

# NETEPIC 5.0 ARMY BOOK

# Alpha Complex

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The Computer is your friend.

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# Forces of the Computer

Brave defenders of the Computer, the Alpha Complex forces pop out of nowhere to terminate commie mutant traitors. The 41st millenia will never be the same.

The Armed forces are the main army of Alpha Complex and responsible for eliminating any outside assault to the Computer. The Armed forces are further divided to the regular army and the citizens' militia. The citizens' militia is usually pressed into service when reinforcements are needed but no regular army troops are available. Then again the local commander might just need some expendable cannon fodder.

Internal Security (IntSec), the secret police of Alpha Complex, wants to supervise everything and usually sends field police companies to combat zones to supervise the loyalty of army troops. This practice is definitely not liked by the Armed Forces and sometimes the casualty rate of the field polices can be surprisingly high...

## Special Rules

### **"Citizen, there is nothing wrong with your equipment, you will stop glowing shortly."**

The Alpha Complex technology is, well, not exactly reliable. Whenever you roll '1' for the To-Hit roll, roll again. If the result is 5 or 6 then the weapon has malfunctioned and the model suffers an automatic hit by its' own weapon.

### **"Traitors!" ZAPZAPZAPKAPOW**

Whenever there is a detachment on Fall Back Orders within LOS and range of a detachment that wishes to fire, the firing detachment must first make a morale check. If it is succesful, it may fire at its intended target. If unsuccessful, it fires at the treasonously retreating detachment instead and must continue to fire until it either runs out of attacks or causes at least one casualty. There is +1 penalty to the morale roll if the falling back unit is of higher security clearance than the firing unit or +2 if the firing unit is infrared and the other unit is of higher clearance.

### **"Send in the clones"**

At the end of every turn roll a die for every infantry stand that has been removed as casualty during that turn. If the result is 6 you can put the stand back at its unit. If this brings the unit above its break point then the unit is not broken and need not make a morale test. If the result is anything else than 6 then no clone replacements were available and the stand is removed as casualty.

### **"Failure to obey orders is treason"**

Citizen militia detachments must have at least one stand within 15 cm of a company commander to receive orders.

Vultures and IntSec detachments must have at least one stand within 25 cm of a company commander. Death Troopers and Bots do not need commanders to tell them what to do.

# Unit Descriptions

## Citizens' Militia

Gathered from every service group in Alpha Complex, the Citizens' militia is the archetypical cannon fodder. Given a crash course in military training by armed forces the poor clones are then shipped to wherever cheap and expendable troops are needed.

**Yellow Commander:** If any of the companys' detachment goes to fall back orders the commanders must shoot it if it is in LOS and range.

**Infrared Troopers:** These are the lowest of the low in the Alpha Complex army. Recruited from the food vat workers and armed with whatever hand-me-down equipment is available they have poor morale and fighting skills. However, they are cheap and numerous. If any broken infrared detachment is charged it is immediately routed and removed from play. Roll for clone replacements normally. In addition, an infrared detachment on fall back orders has base move of 15 cm rather than 10 cm.

**Red Troopers:** Marginally better equipped than infrareds the reds have somewhat better equipment but still lack any but the basic military training.

**Orange Troopers:** These are the highest clearance troopers in the citizens' militia and as such receive the best training. However, they still are medicore troops at best.

## The Regular Army

Regular army troops come from the Armed Forces service group only. They form Alpha Complex's main line of defense and are highly motivated and eager to fight each other if there is a shortage of Commies at the moment.

**Blue Commander:** If any of the companys' detachment goes to Fall Back Orders the commanders must shoot it if in LOS and range.

**Vulture:** Regular army troopers are called "Vultures" and come in two security clearances: Yellow and Green. They also have two equipment packages – regular or heavy weapons. You may not have more green Vulture companies than yellow Vulture companies in your force.

**Vulture Ground Attack Trooper:** The ground attack troopers (GATs) are assault troopers trained to be dropped from low flying Vulturecraft using small parawings. The carrier Vulturecraft need not land to unload GATs and the usual tactic is to drop them in the middle of an attack run to cause maximum confusion.

Vultures have the Deep Strike ability. However, since the attacking Vulturecraft fly with extreme speed there is a possibility of casualties. Roll a d6 for each stand in the detachment. If the result is 1 the stand has become an integral part of the local landscape. Remove the stand as a casualty. If the stand survives, the player may place it on the ground. Vultures have Charge Orders on the turn they are dropped.

**Death Trooper:** Death Troopers are the absolute elite of Alpha Complex troops. They receive the best equipment and training the computer can provide and would die rather than shake hands with a Vulture. Death troopers are organized to companies of three platoons with five stands in each. The company is a special card and you may not have more than one in your force. Alternatively you may take up to three platoons as support cards. The company has two command stands. The commanders are transported in a medium crawler and a platoon is transported in three medium crawlers.

## Internal Security

IntSec is everywhere and so sends field police companies to supervise the loyalty of armed forces. They generally have high morale but are not well liked by the armed forces. There are two kinds of internal security troops: Red and Blue. Support your local police state.

Internal security troops will always shoot other troops that are on Fall Back Orders, including other IntSec troops. There is no need to make the morale check even if the falling back unit is of higher security clearance. You

may only have one field police company for every two army companies. You may not have more blue companies than red companies.

**Red Goons:** Red companies are commanded by two yellow commanders in an armored patrol autocar.

**Blue Troopers:** The feared blues are the computer's elite law enforcement unit. They have special armor and good equipment and are universally feared by traitors. Blue troopers are transported in armored patrol autocars.

## Special Forces

**Troubleshooters:** These are the computer's elite agents. Randomly er...specifically chosen to troubleshooter teams and then sent to deathtrap...I mean fun and safe missions. The troubleshooters are sometimes assigned to field teams in a combat zone to gain fighting experience.

Troubleshooters vary from the fiercest fanatics to the worst cowards. Whenever a troubleshooter unit suffers a casualty roll a d3. If the result is greater than or equal to the total number of stands lost the unit breaks and must test morale. Roll a d6 for the units' current morale level: 1 means morale level 1, 2 is morale level 2 and so on. This is done every time the unit must test for morale.

Shooting: If you roll a 1 when shooting roll again. If the result is 1 or 2 the troubleshooters have been rooting out traitors amongst themselves. Remove the stand as a casualty. Note that this does not prompt the above casualty test but the stand does count when determining the total casualty level.

**Research & Development:** R&D usually leaves the testing of experimental equipment to the field troops and troubleshooters but sometimes they send their dreaded special forces to the battlefield where they cause untold amount of destruction. Sometimes even to the enemy. Usually they are deployed well clear of other troops.

Movement: R&D special forces are equipped with a bewildering variety of rocket boots, hoverbelts etc. and have a special movement rate: 3d6cm on advance and 2\*3d6 in charge.

Saving Throw: Roll a d6. 1 means 1+ save, 2 means 2+ and so on. This is rolled for each successful hit.

CAF: Roll a d6 each time an R&D stand attacks in CC. The result is the stand's CAF.

Experimental Weapons: The R&D special forces have the latest R&D developed weapons. When a stand attacks roll artillery die to determine its attack dice. If the result is misfire, center a barrage template over the stand. Anything even partially under the template is hit at -2 TSM. The R&D stand is destroyed.

Close Combat: If an R&D stand loses in CC roll a d6. If the result is 1 their weapons detonate as above.

**Registered Mutants:** Being a mutant is a treason. However, the Computer in Its benevolent wisdom has given the mutants chance to register their mutation. The registered mutants must wear an uniform with a broad yellow stripe at all times, but they are not executed when they use their mutant powers. The army has found the mutants to be useful in certain situations and sometimes individual mutant squads are put to combat duty. Registered mutants are Psykers and have a 4+ Psychic Save.

Mutants may use one of the following powers each turn, with the same change of 'malfunctioning' as any item of Alpha Complex equipment. In case of Electroshock or Mind Blast the stand suffers the effects of its own attack. In case of Teleport or Polymorph the stand becomes disoriented and may not be given any orders in the NEXT turn.

**Teleport:** Nominate a point within LOS and roll a scatter die. If the result is hit place the stand at the nominated point. Otherwise the stand scatters 3d6 cm from its initial location.

**Electroshock:** A blast of physical energy. Range 25 cm, hits on 4+ at 0 TSM.

**Polymorph:** The stand polymorphs to resemble the enemy. It may not be targeted by enemy units at ranges greater than 10 cm.

**Mind Blast:** This ethereal power works against psykers only. Range 50 cm, hits on a 4+ at 0 TSM.

**Darth-V-DER:** Darth-V is known in the armed forces for his absolute ruthlessness and refusal to admit defeat. Any infantry units that are within his LOS and weapon range may re-roll morale checks with a +1 modifier. If this check is failed, however, the unit is routed as part of it scrambles to get out of his sight and the other part is annihilated by him. Darth-V is a unique special card.

**Sarge-G-ANT:** Sarge-G is a rarity in the Alpha Complex military: he is a leader his men can trust. He is an excellent platoon leader and has a reputation of actually getting many of his men back alive. Sarge-G can take command of any one platoon within 6 cm of him. In the orders phase you may place two order counters and decide which one to use. Unfortunately, Sarge-G is getting a little old and has memory lapses from time to time. Roll a d6. If the result is 1 then your opponent may select orders for the platoon this turn. Sarge-G is a unique special card.

**Teela-O-MLY:** Teela-O is the legendary vidshow heroine known throughout Alpha Complex. With acting skills rivalling those of an average doorknob she nevertheless is the most popular actress due to her special gift of clouding minds. She is sometimes sent to a combat zone for morale boost tours. Teela-O has minimum combat skills but does have an unique mutant power of cloud minds. People looking at her tend to forget their surroundings and just keep looking at her with a stupid expression in their faces. Thus, Teela-O blocks LOS. Put a barrage template on the ground with she in the center. If the line of fire of any model that is not robotic crosses this template the attack is nullified because the attackers forget to shoot (yes, this does include the troops of her own side). The attack must be declared before the LOS is checked. Models wishing to engage Teela-O in CC must pass a morale check to do so. If it is failed, they just sit and watch. Teela-O is (yep, you guessed it) a unique special card.

## Bots

In Alpha Complex nearly every piece of machinery is controlled by a bot brain. Bots are used for a variety of tasks including tending the wounded, repairs, driving vehicles etc. While bots never test morale, bot brains are valuable and difficult to produce, and whenever a bot is damaged beyond repair there is a chance that the brain is destroyed. The break point represents the probability of destroying enough bot brains to seriously impede the Alpha Complex force. Destruction of Computer property is treason.

Unless otherwise noted, all bots are Robotic, Inorganic and walker-class units.

**Docbot:** The Docbot is a robot programmed to diagnose and treat injuries. It has the Medic ability. No more than 1 Docbot per infantry company.

**Jackobot:** The Jackobot is a general purpose robot usually programed to repair things. They have the Mechanic ability, that applies to all bots. No more than 1 Jackobot per vehicle/bot company.

**Guardbot:** Guardbots are used to guard (gee, fancy that) restricted areas in the Alpha Complex. Sometimes they are pressed into military service.

**Comboto:** Comboto are more heavily armed and armored versions of the guardbot, built for military service.

**Warbot:** Warbots are small tanks and used widely for infantry support.

**Tankbot:** Tankbots are just that – tanks. The normal tankbot is the backbone of Alpha Complex armored forces and usually used to spearhead assaults. Heavy tankbots are lumbering monsters usually deployed in defense or when unusually heavy resistance is encountered. They are vehicle-class units.

**Crawlers:** Crawlers are the multi-purpose vehicles of the Alpha Complex army. They are vehicle-class units.

**Armoured Patrol Autocar:** Used by the IntSec field polices to get quickly to the scene of treason. They are vehicle-class units.

## The Alpha Complex Airforce

**Flybots:** Flybots are helicopter-like flyers which have rotating circular wing on top of the fuselage. They are used for troop transport and as gunships. All flybots are VTOL and so can land.

**Vulturecraft:** Vulturecraft are used for many different purposes. X20 series are VTOL air-superiority fighters. X30 series are fighter-bombers with no VTOL capability. X40 series are close-support and troop transport aircraft which can land to unload troops

## Mechbots

Proposed by high programmer Battle-U-TCH-5 after finding an ancient field manual called "Robotech" the mecbots have ever since been one of the elite fighting divisions of Alpha Complex army. Mechbots are knight-class units.

## BIGGER ALERT!!

Are you still here?

I really mean it this time! The following document is security clearance REALLY ULTRAVIOLET!! Your Pal, the Computer is disappointed in you for continuing to read this unauthorised document. So please, report to your nearest Termination Centre for a Frontal Lobotomy and Aromatherapy session.

Thank you for yor co-operation.

The Computer is your friend.

## Warbot Model 425 Mark IV

The warbots of this class are huge offensive weapons. With length of 75 meters, width of 25 meters, height of 35 meters and every possible surface area covered with weapon turrets the "Markie" can crush nearly any opposition imaginable.

### Special Rules

The Mark IV requires enormous resources to build and so is a rare vehicle. No more than one may be included in your force and you must have at least 3000 points of other troops in your army.

The Mark IV is a praetorian-class unit and since it is so huge troops receive a +1 To-Hit modifier when firing at it.

The Mark IV follows the praetorian rules for moving and shooting with one exception: if Mark IV moves more than 10 cm in a turn it fires in the Advance Fire segment.

The Mark IV is mounted on six monstrous tread units. For each tread unit destroyed the Mark IV loses 5 cm of movement. If it loses four tread units it is immobilized but can still rotate in place. If it loses all tread units it can not even turn.

The MegaGun has very limited traverse and can fire only + or - 15 degrees from the direction it is facing.

### Repairs

The Mark IV carries a host of smaller bots to do maintenance and repair. So the number of repair rolls the Mark IV can make each turn is dependent of the number of functional jackobots carried. At start there are 10 jackobots.

**Repair Priority:** If reactor or reactor cooling system is damaged the player may not make repair rolls for any other systems. He must continue to roll for the reactor or the cooling system until the repairs are succesful or he runs out of jackobots. If both the reactor and the cooling system are damaged the player must split his jackobots evenly for both of them. If there is an odd number of bots left the reactor repair team gets the larger group.

**Jackobot Repair:** If a jackobot is destroyed as a result of a hull hit the player may try to repair it in the End Phase like any other system. However, if the roll is unsuccessful the bot is damaged beyond repair and may not be repaired in any subsequent End Phase. The player may only make ONE repair roll for the bot no matter how many jackobots are available.

# Warbot Model 425 Mark IV Template

| Move  | CAF | Repair | Notes      |
|-------|-----|--------|------------|
| 20 cm | +14 | 4+     | Praetorian |

| Weapon                         | Range  | Attack Dice | To-Hit | TSM | Notes |
|--------------------------------|--------|-------------|--------|-----|-------|
| MegaGun                        | LoS    | 10 BP       | 2+     | -4  |       |
| Twin Vapoguns                  | 50 cm  | 12          | 4+     | -3  |       |
| Laser Cannon Battery           | 75 cm  | 24          | 4+     | -1  |       |
| Tube Cannon Battery            | 75 cm  | 12          | 4+     | -2  |       |
| Twin Sonic Blasters            | 50 cm  | 15          | 5+     | -1  |       |
| Grenade Launcher Battery (x14) | 50 cm  | 2 BP        | 6+     | 0   |       |
| Missile Racks (x2)             | 100 cm | 6 BP        | 4+     | -1  |       |
| Tacnuke Cannon (x4)            | 75 cm  | 8 BP        | 3+     | -4  |       |

**Note:** When a "weapon" location is hit, roll first to determine the type of weapon hit and then the effect of damage. If there are no weapons of that type left roll for damage to the hull instead.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Weapon Type</b><br/>                     1 Laser Cannon battery<br/>                     2 Tube cannon battery<br/>                     3 Twin Sonic Blaster<br/>                     4 Grenade launcher battery<br/>                     5 Twin Vapogun<br/>                     6 Roll again: 1-4: Tacnuke cannon, 5-6: Missile rack</p>                                                                                                                                                                                                                                                                                                                             | <p><b>Weapon Damage</b><br/>                     1-3 Weapon damaged and may not be used until repaired.<br/>                     4-5 Weapon destroyed and may not be repaired.<br/>                     6 Weapon's ammo/power supply explodes. Weapon is destroyed and one other weapon is destroyed as well.</p>                                                                                                                |
| <p><b>MegaGun</b><br/>                     1-2 MegaGun is damaged and may not be used until repaired.<br/>                     3-4 MegaGun is destroyed and may not be repaired.<br/>                     5-6 MegaGun is destroyed and roll damage for the hull.</p>                                                                                                                                                                                                                                                                                                                                                                                                         | <p><b>Hull</b><br/>                     1-5 Add +1 to future rolls on hull.<br/>                     6 One jackobot destroyed.</p>                                                                                                                                                                                                                                                                                               |
| <p><b>Tower</b><br/>                     1 System failure: CAF halved until repaired.<br/>                     2 Strategy subroutine malfunction: needs orders as normal until repaired<br/>                     3 Fire control damaged: all weapons are at -1 to hit, grenade launcher batteries may not combine barrages and no barrage weapon may fire indirectly until repaired.<br/>                     4 Serious system failure: CAF halved for the rest of the game.<br/>                     5 Strategy subroutine destroyed: needs orders for the rest of the game.<br/>                     6 Fire control destroyed: as above but the effects are permanent.</p> | <p><b>Magazine</b><br/>                     1-2 Minor ammo explosion: roll damage for the hull and one weapon.<br/>                     3-4 Major ammo explosion: 1-2 jackobots and 2 weapons of random type are destroyed.<br/>                     5-6 Catastrophic ammo explosion: half of the remaining jackobots and 4 weapons of random type are destroyed. Roll damage for tower and a track unit with a +1 modifier.</p> |
| <p><b>Track Unit</b><br/>                     1-2 Track unit damaged: speed drops by 5cm until repaired.<br/>                     3-4 Track unit destroyed and may not be repaired. Speed drops by 5cm.<br/>                     5-6 Track unit is blown off and scatters 3d6 cm to random direction. Anything it lands on must make an unmodified save or be destroyed.</p>                                                                                                                                                                                                                                                                                                 | <p><b>Reactor Cooling System</b><br/>                     1-2 Minor leak: Move halved until repaired.<br/>                     3-4 Major leak: May either move or fire and CAF is halved until repaired.<br/>                     5-6 Catastrophic leak: As major leak but reactor overheats. Roll once for reactor damage immediately and after that once every subsequent end phase the leak is not repaired.</p>              |
| <p><b>Reactor</b><br/>                     1-2 Control rods released: Mark IV may not move or fire until repaired.<br/>                     3-4 Runaway reacion! If not repaired the Mark IV will explode as below.<br/>                     5-6 KABOOM! Mark IV's service to the computer ends in a spectacular explosion. Any units within 4d6 cm are hit by radioactive debris and must save with -1 modifier or be destroyed.</p>                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                                                                                                                                  |

# Warbot Model 425 Mark IV Template

## Front

|              |              |              |              |
|--------------|--------------|--------------|--------------|
| Tower<br>1+  | Tower<br>1+  | Tower<br>1+  | Tower<br>1+  |
|              | Tower<br>1+  | Tower<br>1+  |              |
| Weapon<br>1+ | Weapon<br>1+ | Weapon<br>1+ | Weapon<br>1+ |
| Weapon<br>1+ | Weapon<br>1+ | Weapon<br>1+ | Weapon<br>1+ |
| Hull<br>1+   | Weapon<br>1+ | Weapon<br>1+ | Hull<br>1+   |
| Track<br>2+  |              |              | Track<br>2+  |

## Rear

|                          |                |                |                          |
|--------------------------|----------------|----------------|--------------------------|
| Tower<br>1+              | Tower<br>1+    | Tower<br>1+    | Tower<br>1+              |
|                          | Tower<br>1+    | Tower<br>1+    |                          |
| Hull<br>3+               | Magazine<br>2+ | Magazine<br>2+ | Hull<br>3+               |
| Hull<br>3+               | Hull<br>3+     | Hull<br>3+     | Hull<br>3+               |
| Reactor<br>cooling<br>2+ | Reactor<br>2+  | Reactor<br>2+  | Reactor<br>cooling<br>2+ |
| Track<br>2+              |                |                | Track<br>2+              |

## Side

|              |              |              |              |              |              |              |              |                |                |             |                          |                          |
|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|----------------|----------------|-------------|--------------------------|--------------------------|
|              |              |              |              |              |              |              |              | Tower<br>1+    | Tower<br>1+    | Tower<br>1+ | Tower<br>1+              |                          |
|              |              |              |              |              |              |              |              |                | Tower<br>1+    | Tower<br>1+ |                          |                          |
|              |              | Weapon<br>1+ | Weapon<br>1+ | Weapon<br>1+ | Weapon<br>1+ | Weapon<br>1+ | Weapon<br>1+ | Weapon<br>1+   | Hull<br>2+     | Hull<br>2+  | Hull<br>2+               |                          |
|              | Weapon<br>1+ | Hull<br>2+   | Weapon<br>1+ | Weapon<br>1+ | Weapon<br>1+ | Weapon<br>1+ | Weapon<br>1+ | Weapon<br>1+   | Hull<br>2+     | Hull<br>2+  | Hull<br>2+               |                          |
| Weapon<br>1+ | Hull<br>2+   | Track<br>2+  | Hull<br>2+   | Hull<br>2+   | Hull<br>2+   | Track<br>2+  | Hull<br>2+   | Magazine<br>0+ | Magazine<br>0+ | Track<br>2+ | Reactor<br>cooling<br>1+ | Reactor<br>cooling<br>1+ |
|              | Track<br>2+  | Track<br>2+  | Track<br>2+  |              | Track<br>2+  | Track<br>2+  | Track<br>2+  |                | Track<br>2+    | Track<br>2+ | Track<br>2+              |                          |



# Alpha Complex Army Cards

| Company Cards             | Contents                                                                                            | Break |        | Victory |      |
|---------------------------|-----------------------------------------------------------------------------------------------------|-------|--------|---------|------|
|                           |                                                                                                     | Point | Morale | Points  | Cost |
| Infrared Company          | 2 Yellow Command stands<br>3 Infrared Platoons                                                      | 10    | 5      | 3       | 300  |
| Red Company               | 2 Yellow Command stands<br>3 Red Platoons                                                           | 12    | 5      | 4       | 375  |
| Orange Company            | 2 Yellow Command stands<br>3 Orange Platoons                                                        | 15    | 4      | 4       | 450  |
| Yellow Vulture Company    | 2 Blue Command stands<br>2 Yellow Vulture Platoons<br>1 Heavy Yellow Vulture Platoon                | 8     | 3      | 4       | 450  |
| Green Vulture Company     | 2 Blue Command stands<br>2 Green Vulture Platoons<br>1 Heavy Green Vulture Platoon                  | 10    | 3      | 5       | 525  |
| Death Trooper Company     | 2 Death Troop Comander stands & Medium Crawler<br>3 Death Trooper Platoons                          | 10    | 2      | 13      | 1350 |
| Red Field Police Company  | 2 Yellow Command stands & Armoured Patrol Autocar<br>2 Red Field Police Platoons                    | 6     | 3      | 2       | 250  |
| Blue Field Police Company | 2 Blue Command stands & Armoured Patrol Autocar<br>2 Blue Field Police Platoons                     | 8     | 2      | 5       | 500  |
| Guardbot Phalanx          | 2 Guardbot Squads                                                                                   | 3     | -      | 2       | 200  |
| Combot Phalanx            | 2 Combot Squads                                                                                     | 3     | -      | 3       | 350  |
| Warbot Phalanx            | 2 Warbot Squads                                                                                     | 3     | -      | 4       | 400  |
| Tankbot Phalanx           | 2 Tankbot Squadrons                                                                                 | 3     | -      | 4       | 450  |
| Heavy Tankbot Phalanx     | 2 Heavy Tankbot Squadrons                                                                           | 3     | -      | 9       | 900  |
| Mechbot Cohort            | Mechbot Commander<br>Mechbot Detachment<br>Assault Mechbot Detachment<br>Support Mechbot Detachment | 5     | -      | 9       | 900  |
| Vulture 520 Wing          | 2 Vulture 520 Squadrons                                                                             | 3     | -      | 4       | 400  |
| Vulture 620 Wing          | 2 Vulture 620 Squadrons                                                                             | 3     | -      | 5       | 500  |
| Vulture 720 Wing          | 2 Vulture 720 Squadrons                                                                             | 3     | -      | 5       | 550  |
| Vulture 820 Wing          | 2 Vulture 820 Squadrons                                                                             | 3     | -      | 6       | 600  |
| Vulture 920 Wing          | 2 Vulture 920 Squadrons                                                                             | 3     | -      | 6       | 650  |
| Vulture 530 Wing          | 2 Vulture 530 Squadrons                                                                             | 3     | -      | 4       | 400  |
| Vulture 630 Wing          | 2 Vulture 630 Squadrons                                                                             | 3     | -      | 5       | 500  |
| Vulture 730 Wing          | 2 Vulture 730 Squadrons                                                                             | 3     | -      | 6       | 600  |
| Vulture 830 Wing          | 2 Vulture 830 Squadrons                                                                             | 3     | -      | 7       | 700  |
| Vulture 930 Wing          | 2 Vulture 930 Squadrons                                                                             | 3     | -      | 7       | 750  |

| Special Cards            | Contents                 | Break |        | Victory |      |
|--------------------------|--------------------------|-------|--------|---------|------|
|                          |                          | Point | Morale | Points  | Cost |
| Registered Mutants       | Registered Mutant stand  | 1     | -      | 1       | 75   |
| Warbot Model 425 Mark IV | Warbot Model 425 Mark IV | 1     | -      | 28      | 2800 |
| Darth-V-DER              | Darth-V-DER stand        | 1     | -      | 1       | 50   |
| Sarge-G-ANT              | Sarge-G-ANT stand        | 1     | -      | 1       | 50   |
| Teela-O-MLY              | Teela-O-MLY stand        | 1     | -      | 1       | 50   |

## Support Cards

### Contents

Break Point    Victory  
Morale Points    Cost

### Infantry

|                                 |                                                         |         |   |   |     |
|---------------------------------|---------------------------------------------------------|---------|---|---|-----|
| Infrared Platoon                | 10 Infrared stands                                      | 3       | 5 | 1 | 100 |
| Red Platoon                     | 10 Red stands                                           | 4       | 5 | 1 | 125 |
| Orange Platoon                  | 10 Orange stands                                        | 5       | 4 | 1 | 150 |
| Yellow Vulture Platoon          | 6 Yellow Vulture stands                                 | 3       | 3 | 1 | 125 |
| Heavy Yellow Vulture Platoon    | 6 Heavy Yellow Vulture stands                           | 3       | 3 | 2 | 200 |
| Green Vulture Platoon           | 6 Green Vulture stands                                  | 3       | 3 | 1 | 150 |
| Heavy Green Vulture Platoon     | 6 Heavy Green Vulture stands                            | 3       | 3 | 2 | 225 |
| Vulture Ground Attack Platoon   | 6 Vulture GAT stands                                    | 4       | 3 | 1 | 150 |
| Death Trooper Platoon           | 5 Death Trooper stands & 3 Medium Crawlers              | 4       | 2 | 4 | 450 |
| Red Field Police Platoon        | 6 Red Field Police stands                               | 3       | 3 | 1 | 125 |
| Blue Field Police Platoon       | 6 Blue Field Police stands & 3 Armoured Patrol Autocars | 4       | 2 | 2 | 250 |
| Armoured Patrol Autocar Platoon | 3 Armoured Patrol Autocars                              | 2       | 3 | 1 | 100 |
| Troubleshooter Field Team       | 4 Troubleshooter stands                                 | Special |   | 1 | 50  |
| R&D Special Forces Platoon      | 4 R&D stands                                            | 2       | 4 | 0 | 0   |

### Bots (Walker-class)

|                         |                   |   |   |   |     |
|-------------------------|-------------------|---|---|---|-----|
| Docbot                  | Docbot            | - | - | 1 | 50  |
| Jackobot                | Jackobot          | - | - | 1 | 50  |
| Guardbot Squad          | 3 Guardbots       | 2 | - | 1 | 100 |
| Combot Squad            | 3 Combots         | 2 | - | 2 | 175 |
| Warbot Squad            | 3 Warbots         | 2 | - | 2 | 200 |
| Tankbot Squadron        | 3 Tankbots        | 2 | - | 2 | 225 |
| Heavy Tankbot Squadron  | 3 Heavy Tankbots  | 2 | - | 4 | 450 |
| Light Crawler Squadron  | 6 Light Crawlers  | 3 | 3 | 1 | 125 |
| Medium Crawler Squadron | 3 Medium Crawlers | 2 | 3 | 1 | 100 |
| Heavy Crawler Squadron  | 2 Heavy Crawlers  | 1 | 3 | 1 | 100 |

### Mechbots (Knight-class)

|                            |                    |   |   |   |     |
|----------------------------|--------------------|---|---|---|-----|
| Mechbot Detachment         | 3 Mechbots         | 2 | - | 3 | 275 |
| Assault Mechbot Detachment | 3 Assault Mechbots | 2 | - | 2 | 250 |
| Support Mechbot Detachment | 3 Support Mechbots | 2 | - | 4 | 400 |

### Flyers

|                      |                |   |   |   |     |
|----------------------|----------------|---|---|---|-----|
| Flybot 516 Squadron  | 6 Flybot 516s  | 3 | - | 2 | 225 |
| Flybot 616 Squadron  | 6 Flybot 616s  | 3 | - | 2 | 250 |
| Flybot 716 Squadron  | 6 Flybot 716s  | 3 | - | 3 | 275 |
| Flybot 816 Squadron  | 3 Flybot 816s  | 2 | - | 3 | 275 |
| Flybot 916 Squadron  | 3 Flybot 916s  | 2 | - | 3 | 325 |
| Vulture 520 Squadron | 3 Vulture 520s | 2 | - | 2 | 200 |
| Vulture 620 Squadron | 3 Vulture 620s | 2 | - | 2 | 250 |
| Vulture 720 Squadron | 3 Vulture 720s | 2 | - | 3 | 275 |
| Vulture 820 Squadron | 3 Vulture 820s | 2 | - | 3 | 300 |
| Vulture 920 Squadron | 3 Vulture 920s | 2 | - | 3 | 325 |
| Vulture 530 Squadron | 3 Vulture 530s | 2 | - | 2 | 200 |
| Vulture 630 Squadron | 3 Vulture 630s | 2 | - | 2 | 250 |
| Vulture 730 Squadron | 3 Vulture 730s | 2 | - | 3 | 300 |
| Vulture 830 Squadron | 3 Vulture 830s | 2 | - | 3 | 350 |
| Vulture 930 Squadron | 3 Vulture 930s | 2 | - | 4 | 375 |
| Vulture 540 Squadron | 3 Vulture 540s | 2 | - | 2 | 200 |
| Vulture 640 Squadron | 3 Vulture 640s | 2 | - | 2 | 250 |
| Vulture 740 Squadron | 3 Vulture 740s | 2 | - | 3 | 300 |
| Vulture 840 Squadron | 3 Vulture 840s | 2 | - | 3 | 350 |
| Vulture 940 Squadron | 3 Vulture 940s | 2 | - | 4 | 400 |

# Summary of Unit Statistics

| Troop Type                     | Move   | Save | CAF | Weapons                    | Range       | Attack Dice | To-Hit Roll | TSM | Notes                                        |
|--------------------------------|--------|------|-----|----------------------------|-------------|-------------|-------------|-----|----------------------------------------------|
| <b>Citizens' Militia</b>       |        |      |     |                            |             |             |             |     |                                              |
| Yellow commander               | 10 cm  | -    | +1  | Laser Rifle                | 50 cm       | 2           | 5+          | 0   | Command, HQ                                  |
| Infrared trooper               | 10 cm  | -    | 0   | Various leftovers          | 25 cm       | 1           | 6+          | +1  | Abject Cowards                               |
| Red trooper                    | 10 cm  | -    | 0   | Laser Pistol               | 25 cm       | 1           | 6+          | 0   |                                              |
| Orange trooper                 | 10 cm  | -    | 0   | Laser Pistol               | 25 cm       | 1           | 5+          | 0   |                                              |
| <b>Regular Army</b>            |        |      |     |                            |             |             |             |     |                                              |
| Blue Commander                 | 10 cm  | -    | +3  | Cone Rifle                 | 75 cm       | 2           | 4+          | -2  | Command, HQ                                  |
| Yellow Vulture                 | 10 cm  | -    | +1  | Laser Rifle                | 50 cm       | 1           | 5+          | 0   |                                              |
| Heavy Yellow Vulture           | 10 cm  | -    | +1  | Semi-Automatic Slugthrower | 50 cm       | 2           | 5+          | -1  |                                              |
| Green Vulture                  | 10 cm  | 6+   | +2  | Laser Rifle                | 50 cm       | 1           | 5+          | 0   |                                              |
| Heavy Green Vulture            | 10 cm  | 6+   | +2  | Cone Rifle                 | 75 cm       | 1           | 5+          | -2  |                                              |
| Vulture Ground Attack Trooper  | 10 cm  | 6+   | +3  | Laser Pistol               | 25 cm       | 1           | 5+          | 0   | Deep Strike, Special                         |
| Death Troop Commander          | 10 cm  | 5+   | +4  | Plasma Generator           | 25 cm       | 2           | 3+          | -4  | Command, HQ                                  |
| Death Trooper                  | 10 cm  | 5+   | +3  | Cone Rifle                 | 75 cm       | 2           | 4+          | -2  |                                              |
| <b>Internal Security</b>       |        |      |     |                            |             |             |             |     |                                              |
| IntSec Red goon                | 10 cm  | -    | +1  | Laser Pistol               | 25 cm       | 1           | 5+          | 0   |                                              |
| IntSec Yellow Commander        | 10 cm  | -    | +1  | Laser Rifle                | 50 cm       | 2           | 5+          | 0   | Command, HQ                                  |
| IntSec Blue trooper            | 10 cm  | 6+   | +2  | Laser Rifle                | 50 cm       | 1           | 4+          | 0   |                                              |
| IntSec Blue commander          | 10 cm  | 6+   | +3  | Laser Rifle                | 50 cm       | 2           | 4+          | 0   | Command, HQ                                  |
| <b>Special Forces</b>          |        |      |     |                            |             |             |             |     |                                              |
| Troubleshooter                 | 10 cm  | -    | 0   | Laser Pistol               | 25 cm       | 1           | 5+          | 0   | Special                                      |
| Research & Development         | 3D6 cm | D6+  | +D6 | Experimental               | 2D6 x 10 cm | special     | 5+          | -2  | Special                                      |
| Registered Mutant              | 10 cm  | -    | +1  | Laser Pistol               | 25 cm       | 1           | 5+          | 0   | Psyker, 5+ Psychic Save                      |
| Darth-V-DER                    | 10 cm  | 5+f  | +4  | Plasma Generator           | 20 cm       | 2           | 3+          | -3  | Command, HQ                                  |
| Sarge-G-ANT                    | 10 cm  | 6+   | +3  | Laser Rifle                | 50 cm       | 2           | 3+          | 0   | Command, HQ                                  |
| Teela-O-MLY                    | 10 cm  | -    | 0   | Laser Pistol               | 25 cm       | 1           | 6+          | 0   | Special                                      |
| <b>Bots (Walker-class)</b>     |        |      |     |                            |             |             |             |     |                                              |
| Docbot                         | 10 cm  | -    | +1  | Chainsaw                   | -           | -           | -           | -   | Medic                                        |
| Jacobot                        | 10 cm  | -    | +1  | Welding Torch              | -           | -           | -           | -   | Mechanic                                     |
| Guardbot                       | 20 cm  | 6+   | +2  | Laser Rifle                | 50 cm       | 2           | 5+          | -   |                                              |
| Combat                         | 15 cm  | 5+   | +3  | Slugthrower                | 50 cm       | 1           | 5+          | 0   |                                              |
|                                |        |      |     | Cone Rifle                 | 75 cm       | 1           | 5+          | -2  |                                              |
| Warbot                         | 15 cm  | 4+   | +4  | Laser Rifle                | 50 cm       | 2           | 5+          | -1  |                                              |
| <b>Bots (Vehicle-class)</b>    |        |      |     |                            |             |             |             |     |                                              |
| Tankbot                        | 15 cm  | 3+   | +3  | Tube Cannon                | 75 cm       | 1           | 4+          | -2  | May not fire indirectly                      |
|                                |        |      |     | Rocket Launcher            | 75 cm       | 6 BP        | 4+          | 0   |                                              |
| Heavy Tankbot                  | 15 cm  | 2+   | +4  | Tube Cannon                | 75 cm       | 2           | 4+          | -2  | PD(4)<br>* one shot, may not fire indirectly |
|                                |        |      |     | Kill-O-MAT Missile *       | 100 cm      | 8 BP        | 3+          | -3  |                                              |
|                                |        |      |     | Laser Cannon               | 75 cm       | 2           | 5+          | -1  |                                              |
| Light Crawler                  | 20 cm  | 4+   | 0   | Laser Rifle                | 50 cm       | 1           | 5+          | 0   | Transport 1                                  |
| Medium Crawler                 | 15 cm  | 3+   | +1  | Laser Cannon               | 50 cm       | 1           | 5+          | -1  | PD(1), Transport 2                           |
| Heavy Crawler                  | 10 cm  | 2+   | +2  | Tube Cannon                | 50 cm       | 2           | 5+          | -2  | PD(1), Transport 3                           |
| Armoured Patrol Autocar        | 25 cm  | 4+   | 0   | Laser Cannon               | 75 cm       | 1           | 5+          | 0   | Transport 2                                  |
|                                |        |      |     | Laser Rifle                | 50 cm       | 1           | 5+          | 0   |                                              |
| <b>Mechbots (Knight-class)</b> |        |      |     |                            |             |             |             |     |                                              |
| Mechbot Commander              | 20 cm  | 3+   | +5  | Tube Cannon                | 75 cm       | 2           | 4+          | -2  | Command, HQ                                  |
|                                |        |      |     | Laser Rifle                | 50 cm       | 2           | 5+          | 0   |                                              |
| Mechbot                        | 20 cm  | 3+   | +4  | Tube Cannon                | 75 cm       | 2           | 4+          | -2  |                                              |
|                                |        |      |     | Laser Rifle                | 50 cm       | 2           | 5+          | 0   |                                              |
| Assault Mechbot                | 20 cm  | 2+   | +6  | Plasma Generator           | 20 cm       | 3           | 3+          | -3  |                                              |
| Support Mechbot                | 20 cm  | 3+   | +2  | Tube Cannon                | 75 cm       | 4           | 4+          | -2  |                                              |
| <b>Fliers</b>                  |        |      |     |                            |             |             |             |     |                                              |
| Flybot 516                     | 50 cm  | 5+   | 0   | Laser Cannon               | 50 cm       | 1           | 5+          | 0   | Flyer, Transport 1                           |
| Flybot 616                     | 60 cm  | 4+   | 0   | Laser Cannon               | 50 cm       | 1           | 5+          | -1  | Flyer, Transport 1                           |
| Flybot 716                     | 70 cm  | 4+   | +1  | Laser Cannon               | 50 cm       | 1           | 5+          | -1  | Flyer, Transport 1                           |
| Flybot 816                     | 80 cm  | 3+   | +2  | Laser Cannon               | 50 cm       | 2           | 5+          | -1  | Flyer, Transport 2                           |
|                                |        |      |     | Tube Cannon                | 50 cm       | 1           | 4+          | -2  |                                              |
| Flybot 916                     | 90 cm  | 3+   | +2  | Laser Cannon               | 50 cm       | 2           | 5+          | -1  | Flyer, Transport 2                           |
|                                |        |      |     | Tube Cannon                | 50 cm       | 1           | 4+          | -2  |                                              |
|                                |        |      |     | Missiles                   | 50 cm       | 4 BP        | 5+          | -1  |                                              |
| Vulture 520                    | 50 cm  | 4+   | +2  | Laser Cannon               | 50 cm       | 2           | 4+          | -1  | Flyer                                        |
| Vulture 620                    | 60 cm  | 4+   | +2  | Laser Cannon               | 50 cm       | 2           | 5+          | -1  | Flyer                                        |
|                                |        |      |     | Missiles                   | 50 cm       | 4 BP        | 5+          | -1  |                                              |

|             |       |    |    |                                         |                         |                |                |                |                    |
|-------------|-------|----|----|-----------------------------------------|-------------------------|----------------|----------------|----------------|--------------------|
| Vulture 720 | 70 cm | 4+ | +3 | Laser Cannon<br>Missiles                | 50 cm<br>50 cm          | 2<br>4 BP      | 4+<br>5+       | -1<br>-1       | Flyer              |
| Vulture 820 | 80 cm | 3+ | +4 | Laser Cannon<br>Missiles                | 50 cm<br>50 cm          | 2<br>4 BP      | 4+<br>5+       | -1<br>-1       | Flyer              |
| Vulture 920 | 90 cm | 3+ | +5 | Laser Cannon<br>Missiles                | 50 cm<br>50 cm          | 3<br>4 BP      | 4+<br>5+       | -1<br>-1       | Flyer              |
| Vulture 530 | 50 cm | 3+ | +1 | Laser Cannon<br>Tube Cannon             | 50 cm<br>50 cm          | 2<br>1         | 4+<br>5+       | -1<br>-2       | Flyer              |
| Vulture 630 | 60 cm | 3+ | +1 | Laser Cannon<br>Tube Cannon             | 50 cm<br>50 cm          | 2<br>2         | 4+<br>5+       | -1<br>-2       | Flyer              |
| Vulture 730 | 70 cm | 3+ | +1 | Laser Cannon<br>Tube Cannon<br>Missiles | 50 cm<br>50 cm<br>50 cm | 2<br>2<br>4 BP | 4+<br>5+<br>5+ | -1<br>-2<br>-1 | Flyer              |
| Vulture 830 | 80 cm | 3+ | +2 | Laser Cannon<br>Tube Cannon<br>Missiles | 50 cm<br>50 cm<br>50 cm | 2<br>3<br>4 BP | 4+<br>5+<br>5+ | -1<br>-2<br>-1 | Flyer              |
| Vulture 930 | 90 cm | 3+ | +2 | Laser Cannon<br>Tube Cannon<br>Missiles | 50 cm<br>50 cm<br>50 cm | 2<br>4<br>4 BP | 4+<br>5+<br>5+ | -1<br>-2<br>-1 | Flyer              |
| Vulture 540 | 50 cm | 3+ | 0  | Laser Cannon<br>Tube Cannon             | 50 cm<br>50 cm          | 1<br>1         | 4+<br>5+       | -1<br>-2       | Flyer, Transport 1 |
| Vulture 640 | 60 cm | 3+ | 0  | Laser Cannon<br>Tube Cannon             | 50 cm<br>50 cm          | 1<br>2         | 4+<br>5+       | -1<br>-2       | Flyer, Transport 1 |
| Vulture 740 | 70 cm | 3+ | +1 | Laser Cannon<br>Tube Cannon             | 50 cm<br>50 cm          | 1<br>3         | 4+<br>5+       | -1<br>-2       | Flyer, Transport 1 |
| Vulture 840 | 80 cm | 3+ | +1 | Laser Cannon<br>Tube Cannon             | 50 cm<br>50 cm          | 1<br>4         | 4+<br>5+       | -1<br>-2       | Flyer, Transport 2 |
| Vulture 940 | 90 cm | 3+ | +1 | Laser Cannon<br>Tube Cannon             | 50 cm<br>50 cm          | 1<br>5         | 4+<br>5+       | -1<br>-2       | Flyer, Transport 2 |

**Warbot Model 425 Mark IV**

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