorse of the American military is showing its vintage in many ways, not least of which is the 90mm gun's inability to penetrate Soviet armour without HEAT ammunition. It shares many features with its namesake, being an unreliable, cantankerous war machine with an outsized reputation whose best days are behind it. It may also be extremely racist, but it's hard to tell.

Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT		DM
M48 Patton	4	4	2	6"/9"	10+/12+ (7+/9+)		-2
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
American Tank Crew	1	25mm	2 (1)	0	3"/5"	3+/6+	2/5+
- Tanker							
- Commander				+1			5/5+
Composition			Vehicle Wargear				
1 M48 Patton with 3 Tankers, 1 Commander - Can upgrade Commander to <i>Veteran NCO</i> for			<u>M48 Patton Turret (All Arcs)</u> <i>M41 90mm Gun + Co-Ax M37 MG</i>				

140pts
per unit

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Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT	DM	
M48 Patton	4	4	2	6"/9"	10+/12+ (7+/9+)	-2	
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
American Tank Crew	1	25mm	2 (1)	0	3"/5"	3+/6+	2/5+
- Tanker							
- Commander				+1			5/5+
+10pts.							
Special Rules			1 Hatch with Cupola M2 HMG (All Arcs) - May take a Pintle M2 HMG (All Arcs) for +5pts.				
M48 Patton Rules			1 Hatch - May take a Pintle M2 HMG (All Arcs) for +5pts.				
Terror 3, Vehicle NBC Protection			<u>M48 Patton Hull</u>				
External Transport 6 (Size 1)			1 Hatch				
Obstructed Traverse: While there are any External Passengers aboard, the Turret's Arc is reduced to Front Only.			Vehicle Upgrade Options: - IR Searchlight for +10pts. - Dozer Blade for ??pts. - AA M2 HMG Mount for +??pts.				
Commander Cupola: The Cupola M2 HMG can be fired without opening the hatch, but cannot be used in the same Turn as a Pintle M2 HMG mounted on the same hatch.			Crew Wargear				
			<u>American Tank Crew</u> M1911, M7 Bayonet, Flak Jacket, M1 Helmet, Gas Mask - Two models may carry M3 Grease Guns. - Any model without an M3 Grease Gun may carry an M14 for +2pts.				
Vehicle Damage			Panic Effects				
Crew Casualty, Passenger Casualty, Engine Damaged, Track Thrown, Weapon Destroyed, Turret Jam			Daunted 2, Bail, Retreat, Broken, White Flag, Shattered				
Melee	Types & Special	Attack Dice	Range	Accuracy	Power	AP	
Track Links	Crushing	2	0	-2	+4	4	
Armoured Prow	Ramming, Demolish X	3	0	-	+8	6	
Fenders	Rammed	2	0	-	+10	1	

Republic of Hell Support

Infernal Auxiliaries

70pts
per unit

Republic of Hell - USA (Free World Forces)

The CIA went through a large number of euphemisms for their newfound allies after the successful coup of Satan and the installation of Henry Kissinger as the new lord of Hell. They tried extra-dimensional advisors, subreality freedom fighters, and infernal auxiliaries before finally just admitting that their new shock troopers are, in fact, literal baby-eating demons from the heart of Hell itself. They are considered a positive step in the agency's moral standing.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Infernal Auxiliaries	1	32mm	2	+1	4"/8"	6+/6+	8/3+
- Rifleimp							
- Arch-Corporal	2	40mm		+2			
Composition				Wargear Options			
6 Rifleimps. - Add 3 more Rifleimps for +35pts, to a maximum of 12 total models. - Upgrade 1 Rifleimp to an Arch-Corporal for +15pts. May make the Arch-Corporal a Veteran NCO for +10pts.				<u>Infernal Auxiliaries</u> <i>Fireball</i> <u>Rifleimp</u> <i>M2 Carbine, Fellknife</i> May replace their <i>M2 Carbine</i> & <i>Fellknife</i> with an <i>Accursed Axe</i> for +5pts.			
Special Rules				<u>Arch-Corporal</u> <i>T66 GPMG, Hellscourge Whip</i> May replace their <i>Hellscourge Whip</i> with a <i>Doomsword</i>			
Infernal Auxiliaries Rules				Panic Effects <i>Daunted 4, Beserk, Retreat, Shattered</i>			
<i>Terror (1 Per 4 Mass), Damned, Miracle 5+</i> " "							

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Fireball	Small, Sidearm, <i>Shock, Magic</i>	1	2/6"	0	+1	1
M2 Carbine	Small, (<i>Reload 1</i>)	1 (3)	12"	-1	+1	1
T66 GPMG	Small, (<i>Awe 2</i>), (<i>Reload 1</i>)	2 (4)	18"	-1	+1	2
Fellknife	Melee, <i>Magic</i>	1 {2}	0	+1	+3	3
Accursed Axe	Melee, <i>Magic</i>	1	1	-1 {0}	+5	5
Hellscourge Whip	Melee, <i>Assassin, Magic</i>	2	2	+1	+3	1
Doomsword	Melee, <Sweep>, <i>Magic</i>	1	0	+1	+5 <+3>	5 <3>

M666 Portal Carrier

Republic of Hell - USA (Free World Forces)

60pts
per unit

Manufactured in the rapidly-industrialising hellscape of the 6th Circle and crewed by the bound souls of heretics, the M666 Portal Carrier is considered a step up in the world by its crews, because unlike their infernal accommodations this one is only **occasionally** a flaming coffin.

Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT		DM	
M666	4	-	2	8"/12"	8+/10+ (5+/8+)		-1	
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv	
Infernal Machine	-	-	(2)	-2	-	-	8/3+	
- Lemure								
Composition			Vehicle Wargear					
1 M666 with 1 Lemure			<u>M666 Hull</u> <i>Cupola M2 HMG</i>					
Special Rules								
M666 Rules <i>Terror 2, Amphibious, Vehicle NBC Protection, Damned External Transport 6 (Size 1)</i> <i>Get Thee Behind Me, Satan:</i> Friendly Infantry of Size 2 or less with the Damned special rule may Enter Battle as if the M666's Rear were a board edge within your Deployment Zone. <i>Damage Result - Portal Collapse:</i> Remove the <i>Get Thee Behind Me, Satan</i> special rule. Infernal Machine Rules <i>Automation, Damned</i> <i>Bound Spirit:</i> The Infernal Machine cannot take damage, and is only destroyed when the vehicle is, or when it <i>Shatters</i> . It treats <i>Crew Stunned!</i> damage results as <i>Crew Shaken!</i>			""					
Vehicle Damage			Panic Effects					
<i>Engine Damaged, Track Thrown, Weapon Destroyed, Portal Collapse</i>			<i>Daunted 4, Pinned, Retreat, Shattered</i>					
Melee	Types & Special		Attack Dice		Range	Accuracy	Power	AP
Track Links	Crushing		1		0	-2	+3	4
Wading Plate	Ramming		2		0	-	+3	2
Fenders	Rammed		2		0	-	+6	1

M50 Ontos

Republic of Hell - USA (Free World Forces)

100pts
per unit

The pinnacle of the American compulsion to strap recoilless rifles to things that really ought not to have them, it is rumoured that the M50 Ontos is the result of a number of unarmed artillery tractors being left unattended with the keys in them at Camp Pendleton. When the brass next checked in, there were these bizarre **things** driving around bristling with recoilless rifles.

New Ontoses are now manufactured entirely in Hell, in order to take advantage of the lower cost of labour. The steel is quenched in the, uh, waters of the Styx, which results in the occasional possession.

Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT		DM
M50 Ontos	4	3	2	5"/8"	8+/10+ (5+/8+)		-1
- Marine M50							
- Possessed M50		-					
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Armour Marines	1	25mm	2 (1)	0	3"/6"	4+/6+	6/4+
- Private							
- Commander				+1		6/3+	
Infernal Machine	-	-	(3)	0	-	-	8/3+
- Cacodemon							

Composition

1 Marine M50 with 2 Privates, 1 Commander
- May upgrade to a Possessed M50 with 1 Cacodemon for +20pts.

Special Rules

M50 Ontos Rules

Terror 1, Vehicle NBC Protection, Damned

External Loading: The M40 Recoilless Rifles can only be Made Ready by infantry models adjacent to the vehicle's Rear, not embarked Crew.

Devil Take the Hindmost: When this vehicle fires any number of M40 Recoilless Rifles, any Infantry model within 1" of the vehicle's Rear takes 1 Attack, rolled at Accuracy 0, Power +1, AP 2.

Possessed M50 Rules

Terror 2

Armour Marines Rules

Damned

Infernal Machine Rules

Automation, Damned

Bound Spirit: The Infernal Machine cannot take damage, and is only destroyed when the vehicle is, or when it *Shatters*. It treats *Crew Stunned!* damage results as *Crew*

Vehicle Wargear

M50 Ontos Hull
6 Linked M40 Recoilless Cannons (Front)

Marine M50 Hull
1 Hatch with Pintle M1919 MG (Front)
1 Hatch

Crew Wargear

Armour Marine
M1911, K-BAR, Flak Jacket, M1 Helmet, Gas Mask

“ ”

M50 Ontos

Republic of Hell - USA (Free World Forces)

100pts
per unit

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Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT	DM	
M50 Ontos	4	3	2	5"/8"	8+/10+ (5+/8+)	-1	
- Marine M50							
- Possessed M50		-					
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Armour Marines	1	25mm	2 (1)	0	3"/6"	4+/6+	6/4+
- Private							
- Commander				+1			6/3+
Infernal Machine	-	-	(3)	0	-	-	8/3+
- Cacodemon							
Shaken!							
Vehicle Damage			Panic Effects				
Crew Casualty (Marine M50), Engine Damaged, Track Thrown, Weapon Destroyed			Marine M50 Daunted 3, Bail, Shaken, Retreat, Shattered				
			Possessed M50 Daunted 4, Berserk, Retreat, Shattered				
Melee	Types & Special	Attack Dice	Range	Accuracy	Power	AP	
Track Links	Crushing	1	0	-2	+3	4	
Front Plate	Ramming	2	0	-	+3	2	
Fenders	Rammed	2	0	-	+6	1	

Committee S1 Support

Grey-Ops Team

Committee 51 - USA (Free World Forces)

70pts
per unit

No one could have believed, in the middle years of the 20th century, that mankind was being watched by creatures of unfathomable intelligence and incredible tech-

Wait, wait, hold on, I have just been informed that actually around now everyone believes this. People see flying saucers every time a bird gets spooked. The fact they're right and we are, in fact, being observed, the government is in on it, and alien strike teams are outside your door right now, is entirely incidental. Their stealth technology is far too advanced to be detected by something as pedestrian as a camera; they were of course revealed to the public via IRS audit.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Grey-Ops	1	32mm	3	+1	4"/4"	2+/5+	6/5+
- Operative							
- Deconstructor							
- Psi-Operative				+2			

Composition

3 Operatives.

- Add 3 more Operatives for +50pts, to a maximum of 6 total models.
- For every 3 models in the unit, 1 Operative may be upgraded to a Deconstructor for +5pts each.
- Upgrade 1 Operative to a Psi-Operative for +10pts.

May make the Psi-Operative a Veteran NCO for +10pts.

Special Rules

Unit Rules

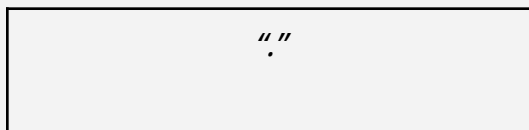
Stealth (Active Cloak)

Grey-Ops Rules

Ballistic Skill +1

Psi-Operative Rules

Telepathic Vigil: Mark 1; when Interrupting or being Interrupted by the marked unit, this unit may spend the mark to reroll their Initiative roll. If you use this ability again, remove any existing Marks.



Wargear Options

Grey-Ops

Powered Gauntlets, Exo-Suit

Operative

Ray Cannon

Deconstructor

Choose 1:

- *Matter Decompressor*
- *Quantum Dissector*
- *Photon Disintegrator*

Psi-Operative

Ray Cannon, AN/PRC-77 Radio

Panic Effects

Stunned, Desertion, Retreat, Broken, Shattered

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Powered Gauntlets	Melee	1	0	-1	+3	2

EM113 Surveillance Vehicle

70pts
per unit

Committee 51 - USA (Free World Forces)

Integral to the mission of Committee 51 is heading off any UFO-related discoveries and preventing the spread of the information, without tipping off enthusiast communities that they are being surveilled. In most regions of the United States, this is a task ably performed by a variety of unmarked vans and utility trucks, but in international contexts, the M113 serves as an ideal platform; it is roomy, has mounting points for a variety of RDF and scrambling equipment, and is so ubiquitous that when parked the enemy will often assume it was simply left behind after a GI joyride.

Vehicle	Size	Crew	Moves	Dr/ODr	GT/PT	DM	
EM113	4	4	2	8"/12"	8+/10+ (5+/8+)	-1	
Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
G-Men Observers	1	25mm	2 (1)	+1	3"/6"	3+/6+	4/6+
- Surveillance Agent							
Composition			Vehicle Wargear				
1 EM113 with 4 Surveillance Agents			<u>EM113 Hull</u> 2 Hatches 2 Surveillance Stations				
Special Rules			<u>EM113 Internal Passengers</u> 2 Hatches				
EM113 Rules <i>Stealth (Camo Netting), Amphibious</i> <i>Vehicle NBC Protection</i> <i>Internal Transport 6 (Size 2) - Exit Rear 6</i> <i>External Transport 6 (Size 1)</i> <i>Surveillance Station: Mark 3; Before a marked unit makes an Initiative roll, each mark spent gives them -1 to the roll.</i> Each Surveillance Station can only be used once per Activation. <i>Damage Result - Surveillance Station Destroyed:</i> This neutralizes a Surveillance Station. It can be taken until there are no surveillance stations remaining. <i>Mission Module:</i> When the EM113 is set up on the board, choose 1 of the following special rules to apply for the rest of the game: - <i>Infiltrator</i> - <i>Radio Direction Finder:</i> No enemy unit may Enter Battle within 12" of this vehicle unless they are entering from their Deployment Zone. If one or more models with this rule are in play, all friendly units gain +2 to Initiative rolls when Interrupting a unit that is using Enter Battle this activation.			Crew Wargear <u>G-Men Observers</u> <i>Ray Pistol, Fists</i> " "				
Vehicle Damage			Panic Effects				
<i>Crew Casualty, Passenger Casualty, Engine Damaged, Track Thrown, Surveillance Station Destroyed</i>			<i>Daunted 3, Bail, Shaken, Stunned, Broken, White Flag, Shattered</i>				
Melee	Types & Special		Attack Dice	Range	Accuracy	Power	AP

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per unit

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Crew	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
G-Men Observers	1	25mm	2 (1)	+1	3"/6"	3+/6+	4/6+
- Surveillance Agent							
Track Links	Crushing		1	0	-2	+3	4
Wading Plate	Ramming		2	0	-	+3	2
Fenders	Rammed		2	0	-	+6	1

Neutral Support

Robot Draftees

40pts
per unit

Neutral - USA (Free World Forces)

As the war has dragged on, the Draft has been expanded to the domestic servant robots which have become common throughout suburbia. The Three Laws Safe system used by the Asimov Corporation prevents their robots from harming any living thing. That hasn't stopped the US Army from using their immortal robot bodies as shock troops, as most of their enemies don't know better. Though regulated to wear the same uniforms as their human counterparts, there has been some confusion over the term 'battledress'.

Infantry	Size	Base	Acts	Int	Mv/Sp	IT/WT	Ds/Bv
Robot Draftees	1	28mm	2	0	4"/8"	4+/8+	8/5+
- Maidbot							
- Housekeeper				+1			

Composition

- 3 Maidbots.
- Add up to 3 more Maidbots for +10pts each.
 - Upgrade 1 Maidbot to a Housekeeper for +10.

May make the Housekeeper a Veteran NCO for +10pts.

Special Rules

Unit Rules

Robot

Robot Draftees Rules

Three Laws Safe: Each time this unit makes a Shoot or Fight

Wargear Options

Robot Draftees

M79 Blooper (AP, Tear Gas, Beanbag), Metal Fists, Durable Bodywork

Housekeeper

Smoke Grenade, AN/PRC-77 Radio

“ ”

Carbine	2	12"	0	+0	2
Assault Rifle	2 (3)	15"	-1 [0]	+0	2
Auto Rifle	1 [3]	15"	0	+0	2
LMG	2 [4]	18"	-2 [0]	+0	2

Support Weapons

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
M72 LAW	Backblast, <i>Ammo 1</i>	1	9"	-2 [-1]	+4	6
M2 Flamethrower	Spray 1", <i>Shock, Ignores Cover</i>	1	9"	+1	+1	2
M79 Bloopers	Variable					
<i>- Ammo Types:</i> Each unit has a list of ammo types it gains for this; e.g. "HE, AP, Flechette 1, Tear Gas". If a value is given, e.g. Flechette X, it means that ammo type has <i>Ammo X</i> .						
HE Grenade	Burst, <i>[[Indirect]]</i>	1/1d3	9"	-2 [+1]	+0	0
AP Grenade	-	1	9"	-3 [0]	+2	4
Flechettes	<i>Spread 2</i>	2	6"	0	+4	2
<i>- Power Drop 3, AP Drop 1</i>						
Tear Gas	Burst, <i>[[Indirect]], Gas, Less Lethal</i>	1/2d6	9"	-2 [+1]	+1	-
<i>- Inflicts the Tear Gas effect.</i>						
Brimstone	Burst, <i>[[Indirect]], Shock, Magic</i>	1/1d3	9"	-2 [+1]	+1	1
Beanbag	<i>Less Lethal, Power Drop 1</i>	1	6"	0	+0	0
M203 Grenade Launcher	Variable					
HE Grenade	Burst, <i>[[Indirect]]</i>	1/1d3	9"	-2 [0]	+0	0
AP Grenade	-	1	9"	-3 [-1]	+2	4
Flechettes	<i>Spread 2, Ammo 1</i>	2	6"	0	+4	2
<i>- Power Drop 3, AP Drop 1</i>						
Tear Gas	Burst, <i>[[Indirect]], Gas, Less Lethal</i>	1/2d6	9"	-2 [0]	+1	-
<i>- Inflicts the Tear Gas effect.</i>						
Beacon						

Vehicle Weapons

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Pintle M2 HMG	<i>Awe 3</i>	3 (5)	12"	-1 [0]	+2	3
M41 90mm Gun		Variable, <i>Reload 1</i>				
HE	Burst, <i>Demolish X</i>	1/3d3	36"	-3 [0]	+2	0
HEAT	-	1	15"	-3 [-1]	+7	7
HECP	Burst, <i>Ammo 2, Demolish X</i>	1/1d6	21"	-3 [-1]	+4	4
Beehive	Spread 3	5	3/9"	0	+5	3
-	<i>Power Drop 3, AP Drop 1, Overload 1</i>					
WP Smoke	Burst, <i>Ammo 2, Ignores Cover, Shock</i>	1/1d6	36"	-3 [0]	+2	0
Co-Ax M37 MG	Linked, <i>Awe 1</i>	3	18"	-2 [0]	+1	2
Cupola M2 HMG	<i>Awe 2</i>	3	18"	-1 [0]	+2	3
M40 Recoilless Cannon		Varies, <i>Reload 1</i>				
HE	Burst, <i>Demolish X</i>	1/2d6	12"	-3 [0]	+2	0
HEAT	-	1	12"	-4 [-1]	+8	8
Pintle M1919 MG	<i>Awe 3</i>	3	12"	-1 [0]	+1	2
M68 105mm Gun		Variable, <i>Reload 1</i>				
HE						
HEAT						
APDS						
Beehive						
WP Smoke						
Co-Ax M73 MG						
Cupola M85 HMG						

Xenotech Ranged Weapons

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
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Ray Pistol	Small, Sidearm, <i>AP Drop 1</i>	1	9"	0	+2	3
Ray Blaster	Small, <i>AP Drop 1</i>	1 (3)	12"	0 [+1]	+2	3
Photon Disintegrator	Spray 2"	1	9"	+1	+0	4
Matter Decompressor	<i>Demolish</i> - <i>The Bigger They Are...: Add the target's Size to a hit's Power.</i>	3	6"	-1	+0	8
Anti-Materializer Rifle	<i>[Assassin]</i> - <i>Anti-Vehicle, Anti-Mech</i>	[1]	24"	[0]	+3	5
Laser Annihilator	Small, <i>[Reload 1]</i>	2 (4) [6]	9"	0	+2	0
Vapourizer	Sidearm, Burst - <i>Recoil: After firing, immediately move the attacker 3 inches directly away from the target. Stop if they come into contact with impassable terrain or the board edge. This movement may remove the model from Melee Combat.</i>	1/1d3	4"	+1	+2	2
Ray Cannon	<i>Awe 1 (Awe 2), AP Drop 1</i>	2 (4)	12"	0	+3	4
Quantum Dissector	<i>Shock, (Assassin)</i> - <i>Precision Disintegration: This weapon does not resolve Damage normally; instead, roll a d6. On a 4+, Inflict 1 Wound on an Infantry, Artillery or Biker; 1 Crit on a Monster; or 1 Part Damage of your choice on a Vehicle, Mech or Flyer. No armour saves are allowed, but Miracle Saves, including Hardened, may be taken.</i>	1	3/6"	+2	-	-

Grenades

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
M26 Grenade	Grenade, Burst	1/2d3	3"	0	+0	0
CS Grenade	Grenade, Burst, <i>Gas, Less Lethal</i> - Inflicts the <i>Tear Gas</i> effect.	1/2d6	3"	0	+1	-
M34 WP Grenade	Grenade, Burst - <i>Ignores Cover, Shock</i> - <i>Indiscriminate: It costs 0 Order Tokens to use the Collateral Damage Gambit with this weapon.</i>	1/1d3	3"	0	+2	0

Melee Weapons

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
M7 Bayonet	Melee	1	0	-1	+2	1
Machete	Melee	2	0	0	+3	1

K-BAR	Melee	2	0	0	+2	1
Fists	Melee, <i>Less Lethal</i>	1	0	0	+0	0

Armour

Armour	A/Sv	Special
Flak Jacket	1/4+	Hardened 5+
M1 Helmet	2/5+	
Durable Bodywork	2/4+	
Chicken Plate	3/4+	Hardened 5+
Exo-Suit	3/2+	Hardened 4+, Gas Filters 1+
Gun Shield	3/4+	Only protects crew Exposed in the Hatch, from direct attacks.

Equipment

Equipment	Rules
Smoke Grenade	Gives the bearer <i>Smoke 1 (5", Range 9")</i>
AN/PRC-77 Radio	
Gas Mask	<i>Gas Filters 4+</i>
M5 Medical Bag	<i>Medic 1/4+</i>

Relics

The First Colt	10pts
<i>Replaces M1911. Unique</i>	
<i>It is said that while God created men, Col. Colt made them equal. However, close examination by modern forensics and Biblical scholars are increasingly converging on the consensus that Man may have been a joint project by the two, and humanity may have just been a</i>	

bootstrapping system for the invention of the Colt Paterson.

Others dispute this framing, positing that the true revolver has yet to be invented, and this is merely a very well crafted gun, while cutting edge ballistic theologians propose that Colt and God may form part of a trinity (which is a sort of three-chambered revolver) with James Madison. Meanwhile, the Church of the Lever-Action Saints believe...

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
The First Colt	Small, Sidearm, Ammo 5	1	6"	0	+0	0
- <i>Equaliser</i>: Regardless of all other effects, this weapon treats its targets' IT/WT, WT/CT or GT/PT as 2+/5+. If a target cannot be damaged by weapons which lack specific special rules, this weapon can damage it nevertheless.						

The Liberty Blade

??pts

Not usable by Damned models. Replaces M7 Bayonet, Machete, Fists or Metal Fists. Unique

Forged out of the remains of the Liberty Bell by Abraham Lincoln himself before he strode out to face Jeff Davis on the field of battle, the Liberty Blade's edge is so sharp it can pass through iron and traitor alike without stopping.

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
The Liberty Blade	Melee	3	0	0	+3	7
- <i>Proclaim Liberty</i>: This is a <i>Standard</i>.						

Freischütz's Musket

45pts

Replaces M16, M14, Gyrojet Carbine, Long-Slide M1966, Ray Blaster. Unique

Long ago, a young hunter made a deal with the devil for magic bullets, to win a marksmanship contest and the favour of his beloved. Acquired by the Thule Society by accident while searching for the mystical capital of Hyperborea (they were 1500 kilometers off), they were extracted by the OSS as part of Operation Paperclip. Taken into evidence after the assassination of JFK, they are issued to agents in small numbers.

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Freischütz's Musket	Small, Assassin, Reload 1, Magic	1	12"	0	+2	1
- <i>Rending +2/+4</i> - <i>Magic Bullet</i>: At the beginning of the game, roll 6d6 and place the results somewhere easy to remember, like back and to the left. These are your <i>Magic Bullets</i>. At the beginning of each Round, you may reroll any number of Magic Bullets. At any time during your Turn, you may spend 1 Order to roll and add a new Magic Bullet to your supply. - <i>Multihit Combo</i>: Each time you roll a 6 To-Hit, after resolving the attack, you may make another attack immediately against any eligible target with this weapon. - <i>Impossible Shot</i>: Any time you roll to hit with this weapon, you may substitute the result of a Magic Bullet for your To-Hit roll after making it (including after any rerolls). This spends the Magic Bullet die, discarding it.						

The bearer of this relic gains the *Damned* keyword.

Platonic Shotgun

25pts

Replaces Shotgun. Unique

This is The Shotgun. It is not the first shotgun, or the best shotgun; it is The shotgun, the metaphysical template from which all others are devised, the ideal against which all other shotguns are compared to determine their shotgunitude. It was plucked from the Elemental Plane of Shotguns by John Browning, loaded with hand-tooled shells of tungsten and silver from the gates of Heaven, and promptly sawn off.

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Platonic Shotgun	Small, Sidearm	1 <2>	3"	+1 (+2)	+3 (+5)	0 (3)
- <i>Spread 1, Power Drop 3, <Reload 1>, (Assassin)</i> - <i>(The Great Communicator):</i> Against Monsters, count any Wounds scored as Criticals.						

The Teeth of Washington

10pts

Unique

This set of wooden dentures was used to rip the throat out of King George III, and remain just as deadly today.

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Washington's Teeth	Melee, Assassin	1	0	-1	+3	2
- <i>Kingslayer:</i> If used to target a model with <i>Officer</i>, count the Accuracy as +1.						

Fist of the Lone Star State

30pts

Replaces all Melee weapons carried by the character. Character must carry at least one Sidearm. Unique.

In 1891, Chinese immigrant Chen Rui arrived in Texas with nothing but the clothes on her back and a burning desire to be the greatest gunslinger to ever live. She befriended quick-draw legend "Dusty" Buck "Three-Guns" McGraw, who had since the closing of the frontier become a despondent drunk. Recognizing in her the true potential of a great gunfighter and potentially the prophesied second coming of the Lord of Lead, he took her as his acolyte and taught her everything he knew about rustlin', moseyin', wranglin', ridin', driftin', drinkin', cussin', and, when she was ready, shootin'.

With these skills, she went on to defeat the legendary outlaw lord Roscoe King, moments before he was unlawfully crowned president by the great council of gunslingers that secretly control American elections. For this, she was granted the highest possible honour available to an American hero; being played by a blonde white man in the Hollywood adaptation.

And with this six-week course, you too can become the legendary Fist of the Lone Star State!!!

Any *Sidearm* carried by this model gains *Sustained* and *Fast*, and may count as a Melee Weapon for all purposes whenever relevant.

The practitioner gains *Weapon Fury +3*.

Lucky Penny

20pts

-

Little-known fact: every penny in the United States contains a tiny amount of Abraham Lincoln, in accordance with his last request.

Once per Round, you may reroll a die for an attack originating from or targeting this model.

Fascistbane Trinket

20pts

One of the hundreds of .50 calibre rounds expended by Audie Murphy, reforged in the fires of the burning M10 Wolverine into a potent icon against authoritarians everywhere.

When this model is removed, it automatically makes a Heroic Activation. If you choose to also spend your Heroic Activation on it, you may make 2 Actions.

During a Heroic Activation, this model gains *Ballistic Fury (Small) +1*, and all of its personal Ranged weapons gain *Sustained*. Any weapon they operate with Machine Gun (or MG, HMG, or GPMG) in its name gains +1 Attacks, except for M2 Brownings, which gain +3 Attacks instead.

P-38 Can Opener

20pts

Unique

While P-38 can openers are known by the nickname 'John Waynes' for reasons beyond the capability of the civilian mind to comprehend, this is the actual screen prop used by John Wayne during the filming of The Green Berets (1966). Whoever it is issued to finds themselves distinctly under the impression that they are, in fact, John Wayne; the lucky ones are gifted with a sense of invulnerability. The unlucky ones come down with the conviction that they are a Mongolian warlord and are promptly Section 8'd.

Each time this model would take a Wound or Injury, if there are any other models in the unit that are soft targets, that model takes the Wound or Injury instead.

Soulvoid Pistol

15pts

Republic of Hell Only. Replaces M1911 or Long-Slide M1966. Unique

Chambered in 9mm Pandemonium, infused with ritual magicks from the deepest halls of Hell's archives, and forged by Satan's personal blacksmith Malthus (who was subsequently employed for the test-firing), every shot from the Soulvoid cuts weeping sores into the fabric of reality.

Weapons	Types & Special	Attack Dice	Range	Accuracy	Power	AP
Soulvoid Pistol	Small, Sidearm, <i>Shock, Awe 1, Magic</i>	1	2/6"	+1	+3	2
- <i>Chamber of Horrors:</i> The wielder may Make Ready and remove a friendly Rifleimp from their unit to grant the Soulvoid Pistol <i>Spray 0"</i> and +1 AP the next time it is fired.						

Forget-Me-Not

25pts

Committee 51 Only.

Tasked with hiding the presence of aliens from the general public, NSA agents are often issued this small silver pen. This device emits a bright pulse of light which, when a person looks directly into the lens, will remove memories of extraterrestrial presence by giving the agents time to hit them repeatedly over the head.

The user's unit adds *Fast* to all their melee weapons, and may ignore the Cut Them Down! rule when Retreating from Combat. Enemy Officers in a Combat with this model cannot use Gambits.

Gas Effects

Equipment	Rules
Tear Gas	Take 1 Psyche Damage and the model cannot benefit from Cover until they move or the Round ends.

Officer Gambit

- One that lets you shoot grenades out of the air, giving you a chance for each shotgun you have in the unit