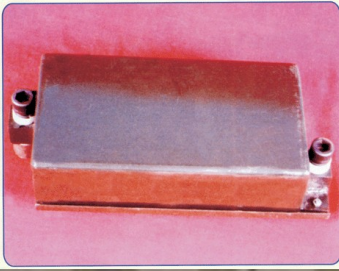


Explosive Reactive Armour



This armour dissipates a part of energy of the attacking round using directed explosion

Rules

ERA: If a player scores a Kill against an aspect which is protected by ERA the defending vehicle is not automatically killed, but may make an armor saving roll. If the armor save roll is successful then treat the Kill result as a normal Hit which was not saved instead. All modifiers to the armor save roll remain in effect. Note: Even if the vehicle saves against a Kill result, it may be destroyed by the hit if it results in removing the vehicle's final point of toughness.

Option

Add ERA to any size 2+ Armoured vehicle for +10% of its cost. Vehicles equipped with ERA lose the Amphibious and Airborne Deployment trait if they have them

Statistics

UPGRADE

Smoke Grenade Launcher



Smoke grenade launchers can be installed on nearly any vehicle

Rules

Smoke Grenade Launchers: a model with this upgrade may take a Ready action to sheathe itself in thick smoke, blocking any Line of Sight across an area up to 3" from the centre of the model. This will last until the end of your opponent's next turn, so long as your model does not move.

Option

Add to any Armoured vehicle for +25 points

Statistics

UPGRADE

VIRSS



Advanced smoke grenade launchers that lay down smoke impenetrable to Thermal Imaging devices

Rules

VIRSS: a model with this upgrade may take a Ready action to sheathe itself in thick smoke, blocking any Line of Sight across an area up to 3" from the centre of the model. This will last until the end of your opponent's next turn, so long as your model does not move. This smoke may not be ignored by the "Ignore the effects of smoke" rule. Single use.

Option

Add to any Armoured vehicle for +50 points

Statistics

UPGRADE

1st Generation Active Protection System



Active Protection Systems use projectiles to shoot down incoming RPGs and ATGMs

Rules

APS: The first damage dice in any turn that beats this vehicle's Target or Kill score will be ignored on a D6 roll of 5+

Option

Add APS to any size 2+ Armoured vehicle for +15% of its cost.

Statistics

UPGRADE

2nd Generation Active Protection System



Active Protection Systems use projectiles to shoot down incoming RPGs and ATGMs

Rules

APS: The first damage dice in any turn that beats this vehicle's Target or Kill score will be ignored on a D6 roll of 4+

Option

Add APS to any size 2+ Armoured vehicle for +20% of its cost.

Statistics

UPGRADE

3rd Generation Active Protection System



Active Protection Systems use projectiles to shoot down incoming RPGs and ATGMs

Rules

APS: The first damage dice in any turn that beats this vehicle's Target or Kill score will be ignored on a D6 roll of 3+

Option

Add APS to any size 2+ Armoured vehicle for +25% of its cost.

Statistics

UPGRADE

4th Generation Active Protection System



Active Protection Systems use projectiles to shoot down incoming RPGs and ATGMs

Rules

APS: The first damage dice in any turn that beats this vehicle's Target or Kill score will be ignored on a D6 roll of 2+

Option

Add APS to any size 2+ Armoured vehicle for +30% of its cost.

Statistics

UPGRADE

Gun Shield



Gun shields protect exposed crewmembers from enemy fire

Rules

Gun Shield: Twice as many Damage Dice have to be allocated to this vehicle to cause it to Button Up

Option

Add to any size 2+ vehicle for +10 points per (E) weapon.

Statistics

UPGRADE