# New Systems, Weapons, And Attributes

#### Personality Traits

<u>Commissar</u>: Any unit within Command range of a Personality with the Commissar trait ignores all detrimental modifiers for any Morale test. If a unit still fails the test under these conditions, roll a d6. On a 2-4, the unit breaks normally; on a 5-6, the unit is Suppressed instead of Broken; and on a 1-2, the unit passes the Morale test, is not Suppressed, and removes one base from play. Commissars have no effect on vehicle or Sentinel units. Cost: 20 points.

### New Attributes

<u>Psychic Blast:</u> Choose one enemy squad within 12" of the unit. That squad makes an unmodified Morale test. If the test is failed, roll a d6. One a 1-2, the unit is Suppressed; on a 3-4, it becomes Broken; and on a 5 or 6, the unit suffers a K1 result and becomes Suppressed. Using this attribute is considered use of all available weapons for the turn.

If the target of the Psychic Blast also has this attribute, both sides roll a single round of CC, using their Training die + d8, applying CC results normally. Cost: 50 points/Team.

<u>Psychic Will:</u> Choose one friendly squad within 12" of the unit that has not yet activated during the current turn. That squad takes an unmodified Morale test. If it passes the test, it may re-roll a single To Hit, Damage, or Training die during its activation. There are no consequences to the unit if it fails this Morale test. Cost: 50 points/Team.

### New Systems

Autopilot. Allows a Large vehicle with only one Crew hit remaining to both Fire and Move. Cost: 10% BHV; 2 System Points. TL5.

## Emperor's Legion Unit Organizations:

Infantry Platoon: three Legionnaire squads and one Support (A,B, or C) or Mortar Squad.

Assault Platoon: three Stormtrooper Squads mounted in Assault Chimeras.

Airmobile Platoon: four Drop Troop squads mounted in Valkyries.

Siege Infantry Platoon: four Siege Infantry Squads and one Leader Team mounted in a Warthog Platoon Transport.

Vehicle Platoon: three identical vehicles.

Heavy Vehicle Platoon: One Heavy Tank or Megawalker.

Walker Platoon: three Walkers or Heavy Walkers

CAS Section: two Vulture Gunships.

Air Support: two Thunderbolt Aerospace Fighters or two Marauder Aerospace Bombers.

#### Company Organizations

Infantry Company: two infantry platoons, plus one platoon of two Support (A, B, or C), Mortar, Sniper, or Giants Squads and one or two Leader Teams.

Assault Infantry Company: one infantry platoon and two assault platoons, plus one platoon of two Support (A, B, or C), Mortar, Sniper, or Giants Squads, one platoon of three Firehounds, and one or two Leader Teams.

Airmobile Company: two Airmobile platoons and two CAS sections, plus two Leader Teams.

Cavalry Squadron: four Cavalry Squads.

<u>Siege Company:</u> three Siege Infantry Platoons and one platoon of four Support (any type; mixed is OK) and/or Mortar squads mounted in Warthog Platoon Transports, one Assault Platoon, one platoon of three Firehounds, and three Leader Teams.

<u>Tank Company:</u> three platoons of tanks, plus one Command tank. Each platoon in the company may have different models of Battle Tanks. <u>Heavy Tank Company:</u> three Heavy Tank platoons.

Walker Company: three Walker or Heavy Walker platoons (may be mixed) plus one Leader Team.

Megawalker Company: four Megawalker platoons.

Artillery Battery: four Siege Mortars and four Groundhog Transports.

Mobile Artillery Section: three Basilisk, Mobile Siege Artillery, Manticore, Hydra, or Griffon vehicles. All vehicles must be of the same type.

One Sniper squad may be deployed for each two Infantry, Assault Infantry, and/or Siege Companies in play.

# Personality Limitations

Company Commander Team, Tank Commander, Megawalker Commander: one per appropriate type of company.

Commissar Team, Medic Team: one per Personnel company in play.

Regimental Command Team: one.

Fleet Liaison Team: one per ship providing Ortillery.

All but Tank and Megawalker Commanders may be mounted in a Chimera or AT Chimera.

# Special Rules

Drop Troop Squads may enter play from orbit.

Command tanks are functionally identical to the majority vehicle type in a vehicle company, save for the Command system. There is no additional cost for a Command tank. Choose one vehicle from each vehicle company and make a note that it is the command vehicle.

All Heavy tanks and Megawalkers are considered to be In Command at all times.

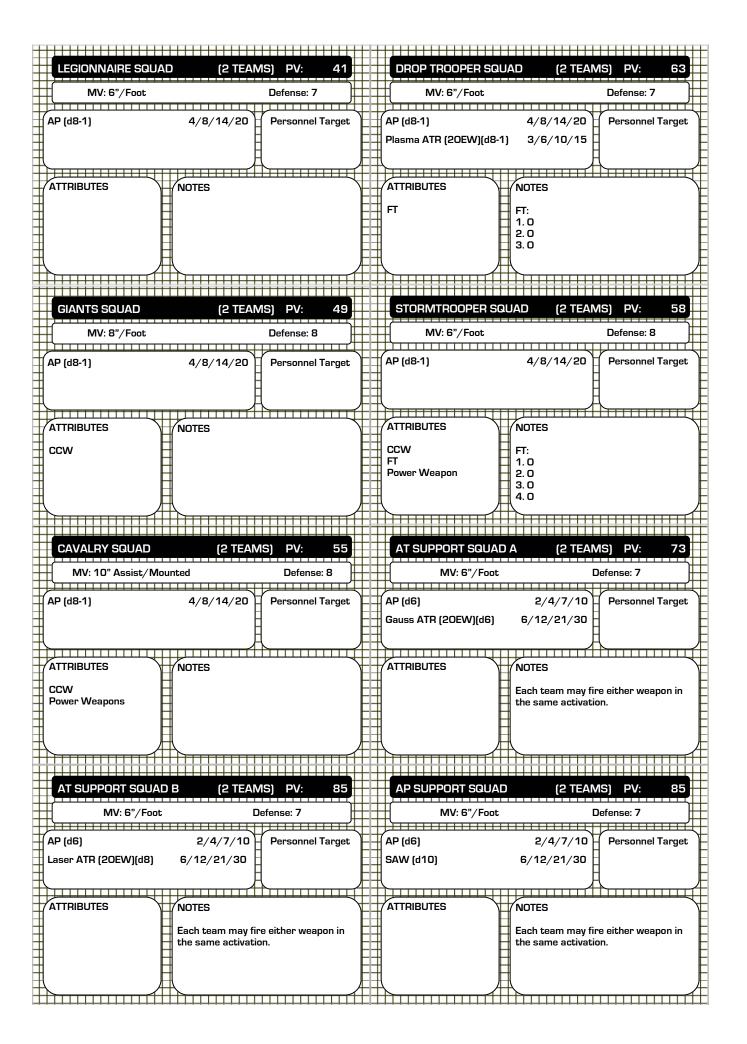
If Psychic Squads are used, they must have an attached Company or Regimental Commander Personality. Only one Psychic Squad per each of these personalities is permitted.

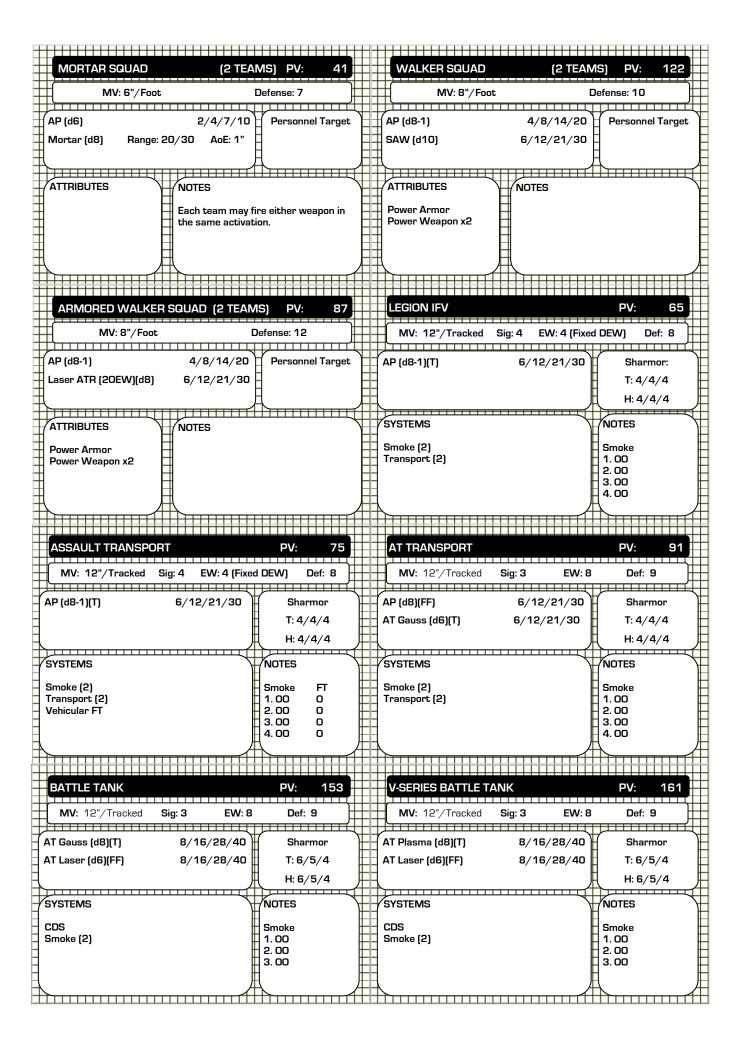
 $\underline{\textit{CQ Ratings:}}$  All Heavy Tank, Megawalker, and Giants squads are Veterans, as are all Personalities and Snipers.

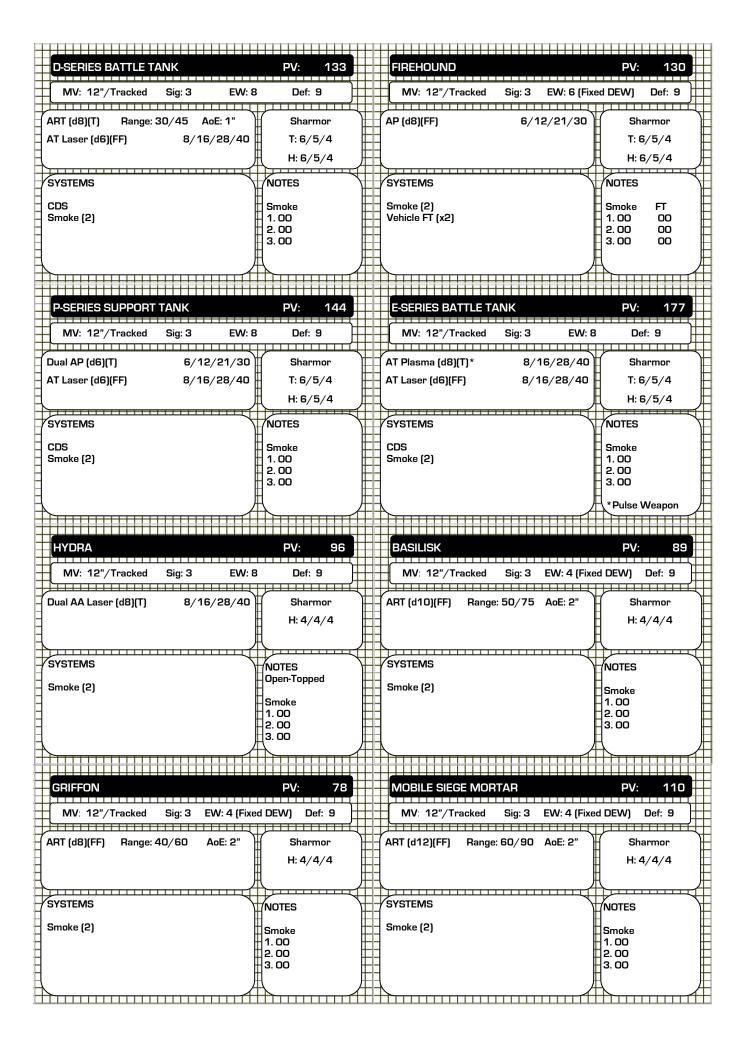
Drop Troops, Stormtroopers, Cavalry and Siege infantry may be Veteran or Trained.

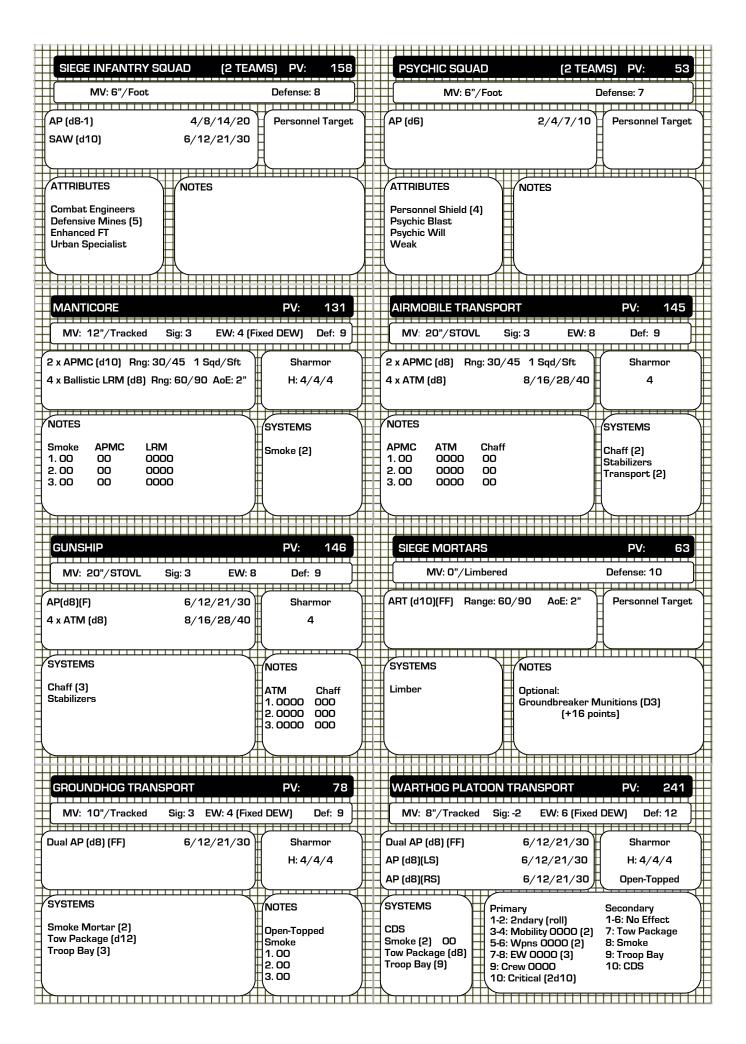
Legionnaires, tank, Psychic Squads, and artillery units may be Trained or Green.

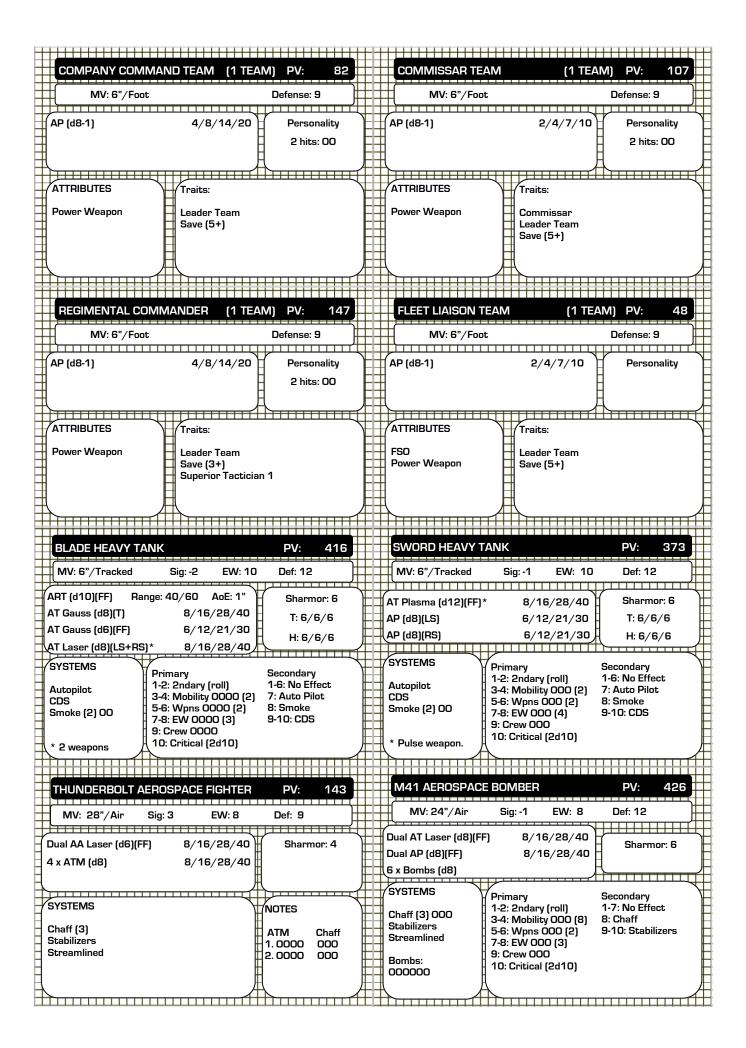
<u>C2 Ratings:</u>
Heavy Tank and Megawalker formations use Average C2 ratings. All other units use Lacking C2 ratings.











WARDOG-A MEG		PV: 311		WARDOG-B MEG	GAWALKER	PV: 318
MV: 10"/Walker				MV: 10"/Walke		10 Def: 12
Dual AT Laser (d8)(F)	) 8/16/28/40	Sharmor F: 6/6/5		Dual AT Plasma (d8)	(F) 8/16/28/40	Sharmor
Dual AP (d8)(F)	6/12/21/30	R: 6/6/5	Ħ	Dual AP (d8)(F)	6/12/21/30	F: 6/6/5 R: 6/6/5
21/277112			$\bigoplus$			
SYSTEMS Autopilot CDS Smoke (2) 00 Stabilizers * Pulse weapon.	1-2: 2ndary (roll) 3-4: Mobility 000 (4) 5-6: Wpns 000 (2) 7-8: EW 000 (4)	Secondary 1-5: No Effect 6: Stabilizers 7: Auto Pilot 8: Smoke 9-10: CDS		SYSTEMS  Autopilot CDS Smoke (2) 00 Stabilizers	Primary 1-2: 2ndary (roll) 3-4: Mobility 000 (4) 5-6: Wpns 000 (2) 7-8: EW 000 (4) 9: Crew 000 10: Critical (2d10)	Secondary 1-5: No Effect 6: Stabilizers 7: Auto Pilot 8: Smoke 9-10: CDS
REAVER-A MEGA	WALKER	PV: 530		REAVER-B MEGA		PV: 520
MV: 8"/Walker	Sig: -2 EW: 10	Def: 12		MV: 8"/Walker	Sig: -2 EW: 1	O Def: 12
Dual AT Laser (d8)(F)	·	Sharmor		Dual AT Plasma (d10	, , ,	Sharmor
Dual AT Laser (d8)(F)		F: 6/7/6		Dual AT Laser (d10)(	, , ,	F: 6/7/6
SX APIVIC (0 TU)(FF) H	Rng: 40/60 1 Sqd/Sft	R: 6/7/6		AP (d8)(F)	6/12/21/30	R: 6/7/6
SYSTEMS	Primary	1-4: No Effect	4	SYSTEMS	Primary	Secondary
Autopilot	1-2: 2ndary (roll) 3-4: Mobility 0000 (3)	5: Imaging 6: Stabilizers		Autopilot	1-2: 2ndary (roll) 3-4: Mobility 0000 (3)	1-4: No Effect 5: Imaging
CDS Imaging Field (+2)	5-6: Wpns 0000 (2)	7: Auto Pilot		CDS Imaging Field (+2)	5-6: Wpns 0000 (2)	6: Stabilizers
Smoke (2) 00	7-8: EW 0000 (3) 9: Crew 0000	8: Smoke		Smoke (2) 00	7-8: EW 0000 (3)	7: Auto Pilot
Stabilizers	9: Crew 0000 10: Critical (2d10)	9-10: CDS APMC: 000		Stabilizers	9: Crew 0000 10: Critical (2d10)	8: Smoke 9-10: CDS
WARLORD-A MEC		PV: 720		WARLORD-B ME		PV: 840
MV: 6"/Walker	Sig: -3 EW: 10	Def: 12		MV: 6"/Walker	Sig: -3 EW: 1	
Dual AT Laser (d10)(l	F) 8/16/28/40	<del>                                     </del>	$\forall$	Oved Coves (40)(E)	8/16/28/40	Sharmor
	· · · · · · · · L	Sharmor	<u> </u>	Quad Gauss (d8)(F)	, , ,	
	F) 8/16/28/40	Sharmor F: 7/7/6		10x APMC (d10)(FF)	Rng: 40/60 1 Sq/Sft	F: 7/7/6
AT Plasma (d10)(F)*	F) 8/16/28/40 8/16/28/40			4	Rng: 40/60 1 Sq/Sft	F: 7/7/6 R: 7/7/6
Dual AT Laser (d10)(l AT Plasma (d10)(F)* AP (d6)(F) SYSTEMS	F) 8/16/28/40 8/16/28/40 6/12/21/30	F: 7/7/6 R: 7/7/6		10x APMC (d10)(FF)	) Rng: 40/60 1 Sq/Sft )(F)*	P: 7/7/6 R: 7/7/6
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AT Plasma (d10)(F)*  AP (d6)(F)  SYSTEMS  Autopilot CDS Imaging Field (+2) Smoke (2) 00 Stabilizers *Pulse weapon  MV: 6"/Foc  AP (d8)  ATTRIBUTES  Sniper Stealth	F) 8/16/28/40 8/16/28/40 6/12/21/30 Primary 1-2: 2ndary (roll) 3-4: Mobility 0000 (2) 5-6: Wpns 0000 (2) 7-8: EW 0000 (3) 9: Crew 0000 10: Critical (2d10) (2 TEAM	F: 7/7/6 R: 7/7/6 R: 7/7/6 Secondary 1-4: No Effect 5: Imaging 6: Stabilizers 7: Auto Pilot 8: Smoke 9-10: CDS		10x APMC (d10)(FF) 4x Ph Slashing (d12)  SYSTEMS  Autopilot CDS Imaging Field (+2) Smoke (2) 00 Stabilizers *Power weapons  MEDIC TEAM  MV: 6"/Foot AP (d8-1)	Primary 1-2: 2ndary (roll) 3-4: Mobility 0000 (2) 7-8: EW 0000 (3) 9: Crew 0000 10: Critical (2d10)  (1 Texts:  Healer Leader Team	R: 7/7/6  1-4: No Effect 5: Imaging 6: Stabilizers 7: Auto Pilot 8: Smoke 9-10: CDS APMC: 0000000000
AT Plasma (d10)(F)*  AP (d6)(F)  SYSTEMS  Autopilot CDS Imaging Field (+2) Smoke (2) 00 Stabilizers *Pulse weapon  MV: 6"/Foc  AP (d8)  ATTRIBUTES  Sniper	F) 8/16/28/40 8/16/28/40 6/12/21/30 Primary 1-2: 2ndary (roll) 3-4: Mobility 0000 (2) 5-6: Wpns 0000 (2) 7-8: EW 0000 (3) 9: Crew 0000 10: Critical (2d10) (2 TEAM	F: 7/7/6 R: 7/7/6 R: 7/7/6 Secondary 1-4: No Effect 5: Imaging 6: Stabilizers 7: Auto Pilot 8: Smoke 9-10: CDS		10x APMC (d10)(FF) 4x Ph Slashing (d12)  SYSTEMS  Autopilot CDS Imaging Field (+2) Smoke (2) 00 Stabilizers *Power weapons  MEDIC TEAM  MV: 6"/Foot AP (d8-1)	Primary 1-2: 2ndary (roll) 3-4: Mobility 0000 (2) 5-6: Wpns 0000 (2) 7-8: EW 0000 10: Critical (2d10)  (1 Teats	R: 7/7/6  1-4: No Effect 5: Imaging 6: Stabilizers 7: Auto Pilot 8: Smoke 9-10: CDS APMC: 0000000000
AT Plasma (d10)(F)*  AP (d6)(F)  SYSTEMS  Autopilot CDS Imaging Field (+2) Smoke (2) 00 Stabilizers *Pulse weapon  MV: 6"/Foc  AP (d8)  ATTRIBUTES  Sniper Stealth	F) 8/16/28/40 8/16/28/40 6/12/21/30 Primary 1-2: 2ndary (roll) 3-4: Mobility 0000 (2) 5-6: Wpns 0000 (2) 7-8: EW 0000 (3) 9: Crew 0000 10: Critical (2d10) (2 TEAM	F: 7/7/6 R: 7/7/6 R: 7/7/6 Secondary 1-4: No Effect 5: Imaging 6: Stabilizers 7: Auto Pilot 8: Smoke 9-10: CDS		10x APMC (d10)(FF) 4x Ph Slashing (d12)  SYSTEMS  Autopilot CDS Imaging Field (+2) Smoke (2) 00 Stabilizers *Power weapons  MEDIC TEAM  MV: 6"/Foot AP (d8-1)	Primary 1-2: 2ndary (roll) 3-4: Mobility 0000 (2) 7-8: EW 0000 (3) 9: Crew 0000 10: Critical (2d10)  (1 Texts:  Healer Leader Team	R: 7/7/6  1-4: No Effect 5: Imaging 6: Stabilizers 7: Auto Pilot 8: Smoke 9-10: CDS APMC: 0000000000

