

URBAN WAR²

VASA FACTION SHEET

Justice for All

From its icy home planet Vacillus, that orbits the dead sun Leviathan, VASA's power reaches to the furthest extent of known space. In the distant past VASA was a purely scientific body, but now it commands the mightiest of star fleets, far surpassing those of any of its rivals. VASA controls the vital grav-wells through which all interstellar traffic must pass, and through taxes and levies it funds its policing, customs and peacekeeping activities. Though viewed by most as a benign power, a hard core of dissidents throughout the galaxy believe VASA to be overbearing and oppressive.

VASA Forces

VASA military forces are highly motivated, and extremely well trained and equipped. They tend to rely on high mobility tactics which makes them a difficult and unpredictable foe, but they can be at a disadvantage if bogged down in a close quarters slogging match. In the performance of their policing and customs duties VASA forces often come into contact with the criminal underworld, and in conflict situations they're not above calling in favours. If short on manpower, or when local knowledge is needed, VASA commanders can often call on the Triads for support.

Strengths: Reliable 'grunts' and high mobility elite strike troops. Good mix of ranged and close assault capabilities. Can recruit Triad allies.

Weaknesses: Though powerful and very mobile, their elite troops are expensive points wise, so tend to be outnumbered.

Comments: Technologically advanced and able to strike hard and fast, this is a force for the thinking player. Powerful if used decisively.

Starter set Strike Team composition (167 pts)

Quantity	Type	Calibre	Special rules	Points
1	Suppressor Sergeant	2	Commander	33
1	Archangel	1	Camouflage, Jump Trooper, Spotter	36
1	Suppressor Sniper	1	Sniper	34
2	Suppressor I	0		38
2	Suppressor II	0		26

Special rules

Continued on reverse.

Special rules (continued)

Camouflage

Models with this special rule usually have a combination of training and camo gear, some of which can be incredibly high tech. Such models are considered to be out of LOS to enemy models beyond medium range, and because they make particularly difficult targets, shooting attacks at the model will receive a -1 to hit penalty. This penalty does not apply when using template weapons. If a model is engaged in close combat or makes an aggressive action (for example charging or shooting at an enemy model) its position will be compromised and it can be targeted as usual for the remainder of that game turn.

Jump Trooper

Some models are equipped with sophisticated devices such as grav-wings or graviton pulse packs, which enable them to make great controlled leaps over intervening obstacles. Others make use of natural or bio-engineered wing membranes or similar gliding surfaces. Such a model may attempt to make a long gliding jump in place of a normal move, charge or rush action. The following rules apply.

- Jumps can be of any distance up to a maximum of 10 inches. If making a jump in place of a rush or charge, the model may move up to 15 inches and CAL 1 or higher models may add the usual rush or charge move bonuses to the total distance jumped.
- Regardless of follow-up actions, only one jump move may be executed in a turn. If a model jumps during its regular action, it may not make a jump in its follow-up action(s). If a normal move was made during its regular action, the model may make a jump move during one of its follow-up actions.
- If making a jump in place of a charge, the target of the charge must have been in LOS of the jumping model before the jump was attempted.
- When making a jump a model may pass over obstacles, including enemy models, up to 5" in height.
- A model may not make a jump move when intercepting an enemy.

Sniper

Snipers are trained to pick out important targets, assassinating key members of the enemy forces and causing maximum disruption with their choice of victims. If focussed exclusively on the task at hand, snipers are very effective at spotting hidden or camouflaged enemy troops, and are expert at picking the best targets. The following rules apply.

- The model can spot enemy models with the Camouflage or Stealth special rules at a greater range than is usual. It can draw LOS to models with Camouflage at long range, and to those with Stealth at medium range.

Spotter

This rule isn't used in the starter sets.