

Technical

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Little more than armed pickups, Technicals are very popular in third world countries

Technical w/.50cal MG

None

Size Move Close Combat Target Armour Kill

2 12" 3xD10 6+ 5+ 8+

TRANSPORT

Weapons

.50cal MG
Range 30" Damage 2xD6+1

Special Rules

Transport: The Technical may carry up to 8 Size 1 models. Models may mount the Technical simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the Technical, then both the models and the Technical may only take a single action in that turn. Up to 4 models may fire from the Technical at a -1 penalty to their Damage dice if the Technical takes a Shoot action. The MG may not fire if any models are being carried. If the Technical is destroyed, every model on board will immediately suffer a D6 Damage Dice.

Tough: The Technical will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal. The Technical is immune to Suppression.

MG: This weapon causes a -1 penalty to Armour rolls. 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. This weapon may be used as an AA weapon.

Army List: Up to three Technicals may be purchased for each Transport slot.

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Technical w/ZU-23-2

None

Size Move Close Combat Target Armour Kill

2 12" 3xD10 6+ 5+ 8+

SUPPORT

Weapons

ZU-23-2
Range 36" Damage 3xD6+1

Special Rules

Tough: The Technical will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal. The Technical is immune to Suppression.

ZU-23-2: This weapon causes a -1 penalty to Armour rolls. It may only fire once per turn. 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. It may be used as an AA weapon.

Army List: Up to three Technicals may be purchased for each Support slot.

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Technical w/Recoilless Rifle

None

Size	Move	Close Combat	Target	Armour	Kill
2	12"	3xD10	6+	5+	8+

SUPPORT

Weapons

Recoilless Rifle
Range 30" Damage D10+1

Special Rules

Tough: The Technical will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal. The Technical is immune to Suppression.

Recoilless Rifle: This weapon causes a -2 penalty to Armour rolls, and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) 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. It may only be fired once per turn, and never as a reaction. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. The Recoilless Rifle may not fire if any models are being carried.

Army List: Up to three Technicals may be purchased for each Support slot.