

Sword Warriors Expansion Pack
New tanks and scenarios for use
with the original game

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Xenophalanx

Name: Riot Car - A



History : Riot Car - A was not built to fight against sword warriors. But with a few modifications it was changed. Riot Car A now has a high speed water cannon, that when focused pushes legs back.

Strategy : The leg pushing water cannon can only stop a sword warrior from stopping. They are best used in large groups that can line up and stop an enemy vehicle.

Dice: D4

Movement: 7

Cost: 20

Name : High Powered Water Cannon

Range : 5 **Dice:** D4

Bonus's: Nonlethal - (10) - This vehicle can never destroy another unit. Instead each time that the water cannon hits it stops a vehicle in its tracks for one turn (Unless it succeeds in its defense.)

Costs: 10

Name: Riot Car - B



History : The Riot Car B was made quickly after the opening days of the war. Its goals were to take down sword warriors using a large grappling hook. As they drive away from their attackers the grappling hook strains and thus attempts to pull over the unit killing it.

Strategy : Use the Riot Car B against large enemies, and in massive quantities for the best effectiveness.

Dice: D4

Movement: 5

Cost: 24

Name : Grappling Hook **Range :** 5

Dice: D6

Bonus's: Anti-Sword Warrior (5) - This vehicle can not attack units which are tanks.

Costs: 5

Name: Riot Car - C



History : Built using spare parts. It was made to stop enemies in their tracks while reinforcements could be brought up.

Strategy : Set them up in a well defended area, and use them to hold off the enemy in order to gain more defenders.

Dice: D4

Movement: 3

Cost: 72

Name : EMP Device **Range :** 12 **Dice:** D6

Bonus's: EMP (40) - Forces a vehicle to move at a speed of 1 per turn.

Turret (10) - This vehicles EMP Device is mounted on a spinning turret.

Costs: 50

Hellphite

Name: Handler



History : The handler is considered a proper tank by the soldiers who fight it. It uses highly pressurized air to fire. Although useful, it is not very effective. Further it takes a very trained crew in order to get a killing hit.

Strategy : Very good defenders in certain situations.

Dice: D4

Movement: 6

Cost: 10

Name : Air Gun **Range :** 5 **Dice:** D4

Name: Grappler



History : A very advanced version of the Riot Car B (Uses a hovercraft base instead.) Built

extremely early in the planets history, but hidden away from prying eyes.

Strategy : An effective ground based vehicle. Is able to easily take down enemies when used in small groups.

Dice: D6

Movement: 4

Cost: 27

Name : Grappling Hook **Range :** 6

Dice: D6

Name: Ramnier



History : First used to maximize production in mines. The Ramnier grew

into a strong and extremely important vehicle during wartime. Able to push the enemy vehicles out of the way, sometimes killing them.

Strategy : Use in a solo mode trying to push ground vehicles into chaos!

Dice: D8

Movement: 7

Cost: 48

Name : Ram **Range :** 0 **Dice:** D4

Bonus's: Push (20) - If moving at full speed any ground vehicle which is in the way of the ramnier has a chance of being disabled (Destroyed) and pushed out of the way.

Costs: 20

One Company

Name: TCLC-1



History : Sometimes the TCLC-1 members can push a log out the back of the vehicle. This forces the sword warrior to trip, and fatally fall.

Strategy :

Dice: D4

Movement: 8

Cost: 8

Name : Log **Range :** 1 **Dice:** D4

Name: TCLC-2



History : The TCLC-2 is a commonly used mining truck in the forests of Muth. Its 'hooker hand' is useful

for taking down huge tree trunks. Given enough time this hand can also be used to cut specific wires in the feet of sword warriors.

Strategy : A rush tactic for these vehicles would be useful.

Dice: D4

Movement: 5

Cost: 16

Name : Hooker Hand **Range :** 1 **Dice:** D6

Trumpetors

Name: Pusher



History : A very brutal looking hover craft. The

Pusher was made for taxi service throughout the tribal areas. For the most part its Ram Spike was used to move debris out of the road in a fast method.

Strategy : A fast close range attacker.

Dice: D4

Movement: 7

Cost: 16

Name : Ram Spike **Range :** 0 **Dice:** D6

Name: Graper

History : A brutal machine made with war in mind. Has four grappling hooks which fire from a rotating turret.



Strategy : Best used in large numbers against a single sword warrior.

Dice: D4
Movement:
Cost: 42
Name : Grappling Hook(Dual) **Range :** 4
Dice: D6
Name : Grappling Hook(Dual) **Range :** 4
Dice: D6
Bonus's: Turret (10) - Can fire 360'
Costs: 10

Army Lists **Xenophalanx**

Name:200 Point Patrol Team
Strategy: A small patrol squad for a country side.

Units

Riot Car - A (20)
Riot Car - A (20)
Riot Car - A (20)
Riot Car - A (20)
Riot Car - A (20)
Riot Car - B (24)
Riot Car - B (24)
Riot Car - B (24)
Riot Car - B (24)

Total : 196

Name:500 Point Riot Police Squad
Strategy: This is a typical unit inside an area built to deal with Rioters. Lots of water cannons, and a lot of auxiliary units.

Units

Riot Car - A (20)
Riot Car - A (20)
Riot Car - A (20)
Riot Car - A (20)
Riot Car - A (20)
Riot Car - A (20)
Riot Car - A (20)
Riot Car - B (24)
Riot Car - B (24)
Riot Car - B (24)
Riot Car - B (24)
Riot Car - B (24)

Riot Car - B (24)
Riot Car - C (72)
Riot Car - C (72)
Riot Car - C (72)

Total : 500

Name:500 Point Support Unit
Strategy: A unit built to support larger battle groups. It is deployed behind the lines as reinforcement at most times.

Units

Riot Car - C (72)
Riot Car - C (72)
Riot Car - C (72)
Riot Car - C (72)
Hoelter-E (104)
Riot Car - B (24)
Riot Car - B (24)
Riot Car - B (24)
Riot Car - B (24)

Total : 488

Name:500 Point Police Department
Strategy :A mix of Sword Warriors and vehicles which attempt to keep the streets safe (And because of the Riot Car A's water, very clean.)

Units

Riot Car - A (20)
Riot Car - A (20)
Riot Car - A (20)
Riot Car - A (20)
Riot Car - A (20)
Riot Car - A (20)
Axe-Tel-Honor (109)
Axe-Tel-Honor (109)
Hero 1-A (107)
Riot Car - B (24)
Riot Car - B (24)

Total : 493

Trumpetors

Name:200 Point Ground Squad

Strategy: A small ground squad used in localized city taking positions.

Units

Pusher (16)

Pusher (16)

Pusher (16)

Pusher (16)

Graper (42)

Graper (42)

Pusher (16)

Pusher (16)

Pusher (16)

Total : 196

Name:500 Point Support Team

Strategy: Fills holes in the defensive lines of the Trumpetor squads. The under realize on ground units makes this unit uncommon.

Units

Graper (42)

Graper (42)

Graper (42)

Graper (42)

Graper (42)

Pusher (16)

Pusher (16)

Pusher (16)

Pusher (16)

Pusher (16)

Repairer (82)

Repairer (82)

Pusher (16)

Pusher (16)

Total : 486

Hellphite

Name:200 Point Ground Squad

Strategy: A city taking squad.

Units

Ramnier (48)

Ramnier (48)

Grappler (27)

Grappler (27)

Handler (10)

Handler (10)

Handler (10)

Handler (10)

Handler (10)

Total : 200

Name:500 Point Large Support

Strategy:A support team for a large city. Usually backs up 1000-1500 points of sword warriors.

Units

Ramnier (48)

Ramnier (48)

Ramnier (48)

Ramnier (48)

Grappler (27)

Grappler (27)

Grappler (27)

Grappler (27)

Handler (10)

Handler (10)

Handler (10)

Handler (10)

Handler (10)

Handler (10)

Handler (10)

Handler (10)

Handler (10)

Grappler (27)

Grappler (27)

Ramnier (48)

Total : 492

One Company

Name:200 Point Small Field Team

Strategy: Goes to small forests to slowly take out the trees which are too big.

Units

TCLC-2 (16)
TCLC-2 (16)
TCLC-2 (16)
TCLC-2 (16)
TCLC-2 (16)
TCLC-2 (16)
TCLC-2 (16)
TCLC-2 (16)
TCLC-1 (8)
TCLC-1 (8)
TCLC-1 (8)
TCLC-1 (8)
TCLC-1 (8)
TCLC-1 (8)
TCLC-1 (8)

Total : 200

Name:500 Point Lumber Team

Strategy: One Companies typical unit.

Works at most lumber sites, and maybe sent to their own lumber sites.

Units

TCLC-1 (8)
TCLC-1 (8)
TCLC-1 (8)
TCLC-1 (8)
TCLC-1 (8)
TCLC-1 (8)
TCLC-1 (8)
TCLC-1 (8)
TCLC-1 (8)
TCLC-2 (16)
TCLC-2 (16)
TCLC-2 (16)
TCLC-2 (16)
TCLC-2 (16)
TCLC-2 (16)
TCLC-2 (16)
TCLC-2 (16)
TC-1 (46)
TC-1 (46)
DefTC-6 (102)

DefTC-6 (102)

Total : 496

Scenarios

Name : The First Battle

Size : Skirmish

Background : The first day of war was fought between a patrol squad of Trumpetors and a few **Xenophalanx** riot cars.

Length : 15 Turns

Armies :

Xenophalanx

5X Riot Car A's

Trumpetors

2X Pushers

Slicer

Name : One Company gets involved

Size : Skirmish

Background : When the Trumpetors began intruding on One Company log claims a battle soon developed. What happened drew one company into the entire war, and made sure it was allied to no one.

Length : 15 Turns

Armies :

One Company

3X TC-1

LTC-2

2X TC-3

1x RTC-4

CCTC-5

DefTC-6

4X TCLC-1

2X TCLC-2

Trumpetors

3X Lilliefile

2X Duncer

4X Graper