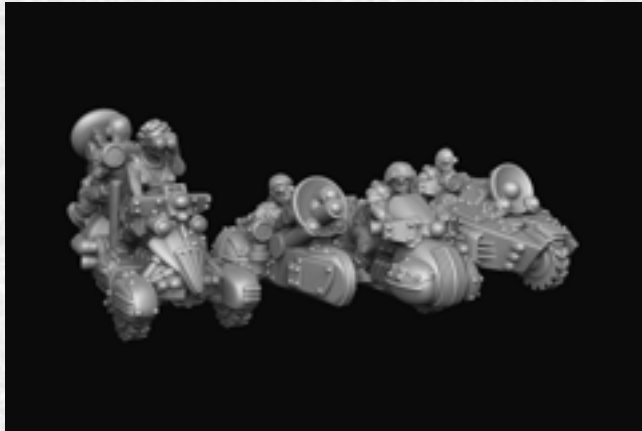


RESISTANCE UNITS

SCOUT ATVs

- EXPERIMENTAL RULES 1.0



Unlike their assault focused cousins – the Attack ATVs – Scout ATVs focus less on brute force and more on intelligence gathering, infiltration and forward operations. Comprised of similar vehicles to Attack ATVs (quads, multiple motorbikes lashed together and all manner of other bodged designs), the main difference is in armament and riders.

Scout ATVs operate ahead of the main force to hinder enemy activities, sabotage counter attacks and disrupt targeting operations. Equipped with all manner of pre-invasion tech, they target high priority enemy units that are potentially threatening to the main Resistance force. From there they use everything from chaff and

signal jammers to mirage enhancers and laser diffusers, which cumulatively distort and hamper any enemy targeting systems. So bizarre and esoteric are the constantly changing combinations used that even hyper-advanced Shaltari systems have been thrown off target by Scout ATVs.

It takes a certain type of rider to drive their quad into the open and non-lethally attack enemy units for the betterment of their comrades. For this reason Scout ATVs are favoured by Allied Resistance bands, where self-sacrifice is often the order of the day. However these squads are also seen in Feral bands, mostly in death cults, or those who's leader's wrath is more intimidating than facing the guns of the enemy army.

| SCOUT ATVs | A | MV | CM | DP | PTS | TYPE | CATEGORY | CQB | F | S+C | SPECIAL |
|------------|---|----|-----|----|-----|----------|----------|-----|---|---------------|-------------------|
| | 4 | 9" | E+1 | 3 | 35 | INFANTRY | SCOUT | * | * | 2-4, STANDARD | SUBTERRAINIAN, DF |

| WEAPONS | E | SH | AC | R(F) | R(C) | MF | ARC | SPECIAL |
|-------------------|-----|----|----|------|------|----|-------|---------|
| DISRUPTOR ARRAY** | N/A | 3 | 2+ | 36" | 36" | 6" | F/S/R | RW-1 |

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

* **This Unit may not enter a structure**

** **Special Rule - Disruptor Array:** This weapon does not roll to damage and Passive Countermeasures can't save against this hit. Every hit from this weapon inflicts a +1 Ac modifier (to a maximum of 6+) to each of the targets weapon profiles until the Scout ATVs next activation. If the entire squad of Scout ATVs is destroyed then the effects end.

Special Rule - Enhanced Targeting Array: Any friendly IF weapon targeting a unit within line of sight of a Scout ATV Unit receives a -1Ac modifier to thier Ac Value.