



EXPENDABLES

MiniWarGaming's Unofficial Warhammer 40k Campaign Rules

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EXP.

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CMD PTS.

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1CP

At the start of your turn roll a D6. On a 4+ Arnie returns to life with D3 wounds remaining. Place him within 6" of any table edge but more than 9" away from enemy units. (use once per battle)

1CP

Arnie and friendly units with 6" of him ignore the negative effects of a psyker attack on a 4+. (rule credit Ross Graham)

1CP

In the Shooting Phase Arnie and friendly units within 6" of him score additional hits on 6s. (rule credit Stephan Munger)

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SPECIAL ABILITIES:



WARHAMMER
40,000
EXPENDABLES

MR. T

LEVEL

EXP.

CMD PTS.

WARLORD TRAIT: THE A TEAM! - Friendly CHARACTER units within 6" can reroll to hit rolls.

WARGEAR: Gold chain fists, flamer, gold bolt pistol, frag & krak grenades.

"I PITY THE FOOL!"

1CP

Core Stratagem

Before the battle, pick an enemy unit. For the rest of the game, Mr. T rerolls to hit & to wound rolls against the specified enemy unit. (rule credit Joe Bell)

"I AIN'T GETTIN' ON NO PLANE!"

1CP

Core Stratagem

Mr. T can't board any transport FLYER. However he receives +2 to hit & wound rolls for all attacks made against FLYERS. (rule credits Doug De Val & James Duffin)

BLINDING GOLD CHAINS

1CP

Core Stratagem

Use before the battle begins. Mr. T is always -1 to hit.

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SPECIAL ABILITIES:



WARHAMMER
40,000
EXPENDABLES

SLY

LEVEL		WARLORD TRAIT: EXPENDABLE! - If Sly is killed in a mission gain D6 extra experience points. WARGEAR: Power boxing gloves, Heavy bolter, frag & krak grenades, melta bomb.
EXP.		
CMD PTS.		

“YO ADRIEN!”

1CP

Core Stratagem

In the Fight Phase Sly doubles his Attacks characteristic when he’s reduced to half his wounds rounding down.

“THEY DREW FIRST BLOOD!”

1CP

Core Stratagem

After Sly suffers his first Wound increase the range of his shooting attacks by 6” and reroll to hit rolls of 1 in the shooting phase. This lasts for the rest of the mission.
(Rule credit Dan Luffman)

DEMOLITION MAN

1CP

Core Stratagem

Use once per battle. Sly’s Melta bomb inflicts 2D6 damage when targeting a unit with the VEHICLE keyword.
(Rule credit Danny Ohara)

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SPECIAL ABILITIES:



LEVEL

EXP.

CMD PTS.

WARLORD TRAIT: DUKE OF NEW YORK A #1. - Snake may take an additional warlord trait if he is the warlord. Alternatively, He may take a warlord trait even if he is not the warlord. (rule credit Morgan Macdonald)

WARGEAR: Combat knife, Bolt Pistol, Frag & Krak grenades, Macro Stubber.

"I THOUGHT YOU'D BE TALLER." 1CP

Core Stratagem

In the Shooting Phase, increase Snake's shooting attack range by 6". In addition, reroll hit rolls of 1. (rule credit Jim Bowman)

"WELCOME TO THE HUMAN RACE!" 1CP

Core Stratagem

Snake may reroll all to hit and to wound rolls against any <xenos>. (rule credit Anthony Bodde)

THOUSAND YARD STARE 1CP

Core Stratagem

Snake may stare at a unit in the shooting phase. The target must then pass a LD test at a -4 modifier. If they fail they must fall back and head for the closest cover instead of shooting. (rule credit Anthony Hellwig)

M

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SPECIAL ABILITIES:



UPGRADE CHART

2D6	For every 5 levels a character reaches roll on this upgrade chart. Reroll duplicate results.
2	Movement speed + 2
3	Weapon Skill + 1
4	Ballistic Skill + 1
5	Strength + 1
6	Toughness + 1
7	Wounds + 1
8	Attacks + 1
9	Leadership + 1
10	Command Point + 2
11	Experience + 8D3
12	Roll twice on this table (excluding this result)

DEATH CHART

2D6	RESULT
2	Dead - Your character is no longer living :(
3	Critically Injured - All your character's stats are halved rounding down for the next game.
4	Mortally Wounded - Permanent -1 Wound.
5	Banged Up - Your character's hands are banged up. Permanent -1 Weapon Skill.
6	Deep Cut - Permanent -1 Ballistic Skill.
7	Crippled - Permanent -1 Movement.
8	Bad Luck - Permanent -1 Leadership.
9	Full Recovery - Return to fight the next battle without a scratch.
10	Tougher - Temporarily Add +D3 Wounds to your character for the next mission.
11	Wisdom - Your character learned from their mistakes in battle. Permanently increase one of the following stats by 1 (Movement, Leadership).
12	Epiphany - Your character has learned an invaluable life lesson from this experience. Permanently increase one of the following stats by 1 (WS, BS, S, T, A, W).



ARNIE

2D6 Roll	Table 1 Special Ability
2	"Got you pushing too many pencils." - Enemies can only wound on a 5+ during the fight phase when targeting Arnie. <i>(rule credit Ian Dyer)</i>
3	"Get To The Choppa!" - Once per game, Arnie and his team may double their movement characteristic for 1 turn.
4	"Who is Your Daddy and What Does He Do?" - Enemy units suffer a -1 modifier to their leadership whilst within 6" of Arnie.
5	"There's No Fate But What We Make." - Friendly units within 6" may reroll failed morale tests.
6	Covered in Mud - Once per game Arnie may sneak off the battlefield and return at the end of the subsequent Movement phase within 6" of a table edge and more than 9" away from an enemy unit. <i>(rule credit Gabriel Califano)</i>
7	"If It Bleeds, I Can Kill It": +1 to hit and wound against non-vehicle models below maximum wounds. <i>(Rule credit Kyle Andrews)</i>
8	"Come with me if you want to live." can advance and still shoot/charge. <i>(Rule credit Da Ork Boss)</i>
9	"Last Action Hero" - Once per game you may reroll one armour save, invulnerable save, hit roll or wound roll. <i>(rule credit Paul Horrox)</i>
10	"Remember when I said I would kill you last? I lied!" - Arnie can target a CHARACTER ignoring the Look Out Sir! Special rule, even if he/she/it is not the closest enemy. <i>(Rule credit Leonardo Rossi)</i>
11	Alone - If a unit consisting of 5 or more models within 3" is wiped out in a single turn, and there are no other friendly models within 3", he gets -1 to hit and +1 toughness for the rest of the game. In addition heal any wounds that have been allocated to Arnie. <i>(rule credit Christopher Partin)</i>
12	"Stick around." Enemy models cannot fallback from this model regardless of stratagems and special rules. <i>(rule credit Simon Steffensen)</i>



ARNIE

2D6 Roll	Table 2 Special Ability
2	"Come On! Kill Me! I'm here!" When charged he can overwatch on 5s if the command point is spent. <i>(rule credit Vito Varano)</i>
3	The Governator - Friendly models may add one to their leadership while this model is alive and on the table. <i>(rule credit Nick Cofield)</i>
4	"Let off some steam." Regain d3 wounds after killing a character. <i>(rule credit Mike DeAngelis)</i>
5	"I'm the party pooper." - Arnie can make a shooting attack against any unit that deepstrikes at a -1 to hit modifier. <i>(rule credit Karl Anthony Brown)</i>
6	"I need your clothes, your boots and your motorcycle." - Once per game at the end of a Movement Phase roll a D6. On a 4+ Arnie may select an enemy model within 2" of him. 1 melee and 1 ranged weapon gets confiscated and is added to Arnie's wargear. This lasts until the end of the mission. In addition, if the enemy unit is a bike, change Arnie's Movement characteristic to 14". <i>(rule credit Chris Caple)</i>
7	"GET DOWN!" - Arnie gets +2 bonus to save when in cover. <i>(rule credit Todd J Antoine)</i>
8	"Here is my invitation." Once per game, Arnie causes D3 mortal wounds to the nearest enemy unit within 12". <i>(rule credit Jarno Karjalainen)</i>
9	"We have the same mother." He gains a Twin Ratling Sniper named Ratty Devito. <i>(rule credit Josh Clark)</i>
10	"You're fired." He has a hunter killer missile. (once per battle). <i>(rule credit Jarno Karjalainen)</i>
11	"To crush your enemies, to see them driven before you..." Add +2 to the die roll for enemy morale checks in close combat. <i>(rule credit Gary Van Horn)</i>
12	"See you at the party Richter!" - Enemy models within engagement range of Arnie suffer -1 to their Attacks.



CHUCK

2D6 Roll	Table 1 Special Ability
2	"Is that....Chuck Norris?" - Enemy models can not infiltrate from the closest table edge to Chuck Norris. If he is an equal distance to two board edges Chuck may pick the effected table edge. <i>(rule credit Steve Misuraca)</i>
3	Firewalker - Chuck does not take damage from flamer or melta weapons. <i>(rule credit Steve Misuraca)</i>
4	Sidekicks - Chuck has a single Catachan model attached to him. This model has half the stats of Chuck and a choice of one of Chuck's special abilities. <i>(rule credit Steve Misuraca)</i>
5	The Eyes of a Ranger - Once per game, if Chuck doesn't move, the range of his gun becomes infinite. <i>(rule credit Ryan Phillips)</i>
6	Really, you tried that? - For every successful save that Chuck makes, the enemy that inflicted the damage takes a mortal wound. <i>(rule credit Chris Chance)</i>
7	"Death had a near Chuck experience" - Once per game ability. After Chuck's wounds are gone (cause no one defeats Chuck Norris) on a 2+ he is fully restored. <i>(rule credit Trevon M)</i>
8	Roundhouse kick - He exchanges all his attacks for a single Str 8 Ap-3 2D3 damage attack that auto hits. <i>(rule credit Josh Korich)</i>
9	"Lone wolf McQuade" - Others just get in his way! If no friendly models are within 6" of Chuck reroll to hit and to wound rolls in the Fight Phase. <i>(rule credit Nico Rogers)</i>
10	Element of surprise - Chuck Norris abolished the periodic table as he only believes in the element of surprise. Chuck always fights first in the Fight Phase. <i>(Rule credit Tom 'Funk' Jeffs)</i>
11	Impenetrable Chest Hair - Chuck ignores wounds on a 5+ against shooting attacks and his enemies have -1 to hit in melee. <i>(Rule credit Zach Bills)</i>
12	The Emperor Fears Chuck Norris - Any unit required to take a morale test, that lost at least one model to Chuck Norris, auto fails morale! <i>(Rule credit Terry Bowman)</i>



CHUCK

2D6 Roll	Table 2 Special Ability
2	"Chucks fists" - Hits of 6+ auto wound. Wound rolls of a 6+ results in no invulnerable saves allowed. <i>(Rule credit Chris Toomey)</i>
3	"Death had another near Chuck Norris experience" - All incoming damage is reduced to 1 regardless of the damaging source. In addition, Chuck cannot lose his final wound to a mortal wound. (Death is just too... damn... scared of chuck) <i>(rule credit Hames Denton)</i>
4	Roundhouse - If you choose to use the generic weapon profile (S user AP0 DMG1), you may only make 1 attack with this model. If the attack hits and wounds, the target is instantly slain with no saves of any kind allowed. <i>(Rule credit Dave Tharnish)</i>
5	Forest Warrior - Chuck Norris can catch any "chain" weapon with his bare hands. Model gets a 3++ save versus "chain" weapon. Ex: chainsword, chainaxe, etc.. <i>(rule credit Erik Laage)</i>
6	"Another fist" - Unmodified rolls of 6 to hit in combat score an additional hit. <i>(rule credit Michael Russell)</i>
7	Beard Fist - An unmodified 6 to hit followed by an unmodified 6 to wound on the same dice instantly removes the target of the attack. <i>(rule credit Sam Harvey)</i>
8	Deadly Roundhouse - Chuck gets an extra attack for each enemy model within 1" of him. <i>(Rule credit grimhildesnow)</i>
9	Walker, Texas Ranger - If Chuck moves at half speed he gets to move twice as far in his next movement phase. In addition, the range of his shooting attacks are doubled. <i>(rule credit Paul Tonkinson)</i>
10	The Kick - Once per game Chuck Norris can exchange all attacks for The Kick. The Kick hits on 2+,-2, 3 DMG. If a 6 is rolled for the wound roll he inflicts D3 mortal wounds on the unit. <i>(rule credit Evan Van Huss)</i>
11	Total gym expertise - When Chuck advances add 6" instead of rolling. He may also charge and shoot normally. Also all enemy models in base combat must fall back in his movement phase to allow him to move freely. <i>(rule credit Martin Somerton)</i>
12	In an average jungle there are 1402 items Chuck Norris could kill you with - On an unmodified hit roll of 6 deal a mortal wound in addition to the normal damage (both in CC as well as ranged. Hey it's ultimately Chuck Norris) <i>(rule credit Dave Wo)</i>



MR. T

2D6 Roll	Table 1 Special Ability
2	"Quit your jibba jabba!" - Enemy units within 6" of Mr. T do not benefit from the leadership values of officer models. In addition, every time an enemy unit within 12" of Mr. T is the subject of an aura tactic or stratagem, roll a d6, on a 4+ the aura/stratagem can't be used on that unit. <i>(rule credit Steve Misuraca & Anthony Hellwig)</i>
3	"You ain't hurt, yo pathetic!" - Once per turn friendly unit within 6 may re roll all failed saves once. <i>(rule credit Steve Misuraca)</i>
4	Always being drugged - Mr. T has been drugged so many times to get him on a plane he has a much stronger constitution, when ever he takes damage from a poison weapon he can ignore that damage on a 4+. <i>(rule credit Michael Claydon-Pigg)</i>
5	"Anger! Use it. But don't lose it!" - Once per turn one unit not already benefiting from one of Mr. Ts actions within 10 may reroll all rolled ones too hit and wounds. <i>(rule credit Steve Misuraca)</i>
6	"Believe in the ball, throw yourself" - +2 Ld to units within 6". In addition, once per battle select a friendly unit. The target unit can double its charge move. <i>(rule credit Jay Ashby)</i>
7	"Shut up, fool!" - On opponents turn select one enemy non character psycher. It may not take actions during the psychic phase. <i>(rule credit Steve Misuraca)</i>
8	"Get some nuts!" - Plus 2 leadership to friendly models within 9". <i>(rule credit Simon Ferneyhough)</i>
9	Mohawk headbutt - Once per melee Mr.T unleashes an additional Str +2 AP -2 Dmg 2 attack. <i>(rule credit Fresh Kaizer)</i>
10	"Hold my chains Fool" - This model rolls 3d6 for charge rolls in exchange for lowering it's armour save by -1 for the remainder of the turn. <i>(rule credit John Horler)</i>
11	I Pity This Ride! - Mr. T can repair a friendly VEHICLE using items scattered about and weld with his flamer. Heal the VEHICLE D3+1 wounds. <i>(rule credit Jamie Gabbutt)</i>
12	"Treat yo momma right" - Takes the wounds for any other friendly CHARACTER unit within 6". <i>(rule credit James Nunn)</i>



MR. T

2D6 Roll	Table 2 Special Ability
2	TV Magic - Whenever Mr. T destroys a Vehicle unit, the destroyed Vehicle automatically explodes. The explosion causes D3 mortal wounds to each unit within 3". <i>(rule credit Andrew Kim)</i>
3	"My Prediction: Pain!" - Re-roll one to hit and one to wound roll per phase. <i>(rule credit Matthew Conville)</i>
4	Bad Attitude - If MR. T takes a wound from an attack in the Fight Phase, he can immediately auto hit back with an attack 1 AP better than the attack that wounded him. <i>(rule credit The Blind Builder Grand Minutia)</i>
5	The Feet Shot - Once per game Mr. T can use suppressing fire on a unit. On a hit, the unit takes no damage but may not move and gets -2 to hit in their next shooting phase. <i>(rule credit Benjamin Graham Davies)</i>
6	"Drink Your Milk" - +1 base Toughness. <i>(rule credit Paulina Gajek)</i>
7	Boxer - Mr. T has 4+ invuln save in melee combat. If engaged with a CHARACTER he gains +2 attacks. <i>(rule credit Chris Dragich)</i>
8	"Clubber Lang combo" - When fighting a CHARACTER, Mr. T can opt to only attack with his bare fists at Str user, ap 0, 2DMG. Any wound rolls of 4+ also "knock out" the receiving model and prevent it from striking back that turn. <i>(rule credit Richard McEneaney)</i>
9	"They're flying the tank..." - Mr. T and one friendly VEHICLE gain the the aerial drop special rule. Only 1 VEHICLE per game can gain this rule. If this special rule is used, all friendly CHARACTERS also being used in battle must deploy via the aerial drop rule within 3" of the VEHICLE. <i>(rule credit Michael Simpson)</i>
10	"I can throw evil hella far!" - Once per game Mr. T can pick up a model with the INFANTRY keyword and throw it hella far (off the table). <i>(rule credit Francis Hambrook)</i>
11	"I'm gonna torture him. I'm gonna crucify him. Real bad." - When fighting another CHARACTER, Mr. T gains Veterans of the Long War <ALL ENEMY UNITS> special rule and re-rolls 1s to hit and wound. <i>(rule credit Kevin Schau)</i>
12	"I'm gonna to bust you up." All damage rolls are D3 +1. <i>(rule credit Kevin Schau)</i>

EXPENDABLES
SLY

2D6 Roll	Table 1 Special Ability
2	I AM THE LAW! - Dreadful Stallone inspires all units without FLY keyword within 6" to charge ignoring obstacles or cover for one turn. <i>(rule credit Jeffery M. Keller)</i>
3	"Eye of the tiger" - When Sly is below half his wounds he gets +1 to hit and wound in close combat and increases his melee damage by 1. <i>(Rule credit Hans Johansson)</i>
4	"Killing is as easy as breathing." Every time Rambo rolls a 6 to hit in close combat he may make another attack. <i>(Rule credit Steve Misuraca)</i>
5	Over the Top - When fighting a CHARACTER Stallone gains +2 Strength and the enemy can't fall back. "Stallone's grip of pure force locks his enemies within arms reach. Once he has your hand, you'll never escape." <i>(Rule credit Keegan Davis)</i>
6	Rambo: If Sly did not move during the movement phase, he can shoot twice in the following shooting phase. <i>(Rule credit Jifi Hawkins Horák)</i>
7	Italian stallion - Roll a d6 and on the roll of 5+ double Sly's movement characteristic for that turn. <i>(Rule credit Dylan Neumann)</i>
8	"To survive war, you've gotta become war." Sly shoots or attacks in close combat one more time upon his death. <i>(Rule credit Ronnie Karlsson)</i>
9	"It ain't about how hard you hit it's how are you get hit and keep moving forward." 5+ to ignore wounds in Fight Phase. 6+ to ignore wounds in Shooting Phase. <i>(Rule credit Alex South)</i>
10	Cliffhanger - Terrain/obstacles do not reduce Sly's movement. In addition he doesn't count vertical distance when scaling terrain. <i>(Rule credit Antti Arajärvi & Dan Luffman)</i>
11	"You're a disease and I'm the cure." When a unit overwatches targetting Sly, he can make one melee attack against the overwatching unit. He counts as being within engagement range of the overwatching unit for the purposes of this attack. <i>(Rule credit Sean Brown)</i>
12	"Three seashells." - Restore d3 wounds. Use once per game. <i>(rule credit Red Noak)</i>

EXPENDABLES

SLY

2D6 Roll	Table 2 Special Ability
2	"Send a Maniac to catch one." At the beginning of the battle this unit may be placed in Strategic Reserves. At the end of a movement phase, this unit may be placed anywhere on the battlefield outside the line of sight of enemy models. It may be placed anywhere on the battlefield that is more than 9" away from enemy models if an enemy model can draw line of sight to Stallone. <i>(Rule credit Sean Brown)</i>
3	Training montage - Once per battle Sly may perform this Action. If he does, starting in his next Command Phase he gets +1 to strength, toughness, wounds and attacks for the rest of the game. <i>(Rule credit Alastair McGowan)</i>
4	"Three seashells." - Restore d3 wounds. Use once per game. <i>(rule credit Red Noak)</i>
5	"You can't learn anything when you're talking." Pick one unit within 8" of Stallone. Improve its BS or WS by 1 until your next turn. <i>(Rule credit Mike Sobiechowski)</i>
6	Stiff Upper Lip - Sly is immune to psychic attacks. <i>(Rule credit Chris Warner)</i>
7	"Im comin for you" Once per game if a friendly unit with the 80's Hero key word is removed as a casualty, Sly may immediately make a shooting attack against the unit that destroyed the friendly 80's Hero unit if the enemy unit is within line of sight. This attack is made at 4AP rather than the weapon's normal stat. <i>(rule credit Jeremy Mulvale)</i>
8	"You're gonna regret that for the rest of your life! Both seconds of it." - Sly always attacks first in the fight phase after the first round of combat. <i>(rule credit Colin Loire)</i>
9	"Stop or my mom will shoot!" - Sly re-rolls failed to hit rolls in the shooting phase because his mom washed his gun before the battle. <i>(rule credit Owen Harmon)</i>
10	The Expendables - Once per game, when your opponent successfully charges Sly, roll a D6 and place the number of commandos equal to the roll in front of this model to block the charge (Imperial Guard unit) <i>(rule credit ImperialFish 88)</i>
11	Dredd - This ability gives Sly the ability to strike fear into his opponents bringing their morale characteristics down by -2. <i>(rule credit Black Templar)</i>
12	One man army - Roll a D6 before every Fight Phase, on a roll of 6 his damage becomes mortal wounds. <i>(rule credit proven22x)</i>



SNAKE

2D6 Roll	Table 1 Special Ability
2	"oh you mean I can't count on you? Good!" - Snake cannot be attached to another unit. <i>(Rule credit Steve Misuraca)</i>
3	"Sad story...you got a smoke?" - When an allied unit within 6" is destroyed roll a D6. Snake heals for that amount. <i>(Rule credit Steve Misuraca)</i>
4	"Understand you got some domestic problems..." - When an allied unit within 3" fails a moral test Snake may remove a model from the unit for it to pass instead. <i>(Rule credit Steve Misuraca)</i>
5	"Draw" - Snake gets a free shot at the nearest enemy unit at the end of each movement phase. <i>(Rule credit Hayden Parke)</i>
6	"Implanted Explosive" - Once deployed Snake has 3 turns to complete a designated objective. Failure to do so results in an explosion that causes D3 DMG and 1 mortal wound. <i>(Rule credit Hayden Parke)</i>
7	Bangkok rules - Snake may split his shooting attacks among any number of target units, may target characters even if they are not the closest unit and always fights first in the fight phase. <i>(Rule credit Andrew Milashius)</i>
8	Tango and Cash - If Snake is within 12" of Sly they both may increase their strength, wound, and leadership by +1. In addition, if Snake attacks the same target as Sly, he may reroll a single hit or wound roll. Sly may reroll the opposite. <i>(Rule credit Austin Burchers)</i>
9	Concealed - If Snake is outside of 12" from enemy units is considered to be concealed: can not be targeted by enemy in shooting phase. <i>(Rule credit Steven Ballor)</i>
10	"Thought you were dead?" - If Snake is removed as a casualty, he can redeploy at the end of the next movement phase more than 9" from enemy models with D6 wounds restored. <i>(Rule credit James Burn)</i>
11	"All in the reflexes." - When Snake is attacked in the Fight Phase roll a D6. On a 5+ he intercepts it and returns it to the instigator. This is in addition to Snake's normal attacks. <i>(Rule credit Duncan Lyons)</i>
12	Covert insertion - Snake Deploys after all models have been deployed, anywhere on the board outside of 9" of enemy models. <i>(Rule credit Bane Harlock)</i>



SNAKE

2D6 Roll	Table 2 Special Ability
2	"I heard you were dead." When Snake is removed from play, on a roll of 5+ he stands back up with D3 wounds (all wound counters remain) <i>(Rule credit Bane Harlock)</i>
3	Black Box - Once per game Orbital Strike. <i>(Rule credit Bane Harlock)</i>
4	"Duke of New York, A #1." - Snake may take an additional warlord trait if he is the warlord. Alternatively, He may take a warlord trait even if he is not the warlord. <i>(rule credit Morgan Macdonald)</i>
5	Catch me if you can - When Snake is charged, add D3" to the distance needed for the charge. <i>(rule credit Mathieu Rollin)</i>
6	Make it doubles - Snake can throw Up to 2 grenades he is equipped with at the same time. He can choose different profiles for each grenade. Must be thrown at the same target. <i>(rule credit Mathieu Rollin)</i>
7	Hide in a box - If Snake didn't move in his last movement phase, he counts as being in cover, even in the open battlefield. <i>(rule credit Mathieu Rollin)</i>
8	The escape - Snake can fall back, then shoot and charge in the same turn. <i>(rule credit Karsten Dahl)</i>
9	"Don't worry. They'll get out of the way. I learned that driving the Saratoga." Ability to spin a yarn about the past that can bring the whole family together. Snake may redeploy himself and D3 Characters. <i>(rule credit Tina Burnett)</i>
10	"Kept you waiting huh?" - Snake can arrive on the board 9" away from enemy units. For each turn past the first reduce that distance by 2". <i>(rule credit Allen Sanchez)</i>
11	SNAKE on the loose - Snake can drive enemy vehicles. <i>(rule credit Mark Zaragoza)</i>
12	A voice like gravel - All enemy units within 6" of Snake suffer a -1 from their leadership. <i>(rule credit Simon Crow)</i>

Mission 1: If It Bleeds We Can Kill It

Mission & Narrative by – David Nordquist (MiniWarGamer Dave)

MISSION NARRATIVE: On the fringes of the Ultima Segmentum lies a frontier world called Stella Actio. On the continent of Redibo, in the jungle mountains of Securis, General Phillips deploys the expertise of an elite commando (Arnie) to rescue one of their best assets (Sly) who's been taken hostage by hostels. Local intel has reported unexplained disappearances of government leaders. Arnie's mission is to rescue Sly and help the leaders of Securis by investigating the disappearances. By doing so, this will ensure continued trade relationships with local governments and General Phillip's military forces.

MISSION OBJECTIVES:

1. Rescue Sly from hostels.
2. Eliminate hostel threat.
3. Investigate reason for disappearances and report back to General Phillips.

FORCES: Two 5 man squads of Scions.

ACTION: Arnie must perform an action at the end of his movement phase to break Sly out of his cage. When this action is completed, Sly will be usable as a character for the rest of the mission.

EXPLOSIVE BARRELS: Barrels can be shot at. They are toughness 4, 1 wound, 5+ save. If they are destroyed all models within 6" suffer an automatic str 4 ap- hit.

STEALTH MODE: Arnie and Sly may choose to attack in stealth mode. If they do they must only attack enemy units in the Fight Phase. No shooting attacks may be made otherwise their cover will be made and all enemies on the battlefield will attack them as they would normally. To remain in stealth mode, after each character moves roll a D6 and on a 2+ they remain in stealth mode. On the roll of a 1 their cover is blown.

ELEMENT OF SURPRISE: When attacking units in the Fight Phase in stealth mode characters may fight twice. In addition, add +1 to hit and to wound rolls for the first round of combat.

MID MISSION NARRATIVE: Once Sly is freed and the hostile are eliminated he reveals the reason for the unexplained disappearances are caused by an alien Predator. Arnie and Sly must set traps to take out the Predator.

SETTING TRAPS: Roll 2D3 to determine how many turns traps can be made. Each character can attempt to set a trap per turn. Roll their Weapon Skill to determine success or failure. In either case, a turn is used to set the trap.

Pits - Roll 1D3 to determine how many pits that are available to be set up. If the Predator crosses over the pit roll a D6. On a 3+ they suffer D3 Str 5 Ap -2 DMG D3 auto hits. 6s to wound cause mortal wounds in addition to normal damage.

Swinging Tree Trunks - Roll 1D3 to determine how many swinging tree trunks that are available to be set up. If the Predator crosses over the danger zone both players roll a D6. If the player controlling the Predator rolls higher than the enemy the trap is evaded. If not, On a 3+ it suffers one Str 6 Ap -1 DMG 3 auto hit. 6s to wound cause mortal wounds in addition to normal damage.

DEPLOYMENT: 72"x48" deployment map. Start Arnie and the Scions on the short table edge.

TERRAIN: Jungle mat with trees and rocks.

OBJECTIVE MARKERS: Sly in a sealed chamber.

ENEMIES: Catachan troops.

MINI BOSS: Catachan character.

END BOSS: Predator.

Mission 2: The Running Man

Mission & Narrative by – David Nordquist (MiniWarGamer Dave)

MISSION NARRATIVE: The Running Man is a live event game show that is televised to all the inhabitants of Securis. The government controls the media and only allows this program to be viewed by the people. It's controlled by a man named Damon Killian. In this dystopian society, prisoners go enter the Running Man arena to fight for their freedom. If one wins the competition, which is to say, kill all other contestants, their freedom is awarded and glory is eternal. But beware, the Running Man doesn't always fight fair.

General Phillips assigns Arnie and Sly to an urban population center where another one of their former teammates (Snake) is being held for ransom in the "Running Man" game show. Their mission is to enter the games, defeat the enemies, and take out Damon Killian, the man behind the show, and escape.

MISSION OBJECTIVES:

1. Rescue Snake from Tournament Organizers.
2. Defeat the designated waves of enemies.
3. Assassinate Damon Killian.

FORCES: Arnie, Sly, & Snake.

EXPLOSIVE BARRELS: Barrels can be shot at. They are toughness 4, 1 wound, 5+ save. If they are destroyed all models within 6" suffer an automatic str 4 ap- hit.

DEPLOYMENT: Arena deployment map. Start with only Snake in the arena. He needs to survive 3 waves of enemies before Arnie and Sly enter to help.

TERRAIN: Urban mat with buildings and ruins.

MID MISSION NARRATIVE: Snake reveals the only way to truly win the Running Man competition is to kill Damon Killian.

ENEMIES: Various.

MINI BOSS: tbd

END BOSS: tbd

Mission 3: Escape From Securis

Mission & Narrative by – David Nordquist (MiniWarGamer Dave)

MISSION NARRATIVE: The Expendables retrieve their comrade, Snake, and meet Mr. T outside the Running Man arena. With a large mob of cultists and angry Running Man fans in hot pursuit, they make their escape across the city on a dangerous highway filled with roaming bands of armoured vehicles. Mr. T locates an EMP generator on the back of a moving vehicle that would short the bomb implanted in Snake's chest. The team must board that vehicle, take out the enemies, and fry the bomb. Oh yeah, and try not to die in the process.

MISSION OBJECTIVES:

1. Board the Vehicle with EMP generator.
2. Disarm Snake's bomb in his chest (action)

ACTION: Snake may attempt to short circuit the bomb in his chest by performing an action. He starts to perform this action at the end of his movement phase. If he is uninterrupted, at the beginning of the next command phase, the bomb is successfully fried.

FORCES: Arnie, Sly, Snake, & Mr. T.

EXPLOSIVE VEHICLES: Vehicles auto explode when they are destroyed. Why? Because it's an action movie!

DEPLOYMENT: The Expendables team begins the game inside Mr. T's (Rhino) A-team van.

MOVING TERRAIN BOARD: All vehicles in this mission automatically move every turn. This is represented by moving terrain pieces. At the beginning of each game round, move each terrain piece 12".

VEHICLE HOPPING: Models may hop vehicle to vehicle if they are within 3" of each other.

THROWING ATTACKS: Enemy models may be thrown off vehicles. To do this, each player rolls a D6 and adds their Strength characteristic. The player with the highest result wins the throw attempt.

THROWN FROM MOVING VEHICLES: If a model is thrown from a vehicle they suffer D6 str 4 Ap- DMG 1 hits.

ENEMIES: Various.

MINI BOSS: tbd

END BOSS: tbd

Mission 4: Judgement Day

Mission & Narrative by – David Nordquist (MiniWarGamer Dave)

MISSION NARRATIVE: General Phillips tasks the expendables to take out a sentient robot army that has overtaken the west coast of Securis. They have constructed a curious space time machine that poses a great threat to humanity and needs to be destroyed. He lends a good portion of his army, led by Arnie, to eradicate the machines and keep humanity safe.

MISSION OBJECTIVES:

1. Destroy the Machines.
2. Drive two trucks forward to infiltrate enemy lines.
3. Plant bombs on the Hunter Killer Tank.
4. Destroy the Space Time machine (action).

ACTION: Perform this action at the end of a movement phase when a character ends their move within 3” of the space time machine.

FORCES: Arnie, Sly, Snake, & Mr. T, A-Team Van (rhino), 3

MID MISSION: Chuck Norris enters the game at the end of the third Movement Phase with D3 squads of Resistance fighters.

ENEMIES: Various.

MINI BOSS: tbd

END BOSS: tbd

Mission 5: I Am The Law

Mission & Narrative by – David Nordquist (MiniWarGamer Dave)

MISSION NARRATIVE: The space-time machine warped fluxed the Expendables to a towering inferno of squatters and criminals. The team members are separated and must fight their way through the Hab-block and save innocent denizens along the way.

MISSION OBJECTIVES:

1. Complete each level of the hab block.
2. Save as many hab block denizens as possible.
3. Defeat the ABC Warrior.

ACTION:

FORCES: Arnie, Sly, Snake, & Mr. T, Chuck Norris

DEPLOYMENT: Vertical terrain board. Start with Sly on a level by himself. After he completes the level, start the next level with a different member of the Expendables. Do this until all 5 have been used. On the 6th level, have all 5 of them take out Rico and the ABC Warrior.

MID MISSION:

ENEMIES: Gangsters, cultists

MINI BOSS: Rico Dredd

END BOSS: ABC Warrior

Mission 6: Escape Plan

Mission & Narrative by – David Nordquist (MiniWarGamer Dave)

MISSION NARRATIVE: The Expendables are captured by a police force at the top of the hab bloc and are sent to prison except for Chuck of course. The police don't get Chuck, Chuck gets the police! Chuck must infiltrate and set free the rest of the Expendables.

MISSION OBJECTIVES:

1. Free each team member
2. Escape the prison facility
3. Start the aircraft and escape before the prison guards overwhelm the team.

ACTION: Once all team members are within 3" of the flyer, Snake must pass a LD check rolling 2D6 and getting equal to or under his leadership. If successful, the team escapes the prison facility in the flyer.

FORCES: Arnie, Sly, Snake, & Mr. T, Chuck Norris

DEPLOYMENT: Outside the prison (Zone Mortalis).

ENEMIES: Genestealer Cult infantry

MINI BOSS: none

END BOSS: Warden with multiple squads of guards