

RESISTANCE UNITS

ATTACK ATVs

- EXPERIMENTAL RULES 1.0



Attack ATVs (All Terrain Vehicles) encompass anything from quad bikes to all terrain mobility vehicles; resistance fighters don't care what it was, as long as they can strap a grenade launcher to it and drive at high speed towards the enemy. Attack ATVs are used by Resistance fighters for fast, nimble assaults, often in tandem with Freeriders and waves of technicals. They support troops in buildings with their grenade launchers, but rarely leave their quad bikes, taking a leaf out of the book of ancient earth native tribes,

riding in circles close to or around their targets, firing into the enemy as they do so.

The greatest threat to infantry from attack ATVs is not their explosive grenades but their chemical rounds. All resistance groups have their horror stories from Scourge weaponry, but few compare to the devastating effect of the Acid Streamer on Scourge Tormentors. If the initial attack doesn't work, the gas that is produced as a secondary weapon finishes the job.

Fighting fire with fire, the Resistance have concocted Chem-grenade rounds. These vary from the an altered mix of the raw jelly from an Acid Streamer to pre-Scourge invasion chemical rounds, scavenged from old military installations. However the result is the same; fired into structures in grenades, the payload infects a building with noxious acidic gases and reactants capable eating into and through the toughest body armour and melting the organic substances beneath.

ATTACK ATVs	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	4	9	E+1	3	30	INFANTRY	EXOTIC	*	*	2-4, STANDARD	SUBTERRAINIAN, DF

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
GRENADE LAUNCHER	6	3	2+	9	6	6	F	SC, RW-1, ALT-1
CHEM GRENADE**	**	3	2+	6	6	6	F	CHEM**, RW-1, ALT-1

Transport: 1 x NT-1 Kraken (4 Units each)

* **Infantry in this squad may not enter a structure**

** **Special Rule - Chem Grenade:** You may only fire this weapon against structures and you must be able to draw line of sight to a window or entry point on the structure. After rolling to hit, place 1 chem token per hit within the structure. During the Roundup Phase, roll 1 dice per token and compare the result to the table below:

ROLL	RESULT
1-2	THE CHEMICAL FOG DISSIPATES, REMOVE THE TOKEN
3	THE CHEMICAL FOG DRIFTS THROUGH THE BUILDING, BUT NOTHING HAPPENS. THE TOKEN REMAINS IN THE BUILDING.
4-5	ENCOUNTERING BIOLOGICAL MATTER, THE CHEMICAL FOG BEGINS DISSOLVING EXPOSED FLESH, AND EVEN SEALS ON ENCLOSED SUITS. 1 RANDOM BASE OF INFANTRY IN THE BUILDING SUFFERS 1 DP. (PASSIVE SAVES MAY NOT BE TAKEN)
6	THE CONCENTRATION OF THE CHEMICAL FOG INCREASES, RAPIDLY BREAKING DOWN BIOLOGICAL MATTER AND DISSOLVING ITS WAY THROUGH HARDENED CARAPACE AND ARMOUR. 1 RANDOM BASE OF INFANTRY IN THE BUILDING SUFFERS D3 DP. (PASSIVE SAVES MAY NOT BE TAKEN) THE SQUAD AFFECTED MUST THEN TAKE A FORTITUDE TEST.