

[DRM] Skyth Swarm, Future War

by Mark Fry 2013

Troops	Arm	Move	Attacks	Assault	Hits	Save	Cost	Limit	Notes
CO (CV12)	Command	-	-	-	-	-	100	1	#1
Infantry Unit (Critters)	Infantry	20 F	-	2	3 L	6	15	6/-	#2
Infantry Unit (Leapers)	Infantry	30 J	-	2	3 L	6	20	-/12	#3
Infantry Unit (Claw Beasts)	Infantry	10 F	-	6	3 L	4 T	60	-/12	#4
Infantry Unit (Worker Beasts)	Infantry	20 F	2/30	2	3 L	6	20	6/-	#5
Infantry Unit (Vampire Beasts)	Infantry	20 F	2/20	3	4 L	6	20	-/12	#6
Infantry Unit (Malcore)	Infantry	20 F	3/10	5	4	4 T	85	-/6	#7
Infantry Unit (Hespero)	Infantry	15 F	4/20	4	5	5 T	100	-/6	#8
Walker Unit (Warrior A)	Armour	30 F	6/20	6	6	4 T	210	-/2	#9
Walker Unit (Warrior B)	Armour	30 F	8/20	8	6	4 T	260	-/2	#10
Walker Unit (Warrior C)	Armour	30 F	10/20	8	6	4 T	290	-/2	#11
Walker Unit (Kraon Beast)	Armour	20 F	12/20	12	8 M/S	4 T	500	-/1	#12
Artillery Unit (Spore Towers)	Artillery	-	4/120	1	3 M/S	4 T	250	-/3	#13

* 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

- Swarm tactical doctrine (20cm initiative distance; CV of the CO for entire swarm; -1 per 40cm between the farthest units in a formation; CV not restored to full value until the end of the turn; may not carry out opportunity actions; units that fall back or retreat returned to reserve pool; reserve pool can contain any number of units; any number of units can be deployed as reserves; two infantry units may contact each base edge during an assault;)

Special Rules

- Tech Level: Advanced
- Air Superiority: -2 modifier to die roll
- All units except Spore Towers are Bloodthirsty – must use Initiative to assault the enemy if within range
- All units have the Tunneller ability, except Leapers and Spore Towers
- Units with the Tunneller ability are the only troops that can be deployed as reserves
- Reserves may only be deployed from Ambush
- May use Ambushes in any scenario, including when in defence

Assets

- Preliminary Bombardment (Max 3 per artillery unit, 20 points each)
- Ambush (Max 6 per Battlegroup, 50 points each)

Note 1. CO

- The CO is not a unit deployed on-table, but is required in order to provide a CV to the battlegroup

Note 2. Infantry Unit (Critters)

- Warrior: No command penalty for assaulting the enemy
- Stubborn: Do not roll for fall-back and will not retreat in close assault

Note 3. Infantry Unit (Leapers)

- Warrior: No command penalty for assaulting the enemy

Note 4. Infantry Unit (Claw Beasts)

- Warrior: No command penalty for assaulting the enemy
- Stubborn: Do not roll for fall-back and will not retreat in close assault

Note 5. Infantry Unit (Worker Beasts)

- Plasma Weapon: 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+
- Worker: May not assault the enemy, but can provide support and will defend when assaulted

Note 6. Infantry Unit (Vampire Beasts)

- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire
- Warrior: No command penalty for assaulting the enemy

Note 7. Infantry Unit (Malcore)

- Warrior: No command penalty for assaulting the enemy
- Stubborn: Do not roll for fall-back and will not retreat in close assault

Note 8. Infantry Unit (Hespero)

- Plasma Weapon: 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+
- Worker: May not assault the enemy, but can provide support and will defend when assaulted

Note 9. Walker Unit (Warrior A)

- Flamethrower: Always count targets as being in the open and all units hit in a straight line up to the maximum range
- 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
- Warrior: No command penalty for assaulting the enemy

Note 10. Walker Unit (Warrior B)

- Flamethrower: Always count targets as being in the open and all units hit in a straight line up to the maximum range
- 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
- Warrior: No command penalty for assaulting the enemy

Note 11. Walker Unit (Warrior C)

- Flamethrower: Always count targets as being in the open and all units hit in a straight line up to the maximum range
- 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
- Warrior: No command penalty for assaulting the enemy

Note 12. Walker Unit (Kraon Beast)

- 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
- Telepathic Blast Wave (Secondary weapon system): All enemy units within range and in every direction are hit and count as being in the open
- 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
- Warrior: No command penalty for assaulting the enemy
- Stubborn: Do not roll for fall-back and will not retreat in close assault

Note 13. Artillery Unit (Spore Towers)

- Plasma Weapon: 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+
- Direct & Indirect Fire: Calculate as an artillery concentration, using the distance between the unit and the target for deviation; the unit may also fire directly at an enemy unit within LOS
- Anti-Aircraft Weapon: May use against any airborne unit, including aircraft, gunships and dropships
- Support Troops: May not assault the enemy, but will defend if assaulted
- All-Round Vision: The unit has full 360° visibility
- A Spore Tower can be deployed on-table (can target aircraft) or left off-table (+1 to air superiority roll for each off-table Spore Tower).
- Spore Clouds: When a Spore Tower fires a concentration, leave the template on the table until the end of the opposing turn. All ground troops (friend or foe) that move into or through the template must roll two plasma attacks each move under the template.

- Spore Towers must be deployed within 10cm of deployment table base line when using Mobile Deployment.