

# [PBG] Orbital Combine Army, Future War

Troops	Arm	Move	Attacks	Assault	Hits	Save	Cost	Limit	Notes
CO (CV10)	Command	60 F	3/30	-	6	6	160	1	
HQ (CV9)	Command	40 F	2/30	-	4	6	90	2	
FAC (CV8)	Command	30 F	-	-	4	6	45	1 [4]	
Recce Unit (War Synthetics Robots)	Recce	15 F	3/30	4	4 L	5	50	2	
Recce Unit (Nizzlebat)	Recce	35 G	-	2	3 S	4	95	2	
Recce Unit (Tardiss)	Recce	25 G	-	3	4 S	4	120	1	
Infantry Unit (War Synthetics Robots)	Infantry	15 F	3/30	4	4 L	5	40	8	
Infantry Unit (Drazzar Elite)	Infantry	10 F	4/30	4	4 L	5	55	4	#1
IFV Unit (Zargan)	Armour	25 G	2/60*	5	4 S	4	135	-	#2
Tank Unit (Nizzlebat)	Armour	35 G	2/100#	2	3 S	4	185	8	#3 S1
Tank Unit (Jagon)	Armour	30 G	4/100#	3	4 S	4	255	6	#4 S1
Tank Unit (Gammaran)	Armour	25 G	6/100#	4	5 S	4	280	4	#5 S1
Tank Unit (Gammaran Destructor)	Armour	25 G	6/100#	4	5 S	4	310	2	#6 S1
SPAT Unit (Tardiss-Zickel)	Armour	25 G	4/60*	3	4 S	4	435	1 [2]	#7
Air Defence Unit (Corbus)	Artillery	-	4/100	-	6 S	4	135	1	
Air Defence Unit (Tardiss)	Artillery	25 G	6/100	3	4 S	4	190	1	#8
Air Defence Unit (Gammaran)	Artillery	25 G	4/100	4	5 S	4	275	1	#9 S1
Aircraft Unit (Bantam)	Aircraft	-	4	-	3	4	120	1 [4]	#10
Gunship Unit (Dralke)	Aircraft	-	6/100#	-	5 S	5	270	1 [4]	#11
Transport Unit (Zargan)	Transport	25 G	2/60*	4	4 S	4	135	-	#12

\* 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

## Tactical Doctrine

- Flexible tactical doctrine (25cm initiative distance)

## Battlegroup Selection Rules

- Max two recce units per 1000 points
- Max eight tank units per 1000 points
- Max one air defence unit per 1000 points

## Assets

- Preliminary Bombardment (Max 2 per artillery unit, 20 points each)
- Light Orbital Strike, 4 Attacks (Max 4 per battlegroup, 40 points each)

- Heavy Orbital Strike, 8 Attacks (Max 2 per battlegroup, 80 points each)
- Ambush (Max 1 per Battlegroup, 50 points each)

Note 1. Infantry Unit (Drazzar Elite)

- Elite: No command penalty for assaulting the enemy and deduct one die when rolling for suppression/fall-back

Note 2. IFV Unit (Zargan)

- Carrying capacity of 2 spaces

Note 3. Tank Unit (Nizzlebat)

- Secondary Weapon System: 2/60\* attacks against all relevant targets
- 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+
- Pulse Weapon (Secondary weapon system): Each successive unit beyond the target is hit by a number of attacks one less than the previous attack value
- Anti-Aircraft Weapon (Secondary weapon system): May use against any airborne unit, including aircraft, gunships and dropships

Note 4. Tank Unit (Jagon)

- Secondary Weapon System: 2/60\* attacks against all relevant targets
- 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+
- Pulse Weapon (Secondary weapon system): Each successive unit beyond the target is hit by a number of attacks one less than the previous attack value
- Anti-Aircraft Weapon (Secondary weapon system): May use against any airborne unit, including aircraft, gunships and dropships

Note 5. Tank Unit (Gammaran)

- 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+

Note 6. Tank Unit (Gammaran Destructor)

- Hyper-Velocity Penetrator (Primary weapon system): The save value of the target unit is reduced by one
- 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+

Note 7. SPAT Unit (Tardiss-Zickel)

- Secondary Weapon System: 12/100 attacks against all relevant targets
- Pulse Weapon (Primary weapon system): Each successive unit beyond the target is hit by a number of attacks one less than the previous attack value
- High Impact Weapon (Secondary weapon system): Always hit the target on one less, so 3+ in the open, 4+ in partial cover and 5+ in full cover

- One-use only during the game (Secondary Weapon System)

Note 8. Air Defence Unit (Tardiss)

- Anti-Aircraft Weapon (Primary weapon system): May use against any airborne unit, including aircraft, gunships and dropships

Note 9. Air Defence Unit (Gammaran)

- Secondary Weapon System: 4/100# attacks against all relevant targets
- Anti-Aircraft Weapon (Primary weapon system): May use against any airborne unit, including aircraft, gunships and dropships
- 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+

Note 10. Aircraft Unit (Bantam)

- Secondary Weapon System: 4/100# attacks against all relevant targets
- Auto-Linked Weapons (Secondary weapon system): May fire at a designated target within range

Note 11. Gunship Unit (Dralke)

- Secondary Weapon System: 4/60\* attacks against all relevant targets
- 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+
- Pulse Weapon (Secondary weapon system): Each successive unit beyond the target is hit by a number of attacks one less than the previous attack value
- Anti-Aircraft Weapon (Secondary weapon system): May use against any airborne unit, including aircraft, gunships and dropships

Note 12. Transport Unit (Zargan)

- Pulse Weapon (Primary weapon system): Each successive unit beyond the target is hit by a number of attacks one less than the previous attack value
- Carrying capacity of 2 spaces