

Hive City Gangs: The Nomads • 250pts

This view is a work in progress...

Unit	Stats	Loadout	Rules
Nomads Champion [1] - 95pts	Quality 4+ Defense 5+	1x Ash Master - A 1x Chainsaw Glaive - A4 Rending 1x Claw Hand - A2 AP(4)	<u>Hero, Martial Prowess, Strider, Tough(3)</u>
Waste Nomads [3] - 50pts	Quality 5+ Defense 5+	2x Rifles 24" A1 3x CCWs - A1 1x Rocket Launcher 18" A1 AP(2), Deadly(3)	<u>Strider</u>
Waste Nomads [3] - 60pts	Quality 5+ Defense 5+	2x Rifles 24" A1 3x CCWs - A1 1x Hunting Rifle 24" A1 AP(1), Sniper	<u>Strider</u>
Ash Nomads [3] - 45pts	Quality 5+ Defense 5+	2x Pistols 12" A1 2x CCWs - A1 1x Junk Sword - A2 AP(1), Rending 1x Scrap Shotgun 6" A4 AP(1)	<u>Strider</u>

Special Rules

AP - Targets get -X to Defense rolls when blocking hits.

Deadly - Assign each wound to one model, and multiply it by X. Note that these wounds don't carry over to other models if the target is killed.

Hero - Friendly units within 12" of the hero may use his quality for morale tests, as long as he isn't Stunned.

Martial Prowess - This model and all friendly units within 12" get +2 to hit rolls in melee or shooting whilst inside terrain (pick one).

Rending - Unmodified results of 6 to hit count as having AP(4), and ignore the regeneration rule.

Sniper - Shoots at Quality 2+, and may pick one model in a unit as its target, which is resolved as if it's a unit of 1.

Strider - This model may ignore the effects of difficult terrain. This model only needs to roll 2+ for a successful drop, leap or jump.

Tough - This model only rolls to see what happens from wounds once it has taken at least X wounds, and is only Knocked Out on rolls of 5+X or more. When Stunned and hit by shooting or charged, this model takes 1 wound instead of being Knocked Out, unless it already has X or more wounds.