

Enjoy! And dont forget to give feedback after you get a chance to test this stuff.

- Skuzz

PS- please forgive the wretched formatting, I havent been giving access to that aspect of my posts here yet. ./

REINFORCEMENTS

UNION

Armored Assault Squads

Due to the increasing need for tougher and stronger troops to deal with the hostilities of the Maelstrom, union command as increased the production and effectiveness of its power armor soldiers. Due to this fact union players may use the following rules and statistics when using armored assault squads instead of those that are found in the union forcebook.

MP: 10 CC: 4 RC: 6 POW: 4 BOD: 5 BRN: 5 GUT: 6 LIF: 2 AR: 5(1) SIZE: M

Point Value: 48

Availability: 1 squad for every 2 standard, elite, brawler, or hellhound squads.

Structure: 4-8 (a sergeant is not required, but may be taken)

Equipment: Union power armor and Pitbull rifle.

Options: Up to 2 models may exchange their Pitbull rifles for a bulldog support rifle (+20 PV), Rottweiler heavy machine gun (+52 PV), Draco rocket launcher (+65 PV), or Gila flame-thrower (+15 PV). The squad may also be equipped with frag grenades at (+5 PV) per model.

Abilities:

As Tough as they Come: Armored Assault units are trained to handle any situation in any environment. Each model in an armored assault squad may re-roll one failed armor roll per turn. The second result must be used.

NEW SERGEANT OPTIONS

Field Officer: The sergeant is promoted to a field officer. Sergeants with one of these options may not use Split Squad ability. You must choose one of the following options when purchasing this ability:

Mixed Unit Specialty(+6 PV): A squad with this option may add up to two brawler or hellhound models (or one of each) to their ranks. The squad is it's normal type for all purposes and all other unit rules apply normally. May only be taken for standard infantry and elite squads.

Multi-squad Specialty(+10 PV): This sergeant may lead up to two squads that require sergeants (you do not have to take a sergeant for the additional squad even if normally required). The sergeant does not

have to be attached to either of the squads but is considered to be leading both. The two units do not have to maintain coherency with one another.

NEW SERGEANT ABILITIES

“What is Your Major Malfunction?!?!” (+10 PV): A sergeant with this ability is adept at getting the best out of his troops. When any model in his squad rolls a critical fumble while making a ranged attack, the model does not lose any remaining MP, although the attack is still considered a miss.

Small Unit Tactics (+8 PV): Troops led by this sergeant are highly trained in coordinating with their squad mates, and take full advantage of Union communications and intelligence technology. All models led by this sergeant add two inches to their coherency.

NEW BRAWLER OPTION

“Let’s Rumble” (+5 PV each): This option may be taken for an entire brawler squad and/or any sergeant leading a brawler squad. Models with this ability may make one free strike against any enemy models that move into base to base contact with him just as if he was receiving a charge (see page 86 of the Vor rulebook, +1 to CC and POW apply). In addition, whenever this model scores a critical hit or is attacking a prone model, the attack is resolved at POW+1 and does Damage: 2.

NEO-SOVIET

Spetsnav Squad

As the events within the Maelstrom escalate, and in order to keep up with union technology, Russian kommand has increased production and effectiveness of their already powerful power armor. The new style of power armor uses advanced alien technology and material to create a very durable suit of armor that can withstand tremendous punishment. Due to this fact soviet players may use the following rules and statistics when using spetsnav squads instead of those that are found in the soviet forcebook.

MP: 10 CC: 5 RC: 5 POW: 4 BOD: 5 BRN: 5 GUT: 6 LIF: 2 AR: 5(2) SIZE: M

Point Value: 48

Availability: 1 squad for every 2 rad, vanguard, or close assault squads.

Structure: 4-8

Equipment: Power armor and Venger rifle.

Options: Rad grenades (+4 PV), bayonets (+1), replace Venger with Klashnikov (+18 PV). Up to 2 models may take a Wolverine HMG (+50 PV, replaces Venger rifle) or Havoc rocket launcher (+30 PV).

Abilities:

Heavy Shock Troops: The Spetsnav squads are the soviets frontline assault units, designed to weather tremendous amounts of punishment in order to allow weaker troops to move into position. Because of the extremely durable nature of the Spetsnav armor any critical hits against them are treated as normal hits instead. In addition, when making knockdown checks for spetsnav models, they are only knocked

down on the result of a 1-3.

NEW RAD TROOPER OPTION

Radioactive Bullets (+3 PV per Model):

These bullets have a core laced with radioactive waste which when released into a wound causes additional damage. The bullets are extremely dangerous, often infecting the person carrying them with radiation sickness. Therefore models armed with radioactive bullets receive a -1 to their BOD and -2 to MP for the duration of the battle. For each hit scored with radioactive bullets make two separate wound rolls, either of which may damage the target (or both). Use the models basic weapon statistics to determine damage. This upgrade is available to Rad Troopers with assault rifles only.

NEW MUTANT HANDER OPTION

Master Handler (+15 PV)

Up to one mutant handler in any soviet force may be upgraded to a master handler for +15 PV. Master handlers are more adept at controlling the mutants under their control and have been trained to use their mutants as cover against enemy fire. A master handler gains the following bonuses: +1 LIF, +1 CC, and may field one additional mutant in his mutant squad. In addition any ranged attacks directed at the master handler is at a -1 RC for every mutant in his squad.

NEW MUTANT OPTIONS

Experimental Mutations (+10 or +5 PV see below)

In order to keep pace with the escalating difficulties of surviving within the Maelstrom, soviet Kommand has taken bold steps in its bio-engineering department. When selecting a mutant squad or individual the soviet player may opt to use experimental mutations by paying additional PV (if taken for a mutant squad the whole squad must take this option). This option may only be taken once per squad/individual. The player then rolls on the table below to determine the exact nature of the mutation (only roll once for a squad and apply the results to all models). This ability costs +15 PV for individual mutants and +8 PV (per model) for mutant squads.

1-2 Savage Frenzy: The mutant(s) is driven into a blind rage by the harsh chemicals and energies pulsing through its body. The mutant(s) gain +2 to CC and POW. At the end of every turn all models with this upgrade take a Power 3 hit with no armor save allowed.

3-4 Thick Carapace: The mutant's skin is very durable giving it a +1 to AR and BOD. Because of the cumbersome nature of this carapace the mutants MP is reduced by -2.

5-6 Unnatural Durability: These mutants are so durable in combat that any attacks directed at them have a -1 Power. In addition, any critical hits against these mutants are considered normal hits instead.

7-8 Quickened: These mutants are extremely quick and agile. Increase the mutants MP by +3 and any attacks at its disposal gain +1 UPT. These mutants tend to be less durable in combat however and they receive -1 to BOD and AR.

9-10 Heavily Irradiated: These mutants have been so irradiated that they continually emit lethal level of hard radiation. Any non-mutant model within 2" of one of these mutants at the start of their activation take an automatic Power 3 hit with no armor save allowed. These mutants are very unstable however and tend to perish very quickly. These mutants are always counted as casualties at the end of the game for glory point purposes regardless of whether they survived or not.

NEW UNIT

Rad-Bloats

Extremely dangerous and horribly unstable. These new mutants are a lethal new entry in the Neo-soviets Arsenal

MP: 12 CC: 5 RC: 2 POW: 5 BOD: 5 BRN: 0 GUT: 0 LIF: 2 AR: 3 SIZE: L

Point Value: 28

Availability: See mutant rules in the soviet forcebook.

Structure: See mutant rules in the soviet forcebook.

Abilities:

Mutants: Rad-Bloats are mutants and follow all the rules for mutants found in the neo-soviet forcebook.

Rad-Spawns must be taken in mutant squads.

Cybernetic Enhancements (+5 PV): Some Rad-Bloats have been fitted with cybernetics that increase their combat effectiveness. Rad-Bloats with this upgrade have an additional -1 AM to their melee attacks and gain +1 AR. All Rad-Bloats in the unit must take this upgrade.

Chem-Sacs (+5 PV): Up to two Rad-Bloats per mutant squad may have a chem-Sac. A model with a chem-sac may make one attack per game using the splash template to resolve its effects. Any model hit by the attack is treated as if hit with a chem-sprayer.

ERRATA

Havoc Missile Launcher: This weapon should only have a PV cost of 30 and taking this option does not replace the models standard weapon.

GROWLERS

New Options

Bulls

Penetrating Strike: This growler's claws and fangs are very adept at piercing opponents armor. All melee attacks by this growler have an additional -2 AM and melee attack rolls of 1, 2, or 3 are considered criticals. (+10 PV)

Legendary Fury: This chieftain is infamous for his savagery in hand to hand combat. The first charging hit

this growler makes in a turn costs 0 MP. Note that this only applies to the first charging hit of the turn regardless of the number of charges the chieftain makes. In addition, any time this growler is engaged in melee he is considered to be “receiving a charge” (see page 86 of the Vor rulebook). (+8 PV, Whitetusk chieftains only)

Void Growler Assault

In times of need strong chieftains can use the packmind to call to their space fairing cousins the void growlers. These reclusive growlers have little contact with their planet bound brethren, but have been known to answer the calls of another chieftain from time to time when they are orbiting a planet that contains growlers in need. These growlers, forced to act through the will of the packmind, assist in the only way they can: by hurling themselves from orbit onto the growlers unsuspecting enemies! Only onehorns are used this way, as chieftains, bulls, and mommas are too valuable and pups cannot survive the heat of re-entry. These onehorns plummet towards the planet, homing in on the packmind, and rain upon their foes in cataclysmic impacts. This of course kills the onehorn in the process, but the damage it causes is seen as worthwhile to the packs needs.

To use a void growler assault, you must first determine if there are nearby void growlers to use. Before selecting his forces, the growler player rolls a d10. On the result of a 6 or better there are void growlers nearby the planet. The growler player then spends 100 PV to purchase a single void growler assault (up to three may be taken). Note that the growler player must take a chieftain to take this option, as the void growlers use the packmind to guide themselves.

At the beginning of any turn in which the player’s chieftain is still alive, the growler player can roll a d10 to attempt to use the void growler assault. If the result is 1 or a 10 the assault may not be used on this turn (but may be attempted again in future turns). On any other result the growler player picks any point on the table and rolls d5 +1. Place this number of 2” markers on the target point. Roll scatter TWICE for each marker (moving the full distance rolled) to determine the final position of each marker. Any model touched by a marker sustains a Power 6 hit with an AM of -4 and doing 2 Damage.

ZYKHEE

VEHICLES

Janna’to

MP: 25 TC: 2 CC: 0 RC: 5 POW: 6 BOD: 6 LIF: 3 AR: 5(2)

Points Value: 160

Vehicle Type: Medium Flyer

Availability: See above

Weapons: Plasma battery

Options: None

Abilities:

Enhanced Armor (+15 PV): Many zykhee vehicles have greatly enhanced armor that can withstand blasts from the heaviest weapons. This upgrade gives the vehicle +2 AR.

Cloaking Field (+10 PV): Some zykhee vehicles have special nano-circuit cloaking fields that render them

nearly invisible to both sensors and the naked eye. A vehicle with this option may be held off the table at the start of the game (including any squad it is carrying). At the beginning of any turn after the first the zykhee player may attempt to bring the vehicle onto the table by rolling a d10. On the result of 7 or less the vehicle may be brought onto any table edge that is at least 10" from an enemy model. If this roll fails the zykhee player may make additional attempts on future turns.

Transport: The Janna'to may hold up to 12 zykhee warriors (may not carry Jho'tokk squads).

AG Technology: The janna'to may clear obstacles of up to 6" in height without penalty.

VEHICLE WEAPONS

Plasma Battery

This weapon consists of several linked barrels that fire a volley of shots into the target area. (Range: S 10/+1 M 20/0 L 30/0, Power: 6, AR: -2, Mode: Auto-fire).

NEW TATTOOS

Bael Fire (+4 PV)

Any model with a bael fire tattoo gains +2 Guts for the duration of the battle. If this tattoo is taken for a model that is part of a squad, the entire squad must take this tattoo.

Void (+6 PV)

Once per game, a model with a void tattoo may partially phase into the void until his next activation. While in this state the model may pass through any terrain as if it were open ground, though it may not end its movement inside of terrain. In addition, while in this state, any attacks directed at the model are negated on a die roll of 4 or less (if an attack causes multiple hits, roll for each). [MPC: 0]

SHARD

NEW UNIT

Oscillators

Similar to the ambients, the oscillators channel their energy into fields around themselves. Unlike the ambients however, the oscillators fields are designed to injure rather than protect. These frightening warriors run amidst their enemies releasing their energy fields in horrid displays of destruction.

MP: 10 CC: 4 RC: 4 POW: 4 BOD: 5 BRN: 5 GUT: 7 LIF: 1 AR: 5(1) SIZE: M

Point Value: 30

Availability: One squad per force

Structure: 3-5

Equipment: Energy Fields

Options: None

Abilities:

Energy Fields: Oscillators are able to channel their energy into damaging fields that lay waste to nearby

enemies. To use a field simply place the appropriate sized template over the acting oscillator, all models touched by the template are affected (oscillators are never harmed by their own fields, but may be damaged from other members of the squad). Models hit by an oscillator field do not have to make a knockdown check. A squad of oscillators may purchase up to two of the following fields (all members of the squad must take the same field(s)). The PV cost is per model.

Havoc Field (+10 PV): This is the standard field used by the oscillators. (MPC: 5, UPT: 1, Power: 4, AM: -1, Mode: 2" blast, Point Blank)

Plasma Field (+15 PV): This is a much heavier version of the havoc field. (MPC: 6, UPT: 1, Power: 6, AM: -3, Mode: 1 ½" blast, Point Blank)

Distortion Cascade (+15 PV): With this devastating ability oscillators are able to channel energy between themselves creating a corridor of destruction that few opponents can withstand. To use the ability draw a line between the acting oscillator and another member of the squad. Anything touched by this line takes a hit and are automatically knocked prone. (MPC: 6, UPT: 1, Power: 5, AM: -2, Mode: Point Blank)

Dispersed Coherency: Because of their unique mode of attack, oscillators gain +1" to their coherency.

Firestorms

Firestorms are tough troops that pack heavy firepower. These units are used as support and artillery squads to pound their opponents into oblivion from afar.

MP: 10 CC: 4 RC: 5 POW: 4 BOD: 5 BRN: 5 GUT: 7 LIF: 1 AR: 5(1) SIZE: M

Point Value: 45

Availability: One squad per force

Structure: 3-5

Equipment: Amplified plasma cannon

Options: One model may replace his standard armament with a phased atomic cannon (+25 PV). One model may have an AMP suit for +50 PV.

Abilities:

Amplified Plasma Cannon: This weapon blasts its target with high levels of murderous heat. This weapon is extremely nasty against the pharon, whose delicate decomposed flesh cannot withstand the tremendous heat this weapon is capable of. This weapon has a blast radius of 3" that is reduced by 1" for every range over short (i.e. 2" blast at medium, 1" blast at long). (MPC: 6, UPT: 1, Range: S 15/+1 M 30/+0 L 40/-1, Power: 6 (7 against pharon), AR: -1, Mode: "*" blast, does 2 damage to pharon)

Phased Atomic Cannon (PAC): This powerful weapon saturates an area with intense nuclear fire, effectively vaporizing its target. This weapon is very draining on the shard using it and a d10 roll must be made each time one is fired. On a 5 or less the weapon is temporarily drained and may not be fired on the next turn. (MPC: 8, UPT: 1, Range: S 20/+2 M 40/+1 L 60/+0, Power: 8, AM: -2, Mode: Indirect, 1 ½" blast, does d5 damage)

AMBIENT UPDATE

Ambients, being trueform units, may also make use of the fearsome AMP suit. Following standard availability restrictions, an ambient may have an AMP suit for +50 PV. An ambient with an AMP suit may take up to two weapons allowed for his unit type and may also purchase any two fields at the cost indicated. Also, an ambient with an AMP suit adds +1" to any soft or hard fields it possesses.

NEW LENS TYPES

Shaping Lens (wide, +5 PV): This lens broadens energy beams into wide spectrum bursts. A model equipped with this lens may use any ranged attack as a splash template attack if they wish. May not be used in conjunction with fracture cannons or orb launchers. This may not be used with a Focused Shaping Lens.

Shaping Lens (focused, +12 PV): This lens focuses energy attacks into pinpoint lasers capable of increased damage. Models with this lens adds +1 to the power of any ranged attacks they make. If the attack has a blast radius it is ignored, but the attack gains an extra Power +1 and does +1 damage. May not be used in conjunction with orb launchers or fracture cannons. This may not be used with a Wide Shaping Lens.

NEW FIELD TYPES

Repulsor Field (+10 PV): This field differs from other shard fields in that it is not always active. When the field is activated place the 3" template over the acting model to see who is affected. All models, other than the acting model, touched by the template are hit by the attack. Because this field greatly drains the acting model, it may not be used two turns in a row. Models knocked down by this attack are pushed to the nearest edge of the 3" template. (MPC: 5, Power: 3, AM: 0, Mode: 3" blast, point blank, all models under the template must make a knockdown +2 check)

Reflective Field (+10 PV): This field creates a protective cocoon around the user that is capable of reflecting attacks directed at him. Apply a -1 to the RC of any ranged attacks directed at this model. In addition, any time a non-template ranged attack misses the user roll a d10. On the result of an 8 or higher the attack has been reflected back at the shooter. Resolve the hit as if the model had been hit by his own weapon.

PHARON

New Hierophant Option

The Unhallowed

Some pharon priests are known to join a secret cabal that calls itself the Servants of the Outerdarkness. Little is known of this shadowy sect even among the pharon. What is known is that these priests cast enchantments and spells upon themselves and their equipment and organize themselves into roving bands of lethal hand to hand killers that rip through the battlefield like a dark plague. They do not cast Dark Magic the way other hierophants do, but their combat prowess makes them deadly in combat nonetheless.

A pharon player may take a group of these priests by using the standard hierophant models and using the statistics below.

MP: 10 CC: 5 RC: 4 POW: 4 BOD: 5 BRN: 6 GUT: 8 LIF: 2 AR: 2 SIZE: M

Point Value: 40

Availability: One squad per force.

Structure: 3-5

Equipment: Light armor, ceremonial blades.

Options: Any priest may have a Sephiroth Chain (+10 PV) or a Purger Gauntlet (+5 PV). In addition the squad may purchase up to two stigmata's from the list below.

Abilities:

Unholy Offering: The unhallowed are not celebrated amongst the pharon, indeed they are often despised. Their secret cult is seen as an abomination, one that many feel must be destroyed. In any game where the unhallowed are present, their controller loses -50 Glory Points at the end of the game when determining the winner.

Burial Shroud: This is the same as the ability listed in the hierophant entry in the pharon forcebook (note that it costs 5 MP from each model when moving through shadows with this ability).

Stigmata: The unhallowed are covered in snaking tendrils of green and black energy that imbue their items with unholy power. A squad of unhallowed may take up to two of the following stigmata are at the cost indicated (note that the cost is a one time cost and is not per model).

- Dark Flame (+15 PV): These unhallowed are covered in writhing ebon flames that seem to eat all light around them. Any models that strike the priests in hand to hand combat take a Power 3 hit with a -1 AM (hit or miss).

- Unholy Strength (+15 PV): These priests have been empowered by their dark faith and receive +1 to POW and all melee attacks made by them have an additional -1 AM.

- Dark Blessing (+20 PV): These priests have been imbued with the power of their dark god and receive +2 MP and +2 AR.

- Soul Drinkers (+20 PV): The weapons these unhallowed use are lethal in the extreme, often killing their opponents in a single blow. Each time these weapons wound an opponent (and they fail their AR check) roll a d10. On a 3 or less the model is killed regardless of remaining LIF. If this happens, the priest may heal one damage that he has sustained (if he has at all).

- The Harbingers (+10 PV): The unhallowed often call themselves the harbingers of He Who Lives Beyond. These priests spew horrid obscenities and vial prophecies that can turn even the hardest soul to jelly. Any model in base to base contact with these priests suffer a -1 to GUT and CC.

NEW DARK MAGIC

Wrath of Akum Ra (+10 PV)

This attack unleashes a storm of violent energy that swirls around the caster or explodes within an area with devastating effect. This power may be used in one of two ways when it is cast (requires a BRN check). The first is a swirling vortex of energy centered on the caster with the following statistics: MPC: 5, UPT: 1, Power: 4, AM: 0, Mode: 2" blast. The second is as a ranged attack with the following statistics (if the BRN check succeeds, the caster must make a RC check as normal): MPC: 6, UPT: 1, Range: S 10/+1, M 20/0, L 30/-1, Power: 5, AM: -1, Mode: 2" blast.