

# URBAN WAR<sup>2</sup>

## TRIAD FACTION SHEET

### *The Way of the Warrior*

The Triads are steeped in the ancient traditions of their ancestors. Clan loyalty, respect for one's superiors, selfless disregard for personal danger, and dedication to the martial arts are some of the defining qualities of Triad life. That, and the pursuit of profit by criminal means. Effectively existing outside mainstream society, the Triad's criminal underworld operates almost in parallel with the rest of the population, only impinging on it when in the process of some illegal activity.

There are many Triad gangs or 'families', and their rivalry is bitter. The resulting feuds can last for years or decades, some have even spanned generations. In truth, the Triad clans are united only by their distrust and contempt of outsiders.

### Triad Forces

Though they lack formal military training, the Triads warrior traditions stand them in very good stead on the battlefield. They have to rely on expensive and unreliable black market sources for military grade weapons, so many of their troops go into battle lightly armed and equipped with more traditional weaponry. For this reason they occasionally find themselves outgunned, and at times like these they're likely to call in support from any VASA forces that may be operating in their sector.

**Strengths:** Though lightly armoured, have some of the best all round basic troopers, supported by fast moving close assault specialists. Good all round mix of ranged and close assault capabilities. Can recruit VASA allies.

**Weaknesses:** Relative lack of advanced technology and heavy armour.

**Comments:** A stylish, flexible, good all round force. Suitable for a player who wants to be able to vary their tactics, and look good while doing so!

### Starter set Strike Team composition (168 pts)

Quantity	Type	Calibre	Special rules	Points
1	Triad Boss	2	Commander	31
1	Kabuki Doll I	1	Camouflage, Combat Precognition	32
1	Sumo Bodyguard I	1	Immune to Panic, Immune to Shock, Shock Trooper	26
1	Retainer I	1		25
3	Retainer I	0		54

### 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.

### Combat Precognition

Whether due to years of martial arts training, specialised military training, or artificially boosted senses, some models can anticipate an opponent's blows with uncanny accuracy. This almost preternatural ability often enables them to avoid close combat attacks entirely. Any close combat attacks against models with this special rule will have a -1 to hit penalty.

### Immune to Panic

Models with this special rule are either exceptionally well disciplined or are simply incapable of losing their cool. They never panic, and therefore never make morale checks.

### Immune to Shock

This rule isn't used in the starter sets.

### Shock Trooper

Models with this special rule are particularly effective when storming enemy positions and engaging in close combat. They receive a bonus of +1 to hit and +1 to DAM when charging. This is in addition to any other bonuses they might have.