

Force Organisation – V.3

Players have **1250 Credits** to build their force.

Each force must include a **Leader** and may not include more than one.

A player's force may include any number of **Unrestricted** Troops. **Restricted** Troops are limited to one for every two unrestricted Troops in the force. The force Leader is classed as unrestricted for this calculation.

Each trooper may carry up to two weapons with range *C* (*Pistols & close combat weapons*), and one other weapon. Any trooper may select weapons from the **Unrestricted** weapons table. **Restricted** weapons tables are limited to the troops indicated.

Unrestricted Troops may also select one option from the **Upgrades & Equipment** table; **Restricted** troops may take up to two options and **Leaders** may take up to three options

Additionally, each force may select one **Doctrine** from the following table.

Doctrine Table

Doctrine	Effect on Force Organisation
Advanced	Soldiers, Rangers & Commandos in this force may access the Restricted weapons table. (<i>The Specialist weapons table remains Restricted</i>).
Brutal	Brutes are Unrestricted in this force and may access the Restricted weapons table. They may also access the Specialist weapons table but if they do so they revert to being Restricted .
Hardened	Stormtroopers in this force may access the Restricted weapons table. They may also access the Specialist weapons table at the expense of becoming Restricted .
Militaristic	Officers are Unrestricted in this force. Officers and Veterans may access the Restricted weapons table.
Pathfinder	Pathfinders are Unrestricted in this force and may access the Restricted weapons table. They may also access the Specialist weapons table but if they do so they revert to being Restricted .
Vanguard	Vanguard are Unrestricted in this force and Brawlers may access the Restricted weapons table.
Veteran	Veterans in this force may access the Restricted weapons table. They may also access the Specialist weapons table at the expense of becoming Restricted .
Warband	Henchmen are Unrestricted in this force. Henchman and Stormtroopers may access the Restricted weapons table.

Force Roster

Leader		
Cost	Troop type	Abilities
250	Strategist Exp 7) Res 7) W 2) C 0)	<i>Command 3</i>
240	Commander Exp 6) Res 6) W 3) C 1)	<i>Command 2</i> <i>Stubborn</i>
240	Captain Exp 5) Res 5) W 3) C 1)	<i>Command 2</i> <i>Stubborn</i>
220	Warlord Exp 5) Res 6) W 4) C 2)	<i>Command 1</i> <i>Brute</i> <i>Tenacious</i>

Restricted Troops		
Cost	Troop type	Abilities
100cdt	Vanguard Exp 5) Res 7) W 2) C 1)	<i>Fleet</i> <i>Light</i>
100cdt	Specialist Exp 5) Res 6) W 2) C 0)	-
110cdt	Pathfinder Exp 6) Res 8) W 2) C 0)	<i>Recon</i>
150cdt	Brute Exp 4) Res 6) W 4) C 0)	<i>Brute</i>
150cdt	Officer Exp 6) Res 6) W 2) C 1)	<i>Command 1</i> <i>Stubborn</i>
150cdt	Henchman Exp 5) Res 5) W 2) C 1)	<i>Command 1</i> <i>Stubborn</i>

Unrestricted Troops		
Cost	Troop type	Abilities
70cdt	Rookie Exp 4) Res 7) W 2) C 0)	<i>Light</i>
100cdt	Ranger Exp 5) Res 7) W 2) C 1)	<i>Fleet</i> <i>Light</i>
100cdt	Soldier Exp 5) Res 6) W 2) C 0)	-
110cdt	Commando Exp 6) Res 8) W 2) C 0)	<i>Recon</i>
110cdt	Brawler Exp 4) Res 7) W 3) C 1)	<i>Fleet</i> <i>Light</i>
120cdt	Veteran Exp 6) Res 6) W 2) C 1)	<i>Stubborn</i>
120cdt	Stormtrooper Exp 5) Res 5) W 2) C 1)	<i>Stubborn</i>

Each trooper may carry up to two range C weapons, and one other weapon.

Unrestricted Troops may select one option from the *Upgrades & Equipment* table
Restricted troops may take up to two options and *Leaders* may take up to three.

Unrestricted Weapons					
Cost	Equipment type	Range	Rate	Strength	Special Rules
5cdt	Combat Weapon	C	1	0	-
10cdt	Assault Weapon	C	2	0	-
10cdt	Magnum Pistol	C/12	1	0	<i>Backup, Rend</i>
10cdt	Service Pistol	C/8	2	-1	<i>Backup</i>
10cdt	Energy Maul	C	1	2	<i>Stun</i>
15cdt	Chainsword	C	2	0	<i>Rend</i>
15cdt	Shotgun	8	2	0	<i>Pierce, Lightweight</i>
15cdt	Rifle	24	1	0	<i>Accurate</i>
20cdt	SMG	12	3	-1	<i>Lightweight</i>
20cdt	Carbine	18	2	-1	<i>Lightweight</i>
20cdt	Assault Rifle	18	2	0	<i>Spread</i>

Leader & Restricted Troops					
Cost	Equipment type	Range	Rate	Strength	Special Rules
10cdt	Laser Pistol	C/16	1	0	<i>Accurate, Backup</i>
15cdt	Combat Shield	C	1	0	<i>Parry, Resilient 1</i>
15cdt	Chain Axe	C	1	3	<i>Rend</i>
15cdt	Gauss Pistol	C/8	2	0	<i>Backup</i>
15cdt	Rail Pistol	C/16	1	1	<i>Backup, Pierce</i>
20cdt	Machine Pistol	C/8	3	-1	<i>Backup</i>
20cdt	Combat Shotgun	12	2	1	<i>Pierce</i>
20cdt	Rail Rifle	24	1	1	<i>Pierce</i>
20cdt	Force Hammer	C	1	4	<i>Stun</i>
20cdt	Phase Blade	C	2	1	<i>Parry</i>
25cdt	Plasma Pistol	C/8	2	1	<i>Backup</i>
25cdt	Laser Rifle	24	2	0	<i>Accurate, Spread</i>
25cdt	Gauss Carbine	18	2	0	-
30cdt	Sniper Rifle	30	1	2	<i>Accurate, Pierce, Slow, Rend</i>
Specialist & Brute Only					
Cost	Equipment type	Range	Rate	Strength	Special Rules
40cdt	Flamethrower	8	4	0	<i>Indiscriminate, Rend</i>
50cdt	Grenade Launcher	18	3	0	<i>Indiscriminate</i>
55cdt	Plasma Carbine	18	3	2	<i>Spread</i>
60cdt	Rail Gun	30	2	2	<i>Pierce, Slow</i>
60cdt	Gauss Cannon	18	4	0	<i>Bulky, Radiate, Suppressive</i>
70cdt	Light Machine Gun	24	3	1	<i>Bulky, Radiate, Suppressive</i>
75cdt	Laser Cannon	24	3	2	<i>Accurate, Bulky, Radiate</i>

Upgrades & Equipment		
Cost	Upgrade / Equipment	Effect
5cdt	Anti-Grav Harness	While making <i>Climb</i> actions, move at <i>Standard / Encumbered</i> move rate
5cdt	Advanced Combat Training	Trooper increases C stat by +1
10cdt	Comms Relay	A model equipped with this item may issue a regroup orders as though they had the command ability
10cdt	Flash Grenades Range 8) Rate 4) <i>Indiscriminate</i>	This model may make a ranged attack using the Flash Grenade profile Any model hit does not make a resolve test but gains a pinning token
10cdt	Precision Scope	This weapon upgrade may be attached to any <i>Rifle</i> That attached weapon gains the <i>Target</i> ability
10cdt	Tool Kit	This model gains a re-roll to <i>Hack</i> actions
10cdt	Reinforced Armour	This model gains <i>Resilient 1</i>
15cdt	Camo Cloak	This model gains the <i>Camouflage</i> ability
20cdt	Medi pack	This model gains the <i>Medic</i> special ability & may perform <i>Treat</i> actions
20cdt	Boarding Shield	This model reduces its <i>Resilience</i> by 1, and gains the <i>Resilient 1</i> and <i>Bulky</i> special abilities

Special Abilities	Special Rules
<p>Brute Resolve C attacks at <i>Strength 1</i>.</p> <p>Cloaked Ranged attacks against this model become <i>Disrupted</i>.</p> <p>Command - X Models with this ability add (X) orders to the <i>Orders Pool</i> each <i>Command Phase</i>.</p> <p>Additionally, this model may issue <i>Rally</i> orders</p> <p>Dead Eye This model ignores to hit modifiers for <i>Obscured</i> while making attacks from an <i>Engage</i> order.</p> <p>Dual If equipped with two identical C weapons, this model doubles the weapon <i>Rate</i> when making attacks with that weapon. This includes ranged attacks from <i>Pistols</i>.</p> <p>Fleet Once per activation, a model with the <i>Fleet</i> special ability may increase a <i>Standard Move</i> distance to 8" or an <i>Assault Move</i> distance to 6".</p> <p>Hacker When performing a <i>Hack</i> action, this model counts it's <i>Exp</i> as +1.</p> <p>Light May only be equipped with <i>Range C</i> weapons (<i>Pistols</i> or <i>Close Combat</i> weapons).</p> <p>Medic May perform <i>Treat</i> actions to heal other models.</p> <p>Recon Make a free standard move to enter the board during the <i>Command Phase</i> of turn one.</p> <p>Resilient - X A model with this ability reduces the <i>Strength</i> of incoming attacks by (X), to a minimum of 0.</p> <p>Steady Shot While executing an <i>Engage</i> order models with this ability cannot be <i>Disrupted</i>.</p> <p>Stubborn This model is not <i>Supressed</i> until it has 2 Pinning tokens.</p> <p>Target When attacking a model with one or more Pinning tokens, ignore to hit modifiers for <i>Cover</i>.</p> <p>Tenacious This model is not <i>Pinned Down</i> until it has four Pinning tokens.</p>	<p>Accurate While making a ranged attack with this weapon you may re-roll to <i>hit</i> rolls of 1.</p> <p>Bulky A model equipped with this weapon may not benefit from <i>Recon</i> or <i>Fleet</i>. If this weapon is used to make a ranged attack from a <i>Tactical</i> order, the attack is <i>Disrupted</i>.</p> <p>Backup A model already equipped with a ranged weapon, may reduce the cost of this weapon by 5cdts.</p> <p>Indiscriminate When declaring an attack, may spread attacks (<i>Rate</i>), between models within 4" of the initial target, even if they are beyond <i>LOS</i>. This ability is lost while making an attack from <i>Overwatch</i>.</p> <p>Additionally, attacks from this weapon ignore to hit modifiers for <i>Obscured</i>.</p> <p>Lightweight May be equipped by models with the <i>Light</i> Special Ability (may not be used in <i>Close Combat</i>).</p> <p>Parry While an opponent rolls to hit in close combat against a model equipped with weapon, you may force your opponent to re-roll one dice.</p> <p>Pierce Ignore to hit modifiers for <i>in Cover</i> with this weapon.</p> <p>Radiate May spread attacks (<i>Rate</i>), between models within 4" and <i>LOS</i> of the initial target. This ability is lost while making an attack from <i>Overwatch</i>.</p> <p>Rend When rolling to resist against hits caused by this weapon, any results of 1 or 2 generate further hits which must immediately be resolved. These hits do not generate further hits.</p> <p>Slow This weapon can only be fired using an <i>Engage</i> or <i>Overwatch</i> order.</p> <p>Spread Reduce this weapons <i>Rate</i> by 1 (<i>to a minimum of 1</i>), when firing beyond <i>Short Range</i>.</p> <p>Stun Models hit by this weapon in <i>Close Combat</i> receive a <i>Pinning Token</i>.</p> <p>Suppressive A model who is hit by an attack from this weapon gains an additional <i>Pinning Token</i>.</p>