

BAND OF BLADES

THE TANK

CREW ROSTER:

NAME	ROLE	QUALITY	WOUNDS
Agnis Draykoff	Main Gunner	○○○	○○○ (+1 Shoot)
Caspiel Shwarzer	Loader\Engineer	○○○	○○○ (+1 Rig)
Gad Rassvider	Radio Op\Gunner	○○○	○○○ (+1 Skirmish)
Corvin Sturvarr	Driver	○○○	○○○ (+1 Maneuver)

CREW Upgrade in Quality can be increased when Choosing an Upgrade over an Advancement. When choosing an Upgrade, you gain two, or 1 Upgrade and 1 crew quality increase.

UTILITY:

- Ablative Armor**
(Negates one heavy damaging hit from an explosive weapon.)
- Camo Bushes**
(Allows the tank to hide amidst foliage with SCOUT rolls.)
- Dozer Blade**
(Allows the tank to clear obstacles and mines without issue.)
- Smoke & Frag Launcher**
(Launchers outside the tank that can cloak it in smoke or clear enemies on top of and around the tank.)
- Auto-Targeter**
(Adds sophisticated sighting and cogitators for the gunner, adding a +1 Dice on all rolls involving shooting the main gun.)
- Auto-Loader**
(Adds a number of servo and load lifting systems to assist the loader loading actions gain a +1 tick to the reload clock.)

WEAPONS:

- Conquerer Cannon**
(Short barrel battle cannon with short reload and good accuracy on the move.)
- Annihilator Cannon**
(Twin linked las cannon, no reload clock, potency vs armored elites.)
- Demolisher Cannon**
(Heavy siege cannon, reload 6, potency vs armored fortifications.)
- Eradicator Cannon**
(Nuclear cannon, reload 6, potency vs all fortifications and infantry.)
- Exterminator Cannon**
(Twin linked autocannons, no reload, potency vs all infantry.)
- Vanquisher Cannon**
(Long barreled accurate heavy gun, potency vs all armor targets.)
- Hull Heavy Bolter**
(Replace hull heavy stubber with a heavy bolter.)
- Hull Heavy Flamer**
(Replace hull heavy stubber with a heavy flamer.)
- Hunter-Killer Missile**
(Single use guided anti-tank missile.)

Reload Clock



UTILITY STORAGE:

(This tank has storage cannisters strapped to the armor, providing 8 UTILITY slots for AMMO, WEAPONS, and KITS. These cans are unproved however...)

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TANK UPGRADES:

<input type="checkbox"/> ERADICATOR CANNON	<input type="checkbox"/> ANNHILATOR CANNON	<input type="checkbox"/> CAMO BUSHES	<input type="checkbox"/> SMOKE & FRAG LAUNCHER	<input type="checkbox"/> AUTO-TARGETER
<input type="checkbox"/> DEMOLISHER CANNON	<input type="checkbox"/> HULL HEAVY BOLTER	<input checked="" type="checkbox"/> CONQUERER	<input type="checkbox"/> VANQUISHER CANNON	<input type="checkbox"/> HULL FLAMER
<input type="checkbox"/> DOZER BLADE	<input type="checkbox"/> ABLATIVE ARMOR	<input type="checkbox"/> EXTERMINATOR CANNON	<input type="checkbox"/> HUNTER KILLER MISSILE	<input type="checkbox"/> AUTO-LOADER

MACHINE SPIRIT (Select One):

- ◆ **A Nose For Trouble:** This Tank reacts exceptionally quickly when the Enemy attacks suddenly. All rolls made when under enemy ambush gain increased effect.
- ◆ **No Fear Of The Dark:** This Tank fears not the battlefield, warped, twisted, or hell itself. While fighting in corrupted battlegrounds, all rolls gain increased effect.
- ◆ **Martial Hubris:** This Tank craves battle, leaping to the fight, only to balk at retreat. MANEUVER rolls gain Increased Effect while in the thick of battle, MANEUVER rolls to retreat have decreased effect.
- ◆ **Stoic:** Like a loyal beast of burden, this tank is stalwart and resolute, if ponderous. When undertaking REPAIRS, gain +1 tick, MANEUVER rolls for speed suffer decreased effect.
- ◆ **Wild:** This Tank excels in the open spaces and untamed wilderness, like a noble Speed is generally increased and MANEUVER rolls for increased speed have increased effect while not within a City.
- ◆ **Wrothful:** Like a wounded wolf, this Tank becomes vengeful when damaged. While suffering DAMAGE, gain a +1D to SHOOT or SKIRMISH with the enemy.