

Shadow RST-V w/M240

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Replacing the Hum-Vee, the Shadow is a hybrid transport capable of mounting many weapon systems.

Shadow w/M-240

None

Size	Move	Close Combat	Target	Armour	Kill
2	10"	2xD10	6+	5+	8+

TRANSPORT

Materiel

Options

Statistics

Weapons

**M-240 7.62mm Machine Gun**  
Range 30" Damage 3xD6

**Transport:** The Shadow may carry up to six Size 1 models. Models may mount the Shadow simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Shadow, than both the models and the Shadow may only take a single action in that turn.

If the Shadow is destroyed, every model on board will immediately suffer a D6 Damage Dice.

**Tough:** The Shadow will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal. The Shadow is immune to Suppression. It will also ignore the effects of smoke (see main rulebook).

**Army List:** Up to two Shadows may be purchased for each Transport slot.

**Intelligence Feeds:** Any army with at least one of these units may re-roll its dice for set up and deployment.

**M240 MG:** This weapon causes a -1 penalty to Armour rolls. It may be used as an AA weapon. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

Special Rules

Shadow RST-V w/OCSW

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Replacing the Hum-Vee, the Shadow is a hybrid transport capable of mounting many weapon systems.

Shadow w/OCSW

None

Size	Move	Close Combat	Target	Armour	Kill
2	10"	2xD10	6+	5+	8+

TRANSPORT

Materiel

Options

Statistics

Weapons

**OCSW**  
Range 36" Damage 3xD6+1

**Transport:** The Shadow may carry up to six Size 1 models. Models may mount the Shadow simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Shadow, than both the models and the Shadow may only take a single action in that turn.

If the Shadow is destroyed, every model on board will immediately suffer a D6 Damage Dice.

**Tough:** The Shadow will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal. The Shadow is immune to Suppression. It will also ignore the effects of smoke (see main rulebook).

**Army List:** Up to two Shadows may be purchased for each Transport slot.

**Intelligence Feeds:** Any army with at least one of these units may re-roll its dice for set up and deployment.

**OCSW:** This weapon causes a -1 penalty to Armour rolls and ignores cover of its target. It will roll extra Damage Dice (but only D6 with no penalty to Armour rolls or cover) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight.

Special Rules

Shadow RST-V w/M2

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Replacing the Hum-Vee, the Shadow is a hybrid transport capable of mounting many weapon systems.

Material

Shadow w/M2

Options

None

Statistics

Size Move Close Combat Target Armour Kill

2 10" 2xD10 6+ 5+ 8+

TRANSPORT

Weapons

**M2 .50cal Machine Gun**  
Range 36" Damage 2xD6+1

Special Rules

**Transport:** The Shadow may carry up to six Size 1 models. Models may mount the Shadow simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Shadow, than both the models and the Shadow may only take a single action in that turn.

If the Shadow is destroyed, every model on board will immediately suffer a D6 Damage Dice.

**Tough:** The Shadow will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal. The Shadow is immune to Suppression. It will also ignore the effects of smoke (see main rulebook).

**Army List:** Up to two Shadows may be purchased for each Transport slot.

**Intelligence Feeds:** Any army with at least one of these units may re-roll its dice for set up and deployment.

**M2 .50 MG:** This weapon causes a -1 penalty to Armour rolls. It may be used as an AA weapon. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.