[FWC] Cyber-Undead Army, Future War

by Mark Fry 2013

Troops	Arm	Move	Attacks	Assault	Hits	Save	Cost	Limit	Notes
CO (CV10)	Command	60 G	3/30	-	6	6	170	-/- [1]	
CO (Crypt Entrance) (CV10)	Command	-	3/30	-	-	3	260	-/- [1]	#1
HQ (CV9)	Command	40 F	2/30	-	4	6	90	-/3	
HQ (Crypt Entrance) (CV9)	Command	-	2/30	-	-	4	170	-/- [1]	#2
Recce Unit (Cyber Swarm)	Recce	30 J	-	3	3 L	6	55	-/2	#3
Infantry Unit (Warriors)	Infantry	10 F	4/30	3	5 L	5 T	75	4/-	#4
Infantry Unit (Eternals)	Infantry	10 F	4/30	4	6 L	5 T	100	-/4	#5 S1
Infantry Unit (Abominations)	Infantry	10 F	4/30	6	6 L	5 T	120	-/2	#6 S1
Infantry Unit (Skinned Horrors)	Infantry	20 G	-	6	5 L	5 T	110	-/4	#7
Infantry Unit (Cyber Swarms)	Infantry	30 G	1/30	3	3 L	6 T	45	-/8	#8
Infantry Unit (Ghosts)	Infantry	30 G	-	6	4 L	4 T	110	-/4	#9
Support Unit (Skimmers)	Infantry	30 G	4/50	3	5 L	5 T	130	-/3	#10 S1
Support Unit (Heavy Skimmers)	Infantry	30 G	6/50#	2	5 L	5 T	135	-/3	#11 S1
Support Unit (Repair Drone)	Infantry	10 H	-	4	5 L	5 T	60	-/3	#12
Tank Unit (Menhir)	Armour	20 G	4/60	2	5	4	165	-/4	#13 S1
Tank Unit (Pyramid)	Armour	10 G	4/60	4	5	4	235	-/2	#14 S1
Super Heavy Tank Unit (Slaughterer)	Armour	20 G	4/30H	16	8 M/S	3	655	-/1	#15 S1
Super Heavy Tank Unit (Stella Orb)	Armour	20 G	6/80	3	7 M/S	3	565	-/1	#16 R/S1
Super Heavy Tank Unit (War Barge)	Armour	20 G	4/60	6	6 M/S	3	455	-/1	#17 R/S1
Star God (Death)	Armour	20 G	6/30#	10	5 M	4	335	-/- [1]	#18 S1
Star God (Deceit)	Armour	20 G	4/30	8	5 M	4	280	-/- [1]	#19 S1
Air Defence Unit (Energy Tower)	Artillery	-	6/120	4	5 M	3 T	210	-/- [4]	#20

* No hits vs AFV or Shields, # No hits vs Infantry or LV, H: Half-Range vs AFV, L: Low Profile, M: Massive, S: Shields, T: Tough, R: Restricted, S1: Stabilised, A: Amphibious

Tactical Doctrine

- Cyborg tactical doctrine (Unlimited initiative distance; initiative actions may be used against any enemy unit; no command penalty for having carried out an initiative or opportunity action; may deploy using initiative; ignore results of fall-back and retreat; normal breakpoint, but will not withdraw once the breakpoint is reached - instead, each additional three casualties beyond the breakpoint will give a -1 command penalty to every command unit;)

Special Rules

- Tech Level: Advanced
- Air Superiority: Always count as having rolled a one.
- If Cyber-Undead are the defender, one CO or HQ bunker may be a Crypt Entrance
- If Cyber-Undead are the attacker, all Massive units may deploy by teleportation
- No bunker upgrades may be purchased
- Infantry on foot and Cyber-Swarms take up one space each, all other infantry take up two spaces each
- Any number of Infantry units may be held in the reserve pool

Battlegroup Selection Rules

- Max one Super Heavy Tank Unit per 1000 points
- Max one Star God per Battlegroup

Assets

- Light Orbital Strike, 4 Attacks (Max 6 per battlegroup, 40 points each)

- Heavy Orbital Strike, 8 Attacks (Max 3 per battlegroup, 80 points each)
- Ambush (Max 3 per Battlegroup, 50 points each)

Note 1. CO (Crypt Entrance)
- Quantum Tunnel: An unsuppressed unit equipped with a Quantum Tunnel has the following effects: Stealth, Reserves and Ambush
- Command Bunker
- Accommodation of 4 spaces

Note 2. HQ (Crypt Entrance)
- Quantum Tunnel: An unsuppressed unit equipped with a Quantum Tunnel has the following effects: Stealth, Reserves and Ambush
- Command Bunker
- Accommodation of 4 spaces

Note 3. Recce Unit (Cyber Swarm)
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire

Note 4. Infantry Unit (Warriors)
- Elite: No command penalty for assaulting the enemy and deduct one die when rolling for suppression/fall-back
- Tactical Withdrawal: Place unit in reserve pool if fall-back result would have knocked out the unit

Note 5. Infantry Unit (Eternals)
- Elite: No command penalty for assaulting the enemy and deduct one die when rolling for suppression/fall-back
- Tactical Withdrawal: Place unit in reserve pool if fall-back result would have knocked out the unit

Note 6. Infantry Unit (Abominations)
- Elite: No command penalty for assaulting the enemy and deduct one die when rolling for suppression/fall-back
- Unnatural Horror: Add one suppression die against target if hits are scored – minimum of one dice even if all hits were saved, but not if hits were blocked by shields

Note 7. Infantry Unit (Skinned Horrors)
- Independent: No command penalty for distance from the command unit
- Elite: No command penalty for assaulting the enemy and deduct one die when rolling for suppression/fall-back
- Tactical Withdrawal: Place unit in reserve pool if fall-back result would have knocked out the unit

Note 8. Infantry Unit (Cyber Swarms)
- Anti-Aircraft Weapon: May use against any airborne unit, including aircraft, gunships and dropships
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire
- Expendable: Does not count towards the breakpoint

Note 9. Infantry Unit (Ghosts)
- Elite: No command penalty for assaulting the enemy and deduct one die when rolling for suppression/fall-back
- Tactical Withdrawal: Place unit in reserve pool if fall-back result would have knocked out the unit

Note 10. Support Unit (Skimmers)
- Tactical Withdrawal: Place unit in reserve pool if fall-back result would have knocked out the unit

Note 11. Support Unit (Heavy Skimmers)
- Tactical Withdrawal: Place unit in reserve pool if fall-back result would have knocked out the unit

Note 12. Support Unit (Repair Drone)
- Repair: Cancel one unsaved hit on all infantry units within 5cm for every incoming attack action, except self; this ability does not stack with other Repair units, but Repair units can repair each other if within range
- Expendable: Does not count towards the breakpoint

Note 13. Tank Unit (Menhir)

- High Impact Weapon (Primary weapon system): Always hit the target on one less, so 3+ in the open, 4+ in partial cover and 5+ in full cover
- Tactical Withdrawal: Place unit in reserve pool if fall-back result would have knocked out the unit

Note 14. Tank Unit (Pyramid)

- Plasma Weapon (Primary weapon system): The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken by the target unit and will be suppressed if any of the dice score 4+
- Quantum Tunnel: An unsuppressed unit equipped with a Quantum Tunnel has the following effects: Stealth, Reserves and Ambush
- Tactical Withdrawal: Place unit in reserve pool if fall-back result would have knocked out the unit

Note 15. Super Heavy Tank Unit (Slaughterer)

- Secondary Weapon System: 4/30 attacks against all relevant targets
- High Impact Weapon (All weapon systems): Always hit the target on one less, so 3+ in the open, 4+ in partial cover and 5+ in full cover
- Split Fire (All weapon systems): May split attacks equally between two targets provided they are within 5cm of one another
- Adaptive Armour: Unit always gets its full save irrespective of attacking weapon special abilities e.g. hypervelocity penetrators & smart missiles, or flank & rear attacks (i.e. includes the Tough/Extremely Tough attributes)
- Elite: No command penalty for assaulting the enemy and deduct one die when rolling for suppression/fall-back
- All-Round Vision: The unit has full 360° visibility
- Quantum Tunnel: An unsuppressed unit equipped with a Quantum Tunnel has the following effects: Stealth, Reserves and Ambush

Note 16. Super Heavy Tank Unit (Stella Orb)

- Secondary Weapon System: 6/80 attacks against all relevant targets
- Flamethrower (Primary weapon system): Always count targets as being in the open and all units hit in a straight line up to the maximum range
- Indirect Fire (Secondary weapon system): Calculate as an artillery concentration, using the distance between the unit and the target for deviation
- Quantum Tunnel: An unsuppressed unit equipped with a Quantum Tunnel has the following effects: Stealth, Reserves and Ambush
- May only fire one weapon per action

Note 17. Super Heavy Tank Unit (War Barge)

- Secondary Weapon System: 4/40 attacks against all relevant targets
- High Impact Weapon (Primary weapon system): Always hit the target on one less, so 3+ in the open, 4+ in partial cover and 5+ in full cover
- Plasma Weapon (Secondary weapon system): The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken by the target unit and will be suppressed if any of the dice score 4+
- Independent: No command penalty for distance from the command unit
- Elite: No command penalty for assaulting the enemy and deduct one die when rolling for suppression/fall-back
- Quantum Tunnel: An unsuppressed unit equipped with a Quantum Tunnel has the following effects: Stealth, Reserves and Ambush

Note 18. Star God (Death)

- Secondary Weapon System: 6/20 attacks against all relevant targets
- Hyper-Velocity Penetrator (Primary weapon system): The save value of the target unit is reduced by one
- Split Fire (Secondary weapon system): May split attacks equally between two targets provided they are within 5cm of one another
- Independent: No command penalty for distance from the command unit
- God-like: No command penalty for assaulting the enemy and deduct two dice when rolling for suppression/fall-back
- Unnatural Horror: Add one suppression die against target if hits are scored – minimum of one dice even if all hits were saved, but not if hits were blocked by shields

Note 19. Star God (Deceit)

- Secondary Weapon System: 2/30 attacks against all relevant targets
- Antigravity (Primary weapon system): Antigravity
- Confusion (Secondary weapon system): Inflicts no hits, but unit automatically suppressed when hit
- Indirect Fire (Secondary weapon system): Calculate as an artillery concentration, using the distance between the unit and the target for deviation

- Independent: No command penalty for distance from the command unit
- God-like: No command penalty for assaulting the enemy and deduct two dice when rolling for suppression/fall-back

Note 20. Air Defence Unit (Energy Tower)

- Pulse Weapon: Each successive unit beyond the target is hit by a number of attacks one less than the previous attack value
- All-Round Vision: The unit has full 360° visibility