

Sword Warriors
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A Flat out War Expansion pack
Version 3

Background

The large congregation of peaceful citizens didn't last long. 3400 was a poor year for the planet of Muth. A new rebel force had arisen in the north, their task was simple; destroy the over colonized planet and put an end to the suffering of 'Mother Muth.' Guns had long been banned on this planet and a heavy sanctioned blockade made sure that, 'imperfect' materials would not make it on the planet. But blades were still allowed, in fact they were in heavy use. Because of these blades police began to use large (40-50 foot tall) walking machines. But as soon as the rebels figured out how they were made (From stolen plans) they began to quickly build their own brands!

Xenophalanx

The major police force on the planet Muth. Uses large shields and swords in order to block out hostile attacks. A slower group of warriors marks this unit, but they have superior defense techniques.

Name: Hero 1-A

History : Normally a Hero-1 would patrol the streets. An unthreatening vehicle that was created by the Police Commission's economic wing. Since the start of the war however the police have had to equip the vehicle with a sword and a shield.

Strategy : Hero 1-A's are best when attacking together in a more or less pack. This is because during normal duties there will be two Hero-1's, in which they act like partners. Most Hero-1-A's are built to patrol the outskirts of towns, and thus need a good area to maneuver in order to be able to flank successfully.

Dice: D10

Movement: 6

Cost: 107

Name : Sword **Range :** 0 **Dice:** D10

Name : Shield Bash **Range :** 0 **Dice:** D6

Bonus's: Rush : (5) - When two Hero 1-A's are attacking together add a +1 to each attack roll. Units must however be at an L shape; one at flank and one at front or rear. Defense Mode (10) - When activated the unit may not move again for one turn. This unit gains a +2 on all recovery rolls. If it attacks it loses the defense mode.

Costs: 15

Name: P-Tel-Trapper

History : The Tel Trapper is a small sword warrior. Developed to patrol the cramped inner city streets without damaging the local buildings. Unlike other vehicles the P-Tel-Trapper was not rapidly equipped to fight bandits. Its goal was more or less ceremonial. They strode at the front of the parliament, and guarded the presidents of the planet. Now the P-Tel-Trapper has become one of the most common vehicles in the force.

Strategy : A strong sword swing helps this warrior fight successfully in battle. While it has impressive offensive abilities, it is still better left towards fighting in defensive positions.

Dice: D10

Movement: 8

Cost: 102

Name : Sword **Range :** 0 **Dice:** D10

Name : Shield Bash **Range :** 0 **Dice:** D6

Bonus's: Defense Mode - (10) - When activated the unit may not move again for one turn. This unit gains a +2 on all recovery rolls. If it attacks it loses the defense mode.

Costs: 10

Name: J-Tel-Trapper

History : Following the same history of the P-Tel-Trapper we are left at the out break of the war. Here the J-Tel-trapper was developed. Its purpose was to provide a small offensive vehicle which could advance in rank, and destroy enemies en mass.

Strategy : Best used in groups of 2. The biggest weakness of this vehicle is that any flanking maouver can cause almost inkstand death towards this unit. It still needs defending while advancing, especially against fast units.

Dice: D10

Movement: 5

Cost: 110

Name : AstroPike **Range :** 0 **Dice:** D12

Bonus's: Advance : (10) Given the advance order the J-Tel-Trapper begins moving forward at a rate of 3 inches per turn. If it hits an enemy then it adds a +4 towards its attack. However if hit the unit gains a -2 to recovery rolls.

Costs: 10

Name: Hoelter-S

History : Developed from the Hoelter chassis. This unit was made for patrolling the rural areas. Its slow moving nature is so that nothing gets disturbed by its over weightiness. Part of this was because of farmers becoming annoyed at being woken up by a faster moving version of the Hoelter (Hastler) The Hoelter-S was not supposed to be used in combat. But in a defensive action one picked up two swords from the armory and began to dominate. After this the Hoelter-S was developed and speciled trained.

Strategy : The slow moving nature of the Hoelter-S does not lend itself to perfect tactics on the battlefield. It is better to directly engage with this vehicle and slowly allow the rest of the battle to become engaged.

Dice: D12

Movement: 4

Cost: 123

Name : Astrosword(Left) **Range :** 0 **Dice:** D8

Name : Astrosword(Right) **Range :** 0 **Dice:** D8

Bonus's: Slice :(15) Uses both hands at once and counts as one attack. However if it hits it counts as two recovery rolls for the enemy engaged

Costs: 15

Name: Hoelter-E

History : The slow moving nature of the Hoelter lended itself quickly towards the Hoelter-E. When a set of plows was wielded onto the feet for snow usage, the Hoelter-E was constructed! This further developed with a lot of engineer goods, and it now wears a BDU suit which holds replacement parts and other goods. A steamjack on the arm helps repair vehicles in need.

Strategy : An extremely weak unit. Borderline indefensible. But it makes up by giving a distinct advantage towards units within its area. This unit can quickly turn the tide because of its abilities to repair on the spot.

Dice: D10

Movement: 4

Cost: 104

Name : Steamjack **Range :** 0 **Dice:** D4

Bonus's: Engineer (50) - If within 4 inches of a unit making a recovery roll, that unit gains a +1. This stacks for each of the unit in the area.

Plows (10) - This unit is not slowed down in forests or other terrain of this type. The plows on its feet push away debris on the ground clearing a path.

Costs: 60

Name: Hastler-B

History : Developed as a quick moving rural defender. It was quickly retired because of an inability for the Hastler to stop moving! Most farmers tried to tape their windows up because of its ground pounding movement. 'Worst than a freight train.' The B model was redeveloped for the war. Given a shield and a double sided mace blade it was sent out into the field as a general operative.

Strategy : The Hastler-B is extremely useful tool. Given the right circumstances it can push through a highly defended line and start to attack the rear guards.

Dice: D12

Movement: 7

Cost: 132

Name : Double Mace Blade **Range :** 0

Dice: D10

Name : Shield Bash **Range :** 0 **Dice:** D6

Bonus's: Can Not Stop - (20) - If this unit gets to a speed of 5 it can not stop moving for an entire turn. It may also be unable to turn without tipping over. Any unit which does not get out of its way must make a recovery roll.

Costs: 20

Name: Axe-Tel-Honor

History : When the war first started there were no trained crews for actual fighting. Because of this the government granted a research company the chance to produce a brand new sword warrior. What they returned was an upgraded chassis of the Tel-Trapper named the Tel-Honor. The red triangles extruding are new sensors which allow the vehicle to attack; they also rebuff as armor exploding on a hit.

Strategy : A strong double handed axe and a cheap cost makes the Axe-Tel-Honor a useful tool in the middle of a group of enemies. Sometimes in weak areas these vehicles can work on their own. Other times they are better as quick flankers in a group.

Dice: D8

Movement: 5

Cost: 109

Name : Double Handed Axe **Range :** 0

Dice: D12

Name : **Range :** 0 **Dice:** DEF

Name : **Range :** 0 **Dice:**

Name : **Range :** 0 **Dice:**

Bonus's: Yellow Tint - (5) - A golden hue allows a lot of light to bounce off of this machine during the night times.

Advanced Sensors (10) - Gains a +1 on attack rolls.

Exploding Armor (10) - If hit this vehicle gets a -1 on recovery rolls.

Costs: 25

Name: Chopper

History : Many odd crops grow on the planet Muth. The oddest is most likely the 'Ithdfra.' This plant grows to be about 3 stories tall, with a stalk the size of a small tree. It is extremely susceptible to wind, which makes it almost perfect for so called, 'Urban Fields.' Where they are planted in between the large buildings. Choppers were developed to quickly get through the fields. They however move slow, but slow enough to make sure they knock out everything in their range. This model differs from the original model; where in it carries a small blade used to stab enemies when they fall down.

Strategy : If there is a small street to defend, then the Cropper is a good choice. Let it stand here and chop off the legs of anyone who approaches!

Dice: D8

Movement: 2

Cost: 100

Name : Blade **Range :** 0 **Dice:** D8

Name : Stab Blade **Range :** 0 **Dice:** D6

Bonus's: 2 Radius (20) - This unit has a blade which spins in a 2 inch radius.

Trip (15) - If hit with this blade the enemy

sword warrior could be knocked over. Roll 1d6 on a 5 or a 6 the sword warrior is knocked over for one turn.

High Attack (5) - This vehicle can not use its Blade on anything smaller; or laying on the ground.

Costs: 40

Name: Contralim-DSM

History : A slow lumbering giant from the construction pods. First unit to be used on the moons of Muth. Mainly because of its thick hull. Given a newly developed Double Sword Mace (Design by Channing) and a shield.

Strategy : A sturdy fighter with enough strength to fight in the front lines of any battle.

Dice: D10

Movement: 4

Cost: 102

Name : Double Sword Mace **Range :** 0

Dice: D10

Name : Shield Bash **Range :** 0 **Dice:** D6

Bonus's: Push Back (10) - If this vehicle hits another with the shield or Double Sword Mace it pushes it back by 3 inches.

Costs: 10

Name: Jam-One

History : Jam-One is a hastily built Jamming craft. It sends out a quick EMP burst ever 4 seconds towards one of the legs of an enemy. This forces the leg to hop along slowing down the movement by a large amount. Developed as a prototype at first, as the war began to spread towards smaller cities, town councils began buying up surplus models and putting them in large towers in the town.

Strategy : The Jam-One is unable to be defended. It is a good choice to instead to hide this unit behind others or to defend it as best as possible.

Dice: D8

Movement: 6

Cost: 90

Name : Jammer **Range :** 12

Bonus's: Jam (60) - As long as this vehicle is actively focusing the EMP beam at the enemy unit it is unable to move more than one inch per turn. If at any time it goes behind something it loses its impairment.

Costs: 60

Name: Indus-Harvester

History : A simple crop harvester. Made by the company Indus Inc. Adopted by the farm workers to fight against rebels.

Usually a cheap machine that each city has no matter the size. In fact a lot of smaller cities have 2 to 4.

Strategy : A good defending unit, even better in a small confined space (So long as nothing has to get by it!)

Dice: D6

Movement: 4

Cost: 71

Name : Left Blade Spinner **Range :** 0 **Dice:** D6

Name : Right Blade Spinner **Range :** 0

Dice: D6

Bonus's: Always Attacking (35) - This unit is constantly attacking. Stopping makes it almost impossible for it to start out without the assistance of an engineer unit. Anything that gets near instantly gets attacked by both blades, be it friend or foe. (So long as the base is touching.) This unit may attack ALL units that are touching it base in a given turn.

Costs: 35

Name: Indus-Cver-B

History : The Indus-Cver-B was developed exclusively as a construction robot. The only reason it is now fighting is because of various small town sieges. Where the closest thing to jump in was an Indus-Cver. The B model is an upgraded version with an

auto tasking system. This technology makes it much much easier for the user to actually target different parts of the enemy. Of course the B model kept with a famous aspect of the Indus-Cver, the 'Wicker Basket.' Actually made of extremely durable steel, it was built to hold tools in so that the arms could reach out and grab them.

Strategy : A durable fighting unit. Quick on its feet and able to dispense damage in a 360 degree fashion.

Dice: D6

Movement: 5

Cost: 86

Name : Broadsword **Range :** 0 **Dice:** D10

Name : Hand **Range :** 0 **Dice:** D4

Bonus's: Hold - (10) - The hand can be used to grasp onto a unit. Make a normal attack roll, and as long as the roll is not a 1 the hand grapples. Back attack - (20) - This unit may attack backwards with any of its weapons.

Costs: 30

Xenophalanx Army Lists

Name:500 Point Outreach Team

Strategy: The outreach team has a goal of going into troubled areas and developing it for its citizens. The Hoelter-E works on its own doing local missions. While the ATH's defend it, or go out on their own patrolling. If engaged by a larger force they will try to find the best defensive position.

Units

Hoelter-E (104)

Axe-Tel-Honor (109)

Axe-Tel-Honor (109)

Axe-Tel-Honor (109)

Total : 431

Name:500 Point Rural Warriors

Strategy: This small force is what would be in most cities at the out break of war. Enough harvesters to till the fields, and a few construction vehicles used to build up the expanding city. The B model began to become moved to individual cities even at the early days (Some engineers were able to adopt this really quickly.) So the best idea for this army is to allow the Indus-Harvester to defend a few major streets. Then let the Indus-Cver-B roam and take out enemy stragglers.

Units

Indus-Harvester (71)

Indus-Harvester (71)

Indus-Harvester (71)

Indus-Cver-B (86)

Indus-Cver-B (86)

Indus-Cver-B (86)

Total : 471

Name:500 Point Support Team

Strategy: A small support team. Two engineers and three jammers. Allow this unit to hang behind your own lines and support the big guns in the front.

Units

Hoelter-E (104)

Hoelter-E (104)

Jam-One (90)

Jam-One (90)

Jam-One (90)

Total : 478

Name:500 Point Front Line Unit

Strategy: Four Slow moving Contralim-DSM's. Along with one Indus-Harvester. Use the DSMs to fight enemy units, while the Harvester defends any type of rear or flanking maneuvers.

Units

Contralim-DSM (102)

Contralim-DSM (102)

Contralim-DSM (102)
Contralim-DSM (102)
Indus-Harvester (71)

Total : 479

Name:500 Point Flank Squad

Strategy: Used to guard specific points from direct enemy capture. Use the Indus-Cver-B to lend its sword to clean up of the enemy units who try to ignore a carefully laid Chopper Trap.

Units

Chopper (100)
Chopper (100)
Chopper (100)
Chopper (100)
Indus-Cver-B (86)

Total : 486

Name:500 Point Police Team

Strategy: A small team which may man a single region of a city. This group uses an outdated Hastler-B, which in some situations may be very useful to the police. Otherwise it would be kept on active reserve, being moved about and maintained but ultimately not touched by the general public. P-Tel-Trappers should do all of the patrol work in the city, while the Hero 1-A works as back up.

Units

P-Tel-Trapper (102)
P-Tel-Trapper (102)
Hero 1-A (107)
Hastler-B (132)

Total : 443

Name:750 Point Offensive Group

Strategy: An extremely powerful offensive group. Uses the Axe Tel-Honor, and DSM's to make strikes on the enemy line.

Units

Axe-Tel-Honor (109)
Axe-Tel-Honor (109)
Axe-Tel-Honor (109)
Axe-Tel-Honor (109)
Axe-Tel-Honor (109)
Contralim-DSM (102)
Contralim-DSM (102)

Total : 749

Name:5000 Point Rural Area

Strategy: A large army for huge engagements. The Outreach teams include plenty of engineers to keep a large army functioning for a long period of time. Meanwhile the rural warriors will have to pass as a functionable army. One support team should be placed in the best strategic position in order to maximize its jamming abilities.

Units

500 Point Outreach Team (431)
500 Point Outreach Team (431)
500 Point Outreach Team (431)
500 Point Rural Warriors (471)
500 Point Rural Warriors (471)
500 Point Rural Warriors (471)
500 Point Rural Warriors (471)
500 Point Rural Warriors (471)
500 Point Support Team (478)
500 Point Rural Warriors (471)
500 Point Outreach Team (431)
500 Point Outreach Team (431)

Total : 4988

Name:5000 Point Medium City Squads

Strategy: Basically a group of units that are organized to defend medium sized cities (1-4 Million people.) Support Teams are sometimes slow to respond to each individual area, and the outreach teams try to take up this job.

Units

500 Point Police Team (443)

500 Point Police Team (443)
 500 Point Police Team (443)
 500 Point Police Team (443)
 500 Point Police Team (443)
 500 Point Police Team (443)
 500 Point Police Team (443)
 500 Point Outreach Team (431)
 500 Point Outreach Team (431)
 500 Point Support Team (478)
 500 Point Support Team (478)

Total : 4919

Name: 10000 Point Offensive Army
Strategy: A large army that can be used to counter attack a newly found enemy base. The Offensive groups should be well supported by outreach, and support teams while it goes forward.

Units

750 Point Offensive Group (749)
 750 Point Offensive Group (749)
 750 Point Offensive Group (749)
 750 Point Offensive Group (749)
 500 Point Front Line Unit (479)
 500 Point Flank Squad (486)
 500 Point Flank Squad (486)
 500 Point Support Team (478)
 500 Point Support Team (478)
 500 Point Outreach Team (431)
 500 Point Outreach Team (431)
 500 Point Outreach Team (431)
 750 Point Offensive Group (749)
 750 Point Offensive Group (749)
 500 Point Front Line Unit (479)
 500 Point Outreach Team (431)
 500 Point Outreach Team (431)
 500 Point Outreach Team (431)

Total : 9966

Trumpetors

Rebels from the north. Their black painted warriors strike fear into citizens in the south. Most of their equipment is built to

quickly take down buildings (Pistol Punch for example.) Sometimes slow, this army makes up for it in pure aggression.

Name: Lillefile

History : Lillefiles were first used by southern tribes as a road building machine. The hilly terrain lent itself towards the dual piston punch. It is said that the Lillefile built the southern road systems. Now used as a close combat warrior it has a strong and large usage with the rebels.

Strategy : Allow the quick moving Lillefile to run up and begin hitting its enemy with the dual piston punch. Hope that your other sides can catch up and begin to defend its flanks.

Dice: D10

Movement: 6

Cost: 98

Name : Piston Hand (Left) **Range :** 0 **Dice:** D8

Name : Piston Hand (Right) **Range :** 0 **Dice:** D8

Bonus's: Piston Push (10) On a successful attack you may engage the pistons on either of the hands. Doing this will knock the enemy back 4 inches. Sometimes this will knock them into buildings or off ledges!

Costs: 10

Name: Swater

History : An underground mining tool. Built less for combat and more for slowly moving through tunnels. Adopted to a combat roll because of its ability to quickly drill into an enemy.

Strategy : The power of this vehicle should be used throughout the battlefield. Its drill damage is able to quickly get through enemy armor and defeat even the strongest Sword Warriors.

Dice: D8

Movement: 4

Cost: 124

Name : Drill(Left) **Range :** 0 **Dice:** D10
Name : Drill(Right) **Range :** 0 **Dice:** D10
Bonus's: Drill Damage - (20) - Each time this vehicle hits an enemy the enemy gains a -1 on their recovery rolls.
Costs: 20

Name: Duncer
History : One of the newest mining vehicles developed for use in the south. With triple drills it is able to drill 3X more than a normal human powered drill. This made the south extremely profitable.
Strategy : A large vehicle that needs to be protected because of its slow speed. It draws attention towards enemy attacks, and especially EMP attacks.
Dice: D10
Movement: 4
Cost: 210
Name : Drill (Left) **Range :** 0 **Dice:** D10
Name : Drill (Right) **Range :** 0 **Dice:** D10
Name : Drill (Head) **Range :** 0 **Dice:** D12
Bonus's: Triple Attack (30) Move at one inch for this turn; this unit makes one combined attack which counts as three recovery rolls if successful!
Costs: 30

Name: Slicer
History : A generic tree cutting vehicle. The One Company was extremely displeased by its importing into the planet. The south at this point signaled that they would begin to cut down trees. But the Slicer had a longer history, it is more or less a legacy unit in most places. Built almost 50 years ago, it has served in a lot of companies successfully.
Strategy : A good unit in which to use defending the bigger units flanks.
Dice: D6
Movement: 7
Cost: 60
Name : Slicer(Left) **Range :** 0 **Dice:** D8

Name : Slicer(Right) **Range :** 0 **Dice:** D8
Name: Phleter
History : A slow moving and weak mining implement. Built for small communities who needed to start building up a mining segment in their economy.
Strategy : Best used in defensive rolls or in order to defend repair vehicles.
Dice: D8
Movement: 4
Cost: 72
Name : Drill Left **Range :** 0 **Dice:** D8
Name : Drill Right **Range :** 0 **Dice:** D8
Name: Repairer
History : Most repairers are freelance resources that go from town to town fixing broken down mining pieces.
Strategy : Use in order to repair other pieces on the battlefield.
Dice: D8
Movement: 5
Cost: 82
Name : Ram Beam (Left) **Range :** 0 **Dice:** D4
Name : Ram Beam (Right) **Range :** 0 **Dice:** D4
Bonus's: Bonus's: Engineer (50) - If within 4 inches of a unit making a recovery roll, that unit gains a +1. This stacks for each of the unit in the area.
Costs: 50
Name: Slicer-B
History : The Slicer-B is a cheaper Slicer model. Which is used in large forests. Brought to the planet to defeat the 1 companies ability to produce goods.
Strategy : A fast unit with an off handed attack balance. Used well in flanking situations.
Dice: D6
Movement: 6
Cost: 48

Name : Left Blade **Range :** 0 **Dice:** D8
Name : Right Blade **Range :** 0 **Dice:** D6

Name: Sighter

History : The sighter actually was built on the battlefield. After ambushing a large group of Jam-One's the Trumptors began mounting two EMP devices on the Sighter. This slowed it down, but it allows the Slighter to target two vehicles with the EMP rays.

Strategy : A Valuable jamming unit which is able to defend itself very well.

Dice: D6

Movement: 3

Cost: 168

Name : Slicer **Range :** 0 **Dice:** D6

Name : Piston Punch **Range :** 0 **Dice:** D6

Name : Jammer **Range :** 12

Name : Jammer **Range :** 12

Bonus's: Jam (60) - As long as this vehicle is actively focusing the EMP beam at the enemy unit it is unable to move more than one inch per turn. If at any time it goes behind something it loses its impairment
Jam (60) - As long as this vehicle is actively focusing the EMP beam at the enemy unit it is unable to move more than one inch per turn. If at any time it goes behind something it loses its impairment.

Costs: 120

Name: Commoner

History : Built slightly before the war began. The commoner was envisioned as a fighter which could be used against the typical sword and shield enemies that the forces would face. It has been mildly successful in this roll.

Strategy : A commoner was built to fight against enemies whom use swords and shields.

Dice: D8

Movement: 5

Cost: 86

Name : Shield Bash **Range :** 0 **Dice:** D6

Name : Sword **Range :** 0 **Dice:** D10

Bonus's: Block : (10) - This unit gains a +1 to recovery rolls because it hides behind its shield.

Costs: 10

Trumpetors Army Lists

Name:500 Point Mining Force

Strategy: A small force used mostly in a decent sized mine.

Units

Duncer (210)

Swater (124)

Phleter (72)

Phleter (72)

Total : 478

Name:500 Point Regular Unit

Strategy: A regular unit comprised of newly built Commoner units. This type of unit was developed for almost political reason, forcing the outside worlds to identify the rebels as a legitimate side in a vast civil war.

Units

Commoner (86)

Commoner (86)

Commoner (86)

Commoner (86)

Commoner (86)

Slicer (60)

Total : 490

Name:500 Point Support Squad

Strategy:2 Jamming, and 2 Repairers are the back bone of the army. The jamming units slow down the enemy, while the repairers fix up as many units as possible.

Units

Sighter (168)
Sighter (168)
Repairer (82)
Repairer (82)

Total : 500

Name:500 Point Patrol

Strategy: An organization built around the power of the Duncer. Forces its way through heavy terrain in order to scout out the enemy positions. The Slicer works as a smaller unit that goes ahead to warn of any great danger.

Units

Duncer (210)
Duncer (210)
Slicer (60)

Total : 480

Name:500 Point Regional Workforce

Strategy: Regional Workforces were shuffled from area to area in order to back up smaller mines if they found a good deal of resources. They still act in this roll playing as sort of a cavalry unit.

Units

Phleter (72)
Phleter (72)
Phleter (72)
Phleter (72)
Phleter (72)
Swater (124)

Total : 484

Name:750 Point Tree Team

Strategy: Built later by the army in order to take always some of One Companies business. The 750 point tree team is used to work the different forests of Muth.

Units

Slicer-B (48)
Slicer-B (48)

Slicer-B (48)
Slicer-B (48)
Slicer-B (48)
Slicer-B (48)
Slicer (60)
Slicer (60)
Slicer (60)
Slicer (60)
Repairer (82)
Slicer (60)
Slicer (60)

Total : 730

Name:5000 Point Work Force

Strategy: Typically a group of sword warriors which work as a team working various mines.

Units

500 Point Mining Force (478)
500 Point Mining Force (478)
500 Point Mining Force (478)
500 Point Mining Force (478)
500 Point Mining Force (478)
500 Point Mining Force (478)
500 Point Mining Force (478)
500 Point Regional Workforce (484)
500 Point Regional Workforce (484)
500 Point Support Squad (500)

Total : 4814

Name:5000 Point Army Force

Strategy: Only a few of these types of units exist. The cheap commoner fights in large groups against the enemy units. Usually swarming them, and making sure an EMP device is hitting the biggest enemies.

Units

500 Point Regular Unit (490)
500 Point Regular Unit (490)
500 Point Regular Unit (490)
500 Point Regular Unit (490)
500 Point Regular Unit (490)
500 Point Regular Unit (490)

500 Point Regular Unit (490)
500 Point Regular Unit (490)
500 Point Support Squad (500)
500 Point Support Squad (500)

Total : 4920

Heliphite

The heliphites are immigrants from the nation of Greece. They had long established their own private military force in the region in which they settled. Taking their ancient fathers phalanx history to heart, they built vehicles in this shape, and purpose in mind. Heliphite now moves on both the government and rebels. Its citizens backing the advance for a completely Greek planet that does not involve the two warring factions.

Name: Lumberite

History : Build as a war machine. Imported into the planet at the out break of the civil war, and in lue of a future conflict. The Lumberite was produced over 35 years ago as a large lumbering giant. This purpose is heavily served with a gigantic shield and a long reaching staff.

Strategy : Can fight hand to hand extremely well. Because of this it is important for the lumberite to be well protected during the combat. A swarm technique can quickly defeat this character.

Dice: D12

Movement: 3

Cost: 129

Name : Bash Range : 0 Dice: D8

Name : Stab Range : 2 Dice: D8

Bonus's: Bash (20) - uses the shield to knock the enemy back by 6 inches.

Anything that gets in the way must make a recovery roll or be possibly killed!

Costs: 20

Name: Flankerite

History : Built by the same company that made the Lumberite. Seeing the slow moving nature of the aforementioned vehicle the company decided that it was extremely difficult to turn and maneuver the bigger unit. Thus the company devoloped a cheap vehicle which allowed the lumberite to be protected.

Strategy : The Flankerite is used to quickly defend the flanks of the lumberite.

Dice: D6

Movement: 8

Cost: 38

Name : Bash Range : 0 Dice: D4

Name : Stab Range : 0 Dice: D6

Bonus's: Charge! (10) - If the unit is moving before it attacks then it gains a +1 on stab attacks.

Costs: 10

Name: Stalutrite

History : A newly built combat model of Greek armored warrior. A large shield and a double sided staff were added on in order to give it more punch.

Strategy : Can be risked in difficult situations. Best for front line duty when in support of the lumberites.

Dice: D8

Movement: 5

Cost: 74

Name : Bash Range : 0 Dice: D4

Name : Stab Range : 0 Dice: D8

Name : Back Stab Range : 0 Dice: D6

Bonus's: Back Stab (10) - If a unit is behind this unit then it may make a forward attack and then another backward attack.

Costs: 10

Name: Spinirate

History : Mining tool that can be quickly adopted to front line duty. Needs a lot of support in order to gain a front line position because of its extremely slow manouving.

Strategy : A great city defender, the Spinirate is able to easily hold off enemies advancing on a small street.

Dice: D10

Movement: 2

Cost: 84

Name : Spinner(Left) **Range :** 0 **Dice:** D6

Name : Spinner(Right) **Range :** 0 **Dice:** D6

Bonus's: Drill Damage - (20) - Each time this vehicle hits an enemy the enemy gains a -1 on their recovery rolls.

Costs: 20

Name: Stalutrite-C

History : The C model was built in response to a demand from the front lines. A request was sent up that the Stalutrite move quicker, and carry a sword. This was agreed too and moved into production.

Strategy : A fast moving sword wielding unit. Is an excellent search and destroy unit, and commonly used in the special forces.

Dice: D10

Movement: 7

Cost: 92

Name : Bash **Range :** 0 **Dice:** D6

Name : Sword **Range :** 0 **Dice:** D10

Name: Stalutrite-J

History : Seeing the jamming units on the field made the commanders feel like they needed one also. Thus 10 Stalutrite-C's were sent back to be outputted with jamming equipment. These were slowed down but extremely powerful EMP vehicles.

Strategy : Can fight on its own while jamming enemies. Hardly considered a support unit anymore, more a functional front line warrior.

Dice: D10

Movement: 5

Cost: 224

Name : Bash **Range :** 0 **Dice:** D6

Name : Sword **Range :** 0 **Dice:** D10

Name : Left Jammer **Range :** 12 **Dice:** DEF

Name : Right Jammer **Range :** 12 **Dice:** DEF

Bonus's: Jam (60) - As long as this vehicle is actively focusing the EMP beam at the enemy unit it is unable to move more than one inch per turn. If at any time it goes behind something it loses its impairment.

Jam (60) - As long as this vehicle is actively focusing the EMP beam at the enemy unit it is unable to move more than one inch per turn. If at any time it goes behind something it loses its impairment.

Costs: 120

Name: Heroite

History : Called the Heroite because of the dual sword usage. It was constructed on demand for another war on a far away planet. Some of the surplus ones were thus sent to Muth for testing in combat. Being successful a large shipment was sent in.

Strategy : An extremely powerful unit. Able to use EMP jamming while launching extremely strong sword actions.

Dice: D8

Movement: 6

Cost: 179

Name : Sword Left **Range :** 0 **Dice:** D10

Name : Sword Right **Range :** 0 **Dice:** D10

Name : Left Jammer **Range :** 12

Bonus's: Berserk (15) - When enabled this unit will run forward swinging at anything in its path (At max speed). Unless they are stopped by an enemy directly in its path.

This will attack friendlies as well as enemies. Jam (60) - As long as this vehicle is actively focusing the EMP beam at the enemy unit it is unable to move more than one inch per turn. If at any time it goes behind something it loses its impairment.

Costs: 75

Name: Heroite-B

History : While the Heroite was able to defeat enemies successfully, a new model was requested. One of the reasons for this need is because of a lack of a shield. The defensive nature of the army did not lend itself well to the Heroites tactics. Thus a taller, slower, and more powerful vehicle was developed.

Strategy : Front line warrior. Works great in almost all defensive situations.

Dice: D12

Movement: 4

Cost: 144

Name : Sword **Range :** 0 **Dice:** D12

Name : Bash **Range :** 0 **Dice:** D8

Name: Retreteriate

History : Generic support unit. Given to alot of different militaries in the universe because of its cheap nature.

Strategy : Use to repair other vehicles in the middle of combat.

Dice: D6

Movement: 4

Cost: 70

Name : Steam Jack (Left) **Range :** 0 **Dice:** D4

Name : Steam Jack (Right) **Range :** 0

Dice: D4

Bonus's: Engineer (50) - If within 4 inches of a unit making a recovery roll, that unit gains a +1. This stacks for each of the unit in the area.

Costs: 50

Heliphite Army Lists

Name:500 Point Lumberite Squad

Strategy: Two lumberites which fight in the front line, while 6 flankerite's flank and attempt to gain a flanking advantage.

Units

Lumberite (129)

Lumberite (129)

Flankerite (38)

Flankerite (38)

Flankerite (38)

Flankerite (38)

Flankerite (38)

Flankerite (38)

Total : 486

Name:500 Point Stalutrite Unit

Strategy: 5 Stalutrite's and 3 Flankerites' which attempt to move into enemy territory and hit far behind the lines.

Units

Stalutrite (74)

Stalutrite (74)

Stalutrite (74)

Stalutrite (74)

Stalutrite (74)

Flankerite (38)

Flankerite (38)

Flankerite (38)

Total : 484

Name:500 Point Hero Unit

Strategy: A small squad. The Heroite supports the two Heroite-B's with the jamming equipment.

Units

Heroite (179)

Heroite-B (144)

Heroite-B (144)

Total : 467

Name:500 Point Support Team

Strategy: Uses a lot of jamming equipment which help defend small pockets of units attempting to get healed.

Units

Retreteriate (70)

Stalutrite-J (224)

Heroite (179)

Total : 473

Name:500 Point Spinirate Defense

Strategy: Best used to defend cities.

Spinirate's hold out individual streets, while the Stalutrite's attempt to move in and flank through the alleys.

Units

Spinirate (84)

Spinirate (84)

Spinirate (84)

Stalutrite (74)

Stalutrite (74)

Stalutrite (74)

Total : 474

Name:5000 Point Army

Strategy: Typical army. Used to fight warriors in localized regions.

Units

500 Point Lumberite Squad (486)

500 Point Lumberite Squad (486)

500 Point Lumberite Squad (486)

500 Point Stalutrite Unit (484)

500 Point Stalutrite Unit (484)

500 Point Stalutrite Unit (484)

500 Point Support Team (473)

500 Point Support Team (473)

500 Point Spinirate Defense (474)

500 Point Spinirate Defense (474)

Total : 4804

Name:5000 Point Front Line Unit

Strategy: Deployed directly at the front line in order to quickly destroy enemy assets.

Units

500 Point Hero Unit (467)

500 Point Hero Unit (467)

500 Point Hero Unit (467)

500 Point Hero Unit (467)

500 Point Hero Unit (467)

500 Point Hero Unit (467)

500 Point Support Team (473)

500 Point Support Team (473)

500 Point Stalutrite Unit (484)

500 Point Stalutrite Unit (484)

Total : 4716

One Company

One company has always been an important factor to the building and destruction of planet Muth. The entire purpose of the company was the big business of lumber. It brought in large warriors which could cut down the overgrowing trees. But One Company began to grow aggressive when the Trumpetors began to use lumber equipment. When the civil war broke out the various resources in the world were scattered for the One Company. While it dislikes the government it typically doesn't fight large skirmishes with it. But the Trumpetors will always be engaged. One Company has spent trillions of dollars developing the most effective solutions to their warriors. Each one has a specific purpose in the scheme of their business.

Name: TC-1

History : The purpose of the TC-1 is to slash down small trees in a quick manner. Its military applications allow it to use either the left or the right hand, but its users are mainly trained in the use of both at once.

Strategy : Swarm the enemy with this cheap unit.

Dice: D6

Movement: 3

Cost: 46

Name : Left Slasher **Range :** 0 **Dice:** D6

Name : Right Slasher **Range :** 0 **Dice:** D6

Bonus's: Slash (10) - If both hands are used

at the same time this unit will gain a +2 on its attack rolls.

Costs: 10

Name: LTC-2

History : A huge warrior. One of the biggest ever made for any purpose. Its ultimate goal is to cut the biggest tree tops off so that the smaller TC-1 isn't hit by extremely large trees.

Strategy : The tall and expensive nature make this a limited unit in use. Its strong saw blades quickly slice through most enemies. Conventional weapons have a hard time getting through the thick legs to take it down.

Dice: D20

Movement: 3

Cost: 200

Name : Saw Blade Left **Range :** 0 **Dice:** D10

Name : Saw Blade Right **Range :** 0 **Dice:** D10

Name: TC-3

History : Drop the trees in, get wood chips out. The process helps compact wood chips for their transport into other areas.

Strategy : Can stand in the middle of a street and act as a sword turret.

Dice: D6

Movement: 4

Cost: 46

Name : Blades **Range :** 0 **Dice:** D8

Name : **Range :** 0 **Dice:** DEF

Bonus's: Reach (10) - This units blades surround 3 inches around the base of this figure.

Costs: 10

Name: RTC-4

History : This vehicle has absolutely no offensive abilities. The high speed allows it to quickly respond to accidents which may occur in the field.

Strategy : Move the unit around quickly and allow it to stack its bonus's at the most effective time.

Dice: D8

Movement: 7

Cost: 104

Bonus's: Engineer (80) - If within 4 inches of a unit making a recovery roll, that unit gains a +1. This stacks for each of the unit in the area.

Costs: 80

Name: CCTC-5

History : Only one purpose was assigned to this warrior on landing on Muth. Pick up large pieces of wood and put it into the TC-3. Adopted to fighting quickly because of its abilities to punch extremely hard.

Strategy : Good front line unit.

Dice: D10

Movement: 4

Cost: 88

Name : Piston Punch (Left) **Range :** 0

Dice: D8

Name : Piston Punch (Right) **Range :** 0

Dice: D8

Name: DefTC-6

History : Built to defend assets of the company from enemy attack. A fast moving warrior with a large shield.

Strategy : Defend other vehicles as they escape or go about their business.

Dice: D10

Movement: 6

Cost: 102

Name : Bash **Range :** 0 **Dice:** D6

Name : Sword **Range :** 0 **Dice:** D10

Bonus's: Defense Mode - (10) - When activated the unit may not move again for one turn. This unit gains a +2 on all recovery rolls. If it attacks it loses the defense mode.

Costs: 10

One Company Army Lists

Name:500 Point Tree Cutting Team.

Strategy: Works as a group cutting down large trees and then transporting them.

Units

LTC-2 (200)

TC-1 (46)

TC-3 (46)

CCTC-5 (88)

RTC-4 (104)

Total : 484

Name:500 Point Defense Squad

Strategy: Uses 3 DefTC-6's in order to defend localized resources. Operates with an RTC-4 in order to heal quickly, and it has a TC-1 as a back up in order to maximize production, or to finish a job if under attack.

Units

DefTC-6 (102)

DefTC-6 (102)

DefTC-6 (102)

RTC-4 (104)

TC-1 (46)

Total : 456

Name:500 Point Clean Up

Strategy: Using lots of TC-3's the unit attempts to clean up the region of wood, the CCTC-5 begins throwing large bits of wood; while the TC-1 clears the area.

Units

TC-3 (46)

TC-3 (46)

TC-3 (46)

TC-3 (46)

TC-3 (46)

CCTC-5 (88)

CCTC-5 (88)

TC-3 (46)

TC-1 (46)

Total : 498

Name:500 Point LTC-2 Squad

Strategy: Uses two large warriors, with an CCTC-5 to support their flanks.

Units

LTC-2 (200)

LTC-2 (200)

CCTC-5 (88)

Total : 488

Name:5000 Point Regional Operations Team.

Strategy:This is an increased defensive unit. Allows the tree cutters to go about their business as they attempt to turn a profit, a large amount of defense squads sit back and hold off the enemies.

Units

500 Point Tree Cutting Team. (484)

500 Point Tree Cutting Team. (484)

500 Point Tree Cutting Team. (484)

500 Point Tree Cutting Team. (484)

500 Point Tree Cutting Team. (484)

500 Point Defense Squad (456)

500 Point Defense Squad (456)

500 Point Defense Squad (456)

500 Point Defense Squad (456)

500 Point Clean Up (498)

Total : 4742