

# URBAN WAR<sup>2</sup>

## NEO-ISKANDRIAN FACTION SHEET

### *The Future made Manifest*

Across the thirty-three worlds of Iskander's old empire, the resurgent legions of the Neo-Iskandrians sally forth, seeking to topple the power of the Tripartite Confederacy, and bring about the future of the 'New Man'. The Great Tyrant has nothing but contempt for the empires of mankind, seeing only the bickering and squabbling of children, children whose small-mindedness would hold back the glories of his Cyclops Dream.

### Neo-Iskandrian Forces

Though numerically few, the Neo-Iskandrians are well-equipped, highly motivated, and fanatical believers in Iskander's vision. The predictive qualities of the Helion system allow them to strike with speed and decisiveness, siezing opportunities which others might miss, and, the deadly powers of their entropic weaponry ensures that they can punish their enemies for every mistake.

**Strengths:** Highly trained and motivated troops with excelent short range firepower. All troops have armour piercing weaponry. Powerfull tactical support.

**Weaknesses:** Restricted close combat capabilities.

**Comments:** This can be a tricky force to play, but will be deadly if used properly. Their 'sweet spot' lies at short range where they will outgun anything on the battlefield. However they don't perform well in close combat. To counter this, you must have sufficient close combat capable troops available to protect your forces against enemy assaults.

### Starter set Strike Team composition (162 pts)

Quantity	Type	Calibre	Special rules	Points
1	Companion Sergeant	2	Commander, Helion Prediction	41
1	Companion Marksman	1	Helion Prediction	35
1	Companion Xyston	1	Helion Prediction, Camouflage	26
3	Companion Carbine	0	Helion Prediction	60

### Special rules

#### Helion Prediction

Many Neo-Iskandrian soldiers are equipped with Helion computer systems, which incorporate a powerful array of predictive processors, linked to a sophisticated heads-up-display, as well as suit override systems which allow the computer to operate motor functions within his suit. The result is that a Helion-equipped trooper will be better able to predict the probable outcome of any given battlefield situation, making them harder to surprise and better able to take advantage of any opportunities that might be presented to them.

Whenever a model with Helion Prediction is hit with a disruption shot, it may make a Prediction Check (CD) to negate that shot. This check is taken after an opponent's to hit roll. If a Prediction Check is rolled, the model may not make any Follow-up Actions for the rest of its turn whether the check was successful or not.

If the Prediction Check is successful, the model accurately predicted and avoided the shot, negating it completely (no Shock Checks are taken). The model may continue its turn as normal apart from the fact that it can take no more Follow-up Actions and the opponent's Overwatch is spent. If the Prediction Check is failed, roll to wound for the disruption shot as normal. If an unmodified 5 or less is rolled on the Prediction Check, the model becomes Shocked.