

Force Organisation – V.3

Players have **1000 Credits** to build their force.

Each force must include a **Leader** and may not include more than one.
One in three models may take a **Promotion**.

Each model may carry up to three weapons, one of which may be a **Common Weapon** or **Specialist Weapon** (only *Specialists* may select weapons from the *Specialist Weapons* table).

Any model may select one **Skill**.

Troopers may take one item from the **Equipment** table; **Leaders** may take up to two.

Force Roster

Leaders		
Cost	Troop type	Abilities
Free	Strategist Exp 7) Res 7) W 2) C 0)	Command 3 <i>Light</i>
Free	Vanguard Exp 6) Res 7) W 3) C 1)	Command 2 <i>Recon</i>
Free	Commander Exp 5) Res 5) W 3) C 1)	Command 2 <i>Stubborn</i>
Free	Warlord Exp 5) Res 6) W 4) C 2)	Command 1 <i>Brute</i>

Promotions		
Cost	Upgrade	Effect
Free	Specialist	Model gains access to the <i>Specialist Weapons</i> Table
30cdt	Officer	Model gains the Command 1 & <i>Stubborn</i> special abilities

Troopers		
Cost	Troop type	Abilities
70cdt	Rookie Exp 4) Res 7) W 2) C 0)	<i>Light</i>
100cdt	Ranger Exp 6) Res 8) W 2) C 1)	<i>Fleet</i> <i>Light</i>
100cdt	Soldier Exp 5) Res 6) W 2) C 0)	-
110cdt	Commando Exp 5) Res 7) 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>
150cdt	Brute Exp 4) Res 6) W 4) C 0)	<i>Brute</i>

Common Weapons					
Cost	Equipment type	Range	Rate	Strength	Special Rules
15cdt	Shotgun	8	2	0	<i>Lightweight, Reliable</i>
15cdt	Rifle	24	1	0	<i>Accurate, Reliable</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>
20cdt	Combat Shotgun	12	2	1	<i>Reliable</i>
20cdt	Rail Rifle	24	1	1	<i>Accurate, Reliable</i>
25cdt	Laser Rifle	24	2	0	<i>Accurate, Spread</i>
25cdt	Gauss Carbine	18	2	0	-

Side Arms					
Cost	Equipment type	Range	Rate	Strength	Special Rules
5cdt	Combat Weapon	C	1	0	-
10cdt	Assault Weapon	C	2	0	-
10cdt	Service Pistol	C/8	2	-1	<i>Backup</i>
10cdt	Magnum Pistol	C/12	1	0	<i>Backup, Rend</i>
10cdt	Laser Pistol	C/16	1	0	<i>Accurate, Backup</i>
10cdt	Energy Maul	C	1	2	<i>Stun</i>
15cdt	Chainsword	C	2	0	<i>Rend</i>
15cdt	Chain Axe	C	1	3	<i>Rend</i>
15cdt	Combat Shield	C	1	0	<i>Deflect, Parry</i>
15cdt	Gauss Pistol	C/8	2	0	<i>Backup</i>
15cdt	Rail Pistol	C/16	1	1	<i>Accurate, Backup, Reliable</i>
20cdt	Machine Pistol	C/8	3	-1	<i>Backup</i>
20cdt	Phase Blade	C	2	1	<i>Parry</i>
20cdt	Force Hammer	C	1	4	<i>Stun</i>
25cdt	Plasma Pistol	C/8	2	1	<i>Backup</i>

Specialist Weapons					
Cost	Equipment type	Range	Rate	Strength	Special Rules
30cdt	Sniper Rifle	30	1	2	<i>Pierce, Rend, Reliable</i>
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>

Skills		
Cost	Upgrade	Effect
5cdt	Advanced Combat Training	Increase <i>C</i> stat by +1
5cdt	Dualist	Model gains the <i>Dual</i> special ability
5pts	Sharpshooter	Model gains the <i>Sharpshooter</i> special ability
10cdt	Brute	This model gains the <i>Brute Special</i> ability
10cdt	Engineer	This model gains the <i>Engineer</i> Special ability
20cdt	Medic	This model gains the <i>Medic</i> Special ability

Equipment		
Cost	Upgrade / Equipment	Effect
5cdt	Anti-Grav Harness	While making <i>Climb</i> actions, move at full <i>Move</i> rate (4")
5cdt	Dumb Dumb Shells	May be combined with any <i>Shotgun</i> . Gain <i>Rend</i> & <i>Jam</i>
5cdt	Armour Piercing Rounds	May be combined with an <i>Assault Rifle</i> . Gain <i>Strength 1</i> & <i>Jam</i>
10cdt	Comms Relay	A model equipped with this item may issue regroup orders as though they had the command ability
10cdt	Precision Scope	May be attached to any <i>Rifle</i> . Gain the <i>Target</i> ability.
10cdt	Flash Grenades Range 8) Rate 4) <i>Indiscriminate</i>	This model may make ranged attacks using the Flash Grenade profile Any model hit does not suffer damage but gains two pinning tokens
10cdt	Deflector Field	This model gains <i>Deflect</i>
15cdt	Reinforced Armour	This model gains <i>Resilient 1</i>
15cdt	Camo Cloak	This model gains the <i>Camouflage</i> ability
20cdt	Boarding Shield	This model gains <i>Resilient 2</i> and <i>Bulky</i>

Special Abilities	Special Rules
Brute This model is not <i>Pinned Down</i> until it has four Pinning tokens. Additionally, this model resolves <i>C</i> attacks at <i>Strength 1</i> (unless the weapon <i>Strength</i> is higher). Camouflage Ranged attacks against this model become <i>Disrupted</i>. Command - X Models with this ability add (X) orders to the <i>Orders Pool</i> each <i>Command Phase</i>. Additionally, this model may issue <i>Rally</i> orders.	Accurate When making a ranged attack from a <i>Tactical</i> order, this weapon may be fired up to <i>Medium Range</i>. Bulky A model equipped with this weapon may never benefit from <i>Recon</i> or <i>Fleet</i>. When making a ranged attack from a <i>Tactical</i> order, the attack is <i>Disrupted</i>. Backup A model equipped with a <i>Common</i> or <i>Specialist</i> weapon, may reduce the cost of this weapon by 5cdts. Deflect You may force your opponent to re-roll one successful hit at range.

Special Abilities	Special Rules
Dual If armed with two identical range C weapons, double the weapon <i>Rate</i> when making attacks with that weapon (this replaces the +1 <i>Rate</i> for having an additional C weapon). This includes ranged attacks from Pistols. Engineer This model gains a re-roll to <i>Hack</i> actions. Fleet 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". Light May only be equipped with <i>Sidearms</i> or <i>Light</i> weapons. Medic May perform <i>Treat</i> actions to heal other models. Recon May deploy within 6" of owning players ingress zone during the <i>Command Phase</i> of turn one. Resilient - X When rolling to resist, a model with this ability may re-roll (X) failed saves. Sharpshooter While executing an <i>Engage</i> order, models with this ability cannot be <i>Disrupted</i>. Specialist Model gains access to the <i>Specialist Weapons</i> Table Stubborn This model is not <i>Suppressed</i> until it has 2 Pinning tokens. Target When attacking a model with one or more Pinning tokens, ignore to hit modifiers for <i>Cover</i>.	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>. Additionally, attacks from this weapon Ignore to hit modifiers for <i>Obscured</i>. Jam While rolling to hit with this weapon, on a roll of 1 gain a <i>Jam</i> token. Lightweight May be equipped by models with the <i>Light</i> Special Ability (may not be used in <i>Close Combat</i>). Parry You may force your opponent to re-roll one successful hit in close combat. Pierce Ignore to hit modifiers for <i>in Cover</i> with this weapon. Radiate May spread attacks (<i>Rate</i>), between models within 4" and <i>LOS</i> of the initial target. Reliable 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. 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. Spread Reduce this weapons <i>Rate</i> by 1 (<i>to a minimum of 1</i>), when firing beyond <i>Short Range</i>. Stun Models hit by this weapon in Close Combat receive a <i>Pinning Token</i>. Suppressive A model who is hit by an attack from this weapon gains an additional <i>Pinning Token</i>.