



VOR
THE MÆLSTROM



VOID



VIRIDIAN



FORCE LIST

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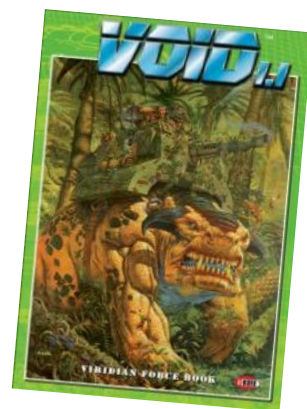
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VIRIDIAN FORCE LIST

This net.book is a force list for *VOR: The Maelstrom*, allowing the use of Viridian models from the *VOID* universe in *VOR* games. It includes statistics for all the generic troops, weapons and equipment, and named models from the *Viridian 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.



ASSAULT MARINES

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

Point Value: 21

Availability: Unlimited

Structure: 4-10

Equipment: Gauss rifle, combat blade

Options:

Chain Gunner (+4 PV per model): Two members of the squad may replace their gauss rifles and combat blades with chain guns.

Flame Thrower (+8 PV per model): Two members of the squad may replace their gauss rifles and combat blades with flame throwers.

Grenade Launcher (+16 PV per model): Two members of the squad may replace their gauss rifles and combat blades with grenade launchers. This also gives them the Tactical Awareness ability (below).

Rocket Launcher (+59 PV per model): Two members of the squad may replace their gauss rifles and combat blades with rocket launchers. This also gives them the Tactical Awareness ability (below).

Sergeant (+2 PV): One model in the squad may be upgraded to a sergeant, giving him Guts 7 and the Tactical Awareness ability (below). The sergeant does not have a combat blade, but 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:

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. 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]



ASSAULT MARINE GAUSS CANNON TEAM

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

Point Value: 29

Availability: Unlimited

Structure: 3

Equipment: Blaster

Options:

Support Weapon (+39 PV): In addition to 3 marines, the squad must have a gauss cannon. This weapon is moved together with the squad, without the need to spend MP: it may be moved after one or more of the squad members has, and is placed in squad coherency with them. The gauss cannon must remain in squad coherency with the marines in the squad, and may not be fired if it is not in base-to-base contact with a



marine. It may also not be fired in a turn in which it has been moved, nor be moved in a turn in which it was fired. The MP needed to fire the weapon must be spent by one of the models in base-to-base contact with it.

Turning the cannon through up to 90° in its current position does not count as moving it, however, but this may only be done once per turn (else the weapon is considered to be moving). The gausscannon cannot be attacked, but the marines can, and the weapon is removed from the battle if all its attendant marines have been killed.

Abilities:

Tactical Awareness: 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. [MPC: 3, Uses/Turn: 1]

BEHEMOTH

Fire Support

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

Point Value: 215

Type: Medium Walker

Weapons: Howitzer barrage cannon (90° forward firing arc), mounted chain gun (180° left firing arc), mounted chain gun (180° right firing arc)

Infantry Support

MP: 10 TC: 2 CC: 4 RC: 4 POW: 6 BOD: 6 BRN: 5 GUT: 5 LIF: 5 AR: 3(2)

Point Value: 213

Type: Medium Walker

Weapons: Gauss cannon (180° left firing arc), gauss cannon (180° right firing arc)

Troop Transport

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

Point Value: 189

Type: Medium Walker Transport (8)

Weapons: Mounted chain gun (360° firing arc), 2 mounted chain guns (90° forward firing arc)

Availability: Unlimited

Structure: Individual

Abilities:

Fearless: The behemoth 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. It must still make Guts and Morale Tests for all other reasons as normal, however.

Living Tank: Although the rules treat behemoths as vehicles, they have Brains and Guts statistics, and must make Brains, Guts and Morale Tests any time an infantry model would be required to do so.

Melee Attacks: The behemoth's melee attacks are [MPC: 2, Power: 7, AM: 0, Damage: 2]

Rampage: When a behemoth fails a Morale Test and rolls 3 to 9 on the Panic Table (p. 88, *VOR Rulebook*), it does not get pushed back, but it goes on a rampage. For the rest of its current activation—or on its next activation, if the Morale Test was failed while the behemoth was not activated—it moves in a random direc-

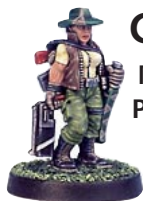


tion (use the scatter rules, p. 84, *VOR Rulebook*) for as far as it can go; if it hits an obstacle that it cannot climb, establish a new direction and continue movement. If it comes into base-to-base contact with any other model, it will make a melee attack against that model if enough MP are still available. The behemoth may not spend MP on anything else while on a rampage. Each time the model is activated after the initial rampage, make a new Morale Test for it; if this fails, the rampage continues.

Rough Terrain Specialist: In forest or jungle terrain, behemoths count Broken terrain as Open, and Hazardous as Broken (see *Terrain*, p. 78, *VOR Rulebook*).

Shock Trooper (Infantry Support only): When charging into melee combat (p. 86, *VOR Rulebook*), the behemoth 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.

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



COMMANDOS

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

Point Value: 23

Availability: Unlimited

Structure: 4-10

Equipment: Gauss rifle, combat blade

Options:

Assault Grenades (+10 PV per model): The entire squad may be equipped with assault grenades.

Chain Gunner (+6 PV per model): Two members of the squad may replace their gauss rifles with chain guns.

Flame Thrower (+10 PV per model): Two members of the squad may replace their gauss rifles with flame throwers.

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.

Abilities:

Infiltrate: During the deployment phase of the game (p. 75, *VOR Rulebook*), commandos may be placed anywhere on the board, provided they is at least 12" away from the nearest enemy model and out of LOS of them. If necessary, models with the Infiltrate ability must be moved after all squads have been deployed, in order that they adhere to this rule.

Prone: Commandos may intentionally go prone at the cost of 1 MP (see pp. 79 & 80, *VOR Rulebook*). While prone, the model's Size is Small, and it gains a +1 RC modifier, but it may not move.

Rough Terrain Specialists: In forest or jungle terrain, commandos count Broken terrain as Open, and Hazardous as Broken (see *Terrain*, p. 78, *VOR Rulebook*).

Tactical Awareness: 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]

COMMANDO SCOUTS

MP: 12 CC: 4 RC: 4 POW: 4 BOD: 5 BRN: 5 GUT: 5 LIF: 1 AR: 0 SIZE: L

Point Value: 34

Availability: Unlimited

Structure: 4-8

Equipment: Gauss rifle, combat blade

Options:

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.

Abilities:

Melee Attacks: The struthiosaur may make a [MPC: 4, Power: 5, AM: 0] melee attack.

Rough Terrain Specialists: In forest or jungle terrain, scouts count Broken terrain as Open, and Hazardous as Broken (see *Terrain*, p. 78, *VOR Rulebook*).

Tactical Awareness: 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]

COMMANDO SUPPORT TEAM

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

Point Value: 14

Availability: Unlimited

Structure: 1-2

Equipment: Combat blade

Options:

Support Weapon: In addition to 1-2 commandos, the squad must have either a mortar (+27 PV) or a mounted chain gun (+20 PV). This weapon is moved together with the squad, without the need to spend MP: it may be moved after one or more of the squad members has, and is placed in squad coherency with them. The support weapon must remain in squad coherency with the commandos in the squad, and may not be fired if it is not in base-to-base contact with a commando. It may also not be fired in a turn in which it has been moved, nor be moved in a turn in which it was fired. The MP needed to fire the weapon must be spent by one of the models in base-to-base contact with it.

Turning the weapon through up to 90° in its current position does not count as moving it, however, but this may only be done once per turn (else the weapon is considered to be moving). The weapon cannot be targeted, but the commandos can, and the weapon is removed from the battle if all its attendant commandos have been killed.

Abilities:

Rough Terrain Specialists: In forest or jungle terrain, commandos count Broken terrain as Open, and Hazardous as Broken (see *Terrain*, p. 78, *VOR Rulebook*).

Tactical Awareness: 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. [MPC: 3, Uses/Turn: 1]

CYNORAPTORS

MP: 9 CC: 3 RC: — POW: 4 BOD: 3 BRN: 3 GUT: 3 LIF: 1 AR: 0 SIZE: S

Point Value: 5

Availability: Unlimited

Structure: 3-9 + 1 handler

Abilities:

Melee Attacks: Cynoraptors can make basic melee attacks only.

Swarm: When more than one cynoraptor is in base-to-base contact with the same enemy model, that enemy receives a -1 CC modifier for every cynoraptor, to a maximum of -3.

HANDLER

MP: 11 CC: 4 RC: 4 POW: 4 BOD: 4 BRN: 5 GUT: 5 LIF: 1 AR: 0 SIZE: M

Point Value: 21

Availability: 1 per cynoraptors squad

Structure: A handler must be part of a cynoraptors squad and adhere to squad coherency.

Equipment: Gauss rifle, combat blade

Abilities:

Handler: As long as the handler is alive, the cynoraptor squad uses his Guts statistic for all Guts and Morale Tests it is required to make.

FENRIR'S ASSAULT MARINES

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

Point Value: 25

Availability: Unlimited

Structure: 4-12

Equipment: Gauss rifle, combat blade

Options:

Great Axe (no change in PV): Three members of the squad may replace their combat blades with great axes.

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:

Berserk Charge: When the model charges into melee combat, its attacks may not be parried by the target, and the target also may not try to receive the charge (see p. 86, *VOR Rulebook*).

Tactical Awareness: 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]

INTERDICT MARINES

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

Point Value: 28

Availability: Unlimited

Structure: 4-10

Equipment: Gauss carbine, combat blade, negatron shield

Options:

Drop Troops (+5 PV per model): The squad need not be deployed at the start of the game, but may instead be deployed in any of the owning player's turns instead of activating another squad. It must be placed within 6" of a table edge of the player's choice, but not closer than 12" to any enemy model. As soon as it has been deployed, the entire squad is considered to be holding its actions and may not spend MP on anything else for the rest of the turn. The entire squad must be given this ability.

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.

Shock Marine (no change in PV): Two members of the squad may replace their gauss carbines and combat blades with vibro scythes.

Abilities:

Tactical Awareness: 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]

JAGUAR STRIKE CRAFT

MP: 13 TC: 1 CC: — RC: 4 POW: 4 BOD: 6 LIF: 1 AR: 0

Point Value: 23

Availability: Unlimited

Type: Light Flyer

Structure: 2-6

Weapons: Mounted Chain Gun (90° forward firing arc)

Options:

Jaguar Assault Craft (+11 PV per model): Two models in the squad may replace their mounted chain guns by mini-MLRS systems (90° forward firing arc). This also gives them the Tactical Awareness ability (below).



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

Abilities:

Flyer: Jaguar craft can only move over terrain features whose height is less than the distance the model has already moved in the current turn, or 6 inches, whichever is less. The model must move around higher obstacles.

Tactical Awareness (Jaguar Assault Craft and and Sergeant only): If the model 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 model is confused and its activation is ended immediately. 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]

MARINES

MP: 9 CC: 3 RC: 4 POW: 4 BOD: 4 BRN: 4 GUT: 4 LIF: 1 AR: 0 SIZE: M

Point Value: 10

Availability: Unlimited

Structure: 4-10

Equipment: Gauss rifle, combat blade

Options:

Chain Gunner (+4 PV): One member of the squad may replace his gauss rifle and combat blade with a chain gun.

Grenade Launcher (+16 PV per model): Two members of the squad may replace their gauss rifles and combat blades with grenade launchers. This also gives them the Tactical Awareness ability (below).

Rocket Launcher (+59 PV per model): Two members of the squad may replace their gauss rifles and combat blades with rocket launchers. 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 5 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 (+7 PV): One member of the squad may replace his gauss rifle and combat blade 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. 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]



MARINE SUPPORT BATTERY

MP: 9 CC: 3 RC: 4 POW: 4 BOD: 4 BRN: 4 GUT: 4 LIF: 1 AR: 0 SIZE: M

Point Value: 8

Availability: Unlimited

Structure: 1-3

Equipment: Combat blade

Options:

Support Weapon: In addition to 1-3 marines, the squad must have either a mortar (+27 PV) or a mounted chain gun (+20 PV). This weapon is moved together with the squad, without the need to spend MP: it may be moved



after one or more of the squad members has, and is placed in squad coherency with them. The support weapon must remain in squad coherency with the marines in the squad, and may not be fired if it is not in base-to-base contact with a marine. It may also not be fired in a turn in which it has been moved, nor be moved in a turn in which it was fired. The MP needed to fire the weapon must be spent by one of the models in base-to-base contact with it.

Turning the weapon through up to 90° in its current position does not count as moving it, however, but this may only be done once per turn (else the weapon is considered to be moving). The weapon cannot be targeted, but the marines can, and the weapon is removed from the battle if all its attendant marines have been killed.

Abilities:

Tactical Awareness: 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. [MPC: 3, Uses/Turn: 1]

PTERARAPTORS

MP: 12 CC: 4 RC: 4 POW: 5 BOD: 5 BRN: 5 GUT: 5 LIF: 1 AR: 0 SIZE: L

Point Value: 43

Availability: Unlimited

Structure: 4-8

Equipment: Gauss rifle, combat blade

Options:

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.

Abilities:

Fly: Pteraraptors can move as a flying vehicle (p. 90, *VOR Rulebook*). They can only move over terrain features whose height is less than the distance the model has already moved in the current turn, or 6 inches, whichever is less. The model must move around higher obstacles.

Tactical Awareness: 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]

SHOCK MARINES

MP: 7 CC: 5 RC: 4 POW: 5 BOD: 5 BRN: 5 GUT: 6

LIF: 1 AR: 0 SIZE: M

Point Value: 21

Availability: Unlimited

Structure: 4-10

Equipment: Vibro scythe, negatron shield

Options:

Grape Gunner (+8 PV per model): Two members of the squad may replace their vibro scythes with grape guns.

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:

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: 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]



STRIKE COMMANDOS

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

Point Value: 17

Availability: Unlimited

Structure: 4-10

Equipment: Gauss carbine, combat blade

Options:

Drop Troops (+5 PV per model): The squad need not be deployed at the start of the game, but may instead be deployed in any of the owning player's turns instead of activating another squad. It must be placed within 6" of a table edge of the player's choice, but not closer than 12" to any enemy model. As soon as it has been deployed, the entire squad is considered to be holding its actions and may not spend MP on anything else for the rest of the turn. The entire squad must be given this ability.

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.

Abilities:

Rough Terrain Specialists: In forest or jungle terrain, strike commandos count Broken terrain as Open, and Hazardous as Broken (see *Terrain*, p. 78, *VOR Rulebook*).

Tactical Awareness: 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]

TERRASAURS

MP: 11 CC: 4 RC: 4 POW: 5 BOD: 6 BRN: 5 GUT: 5 LIF: 2 AR: 0 SIZE: L

Point Value: 49

Availability: Unlimited

Structure: 2-8

Equipment: Gauss rifle [Uses/Turn: 2], combat blade

Options:

Chain Guns (+8 PV per model): Two models in the squad may replace their gauss rifles and combat blades with mounted chain guns.

Mortars (+22 PV per model): Two models in the squad may replace their combat blades with mortars. This also gives them the Tactical Awareness ability (below).

Recon (+6 PV per model): Two models in the squad may be upgraded to recon terrasaur. When such a model is the friendly model that has LOS when making an indirect attack (p. 85, *VOR Rulebook*), the attack may be made out to long range.

Sergeant (+17 PV): One model in the squad may be upgraded to a sergeant, giving him Guts 6 and the Tactical Awareness ability (below). This also replaces his combat blade with a recoilless cannon. 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:

Multiple Attacks: The MP Cost for terrasaur 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. Chain gun, mortar and sergeant terrasaur do not get this reduction, however.

Rampage: When a terrasaur fails a Morale Test and rolls 3 to 9 on the Panic Table (p. 88, *VOR Rulebook*), it does not get pushed back, but it goes on a rampage. For the rest of its current activation—or on its next activation, if the Morale Test was failed while the model was not activated—the entire squad will move in a random direction (use the scatter rules, p. 84, *VOR Rulebook*, all models moving in the direction



indicated by the die) for as far as each model can go; if a terrasaur hits an obstacle that it cannot climb, establish a new direction for that model only and continue movement. If a terrasaur comes into base-to-base contact with any other model, it will make a melee attack against that model if enough MP are still available. The squad may not spend MP on anything else while on a rampage. Each time the squad is activated after the initial rampage, make a new Morale Test for it; if this fails, the rampage continues.

Rough Terrain Specialists: In forest or jungle terrain, terrasaur count Broken terrain as Open, and Hazardous as Broken (see *Terrain*, p. 78, *VOR Rulebook*).

Tactical Awareness (Mortars 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. 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]

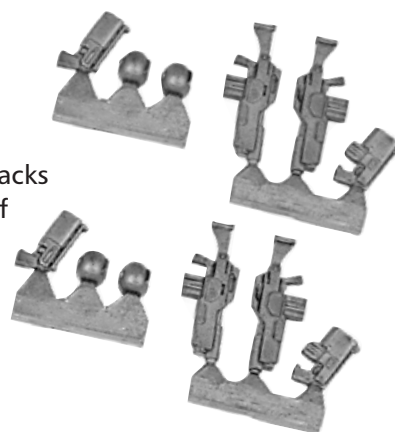
VIRIDIAN ARSENAL

ARMOR

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

Combat Blade

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

Great Axe

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

Vibro Scythe

[MPC: +0, Power: POW, AM: 0, Damage: 2]

RANGED WEAPONS

Assault Grenades

Any model that has been in the blast radius of an assault grenade is automatically considered to have a lower CC than anyone it is in melee combat with, until the end of the turn in which the grenade was used. [MPC: 3, Uses/Turn: 1, Range: S 4/+2, M 8/-1, L —/—, Power: 3, AM: 0, Mode: blast radius 1"]

Autopistol

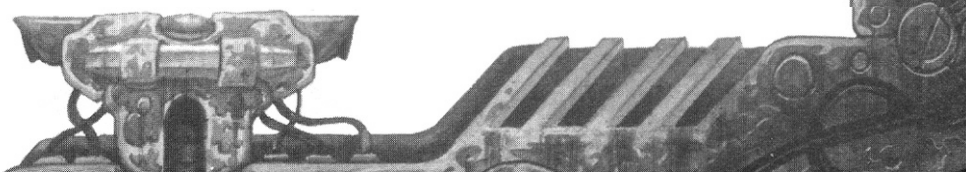
[MPC: 4, Uses/Turn: 1, Range: S 6/+1, M 12/-1, L —/—, Power: 4, AM: 0, Mode: point-blank]

Autoshotgun

[MPC: 4, Uses/Turn: 1, Range: S 6/+2, 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]





Gauss Carbine

[MPC: 5, Uses/Turn: 1, Range: S 6/+2, M 12/—, L 24/-1, Power: 5, AM: 0, Mode: point-blank]

Gauss Rifle

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

Grape Gun

[MPC: 5, Uses/Turn: 2, Range: S 6/+1, M 12/-1, L 24/-2, Power: 5, AM: 0, Mode: point-blank]

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]

Mounted Chain Gun

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

Flame Thrower

If the Damage Test for a flame thrower succeeds, you may immediately roll another one. If successful, the target loses another Lifeforce point; keep rolling Damage Tests and inflicting 1 Lifeforce damage until a Damage Test is failed. [MPC: 6, Uses/Turn: 1, Power: 5, AM: -2, Mode: splash]

Gauss Cannon

[MPC: 8, Uses/Turn: 1, Range: S 16/+1, M 32/—, L 48/-1, Power: 7, AM: -3]

Howitzer Barrage Cannon

The howitzer barrage cannon 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*). When this weapon is fired, the terrain in the entire area under its blast marker is made worse by one step: Open becomes Broken, Broken becomes Hazardous, and Hazardous becomes Impassable. [MPC: 7, Uses/Turn: 1, Range: S —/—, M 32/-2, L 48/-3, Power: 6, AM: -3, Mode: blast radius 3", indirect]

Mini-MLRS

[MPC: 6, Uses/Turn: 1, Range: S 12/-1, M 24/-2, L 36/-3, Power: 6, AM: 0, Mode: blast radius 3", indirect]

Mortar

[MPC: 6, Uses/Turn: 1, Range: S 16/—, M 32/-1, L 48/-2, Power: 6, AM: 0, Mode: blast radius 2", indirect]

Recoilless Cannon

[MPC: 5, Uses/Turn: 1, Range: S 16/+1, M 32/-1, L 48/-2, Power: 5, AM: 0, Mode: blast radius 2"]

Rocket Launcher

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

FENRIR 'THE ICE DUKE'

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

Point Value: 44

Availability: 1 per force

Structure: Captain Helghast must be part of a squad of Fenrir's assault marines and adhere to squad coherency

Equipment: Gauss rifle, loga

Abilities:

Berserk Charge: When Fenrir charges into melee combat, his attacks may not be parried by the target, and the target also may not try to receive the charge (see p. 86, *VOR Rulebook*).

Loga: If the Damage Test for this melee weapon succeeds, you may immediately roll another one. If successful, the target loses another Lifeforce point; keep rolling Damage Tests and inflicting 1 Lifeforce damage until a Damage Test is failed. [MPC: 4, Power: POW-1, AM: -2]

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



CAPTAIN MAXIMILLIAN HELGHAST

MP: 11 CC: 5 RC: 5 POW: 5 BOD: 5 BRN: 6 GUT: 7 LIF: 2 AR: 0 SIZE: L
Point Value: 61

Availability: 1 per force

Structure: Captain Helghast must be part of a commando scout squad and adhere to squad coherency

Equipment: Blaster [Mode: full-auto]

Abilities:

Fearless: Captain Helghast 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.

Hates Koralon: When attacking any kind of koralon, captain Helghast pays 1 MP less than normal for any attack he makes, but he also suffers -1 CC and RC modifiers for these attacks.

Rough Terrain Specialist: In forest or jungle terrain, captain Helghast counts Broken terrain as Open, and Hazardous as Broken (see *Terrain*, p. 78, *VOR Rulebook*).

Tactical Awareness: If captain Helghast makes a successful Brains Test, any member of his squad may ignore enemy models within 12"

when deciding who to attack. Should the Brains Test roll a 10, the captain is confused and his activation is ended immediately. [MPC: 3, Uses/Turn: 1]



LIEUTENANT JOHNNY 'G'

MP: 8 CC: 5 RC: 5 POW: 4 BOD: 4 BRN: 6 GUT: 8 LIF: 2 AR: 0 SIZE: M
Point Value: 41

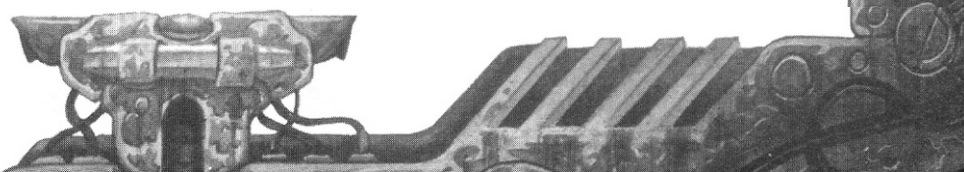
Availability: 1 per force

Structure: Lieutenant Johnny 'G' must be part of a commando squad and adhere to squad coherency

Equipment: Autoshotgun, combat blade

Abilities:

Fearless: Johnny 'G' 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 Johnny 'G' or his squad have failed a Morale Test, they may roll twice on the Morale Table (p. 88, *VOR Rulebook*) and choose which of the two rolls to use.

Infiltrate: During the deployment phase of the game (p. 75, *VOR Rulebook*), Johnny 'G' and his squad may be placed anywhere on the board, provided they are at least 12" away from the nearest enemy model and out of LOS of them. If necessary, the squad must be moved after all squads have been deployed, in order that they adhere to this rule.

Inspiring: Models within 6" of Johnny 'G' 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.

Rough Terrain Specialist: In forest or jungle terrain, Johnny 'G' counts Broken terrain as Open, and Hazardous as Broken (see *Terrain*, p. 78, *VOR Rulebook*).

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

LIEUTENANT MIRA HAZE

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

Point Value: 53

Availability: 1 per force

Structure: Lieutenant Haze must be part of a strike commando squad and adhere to squad coherency

Equipment: Gauss rifle, EMP generator

Abilities:

EMP Generator: When this device is used, all vehicles within 12 inches of lieutenant Haze count as if they have already been activated during the current turn—even if they had not been activated yet. The device also forces an automatic roll on the Vehicle Damage Table (p. 91, *VOR Rulebook*) for each vehicle within 12 inches, though with a -1 modifier to the roll. Note that this second effect is applied even to vehicles that had already been activated in the current turn. [MPC: 5, Uses/ Turn: 1]

Rough Terrain Specialist: In forest or jungle terrain, lieutenant Haze counts Broken terrain as Open, and Hazardous as Broken (see *Terrain*, p. 78, *VOR Rulebook*).

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



MAJOR ICHARUS TRASK

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

AR: 2 SIZE: M

Point Value: 55

Availability: 1 per force

Structure: Major Trask must be part of a shock marines squad and adhere to squad coherency

Equipment: Vibro scythe

Abilities:

Multiple Attacks: The MP Cost for major Trask 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*), major Trask 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.

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



SERGEANT KURT KWINSKY

MP: 9 CC: 4 RC: 4 POW: 4 BOD: 4 BRN: 5 GUT: 7 LIF: 1 AR: 0 SIZE: M

Point Value: 24

Availability: 1 per force

Structure: Sergeant Kwinsky must be part of a commando squad and adhere to squad coherency; the squad may not take the Sergeant option if Kwinsky is part of it

Equipment: Gauss rifle, combat blade

Abilities:

Infiltrate: During the deployment phase of the game (p. 75, *VOR Rulebook*), Kwinsky and his squad may be placed anywhere on the board, provided they are at least 12" away from the nearest enemy model and out of LOS of them. If necessary, the squad must be moved after all squads have been deployed, in order that they adhere to this rule.

Rough Terrain Specialist: In forest or jungle terrain, sergeant Kwinsky counts Broken terrain as Open, and Hazardous as Broken (see *Terrain*, p. 78, *VOR Rulebook*).

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