

ORBITAL COMBINE



This Data Cards set was created for use with Plasmablast Games' Orbital Combine line of miniatures. Please visit the Plasmablast Games website for vehicle images and other information about the Orbital Combine (www.PlasmablastGames.com).

Orbital Combine Special Rules

Terminal Option

Elements having the *Terminal Option* notation in the Notes section of their Data Cards may always choose to conduct Ramming attacks (see *SLTC*, 19.10, pp. 77-78). Subtract -1 from the element's signature for each undepleted missile system possessing a 'D6' or higher rating, and subtract -2 from the element's signature for each undepleted Missile system with a 'D5' or lower rating when determining the amount of damage the element inflicts against the target of its Ramming attack.

Corbus Turrets

These elements may set up prior to play, immediately after table deployment areas are chosen OR may enter play as reserves using the Orbital Insertion rules (see *SLTC* 4.71, *Drop Pods*, p. 22) at the owning player's option.

Orbital Combine Organizations

Light Tank company: 4 platoons of 4x Nizzlebat plus one platoon of 2x Nizzlebat-C

Medium Tank company: 3 platoons of 4x Jagon plus one platoon of 2x Nizzlebat-C OR 2x Gammaran-C command tanks.

Heavy Tank company: 3 platoons of 2x or 3x Gammaran (any non-C model) plus one platoon of 2x Gammaran-C

Assault Tank company: 3 platoons of 2x Valgaross

Infantry company: 3x 4-squad platoons of Drazzar infantry plus 3x leader teams (+60 PV)

Mech Inf company: 2x 4-squad platoons of Drazzar infantry and 2x leader teams (+40 PV) plus one platoon of 2x Nizzlebat-C. All squads are mounted in Zargan APC.

Synthetics company: 3 platoons consisting of 2x War Synthetics squads and 1x War Synthetic Skimmers.

Medium Tank, Heavy Tank, and Mech Infantry companies may substitute 1x Valgaross Superheavy Tank for the company's listed command vehicle platoon.

Cross-attached Companies

Light Scout company: 2x Nizzlebat platoons, 1x Mech Inf platoon, and 1x EW section.

Combat Scout company: 2x Jagon platoons plus 1x Mech Inf platoon and 1x EW section.

Assault company: 2x Gammaran platoons and 2x Mech Inf platoons, plus one platoon of 2x Gammaran-C tanks.

Support units

Drone Section: 2x to 4x Tardiss with 1x or 2x Zickel (any make) each

Fire Support Section: 4x Tardiss Support Tanks

Line Support Section: 1x Valgaross Superheavy Tank

EW Section: 2x Tardiss Sensor Platforms

Defense Section: 3x Corbus Static Defense Turrets

Air Section: 2x Bantam Fighters

Close Support Section: 2x to 4x Dralke Heavy Attack Craft

Larger Formations

Orbital Combine forces normally field three companies per battalion, with specific company types assigned to a battalion on a mission-by-mission basis. One 2-vehicle Command platoon (or a single Valgaross) is assigned to each battalion, with the command vehicle type being assigned based on the type of mission being conducted.

Each battalion normally has two Support units available. This number may be increased to three Support units if any of the battalion's companies are *Veteran*, and should be reduced to one Support unit for battalions containing one or more Light or Combat Scout companies.

C2 and CQ

All Orbital Combine forces use *Average* C2 and *Trained* CQ ratings. Any force may be given a *Superior* C2 rating, and Light Scout, Combat Scout, and Assault companies may be given *Veteran* CQ ratings, by making the appropriate PV adjustments (see *SLTC* 23.9, pp. 131-132).

Design Method

This force list was created using the *Open Design* method, with a base TL of 6.

GAMMARAN DEFENDER PV: 164

AT Plasma (T) (d8)
MPM (d8) (D6)

7/14/24/35
8/16/28/40

SYSTEMS
Smoke Mortar/5+

ARMOR
4/4/3
4/4/3

NOTES

GAMMARAN DESTRUCTOR PV: 165

Pulse AT Plasma (T) (d10)
AP (T) (d6)

7/14/24/35
3/6/10/15

SYSTEMS
Smoke Mortar/5+

ARMOR
4/4/3
4/4/3

NOTES

GAMMARAN TWIN PV: 171

Dual AT Plasma (T) (d8)
AP (T) (d6)

7/14/24/35
3/6/10/15

SYSTEMS
Smoke Mortar/5+

ARMOR
4/4/3
4/4/3

NOTES

GAMMARAN CMD PV: 165

AT Plasma (T) (d8)
MPM (d8) (D6)

7/14/24/35
8/16/28/40

SYSTEMS
Command Package
Smoke Mortar/5+

ARMOR
4/4/3
4/4/3

NOTES

JAGON PV: 114

AT Plasma (T) (d8)
AP (T) (d6)

7/14/24/35
3/6/10/15

SYSTEMS
Smoke Mortar/5+

ARMOR
4/4/3
4/3/3

NOTES

NIZLEBAT PV: 60

AT Plasma (FF) (d6)
AP (T) (d6)

5/10/17/25
3/6/10/15

SYSTEMS

ARMOR
3/3/3

NOTES

NIZLEBAT-X PV: 58

AT Plasma (FF) (d6)
AP (T) (d6)

5/10/17/25
3/6/10/15

SYSTEMS
Command Package

ARMOR
3/3/3

NOTES

CORBUS TURRET PV: 124

MPM (d8) (D2)

6/12/21/30

SYSTEMS
Braking Jets
Streamlining

ARMOR
4/4/4
4/4/4

NOTES
Drop Pod

TARDISS SENSOR PV: 124

156

AP (T) [d6] 3/6/10/15

SYSTEMS
Command Package
EMP Generator/R36
EMP Pulse
EMP Stream

ARMOR
3/3/3
3/3/3

NOTES

TARDISS SUPPORT PV: 159

156

MPM [d8] [D2] 8/16/28/40

SYSTEMS
Smoke Mortar/5+

ARMOR
3/3/3
3/3/3

NOTES

TARDISS CONTROLLER PV: 113

156

AP (T) [d6] 3/6/10/15
2x Drone Control Channel/24"

SYSTEMS
Drone Rack/2
Nested Encryption/2

ARMOR
3/3/3

NOTES

BANTAM FIGHTER PV: 173

32A

EMU Pulse Laser (FF) [d8] 6/12/21/30
MPM [d8] [D5] 6/12/21/30

SYSTEMS
Chaff Pods/4+
Stabilizers
Streamlining

ARMOR
3/3/3

NOTES
Turn Mode 5

ZICKEL EXTERMINATOR PV: 91

24V

MPM [d8] [D4] 6/12/21/30

SYSTEMS

ARMOR
4/4/4

NOTES
Drone
Terminal Option

ZICKEL UCAV PV: 98

24V

EMU Laser (F) [d6] 5/10/17/25
MPM [d8] [D7] 6/12/21/30

SYSTEMS

ARMOR
4/4/4

NOTES
Drone
Terminal Option

ZICKEL SCOUT PV: 121

24V

EMU Laser (F) [d6] 5/10/17/25
MPM [d8] [D8] 6/12/21/30

SYSTEMS
Command Package
EMP Generator/R36
EMP Pulse
EMP Stream

ARMOR
4/4/4

NOTES
Drone
Terminal Option

DRAKE PV: 166

24V

EMU Pulse Plasma (F) [d10] 5/10/17/25
MPM [d8] [D9] 6/12/21/30

SYSTEMS
Chaff Pods/5+
Stabilizers

ARMOR
4/4/4

NOTES

WAR SYNTHETIC SKIMMERS PV: 114

14AG **10**

AP (dB) 3/6/10/15
ATR Plasma (dB) (30EW) 5/10/17/25

ATTRIBUTES
Autonomous
Power Armor
Self-repair

NOTES
PERSONNEL TARGET
2 Teams per Squad

WAR SYNTHETICS PV: 98

8AP **10**

AP (dB) 3/6/10/15
AP (dB) 3/6/10/15

ATTRIBUTES
Autonomous
Power Armor
Rapid Fire
Self-repair

NOTES
PERSONNEL TARGET
2 Teams per Squad

ZARGAN APC PV: 74

18G **8** **4** **4** **4** **4**

AP (T) (dB) 4/8/14/20
AP (T) (dB) 4/8/14/20

SYSTEMS
Smoke Mortar/5+
Transport Bay/2

ARMOR **3/3/3**

NOTES

DRAZZAR SQUAD PV: 132

8AP **10**

AP (dB) 3/6/10/15
MPM (dB) (30EW/S2) 6/12/21/30

ATTRIBUTES
2x FT/5+
Personnel Shields/5
Power Armor
Power Weapons
Smoke/Grenades/5

NOTES
PERSONNEL TARGET
2 Teams per Squad

VALGAROSS SUPERHEAVY PV: 870

18G **12** **12** **10** **6/6/5** **6/5/4**

SYSTEMS
Dual Pulse AT Plasma (T) (d12) 7/14/24/35
Dual AT Plasma (F) (d8) 6/12/21/30
2x AP (LF/RF) (d6) 5/10/17/25
MPM (dB) (D2) 6/12/21/30

Cloaking Field (+4)
Command Pkg
Smoke Mtr/5+
Vulcan II

PRIMARY
1-2: 2ndary (roll)
3-4: Mobility 000000 [4]
5-6: Wpns 000000 [1]
7-8: EW 000000 [3]
9: Crew 000000
10: Critical (2d10)

SECONDARY
1-4: Suppressed
5: Cloaking Field
6: Smoke Mortar
7: Vulcan II
8: Command Package
9: Shields (4)
10: Shields (4)

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5-6: Wpns 000000 [1]
7-8: EW 000000 [3]
9: Crew 000000
10: Critical (2d10)

SECONDARY
1-4: Suppressed
5: Cloaking Field
6: Smoke Mortar
7: Vulcan II
8: Command Package
9: Shields (4)
10: Shields (4)

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1-4: Suppressed
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8: Command Package
9: Shields (4)
10: Shields (4)

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Command Pkg
Smoke Mtr/5+
Vulcan II

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3-4: Mobility 000000 [4]
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7-8: EW 000000 [3]
9: Crew 000000
10: Critical (2d10)

SECONDARY
1-4: Suppressed
5: Cloaking Field
6: Smoke Mortar
7: Vulcan II
8: Command Package
9: Shields (4)
10: Shields (4)