**Dependent Models / Attatchments**

Examples:

Weapons Platforms / Artillery - Allow an advanced weapon to fire

Prisoners and VIPs (Protectorates)- non-combatant, plus one member of the squad must become a non-combatant as the handler (required)

Slaves and Pets (Expendables)- non-combatant, plus one member of the squad must become a non-combatant as the handler (dispensable)

Towed Vehicle- one vehicle “drags” another vehicle, which becomes a non-combatant

Dependent (infantry) models in vehicles take 2 spaces (for security reasons)

Vehicles can be dependent if designed for an external operator (artillery), being “towed”, or under automation failure.

Dependent Vehicles stay within 1” of their dependent counter-part.

Non-Combatants

These will generally be Prisoners, VIPs, Slaves / Servants / Pets.

These do include downed vehicles and handlers.

Handlers are non-combatants take a specifically designated to handle a dependent model. If the dependent model is killed, then the handler becomes a combatant as normal.

Protectorates must have a handler if anyone from the assigned squad is still alive.

Expendables “escape” as soon as the handler is killed.