

Force Lists

These are Premade Force lists. They are designed to work with common existing figures. There are roughly a dozen lines that will work for 28mm Terran Marine, Army or Corporate forces, several different bionid options, many robot lines, several Thraka lines, and several Delari lines. Some other interesting options are available from the Vor and Void lines, but I personally don't know them well enough to make force lists.

Each force list comes with basic troop costs, then the cost of various weapon kits they would use. Those weapon kits add directly to the cost of the model. At the end of each list is a selection of weapon options and their base costs. Remember that the base cost of a weapon assumes its wielder has a Weapon Capacity of 2 and Skill of 3. Troops with different stats may have to pay more points for the same weapon, because that weapon is more effective in their hands.

Weapons that are Size-2 can be taken as a side arm if another, larger missile weapon is taken as the primary weapon. The side arm is at a reduced price, as the primary weapon is more likely to be fired and the S-2 weapon could only be fired if the model didn't use the more expensive gun. A model may take two S-2 weapons to fire with two hands, but they are both bought at full price. An S-2 weapon can also be paired with a one handed melee weapon, but again pays full price.

I don't have any vehicles here yet. I've not found a format I like for presenting them, and I'd like a few weeks just to see how troop vs. troop is working.

There are a lot of things I want to add for equipment and abilities (forcefields, smoke, grenades, planted explosives, waldo racks, etc.), but I'm keeping it simple to start with.

Squad Building

There are no defined rules for building a squad yet. I would say no squad should be worth more than 1/4 of the points a side gets for the game, just to keep it interesting in terms of the number of maneuver units and their relative power.

Terran Marine

Regular Marine - 21 VP (X1.33 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	1	7	0	4	5 (1)	1	6	2

Weapon	Size comp	VP	Sidearm	Rate of Fire	Power	Normal	Long
Pulse Pistol	S-2	29	15	2	1	12"	18"
Hand Burner	S-2	11	6	1	3 (1d3)	6"	
Pulse Carbine	S-1	33		3	1	12"	18"
Pulse Rifle	S0	48		2	2	24"	36"
Burner	S0	21		1	3 (2d3)	12"	
Grenade Launcher	S0	40		1	1 (1d3)	24"	36"
Pulse Minigun	S+1	64		4	2	24"	36"
Heavy Pulse Rifle	S+1	64		2	4	36"	48"
Light Magnacannon	S+1	109		1	6 (X2)	36"	LOS
Heavy Burner	S+1	37		1	3 (3d3)	18"	
Rocket Launcher	S+1	207		1	2 (3d3) or 6 (X3)	24"	LOS

Powered Melee Weapon (Size 2, Power +4) - 4 VP

Grav Assault Marine - 29 VP (X1.33 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6" Antigrav	1	7	0	4	6 (1)	1	6	2

Weapon	Size comp	VP	Sidearm	Rate of Fire	Power	Normal	Long
Pulse Pistol	S-2	29	15	2	1	12"	18"
Hand Burner	S-2	11	6	1	3 (1d3)	6"	
Pulse Carbine	S-1	33		3	1	12"	18"
Pulse Rifle	S0	48		2	2	24"	36"
Burner	S0	21		1	3 (2d3)	12"	
Grenade Launcher	S0	40		1	1 (1d3)	24"	36"

Powered Melee Weapon (Size 2, Power +4) - 4 VP

Battlesuit Marine- 37 VP (X2 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	1	9	1	4	5 (1)	2	6	3

Weapon	Size Comp	VP	Sidearm	Rate of Fire	Power	Normal	Long
Pulse Carbine	S-2	50	25	3	1	12"	18"
Pulse Rifle	S-1	72		2	2	24"	36"
Burner	S-1	32		1	3 (2d3)	12"	
Grenade Launcher	S-1	60		1	1 (1d3)	24"	36"
Pulse Minigun	S0	96		4	2	24"	36"
Heavy Pulse Rifle	S0	96		2	4	36"	48"
Light Magnacannon	S0	164		1	6 (X2)	36"	LOS
Heavy Burner	S0	37		1	3 (3d3)	18"	
Rocket Launcher	S0	312		1	2 (3d3) or 6 (X3)	24"	LOS

Powered melee weapon (Size 3, Power +5) - 7 VP

Recon Marines - 23 VP (X1.33 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	1	5	-1	4	5 (1)	1	6	2

Weapon	Size comp	VP	Sidearm	Rate of Fire	Power	Normal	Long
Pulse Pistol	S-2	29	15	2	1	12"	18"
Hand Burner	S-2	11	6	1	3 (1d3)	6"	
Pulse Carbine	S-1	33		3	1	12"	18"
Pulse Rifle	S0	48		2	2	24"	36"
Burner	S0	21		1	3 (2d3)	12"	
Grenade Launcher	S0	40		1	1 (1d3)	24"	36"
Heavy Pulse Rifle	S+1	64		2	4	36"	48"

Powered Melee Weapon (Size 2, Power +4) - 4 VP

Terran Marine Armory

Weapon	VP	Size Class	Rate of Fire	Power	Normal	Long	Range Class
Pulse Pistol	22	0	2	1	12"	18"	I
Pulse Carbine	25	1	3	1	12"	18"	I
Pulse Rifle	36	2	2	2	24"	36"	II
Pulse Minigun	48	3	4	2	24"	36"	II
Heavy Pulse Rifle	48	3	2	4	36"	48"	III
Light Magnacannon	82	3	1	6 (X2)	36"	LOS	V
Hand Burner	8	0	1	3 (1d3)	6"		C1
Burner	16	2	1	3 (2d3)	12"		C2
Heavy Burner	28	3	1	3 (3d3)	18"		C3
Grenade Launcher	30	2	1	1 (1d3)	24"	36"	II
Rocket Launcher	156	3	1	2 (3d3) or 6 (X3)	24"	LOS	IV

Terran Army

Soldier - 12 VP (X1 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Willpower	Weapon Capacity
6"	1	3	0	3	4	0	5	2

Weapon	Size Class	Base VP	Sidearm	Rate of Fire	Strength	Normal	Long
Las Pistol	S-2	10	5	1	1	12"	18"
Las Carbine	S-1	23		1	1	24"	36"
Light Multilas	S-1	18		1	2 (1d3)	12"	18"
Las Rifle	S0	18		1	2	24"	36"
Heavy Las Rifle	S+1	24		1	4	36"	48"
Multilas	S+1	51		1	3 (2d3)	24"	36"
Light Mortar	S+1	69		1	2	36"	48"
Light Las Cannon	S+2	55		1	5 (X2)	36"	LOS

Commando -18 VP (X1.33 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Willpower	Weapon Capacity
6"	1	5	-1	4	5	0	5	2

Weapon Choices (1.33):

Las Pistol - 13 VP (or sidearm +7)

Las Carbine - 31 VP

Las Rifle - 32 VP

Heavy Las Rifle - 32 VP

Light Las Cannon - 73 VP

Light Multilas - 24 VP

Multilas - 68 VP

Light Mortar - 92 VP

Weapon	Size Class	Base VP	Sidearm	Rate of Fire	Strength	Normal	Long
Las Pistol	0	13	5	1	1	12"	18"
Las Carbine	1	31		1	1	24"	36"
Light Multilas	1	24		1	2 (1d3)	12"	18"
Las Rifle	2	32		1	2	24"	36"
Heavy Las Rifle	3	32		1	4	36"	48"
Multilas	3	68		1	3 (2d3)	24"	36"
Light Mortar	3	92		1	0 (2d3)	36"	48"

Terran Army Armory

Weapon	Base VP	Size Class	Rate of Fire	Strength	Normal	Long	Range Class
Las Pistol	10	0	1	1	12"	18"	I
Las Carbine	23	1	1	1	24"	36"	II
Las Rifle	18	2	1	2	24"	36"	II
Heavy Las Rifle	24	3	1	4	36"	48"	III
Light Las Cannon	55	4	1	5 (X2)	36"	LOS	V
Las Cannon	56	5	1	7 (X2)	36"	LOS	V
Heavy Las Cannon	56	6	1	9 (X2)	36"	LOS	V
Light Multilas	18	1	1	2 (1d3)	12"	18"	I
Multilas	51	3	1	3 (2d3)	24"	36"	II
Heavy Multilas	87	5	1	4 (3d3)	36"	48"	III
Light Mortar	69	3	1	0 (2d3)	36"	48"	III

Terran Corporate

Militia / Security - 12 VP (X1 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	1	3	0	3	4	0	5	2

Weapon	Size Class	Base VP	Sidearm	Rate of Fire	Strength	Normal	Long
Pistol	S-2	10	5	1	0	12"	18"
Autopistol	S-2	20	10	2	0	12"	18"
Submachine Gun	S-1	23		3	0	12"	18"
Rifle	S0	17		1	1	24"	36"
Autorifle	S0	33		2	1	24"	36"

Enforcers/ Police - 13 VP (X1 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	1	4	0	3	5	0	5	2

Weapon	Size Class	Base VP	Sidearm	Rate of Fire	Strength	Normal	Long
Pistol	S-2	10	5	1	0	12"	18"
Autopistol	S-2	20	10	2	0	12"	18"
Submachine Gun	S-1	23		3	0	12"	18"
Rifle	S0	17		1	1	24"	36"
Autorifle	S0	33		2	1	24"	36"
Sniper Rifle	S+1	68		1	4 (X2)	36"	LOS

Commandos - 15 VP (X1.33 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	1	6	0	4	5 (1)	0	5	2

Weapon	Size Class	Base VP	Sidearm	Rate of Fire	Strength	Normal	Long
Pistol	S-2	13	7	1	0	12"	18"
Autopistol	S-2	27	14	2	0	12"	18"
Submachine Gun	S-1	31		3	0	12"	18"
Rifle	S0	23		1	1	24"	36"
Autorifle	S0	44		2	1	24"	36"
Light Machine Gun	S+1	76		3	1	36"	48"
Sniper Rifle	S+1	90		1	4 (X2)	36"	LOS
Light Rocket Launcher	S+1	108		1	3 (2d3)	24"	48"
Machine Gun	S+2	196		5	2	36"	LOS
Light Cannon	S+2	154		1	8 (X3)	36"	LOS

Saboteurs - 24 VP (X1.66 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	1	5	-1	5	5(2)	1	6	2

Weapon	Size Class	Base VP	Sidearm	Rate of Fire	Strength	Normal	Long
Pistol	S-2	17	9	1	0	12"	18"
Autopistol	S-2	33	17	2	0	12"	18"
Submachine Gun	S-1	38		3	0	12"	18"
Rifle	S0	28		1	1	24"	36"
Autorifle	S0	55		2	1	24"	36"
Sniper Rifle	S+1	113		1	4 (X2)	36"	LOS
Light Rocket Launcher	S+1	135		1	3 (2d3)	24"	48"

Crisis-Suits - 28 VP (X 2 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6" Hover	1	8	0	4	5	2	6	3

Weapon	Size Class	Base VP	Sidearm	Rate of Fire	Strength	Normal	Long
Submachine Gun	S-2	46	23	3	0	12"	18"
Rifle	S-1	34		1	1	24"	36"
Autorifle	S-1	66		2	1	24"	36"
Light Machine Gun	S0	104		3	1	36"	48"
Sniper Rifle	S0	136		1	4 (X2)	36"	LOS
Light Rocket Launcher	S0	162		1	3 (2d3)	24"	48"
Machine Gun	S+1	294		5	2	36"	LOS
Light Cannon	S+1	232		1	8 (X3)	36"	LOS

Corporate Armory

Weapon	Base VP	Size Class	Rate of Fire	Strength	Normal	Long	Range Class
Pistol	10	0	1	0	12"	18"	I
Autopistol	20	0	2	0	12"	18"	I
Submachine Gun	23	1	3	0	12"	18"	I
Rifle	17	2	1	1	24"	36"	II
Autorifle	33	2	2	1	24"	36"	II
Light Machine Gun	57	3	3	1	36"	48"	III
Sniper Rifle	68	3	1	4 (X2)	36"	LOS	V
Light Rocket Launcher	81	3	1	3 (2d3)	24"	48"	IV
Machine Gun	147	4	5	2	36"	LOS	V
Light Cannon	116	4	1	8 (X3)	36"	LOS	V

Delari

Peacemakers - 15 VP (x1.33 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	1	5	0	4	4	0	5	2

Weapon	Size Class	VP	Sidearm	Rate of Fire	Strength	Normal	Long
Grav Pistol	S-2	15	8	1	1	12"	18"
Hand Needler	S-2	24	12	3	Weak 2	12"	18"
Plasma Pistol	S-2	21	11	1	3 (d3)	12"	
Grav Rifle	S0	41		1	2	36"	48"
Needler	S0	60		3	0	24"	36"
Plasma Sprayer	S0	41		1	4 (2d3)	18"	
Gravgun	S+1	48		4	4 (x2)	36"	48"
Light Grav Cannon	S+2	82		1	6 (x2)	36"	LOS

Ghost Warriors - 52 VP (X 1.33 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6" Teleport	1	5	-1	4	5	1	6	2

Weapon	Size Class	VP	Sidearm	Rate of Fire	Strength	Normal	Long
Grav Pistol	S-2	15	8	1	1	12"	18"
Hand Needler	S-2	24	12	3	Weak 2	12"	18"
Plasma Pistol	S-2	21	11	1	3 (d3)	12"	
Grav Rifle	S0	41		1	2	36"	48"
Needler	S0	60		3	0	24"	36"
Plasma Sprayer	S0	41		1	4 (2d3)	18"	
Gravgun	S+1	48		4	4 (x2)	36"	48"

Powered Melee Weapon (Size 2, Power 4) - 6 VP

Delari Armory

Weapon	VP	Size Class	Rate of Fire	Strength	Normal	Long	Range Class
Grav Pistol	11	0	1	1	12"	18"	I
Hand Needler	18	0	3	Weak 2	12"	18"	I
Plasma Pistol	16	0	1	3 (d3)	12"		C1
Grav Rifle	31	2	1	2	36"	48"	III
Needler	45	2	3	0	24"	36"	II
Plasma Sprayer	31	2	1	4 (2d3)	18"		C3
Gravgun	36	3	4	4 (x2)	36"	48"	III
Light Grav Cannon	62	4	1	6 (x2)	36"	LOS	V

Thraka

Runts - 8 VP

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	1	2	0	3	4	0	4	2

Weapon Name	Size Comp	Base VP	Sidearm	Rate of Fire	Strength	Normal	Long	
Pistol	S-2	12	6	1	2	12"	18"	
Hand Incinerator	S-2	7	4	1	2 (1d3)	6"		
Blatgun	S-1	11		1	4	12"	18"	
Shotgun	S0	11		1	0 (1d3)	18"		
Rifle	S0	20		1	3	24"	36"	
Incinerator	S0	16		1	3 (2d3)	12"		
Light Machine Gun	S+1	39		3	3	24"	36"	
Sweeper	S+1	17		2	2 (1d3)	18"		
Light Cannon	S+1	39		1	5 (x2)	36"	48"	
Heavy Incinerator	S+1	30		1	4 (3d3)	18"		
Melee Weapon (S0, +2 Power) - 2 VP								

Thraka Warrior - 13 VP

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	1	4	0	3	5	2	5	2

Weapon Name	Size Comp	Base VP	Sidearm	Rate of Fire	Strength	Normal	Long	
Pistol	S-2	12	6	1	2	12"	18"	
Hand Incinerator	S-2	7	4	1	2 (1d3)	6"		
Blatgun	S-1	11		1	4	12"	18"	
Shotgun	S0	11		1	0 (1d3)	18"		
Rifle	S0	20		1	3	24"	36"	
Incinerator	S0	16		1	3 (2d3)	12"		
Light Machine Gun	S+1	39		3	3	24"	36"	
Sweeper	S+1	17		2	2 (1d3)	18"		
Light Cannon	S+1	39		1	5 (x2)	36"	48"	
Heavy Incinerator	S+1	30		1	4 (3d3)	18"		
Melee Weapon (S0, +2 Power) - 3 VP								
Powered Melee Weapon (S0, +4 Power) - 6 VP								

Thraka Commandos - 25 VP

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6" Grav Pack	1	5	0	3	7 (1)	2	6	2

Weapon Name	Size Comp	Base VP	Rate of			Normal	Long
			Sidearm	Fire	Strength		
Pistol	S-2	12	6	1	2	12"	18"
Hand Incinerator	S-2	7	4	1	2 (1d3)	6"	
Blatgun	S-1	11		1	4	12"	18"
Shotgun	S0	11		1	0 (1d3)	18"	
Rifle	S0	20		1	3	24"	36"
Incinerator	S0	16		1	3 (2d3)	12"	
Light Machine Gun	S+1	39		3	3	24"	36"
Sweeper	S+1	17		2	2 (1d3)	18"	
Light Cannon	S+1	39		1	5 (x2)	36"	48"
Heavy Incinerator	S+1	30		1	4 (3d3)	18"	

Melee Weapon (S0, +2 Power) - 6 VP

Powered Melee Weapon (S0, +4 Power) - 12 VP

Elite Thraka - 42 VP (X 1.5 missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	2	5	0	3	7(2)	3	7	3

Weapon Name	Size Comp	Base VP	Rate of			Normal	Long
			Sidearm	Fire	Strength		
Blatgun	S-2	17	9	1	4	12"	18"
Shotgun	S-1	17		1	0 (1d3)	18"	
Rifle	S-1	30		1	3	24"	36"
Incinerator	S-1	24		1	3 (2d3)	12"	
Light Machine Gun	S0	59		3	3	24"	36"
Sweeper	S0	26		2	2 (1d3)	18"	
Light Cannon	S0	59		1	5 (x2)	36"	48"
Heavy Incinerator	S0	45		1	4 (3d3)	18"	

Melee Weapon (S0, +2 Power) - 4 VP

Powered Melee Weapon (S0, +4 Power) - 6 VP

Thraka Cyborg - 79 VP (X 2.66 missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	4	9	1	4	7	4	7	4

Weapon Name	Size Comp	Base VP	Rate of		Strength	Normal	Long
			Sidearm	Fire			
Shotgun	S-2	29	15	1	0 (1d3)	18"	
Rifle	S-2	53	27	1	3	24"	36"
Incinerator	S-2	43	22	1	3 (2d3)	12"	
Light Machine Gun	S-1	104		3	3	24"	36"
Sweeper	S-1	45		2	2 (1d3)	18"	
Light Cannon	S-1	104		1	5 (x2)	36"	48"
Heavy Incinerator	S-1	80		1	4 (3d3)	18"	

Melee Weapon (S0, +2 Power) - 6 VP

Powered Melee Weapon (S0, +4 Power) - 12 VP

Thraka Armory

Weapon Name	Size Class	Base VP	Rate of Fire	Strength	Normal	Long	Range
							Class
Pistol	0	12	1	2	12"	18"	I
Hand Incinerator	0	7	1	2 (1d3)	6"		C1
Blatgun	1	11	1	4	12"	18"	I
Shotgun	2	11	1	0 (1d3)	18"		C3
Rifle	2	20	1	3	24"	36"	II
Incinerator	2	16	1	3 (2d3)	12"		C2
Light Machine Gun	3	39	3	3	24"	36"	II
Sweeper	3	17	2	2 (1d3)	18"		C3
Light Cannon	3	39	1	5 (x2)	36"	48"	III
Heavy Incinerator	3	30	1	4 (3d3)	18"		C3

Bionid

Drone - 11 VP (X0.66 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
8"	1	4	0	3	4	0	4	1

Weapon	Size Comp	Base VP	Sidearm	Rate of Fire	Strength	Normal	Long
Spitter	S-1	6		1	Weak 1	12"	18"
Light Slimer	S-1	3		1	3	6"	
Slimer	S0	4		1	3 (d3)	6"	

Drone, Flying - 20 VP (X0.66 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
8" Hover	1	4	0	3	4	0	4	1

Weapon	Size Comp	Base VP	Sidearm	Rate of Fire	Strength	Normal	Long
Spitter	S-1	6		1	Weak 1	12"	18"
Light Slimer	S-1	3		1	3	6"	
Slimer	S0	4		1	3 (d3)	6"	

Scout - 28 VP (X 1 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	1	5	-1	3	6 (-1)	2	5	2

Special Abilities: 2 melee attacks with Power 3 claws

Equipment: 2 Extra Hands

Weapon	Size Comp	Base VP	Sidearm	Rate of Fire	Strength	Normal	Long
Spitter	S-2	9	5	1	Weak 1	12"	18"
Light Slimer	S-2	4	2	1	3	6"	
Slimer	S-1	6		1	3 (d3)	6"	
Heavy Spitter	S0	9		2	Weak 1	12"	18"
Heavy Slimer	S0	16		1	3 (2d3)	12"	
Megaspitter	S+1	36		4	Weak 1	24"	36"
Borer Cannon	S+1	54		1	4 (x3)	36"	48"

Warrior - 23 VP

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
8"	1	5	0	2	6	2	5	2

Special Abilities: 2 melee attacks with power 2 claws

Destroyer - 90 VP (X2 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	6	9	2	3	6	5	6	4

Special Abilities: 2 Melee Attacks - Power 4 Claws

Equipment: 2 Extra Hands

Weapon	Size Comp	Base VP	Sidearm	Rate of Fire	Strength	Normal	Long
Heavy Spitter	S-2	18	9	2	Weak 1	12"	18"
Heavy Slimer	S-2	32	16	1	3 (2d3)	12"	
Megaspitter	S-1	72		4	Weak 1	24"	36"
Borer Cannon	S-1	108		1	4 (x3)	36"	48"
Slime Cannon	S0	46		1	5 (d3)	24"	36"

Taskmaster - 47 VP (X 1.5 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	3	6	1	3	5 (1)	3	6	3

Special Abilities: 2 melee attacks - 2 class 3 claws (melee strength +3)

Equipment: 2 Additional Hands

Weapon	Size Comp	Base VP	Sidearm	Rate of Fire	Strength	Normal	Long
Slimer	S-2	9	5	1	3 (d3)	6"	
Heavy Spitter	S-1	14		2	Weak 1	12"	18"
Heavy Slimer	S-1	24		1	3 (2d3)	12"	
Megaspitter	S0	54		4	Weak 1	24"	36"
Borer Cannon	S0	81		1	4 (x3)	36"	48"
Slime Cannon	S+1	35		1	5 (d3)	24"	36"

Prince - 143 VP (X 2.66 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
8"	6	8	2	4	6 (2)	4	7	4

Special Abilities: 3 Melee Attacks with power 3 Claws

Equipment: 2 Additional Arms

Weapon	Size Comp	Base VP	Sidearm	Rate of Fire	Strength	Normal	Long
Heavy Spitter	S-2	24	12	2	Weak 1	12"	18"
Heavy Slimer	S-2	43	22	1	3 (2d3)	12"	
Megaspitter	S-1	96		4	Weak 1	24"	36"
Borer Cannon	S-1	144		1	4 (x3)	36"	48"
Slime Cannon	S0	61		1	5 (d3)	24"	36"

Queen - 181 VP (X2.66 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	10	9	3	4	6 (1)	5	7	4

Special Abilities: 4 melee attacks, Power 3 Claws

Equipment: 2 Extra Hands

Weapon	Size Comp	Base VP	Sidearm	Rate of Fire	Strength	Normal	Long
Heavy Spitter	S-2	24	12	2	Weak 1	12"	18"
Heavy Slimer	S-2	43	22	1	3 (2d3)	12"	
Megaspitter	S-1	96		4	Weak 1	24"	36"
Borer Cannon	S-1	144		1	4 (x3)	36"	48"
Slime Cannon	S0	61		1	5 (d3)	24"	36"

Bionid Armory

Weapon	Base VP	Size Class	Rate of Fire	Strength	Normal	Long	Range Class
Spitter	9	0	1	Weak 1	12"	18"	I
Heavy Spitter	9	2	2	Weak 1	12"	18"	I
Megaspitter	36	3	4	Weak 1	24"	36"	II
Borer Cannon	54	3	1	4 (x3)	36"	48"	III
Slime Cannon	23	4	1	5 (d3)	24"	36"	II
Light Slimer	4	0	1	3	6"		C1
Slimer	6	1	1	3 (d3)	6"		C1
Heavy Slimer	16	2	1	3 (2d3)	12"		C2

Mechanoids

Light Robot - 17 VP (X1.33 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	1	5	0	4	5	2	6	2

Weapon	Size Class	VP	Sidearm	Rate of Fire	Strength	Normal	Long
Las Pistol	S-2	15	8	1	1	12"	18"
Las Rifle	S0	26		1	3	24"	36"
Sterilizer Las Gun	S+1	52		3	3	24"	36"
Light Las Cannon	S+1	52		1	7 (x2)	36"	48"
Arc Cannon	S+1	13		1	2 (2d3)	12"	

Powered Melee Weapon (Size 2, Power +4) - 6 VP

Combat Robot - 30 VP (X 2 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	2	6	0	4	5	3	6	3

Weapon	Size Class	VP	Sidearm	Rate of Fire	Strength	Normal	Long
Las Pistol	S-3	22	11	1	1	12"	18"
Las Rifle	S-1	40		1	3	24"	36"
Sterilizer Las Gun	S0	78		3	3	24"	36"
Light Las Cannon	S0	78		1	7 (x2)	36"	48"
Arc Cannon	S0	20		1	2 (2d3)	12"	
Las Cannon	S+1	140		1	6 (x2)	36"	LOS
Exterminator Las Gun	S+1	202		6	3	36"	48"
Arc Cannon	S+1	44		2	3 (3d3)	18"	

Powered Melee Weapon (Size 3, Power +5) - 10 VP

Ripper Assault Bot - 49 VP (X1.5 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
8"	2	6	0	3	6	3	7	3

Equipment: Integrated Powered Melee Weapon II (Melee Strength +4)

Weapon	Size Class	VP	Sidearm	Rate of Fire	Strength	Normal	Long
Las Pistol	S-3	17	9	1	1	12"	18"
Las Rifle	S-1	30		1	3	24"	36"
Sterilizer Las Gun	S0	59		3	3	24"	36"
Light Las Cannon	S0	59		1	7 (x2)	36"	48"
Arc Cannon	S0	15		1	2 (2d3)	12"	

Firestorm Robot - 83 VP (X2.66 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	3	10	1	4	5	4	7	4

Weapon	Size Class	VP	Sidearm	Rate of Fire	Strength	Normal	Long
Las Rifle	S-2	20		1	3	24"	36"
Sterilizer Las Gun	S-1	39		3	3	24"	36"
Light Las Cannon	S-1	39		1	7 (x2)	36"	48"
Arc Cannon	S-1	10		1	2 (2d3)	12"	
Las Cannon	S0	70		1	6 (x2)	36"	LOS
Exterminator Las Gun	S0	101		6	3	36"	48"
Arc Cannon	S0	22		2	3 (3d3)	18"	
Heavy Las Cannon	S+1	68		1	9 (x2)	36"	LOS

Colossus Robot - 118 VP (X2.66 for missile weapons)

Movement	Wounds	Armor	Aspect	Missile Skill	Melee Skill	Strength	Morale	Weapon Capacity
6"	5	10	2	4	5	5	7	6

Can have 2, 3 or 4 arms. All weapons can be integrated.

Weapon	Size Class	VP	Sidearm	Rate of Fire	Strength	Normal	Long
Las Cannon	S-2	315	158	1	6 (x2)	36"	LOS
Exterminator Las Gun	S-2	455	228	6	3	36"	48"
Arc Cannon	S-2	99	50	2	3 (3d3)	18"	
Heavy Las Cannon	S-1	306		1	9 (x2)	36"	LOS

Powered Melee Weapon (Size 6, +8 Power) - 16VP

Mechanoid Armory

Weapon	VP	Size Class	Rate of Fire	Strength	Normal	Long	Range Class
Las Pistol	11	0	1	1	12"	18"	
Las Rifle	20	2	1	3	24"	36"	
Sterilizer Las Gun	39	3	3	3	24"	36"	
Light Las Cannon	39	3	1	7 (x2)	36"	48"	
Arc Cannon	10	3	1	2 (2d3)	12"		C2
Las Cannon	70	4	1	6 (x2)	36"	LOS	
Exterminator Las Gun	101	4	6	3	36"	48"	
Arc Cannon	22	4	2	3 (3d3)	18"		C3
Heavy Las Cannon	68	5	1	9 (x2)	36"	LOS	