# Ignition:core

Freeguild Units

Updates

- 22 June 2021 created 'Freeguild Heroes' Datacards. Freeguild Heroes can be used to fill the Hero Slot in any Freelance Armored Fireteam unless otherwise specified by the faction. Adjusted **Burst Roll Chart** for **Grendel 20mm Smart Launcher.** Removed **Subjugation** hacking ability from **Ouroboros Tactical Hacking Terminal.**

- 5 October 2022 added prototype rules for **Hacker Synth** that reclassify the unit as **Infantry** and remove the **Hero** keyword

- 5 October 2022 added prototype rules for **Witch Rosie**

- 18 March 2023: **Mechanic** is updated from **Hero** to **Infantry** along with relevant changes to abilities and stats. **Halloween Rosie** is updated from **Hero** to **Support Mech** along with relevant changes to abilities and stats**.**

- 23 August 2023: **ANCIENT MANAPATH: MIDKNIGHT, ZERO PILOT V0.1** and **ZERO PILOT V0.2** datacard added to Freeguild Units.

MECHANIC
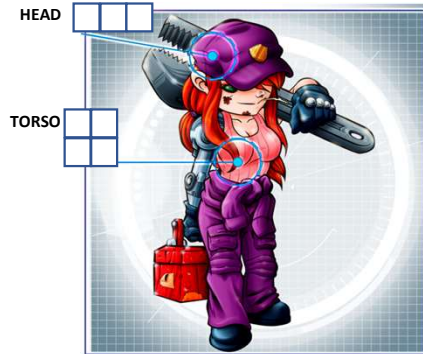
HEAD

TORSO

Mechanic Support: (Action) A model within (3) Squares regains (3) Ammo on a weapon and (3) HP on a single HIT location.

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Movement: 6
Actions: 1

Keywords: Infantry, Multifaction (ANY)

Heavy Wrench
Burst Roll
Range: 2
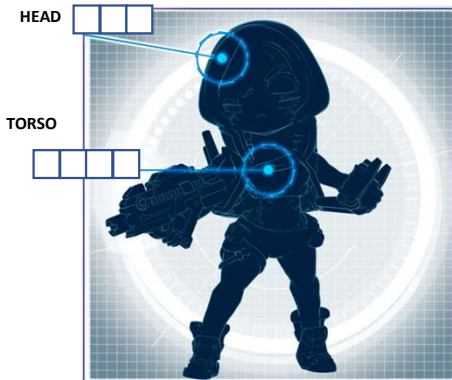**Rate of fire: 1**
Damage: 4
Ammo: Unlimited

Burst Roll
0: 0
1-6: 1D8 + Push3
7-8: 2D8 + Push4
9: 2D8 + Crit + push5
Special Rule: *"If you can dodge a wrench…"* This weapon gains (+1) on its (D8) hit-location roll if the target model is –infantry- or-pilot-

*Like Angels on the field of battle, the skilled mechanics of Isalia, are often trained combat medics too. One such mechanic, **Rosie**, was also known to stitch up tavern brawlers after drunken bar fights.*

Multifaction(X): This model can be allied with any of the listed factions.

HACKER

HEAD

TORSO

AMMO: Grendel 20mm Smart Launcher

Tactical_Hacker:(Ability) When this model claims an **Objective**, or moves onto an **Objective** already in friendly control, that objective becomes **HACKED**. When a **Hostile** model would normally claim a **HACKED** objective, they must instead spend (1) **Action Point** to claim that objective.

Combat_Hacker:(Ability) When a model with **Animus** tokens activates, roll D10s equal to the number of Animus Tokens on that model then add up the result and consult the **Ouroboros Tactical Hacking Terminal** chart.

Chiron Nano-Heal System :(Ability) During the reinforcement phase, a model with this ability recovers 2hp to a single hit location.

Reload:(Action) This model regains (2) Ammo on **Grendel 20mm Smart Launcher**

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Movement: 6
Actions: 1

Keywords: Infantry, Synth, Multifaction (ANY)

Grendel 20mm Smart Launcher

Burst Roll
0: 0
1-6: 1D8 + Animus
7-8: 1D8 + Animus2
9: 1D8 + Animus3

Range: 16
Rate of fire: 1-3
Damage: 1
Ammo: 6

Special rule: Animus
For each **Animus** result rolled, add an **Animus** token to the target **Mech**.

If this model is destroyed, all **Animus** tokens generated by this model are removed from **Hostile** models.

Ouroboros Tactical Hacking Terminal
0: Negative Feedback Loop: All Animus tokens are removed from this model
1-8: Caltrops: This model suffers **Push2** then (-1)Animus token.
9-26: Hang-Fire: This model suffers (-3 Ammo) on one weapon (attacker's choice) then (-2)Animus token.
27-44: Nano Degrader: This model suffers (2)DMG to all hit locations then (-3)Animus token.
45-62: Exploding Caltrops: This model suffers **1DMG** to all hit locations and **Push2** then (-3)Animus token.
63-71: Partial System Shutdown: target suffers (-1)Action then (-4)Animus token.
72-89:Judas Core: This model attacks nearest friendly model (if possible) then (-5)Animus token.
90+: Complete System Shutdown: This model skips this activation then loses all Animus Tokens.

Multifaction(X): This model can be allied with any of the listed factions.

HACKER

HEAD

TORSO

AMMO: Grendel 20mm Smart Launcher

Tactical_Hacker: (Ability) When this model claims an **Objective**, or moves onto an **Objective** already in friendly control, that objective becomes **HACKED**. When a **Hostile** model would normally claim a **HACKED** objective, they must instead spend (1) **Action Point** to claim that objective.

Combat_Hacker: (Ability) When a model with **Animus** tokens activates, roll D10s equal to the number of Animus Tokens on that model then add up the result and consult the **Ouroboros Tactical Hacking Terminal** chart.

Chiron Nano-Heal System : (Ability) During the reinforcement phase, a model with this ability recovers 2hp to a single hit location.

Reload: (Action) This model regains (2) Ammo on **Grendel 20mm Smart Launcher**

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Movement: 6
Actions: 1

Keywords: Infantry, Synth, Multifaction (ANY)

Grendel 20mm Smart Launcher

Burst Roll
0: 0
1-6: 1D8 + Animus
7-8: 1D8 + Animus2
9: 1D8 + Animus3

Range: 16
Rate of fire: 1-3
Damage: 1
Ammo: 6

Special rule: Animus
For each **Animus** result rolled, add an **Animus** token to the target **Mech**.

If this model is destroyed, all **Animus** tokens generated by this model are removed from **Hostile** models.

Ouroboros Tactical Hacking Terminal
0: Negative Feedback Loop: All Animus tokens are removed from this model
1-8: Caltrops: This model suffers **Push2** then (-1)Animus token.
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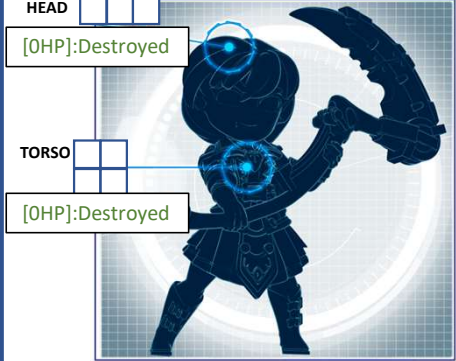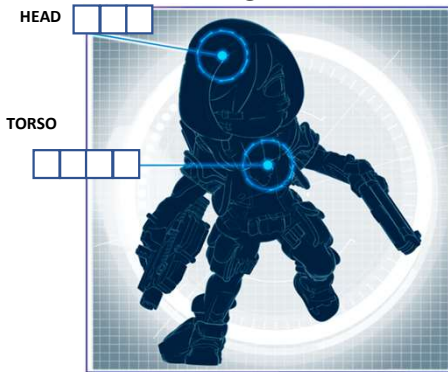**63-71: Partial System Shutdown:** target suffers (-1)Action then (-4)Animus token.
72-89: Judas Core: This model attacks nearest friendly model (if possible) then (-5)Animus token.
90+: Complete System Shutdown: This model skips this activation then loses all Animus Tokens.

Multifaction(X): This model can be allied with any of the listed factions.

TATYANA

HEAD

[0HP]:Destroyed

TORSO

[0HP]:Destroyed

Evasion: (Reaction) If this model is **attacked** roll **3D10** before the **attacker** rolls any dice. For each result of **8 or 9** this model may move (1) square. If this takes this model out of **range** or **LoS**, the attack fails. (**Full/Partial LoS** is determined after **Evasion** is resolved).

Nano-Infused Regeneration: (Ability) This model regains 1HP to each HIT location each time it inflicts any amount of **DMG** on an enemy model. This model may exceed its maximum HP with this ability.

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Movement: 6
Actions: 1

Keywords: Infantry, Multifaction (Nephilim, Paladin) Reluctant Ally (Oni)

Nightmare Scythe

Burst Roll
0: 0
1: 1D8
2-5: 1D8 + Push1
6-8: 2D8 + Push2
9: 3D8 + Crit + Push3

Range: 2
Rate of fire: 1
Damage: 1
Ammo: Unlimited
Special rule: Anti-Personnel: This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

Scythe-Slash: This weapon may target up to (2) **Hostile** models within range. (Roll one set of Burst/HIT rolls and apply the result to both targets)

Multifaction(X): This model can be allied with any of the listed factions.

Reluctant Ally(X): This model can be allied with any of the listed factions, however doing so awards your opponent (1) Victory point at the start of the game.

Witch Rosie

HEAD ☐ ☐ ☐

[0HP]:Destroyed

TORSO ☐ ☐ ☐ ☐ ☐ ☐

[0HP]:Destroyed
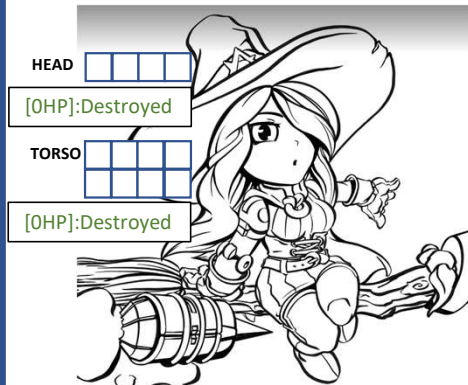
Repair: (Action) A **Mech** or **Transport** model within (3) Squares regains (3) HP on a single HIT location.

Resupply: (Action) A model within (3) Squares regains (3) Ammo on a weapon.

Boost: (Action) this model gains (+3) **Movement.**

Hex:Core: (Action) A **Hostile Mech** or **Transport** model within (3) Squares regains (3) **DMG** on one hit location then suffers (3) **DMG** on another hit location. (**Attacker** chooses both locations. First location must have suffered at least (3) **DMG**.

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss
Keywords: Support Mech, Flying, Multifaction (ANY)

Movement: 9
Actions: 2

Multifaction(X): This model can be allied with any of the listed factions.

ZERO PILOT V0.1

HEAD

TORSO

AMMO: Zero Blaster:

Dash: (Action) This model gains an additional (+3) Movement.

Evasive Maneuvers : (Reaction) If a **Mech** is **attacked** while this **Pilot** is embarked in it, roll **6D10** before the **attacker** rolls any dice. For each result of **7, 8 or 9** the **Defending Mech** may move (1) square. If this takes this model out of **range** or **LoS**, the attack fails. (**Full/Partial LoS** is determined after this ability is resolved).

Eden Link Desync: (Ability) If this unit's **Warlord Class Mech** is destroyed, but this unit is still in play during the **Reinforcement Phase**, the controlling player may award their opponent (2) **Victory Points** to removed this model from play, then deploy the **Warlord Class Mech** with a new Pilot embarked.

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss
Keywords: Pilot, Multifaction (ANY)

Movement: 6
Actions: 3

Zero Blaster
Burst Roll
Range: 8
Rate of fire: 1
Damage: 2
Ammo: 9

Burst Roll
0: 0
1-6: 2D8 + Push1
7-8: 2D8 + Chain + Push2
9: 2D8 + Chain2 + Crit + Push3
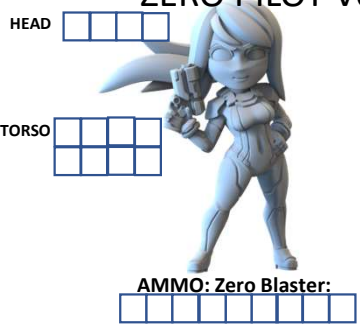**Anti-Personnel:** This attack may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

Roundhouse Kick
Range: 1
Rate of fire: 1
Damage: 1
Ammo: Unlimited

Burst Roll
0: 0
1-6: 1D8
7-8: 1D8 + Chain+ Push1
9: 2D8 + Chain2 + Crit+ Push1

Zero-Cell Energy Fusion: Any time this model generates a **CRIT** result from an **ATK** the **Zero Blaster Pistol** regains (1)Ammo per **CRIT** generated.

Multifaction(X): This model can be allied with any of the listed factions.

Designer's note: This model is in **prototype draft** status and will get permanent rules once sufficient playtest data has accrued.

PROTOTYPE RULES

ZERO PILOT V0.2

HEAD

TORSO

AMMO: Zero Blaster:

Focus: (Ability) This unit may suffer **1 DMG** to any hit location to gain **Advantage1** on its next **Burst Roll** and its next **Hit Roll.**

Drive: Once per activation this **Pilot** may suffer 2 DMG to any hit location to gain an additional action point.

Eden Link Desync: (Ability) If this unit's **Warlord Class Mech** is destroyed, but this unit is still in play during the **Reinforcement Phase**, the controlling player may award their opponent (2) **Victory Points** to removed this model from play, then deploy the **Warlord Class Mech** with a new Pilot embarked.

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Movement: 6
Actions: 3

Keywords: Pilot, Multifaction (ANY)

Zero Blaster
Burst Roll
Range: 8
Rate of fire: 1
Damage: 2
Ammo: 9

Burst Roll
0: 0
1-6: 2D8 + Push1
7-8: 2D8 + Chain + Push2
9: 2D8 + Chain2 + Crit + Push3
Anti-Personnel: This attack may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

Roundhouse Kick
Range: 1
Rate of fire: 1
Damage: 1
Ammo: Unlimited

Burst Roll
0: 0
1-6: 1D8
7-8: 1D8 + Chain+ Push1
9: 2D8 + Chain2 + Crit+ Push1

Zero-Cell Energy Fusion: Any time this model generates a **CRIT** result from an **ATK** the **Zero Blaster Pistol** regains (1)Ammo per **CRIT** generated.
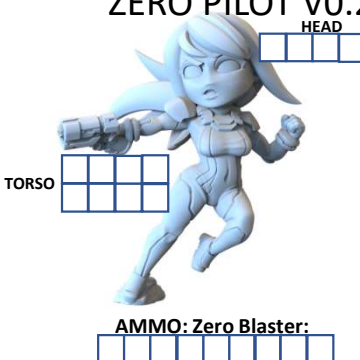
Multifaction(X): This model can be allied with any of the listed factions.

Designer's note: This model is in **prototype draft** status and will get permanent rules once sufficient playtest data has accrued.

PROTOTYPE RULES

MODEL ZERO

HEAD

[0HP]: Head-Gear ability is unusable

TORSO

[0HP]: Destroyed

(R)ARM

[0HP]: gear equipped to this arm is unusable

(L)ARM

[0HP]: gear equipped to this arm is unusable

(R)LEG

[0HP]: -2 Movement

(L)LEG

[0HP]: -2 Movement

Hit Roll Chart*
8: Attacker's choice
7: Head
4-6: Torso
2-3: Defender's choice
1: Miss
*Hits allocated to a location already at zero HP become 8s
Keywords: EDEN Link, Multifaction (ANY)

*This model uses the **Pilot's Movement** & **Action Points**.

Model Zero – Modular Loadouts

Model Zero has six hardpoints: **Head, Left Arm, Right Arm, Grenade Tubes, Left Cradle Mount, Right Cradle Mount.**

When Model Zero is deployed at the start of the game the controlling player selects gear for each hardpoint. Model Zero's gear cards will each list which hardpoint they mount to. **In a tournament setting Model Zero may choose different starting gear for each game.**

When Model Zero is returned to play during the **Reinforcement Phase**, the controlling player may change Model Zero's gear on up to **two hardpoints**.

When Model Zero is targeted by a **Resupply** action, the controlling player may instead change Model Zero's gear on **one hardpoint**. This gear has full **AMMO/HP** but must be different from the previously equipped gear.

Model Zero may only use one **Tactical Ability** per **Tactical Phase** even if their equipped gear cards have several different tactical abilities.

Model Zero can only be piloted by a **Freelance Pilot**

Designers Note: Some gear cards require more than one hardpoint. A Resupply action can remove a gear card that occupies two hardpoints but will only be able to equip one gear card, even if it only occupies one of the hardpoints that was freed up. However, a subsequent Resupply action may be used to equip any one vacant hardpoint.

Model Zero – Shield System

Model Zero Hardpoint: Left Arm

HP: 9

If this equipment has 1 or more HP, the controlling player may roll a D10 each time any friendly model within three squares of this model suffers a hit. On a roll of 4-9 the Shield System suffers the damage instead. This cannot be used for CRITs.

This equipment regenerates 1 HP each reinforcement phase.

Shield Regen System: (Tactical Ability) This unit regains **5HP** to its **Shield System**. This ability may not allow the Shield System to exceed its HP attribute.

Model Zero – Head Camera v0.1

Model Zero Hardpoint: Head

Ability, Heat Seeking Sensors: This model gains (+1) to **D10 Burst Rolls** that target **Mech** and **Transport** models.

Model Zero – Head Camera v0.2

Model Zero Hardpoint: Head

Ability, Antipersonnel Targeting Module: This model gains (+1) to **D8 Hit Rolls** that target **Pilot** and **Infantry** models.

Model Zero – Head Camera v0.3

Model Zero Hardpoint: Head

Ability, Reactive Fire Sentry-Tracker: Three times per battle round, this weapon can make a free **Rate of Fire:1** shooting attack with a **Right Arm Weapon** or **Grenade Tube Weapon** at any time during the **Activation Phase**. This ability cannot be used against the same model more than once per battle round.

Model Zero – Head Camera v0.4

Model Zero Hardpoint: Head

Ability, High Refresh Rate Close Combat Camera: This model gain (+1) to **D10 Burst Rolls** and **D8 Hit Rolls** when making **Melee Attacks.**

Designers Note: Weapon systems with Unlimited Ammo are considered to be 'Melee Attacks'

Model Zero - Beam Saber

Model Zero Hardpoint: Left Arm or Right Arm

Range: 3
Rate of fire: 1
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-3: 1D8
4-6: 2D8
7-8: 2D8 + Crit + Chain
9: 2D8 + Crit2 + Chain2

Special Rule: **Strike-Through1**

Blade Deflect: Each time a model equipped with this weapon suffers a **HIT**, roll a **D10**. On a result 9, that **HIT Roll D8** is negated. If this model is equipped with a **Shield System** this roll may be attempted before rolling for the **Shield System.**

Model Zero - Twin Beam Sabers

Model Zero Hardpoint: Both Arms

Range: 3
Rate of fire: 2
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-3: 1D8
4-5: 2D8
6-8: 2D8 + Crit + Chain
9: 2D8 + Crit2 + Chain2

Special Rule: **Strike-Through2**

Blade Deflect: Each time a model equipped with this weapon suffers a **HIT**, roll a **D10**. On a result of **8 or 9**, that **HIT Roll D8** is negated.

Model Zero – Pile Bunker

Model Zero Hardpoint: Left Arm or Right Arm

Range: 2
Rate of fire: 1 Special Rule: This weapon can only be used once per activation.
Damage: 3
Ammo: Unlimited

Burst Roll
0: 0
1-3: 1D8
4-6: 2D8
7-8: 2D8 + Crit
9: 2D8 + Crit2

Special Rule: **Armor Piercing, Dominate**

Model Zero - Twin Pile Bunkers

Model Zero Hardpoint: Both Arms

Range: 2
Rate of fire: 2 Special Rule: This weapon can only be used once per activation.
Damage: 3
Ammo: Unlimited

Burst Roll
0: 0
1-3: 1D8
4-5: 2D8
6-8: 2D8 + Crit + Chain
9: 2D8 + Crit2 + Chain
Special Rule: **Armor Piercing, Dominate**

Model Zero – Missile Pod

Model Zero Hardpoint: Left Cradle Mount or **Right Cradle Mount**

Range: 25
Rate of fire:1-2 Special Rule: This weapon can only be fired once per activation.
Damage: 3
Ammo: 4 ☐☐☐☐

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8 + Push1
9: 3D8 + Push2

Model Zero - Twin Missile Pods

Model Zero Hardpoint: Both Cradle Mounts

Range: 25
Rate of fire:1-4 Special Rule: This weapon can only be fired once per activation.
Damage: 3
Ammo: 8 ☐☐☐☐☐☐☐☐

Burst Roll
0: 0
1-4: 1D8
5-8: 2D8 + Push1
9: 3D8 + Push2

Model Zero – Howitzer

Model Zero Hardpoint: Left Cradle Mount or **Right Cradle Mount**

Range: 40
Rate of fire:1 Special Rule: This weapon can only be fired once per activation.
Damage: 2
Ammo: 3 ☐☐☐

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8 + Push1
9: 3D8 + Push2

Special Rules: Blast2
Indirect Fire: When firing this weapon, this model may target **Squares** or **Hostile Models** within **LoS** of **Friendly Infantry Models**.

Model Zero - Twin Howitzers

Model Zero Hardpoint: Both Cradle Mounts

Range: 40
Rate of fire:1-2 Special Rule: This weapon can only be fired once per activation.
Damage: 2
Ammo: 6 ☐☐☐☐☐☐

Burst Roll
0: 0
1-4: 1D8
5-8: 2D8 + Push1
9: 3D8 + Push2

Special Rules: Blast2
Indirect Fire: When firing this weapon, this model may target **Squares** or **Hostile Models** within **LoS** of **Friendly Infantry Models**.

Model Zero – Flak Cannon

Model Zero Hardpoint: Right Arm

Range: 6
Rate of fire:1-2
Damage: 2
Ammo: 6 ☐☐☐☐☐☐

Burst Roll
0: 0
1-5: 2D8 + Push1
6-7: 3D8 + Push2
8: 3D8 + Push2 + Crit
9: 3D8 + Push3 + Crit2

Special rule: **Blast2, Anti-Personnel**

Model Zero – Flight Boosters

Model Zero Hardpoint: Both Cradle Mounts

Model equipped with this gear gains the **Flying** keyword and increases its **Movement** by (3).

Evasion: (Reaction) If this model is **attacked** roll **4D10** before the **attacker** rolls any dice. For each result of **8 or 9** this model may move (1) square. If this takes this model out of **range** or **LoS**, the attack fails. (**Full/Partial LoS** is determined after **Evasion** is resolved).

Boost: (Action) this model gains (+3) **Movement.**

Airborne Hunter: (Tactical Ability) This model may move up to (3) squares following normal rules for movement during the **Tactical Phase.**

Model Zero – Countermeasure Grenades

Model Zero Hardpoint: Grenade Tubes

Ammo: 4 ☐☐☐☐

If this model is **attacked** before the **attacker** rolls any dice, it may spend (1) grenade to move (2) Squares. If this takes this model out of **range** or **LoS**, the attack fails. (**Full/Partial LoS** is determined after **Advanced Evasion Protocols** is resolved).

Model Zero – Flashbang Grenades

Model Zero Hardpoint: Grenade Tubes

Ammo: 4 ☐☐☐☐

Once per **Burst Roll** (1) grenade can be **spent** to gain **Advantage1** for that **Burst Roll**.

If this model is equipped with a **Shield System,** then each time this model is attacked (1) grenade can be **spent** to re-roll a single **Shield System D10**.

Model Zero – Chaff Grenades

Model Zero Hardpoint: Grenade Tubes

Ammo: 4 ☐☐☐☐

When this model suffers a **HIT roll** to the **Torso**, spend (1) **Grenade** to instead allocate this **HIT roll** to **HIT location** of **Defender's** choice. This cannot be used on **Crits.**

Model Zero – Airburst Grenades

Model Zero Hardpoint: Grenade Tubes

Range: 10
Rate of fire:1
Damage: 1
Ammo: 4 ☐☐☐☐

Burst Roll
0: 0
1-5: 1D8 + Push1
6-7: 1D8 + Push2
8: 2D8 + Push2 + Crit
9: 3D8 + Push3 + Crit2

Special rule: **Blast2, Anti-Personnel**

Model Zero - Burst Rifle

Model Zero Hardpoint: Right Arm

Range: 16
Rate of fire:1-3
Damage: 1
Ammo: 9 ☐☐☐ ☐☐☐ ☐☐☐

Burst Roll
0: 0
1-2: 2D8
3-6: 3D8
7-8: 3D8 + Chain + Crit
9: 4D8 + Chain2 + Crit2
Special Rule: 'Sweeping Fire'

Tracer Rounds: (Tactical Ability)

'Sweeping Fire': D10 **Burst Rolls** generated by **Chain** may target eligible models that were not the original target of the attack that generated them. Additional D10 **Burst Rolls** must be allocated to target models **before D8 Hit Rolls** are made. Each **Chain D10** may be allocated to a different eligible target model if the controlling player desires.

Tracer Rounds: (Tactical Ability) This model may spend (1) Ammo to **mark** a hostile **Mech** or **Transport** model within **range** and **LoS** of its equipped weapon. Attacks made against **Marked** model may add (+1) to **Hit Roll D8s.**

FREELANCE PILOT

HEAD

TORSO

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Movement: 6
Actions: 3

Keywords: Pilot, Multifaction (ANY)

AMMO: 'Outlaw' Revolver

Reload: (Action) This model regains (6) Ammo on **Outlaw Revolver**. (Limit: twice per battle)

Targeting System Overdrive: (Ability) This unit may suffer **2 DMG** to any hit location to gain **Advantage2** on its next **Burst Roll** and its next **Hit Roll.**

'Outlaw' Revolver
Range: 8
Rate of fire:1-2
Damage: 2
Ammo: 6

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: **This weapon gains (+2) on its (D8) hit-location roll if the target model is – infantry- or-pilot-**

'SERE' Knife

Range: 1
Rate of fire: 1
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: **Anti-Personnel**

FREELANCE PILOT

HEAD

TORSO

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Movement: 6
Actions: 3

Keywords: Pilot, Multifaction (ANY)

AMMO: 'Outlaw' Revolver

Reload: (Action) This model regains (6) Ammo on **Outlaw Revolver**. (Limit: twice per battle)

Disengage Eden Link: (Ability) If this unit's **Warlord Class Mech** is destroyed, but this unit is still in play during the **Reinforcement Phase**, the controlling player may **remove this model from play**, awarding the opponent player one half of the victory points (rounded up) for a destroyed pilot, so that a new Warlord Class Mech can be deployed with a Freelance Pilot embarked.

'Outlaw' Revolver
Range: 8
Rate of fire:1-2
Damage: 2
Ammo: 6

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: **This weapon gains (+2) on its (D8) hit-location roll if the target model is – infantry- or-pilot-**

'SERE' Knife

Range: 1
Rate of fire: 1
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: **Anti-Personnel**