IMPERIAL ARMY

This army represents the standard fighting force of a large and bureaucratic empire, one where the grunts are cheap and the equipment is mostly standardized. When heavy firepower is needed, an Imperial Army typically brings along a hefty supply of vehicles with big guns.

Tech Level: 3
Strategy Rating: 20

Tactical Rating: 14

Tactical Aspect	Value	TR Cost
Maximum Unit Size	12	+4
Maximum Ad Hoc Units	25%	0
Maximum Elite Units	25%	0
Maximum Vehicle Units	50%	+3
Initial ADR	11	+6
Tactical Advantage	Reserves	+1
Failed Figure Morale Test	Cower	0
Failed Unit Morale Test	Regroup	0

Frame Rating: 6

Frame Aspect	Limitation	FR Cost
Maximum Frames	15	+1
Maximum SI Weapon Cost	40	+1
Maximum PI Weapon Cost	40	0
Maximum VE Weapon Cost	200	+3
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating	-1	+1
Maximum PI Speed	5	0
Minimum Field Save	n/a	0
Maximum HTH Cost	10 (15)	0
Maximum IF Area of Effect	4"	+1

Victory Point Advantage
Diplomacy: At the end of the game, player rolls a d5 and adds the command levels of any of his remaining commanders. Divide the total by two and round up; this is the number of bonus VPs received.

Augmentations (12)

General:	Access to Enemy Weaponry (Multiply weapon cost by 2)
	- replaces any one standard weapon per game
	Access to Non-standard Weaponry (Multiply weapon cost by 1.5)
	- replaces any one standard weapon per game
Army:	Extra Grenades (+1 PV per grenade)
Infantry Indiv:	Airstrike (poison) - to hit: 9+, AOE: 6",5+ (+318 PV per hero or officer)
	Airstrike - to hit: 7+, AOE: 9",5+ (+369 PV per hero or officer)
	Targeting Computer (+25 PV per hero or officer)
	Command Armor (+70 PV per hero or officer)
Infantry Unit:	Extra Weapon Training (+10 PV per Veteran per Imperial Rifle)
	Bio-protective gear (+1 PV per Grunt)

Bio-protective gear (+1 PV per Stormtrooper)
Portable Field Generator (+5 PV per Senior Party Member)

Vehicle: Anti-anti-armor (+80 PV per Imperial Hammer)
             Dozer (+30 PV per Bully APC)
             Weapon Stabilizers (+10 per Turret Mounted MG or 180° Mounted MG per Hummer)

STANDARD INFANTRY

Grunt – 13
Well-trained in the basics of warfare, the Imperial Grunt still too often suffers from a lack of equipment and a lack of concern for his extended survival. Senior Party officials have, however, decided that Grunts are not completely expendable – hence, the recent addition of easily available gas masks.

Type	SI
Size	2
Quality	Regular
Move	5 Sprint
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	2@9+
Reflex	0
Agility	8
Officer	1L,1C (+95) or 3L (+95)
Hero Cost	n/a
Covert Operations	1 (+3)

Primary Weapon: Imperial Rifle (+20)
Support Weapon: Imperial Flamer (+37) or Imperial Mortar (+26)
Side Arm: Imperial Pistol (+7) or Blast Grenade (+5)
Augmentation: Bio-protective Gear (+1)

Veteran – 17
Of the relatively few soldiers who survive more than a major battle or two, the Imperial Army conscripts the majority to serve as separate veteran units. Paradoxically, this often then increases the chance that they will be killed, as they are typically assigned for emplacement assault or anti-tank duty.

Type	SI
Size	2
Quality	Veteran
Move	5 Sprint
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	2@9+
Reflex	+1
Agility	9
Officer	2C (+95) or 4L (+110)
Hero Cost	n/a
Covert Operations	2 (+4)

Primary Weapon: Imperial SMG (+22) or Imperial Rifle (+20)
Support Weapon: Imperial Mortar (+26)
Side Arm: Imperial Pistol (+7) or Sticky Bomb (+10)
Augmentation: Extra Weapon Training (+10 per Imperial Rifle)

Field Officer – 10
The Imperial Army conscripts most all able-bodied adults into its service. It does, however, typically afford conscripts with more intelligence or education a chance to serve in the battlefield engineering division, where they receive extensive training in logistics and the judicious use of large-scale weaponry.

Type	SI
Size	2
Quality	Regular
Move	4 Sprint
Armor Rating	+4
Damage Capacity	1
Field Save	n/a
HTH Rating	1@9+
Reflex	+1
Agility	8
Officer	1C (+60) or 2C (+95)
Hero Cost	+15
Covert Operations	2 (+4)

Primary Weapon:	Field MG (+56)
Support Weapon:	Imperial Rifle (+20)
Side Arm:	Imperial Pistol (+7) or Persistent Smoke Grenade (+7) or Blast Grenade (+5)
Augmentation:	none

Stormtrooper – 27
Taken from their parents at a young age, youths gifted with natural battle-sense are trained as infiltration specialists, for those rare times that the Imperial Army decides it is better to use a scalpel than a hammer.

Type	SI
Size	2
Quality	Elite
Move	4 Sprint
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	2@8+
Reflex	+2
Agility	9
Officer	2L (+50) or 4L (+110)
Hero Cost	n/a
Covert Operations	3I (+10)

Primary Weapon:	Imperial Shotgun (+29)
Support Weapon:	Imperial SMG (+22)
Side Arm:	Persistent Smoke Grenade (+7) or Poison Grenade (+21) or Sticky Bomb (+10)
Augmentation:	Bio-protective Gear (+1)

POWERED INFANTRY

Senior Party Member – 29
The only Imperial troops to be equipped with powered armor, these veteran soldiers are culled from the ranks of those Grunts deemed most faithful to the party line. In other words, those deemed most worthy of such a life-extending honor as well-designed personal protection.

Type	PI
Size	2
Quality	Veteran
Move	5
Armor Rating	-1
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+
Reflex	-2
Agility	3
Officer	2C (+95) or 2L,2C (+145)
Hero Cost	+27
Covert Operations	2I (+8)

Primary Weapon: Imperial SMG (+22)
Support Weapon: Imperial Shotgun (+29) or Imperial Mortar (+26)
Side Arm: Heat Blast CDW (+9/31) or Persistent Smoke Grenade (+7)
Augmentation: Portable Field Generator (+5)

VEHICLES

Hummer – 126
The Hummer is basically a simple four-wheeled frame that has been reinforced with armor plating and a high-tech shock absorption system. Despite these measures, neither driver nor crew tend to live very long inside one, forcing the Imperial Army to make such service compulsory on a rotating schedule.

Type	Light Vehicle
Size	4
Quality	Vehicle
Move	10 Sprint
Armor Rating	0
Damage Capacity	2
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Turret Mounted MG (+292) or 180° MG (+219)
Secondary Weapon: Imperial SMG (+22) or Imperial Rifle (+20)
Augmentation: Weapon Stabilizers (+10 per Turret Mounted MG or 180° Mounted MG)

Field Walker – 133
Relatively simple for a mecha frame, the field walker is cheap to produce and easy to maintain.

Type	Mecha
Size	4
Quality	Vehicle
Move	6 Sprint
Armor Rating	0
Damage Capacity	2
Field Save	n/a
HTH Rating	2@5+V
Reflex	-1
Fire Actions	2

Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Mounted MG (+146) or Imperial Flamer (+37)
Secondary Weapon: Mounted MG (+146) or Imperial Flamer (+37)
Augmentation: none

Bully APC – 216

Affording a protective capability for infantry that is luxurious by Imperial Army standards, the Bull APC makes up for this fact by deploying its cargo as close to enemy lines as possible.

Type	APC
Size	5
Quality	Vehicle
Move	8 Sprint
Armor Rating	-1
Damage Capacity	4(2)
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	24
Entry Arcs	B

Primary Weapon: Mounted MG (+146) or 180° Mounted MG (+219)
Secondary Weapon: Imperial SMG (+22) or Turret Imperial SMG (+44)
Augmentation: Dozer (+30)

Imperial Hammer – 470

Large and imposing, the Imperial Hammer deserves its name. In theory big enough to carry an infantry payload, the Hammer instead fills its interior with the many structures and supports necessary to protect its integrity from the massive kinetic wrangling it will suffer each time it fires its massive cannon.

Type	AFV
Size	5
Quality	Vehicle
Move	8
Armor Rating	-2/-1
Damage Capacity	4
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	4
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: 150mm Cannon (+181)
Secondary Weapon: Mounted Mortar (+131) or Turret Mounted Mortar (+262)
Tertiary Weapon: Imperial Flamer (+37) or Imperial SMG (+22)
Quaternary Weapon: Heat Burst CDW (+20/67)
Augmentation: Anti-anti-armor (+80)

Imperial Hammer Damage Chart (1.25x)

0-50	lose ¼ of base movement[1,2] (round up)
51-75	lose one weapon[2] (attacker's choice)
76-00	damaged: lose one from DC

[1]rounding occurs before movement is subtracted. For example, a vehicle with a base movement of 9" will lose 3" of movement every time this result is rolled.

[2]if a vehicle with no movement left suffers a hit that removes movement, or a vehicle with no weapons left suffers a hit that removes a weapon, the damaging hit will instead remove a point of damage capacity.

STANDARD INFANTRY WEAPONS

Imperial Rifle – 20

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	25	35	45	5	-	-	-	un

Imperial SMG – 22

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	3	-	-	20	30	40	-	-	-	un

Imperial Flamer – 37

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1CB	-	-	5	10	15	-	-	-	un

Imperial Pistol – 7

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	5	10	15	20	25	-	1	-	un

Imperial Shotgun – 29

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1K	30	-	-	-	-	-	-	-	un

Imperial Mortar – 26

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	20	30	40	-	3",7+A	-	yes	4

Field MG (crew-served) – 56

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	4B	-	-	20	40	60	-	-	-	un

POWERED INFANTRY WEAPONS

All Imperial army infantry weapons are considered standard infantry weapons.

VEHICLE WEAPONS

150mm Cannon – 181

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AV	1U	UN	-	-	-	-	-	6	-	4

Mounted MG (cupola) – 146

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	3V	-	40	UN	-	-	-	1	-	un

Mounted Mortar (cupola) – 131

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1	-	UN	-	-	-	4",5+B	-	yes	4

GRENADES AND CLOSE DEFENSE WEAPONS

Blast Grenade – 5

> Grenade: 2",1@7+

Persistent Smoke Grenade – 7

> Grenade: 3",-2 LOS[1]

[1]this effect lasts until the resolution phase of the second turn after use (keep template on table)

Poison Grenade – 26

> Grenade: 2",1@5+B[1]

[1]poison effect: the area of effect grows by 2" in each resolution phase, with the damage roll increasing by 2 as well (1@5+B becomes 1@7+B, etc.). In the resolution phase after a size of 8" is reached, remove the template from the tabletop. At the beginning of each turn the effect is active, move the template d5" in a random direction.

Sticky Bomb – 10

> Grenade: 0",2@5+A[1]

[1]no area of effect; does not scatter if misses; no penalty vs. vehicle targets

Heat Blast CDW – 9/31

> Infantry CDW: 2",1@3+

Heat Burst CDW – 20/67

> Vehicle CDW: 3",1@3+

TOTAL FRAMES = 15 (maximum of 15)
5 Unique Infantry Frames
10 Unique Weapon Frames

STANDARD UNITS
At least 75% of an Imperial army's point value must be made up of units purchased from the following list.

Grunt Squad
5-12 Grunts

Vet Squad
4-12 Veterans

Stormtrooper Squad (elite)
4-12 Stormtroopers

Field Artillery (exclusive)
5-12 Field Officers

Party Faithful
4-12 Senior Party Members

Party Vanguard (exclusive)
3-8 Veterans
1-4 Senior Party Members

Field Vanguard
4-8 Grunts
1-4 Field Officers

Walker Vanguard (exclusive)
2-4 Field Walkers

Bully Pulpit (exclusive)
2-4 Bully APCs

Battle Squadron (exclusive)
2 Hummers
1 Bully APC
1 Imperial Hammer

ORGANIC / BIOTECH

This army represents a Darwinian approach to technology, where organisms themselves provide the armor and arms to deal with most any military situation, backed by a primal sense of self-sacrifice at the level of the individual soldier.

Tech Level: 3
Strategy Rating: 24 (neo-tech level 2)

Tactical Rating: 16

Tactical Aspect	Value	TR Cost
Maximum Unit Size	9 mob	0
Maximum Ad Hoc Units	50%	+3
Maximum Elite Units	50%	+3
Maximum Vehicle Units	25%	0
Initial ADR	12	+12
Tactical Advantage	none	0
Failed Figure Morale Test	Instinct	0
Failed Unit Morale Test	Group Selection	-2

Frame Rating: 8

Frame Aspect	Limitation	FR Cost
Maximum Frames	25	+2
Maximum SI Weapon Cost	20	0
Maximum PI Weapon Cost	60	+1
Maximum VE Weapon Cost	120	+1
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating	-1	+1
Maximum PI Speed	8	+1
Minimum Field Save	n/a	0
Maximum HTH Cost	20 (30)	+1
Maximum IF Area of Effect	4"	+1

Victory Point Advantage
Attrition: At the end of the game, player receives an *extra* +1 VP for each full 400 points of enemy figures eliminated (but not shaken or broken).

Augmentations (12)

General:	Access to Enemy Weaponry (Multiply weapon cost by 2)
	- replaces any one standard weapon per game
	Access to Non-standard Weaponry (Multiply weapon cost by 1.5)
	- replaces any one standard weapon per game
Army:	Extra Close Defense Weaponry (+2/5 PV per CDW)
Infantry Indiv:	Data Net (+30 PV per primary commander)
	Bionic Limb (+15 PV per hero or officer)
	Personal EMS Computer (+20 PV per hero or officer per damage capacity)
Infantry Unit:	Bio-Protective Gear (+1 PV per Biospore)
	Gyro-stabilized Harness (+ 5 PV per Infiltration Bug)
	Honed Blade (+2 PV per Assault Bug)
	Kinetic Enhancement (+5 PV per Leaper Bug)

Kinetic Enhancement (+5 PV per Dive Bug)
Torrential Fire (+52 PV per Nodal Bug per Slime Cannon)

Vehicle: Anti-anti-armor (+40 PV per Big Assault Bug)
            Weapon Stabilizers (+10 PV per Bio-Tank per Chitin Cannon)
            Field Generator (+40 PV per Hive Leader)

STANDARD INFANTRY

Biospore – 8

Type	SI
Size	1
Quality	Matrix
Move	3
Armor Rating	+4
Damage Capacity	1
Field Save	n/a
HTH Rating	1@10+
Reflex	+1
Agility	6
Officer	1F (+30) or 2F (+60)
Hero Cost	n/a
Covert Operations	4I (+12)

Primary Weapon:	none
Support Weapon:	none
Side Arm:	Deathknell CDW (+7,21)
Augmentation:	Bio-protective Gear (+1)

Tactical Bug – 20

Type	SI
Size	1
Quality	Matrix
Move	5
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	2@9+B
Reflex	+2
Agility	9
Officer	1F (+30) or 2F (+60)
Hero Cost	n/a
Covert Operations	2 (+4)

Primary Weapon:	Web Gun (+8) or Slime Squirter (+7)
Support Weapon:	Acid Spit (+19)
Side Arm:	none
Augmentation:	none

Leaper Bug – 32

Type	SI
Size	2
Quality	Matrix
Move	6J

Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	3@8+B
Reflex	+3
Agility	12
Officer	1F (+30) or 2F (+60)
Hero Cost	n/a
Covert Operations	4 (+6)

Primary Weapon: none
Support Weapon: none
Side Arm: none
Augmentation: Kinetic Enhancement (+5 per Leaper Bug)

Gargoyle – 37

Type	SI
Size	1
Quality	Linked
Move	8F
Armor Rating	+4
Damage Capacity	1
Field Save	n/a
HTH Rating	2@9+B
Reflex	+3
Agility	12
Officer	1L (+35) or 2L (+50)
Hero Cost	n/a
Covert Operations	3I (+10)

Primary Weapon: Gut Spray (+9) or Slime Squirter (+7)
Support Weapon: Acid Spit (+19)
Side Arm: Deathknell CDW (+7,21)
Augmentation: none

Psychic Bug – 18

Type	SI
Size	2
Quality	Linked
Move	5
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	2@10+
Reflex	0
Agility	7
Officer	1L (+35) or 1C (+60)
Hero Cost	+23
Covert Operations	3 (+5)

Primary Weapon: Psychic Scream (+6)
Support Weapon: Acid Spit (+19)
Side Arm: Terror Projection CDW (+8,26)
Augmentation: none

POWERED INFANTRY

Assault Bug – 41

Type	PI
Size	2
Quality	Matrix
Move	6S
Armor Rating	+1
Damage Capacity	1
Field Save	n/a
HTH Rating	2@6+V
Reflex	+2
Agility	8
Officer	1F (+30) or 2F (+60)
Hero Cost	n/a
Covert Operations	2 (+4)

Primary Weapon: none
Support Weapon: none
Side Arm: none
Augmentation: Honed Blade (+2 per Assault Bug)

Dive Bug – 53

Type	PI
Size	2
Quality	Linked
Move	8J
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	1@2+V
Reflex	+2
Agility	8
Officer	1L (+35) or 1C (+60)
Hero Cost	+41
Covert Operations	0

Primary Weapon: none
Support Weapon: none
Side Arm: none
Augmentation: Kinetic Enhancement (+5)

Nodal Bug – 97

Type	PI
Size	3
Quality	Elite
Move	5
Armor Rating	-1
Damage Capacity	2
Field Save	n/a
HTH Rating	2@4+
Reflex	0
Agility	5
Officer	1L,1C (+95) or 2L,1C (+110)

Hero Cost	+36
Covert Operations	1 (+3)

Primary Weapon:	Chitin Cannon (+54) or Slime Cannon (+52)
Support Weapon:	Bio-Mortar (+35)
Side Arm:	Slime Squirter (+7)
Augmentation:	Torrential Fire (+52 per Slime Cannon)

Infiltration Bug – 94

Type	PI
Size	3
Quality	Elite
Move	6
Armor Rating	0
Damage Capacity	2
Field Save	n/a
HTH Rating	3@6+
Reflex	+2
Agility	8
Officer	1L,1C (+95) or 1L,2C (+130)
Hero Cost	+34
Covert Operations	3I (+10)

Primary Weapon:	Chitin Cannon (+54) or Slime Cannon (+52)
Support Weapon:	Bio-Mortar (+35)
Side Arm:	Terror Projection CDW (+8,26)
Augmentation:	Gyro-stabilized Harness (+5)

VEHICLES

Hive Leader – 171

Type	Mecha (Anime)
Size	4
Quality	Vehicle
Move	6
Armor Rating	-1
Damage Capacity	2
Field Save	n/a
HTH Rating	3@6+V
Reflex	+2
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon:	Chitin Cannon (+54) or Slime Cannon (+52)
Secondary Weapon:	Bio-Mortar (+35) or Bio-Plasma Launcher (+91)
Augmentation:	Field Generator (+40)

Big Assault Bug – 380

Type	Mecha (Anime)
Size	5
Quality	Vehicle
Move	6S
Armor Rating	-2
Damage Capacity	4

Field Save	n/a
HTH Rating	2@4+VK
Reflex	0
Fire Actions	none
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Terror Shock CDW (+13,43)
Secondary Weapon: none
Augmentation: Anti-anti-armor (+40 per Big Assault Bug)

Bio-Tank – 423

Type	AFV
Size	6
Quality	Vehicle
Move	6
Armor Rating	-2
Damage Capacity	6(2)
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	4
Passengers	16
Entry Arcs	R,L,B

Primary Weapon: Corrosive Puke (+105)
Secondary Weapon: Bio-Mortar (+35) or Bio-Plasma Launcher (+91)
Tertiary Weapon: Chitin Cannon (+54) or Slime Cannon (+52)
Quaternary Weapon: Corrosive Burst CDW (+40,131)
Augmentation:

Bio-Tank Damage Chart
0-20   lose ¼ of base movement[1,2] (round up)
21-50   lose one weapon[2] (attacker's choice)
51-00   damaged: lose one from DC

[1]rounding occurs before movement is subtracted. For example, a vehicle with a base movement of 9" will lose 3" of movement every time this result is rolled.
[2]if a vehicle with no movement left suffers a hit that removes movement, or a vehicle with no weapons left suffers a hit that removes a weapon, the damaging hit will instead remove a point of damage capacity.

STANDARD INFANTRY WEAPONS

Slime Squirter – 7

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1B	15	-	-	-	-	-	-	-	un

Web Gun – 8

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1S	-	15	30	-	-	-	-	-	un

Acid Spit – 19

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1V	-	-	30	-	-	-	-	-	un

Psychic Spray – 16

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1CT	-	-	5	10	15	-	-	-	un

Psychic Scream – 6

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	4T	15	-	-	-	-	-	-	-	un

Gut Spray – 9

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1A	15	-	-	-	-	-	1	-	un

POWERED INFANTRY WEAPONS

Slime Cannon – 52

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	2B	-	20	40	60	-	-	-	-	un

Chitin Cannon – 54

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1V	20	40	60	-	-	-	-	-	un

Bio-Mortar – 35

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1	-	-	40	un	-	3",7+	-	yes	4

VEHICLE WEAPONS

Corrosive Puke – 105

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1CV	-	5	10	15	-	-	1	-	un

Bio-Plasma Launcher (Slow to Load[1]) – 91

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AV	1A	UN	-	-	-	-	-	6	-	un

[1]may not fire on two consecutive turns

GRENADES AND CLOSE DEFENSE WEAPONS

Deathknell CDW[1] (+7,21)

   Infantry CDW: 2", 1@3+ (Kamikaze)

[1]automatically eliminates the firing figure as soon as any damage rolls are performed

Terror Projection CDW (+8,26)

   Infantry CDW: 3", 2@5+T

Terror Shock CDW (+13,43)

   Vehicle CDW: 4", 2@5+T

Corrosive Burst CDW (+40,131)

   Vehicle CDW: 4", 2@5+

TOTAL FRAMES = 20 (maximum of 25)
9 Unique Infantry Frames
11 Unique Weapons

STANDARD UNITS
At least 50% of an Organic/Biotech army's point value must be made up of units purchased from the following list. At least 20% of the army's point value must be made up of troops of matrix quality. Any Organic/Biotech unit may begin the game in mob formation.

Bio Swarm
6-9 Biospores

Tactical Swarm
6-9 Tactical Bugs

Leaper Swarm
6-9 Leaper Bugs

Air Swarm
4-9 Gargoyles

Psychic Swarm (exclusive)
4-9 Psychic Bugs

Assault Swarm
6-9 Assault Bugs

Dive Swarm
4-9 Dive Bugs

Node (elite and exclusive)
4-9 Nodal Bugs

Infiltration Swarm (elite and exclusive)
4-9 Infiltration Bugs

Attack Swarm (exclusive)

3-5 Leaper Bugs
3-4 Assault Bugs

Assault Node (vehicle and exclusive)
2-4 Big Assault Bugs

SPACE THUGS

This army represents the cobbled together cohesive fighting force of a pirate, primitive or post-apocalyptic setting. Big on loud guns and superficial bravado, such forces can range from a predatory raiding party bent on looting to a dedicated territorial expansion army to a guerrilla uprising in defense of a particular trading zone or piece of real estate. Examples of such an army can be drawn from movies such as "Ice Pirates"[TM] and "Mad Max"[TM], or the feral tribes of Space Orcs, Space Goblins, "Wookies"[TM], etc.

Tech Level: 3
Strategy Rating: 20

Tactical Rating: 9

Tactical Aspect	Value	TR Cost
Maximum Unit Size	10 mob	+2
Maximum Ad Hoc Units	50%	+3
Maximum Elite Units	25%	0
Maximum Vehicle Units	50%	+3
Initial ADR	10	0
Failed Figure Morale Test	Gutless	-1
Failed Unit Morale Test	Mob Mentality	0
Tactical Advantage	Banzai Charge	+2

Frame Rating: 11

Frame Aspect	Limitation	FR Cost
Maximum Frames	35	+4
Maximum SI Weapon Cost	20	0
Maximum PI Weapon Cost	60	+1
Maximum VE Weapon Cost	120	+1
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating	-2	+2
Maximum PI Speed	5	0
Minimum Field Save	8+	+1
Maximum HTH Cost	20(30)	+1
Maximum IF Area of Effect	4"	+1

Victory Point Advantage
Glory: At the end of the game, player receives an *extra* +1 VP for each full 100 points of enemy figures eliminated in HTH combat or by friendly CDWs.

Augmentations (12)

General:	Access to Enemy Weaponry (Multiply weapon cost by 2)
	- replaces any one standard weapon per game
	Access to Non-standard Weaponry (Multiply weapon cost by 1.5)
	- replaces any one standard weapon per game
Army:	[none]
Infantry Indiv:	Ferocious Companion (+20 PV per hero or officer)
	Unit Banner (+80 PV per hero or officer)
	Personal EMS Computer (+20 PV per DC per hero or officer)
	Phase Jammer (+10 PV per hero or officer)
	Bionic Limb (+15 PV per hero or officer)

Infantry Unit:	Satchel Charge (+10 PV per AWOL)
	Combat Drugs (+5 PV per Goodfella)
	Torrential Fire (+18 PV per Techie per Techno-Baby)
	Suture Kit (+10 PV per Surgeon)
Vehicle:	On-board Mechanic (+20 PV per War Wagon)
	Reinforced Ram (+20 PV per Warbuggy)
	Electrified (Spiky) Hull (+20 PV per Wartruck)

STANDARD INFANTRY

Runt – 7

Typically malnourished slaves or perhaps even a genetically engineered (accidentally or otherwise) sub-race, runts aren't expected to last long on the field of battle. Still, they can provide ample diversionary capability, and, assuming they don't run away first, can still ably point and shoot a gun.

Type	SI
Size	1
Quality	Green
Move	4 Sprint
Armor Rating	+4
Damage Capacity	1
Field Save	n/a
HTH Rating	2@9+
Reflex	-2
Agility	5
Officer	1L (+35) or 1C (+60)
Hero Cost	n/a
Covert Operations	2 (+4)

Primary Weapon: Archaic Blaster (+6)
Support Weapon: Blaster (+15) or Slug Thrower (+10)
Side Arm: Boomcord CDW (+3/8)
Augmentation: none

Runt Crew – 4

Blessed with the "privilege" of manning the powerful but enemy fire-drawing crew-served weapons of a Thug army, these runts tend to live short but exciting lives.

Type	SI
Size	1
Quality	Green
Move	4
Armor Rating	+4
Damage Capacity	1
Field Save	n/a
HTH Rating	1@9+
Reflex	-2
Agility	4
Officer	1L (+35) or 1C (+60)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: Archaic Blaster (+6)
Support Weapon: Blaster (+15) or Slug Thrower (+10)
Side Arm: Smoke Stick (+1)

Augmentation: none

Thug – 17
Whether they were formerly street gangsters or disaffected military recruits, these soldiers became thugs because they are in it for the fight and the fight alone. They tend to make up for their lack of much formal training with a stubborn machismo.

Type	SI
Size	2
Quality	Regular
Move	4 Sprint
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+
Reflex	0
Agility	7
Officer	1L (+35) or 2L (+50)
Hero Cost	n/a
Covert Operations	1 (+3)

Primary Weapon: Shooter (+20) or Blaster (+15)
Support Weapon: Boom Launcher (+18)
Side Arm: Boom Stick (+2)
Augmentation: none

Jet Boy – 24
Young thugs with a particularly low self-preservation instinct can often be convinced to "pilot" ill-designed jet packs, so that they might join the fight as soon as possible.

Type	SI
Size	2
Quality	Fanatic
Move	5 Jump
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+
Reflex	0
Agility	8
Officer	1L (+35) or 2L (+50)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: Slug Thrower (+10) or Blaster (+15)
Support Weapon: Big Slugger (+19)
Side Arm: Boom Stick (+2)
Augmentation: none

Goodfella – 22
Typically scarred and tattooed over most of their bodies, Goodfellas are elder thugs, those who have by luck or cunning managed to avoid the fate of most of their brethren, whether by firefight or barroom brawl.

Type	SI
Size	2
Quality	Veteran

Move	4
Armor Rating	+1
Damage Capacity	1
Field Save	n/a
HTH Rating	2@5+
Reflex	-1
Agility	5
Officer	2L (+50) or 3L (+95)
Hero Cost	+16
Covert Operations	1 (+3)

Primary Weapon: Big Slugger (+19) or Shooter (+20)
Support Weapon: Boom Launcher (+18)
Side Arm: Boom Stick (+2)
Augmentation: Combat Drugs (+5)

AWOL – 28

Every now and then, a Thug faction manages to convince or bribe a military veteran into believing that he would be better off as a free-wheeling mercenary. Prized for their infiltration abilities, AWOLs often get a disproportionate share of any loot, making them targets of both respect and envy.

Type	SI
Size	2
Quality	Veteran
Move	5 Sprint
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+
Reflex	0
Agility	8
Officer	2L (+50) or 4L (+110)
Hero Cost	n/a
Covert Operations	3I (+10)

Primary Weapon: Shooter (+20)
Support Weapon: Big Slugger (+19)
Side Arm: Slug Thrower (+10) or Smoke Stick (+1)
Augmentation: Satchel Charge (+10)

Techie – 11

Thugs smart enough to build and maintain high-tech equipment without any formal education are a valuable commodity. There are therefore rarely seen on the field of battle, and if so usually only due to a strong desire to try out their newest inventions.

Type	SI
Size	2
Quality	Regular
Move	4
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	1@6+
Reflex	-2
Agility	4
Officer	2L (+50) or 3L (+95)

Hero Cost	+15
Covert Operations	3I (+10)

Primary Weapon: Techno-Babble (+20) or Techno-Baby (+18)
Support Weapon: Boom Launcher (+18)
Side Arm: Smoke Stick (+1)
Augmentation: Torrential Fire (+18 per Techno-Baby)

Surgeon – 24

Much feared if not much liked, Thug surgeons are almost as apt to use a friendly casualty for "spare parts" as they are to actually heal them.

Type	SI
Size	2
Quality	Veteran
Move	5 Sprint
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	3@9+
Reflex	0
Agility	8
Officer	1L (+50) or 1C (+60)
Hero Cost	+23
Covert Operations	3 (+5)

Primary Weapon: Slug Thrower (+10)
Support Weapon: Big Slugger (+19) Shooter (+20)
Side Arm: Smoke Stick (+1)
Augmentation: Suture Kit (+10)

POWERED INFANTRY

Cyber Dog – 35

Odd hybrids of pets and sentries, designed with weaponry literally strapped and bolted to their backs, no two of these creatures look the same.

Type	PI
Size	1
Quality	Matrix
Move	6S
Armor Rating	+1
Damage Capacity	1
Field Save	n/a
HTH Rating	3@8+B
Reflex	+2
Agility	8
Officer	1F (+30) or 2F (+60)
Hero Cost	n/a
Covert Operations	2I (+8)

Primary Weapon: Shooter (+20) or Blaster (+15)
Support Weapon: Big Blaster (+45)
Side Arm: Boomcord (+3/8)

Augmentation: none

Boss – 83
Bigger, uglier, and meaner than the average thug.

Type	PI
Size	2
Quality	Elite
Move	4
Armor Rating	-2
Damage Capacity	1
Field Save	9+
HTH Rating	1@5+V
Reflex	+1
Agility	5
Officer	2L (+50) or 3L, 1C (+155)
Hero Cost	+30
Covert Operations	1 (+3)

Primary Weapon: Big Blaster (+45) or Big Shooter (+37)
Support Weapon: Techie Special (+52) or Techno-Babble (+20)
Side Arm: none
Augmentation: none

Big Boss – 192
The Biggest. The Meanest. The Ugliest.

Type	PI
Size	3
Quality	Elite
Move	4
Armor Rating	-2
Damage Capacity	2
Field Save	8+
HTH Rating	2@6+V
Reflex	+1
Agility	5
Officer	3L (+95) or 3L, 2C (+190)
Hero Cost	+48
Covert Operations	1 (+3)

Primary Weapon: Big Blaster (+45) or Big Shooter (+37)
Support Weapon: Techie Special (+52) or Techno-Babble (+20)
Side Arm: none
Augmentation: none

VEHICLES

Warbike – 60
The pride and joy of each owner, Thug Warbikes often roam the lands in huge packs, out looking for someone – anyone – to fight.

Type	Light Vehicle
Size	4
Quality	Vehicle
Move	12 Sprint

Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	1
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Twin Autocannons (+84)
Secondary Weapon: Heavy Metal Noise Burst CDW (+11/38)
Augmentation: none

Warbuggy – 100
Similar to Warbikes, these jerry-rigged buggies tend to travel in packs, though their drivers consider themselves a bit smarter than the bike jockeys, being that they at least try to protect themselves from enemy fire by bolting large metal plates to their vehicles.

Type	Light Vehicle
Size	4
Quality	Vehicle
Move	10 Sprint
Armor Rating	+1
Damage Capacity	2
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	1
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Twin Autocannons (+84) or Super Scorcher (+114)
Secondary Weapon: Heavy Metal Noise Burst CDW (+11/38)
Augmentation: none

Tin Can – 203
Piloted from the inside by a particularly homicidal Thug, these large walkers are individual works of art, finely attuned to the specific aggressive drives of their builders.

Type	Mecha
Size	4
Quality	Vehicle
Move	6
Armor Rating	-1
Damage Capacity	3
Field Save	n/a
HTH Rating	2@4+V
Reflex	-2
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Mega-Shooter (+73) or Super Scorcher (+114)
Secondary Weapon: Techie Special (+52) or Big Shooter (+37)
Augmentation: none

Wartruck – 124
These slightly modified freight trucks are simply a cheap and easy way to transport Thugs to the thick of the fighting.

Type	APC
Size	5
Quality	Vehicle
Move	8 Sprint
Armor Rating	0
Damage Capacity	3 (1)
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	1
Passengers	18
Entry Arcs	B

Primary Weapon: Twin Autocannons (+84) or Mega-Shooter (+73)
Secondary Weapon: none
Augmentation: Electrified Hull (+20)

War Wagon – 498
A combination between an armored personnel carrier and a weapons platform, these large 18-wheeled behemoths are considered pinnacles of Thug engineering.

Type	AFV
Size	6
Quality	Vehicle
Move	8 Sprint
Armor Rating	-2/-1
Damage Capacity	4 (2)
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	3
Passengers	24
Entry Arcs	n/a

Primary Weapon: Twin Autocannons (+84)
Secondary Weapon: Mega-Shooter (+73)
Tertiary Weapon: Big Shooter (+37)
Quaternary Weapon: Boom Launcher (+18)
Augmentation: On-board Mechanic

War Wagon Damage Chart
0-20	lose ¼ of base movement[1,2] (round up)
21-80	lose one weapon[2] (attacker's choice)
81-00	damaged: lose one from DC

[1]rounding occurs before movement is subtracted. For example, a vehicle with a base movement of 9" will lose 3" of movement every time this result is rolled.
[2]if a vehicle with no movement left suffers a hit that removes movement, or a vehicle with no weapons left suffers a hit that removes a weapon, the damaging hit will instead remove a point of damage capacity.

STANDARD INFANTRY WEAPONS

Archaic Blaster – 6
Generally only carried by runts or as a sidearm, this small but straight forward semi-automatic carbine is simple enough for anyone to use.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1(2)	-	-	-	20	40	-	-	-	un

Blaster – 15
Fairly simple in its design, this weapon has a decent rate of fire and admirable wear resistance.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	-	20	30	40	-	-	-	un

Shooter – 20
Typically purchased from black market dealers, Thug Shooters are cheap and easy to maintain.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	25	35	45	55	-	-	-	un

Slug Thrower – 10
A large-bored pistol that is heavy enough to be called a carbine, this weapon is packed tight with buckshot and is devastating to lightly armored infantry at close range.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1B	10	15	20	25	-	-	-	-	un

Big Slugger – 19
With an even larger bore than the standard Slugger, this weapon fires armor-piercing rounds of remarkable weight and penetrating power.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1A	15	20	25	-	-	-	1	-	un

Techno-Babble – 20
This weapon represents the Techie attempt to co-opt stolen phase technology.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1P*	-	-	20	30	40	-	-	*	un

*phase distance is between 20" and 30"

Techno-Baby – 18
A Techie favorite, this short-ranged weapon has a blistering rate of fire, though its reliability leaves something to be desired.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1(4)	-	5	15	25	35	-	-	-	un

Boom Launcher – 18
Another weapon over which Thugs will fight to see who gets to wield it, the Boom Launcher is elegant in its singular purpose: exploding loudly.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1	-	-	-	30	60	3",7+B	-	-	5

Boom Catapult (crew-served weapon) – 96
Filled with debris and various munitions, this high-tech catapult is more accurate than one would guess by looking at it.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	30	60	-	-	-	4",9+B	-	yes	4

Techno-Zapper (crew-served weapon) – 110
One of the few weapons that Runts look forward to manning, this support platform gives its operators the special satisfaction of being able to destroy objects much bigger than themselves.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1VF	-	UN	-	-	-	-	2	-	un

POWERED INFANTRY WEAPONS

Big Blaster – 45
A Boss favorite, this weapon is fairly reliable, while still being loud enough to please.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	3	-	20	30	40	-	-	-	-	un

Big Shooter – 37
Basically a fully automatic version of the Shooter, this weapon is coveted by Thug armies for its balance between range and stopping power.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	2	-	25	35	45	55	-	-	-	un

Techie Special – 52
Every Thug with the status to own one of these does.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1(4)	10	20	30	40	-	-	-	-	un

VEHICLE WEAPONS

Mega-Shooter – 73
Another black market item, these weapons are ideal for taking out fast moving enemy vehicles.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AV	3	-	35	45	55	60	-	-	-	un

Super Scorcher – 114
The bane of all but the most heavily armored of infantry, this spewer of noxious flames is a favorite of Warbuggy gangs everywhere.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1C	5	10	15	-	-	-	1	-	un

Twin Autocannons – 84
With enough punch to crack even tank armor, these tremendously loud cannons are the prime weapon of the Warbiker gangs, who greatly enjoy driving circles around enemy armor, as they fill them full of holes.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AV	2A	-	25	35	45	55	-	2	-	un

GRENADES AND CLOSE DEFENSE WEAPONS

Boom Stick – 2
Simple and effective, simple and effective, simple and effective.

Grenade: 2",1@9+

Smoke Stick – 1
Primitive even for a Thug army, this grenade lays down only a meager amount of smoky vapor. Still, if you're a Thug on the front lines, something is better than nothing.

Grenade: 2",-1 LOS[1]
[1]this effect lasts until the following turn's resolution phase (keep template on table)

Boomcord CDW – 3/8
Worn by Cyber-dogs or unlucky Runts, these CDWs are powerful, but always result in the shrapnel-filled end of their bearer.

Infantry CDW: 2",1@7+[1]
[1]firer is automatically eliminated as soon as the effects of this weapon have been resolved

Heavy Metal Noise Burst CDW – 11/38
Thugs tend to like music from which most sentient beings cringe. After this music has been amplified through a sonic oscillator, the effect can be quite literally horrifying.

Vehicle CDW: 4",2@5+T

TOTAL FRAMES = 31 (maximum of 35)
11 Unique Infantry Frames
16 Unique Weapons
+4 Extra Light Vehicle

STANDARD UNITS
At least 50% of a Space Thug army's point value must be made up of units purchased from the following list. Remember that any Space Thug unit can begin the game in mob formation.

Runt Gang
6-10 Runts

Runt Crew
6-10 Runt Crew

Thug Gang
5-10 Thugs

Jet Gang
5-10 Jet Boys

Goodfella Gang
4-10 Goodfellas

AWOL Gang
4-10 AWOLs

Techie Gang (exclusive)
5-10 Techies

Surgeon Gang
4-10 Surgeons

Boss Troupe (elite)
4-10 Bosses

Big Boss Entourage (elite and exclusive)
3-9 Bosses
1 Big Boss

Big Boss Consortium (elite and exclusive)
4-6 Big Bosses

Dog Pack
6-10 Cyber Dogs

Biker Gang (exclusive)
2-10 Warbikes

Buggy Gang (exclusive)
2-8 Warbuggies

Tin Can Gaggle (exclusive)
2-6 Tin Cans

STAR MARINES

This army represents an army of elites, well-trained and generally versatile. Such armies are typically engaged for specific offensive missions, instead of long strategic or defensive campaigns. They favor close-range, decisive firepower.

Tech Level: 3
Strategy Rating: 20

Tactical Rating: 9

Tactical Aspect	Value	TR Cost
Maximum Unit Size	9	-2
Maximum Ad Hoc Units	50%	+3
Maximum Elite Units	50%	+3
Maximum Vehicle Units	50%	+3
Initial ADR	10	0
Tactical Advantage	none	0
Failed Figure Morale Test	Cower	0
Failed Unit Morale Test	Know No Fear	+2

Frame Rating: 11

Frame Aspect	Limitation	FR Cost
Maximum Frames	25	+2
Maximum SI Weapon Cost	40	+1
Maximum PI Weapon Cost	80	+2
Maximum VE Weapon Cost	120	+1
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating	-1	+1
Maximum PI Speed	5	0
Minimum Field Save	6+	+2
Maximum HTH Cost	20 (30)	+1
Maximum IF Area of Effect	4"	+1

Victory Point Advantage
Land Grab: At the end of the game, player gains +2 VP for each quartile of playing surface that contains at least 200 PV of unbroken infantry units. Vehicles and broken infantry units do not count towards this total.

Augmentations

General:	Access to Enemy Weaponry (Multiply weapon cost by 2)
	- replaces any one standard weapon per game
	Access to Non-standard Weaponry (Multiply weapon cost by 1.5)
	- replaces any one standard weapon per game

Army:	Extra Grenades (+1 PV per grenade)

Infantry Indiv:	Unit Banner (+80 PV per hero or officer)
	Personal EMS Computer (+20 PV per hero or officer per DC)
	Data Net (+30 PV per Primary Commander)
	Command Armor (+70 PV per hero or officer)

Infantry Unit:	Extra Weapon Training (+10 PV per Tactical Marine per Rivet Gun)
	Heat Suture Kit (+20 per Medic)

Field Generator (+5 per Grizzled Marine)
Weapon Link (+73 per Tactical Liquidator per Assault Cannon)
Honed Blade (+2 per Assault Liquidator)

Vehicle: Dozer (+30 per Hippo)
             Electric Hull (+20 per Assault Tank)
             Field Generator (+60 per Battle Tomb)

STANDARD INFANTRY

Scout – 18

Type	SI
Size	2
Quality	Veteran
Move	5
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	2@8+
Reflex	+2
Agility	9
Officer	2L (+50) or 3L (+95)
Hero Cost	n/a
Covert Operations	3I (+10)

Primary Weapon: Rivet Pistol (+11) or Rivet Gun (+30)
Support Weapon: Plasma Pistol (+23) or Missile Launcher (+33)
Side Arm: Smoke Grenade (+3)
Augmentation: none

Medic – 13

Type	SI
Size	2
Quality	Regular
Move	4
Armor Rating	+2
Damage Capacity	1
Field Save	9+
HTH Rating	2@9+
Reflex	+1
Agility	7
Officer	1L (+35) or 1C (+60)
Hero Cost	+15
Covert Operations	2 (+4)

Primary Weapon: Rivet Pistol (+11)
Support Weapon: Rivet Gun (+30)
Side Arm: Smoke Grenade (+3) or Frag Grenade (+3)
Augmentation: Heat Suture Kit (+20)

POWERED INFANTRY

Tactical Marine – 23

Type	PI

Size	2
Quality	Veteran
Move	4
Armor Rating	-1
Damage Capacity	1
Field Save	n/a
HTH Rating	1@5+
Reflex	0
Agility	4
Officer	2L (+50) or 3L, 1C (+155)
Hero Cost	+25
Covert Operations	1 (+3)

Primary Weapon:	Rivet Gun (+30) or Plasma Gun (+50)
Support Weapon:	Laser Cannon (+64) or Missile Launcher (+33)
Side Arm:	Frag Grenade (+3)
Augmentation:	Extra Weapon Training (+10 per Rivet Gun)

Sky Marine – 32

Type	PI
Size	2
Quality	Veteran
Move	5J
Armor Rating	0
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+
Reflex	+1
Agility	6
Officer	2L (+50) or 3L (+95)
Hero Cost	n/a
Covert Operations	2 (+4)

Primary Weapon:	Rivet Pistol (+11) or Plasma Pistol (+23)
Support Weapon:	Melter Gun (+37) or Plasma Gun (+50)
Side Arm:	none
Augmentation:	none

Grizzled Marine – 44

Type	PI
Size	2
Quality	Elite
Move	4
Armor Rating	-1
Damage Capacity	1
Field Save	n/a
HTH Rating	3@5+
Reflex	+2
Agility	6
Officer	3L,1C (+155) or 4L,2C (+205)
Hero Cost	+23
Covert Operations	2 (+4)

Primary Weapon:	Rivet Gun (+30) or Plasma Gun (+50)
Support Weapon:	Melter Gun (+37) or Heavy Riveter (+45)

Side Arm:	Anti-Tank Mine (+6)
Augmentation:	Field Generator (+5 per Grizzled Marine)

Tactical Liquidator – 95

Type	PI
Size	3
Quality	Elite
Move	4
Armor Rating	-1
Damage Capacity	2
Field Save	8+
HTH Rating	1@6+V
Reflex	-1
Agility	4
Officer	1L,1C (+95) or 2L,2C (+145)
Hero Cost	n/a
Covert Operations	1 (+3)

Primary Weapon:	Rivet Gun (+30) or Heavy Riveter (+45)
Support Weapon:	Assault Cannon (+73)
Side Arm:	Radiation Grenade (+5)
Augmentation:	Weapon Link (+73 per Assault Cannon)

Assault Liquidator – 160

Type	PI
Size	3
Quality	Elite
Move	4S
Armor Rating	-1
Damage Capacity	2
Field Save	6+
HTH Rating	2@5+V
Reflex	+1
Agility	7
Officer	2L (+50) or 1C (+60)
Hero Cost	n/a
Covert Operations	1 (+3)

Primary Weapon:	none
Support Weapon:	none
Side Arm:	Electric Shield CDW (+6,19) or Smoke Grenade (+3) or Frag Grenade (+3)
Augmentation:	Honed Blade (+2)

Grizzled Liquidator – 163

Type	PI
Size	3
Quality	Elite
Move	4
Armor Rating	-1
Damage Capacity	3
Field Save	7+
HTH Rating	1@3+V
Reflex	+2
Agility	6

Officer	3L,1C (+155) or 4L,2C (+205)
Hero Cost	+40
Covert Operations	1 (+3)

Primary Weapon:	Rivet Gun (+30) or Heavy Riveter (+45)
Support Weapon:	Assault Cannon (+73)
Side Arm:	Radiation Grenade (+5) or Electric Shield CDW (+6,19)
Augmentation:	none

VEHICLES

Hippo – 174

Type	APC
Size	5
Quality	Vehicle
Move	8
Armor Rating	-1/0
Damage Capacity	4(4)
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	20
Entry Arcs	B

Primary Weapon:	Rivet Gun (+54) or Heavy Riveter (+45)
Secondary Weapon:	Missile Rack (+84)
Augmentation:	Dozer (+30)

Battle Tomb – 377

Type	Mecha
Size	4
Quality	Vehicle
Move	6
Armor Rating	-2
Damage Capacity	3
Field Save	n/a
HTH Rating	3@6+V
Reflex	-1
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon:	Heavy Riveter (+45) or Assault Cannon (+73)
Secondary Weapon:	Plasma Cannon (+53) or Flamethrower (+37)
Augmentation:	Field Save (+60)

Sky Hawk – 229

Type	Light Vehicle
Size	4
Quality	Vehicle
Move	14F
Armor Rating	0
Damage Capacity	2
Field Save	9+ Front

HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Cupola Riveter (+84) or Cupola Flamethrower (+68)
Secondary Weapon: Plasma Gun (+53) or Melter Gun (+37)
Augmentation: none

Assault Tank – 488

Type	AFV
Size	6
Quality	Vehicle
Move	8S
Armor Rating	-2/-1
Damage Capacity	4(2)
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	3
Passengers	10
Entry Arcs	B

Primary Weapon: Linked Lasers (+114)
Secondary Weapon: Turret Heavy Riveter (+90)
Tertiary Weapon: Turret Riveter (+60) or Turret Plasma Gun (+100)
Augmentation: Electrified Hull (+20)

Assault Tank Damage Chart
0-33   lose ¼ of base movement[1,2] (round up)
21-66 lose one weapon[2] (attacker's choice)
67-00 damaged: lose one from DC

[1]rounding occurs before movement is subtracted. For example, a vehicle with a base movement of 9" will lose 3" of movement every time this result is rolled.
[2]if a vehicle with no movement left suffers a hit that removes movement, or a vehicle with no weapons left suffers a hit that removes a weapon, the damaging hit will instead remove a point of damage capacity.

STANDARD INFANTRY WEAPONS

Rivet Pistol – 11

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	5	15	25	35	-	-	-	un

Rivet Gun – 30

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	20	30	40	-	-	-	-	un

Missile Launcher (Parallel Combo Weapon[1]) – 33

[1]May fire as either Crack Launcher or Frag Launcher. Bearer must choose before target declaration.

Crack Launcher

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1V	-	-	30	60	-	-	2	-	4

Frag Launcher

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	30	60	-	3",9+	-	-	4

Plasma Pistol – 23

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1U	15	20	25	-	-	-	-	-	un

Flamethrower– 37

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1CB	-	-	5	10	15	-	-	-	un

POWERED INFANTRY WEAPONS

Heavy Riveter– 45

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	3	-	20	30	40	-	-	-	-	un

Plasma Gun– 50

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1U	20	30	40	-	-	-	-	-	un

Plasma Cannon– 53

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1V	-	20	40	60	-	-	2	-	un

Melter Gun – 37

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1V	10	20	30	40	-	-	1	-	un

Laser Cannon– 64

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AV	1	-	30	UN	-	-	-	3	-	un

Assault Cannon – 73

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	2V	-	30	60	-	-	-	-	-	un

VEHICLE WEAPONS

Linked Lasers – 114

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AV	2	-	30	UN	-	-	-	2	-	un

Missile Rack – 84

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1	-	-	UN	-	-	4",5+	-	yes	un

Cupola Riveter (Cupola Weapon[1]) – 84

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	4	-	20	40	60	-	-	1	-	un

[1]Uses rules for vehicle cupola weapons.

Cupola Flamethrower (Cupola Weapon[1]) – 68

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1C	5	10	15	-	-	-	-	-	un

[1]Uses rules for vehicle cupola weapons.

GRENADES AND CLOSE DEFENSE WEAPONS

Frag Grenade – 3

> **Grenade: 2",1@9+**

Smoke Grenade – 3

> **Grenade: 2",-2 LOS for one full turn**

Radiation Grenade – 5

> **Grenade: 3",1@9+[2]**

[2]this effect lasts until the following turn's resolution phase (keep template on table)

Anti-tank Mine – 6

> **Grenade: 0"[1],1@5+A**

[1] no area of effect; does not scatter if misses; no penalty vs. vehicle targets

Electric Shield CDW – 6,19

> **Infantry CDW: 1",1@3+**

TOTAL FRAMES = 23 (maximum of 25)
8 Unique Infantry Frames

15 Unique Weapons

STANDARD UNITS

At least 50% of a Star Marine army's point value must be made up of units purchased from the following list.

Scout Squad
4-9 Scouts

Medic Squad (Exclusive)
5-9 Medics

Tactical Squad
4-9 Tactical Marines

Sky Attack Squad
4-9 Sky Marines

Grizzled Squad (Elite)
4-9 Grizzled Marines

Tactical Liquidation (Elite and Exclusive)
4-9 Tactical Liquidators

Assault Liquidation (Elite and Exclusive)
4-9 Assault Liquidators

Grizzled Liquidation (Elite and Exclusive)
4-9 Grizzled Liquidators