

# TO & E



## GREGOR'S GO GO GORILLA PLATOON

Not one to rest on his laurels while his fellow brothers and sisters remain in the bondage of the Blutkreuz Korps, Gregor seeks the help of his new brothers and sisters of the mercenary forces in order to help atone for his past actions.

His skill with the autocannon is regularly welcomed by his mercenary comrades when they need it most, and they seek to repay the favor in kind, one bullet or flamethrower at a time.

### PLATOON ADVANTAGE: GORILLAS IN THE MIST!

As a mercenary Gregor finds himself fighting on a wide variety of battlefields. Whenever he can, Gregor and those like him leverage their natural habitats against their enemies to great effect...much to the surprise of those being attacked.

The Gorillas chosen as Combat Unit 1 count as Mercenary. Once per game, Gregor and the Gorillas chosen as Combat Unit 1 can reroll all failed attack dice when in Smoke or Trees.

### SUPPORT UNITS

While Gregor and gorillas like him are relatively more robust than their mercenary counterparts, they don't enjoy being shot at all the same. To avoid this, Gregor calls upon the abilities of Meatgrinder artillery walker to both soften up potential targets and provide obscuring smoke across the battlefield. Combine the Meatgrinder's artillery with the speed of a Recon Squadron and nowhere is beyond reach. With their movements hidden behind a thick wall of smoke, Gregor and his forces are free to strike from the mists they would otherwise call home.



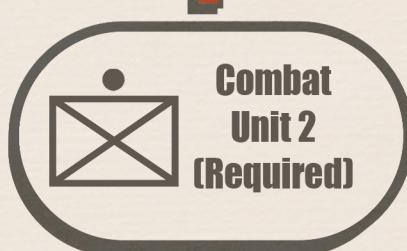
Gregor the Defector  
Escaped From The  
Blutkreuz Korps



Blutkreuz Korps Gorilla Squad

OR

Blutkreuz Korps Gorilla  
Pioneer Squad



Mercenary Multi-Option  
Infantry Squad



Barking Luther  
Mercenary Modified Walker  
(Antitank)



Support  
Units 3+  
(Optional)