

## Force Organisation – V.3.1

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

**Troops:** 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.

**Weapons:** Each trooper may carry one weapon of their choosing as well as up to two weapons with a range of *C (Pistols & close combat weapons)*. Any trooper may select weapons from the **Unrestricted** weapons table. **Restricted** weapons tables are limited to the troops indicated on those tables.

**Upgrades & Equipment:** Each **Trooper** may select up to two options from the *Upgrades & Equipment* table, while **Leaders** may take up to three options.

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

**Doctrine Table**

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

## Force Roster

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

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

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

Each trooper may carry one weapon of their choice & up to two range C weapons.

Troops may select two options from the *Upgrades & Equipment* table.  
Leaders may take up to three options.

| 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>Lightweight, Reliable</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>Accurate, Spread</i>      |

| Leader & Restricted Troops |                   |       |      |          |                                    |
|----------------------------|-------------------|-------|------|----------|------------------------------------|
| Cost                       | Equipment type    | Range | Rate | Strength | Special Rules                      |
| 10cdt                      | Laser Pistol      | C/16  | 1    | 0        | <i>Accurate, Backup, Reliable</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>Accurate, Backup, Pierce</i>    |
| 20cdt                      | Machine Pistol    | C/8   | 3    | -1       | <i>Backup</i>                      |
| 20cdt                      | Combat Shotgun    | 12    | 2    | 1        | <i>Reliable</i>                    |
| 20cdt                      | Rail Rifle        | 24    | 1    | 1        | <i>Accurate, 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, Reliable</i>  |
| 25cdt                      | Gauss Carbine     | 18    | 2    | 0        | -                                  |
| 30cdt                      | Sniper Rifle      | 30    | 1    | 2        | <i>Pierce, Rend, Reliable</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>Bulky, Pierce</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>Bulky, Radiate, Reliable</i>    |

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

| Special Abilities                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Special Rules                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
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| <p><b>Brute</b><br/>Resolve C attacks at <i>Strength 1</i>.</p> <p><b>Cloaked</b><br/>Ranged attacks against this model become <i>Disrupted</i>.</p> <p><b>Command - X</b><br/>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><b>Fleet</b><br/>Once per activation, a model with the <i>Fleet</i> special ability may increase a <i>Move</i> or <i>Assault Move</i> to 6".</p> <p><b>Hacker</b><br/>This model gains a re-roll to <i>Hack</i> actions.</p> <p><b>Light</b><br/>May only be equipped with two weapons &amp; may only use <i>Range C</i> weapons (<i>Pistols</i> or <i>Close Combat</i> weapons).</p> <p><b>Medic</b><br/>May perform <i>Treat</i> actions to heal other models.</p> <p><b>Recon</b><br/>May deploy within 6" of owning players ingress zone during the <i>Command Phase</i> of turn one.</p> <p><b>Resilient - X</b><br/>A model with this ability reduces the <i>Strength</i> of incoming attacks by (X), to a minimum of 0.</p> <p><b>Stubborn</b><br/>This model is not <i>Supressed</i> until it has 2 Pinning tokens.</p> <p><b>Target</b><br/>When attacking a model with one or more Pinning tokens, ignore to hit modifiers for <i>Cover</i>.</p> <p><b>Tenacious</b><br/>This model is not <i>Pinned Down</i> until it has four Pinning tokens.</p> | <p><b>Accurate</b><br/>When making a ranged attack from a <i>Tactical</i> order, this weapon may be fired up to <i>Medium Range</i>.</p> <p><b>Bulky</b><br/>A model equipped with this weapon may never 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><b>Backup</b><br/>A model already equipped with a ranged weapon, may reduce the cost of this weapon by 5cdts.</p> <p><b>Indiscriminate</b><br/>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>.</p> <p>Additionally, attacks from this weapon Ignore to hit modifiers for <i>Obscured</i>.</p> <p><b>Lightweight</b><br/>May be equipped by models with the <i>Light</i> Special Ability (may not be used in <i>Close Combat</i>).</p> <p><b>Parry</b><br/>You may force your opponent to re-roll one successful hit in close combat.</p> <p><b>Pierce</b><br/>Ignore to hit modifiers for <i>in Cover</i> with this weapon.</p> <p><b>Radiate</b><br/>May spread attacks (<i>Rate</i>), between models within 4" and <i>LOS</i> of the initial target.</p> <p><b>Reliable</b><br/>When making an attack with this weapon, to hit rolls of 1 may be <i>re-rolled</i>. This is in addition to any re-rolls applied to the attack.</p> <p><b>Rend</b><br/>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><b>Spread</b><br/>Reduce this weapons <i>Rate</i> by 1 (to a minimum of 1), when firing beyond <i>Short Range</i>.</p> <p><b>Stun</b><br/>Models hit by this weapon in <i>Close Combat</i> receive a <i>Pinning Token</i>.</p> <p><b>Suppressive</b><br/>A model who is hit by an attack from this weapon gains an additional <i>Pinning Token</i>.</p> |