

# V.A.S.A. Force List

Version 1.1



**VOR**  
THE MÆLSTROM

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# V.A.S.A. FORCE LIST

This net.book is a force list for *VOR: The Maelstrom*, allowing the use of V.A.S.A. models from the *VOID* universe in *VOR* games. It includes statistics for all the generic troops, weapons and equipment, and named models from the *V.A.S.A. Force Book* shown at right, and attempts to translate their *VOID* statistics as closely as possible to *VOR* equivalents, so that they should not be significantly different from the way they appear in their native game system.

Refer to *Force Lists* on page 120 of the *VOR Rulebook* for an explanation of the notation and statistics used on the following pages.



## ARCHANGELS

MP: 9 CC: 4 RC: 5 POW: 4 BOD: 4 BRN: 5 GUT: 5 LIF: 1 AR: 0 SIZE: M

Point Value: 35

Availability: Unlimited

Structure: 4-10

Equipment: Gauss rifle

Options:

**Sergeant (+5 PV):** One model in the squad may be upgraded to a sergeant, giving her Guts 7 and the Tactical Awareness ability (below). As long as the sergeant is alive, the entire squad uses her Guts statistic for all Guts and Morale Tests it is required to make.

Abilities:

**Jump Trooper:** If an archangel wants to use this ability, she must first succeed at a Brains Test. If the test succeeds, the model may be moved up to 10 inches in a straight line at no additional MP Cost. It can even move over impassable terrain and over obstacles, provided it does not end its move inside impassable terrain, and that the obstacle is not more than 5 inches tall. If the Brains Test fails, the archangel may still move as above, but will scatter (p. 84, *VOR Rulebook*) from her intended destination point; should this scatter take the model into impassable terrain, it is considered a casualty. If the Brains Test rolls a 10, the model's activation is ended immediately. [MPC: 5, Uses/Turn: 1]

**Tactical Awareness (Sergeant only):** If the sergeant makes a successful Brains Test, any member of the squad may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, the sergeant is confused and her activation is ended immediately. [MPC: 3, Uses/Turn: 1]



## BIRDS OF PREY

### "CRUCIFIER"

MP: 10 CC: 5 RC: 4 POW: 6 BOD: 6 BRN: 5 GUT: 7 LIF: 2 AR: 2 SIZE: L

Point Value: 80

Availability: Unlimited

Structure: Individual

Equipment: Heavy grape gun [Mode: full-auto], cestus

Abilities:

**Melee Attacks:** A Crucifier reduces the MP Cost of all melee attacks it makes by 1, and also adds 1 to their Power.

### "SHOGUN"

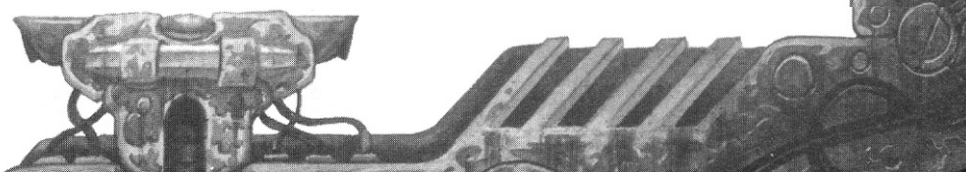
MP: 9 CC: 5 RC: 4 POW: 6 BOD: 6 BRN: 5 GUT: 7 LIF: 2 AR: 0 SIZE: L

Point Value: 68

Availability: Unlimited

Structure: 1-4

Equipment: Ion katana, negatron shield



### Abilities:

**Jump Trooper:** If a Shogun wants to use this ability, it must first succeed at a Brains Test. If the test succeeds, the model may be moved up to 10 inches in a straight line at no additional MP Cost. It can even move over impassable terrain and over obstacles, provided it does not end its move inside impassable terrain, and that the obstacle is not more than 5 inches tall. If the Brains Test fails, the Shogun may still move as above, but will scatter (p. 84, *VOR Rulebook*) from its intended destination point; should this scatter take the model into impassable terrain, it is considered a casualty. If the Brains Test rolls a 10, the model's activation is ended immediately. [MPC: 5, Uses/Turn: 1]

**Melee Attacks:** A Shogun reduces the MP Cost of all melee attacks it makes by 1, and also adds 1 to their Power.



### "TYPHOON"

MP: 11 CC: 5 RC: 4 POW: 6 BOD: 6 BRN: 5 GUT: 7 LIF: 2 AR: 2

SIZE: L

Point Value: 94

Availability: Unlimited

Structure: Individual

Equipment: MLRS, cestus

Abilities:

**Melee Attacks:** A Typhoon reduces the MP Cost of all melee attacks it makes by 1, and also adds 1 to their Power.

**Tactical Awareness:** If a Typhoon makes a successful Brains Test, it may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, the model is confused and its activation is ended immediately. [MPC: 3, Uses/Turn: 1]

## BLACK LEGION

MP: 9 CC: 5 RC: 5 POW: 4 BOD: 5  
BRN: 5 GUT: 6 LIF: 1 AR: 0 SIZE: M

Point Value: 52

Availability: Unlimited

Structure: 4-10

Equipment: Ion lance

Options:

**Sergeant (+4 PV):** One model in the squad may be upgraded to a sergeant, giving him Guts 7 and the Tactical Awareness ability (below). As long as the sergeant is alive, the entire squad uses his Guts statistic for all Guts and Morale Tests it is required to make.

Abilities:

**Fearless:** Black Legionaries do not need to make a Guts or Morale Test if that is caused by some kind of fear-inducing ability possessed by another model. They must still make Guts and Morale Tests for all other reasons as normal, however.

**Jump Trooper:** If the model wants to use this ability, it must first succeed at a Brains Test. If the test succeeds, the model may be moved up to 10 inches in a straight line at no additional MP Cost. It can even move over impassable terrain and over obstacles, provided it does not end its move inside impassable terrain, and that the obstacle is not more than 5 inches tall. If the Brains Test fails, the model may still move as above, but will scatter (p. 84, *VOR Rulebook*) from its intended destination point; should this scatter take the model into impassable terrain, it is considered a casualty. If the Brains Test rolls a 10, the model's activation is ended immediately. [MPC: 5, Uses/Turn: 1]

**Shock Trooper:** When charging into melee combat (p. 86, *VOR Rulebook*), the model receives a +2 CC modifier instead of +1. It also gains a +1 modifier to the Damage Test against the model that was charged, but only in the same turn that the charge was made.

**Tactical Awareness (Sergeant only):** If the sergeant makes a successful Brains Test, any member of the squad may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, the sergeant is confused and his activation is ended immediately. [MPC: 3, Uses/Turn: 1]



## COLONIAL MARINES

MP: 9 CC: 4 RC: 4 POW: 4 BOD: 4 BRN: 5 GUT: 5 LIF: 1 AR: 0 SIZE: M

Point Value: 11

Availability: Unlimited

Structure: 4-12

Equipment: Gauss rifle

Options:

**Chain Gunner (+6 PV):** One member of the squad may replace his gauss rifle with a chain gun.

**Grenade Launcher (+22 PV per model):** Two members of the squad may replace their gauss rifles with grenade launchers and autopistols. This also gives them the Tactical Awareness ability (below).

**Rocket Launcher (+65 PV per model):** Two members of the squad may replace their gauss rifles with rocket launchers and autopistols. This also gives them the Tactical Awareness ability (below).

**Sergeant (+4 PV):** One model in the squad may be upgraded to a sergeant, giving him Guts 6 and the Tactical Awareness ability (below). As long as the sergeant is alive, the entire squad uses his Guts statistic for all Guts and Morale Tests it is required to make.

**Sniper (+13 PV):** One member of the squad may replace his gauss rifle with a sniper rifle, which also gives him the Marksman ability (below).

Abilities:

**Marksman (Sniper only):** In ranged combat, a sniper scores a critical hit on a roll of 1 as normal (p. 80, *VOR Rulebook*), but if he rolls a 2, he may roll again; if this second roll would hit the target (regardless of whether it was a critical hit or not), the attack is also considered a critical hit. Note that the target has not been hit twice if both rolls succeed—it only takes damage from a single attack.

**Tactical Awareness (Grenade Launchers, Rocket Launchers and Sergeant only):** If the model makes a successful Brains Test, it may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, the model is confused and its activation is ended immediately (this does not happen to snipers, however). If this test is made by the sergeant, all models in the squad may attack any enemy in range and LOS until the end of the squad's current activation (though rolling a 10 does not end the squad's activation, only the sergeant's). [MPC: 3, Uses/Turn: 1]



## GSX 900 VIPER WINGS

MP: 13 TC: 1 CC: — RC: 4 POW: 4 BOD: 6 LIF: 1

AR: 0

Point Value: 5

Availability: Unlimited

Type: Light Wheeled

Structure: 2-6

Weapons: Blaster (180° front firing arc)

Options:

**Sergeant (+3 PV):** One model in the squad may be upgraded to a sergeant, giving him the Tactical Awareness ability (below).

Abilities:

**Tactical Awareness (Sergeant only):** If the sergeant rolls 5 or less on 1D10, the whole squad may ignore enemy models within 12" when deciding who to attack. Should the D10 roll a 10, the sergeant is confused and his activation is ended immediately. [MPC: 3, Uses/Turn: 1]



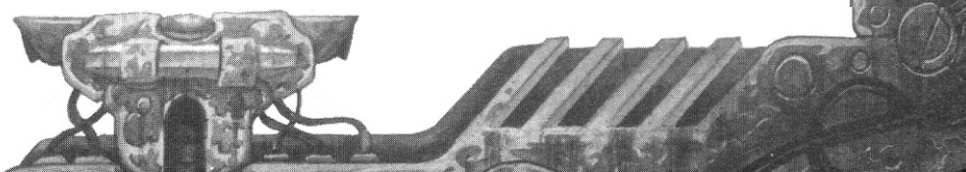
## KNIGHTS OF BALANCE

Knight Adept

MP: 8 CC: 5 RC: 4 POW: 4 BOD: 4 BRN: 5 GUT: 5 LIF: 1 AR: 0 SIZE: M

Point Value: 43

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### Knight Master

MP: 8 CC: 5 RC: 5 POW: 4 BOD: 4 BRN: 6 GUT: 6 LIF: 2 AR: 0 SIZE: M  
Point Value: 70

### Grand Master

MP: 8 CC: 5 RC: 5 POW: 5 BOD: 4 BRN: 6 GUT: 6 LIF: 2  
AR: 0 SIZE: M  
Point Value: 77

Availability: Unlimited  
Structure: Individual

Equipment: Sniper rifle, combat blade

Options: A knight adept may take one of the following options, a knight master two, and a grand master three.

**Alacrity of Suisei (+6 PV for Knight Adept, +12 PV for Knight Master, +18 PV for Grand Master):** On a successful Brains Test, the knight receives additional MP; these may only be used for movement, not for any other kind of action. Knight adepts receive +2 MP, knight masters +4 MP, and grand masters +6 MP. [Uses/Turn: 1]

**Flight of the Tengu (+10 PV):** The knight may jump up to 10 inches in a straight line, at no MP cost and ignoring any terrain passed over (even Impassable terrain may be crossed this way, as long as the knight does not end his jump in it). The knight cannot cross terrain more than 3 inches higher than what he started at, but may end the jump on terrain a maximum of 3" above his starting point. Draw a straight line between the starting and ending points; all models whose bases are crossed or touched by the line are subject to a basic melee attack by the knight, which cost him no MP. [MPC: 8, Uses/Turn: 1]

**Veil of Maya (+10 PV for Knight Adept, +15 PV for Knight Master, +20 PV for Grand Master):** If the knight succeeds at a Brains Test, he becomes invisible until the start of his next activation. A model that wants to attack the knight must roll a successful Brains Test, with a -1 modifier if the knight is a knight adept, a -2 if he is a knight master, or a -3 for a grand master. If this Test fails, the model may not attack the knight in any way, or use other abilities to affect him (though the knight may be caught under a template and suffer damage from it, the template may not be placed so that it covers only the invisible knight). [MPC: 4, Uses/Turn: 1]

#### Abilities:

**Dodge (Knight Master and Grand Master only):** The knight may always make a Dodge Test (p. 87, *VOR Rulebook*) any time it is the target of an attack. It may not try to dodge damage from other sources.

**Marksman:** In ranged combat, a knight scores a critical hit on a roll of 1 as normal (p. 80, *VOR Rulebook*), but if he rolls a 2, it may roll again; if this second roll would hit the target (regardless of whether it was a critical hit or not), the attack is also considered a critical hit. Note that the target has not been hit twice if both rolls succeed—it only takes damage from a single attack.

**Sniper:** By making a successful Brains Test, the knight may ignore enemy models within 12" when deciding who to attack. [MPC: 2, Uses/Turn: 1]

**Stealth:** A knight always counts as if in soft cover, even when out in the open (see p. 82, *VOR Rulebook*). If the knight remains stationary (that is, he did not spend any MP for movement or close combat when he was last activated), anyone wanting to attack him must roll 1D10; if the roll is less than the range for the shot, there is an additional -3 modifier to the attack. Additionally, the knight does not count when determining whether an enemy is in immediate proximity of a model (p. 81, *VOR Rulebook*).

**Strike First (Grand Master only):** The knight may receive a charge as described on page 86 of the *VOR Rulebook* even if he has no held action.

## KNIGHTS OF FURY

### Knight Adept

MP: 9 CC: 5 RC: 4 POW: 5 BOD: 5 BRN: 5 GUT: 5 LIF: 1 AR: 0 SIZE: M  
Point Value: 48

### Knight Master

MP: 9 CC: 6 RC: 4 POW: 5 BOD: 5 BRN: 6 GUT: 6 LIF: 2 AR: 0 SIZE: M  
Point Value: 64

### Grand Master

MP: 9 CC: 6 RC: 4 POW: 5 BOD: 5 BRN: 6 GUT: 6 LIF: 3 AR: 0 SIZE: M  
Point Value: 73

**Availability:** 1 per colonial marines, militia or suppressors squad

**Structure:** Each knight must be part of a colonial marines, militia or suppressors squad and adhere to squad coherency.

**Equipment:** Ion lance, blaster

**Options:** A knight adept may take one of the following options, a knight master two, and a grand master three.

**Battle Feat of Wonder (+12 PV for Knight Adept, +24 PV for Knight Master, +36 PV for Grand Master):** If the knight succeeds at a Guts Test after charging an enemy (p. 86, *VOR Rulebook*) and making a successful melee attack on that model in the same turn, all members of the knight's squad gain a bonus to their CC until the end of the squad's current activation. This bonus is +1 for a knight adept, +2 for a knight master, and +3 for a grand master; it is cumulative with all other CC modifiers that the model may have. [MPC: 2, Uses/Turn: 1]

**Fist of Steel (+3 PV for Knight Adept, +6 PV for Knight Master, +10 PV for Grand Master):** This is a melee attack with different statistics depending on the rank of the knight that uses it. Knight Adept: [MPC: 4, Power: 6, AM: -1], Knight Master: [MPC: 6, Power: 7, AM: -2], Grand Master: [MPC: 6, Power: 8, AM: -3]

**The Tiger's Fury (+3 PV for Knight Adept, +8 PV for Knight Master, +13 PV for Grand Master):** To use this ability, the knight must roll a Guts Test. If successful, reduce the MP Cost of the knight's melee attacks for the rest of his current activation as follows: -1 for a knight adept, -2 for a knight master, and -3 for a grand master. [MPC: 3, Uses/Turn: 1]

#### Abilities:

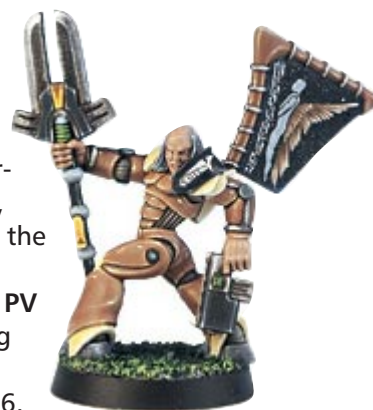
**Fearless:** A knight does not need to make a Guts or Morale Test if that is caused by some kind of fear-inducing ability possessed by another model. He must still make Guts and Morale Tests for all other reasons as normal, however.

**Immune to Panic:** After the knight has failed a Morale Test, he may roll twice on the Morale Table (p. 88, *VOR Rulebook*) and choose which of the two rolls to use.

**Inspiring (Knight Master and Grand Master only):** Models within 6" of a knight master or grand master may re-roll one Morale Test or roll on the Morale Table (p. 88, *VOR Rulebook*) per turn, but must use the second roll. A squad may not re-roll both its Morale Test and the roll on the Morale Table in a single turn.

**Lethal Strike (Grand Master only):** A grand master adds 1 to the Power of all melee attacks he makes.

**Tactical Awareness:** If the knight makes a successful Brains Test, his whole squad may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, the knight is confused and his activation is ended immediately. [MPC: 3, Uses/Turn: 1]



## KNIGHTS OF SPIRIT

### Knight Adept

MP: 8 CC: 4 RC: 4 POW: 4 BOD: 4 BRN: 6 GUT: 6 LIF: 1 AR: 0 SIZE: M  
Point Value: 22

### Knight Master

MP: 8 CC: 4 RC: 5 POW: 4 BOD: 4 BRN: 7 GUT: 7 LIF: 2 AR: 0 SIZE: M  
Point Value: 39

## Grand Master

MP: 8 CC: 5 RC: 5 POW: 4 BOD: 4 BRN: 7 GUT: 7 LIF: 2 AR: 0 SIZE: M  
Point Value: 45

**Availability:** 1 per colonial marines, militia or suppressors squad

**Structure:** Each knight must be part of a colonial marines, militia or suppressors squad and adhere to squad coherency.

**Equipment:** Ion lance, blaster

**Options:** A knight adept may take one of the following options, a knight master two, and a grand master three.

**The Serpent's Deceit (+3 PV for Knight Adept, +6 PV for Knight Master, +9 PV for Grand Master):** If the knight succeeds at a Brains Test, he may select one enemy model in his LOS. This model must succeed at a Brains Test or lose its held action, if it has any; the enemy's Brains Test is at -1 if this ability is used by a knight adept, -2 for a knight master, or -3 for a grand master. This ability has no effect on models that do not have a held action. [MPC: 4, Uses/Turn: 1]

**The Shield of Adamant (+14 PV for Knight Adept, +50 PV for Knight Master, +84 PV for Grand Master):** By rolling a successful Brains Test, a knight adept gains [AR: 1], a knight master [AR: 3], and a grand master [AR: 5] until the start of his next activation, though it only protects against ranged attacks.

This AR also applies to the knight's entire squad, except to models that already have a better Armor Rating. [MPC: 4, Uses/Turn: 1]

**Vigilance of the Hawk (+15 PV):** Successfully rolling a Brains Test allows the knight, and all members of his squad, to make a Dodge Test against any single attack made on them until the start of the knight's next activation. Each model may make only one such Dodge Test per turn. [MPC: 4, Uses/Turn: 1]

### Abilities:

**Fearless:** A knight does not need to make a Guts or Morale Test if that is caused by some kind of fear-inducing ability possessed by another model. He must still make Guts and Morale Tests for all other reasons as normal, however.

**Find Weakness (Knight Master and Grand Master only):** All the knight master's attacks have [AM: -2], while the grand master's have [AM: -3]. If the attack already has an AM better than 0, these Armor Modifiers are cumulative.

**Immune to Panic:** After the knight has failed a Morale Test, he may roll twice on the Morale Table (p. 88, *VOR Rulebook*) and choose which of the two rolls to use.

**Tactical Awareness:** If the knight makes a successful Brains Test, his whole squad may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, the knight is confused and his activation is ended immediately. [MPC: 3, Uses/Turn: 1]

**Terrifying:** Any enemy model in base-to-base contact with a knight must make a Guts Test when the model is activated; if this fails, it must attempt to break free and move directly away from the knight for at least 2" on its next activation.

## RONIN APC

MP: 12 TC: 2 CC: — RC: 4 POW: 6 BOD: 6 LIF: 3 AR: 2(2)

Point Value: 56

**Availability:** Unlimited

**Type:** Medium Wheeled Transport (8)

**Structure:** Individual

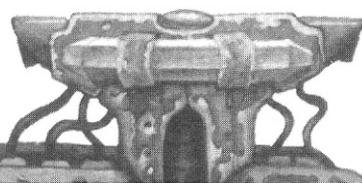
**Weapons:** Mounted gauss rifle (360° firing arc)

**Options:** The Ronin may have one of the following options, although it can take a Turret Upgrade in addition to another option. (That is, it may have two options, as long as one of them is a turret upgrade.)

**Bull Plates (+5 PV):** These improve the Ronin's Power to 7 and its Armor Rating to 3(2).

**Electro-Hull (+14 PV):** See page 11.

**Flail (+15 PV):** Allows the vehicle to make melee attacks even though it is not a walker. Its CC is 4 for these attacks. [MPC: 2, Power: POW, AM: 0]



**Turret Upgrades:** The mounted gauss rifle may be replaced with a mounted chain gun (+11 PV) or a mounted grenade launcher (+12 PV).

**Abilities:**

**Rough Terrain Specialist:** On rocky ground, a Ronin counts Broken terrain as Open, and Hazardous as Broken (see Terrain, p. 78, *VOR Rulebook*).

**Suppressive Fire:** A Ronin may use any of its ranged attacks to subdue or suppress the enemy rather than wound or kill them. By spending 1 MP more than normal to make the attack, a hit on a member of the target squad does not inflict any damage (except if the RC Test is a 10, in which case the target model is hit), but rather forces the target's squad to make a Morale Test at the end of the attacking squad's activation. Subtract the number of suppressive fire "hits" the target squad has taken in the current turn from the Morale Test target number. [MPC: +1, Uses/Turn: 1]

**Tactical Awareness:** If the Ronin rolls 5 or less on 1D10, it may ignore enemy models within 12" when deciding who to attack. Should the die roll a 10, the crew is confused and the vehicle's activation is ended immediately. [MPC: 3, Uses/Turn: 1]

## SHURIKEN GUARD

MP: 8 CC: 5 RC: 5 POW: 4 BOD: 5 BRN: 6 GUT: 6 LIF: 1 AR: 0 SIZE: M

Point Value: 42

Availability: Unlimited

Structure: 4-10

Equipment: Twin blasters [MPC: 4, Uses/Turn: 1,  
Range: S 6/+1, M 12/-1, L —/—, Power: 4, AM: 0,  
Mode: full-auto, point-blank]

Options:

**Sergeant (+5 PV):** One model in the squad may be upgraded to a sergeant, giving him Guts 7 and the Tactical Awareness ability (below). As long as the sergeant is alive, the entire squad uses his Guts statistic for all Guts and Morale Tests it is required to make.

**Abilities:**

**Fearless:** Shuriken guards do not need to make a Guts or Morale Test if that is caused by some kind of fear-inducing ability possessed by another model. They must still make Guts and Morale Tests for all other reasons as normal, however.

**Jump Trooper:** If a shuriken guard wants to use this ability, it must first succeed at a Brains Test. If the test succeeds, the model may be moved up to 10 inches in a straight line at no additional MP Cost. It can even move over impassable terrain and over obstacles, provided it does not end its move inside impassable terrain, and that the obstacle is not more than 5 inches tall. If the Brains Test fails, the shuriken guard may still move as above, but will scatter (p. 84, *VOR Rulebook*) from its intended destination point; should this scatter take the model into impassable terrain, it is considered a casualty. If the Brains Test rolls a 10, the model's activation is ended immediately. [MPC: 5, Uses/Turn: 1]

**Guard:** Each shuriken guard must be assigned a specific item, area or other model to guard, and it may not move out of squad cohesion with the guarded object (if an area is to be guarded, the model may not move out of the area); while in cohesion with the object being guarded, the model has the Immune to Panic ability. When a template weapon is used and it covers the object being guarded, any hits taken by the object being guarded may be re-assigned to the guard (even if the guard is not under the template), although if this kills the guard before all hits have been resolved, any remaining ones are taken by the object being guarded.

**Shock Trooper:** When charging into melee combat (p. 86, *VOR Rulebook*), shuriken guards receive a +2 CC modifier instead of +1. They also gains a +1 modifier to the Damage Test against the model that was charged, but only in the same turn that the charge was made.

**Tactical Awareness (Sergeant only):** If the sergeant makes a successful Brains Test, any member of the squad may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, the sergeant is confused and his activation is ended immediately. [MPC: 3, Uses/Turn: 1]



## SUPPRESSOR SQUAD

MP: 9 CC: 4 RC: 4 POW: 4 BOD: 4 BRN: 5 GUT: 5 LIF: 1 AR: 0 SIZE: M

Point Value: 19

Availability: Unlimited

Structure: 4-10

Equipment: Gauss rifle, stun baton, battleshield

Options:

**Grenade Launcher (+16 PV):** One members of the squad may replace his gauss rifle and battleshield with a grenade launcher. This also gives him the Tactical Awareness ability (below).

**Sergeant (+4 PV):** One model in the squad may be upgraded to a sergeant, giving him Guts 6 and the Tactical Awareness ability (below). As long as the sergeant is alive, the entire squad uses his Guts statistic for all Guts and Morale Tests it is required to make.

**Sniper (+11 PV):** One member of the squad may replace his gauss rifle and battleshield with a sniper rifle, which also gives him the Marksman and Tactical Awareness abilities (below).

Abilities:

**Marksman (Sniper only):** In ranged combat, a sniper scores a critical hit on a roll of 1 as normal (p. 80, *VOR Rulebook*), but if he rolls a 2, he may roll again; if this second roll would hit the target (regardless of whether it was a critical hit or not), the attack is also considered a critical hit. Note that the target has not been hit twice if both rolls succeed—it only takes damage from a single attack.

**Suppressive Fire:** Suppressor squad members may use any of their ranged attacks to subdue or suppress the enemy rather than wound or kill them. By spending 1 MP more than normal to make the attack, a hit on a member of the target squad does not inflict any damage (except if the RC Test is a 10, in which case the target model is hit), but rather forces the target's squad to make a Morale Test at the end of the attacking squad's activation. Subtract the number of suppressive fire "hits" the target squad has taken in the current turn from the Morale Test target number. [MPC: +1, Uses/Turn: 1]

**Tactical Awareness (Grenade Launcher, Sergeant and Sniper only):** If the model makes a successful Brains Test, it may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, the model is confused and its activation is ended immediately (this does not happen to snipers, however). If this test is made by the sergeant, all models in the squad may attack any enemy in range and LOS until the end of the squad's current activation (though rolling a 10 does not end the squad's activation, only the sergeant's). [MPC: 3, Uses/Turn: 1]

## V.A.S.A. MILITIA

MP: 8 CC: 3 RC: 3 POW: 3 BOD: 3 BRN: 4 GUT: 4 LIF: 1 AR: 0 SIZE: M

Point Value: 5

Availability: Unlimited

Structure: 4-12

Equipment: Autopistol, combat blade

Options:

**Autorifle (+1 PV per model):** Any number of models in the squad may replace their autopistols with autorifles.

**Militia Leader (+5 PV):** One member of the squad may be upgraded to a militia leader, giving him an autorifle instead of an autopistol, Guts 5 and the Tactical Awareness ability (below). As long as the leader is alive, the entire squad uses his Guts statistic for all Guts and Morale Tests it is required to make.

Abilities:

**Tactical Awareness:** If the militia leader makes a successful Brains Test, any member of the squad may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, the leader is confused and his activation is ended immediately. [MPC: 3, Uses/Turn: 1]





## V.A.S.A. ARSENAL

### ARMOR

#### Battleshield

This shield adds 1 to the model's Armor Rating, but only against attacks coming from the model's front—that is, from within the model's line of sight. Do not apply this bonus against attacks from outside the model's LOS.

#### Negatron Shield

This shield adds 2 to the model's Armor Rating, but only against attacks coming from the model's front—that is, from within the model's line of sight. Do not apply this bonus against attacks from outside the model's LOS.

Additionally, a negatron shield can be used as a melee weapon [MPC: 4, Power: 4, AM: 0], although any attack made with it suffers a -1 CC modifier.

### MELEE WEAPONS

#### Cestus

[MPC: +3, Power: POW, AM: -3, Damage: 2]

#### Combat Blade

[MPC: +1, Power: POW, AM: -1]

#### Ion Katana

Heavy weapon. [MPC: 5, Power: 5, AM: -2]

#### Ion Sword

Heavy weapon. [MPC: 5, Power: 5, AM: -1]

#### Shadow Blade

[MPC: +0, Power: POW+1, AM: 0]

#### Stun Baton

[MPC: +0, Power: POW+1, AM: 0]

### RANGED WEAPONS

#### Autopistol

[MPC: 4, Uses/Turn: 1, Range: S 6/+1, M 12/-1, L —/—, Power: 4, AM: 0, Mode: point-blank]

#### Autorifle

[MPC: 4, Uses/Turn: 1, Range: S 6/+1, M 12/—, L 24/-1, Power: 4, AM: 0]

#### Blaster

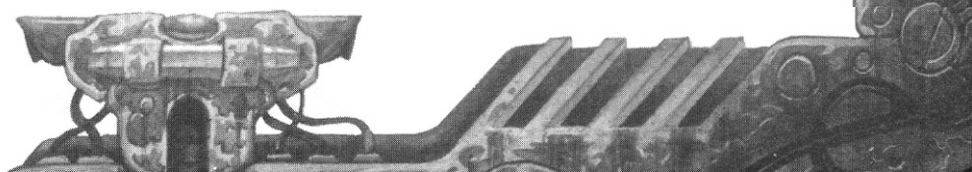
[MPC: 4, Uses/Turn: 2, Range: S 6/+1, M 12/-1, L —/—, Power: 4, AM: 0, Mode: point-blank]

#### Electro-hull

To use this weapon, center the 3-inch template on the user and determine hits and damage as normal. The user does not take damage from this attack, but other friendly models under the template can. [MPC: 5, Uses/Turn: 1, Power: 5, AM: 0, Mode: blast radius 3"]

#### Gauss Rifle

[MPC: 5, Uses/Turn: 1, Range: S 6/+1, M 12/—, L 24/-1, Power: 5, AM: 0]



### Grenade Launcher

[MPC: 5, Uses/Turn: 1, Range: S 12/—, M 24/—1, L 36/—2, Power: 5, AM: 0, Mode: blast radius 2", indirect]

### Ion Lance

[MPC: 5, Uses/Turn: 2, Range: S 6/+2, M 12/—, L —/—, Power: 5, AM: 0, Mode: point-blank]

### Mounted Chain Gun

[MPC: 5, Uses/Turn: 2, Range: S 16/+1, M 32/—, L 48/—1, Power: 5, AM: 0]

### Mounted Gauss Rifle

[MPC: 5, Uses/Turn: 1, Range: S 12/+1, M 24/—, L 36/—1, Power: 5, AM: 0]

### Sniper Rifle

[MPC: 4, Uses/Turn: 1, Range: S 16/+2, M 32/+1, L 48/—1, Power: 4, AM: 0]

## HEAVY RANGED WEAPONS

### Chain Gun

[MPC: 6, Uses/Turn: 1, Range: S 6/+2, M 12/+1, L 24/—, Power: 6, AM: 0]

### Heavy Grape Gun

[MPC: 6, Uses/Turn: 2, Range: S 6/+1, M 12/—1, L 24/—2, Power: 6, AM: 0, Mode: point-blank]

### MLRS

The MLRS cannot fire at targets at short range; unlike other indirect-fire weapons, it can attack targets at long range with indirect fire (p. 85, *VOR Rulebook*). [MPC: 7, Uses/Turn: 1, Range: S 16/—, M 32/—2, L 48/—3, Power: 7, AM: 0, Mode: blast radius 3", indirect]

### Mounted Gauss Rifle

[MPC: 5, Uses/Turn: 1, Range: S 12/+1, M 24/—, L 36/—1, Power: 5, AM: 0]

### Mounted Grenade Launcher

[MPC: 5, Uses/Turn: 1, Range: S 12/+1, M 24/—, L 36/—1, Power: 5, AM: 0, Mode: blast radius 3"]

### Rocket Launcher

[MPC: 8, Uses/Turn: 1, Range: S 12/—1, M 24/—2, L 36/—3, Power: 7, AM: —5, Damage: 2]

## CAPTAIN AKEMI

MP: 9 CC: 7 RC: 4 POW: 6 BOD: 6 BRN: 6 GUT: 8 LIF: 3

AR: 2 SIZE: L

Point Value: 86

Availability: 1 per force

Structure: Captain Akemi must be part of a Shogun birds of prey squad and adhere to squad coherency

Equipment: Ion katana, negatron shield

Abilities:

**Jump Trooper:** If captain Akemi wants to use this ability, she must first succeed at a Brains Test. If the test succeeds, Akemi may be moved up to 10 inches in a straight line at no additional MP Cost. She can even move over impassable terrain and over obstacles, provided she does not end her move inside impassable terrain, and that the obstacle is not more than 5 inches tall. If the Brains Test



fails, captain Akemi may still move as above, but will scatter (p. 84, *VOR Rulebook*) from her intended destination point; should this scatter take her into impassable terrain, she is considered a casualty. If the Brains Test rolls a 10, Akemi's activation is ended immediately. [MPC: 5, Uses/Turn: 1]

**Melee Attacks:** Akemi reduces the MP Cost of all melee attacks she makes by 1, and also adds 1 to their Power.

## CAPTAIN ZED

MP: 9 CC: 6 RC: 5 POW: 4 BOD: 5 BRN: 6 GUT: 8 LIF: 2 AR: 0 SIZE: M

Point Value: 76

Availability: 1 per force

**Structure:** Captain Zed must be part of a black legion squad and adhere to squad coherency

**Equipment:** Ion sword, blaster

**Abilities:**

**Fearless:** Captain Zed does not need to make a Guts or Morale Test if that is caused by some kind of fear-inducing ability possessed by another model. He must still make Guts and Morale Tests for all other reasons as normal, however.

**Jump Trooper:** If captain Zed wants to use this ability, he must first succeed at a Brains Test. If the test succeeds, Zed may be moved up to 10 inches in a straight line at no additional MP Cost. He can even move over impassable terrain and over obstacles, provided he does not end his move inside impassable terrain, and that the obstacle is not more than 5 inches tall. If the Brains Test fails, Zed may still move as above, but will scatter (p. 84, *VOR Rulebook*) from his intended destination point; should this scatter take him into impassable terrain, captain Zed is considered a casualty. If the Brains Test rolls a 10, Zed's activation is ended immediately. [MPC: 5, Uses/Turn: 1]

**Melee Attacks:** The MP Cost for captain Zed to make melee attacks is 1 MP lower than normal. This cannot bring the MP Cost for a melee attack to less than 1, however.

**Shock Trooper:** When charging into melee combat (p. 86, *VOR Rulebook*), captain Zed receives a +2 CC modifier instead of +1. He also gains a +1 modifier to the Damage Test against the model that was charged, but only in the same turn that the charge was made.

**Tactical Awareness:** If captain Zed makes a successful Brains Test, his squad may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, Zed is confused and his activation is ended immediately. [MPC: 3, Uses/Turn: 1]

## COMMANDER X

MP: 8 CC: 6 RC: 6 POW: 4 BOD: 5 BRN: 6 GUT: 8 LIF: 2 AR: 0

SIZE: M

Point Value: 71

Availability: 1 per force

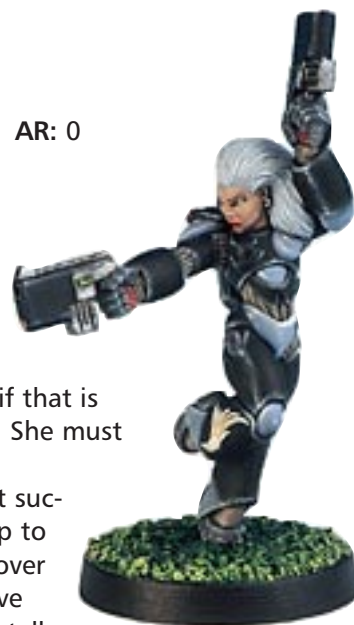
**Structure:** Commander X must be part of a black legion squad and adhere to squad coherency

**Equipment:** Blaster

**Abilities:**

**Fearless:** Commander X does not need to make a Guts or Morale Test if that is caused by some kind of fear-inducing ability possessed by another model. She must still make Guts and Morale Tests for all other reasons as normal, however.

**Jump Trooper:** If commander X wants to use this ability, she must first succeed at a Brains Test. If the test succeeds, commander X may be moved up to 10 inches in a straight line at no additional MP Cost. She can even move over impassable terrain and over obstacles, provided she does not end her move inside impassable terrain, and that the obstacle is not more than 5 inches tall. If the Brains Test fails, commander X may still move as above, but will scatter (p. 84, *VOR Rulebook*) from her intended destination point; should this scatter take her into impassable terrain, commander X is considered a casualty. If the Brains Test rolls a 10, commander X's activation is ended immediately. [MPC: 5, Uses/Turn: 1]



**Multiple Attacks:** The MP Cost for commander X to make melee attacks is 1 MP lower than normal. This cannot bring the MP Cost for a melee attack to less than 1, however.

**Shock Trooper:** When charging into melee combat (p. 86, *VOR Rulebook*), commander X receives a +2 CC modifier instead of +1. She also gains a +1 modifier to the Damage Test against the model that was charged, but only in the same turn that the charge was made.

**Strike First:** Commander X may receive a charge as described on page 86 of the *VOR Rulebook* even if she has no held action.

**Tactical Awareness:** If commander X makes a successful Brains Test, her squad may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, commander X is confused and her activation is ended immediately. [MPC: 3, Uses/Turn: 1]

## GUARDMASTER TAKAJI

MP: 8 CC: 5 RC: 6 POW: 4 BOD: 5 BRN: 7 GUT: 9 LIF: 2 AR: 0 SIZE: M

Point Value: 48

Availability: 1 per force

**Structure:** Guardmaster Takaji must be part of a shuriken guard squad and adhere to squad coherency

**Equipment:** Blaster [Mode: full-auto]

**Abilities:**

**Guard:** Guardmaster Takaji must be assigned a specific item, area or other model to guard, and may not move out of squad cohesion with the guarded object (if an area is to be guarded, the model may not move out of the area); while in cohesion with the object being guarded, Takaji has the Immune to Panic ability (below). When a template weapon is used and it covers the object being guarded, any hits taken by the object being guarded may be re-assigned to Takaji (even if he is not under the template), although if this kills Takaji before all hits have been resolved, any remaining ones are taken by the object being guarded.

**Immune to Panic:** After Takaji has failed a Morale Test, he may roll twice on the Morale Table (p. 88, *VOR Rulebook*) and choose which of the two rolls to use. This only applies while Takaji is guarding something (see above).

**Shock Trooper:** When charging into melee combat (p. 86, *VOR Rulebook*), Takaji receives a +2 CC modifier instead of +1. He also gains a +1 modifier to the Damage Test against the model that was charged, but only in the same turn that the charge was made.

**Tactical Awareness:** If guardmaster Takaji makes a successful Brains Test, his squad may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, Takaji is confused and his activation is ended immediately. [MPC: 3, Uses/Turn: 1]

## HERO & LEANDER

MP: 10 TC: 1 CC: 5 RC: 6 POW: 4 BOD: 5 LIF: 3 AR: 0

Point Value: 57

Availability: 1 per force

Type: Light Wheeled

**Structure:** Hero & Leander must be part of a Vipers squad and adhere to squad coherency

**Weapons:** Mounted chain gun (180° left firing arc), blaster (180° forward firing arc)

**Abilities:**

**Close Combat:** Although effectively a vehicle, Hero & Leander may make normal close combat attacks against any model they are in base-to-base contact with, but only using the blaster (even if the target is outside the bike's 180° forward firing arc). They can also attempt to collide with other models as described on page 90 of the *VOR Rulebook*.



**Inspiring:** Models within 6" of Hero & Leander may re-roll one Morale Test or roll on the Morale Table (p. 88, *VOR Rulebook*) per turn, but must use the second roll. A squad may not re-roll both its Morale Test and the roll on the Morale Table in a single turn.

**Tactical Awareness:** If Hero & Leander roll 6 or less on 1D10, their squad may ignore enemy models within 12" when deciding who to attack. Should the die roll a 10, they are confused and their activation is ended immediately. [MPC: 3, Uses/Turn: 1]

## LIEUTENANT KANEDA

MP: 9 CC: 5 RC: 4 POW: 4 BOD: 4 BRN: 6 GUT: 8 LIF: 2 AR: 0 SIZE: M

Point Value: 37

Availability: 1 per force

**Structure:** Lieutenant Kaneda must be part of a suppressors squad and adhere to squad coherency

**Equipment:** Gauss rifle, stun baton, battleshield

**Abilities:**

**Immune to Panic:** After lieutenant Kaneda has failed a Morale Test, he may roll twice on the Morale Table (p. 88, *VOR Rulebook*) and choose which of the two rolls to use.

**Suppressive Fire:** Lieutenant Kaneda may use his gauss rifle to subdue or suppress the enemy rather than wound or kill them. By spending 6 MP (instead of the normal 5 MP) to make the attack, a hit on a member of the target squad does not inflict any damage (except if the RC Test is a 10, in which case the target model is hit), but rather forces the target's squad to make a Morale Test at the end of the attacking squad's activation. Subtract the number of suppressive fire "hits" the target squad has taken in the current turn from the Morale Test target number. [MPC: 6, Uses/Turn: 1]

**Tactical Awareness:** If lieutenant Kaneda makes a successful Brains Test, his squad may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, Kaneda is confused and his activation is ended immediately. [MPC: 3, Uses/Turn: 1]

## MAJOR KALI

MP: 10 CC: 4 RC: 6 POW: 4 BOD: 4 BRN: 6 GUT: 7 LIF: 2 AR: 0 SIZE: M

Point Value: 37

Availability: 1 per force

**Structure:** Major Kali must be part of a colonial marines squad and adhere to squad coherency

**Equipment:** Chain gun

**Options:** If one of the other forces in a battle consists of koralon, major Kali must take the following options at a cost of +5 PV in total.

**Fearless:** Major Kali does not need to make a Guts or Morale Test if that is caused by some kind of fear-inducing ability possessed by a koralon model. She must still make Guts and Morale Tests for all other reasons as normal, however.

**Immune to Panic:** After major Kali has failed a Morale Test, she may roll twice on the Morale Table (p. 88, *VOR Rulebook*) and choose which of the two rolls to use.

**Abilities:**

**Tactical Awareness:** If major Kali makes a successful Brains Test, her squad may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, Kali is confused and her activation is ended immediately. [MPC: 3, Uses/Turn: 1]

