

UPGRADE EXTRA NOBZ



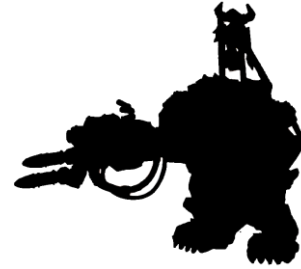
Command Only:
Adds +3 Nobz
stands to the
command
formation of a
Warband



50 Point Value
+1 VP



UPGRADE MEGA NOBZ



Command Only:
Upgrades existing Nobz
in the Warband to
Mega Nobz (player
chooses Mega Nobz
type)



50 Point Value
+1 VP



UPGRADE EXTRA MEGA NOBZ



Command Only:
Upgrades existing Nobz
in the Warband to
Mega Nobz (player
chooses Mega Nobz
type). Use in
conjunction with Extra
Nobz Upgrade (Must
pay for both upgrades)



100 Point Value
+1 VP



UPGRADE ROKKIT PACKS



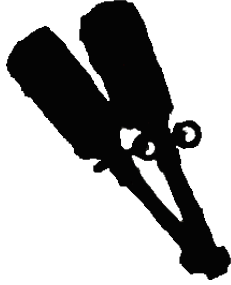
Infantry Only:
Adds the Jump Pack ability. On
Charge Orders roll 3d10. This is
the extra cms of movement for
each element in the formation. On
any roll of 1 an element makes an
armor save at 0 TSM up to a
maximum of 3 elements (rolled 3
1's).



50 Point Value
+1 VP



UPGRADE SUPPA STIKK BOMMS



Infantry Only:
Each element in the formation gains a -2 TSM attack versus structures. Any roll of 1 on that attack means the element (not the structure) takes the -2 TSM hit.



50 Point Value
+1 VP



UPGRADE CYBOARS



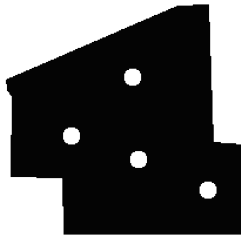
Infantry Only: One Boarboyz Formation gains +1 CC die and 5cms to base move



50 Point Value
+1 VP



UPGRADE ARMOR PLATZ



Vehicles Only:
One vehicle formation gains +1 to armor value. Super Heavy formations with this upgrade reduce base move by 5cms



50 Point Value
+1 VP



UPGRADE DEATH ROLLA



Vehicles Only:
One Vehicle Formation gains +1 CC die and -1 TSM bonus to close combat. Gains the agile [AG] ability. Minefields at -1 to hit versus formation with this upgrade



50 Point Value
+1 VP



UPGRADE OOOGE XHAUSTZ



Vehicles Only: One Biker or buggy formation gains the indomitable ability [ID]



50 Point Value
+1 VP



UPGRADE POWER CLAWS



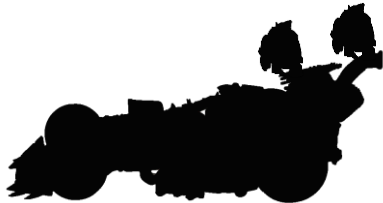
Vehicles Only: One vehicle formations gains +1 CC die and -1 TSM bonus to close combat. May damage structures at 0 TSM. Tracked vehicles only



50 Point Value
+1 VP



UPGRADE SQUIG FUEL INJECTORS



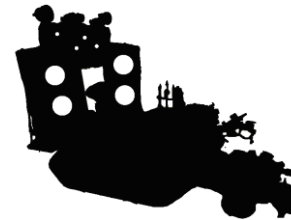
Vehicles Only: One vehicle formation gains 1d10cms extra movement (Large wheels and red paint job!). On a roll of 1 on this d10 formation makes an immediate rough ground check



50 Point Value
+1 VP



UPGRADE SOUNDZ



Vehicles Only: One vehicle formation gains +1 to all morale checks



50 Point Value
+1 VP



UPGRADE
XTRA SPIKEY BITZ



Vehicles Only:
One vehicle
formation gains +1
CC die



50 Point Value
+1 VP

