

# VEER-MYN

## ARMY SPECIAL RULES:

### *Pack mentality:*

Veer-myn units get a +1 bonus to their Nerve per friendly unit within 6", up to a maximum of +4.

**ALLIES:** The Corporation, Marauders, Rebs, Asterians, The Plague.

### *Underground deployment:*

The unit is always left behind as a Reinforcement, together with any transported unit. When it arrives, it executes a Manoeuvre order, emerging from the ground. The unit is placed anywhere on the table (except for impassable terrain). If that space is occupied by other units, move them as little as possible to make space for the emerging unit. Then resolve this like either a Collision, leaving the dislodged armoured unit(s) in contact with the emerging unit, or an Overrun that ended on top of another unit. After this, the unit can no longer move for the rest of the game (counting as Damaged). Any transported unit must immediately dismount.

**ALLIES:** The Corporation, Marauders, Rebs, Asterians, The Plague.

## INFANTRY

### NIGHT-CRAWLERS

NIGHT-CRAWLERS TEAM							Cost: 22 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (5)	6	4+	4	18	5	4+	9/11

Special: Piercing (1).

NIGHT-CRAWLERS SECTION							Cost: 75 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (10)	6	4+	8	18	10	4+	11/13

Special: Piercing (1). One chem-thrower.

NIGHT-CRAWLERS PLATOON							Cost: 146 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (20)	6	4+	16	18	20	4+	18/20

Special: Piercing (1). Two chem-throwers.

### STALKERS

STALKER TEAM							Cost: 28 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (5)	6	4+	4	9	10	4+	9/11

Special: Piercing (1).

STALKERS SECTION							Cost: 80 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (10)	6	4+	8	9	20	4+	11/13

Special: Piercing (1). One super-drill.

STALKERS PLATOON							Cost: 155 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (20)	6	4+	16	9	40	4+	18/20

Special: Piercing (1). Two super-drills.

### NIGHTMARES

NIGHTMARES TEAM							Cost: 100 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (5)	6	4+	20	9	5	4+	9/11

Special: Piercing (2). Four combat-drills. One chem-thrower.

NIGHTMARES SECTION							Cost: 180 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (10)	6	4+	40	9	10	4+	11/13

Special: Piercing (2). Eight combat-drills. Two chem-throwers.



## GOUGERS

GOUGERS TEAM							
Cost: 90 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (5)	6	4+	-	-	*	4+	9/11

Special: \*Five super-drills.

GOUGERS SECTION							
Cost: 160 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (10)	6	4+	-	-	*	4+	11/13

Special: \*Ten super-drills.

## RAVENOUS HORDE

RAVENOUS HORDE							
Cost: 40 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (20)	8	4+	-	-	20	3+	18/20

Special: Craven, Headstrong.

## SHREDDERS

SHREDDER							
Cost: 70 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (1)	8	4+	-	-	1	4+	7/9

Special: Crushing Strength (2), Two super-drills, Craven, Headstrong.

SHREDDERS TEAM							
Cost: 180 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (3)	8	4+	-	-	3	4+	9/11

Special: Crushing Strength (2), Six super-drills, Craven, Headstrong.

SHREDDERS SECTION							
Cost: 340 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (6)	8	4+	-	-	6	4+	12/14

Special: Crushing Strength (2), Twelve super-drills, Craven, Headstrong.

## ORDNANCE

HEAVY CHEM-THROWER							
Cost: 75 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Ord	6	*	*	24	-	5+	7/9

Special: Flamer (20), Piercing (2).

CHEMICAL HEAT-RAY							
Cost: 90 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Ord	6	4+	1	36	-	5+	7/9

Special: Blast (D6), Piercing (6).

## ARMOUR

TUNNELER							
Cost: 50 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Arm	10	*	*	*	-	6+	7/9

Special: Nimble, Crushing Strength (4).

DRILLER-CRAWLER							
Cost: 190 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Arm	*	*	*	*	-	8+	7/9

Special: Open Top, Transport (20), Crushing Strength (6).  
Four chem-throwers [one F, one L, one R, one P].

Underground deployment.

## HEROES/MONSTERS

NIGHT SPAWN							
Cost: 50 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
H/M	6	3+	5	9	3	4+	8/10

Special: Individual, Inspiring, Crushing Strength (1), Piercing (2).

Can buy a combat-drill, reducing his normal Attacks to 2.

TERROR							
Cost: 110 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
H/M	6	5+	*	*	3D6	5+	15/17

Special: Crushing Strength (4) (roll for the number of attacks before rolling to hit), Craven, Headstrong.

## WEAPONRY

### BFGs

**Chem-thrower** Cost: 35 pts  
Flamer (10) – see main rules. Piercing (2).

## SPECIAL MELEE WEAPONS

**Combat-drill** Cost: 10 pts  
In melee, roll separately an extra die for each combat-drill the unit is equipped with. If these Attacks hit, they are resolved at Crushing Strength (1). In addition, if these hits cause Damage, roll the same dice to hit again, and then to damage if you hit. Keep rolling to hit and damage until you fail to cause damage.

**Super-drill** Cost: 30 pts  
This is the same as a Combat-drill (see above), except that hits are at Crushing Strength (5).

