



**C O N F L I C T   O F  
W O R L D S :   G E N E R A L S**



**A GAME OF TERRITORIAL WARFARE  
& MASSED TACTICAL COMBAT OF  
A 21ST CENTURY!**



# WELCOME TO CONFLICT OF WORLDS: GENERALS

INTRODUCTION/ABOUT THE GAME	4
CORE RULES	5
THE ARMY & SELECTION	15
COMMAND FORMATIONS	18
INFANTRY FORMATIONS	21
ARMoured FORMATIONS	28
ARTILLERY SUPPORT FORMATIONS	34
AIR SUPPORT FORMATIONS	40





# WELCOME TO CONFLICT OF WORLDS: GENERALS

THE BATTLEFIELD & LINE OF SIGHT	49
CITY SECTORS	51
NATURAL TERRAIN	52
TACTICAL SUPPORT STRUCTURES	57
TACTICAL AIDS	54
SETTING UP THE BATTLEFIELD	60
OUTRO	63



# CONFLICT OF WORLDS: GENERALS

## INTRODUCTION

---

THIS IS A TABLETOP BASED WARGAME TO BE PLAYED WITH 2 OR MORE PLAYERS (POSSIBLY 1 PLAYER SOON.) I BASED THE GAME ENGINE ON GAMES WORKSHOP'S EPIC ARMAGEDDON BUT A MAJORITY OF THE RULES HAVE BEEN RIPPED OUT AND TWEAKED TO MAKE GAMEPLAY FASTER. WHAT MAKES MY GAME DIFFERENT TO EPIC IS THAT FORMATION BASED COMBAT IS ONLY HALF OF THE GAME, THE OTHER HALF CONSISTS OF TERRITORY, TACTICAL AIDS, AND THE ALL IMPORTANT MONEY ASPECT.

MOST WARGAMES REVOLVE AROUND CAPTURING OBJECTIVES THAT HAVE LITTLE IMPACT ON THE GAME OTHER THAN TO SAY "I HAVE IT AND YOU DON'T!" THE OBJECTIVES IN COW:G ACTUALLY HELP YOUR FORCES AND YOU BY PROVIDING BONUSES AND ABILITIES AS WELL AS PRODUCING THE ALL IMPORTANT MONEY; M!

ALSO, AS WITH EPIC, YOU CONTROL ENTIRE FORMATIONS OF TROOPS AND VEHICLES INSTEAD OF SMALLER BATTLEGROUPS AND SQUADS. THIS IS WHERE THINGS TAKE A DIFFERENT TURN WITH THIS GAME; THERE IS ONLY 1 ARMY!

THIS ARMY IS SPLIT UP INTO 5 MAIN CATEGORIES: INFANTRY, ARMOUR, ARTILLERY SUPPORT, AIR SUPPORT, AND COMMAND. EACH OF THESE CATEGORIES ARE SPLIT UP INTO 10 FURTHER SELECTIONS, AND WITHIN THESE SELECTIONS ARE A CHOICE OF 1-5 DIFFERENT TYPES OF FORMATIONS OF VARIOUS STATS, WEAPONS, TRAITS, AND COST.

IT MAY SEEM TOO COMPLICATED GIVEN THE MASSIVE ARRAY OF CHOICE AVAILABLE BUT WHEN IT COMES DOWN TO IT: YOU'RE ARMY WILL SUIT YOU'RE PLAYING STYLE SO MANY SELECTIONS AND CATEGORIES COULD BE MISSED OUT AND ATTENTION FOCUSED ON OTHER FORMATIONS.

THE SELECTIONS IN EACH OF THE 5 CATEGORIES ARE RESTRICTED BY A SET NUMBER OF "COMMAND POINTS". FOR EVERY SET NUMBER OF TOTAL POINTS FOR A GAME THERE ARE ONLY A FEW COMMAND POINTS AVAILABLE. THESE COMMAND POINTS ARE USED TO UNLOCK UNITS WITHIN THE CATEGORY SELECTIONS ENABLING YOU TO CHOOSE WHAT ARMY YOU CAN USE.

THIS GAME REMINDS ME OF A TABLETOP VERSION OF MANY STRATEGY PC GAMES I PLAY SUCH AS; WORLD IN CONFLICT, Z: STEEL SOLDIERS, COMMAND & CONQUER GENERALS, ETC.

STILL THERE? EXCELLENT! PLEASE CONTINUE.....



# CONFLICT OF WORLDS: GENERALS

## CORE RULES



On the following pages you will find the core rules for the COW:G system, covering all of the basic mechanics of the game. The core rules describe what Formations are and how they move and fire on each other and participate in skirmishes. Scattered through the rules you will occasionally find Special Rule boxes. Most special rules are described in rules sections XX-XX, but some rules you really need to know about earlier on and because of this I've included them with the core rules.

You will also find Design Concept boxes that explain certain fundamental principles of the rules. I've put these off to one side rather than include them in the rules proper in order to save repetition, and also to allow me to explain in rather more detail the concepts and philosophy behind the rules. I feel strongly that disputes or misinterpretation of the rules can be minimised if you understand why a rule is written the way it is. I recommend that you play several games using the core rules and basic formations before fighting battles using the full range of Category Formations that use the special rules.

Before scrabbling to get things required to play the game this rulebook contains most of the counters, templates, and battlefield terrain required. As such the ability to have access to a printer is a must with the additional option of being able to print the counters off in card. The rules and army lists can be printed as a hard copy for easy access to the rules while playing. The counters themselves are nothing flashy and super-artistic as they are the representative of the formation, structure, etc. You can however change these counters for the use of small models if you wish instead of printing them out. Using a single model to represent an entire formation is fine as long as it is on a base of exact size to the counters within this game.



Okay now on to the rules. The game breaks down into 4 Main Sections:

1. Formations
2. The Army
3. The Battlefield
4. Tactical Aids & M (money)

## **1. FORMATIONS**

Formations are made up of several units of the same type, grouped together that fight as one single unit. The breakdown of the 5 main formation types are:

**Infantry Formations:** These will be the backbone of most armies and the path to victory as they are the only formation types that can capture, secure, and hold Cities and Support Structures (*covered later*). Infantry can range from masses of irregular and untrained Militia that will hold a city sector but flee when under heavy fire all the way up to small but super elite Warfighters that have state-of-the-art equipment, skills, and weapons that will stop at nothing to achieve their goals and destroy their targets. If you don't take a few Infantry Formations expect a short battle for you're army!

**Armoured Formations:** When used correctly the armoured formations have the ability to smash into enemy lines and cause massive amounts of damage and confusion. While they have better weapons than Infantry Formations the two can't exist without supporting each other. Armoured Formations range from simple and home-built Technicals that are very quick and carry heavy machine guns and light weight rockets all the way up to advanced yet monstrous behemoths of the Heavy Exosuit Formations that have enough firepower to blast an army back to the stone age.

**Artillery Support Formations:** Support being the key word here as Artillery is rarely seen as a single fighting force on the battlefield. Artillery can rain death and destruction down on you're enemies from greater distances than most of the other formations. Artillery Formations range from simple yet rugged RPG and Mortar formations that can blast light infantry and armoured formations to bits before falling back all the way up to the mother of all bombs: A Tactical Nuclear Device! Be careful though as the Nuke is deadly to *everyone* on the battlefield.

**Air Support Formation:** As with the Artillery, Air Formations are a focused selection of formations designed to seek out and target those heavier and more resilient enemy formations the ground formations just can't budge, they even come with their own special template designed to inflict maximum damage and accuracy on the enemy. Air Formations range from Transport Helicopters designed to get a formation from A to B all the way up to Heavy Bombers that large areas with their Carpet Bombing Runs but just be careful one of you're formations doesn't get in their way!

**Command Formations:** These formations are the key to you're success and should be a primary focus of some of your Command Points. Command Formations determine how easy it is for your Formations to carry out you're orders on the battlefield as well as gaining access to Tactical Aids (*also covered later*). Formations range from simple Command Tents all the way up to dug in and well fortified Command Bunkers that produces money for you're disposal.

	1	2	3	4	5	6
<b>Type</b>	Civilian Militia	10cm	None	6+	6	50 Points
<b>Weapon</b>		<b>Range</b>	<b>Firepower</b>	<b>Notes</b>		
7	BL-74 Assault Rifle	10cm	AP 6+	-		
	RPG	30cm	AT6+ /AA6+	-		
<b>8</b>	<b>Traits</b>					
	Untrained, Entrench					

The above image is the characteristics of a basic Infantry Formation that tells you what that formation is capable of and what weapons it can use and what Traits is associated with it. All formations use the same parts of the above table but their stat lines will differ depending on the level of Command Points needed for them.

1. Type: The is the name of the Formation.
2. Speed: The maximum movement speed the formation can move per turn. It can choose to move less than the maximum if you wish it.
3. Armour: This entry has either the word None, meaning the formation has no armour save when the formation is hit or it has a numeric value determining the dice value needed for it to survive an attack.
4. Skirmish: This entry represents how well the formation fights when touching an enemy formation.
5. Hit Points: This is how many hits the formation can take before it is destroyed and it also represents how many units are within the formation.
6. Points: How many points the formation costs towards maximum amount of total points you can have in you're army.
7. Weapon(s): Lists what weapons are available for use from that formation. The range indicated how far the formation can shoot. Firepower shows the dice roll values needed for the weapon to score a hit on an enemy formation. Notes show additional information about the weapon that is important.
8. Traits: Lists what abilities the formation has or what traits the formation suffers from!

## MOVEMENT

Unlike other wargames, Formations in this game has 360 degree line of site so they can freely move about the battlefield and target who they wish. This doesn't tone down the tactical aspect of the game it makes it that slightly harder as formations almost deny areas they are within.

All distances and ranges are measured using Centimetres (CM) so using a measurement tool such as a ruler, tape measure, or something similar is a must for the game. However Battlefield terrain setup is measured using Inches rather than centimetres as it is easier to use for that purpose but more will be explained later on that topic.

### DESIGN CONCEPT

*The choice of giving formations 360 line of sight other than it being only 180 from the front represents that the formation would spread out and cover each while they deploy before moving again. This applies to all ground based formations other than Air Formations where they are forward based.*

To move a formation is very similar to all other wargames and if you already know how to move units you can potentially guess what is coming. Before you can move you must first Activate the formation to give it any kind of order such as a movement order or shooting. This is made by rolling a single six sided dice (D6) by rolling an Initiative Check. A default Initiative Check for any formation is a 6 as the unit is acting on it's own without orders and co-ordination from their command. Upgrading Command formations improves this Initiative Check (IC) and is worthwhile as you're formations will be able to perform they way you want them to perform.

When the IC is passed the formation can carry out one of many "Orders" available to them but in this case you want a formation to move. Once the IC is passed the formation can make a move action. To do this measure a decide what direction you want the formation to move in, measure how far it is then move it to it's designated point. That point must be with the formation's maximum movement speed or below. That's pretty much how units move, they are free to move around terrain and obstacles as long as their movement doesn't exceed their maximum speed.

Air Formations move in a different way and will be shown later on in the core rules as they are still an integral part of the game.



## **SHOOTING**

Shooting has a broad range of weapons with each formation that have various strengths and weaknesses. A formation gets the chance to shoot all type of weapon depending on the Order given to it (Orders List will be shown later) and what types of formations are within range. Weapons will have one, two or even three types of attributes listed; AP (Armour Piercing), AT (Anti-Tank), AA (Anti-Air). These types can only fire on certain types of formations. AP can only be used on Infantry Formations, AT can only be used on Armoured and Artillery Support Formations, and AA can only be used on Air Formations. These types also have a numeric value attached that determines what number is needed to hit an enemy formation to score a hit.

In order to shoot you must designate a target that you think is in range of one or many weapons your

formation has. Measure the range to the target and look at what weapons can be used on the target. If it is an infantry formation then only weapons with the AP attribute type can be rolled for. If everything looks fine make the necessary dice rolls. Any dice that show the value needed or higher scores a hit on the enemy formation. That enemy formation must then make an armour save, if it has any, in order to save itself from losing Hit Points. If those armour saves are failed then that formation receives damage equal to that many hits scored.

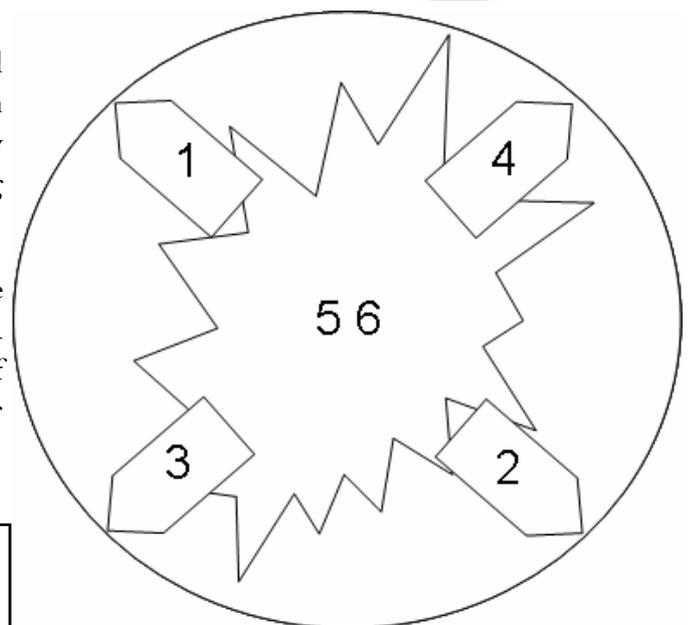
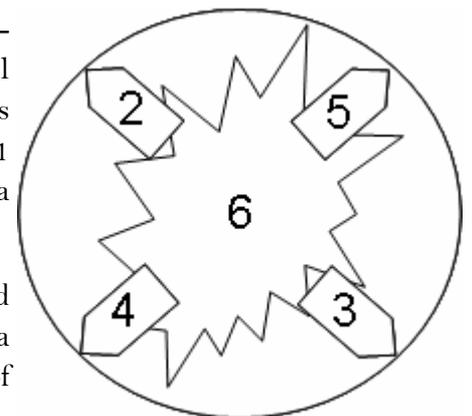
A large majority of weapons make only a single point of damage. The more weapons a formation has the more chance it has to score more points of damage against the enemy. If a formation only has a single weapon listed then it can only fire against a single enemy formation. There is an exception to this if a weapon has an ability in the Notes section with either Small Blast or Large Blast. Small blasts and large blasts allow the weapon to hit more than one enemy formation. If the weapon is in range then you may designate a point between multiple enemy formations and if the template covers roughly a large corner of a formation then it may be counted as a target. Depending on how many formations are under the template is the amount of dice you get to roll.

Once the point has been decided upon you will have to roll to see if it scatters, the templates have the directions of which way they scatter, this roll is made before all hit rolls take place. The small blast to right here shows what numbers are needed to hit and what direction it goes otherwise. If a 1 is rolled on the scatter roll then it is an instant miss, this could be due to a malfunction in a targeting system or breakdown in coordinates!

The Large Blast template is different both in size and the numbers needed to hit. Because of the size of the ordinance that uses the template there is a far greater chance of you hitting the designated area without the risk of scattering.

Anyway if you have designated a target point and rolled the scatter dice that has managed to hit that point then you roll certain amount of dice depending on how many are under the template while making sure you are using the appropriate type of roll.

If the roll to scatter is missed then roll a further two more dice (2D6) to determine how far the template scatters. A minimum of 2cm to a maximum of 12cm it will scatter. If this happens **any** formation enemy or friendly is hit under the template and roll to hit rolls are made as stated above.



#### **DESIGN CONCEPT**

***BLAST TEMPLATES DON'T USE SCATTER DICE LIKE EPIC. IN THIS THEY HAVE FORMATIONS TELLING THEM WHERE TO SHOOT MAKING ARTILLERY MORE USEFUL DESPITE THEIR WEAPONS NOT BEING AS AFFECTIVE AS A STRAIGHT SHOOTING WEAPON.***

## **HIT POINTS & DAMAGE**



Hit Points determine the amount of damage a formation can take before they are destroyed and removed from the battlefield. Hit Points also represent how many units are within the formation as it is used on the battlefield. You should make sure when you deploy your forces that the lower hit point formations are deployed in or within some sort of cover as they won't last long against more advanced or heavier formations. Formations that don't have an

armour save will find themselves running for the hills after taking only a single hit if they have the Trait "Untrained" if they fail and IC. If the formation has the Trait "Trained" then it won't need an IC until it has suffered 50% loss of Hit Points. However if a formation has the Trait "Fearless" then it will never need an IC even after suffering 50% or even 75% loss of hit points and will continue to fight on until it is destroyed.

If the total amount of damage taken from enemy fire is equal to the amount of hit points a friendly formation has then that formation is removed and classed as destroyed and can't be used again for the rest of the game. There are measures a formation can take to reduce the possibility of receiving hit points by using some or any Traits they have, moving and staying within Cities, Structures, and other battlefield terrain. Armour saves greatly reduce the odds of losing Hit Points so if a formation has no armour save then that formation would be ideal to garrison inside a city sector or structure to boost its survive capacity.

## **SKIRMISH**

Skirmish is an alternate and very quick way of fighting enemy ground formations on deadly proportions. The higher the Skirmish and Hit Points a formation has the more chance it has of destroying an enemy formation. In order to get into a Skirmish with an enemy formation you must first activate the formation via an IC as usual, then you can move them to maximum speed. From there you have a range the size of your speed to engage a skirmish against a single enemy formation. Once your target is chosen you then move your formation into base contact with the target. It is from there combat begins. Each player rolls at exactly the same time but the difference relies on two things; Skirmish value and Hit Points. The number of attacks you have are determined by how many hit points your formation has or has left and value you need to hit is the formation's skirmish value.

The rolls are made and any that are hit cause a point of damage but these points can be saved via armour saves and traits. Whoever scores the most hits wins the Skirmish and the losing formation makes an immediate fall back move, if they have any of their hit points remaining, at their full movement speed while the winning formation stays where it is and gains a random amount of hit points back from a single dice roll (D6).

Formations that don't have a Skirmish Value can't engage in a skirmish order and must fight by their normal means.

### **DESIGN CONCEPT**

*SKIRMISH REPRESENTS BLOODY, NO HOLDS BARRED, FIGHTING THAT TAKES PLACE WITHIN CLOSE VIEW OF EACH OTHER. ALSO GIVES INFANTRY A CHANCE TO TAKE ON ARMoured UNITS AS THEY CLAMBER ONTO TANKS, OPEN UP HATCHES AND THROW GRENADES IN!*

## **TRAITS & ABILITIES**

Traits are another key feature of the game as pretty much all formations contain some sort of trait or ability that helps or hinders the formation. Lower end formations that cost small amount of points will have Traits that are not beneficial to the formation but are part of the characteristics of the them. The more Command Points you use to unlock higher end units the better their Traits and Abilities will be.

Traits help define a unit whether their traits being negative or positive in any case 90% off all units have a trait and most common amongst all these traits are; Untrained and Trained. Untrained formations are more likely to run away after a round of shooting than hold it together and stay where they are. Due to their nature most formation with the Untrained trait will be on the lower end of the food chain and not cost that many points. While you can have ranks upon ranks of these formations after only a few hits on each will more than likely fall back. Trained formations will fall back should they receive 50% loss of their hit points. These formations should be a core choice for any army that wants to hold valuable objectives and cities.

There are lots more traits and abilities and these are shown in a table on the following page. Take note and try a memorise as many of the traits your chosen army has as they will be useful to remember in the midst of a battle or planning a quick strategy.

The following pages will be split into two columns: the first being the Trait or Ability name and the second being the rule that the trait uses. Some traits will look the same but have a different outcome. Try not to get some of them mixed or it could cost you a formation or the game!

In game traits have either a constant effect throughout or can only be used under a certain circumstance. You will not know who affective a trait or ability can be until you look at a profile for the available formations later but I would advice reading through them then when you plan on creating an army refer back the next few pages for guidance so you can get the army to suit your style.

Small or lower point games means you wouldn't have access to the more expensive and advanced units so what you will have access to will have simple traits that tend to be associated with the low end point costing formations. Choosing to play larger games means, while you still have access to these formations, you can field the more advanced formations with better traits and abilities.



### **DESIGN CONCEPT**

*TRAITS & ABILITIES ARE THERE TO MAKE FORMATIONS RESEMBLE THEIR REAL-LIFE COUNTERPARTS. MILITIA FOR EXAMPLE WOULD REPRESENT IN THE REAL WORLD A GANG OF CIVILIANS PICKING UP ARMS AGAINST THEIR ENEMIES SO THEY WOULD BE UNDISCIPLINED AND UNTRAINED IN THE WAYS OF THE MILITARY THEREFORE UNTRAINED! REGULAR INFANTRY WOULD LOOK OUT FOR ONE AND OTHER SO THEY WOULD BE CLASSED AS TRAINED.*

## CORE RULES

TYPE/ABILITY NAME	EFFECTS
Towed	May move in the movement but can't shoot. If it wants to shoot it must not move the next turn. Towed units have their initiative rating disabled for the turn they move in.
Helicopter	A Helicopter can stay on the battlefield and acts like a ground unit except for difficult terrain, cities and can fly over enemy formations. After 5 turns however they must be refuelled like an air unit. Copters may use their Strafe but must return to rearm and refuel straight after.
Transport	Transports may carry one formation. It requires 5cm off the transport formation's movement speed to load and unload the carried formation. The Transport formation may make a "free" move to get the formation to a drop zone.
Untrained	Formations that are untrained lack the discipline of Trained formations. As such require an Initiative check to stay where they are after they have been attacked. If failed they will fall back their full movement distance. If passed they stay.
Trained	Formations that are don't need to take Initiative checks when they have been attacked. However should they take 50% casualties they must take a check as if they were Untrained.
Countermeasures	Gives the formation 1 armour save re-roll should they fail it.
Amphibious	+1 to Difficult Terrain check when crossing water terrain
Tracked	-1 to Difficult Terrain check

Spotter	A formation may "spot" a target for artillery to shoot at giving the artillery 1 re-roll in case the ordinance scatters.
Laser Target Painter	A formation may laser a target improving targeting efficiency. As such Artillery and Helicopter formations not yet activated gain a +1 to their Initiative for that turn.
Infiltrators	Infiltrators may deploy outside the player's deployment zone at the start of the game, even within range of enemy formations! They are highly trained for this purpose.
Indirect	Most Support formation's weapons are indirect meaning they have to use Blast Templates instead of direct firing. Also they don't require line of sight to fire at an enemy formation.
Snipers	-1 Armour save to Infantry formations shot by formations with this Trait.
Small Blast	Uses the small Ordinance Template
Large Blast	Used the large Ordinance Template, -1 to Armour Saves
Strafe Level 1-5	Uses the Strafing Run Template and determines how many hits you use on the template. Mainly used by aircraft.
VTOL	May use the rules for Helicopters even though it isn't a copter. Helicopter rules apply when in use and be must announced when it is activated.
Nuclear!!	Instead of using a template measure 40cm around the assigned target. Anything hit within this radius is automatically destroyed. City Sectors or TSS within this area take D6 hits.
Controlled	Commonly associated with UAVs meaning it doesn't need to take Initiative Checks for Morale. Also as it is controlled more than likely the people in control will have a backup unit just in case the current one is destroyed therefore every time a Controlled unit is destroyed a second unit can be deployed but this is the last one.
Rocket	+1 roll to hit against anything that doesn't have the Heavy trait

## CORE RULES

TYPE/ABILITY NAME	EFFECTS
Exosuit	Only AT rounds can hit it but has the movement of an Infantry Formation and treat Difficult terrain as if it was a Helicopter.
Tactical Aid	Can only be used when bought using M and it can only be used once unless bought again next turn
Tactical Support	Can only be used when bought using M but can only be used once per turn.
Tactical Weapon	Is bought from the Support Tree and can be used first turn. Once used it can be re-used for a cost of 5M as long as you control a city sector.
Entrench	The formation may entrench itself on the battlefield giving it a re-roll to its armour save. It also gives the formation an armour save against Nuclear!! attacks if within the radius but at a -2. They could have dug in underground!
Stealth Tactics	The enemy must roll pass an Initiative check to see if they can see the stealthier enemy unit. If passed they may attack as normal, if failed they can't.
Heal/Repair	Some vehicles or infantry have a non-lethal equipment that have stats like a weapon however these are used on your own units to heal or repair them. This is represented in the firepower with a H or an R followed by the D6 value needed.
Fast	The formation doesn't suffer a -1 to shooting if they make a double move action
Heavy	Anything classed as Heavy has an Armour so thick that Anti-Tank or Anti-Air weapons have a hard time penetrating that armour. As such Formations have 1 Armour Save Re-Roll if they fail the first.
Move or Shoot	The Weapon carried by this formation is so heavy or needs time to lock on that the formation may either move and not shoot or shoot and not move. If you move you may shoot next turn and vice versa.
Immobile	The formation can't be moved, towed or transported. Therefore deployment at the start of the game is important to this unit. If the formation requires an Initiative Check to move and fails the formation takes 2 additional Hits and the IC is passed but at that cost.
Slow Firing	A unit that is slow firing must spend a turn reloading before firing again.
Fearless	After suffering 50% casualties in hit points the formation doesn't require a Initiative check to see if it stays where it is.
"X" Shot	X represents the amount of shots a weapon can be used before it can longer be fired or needs to be reloaded.
Speed: Bomber	The formation MUST move at least 30cm in the direction the formation is pointing before being able to make a 45° turn unless it has reached it's target. It may repeat this as many times you want until you reach your target.
Speed: Fighter	The formation MUST move at least 30cm in the direction the formation is pointing before being able to make a 90° turn unless it has reached it's target. It may repeat this as many times you want until you reach your target.

### WHEN CAN I USE A TRAIT/ABILITY?

As soon as you have activated a formation you can use any other traits that formation has. For example a formation has the Entrench trait (see above) so I declare it is going to entrench exactly where it currently is. I place down some sort of marker saying it has entrenched improving the formation's survivability. It is then free to fire it's weapons at any targets within range. A trait or ability can be used anytime during the time the formation is active.

# CONFLICT OF WORLDS: GENERALS

## THE ARMY & SELECTION



On the following pages you will find how to use Orders, Command Points, Formation Category “Tech Trees”, selections within these categories, and the formations within those selections. Also no army can be used properly without the all important Initiative Check. The Command Category will be covered first as it should be the first thing on your mind when deciding what army you should create.

Initiative is the value that defines how affective your order get through to formations. All formations start with an Initiative rating of 6+! This quite bad as most of your units will be either staying where they are or you get the odd formation doing what you want only to be gunned down when there is no responsive support. Increasing the chances of Orders getting through should be your first concern when choosing your formations within the army. While there isn't a dazzling array of Command formations available the ones provided do the job they are meant to.



There are no restriction on what and how many formations you take that includes command formations also. This means you could potentially have 1 Command Formation for every 3 combat orientated formations. The more Command Points spent on unlocking Command formations improve your Initiative Rating for formations within range making sure your orders are followed.



**GROUND ORDERS**

Orders contain one or more instructions within them but more often than not it a mix of movement and shooting. Helicopters and VTOL formations may make all ground based orders as well as air support orders. Here is the list of orders you can give to a ground based formation:

Advance: One move action then shoot.

At the Double: Two moves, then shoot with -1 to hit.

March: Three moves, but may not shoot at all.

Engage: One move followed by a Skirmish move followed by the skirmish fight.

Concentrated Fire: Shoot action with re-rolling any 1s when rolling to hit.

Rally: Initiative Check to rally the broken formation then either one move action or shoot with -1 to hit.

Deploy: Use one or several Traits or Abilities the formation has.

Capture: One move action, then hold until end phase.

**AIR SUPPORT ORDERS**

Air formation behave differently to ground based formation therefore their orders are different, more on air formations covered later. Here is the list of orders you can give to an air based formation:

Interception: Only formations with Fighter as their speed may use this order. If passed an IC the formation is deployed at any edge within your area of control. It makes an approach move, then shoots at an air formation within range. In the end phase it is withdrawn to refuel and repair.

Ground Attack: Any formation that has a weapon with a Strafe Level may use this order. The formation may make an approach move, then shoot using the Strafing Run Template and level indicated on the formation profile. Any formation under the template are hit on the weapon's stats. If there is no Strafe Level indicated on the weapon it is assumed it fires at a maximum and minimum of Strafe Level 1.

Bombing Run: Only formations with Bomber as their speed may use this order. If the IC is passed the formation is brought on from any board edge in your area of control. The formation makes an approach move then uses the Strafing Run Template. Any formations under the template are according to the weapon's stats. There must be a Strafe Level indicated on the weapon for this order.

Transport Formation: Up to three move actions, then the transported formation is dropped off at its drop zone. More on Transportation described later in the Air Support Formation section.

Hover/Fly: Used by both Helicopters and VTOL air formations. 'Copters and VTOL are deployed from a board edge in your area of control. One move action is made then the helicopter may switch to it's hover mode and the VTOL may switch also. To return to Fly mode the Helicopter and VTOL are removed from the battlefield at the End Phase and are treated as normal Air Formation until they use this order again.

Rearm/Repair: Air formations that have lost hit points or used all their weapons may retreat from the fight

## THE ARMY & SELECTION



### **COMMAND POINTS**

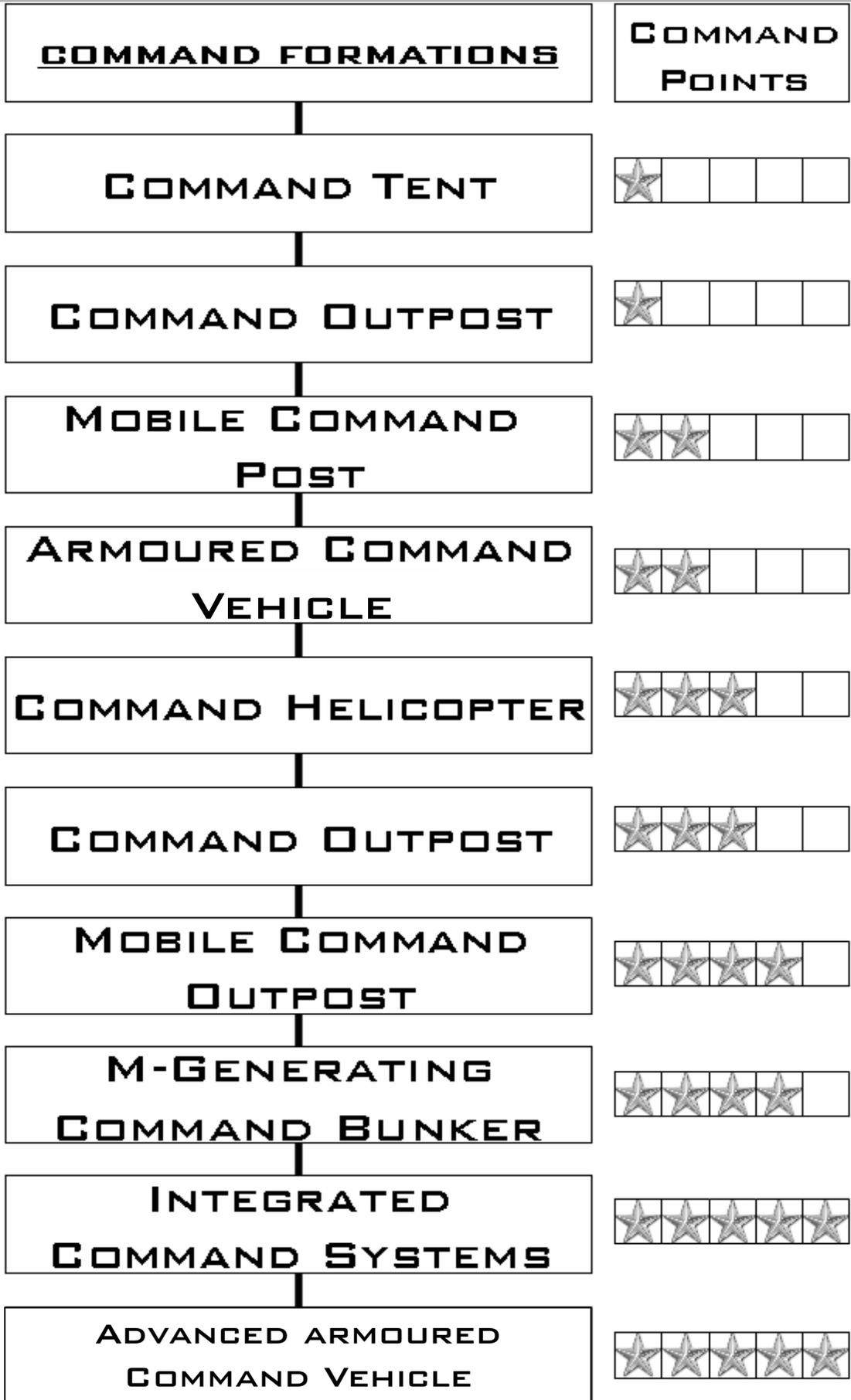


More wargames have different armies with various stats, profiles, weapons, and back story. In COW:G there is only one army but the sheer amount of choice is amazing. The different categories are split up in to 10 Selections that have a different formations within each of those selections. Each Selection has a set number of Command Points needed to unlock them for use within the game. The way you use your command points is completely down to you but depending on how many points your playing it would be advisable to spreading them evenly on different types of selections.

For every 250 Points used in a game you receive 3 Command Points that you can use to unlock Selections. So in a 1000 point game you will have 12 Command Points available to use as you see fit. Most games will be between 1000-2000 points giving between 12-24 Command Points. This should be enough for you to have mixed armies. Remember that your army is only half the game it is about controlling the most territory that will benefit you more than you realize. The battlefield is covered later.



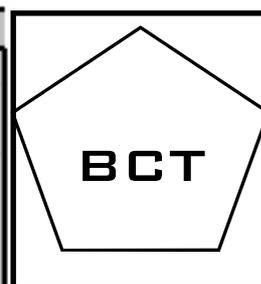
THE ARMY & SELECTION



## THE ARMY & SELECTION

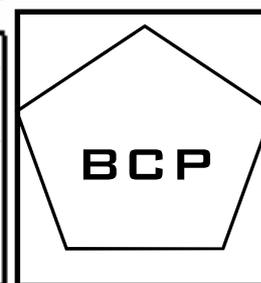
### COMMAND TENT

Type	Speed	Armour	Initiative	Hit Points	Points
Battlefield Command Tent	-	5+	5+	2	50 Points
Equipment	Range	Notes			
Short Wave Radios	20cm	-			
		-			
Traits					
Immobile, Stealth Tactics					



### COMMAND POST

Type	Speed	Armour	Initiative	Hit Points	Points
Battlefield Command Post	-	5+	5+	4	75 Points
Equipment	Range	Notes			
Short Wave Radios	20cm	-			
BL-74 Assault Rifle	10cm	AP6+			
Traits					
Immobile, Stealth Tactics					



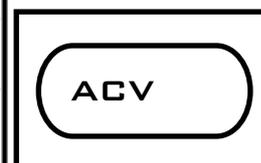
### MOBILE COMMAND POST

Type	Speed	Armour	Initiative	Hit Points	Points
Mobile Command Vehicle	Towed	5+	4+	5	100 Points
Equipment	Range	Notes			
Short Wave Radios	20cm	-			
BL-74 Assault Rifle	10cm	AP6+			
Traits					
Towed, A Technical, APC, or IFV can tow the MCV. Whichever is chosen it's cost must be added to the current unit's cost.					



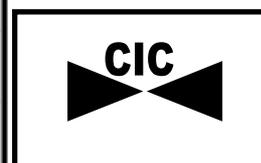
### ARMoured COMMAND VEHICLE

Type	Speed	Armour	Initiative	Hit Points	Points
Armoured Command Vehicle	20cm	4+	4+	5	125 Points
Equipment	Range	Notes			
Medium Wave Radios	25cm	-			
BL-74 Assault Rifle	10cm	AP6+			
Traits					
Tracked, Entrench, Countermeasures					



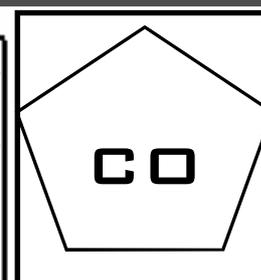
### COMMAND HELICOPTER

Type	Speed	Armour	Initiative	Hit Points	Points
Chardhawk CIC	35cm	6+	4+	2	150 Points
Equipment	Range	Notes			
Medium Wave Radios	25cm	-			
Minigun	45cm	AP3+			
Traits					
Helicopter, Countermeasures, Infiltration, 1 Initiative Re-Rolls Per Turn.					



### COMMAND OUTPOST

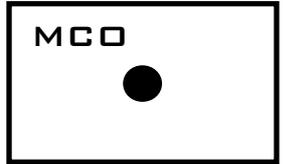
Type	Speed	Armour	Initiative	Hit Points	Points
Overseer CO	-	6+	3+	6	200 Points
Equipment	Range	Notes			
Medium Wave Radios	30cm	-			
Rocket Pod	40cm	AT4+, Rocket			
Traits					
Immobile, Heavy, 2 Initiative Re-Rolls Per Turn.					



# THE ARMY & SELECTION

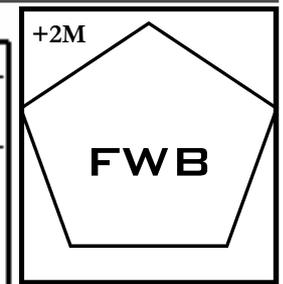
## MOBILE COMMAND OUTPOST

Type	Speed	Armour	Intiative	Hit Points	Points
Overseer MCO	Towed	5+	4+	5	100 Points
Equipment	Range	Notes			
Medium Wave Radios	30cm	-			
Rocket Pod	40cm	AT4+, Rocket			
Traits					
Towed, Heavy, An APC, or IFV can tow the MCO. Whichever is chosen it's cost must be added to the current unit's cost, 2 Initiative Re-Rolls Per Turn.					



## COMMAND BUNKER WITH M-GENERATOR

Type	Speed	Armour	Intiative	Hit Points	Points
FutureWar Bunker XKZ M-Series	-	3+	3+	10	200 Points
Equipment	Range	Notes			
Long Wave Radios	40cm	-			
C130 Main Cannon	75cm	AP4+/AT3+, Small Blast			
Traits					
Imm obile, Heavy, Generates 2M per Turn, 2 Initiative Re-Rolls Per Turn.					



## INTERGRATED COMMAND SYSTEMS

Type	Speed	Armour	Intiative	Hit Points	Points
FutureWar ICS V1.0	-	-	2+	-	20 Points
Equipment	Range	Notes			
ICS V1.0 Hardware	-	-			
Traits					
A formation thats upgraded with ICS Hardware gives the formation a 2+ Initiative Check at the start of the turn or when a check needs to be made but costs an additional 20 Points to the formation, The Initiative Check can't be transferred on to another unit if it doesn't have the ICS hardware installed.					

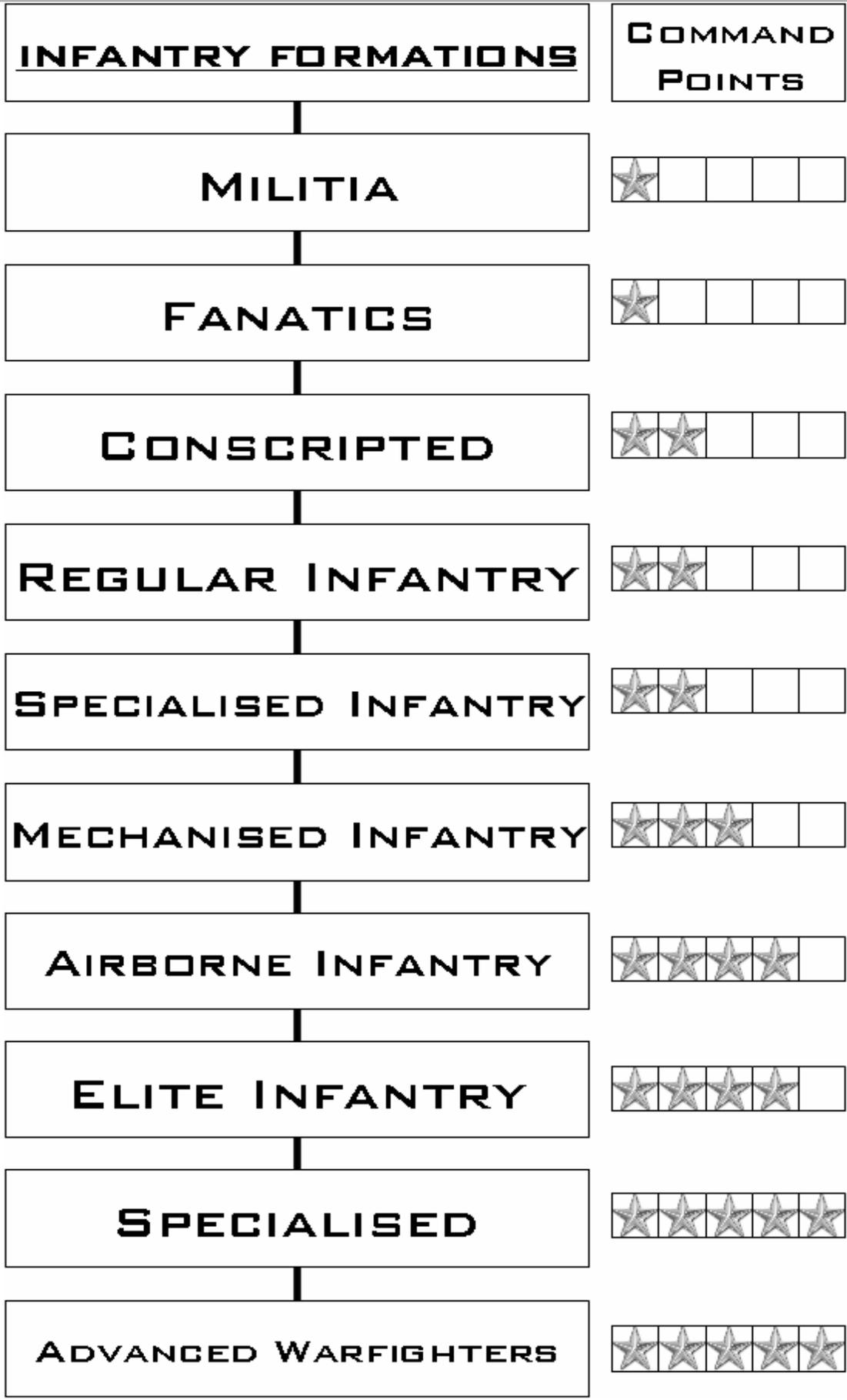
ADD ICS TO THE BOTTOM RIGHT OF ANY FORMATION WITH THIS UPGRADE.

## ADVANCED ARMoured COMMAND VEHICLE

Type	Speed	Armour	Intiative	Hit Points	Points
Supremacy AACV	15cm	4+	1+	10	250 Points
Equipment	Range	Notes			
Digital Comm and Systems	60cm	D6 Initiative Re-Rolls Per Turn			
Lasered C135 Main Cannon	60cm	AP3+/AT2+, Small Blast			
Traits					
Heavy, Tracked, Countermeasures, Entrench, Move or Shoot (C135 Main Cannon only affected by this),					



THE ARMY & SELECTION



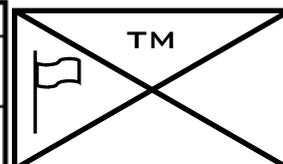
## THE ARMY & SELECTION

### MILITIA FORMATIONS

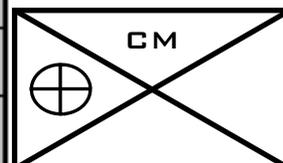
Type	Speed	Armour	Skirmish	Hit Points	Points
Civilian Militia	10cm	None	6+	6	50 Points
Weapon	Range	Firepower	Notes		
BL-74 Assault Rifle	10cm	AP 6+	-		
RPG	30cm	AT6+/AA6+	-		
Traits	Untrained, Entrench				



Type	Speed	Armour	Skirmish	Hit Points	Points
Territorial Militia	15cm	6+	6+	10	100 Points
Weapon	Range	Firepower	Notes		
BL-74 Assault Rifle	10cm	AP 6+	-		
RPG	30cm	AT6+/AA6+	-		
Traits	Untrained, Entrench				



Type	Speed	Armour	Skirmish	Hit Points	Point Cost
Covert Militia	10cm	None	5+	4	125 Points
Weapon	Range	Firepower	Notes		
DP-22 Sniper Rifle	45cm	AP 4+/AT5+	Sniper		
Traits	Untrained, Infiltrators				

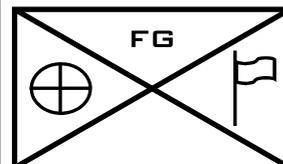


### FANATIC FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Point Cost
Fanatics	20cm	None	6+	4	50 Points
Weapon	Range	Firepower	Notes		
Dynamite Vest	5cm	AP 3+/AT6+	One Time Use		
Traits	Fearless				



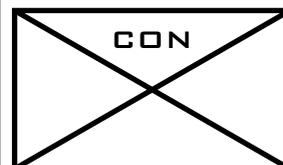
Type	Speed	Armour	Skirmish	Hit Points	Point Cost
Fanatic Guards	10cm	None	5+	6	75 Points
Weapon	Range	Firepower	Notes		
Scoped BL-74 Assault Rifle	20cm	AP 3+	-		
Traits	Fearless, Infiltrators, Entrench				



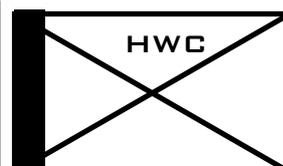
## THE ARMY & SELECTION

### CONSCRIPTED INFANTRY FORMATIONS

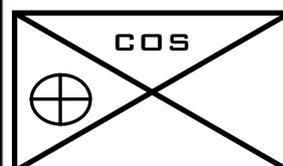
Type	Speed	Armour	Skirmish	Hit Points	Points
Conscripts	15cm	6+	5+	10	100 Points
Weapon	Range	Firepower	Notes		
BL-74 Assault Rifle	10cm	AP 6+	-		
RPG	30cm	AT6+ /AA6+	-		
Traits	Trained				



Type	Speed	Armour	Skirmish	Hit Points	Points
Heavy Weapon Conscripts	15cm	6+	5+	6	125 Points
Weapon	Range	Firepower	Notes		
NT4 Heavy Machine Gun	45cm	AP 5+	-		
RPG	30cm	AT6+	-		
Traits	Trained				

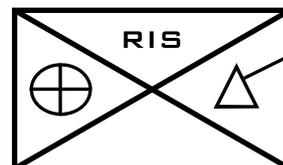


Type	Speed	Armour	Skirmish	Hit Points	Points
Conscript Sniper	15cm	5+	5+	2	135 Points
Weapon	Range	Firepower	Notes		
DP-22 Sniper Rifle	45cm	AP 4+ /AT 5+	Sniper		
Traits	Trained, Infiltrators, Stealth Tactics, Entrench				

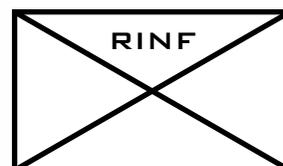


### REGULAR INFANTRY FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
Scouts	15cm	5+	6+	2	50 Points
Weapon	Range	Firepower	Notes		
Scoped N17 Assault Rifle	20cm	AP 5+	-		
Traits	Trained, Infiltrators, Stealth Tactics, Spotter				



Type	Speed	Armour	Skirmish	Hit Points	Points
Regulated Infantry	15cm	5+	5+	10	150 Points
Weapon	Range	Firepower	Notes		
N17 Assault Rifle	15cm	AP 5+	-		
Underslung Grenade Launcher	20cm	AP 4+ /AT 6+	Indirect, Small Blast, One Shot		
Traits	Trained				



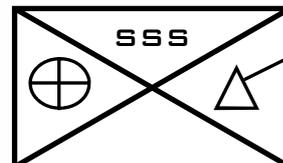
Type	Speed	Armour	Skirmish	Hit Points	Points
Heavy Weapons	15cm	5+	5+	8	175 Points
Weapon	Range	Firepower	Notes		
N17 Assault Rifle	15cm	AP 5+	-		
N350 Heavy Machine Gun	50cm	AP 4+ /AA6+	-		
Traits	Trained				



# THE ARMY & SELECTION

## SPECIALISED INFANTRY FORMATIONS

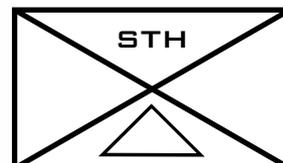
Type	Speed	Armour	Skirmish	Hit Points	Points
Scout Snipers	20cm	6+	-	2	150 Points
Weapon	Range	Firepower	Notes		
MX .50cal Sniper Rifle	50cm	AP 3+	Sniper		
Traits	Trained, Infiltrators, Stealth Tactics, Laser Targetter, Spotter				



Type	Speed	Armour	Skirmish	Hit Points	Points
Demolition Team	10cm	4+	5+	6	200 Points
Weapon	Range	Firepower	Notes		
N17 Assault Rifle	15cm	AP 5+	-		
Underslung Grenade Launcher	20cm	AP 4+/AT6+	Indirect, Small Blast, One Shot		
Demolition Charge	6cm	AP 3+/AT4+	One Shot, Small Blast		
Traits	Trained				



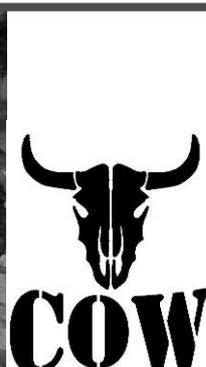
Type	Speed	Armour	Skirmish	Hit Points	Points
Tank Hunters	15cm	5+	5+	6	200 Points
Weapon	Range	Firepower	Notes		
N17 Assault Rifle	15cm	AP 5+	-		
N204 Shredder	20cm	AT4+	-		
Traits	Trained, Entrench				



Type	Speed	Armour	Skirmish	Hit Points	Points
Assault Recon	15cm	5+	5+	4	250 Points
Weapon	Range	Firepower	Notes		
Scoped N17 Assault Rifle	20cm	AP 5+	-		
N204 Shredder	20cm	AT4+	One Shot		
N350 Heavy Machine Gun	50cm	AP 4+/AA6+	-		
Traits	Trained, Infiltrators, Stealth Tactics				



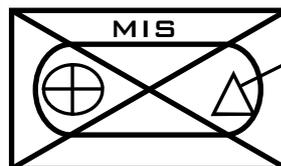
Type	Speed	Armour	Skirmish	Hit Points	Points
Medic	20cm	5+	-	4	100 Points
Weapon	Range	Firepower	Notes		
N17 Assault Rifle	15cm	AP 5+	-		
Medical Equipment	5cm	H6+	Repairs 1 point of Damage on infantry only		
Traits	Trained, Heal				



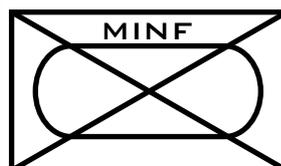
## THE ARMY & SELECTION

### MECHANIZED INFANTRY FORMATIONS

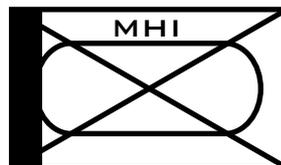
Type	Speed	Armour	Skirmish	Hit Points	Points
Mechanized Scouts	15cm	5+	6+	2	115 Points
Weapon	Range	Firepower	Notes		
Scoped N17 Assault Rifle	20cm	AP 5+	-		
Traits	Trained, Infiltrators, Stealth Tactics, Spotter, Must be transported by any APC Unit. APC cost must be added on to total formation's cost.				



Type	Speed	Armour	Skirmish	Hit Points	Points
Mechanized Infantry	15cm	5+	5+	10	135 Points
Weapon	Range	Firepower	Notes		
N17 Assault Rifle	15cm	AP 5+	-		
Underslung Grenade Launcher	20cm	AP 4+/AA6+	Indirect, Small Blast, One Shot		
Traits	Trained, Must be transported by an APC or IFV. APC or IFV cost must be added on to total formation's cost.				



Type	Speed	Armour	Skirmish	Hit Points	Points
Mechanized Heavy Weapons	15cm	5+	5+	8	150 Points
Weapon	Range	Firepower	Notes		
N17 Assault Rifle	15cm	AP 5+	-		
N350 Heavy Machine Gun	50cm	AP 4+/AA6+	-		
Traits	Trained, Must be transported by an APC or IFV. APC or IFV cost must be added on to total formation's cost.				



### AIRBORNE INFANTRY FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
Paratroopers	15cm	5+	6+	10	250 Points
Weapon	Range	Firepower	Notes		
Scoped N17 Assault Rifle	20cm	AP 5+	-		
N350 Heavy Machine Gun	50cm	AP 4+/AA6+	-		
Traits	Fearless, Infiltrators, Stealth Tactics, Spotter, Entrench, Must be transported by any type of Transport Helicopter but is free				



Type	Speed	Armour	Skirmish	Hit Points	Points
Tactical Paratroopers	15cm	5+	5+	10	275 Points
Weapon	Range	Firepower	Notes		
N17 Assault Rifle	15cm	AP 5+	-		
N350 Heavy Machine Gun	50cm	AP 4+/AA6+	-		
N204 Shredder	20cm	AT4+	One Shot		
Traits	Fearless, Infiltrators, Stealth Tactics, Must be transported by any type of Transport Helicopter but is free				



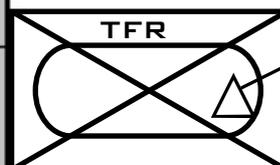
## THE ARMY & SELECTION

### ELITE INFANTRY FORMATIONS

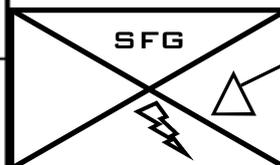
Type	Speed	Armour	Skirmish	Hit Points	Points
Task Force Charlie	20cm	4+	4+	10	350 Points
Weapon	Range	Firepower	Notes		
4th Generation OICW	25cm	AP 4+	-		
Built in Mini-Rockets	40cm	AT4+	-		
Traits	Fearless, Infiltrators, Stealth Tactics, Amphibious, May be transported by any type of Transport Helicopter for free				



Type	Speed	Armour	Skirmish	Hit Points	Points
Task Force Raven	15cm	4+	5+	6	400 Points
Weapon	Range	Firepower	Notes		
4th Generation OICW	25cm	AP 4+	-		
Built in Grenade Launcher	30cm	AP 5+/AT 4+	Indirect, Small Blast		
Traits	Fearless, Infiltrators, Stealth Tactics, Laser Target Painter, May be transported by any type of Transport Helicopter, APC, or IFV for free				



Type	Speed	Armour	Skirmish	Hit Points	Points
Siege Force Gamma	10cm	4+	5+	10	450 Points
Weapon	Range	Firepower	Notes		
4th Generation OICW	25cm	AP 4+	-		
Demolition Charge Launcher	10cm	AP 3+/AT 4+	Three Shots, Small Blast		
Sledgehammer Rocket	45cm	AP 6+/AT 3+	One Shot, Rocket		
Traits	Fearless, Infiltrators, Laser Target Painter, Entrench				



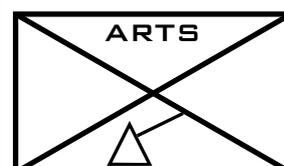
## THE ARMY & SELECTION

### SPECIALISED FORMATIONS

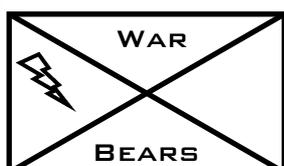
Type	Speed	Armour	Skimish	Hit Points	Points
Engineers	20cm	4+	4+	8	200 Points
Weapon	Range	Firepower	Notes		
4th Generation OICW	25cm	AP 4+	-		
Engineer Equipment	5cm	R5+	Repair		
Traits	Trained, Spotter, Entrench, Generates an additional 1M per turn to be used on Tactical Assets, May be transported by any type of Transport Formation for free				



Type	Speed	Armour	Skimish	Hit Points	Points
Artillery Spotters	25cm	5+	5+	5	225 Points
Weapon	Range	Firepower	Notes		
4th Generation OICW	25cm	AP 4+	-		
Laser Artillery Guider	60cm	-	See Traits		
Traits	Trained, Stealth Tactics, Infiltration, Laser Artillery Guider. The formation designates a target without having to roll for it. Then an Artillery formation must be activated straight after. If successful that formation must fire on the designated target with the bonus of being able to re-roll the scatter roll. If failed the Artillery Spotters loose their Stealth Tactics for the rest of that turn.				

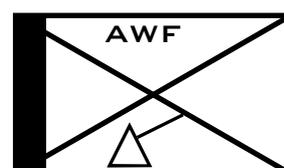


Type	Speed	Armour	Skimish	Hit Points	Points
War Bears	35cm	6+	2+	10	200 Points
Weapon	Range	Firepower	Notes		
Charge	5cm	AP 2+	See Traits		
Traits	Fearless, Fast, Amphibious, Infiltration, Charge: used similar to a range weapon it is declared then rolled, if successful they add 2 points of damage instead of 1 and immediately placed into a Skimish with the formation they just used Charge on.				

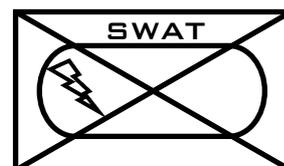


### ADVANCED WARFIGHTER FORMATIONS

Type	Speed	Armour	Skimish	Hit Points	Points
Advanced Warfighters	15cm	3+	4+	5	500 Points
Weapon	Range	Firepower	Notes		
SLUG X12 Assault Rifle	35cm	AP 3+/AT 4+	-		
N673 Heavy Assault Rifle	45cm	AP 4+/AA4+	-		
Slaughter Target Painter	50cm	AT 4+	See Traits		
Traits	Trained, Entrench, Fearless, Slaughter Target Painter. Once a turn they may call an Airstrike from a B-20 air formation for free instead of shooting; B-20 Rules apply for the airstrike unit except for an Initiative check to activate it.				



Type	Speed	Armour	Skimish	Hit Points	Points
Special Weapons & Tactics	15cm	3+	5+	10	450 Points
Weapon	Range	Firepower	Notes		
SLUG X12 Assault Rifle	35cm	AP 3+/AT 4+	-		
N673 Heavy Assault Rifle	45cm	AP 4+/AA4+	-		
Demolition Charge Launcher	10cm	AP 3+/AT 4+	One Shot, Small Blast		
Traits	Trained, Entrench, Fearless, May be transported by any type of transport for free, Generates 2M a turn if within an enemy city or structure,				



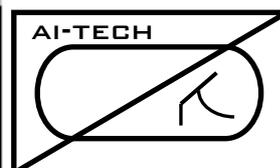
THE ARMY & SELECTION



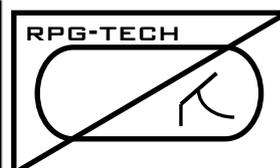
## THE ARMY & SELECTION

### TECHICALS FORMATIONS

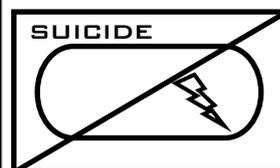
Type	Speed	Armour	Skirmish	Hit Points	Points
Anti-Infantry Technical	35cm	6+	6+	10	50 Points
Weapon	Range	Firepower	Notes		
Twin BL-74 Assault Rifle	10cm	AP6+	1 Re-roll if misses		
Traits	Untrained, Fast, May Transport 1 Infantry Formation				



Type	Speed	Armour	Skirmish	Hit Points	Points
RPG Technical	35cm	6+	6+	10	50 Points
Weapon	Range	Firepower	Notes		
RPG	30cm	AT6+/A.A6+	-		
Traits	Untrained, Fast, May Transport 1 Infantry Formation				

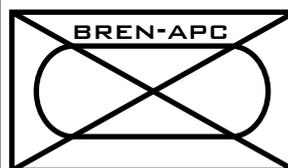


Type	Speed	Armour	Skirmish	Hit Points	Points
Suicide Technical	45cm	6+	6+	3	65 Points
Weapon	Range	Firepower	Notes		
Dynamite Plated	5cm	AP3+/AT6+	One Time Use		
Traits	Untrained, Fast, May Transport 1 Infantry Formation, When Dynamite is used remove Technical Formation				

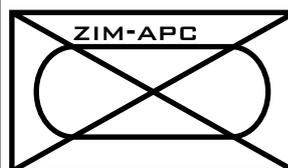


### APC FORMATIONS

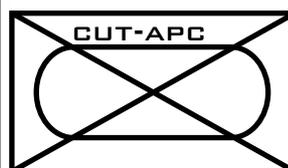
Type	Speed	Armour	Skirmish	Hit Points	Points
Brendly APC	30cm	5+	5+	5	75 Points
Weapon	Range	Firepower	Notes		
Twin N17 Assault Rifle	15cm	AP5+	1 Re-Roll if misses		
Lasered RPG	30cm	AT6+	1 Re-Roll if misses		
Traits	Trained, Tracked, May Transport 1 Infantry Formation				



Type	Speed	Armour	Skirmish	Hit Points	Points
Zimtar APC	30cm	5+	5+	5	100 Points
Weapon	Range	Firepower	Notes		
C20 Light Cannon	45cm	AP6+/AT6+	-		
Lasered RPG	30cm	AT6+	1 Re-Roll if misses		
Traits	Trained, Tracked, May Transport 1 Infantry Formation				



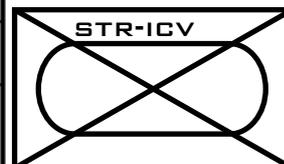
Type	Speed	Armour	Skirmish	Hit Points	Points
CUT90 APC	35cm	6+	4+	10	150 Points
Weapon	Range	Firepower	Notes		
NT4 Heavy Machine Gun	45cm	AP5+	-		
Traits	Trained, May Transport 2 Infantry Formations				



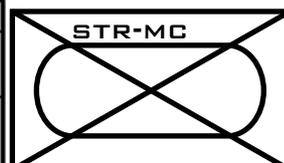
## THE ARMY & SELECTION

### IFV FORMATIONS

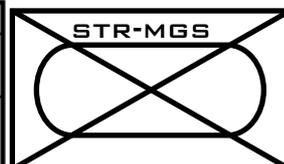
Type	Speed	Armour	Skirmish	Hit Points	Points
Stryker ICV	35cm	5+	6+	5	80 Points
Weapon	Range	Firepower	Notes		
Twin N17 Assault Rifle	15cm	AP5+	-		
Traits	Trained, Countermeasures, May Transport 2 Infantry Formations				



Type	Speed	Armour	Skirmish	Hit Points	Points
Stryker MC	35cm	5+	6+	5	100 Points
Weapon	Range	Firepower	Notes		
Mortar	30cm	AP5+	Indirect, Small Blast		
Traits	Trained, Countermeasures, May Transport 1 Infantry Formation				

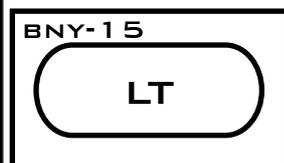


Type	Speed	Armour	Skirmish	Hit Points	Points
Stryker MGS	35cm	5+	6+	5	120 Points
Weapon	Range	Firepower	Notes		
C105 Light Cannon	30cm	AT5+/AA6+	-		
Traits	Trained, Countermeasures, May Transport 1 Infantry Formation				

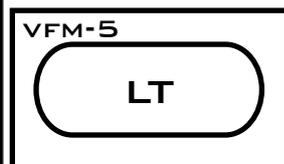


### LIGHT TANK FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
BNY-15 RC	30cm	5+	5+	8	100 Points
Weapon	Range	Firepower	Notes		
C115 Medium Cannon	50cm	AP5+/AT5+	-		
Traits	Trained, Entrench, Amphibious				



Type	Speed	Armour	Skirmish	Hit Points	Points
VFM-5	35cm	4+	5+	5	125 Points
Weapon	Range	Firepower	Notes		
C105 Long Barrel Light Cannon	50cm	AT5+	-		
NT4 Heavy Machine Gun	45cm	AP5+	-		
Traits	Trained, Tracked, Countermeasures,				



Type	Speed	Armour	Skirmish	Hit Points	Points
EV99 Scorpion	30cm	5+	5+	5	150 Points
Weapon	Range	Firepower	Notes		
C105 Long Barrel Light Cannon	50cm	AT5+	-		
NT4 Heavy Machine Gun	45cm	AP5+	-		
Lasered RPG	30cm	AT6+	1 Re-Roll if misses		
Traits	Trained, Tracked, Countermeasures, Spotter				



## THE ARMY & SELECTION

### LIGHT EXOSUIT FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
IRM Mk.1	35cm	5+	4+	2	150 Points
Weapon	Range	Firepower	Notes		
Twin NT4 Heavy Machine Guns	30cm	AP5+/AA6+	1 Re-Roll if misses		
Traits					
Fearless, VTOL, Exosuit					



Type	Speed	Armour	Skirmish	Hit Points	Points
IRM Mk.1 AT	30cm	5+	5+	3	175 Points
Weapon	Range	Firepower	Notes		
Lasered N204 Shredder	20cm	AT4+	1 Re-Roll if misses		
Traits					
Fearless, VTOL, Exosuit					

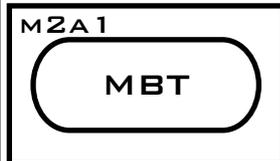


### MAIN BATTLE TANK FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
Challenge U	35cm	5+	4+	5	200 Points
Weapon	Range	Firepower	Notes		
C120 Main Cannon	75cm	AP5+/AT4+	-		
NT4 Heavy Machine Gun	30cm	AP5+/AA6+	-		
Traits					
Trained, Tracked, Countermeasures					



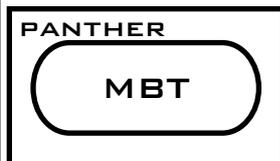
Type	Speed	Armour	Skirmish	Hit Points	Points
Abraham M2A1	25cm	4+	4+	4	250 Points
Weapon	Range	Firepower	Notes		
C120 Main Cannon	75cm	AP5+/AT4+	-		
N350 Heavy Machine Gun	50cm	AP4+/AA6+	-		
Lasered N204 Shredder	20cm	AT4+	One Shot, 1 Re-Roll if Misses		
Traits					
Trained, Tracked, Countermeasures					



Type	Speed	Armour	Skirmish	Hit Points	Points
Lion 3	25cm	4+	4+	3	300 Points
Weapon	Range	Firepower	Notes		
Lasered C120 Main Cannon	75cm	AP5+/AT4+	1 Re-Roll if Misses		
Twin N350 Heavy Machine Gun	50cm	AP4+/AA6+	1 Re-Roll if Misses		
Lasered N204 Shredder	20cm	AT4+	One Shot, 1 Re-Roll if Misses		
Traits					
Trained, Tracked, Countermeasures					



Type	Speed	Armour	Skirmish	Hit Points	Points
Panther	30cm	5+	3+	6	350 Points
Weapon	Range	Firepower	Notes		
C125 Main Cannon	75cm	AP6+/AT3+	-		
N375 Heavy Machine Gun	50cm	AP4+/AA5+	-		
Traits					
Trained, Tracked, Countermeasures, Fearless					



## THE ARMY & SELECTION

### HEAVY TANK FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
Red Dragon	25cm	4+	5+	3	300 Points
Weapon	Range	Firepower	Notes		
C130 Main Cannon	75cm	AP4+/AT3+	Small Blast		
Twin NT4 Heavy Machine Guns	30cm	AP5+/AA6+	1 Re-Roll if Misses		
Traits	Trained, Tracked, Countermeasures, Heavy, Move or Shoot				

RED DRAGON

HVY

Type	Speed	Armour	Skirmish	Hit Points	Points
Kornesker V2	20cm	4+	5+	3	350 Points
Weapon	Range	Firepower	Notes		
C125 Main Cannon	75cm	AP6+/AT3+	-		
Lasered C105 Long Barrel Light Cannon	50cm	AT5+	1 Re-Roll if Misses		
Quad NT4 Heavy Machine Guns	30cm	AP3+/AA4+	1 Re-Roll if Misses		
Traits	Trained, Tracked, Countermeasures, Heavy, Move or Shoot				

KORNESKER V2

HVY

Type	Speed	Armour	Skirmish	Hit Points	Points
Fat Boy	15cm	3+	4+	6	450 Points
Weapon	Range	Firepower	Notes		
C130 Main Cannon	75cm	AP4+/AT3+	Small Blast		
C105 Light Cannon	30cm	AT5+	-		
Lasered N204 Shredder	20cm	AT4+	1 Re-Roll if Misses		
Quad NT4 Heavy Machine Guns	30cm	AP3+/AA4+	1 Re-Roll if Misses		
Traits	Fearless, Tracked, Heavy, Move or Shoot				

FAT BOY

HVY

### MEDIUM EXOSUIT FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
Warmachine APE	25cm	4+	2+	4	400 Points
Weapon	Range	Firepower	Notes		
Twin Miniguns	45cm	AP3+	1 Re-Roll if Misses		
Quad NT4 Heavy Machine Guns	30cm	AP3+/AA4+	1 Re-Roll if Misses		
Traits	Fearless, VTOL, Exosuit, Strafe Level 3 (Warmachine APE, while in VTOL mode, may attack using the Strafe Template. However if it does it will require Rearing straight after!)				

APE

M

Type	Speed	Armour	Skirmish	Hit Points	Points
SHIELD	25cm	4+	3+	4	425 Points
Weapon	Range	Firepower	Notes		
Minigun	45cm	AP3+	-		
Rocket Pod	40cm	AT4+	Rocket		
Traits	Fearless, Infiltration Exosuit, Stealth Tactics, Entrench				

SHIELD

M

# THE ARMY & SELECTION

## ADVANCED TANK FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
Sakura	35cm	4+	3+	5	450 Points
Weapon	Range	Firepower	Notes		
C130 Main Cannon	75cm	AP4+/AT3+	Small Blast		
Twin NT4 Heavy Machine Guns	30cm	AP5+/AA6+	1 Re-Roll if Misses		
Traits	Fearless, Tracked, Countermeasures, Heavy, Stealth Tactics, Infiltration				

SAKURA

ADV

Type	Speed	Armour	Skirmish	Hit Points	Points
Frontline Aries	25cm	3+	3+	5	500 Points
Weapon	Range	Firepower	Notes		
Lasered C135 Main Cannon	80cm	AP3+/AT2+	Small Blast		
Lasered Minigun	55cm	AP3+	-		
Quad NT4 Heavy Machine Guns	35cm	AA4+	1 Re-Roll if Misses		
Traits	Fearless, Tracked, Countermeasures, Heavy, Laser Target Painter,				

ARIES

ADV

Type	Speed	Armour	Skirmish	Hit Points	Points
Overlord	15cm	2+	5+	10	650 Points
Weapon	Range	Firepower	Notes		
Twin C135 Main Cannon	80cm	AP3+/AT2+	Large Blast		
Lasered Minigun	55cm	AP3+	-		
Quad NT4 Heavy Machine Guns	35cm	AA4+	1 Re-Roll if Misses		
Propaganda Tower	25cm	-	See Traits		
Traits	Fearless, Tracked, Countermeasures, Heavy, Move or Shoot, Propaganda Tower: Any unit within 25cm of the Overlord who is taking an Initiative Check may re-roll it if they fail but may only do so once per turn.				

OVERLORD

ADV

## HEAVY EXOSUIT FORMATIONS (MECHS)

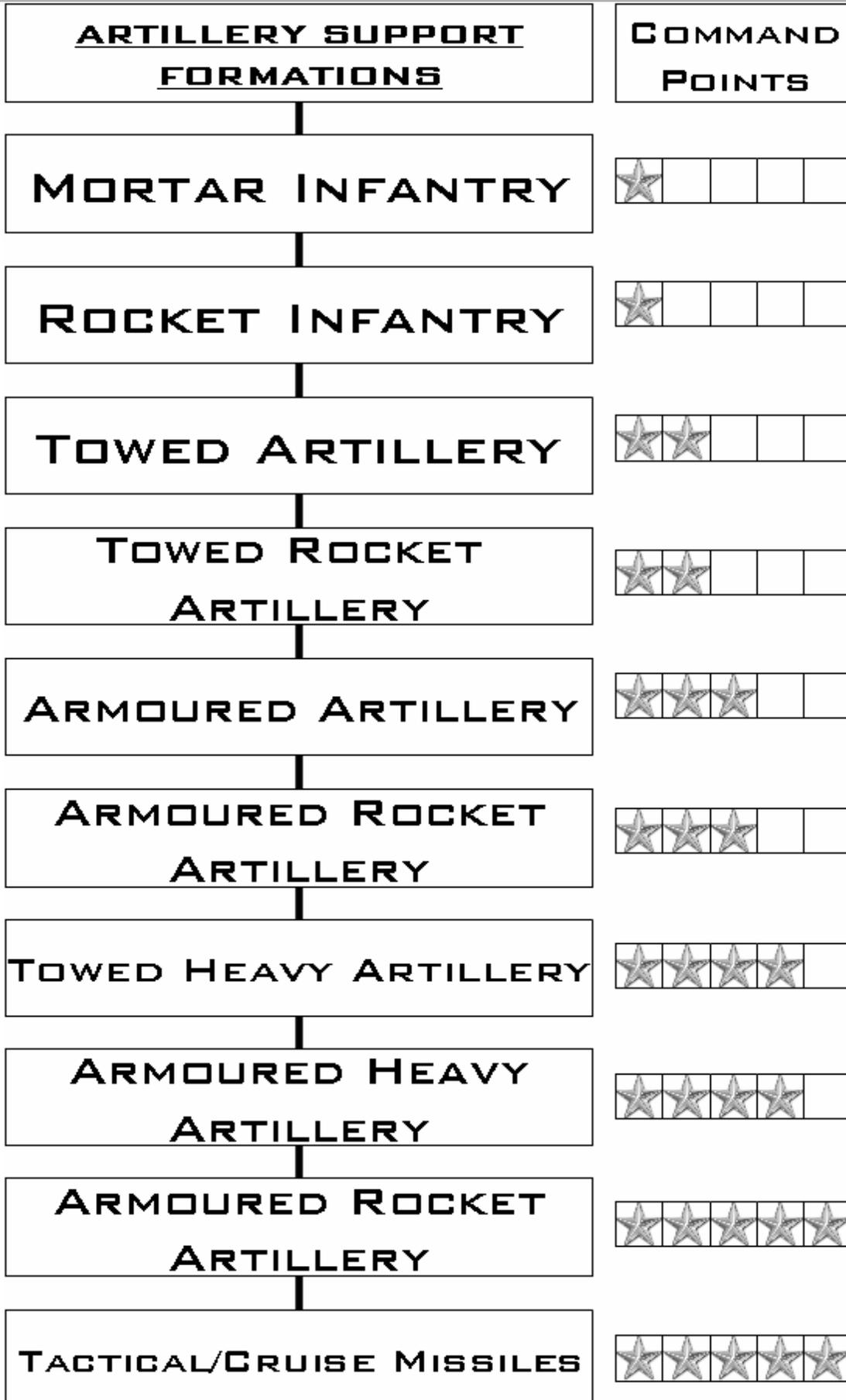
Type	Speed	Armour	Skirmish	Hit Points	Points
Goliath AT-XX2	15cm	3+	5+	8	500 Points
Weapon	Range	Firepower	Notes		
Twin Rocket Pods	45cm	AT4+	Rocket. 1 Re-Roll if Misses		
Stabalized C109 Light Cannon	50cm	AT5+	-		
Stabalized C109 Light Cannon	50cm	AT5+	-		
Quad NT4 Heavy Machine Guns	30cm	AP3+/AA4+	2 Re-Roll if Missed		
Traits	Fearless, Exosuit, May fire both Stabalized C105 Light Cannons Indirect using a Small Blast template instead of firing through Line of Sight.				



Type	Speed	Armour	Skirmish	Hit Points	Points
Warlord	20cm	3+	3+	10	600 Points
Weapon	Range	Firepower	Notes		
Twin Rocket Pods	45cm	AT4+	Rocket. 1 Re-Roll if Misses		
Twin Rocket Pods	45cm	AT4+	Rocket. 1 Re-Roll if Misses		
Mortar	30cm	AP5+	Indirect, Small Blast		
Lasered Minigun	55cm	AP3+	-		
Traits	Fearless, VTOL Exosuit, Strafe Level 4 (Warlord, while in VTOL mode, may attack using the Strafe Template. However if it does it will require Rearming straight after! The Mortar can't be used for the Strafe Attack)				



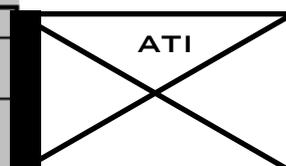
THE ARMY & SELECTION



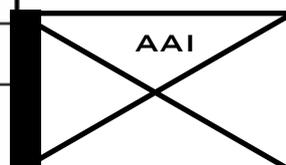
## THE ARMY & SELECTION

### ROCKET INFANTRY FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
AT Infantry	10cm	None	6+	10	75 Points
Weapon	Range	Firepower	Notes		
N204 Shredder	20cm	AT4+	-		
BL-74 Assault Rifle	10cm	AP6+	-		
Traits	Untrained, Move or Shoot, Entrench				

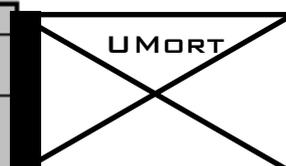


Type	Speed	Armour	Skirmish	Hit Points	Points
AA Infantry	10cm	None	6+	6	75 Points
Weapon	Range	Firepower	Notes		
N204B Shredder	20cm	AA5+	-		
BL-74 Assault Rifle	10cm	AP6+	-		
Traits	Untrained, Move or Shoot, Entrench				

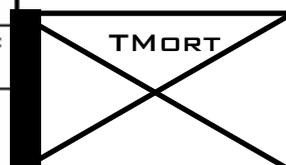


### MORTAR INFANTRY FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
Mortar Infantry	10cm	None	6+	8	75 Points
Weapon	Range	Firepower	Notes		
Mortar	30cm	AP5+	Indirect, Small Blast		
BL-74 Assault Rifle	10cm	AP6+	-		
Traits	Untrained, Move or Shoot, Entrench				

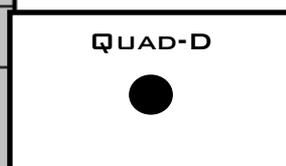


Type	Speed	Armour	Skirmish	Hit Points	Points
Trained Mortar Infantry	10cm	None	6+	8	110 Points
Weapon	Range	Firepower	Notes		
Mortar	30cm	AP5+	Indirect, Small Blast		
BL-74 Assault Rifle	10cm	AP6+	-		
Traits	Trained, Move or Shoot, Entrench				

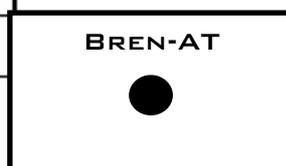


### TOWED ARTILLERY FORMATIONS

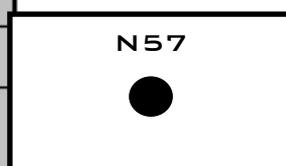
Type	Speed	Armour	Skirmish	Hit Points	Points
Kefflar Quad-D	Towed	None	6+	4	85 Points
Weapon	Range	Firepower	Notes		
Twin NT 4D Heavy Machine Guns	40cm	AP5+/AT6+/AA6+	-		
Twin NT 4D Heavy Machine Guns	40cm	AP5+/AT6+/AA6+	-		
Traits	Untrained, Towed, Only a Technical or APC can tow the Kefflar Quad-D. Whichever is chosen its cost must be added to the current unit's cost.				



Type	Speed	Armour	Skirmish	Hit Points	Points
Brendly AT Support	Towed	6+	6+	6	85 Points
Weapon	Range	Firepower	Notes		
A20 Light Cannon	45cm	AP6+/AT6+	Small Blast		
Traits	Trained, Towed, A Brendly APC Formation may be assigned to the AT Support for an additional 75 Points but must remain within 10cm at all times.				



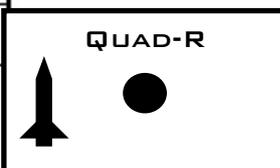
Type	Speed	Armour	Skirmish	Hit Points	Points
N57 Towed Artillery	Towed	None	6+	10	110 Points
Weapon	Range	Firepower	Notes		
N57 Type 60 Cannon	50cm	AP6+/AT6+	Indirect, Large Blast		
Traits	Trained, Towed, Only an APC or IFV can tow the N57. Whichever is chosen its cost must be added to the current unit's cost.				



# THE ARMY & SELECTION

## TOWED ROCKET ARTILLERY FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
Kefflar Quad-R	Towed	None	6+	4	85 Points
Weapon	Range	Firepower	Notes		
Twin Sakko LRM	45cm	AT6+/AA5+	Rocket, 1 Re-Roll if Misses		
Twin Sakko LRM	45cm	AT6+/AA5+	Rocket, 1 Re-Roll if Misses		
Traits	Untrained, Towed, Only a Technical or APC can tow the Kefflar Quad-R. Whichever is chosen its cost must be added to the current unit's cost.				

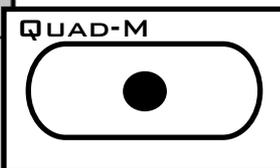


Type	Speed	Armour	Skirmish	Hit Points	Points
Bahltazar Artillery System	Towed	None	6+	8	125 Points
Weapon	Range	Firepower	Notes		
Bahltazar LRM	65cm	AP5+/AT6+	Rocket, Indirect, Large Blast		
Traits	Trained, Towed, Only an APC or IFV can tow the BAS. Whichever is chosen its cost must be added to the current unit's cost.				

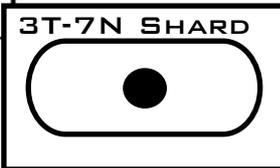


## ARMoured ARTILLERY FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
Kefflar Quad-M	25cm	6+	5+	8	90 Points
Weapon	Range	Firepower	Notes		
Twin NT4D Heavy Machine Guns	40cm	AP5+/AT6+/AA6+	-		
Twin NT4D Heavy Machine Guns	40cm	AP5+/AT6+/AA6+	-		
Traits	Untrained, Stealth Tactics, Entrench				



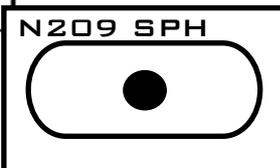
Type	Speed	Armour	Skirmish	Hit Points	Points
3T-7N Shard	25cm	5+	5+	4	100 Points
Weapon	Range	Firepower	Notes		
30AA Cannon	50cm	AP4+/AA5+	-		
30AA Cannon	50cm	AP4+/AA5+	-		
Traits	Trained, Tracked, Countermeasures				



Type	Speed	Armour	Skirmish	Hit Points	Points
Percival 2-MAS	15cm	6+	6+	10	120 Points
Weapon	Range	Firepower	Notes		
N57 Type 60 Cannon	50cm	AP6+/AT6+	Indirect, Large Blast		
N673 Heavy Assault Rifle	45cm	AP4+/AA4+	-		
Traits	Trained, Tracked, Entrench, Move or Shoot,				



Type	Speed	Armour	Skirmish	Hit Points	Points
N209 SPH	10cm	5+	6+	4	150 Points
Weapon	Range	Firepower	Notes		
A105 Cannon	75cm	AP5+/AT5+	Indirect, Large Blast		
N673 Heavy Assault Rifle	45cm	AP4+/AA4+	-		
Traits	Trained, Tracked, Entrench, Move or Shoot, Requires a "Spotter" Formation to target an enemy formation in order for N209 to fire the A105 Cannon.				

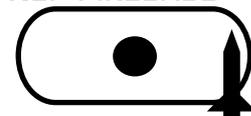


## THE ARMY & SELECTION

### ARMOURED ROCKET ARTILLERY FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
Kef Ar Quad RPG Firebase	35cm	6+	6+	10	50 Points
Weapon	Range	Firepower	Notes		
Quad RPG Launcher	30cm	AT6+	Rocket, Large Blast		
Traits	Untrained, Fast				

KEF FIREBASE



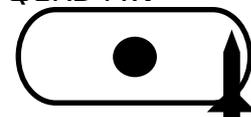
Type	Speed	Armour	Skirmish	Hit Points	Points
Requite	25cm	6+	5+	6	75 Points
Weapon	Range	Firepower	Notes		
Fountain A2A Missile	35cm	A, A5+	Rocket		
Traits	Trained, Fast				

REQUIRE



Type	Speed	Armour	Skirmish	Hit Points	Points
Kefflar Quad-MR	25cm	6+	5+	8	105 Points
Weapon	Range	Firepower	Notes		
Twin Sakko LRM	45cm	AT6+ / AA5+	Rocket, 1 Re-Roll if Misses		
Twin Sakko LRM	45cm	AT6+ / AA5+	Rocket, 1 Re-Roll if Misses		
Traits	Untrained, Stealth Tactics, Entrench				

QUAD-MR



Type	Speed	Armour	Skirmish	Hit Points	Points
Bahltazar Artillery System	15cm	5+	6+	8	125 Points
Weapon	Range	Firepower	Notes		
Bahltazar LRM	65cm	AP5+ / AT6+	Rocket, Indirect, Large Blast		
Traits	Trained, Tracked, Move or Shoot				

BAS



### TOWED HEAVY ARTILLERY FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
G40 Betty Artillery Cannon	Towed	6+	6+	10	130 Points
Weapon	Range	Firepower	Notes		
A110 "Betty" Cannon	80cm	AP5+ / AT5+	Indirect, Large Blast		
Traits	Trained, Towed, Heavy, Only an APC or IFV can tow the G40. Whichever is chosen it's cost must be added to the current unit's cost.				

G40-BETTY

Hvy



Type	Speed	Armour	Skirmish	Hit Points	Points
N219-L	-	6+	-	8	130 Points
Weapon	Range	Firepower	Notes		
A115 Cannon	110cm	AP4+ / AT5+	Indirect, Large Blast		
Traits	Trained, Immobile, Heavy, Requires a "Spotter" Formation to target an enemy formation in order for N219-L to fire the A115 Cannon.				

N219-L

Hvy



Type	Speed	Armour	Skirmish	Hit Points	Points
Bertha	-	5+	-	10	200 Points
Weapon	Range	Firepower	Notes		
Prototype Railgun	250cm	AP4+ / AT4+	Indirect, Large Blast, Slow Firing		
Traits	Untrained, Immobile, Heavy, Requires a "Spotter" Formation to target an enemy formation in order for Bertha to fire the Railgun.				

BERTHA

Hvy

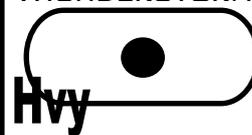


# THE ARMY & SELECTION

## ARMoured HEAVY ARTILLERY FORMATIONS

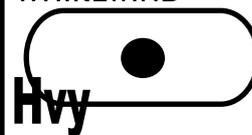
Type	Speed	Armour	Skirmish	Hit Points	Points
G8901 Thunderstorm SPA	10cm	4+	6+	10	150 Points
Weapon	Range	Firepower	Notes		
A110 "Betty" Cannon	80cm	AP5+ /AT5+	Indirect, Large Blast		
Traits	Trained, Heavy, SlowFiring, Move or Shoot, Countermeasures				

THUNDERSTORM



Type	Speed	Armour	Skirmish	Hit Points	Points
G92X4 Whirlwind SPA	10cm	4+	6+	10	190 Points
Weapon	Range	Firepower	Notes		
A110 "Betty" Cannon	80cm	AP5+ /AT5+	Indirect, Large Blast, SlowFiring		
Twin Miniguns	45cm	AP3+	1 Re-Roll if Misses		
Rocket Pod	40cm	AT4+	Rocket		
Traits	Trained, Heavy, Move or Shoot, Countermeasures				

WHIRLWIND



Type	Speed	Armour	Skirmish	Hit Points	Points
Goshino The Destroyer	15cm	4+	6+	10	250 Points
Weapon	Range	Firepower	Notes		
A159.8 Devastator	150cm	AP3+ /AT4+	Indirect, Large Blast, SlowFiring		
Minigun	45cm	AP3+	-		
Traits	Trained, Heavy, Move or Shoot, Countermeasures, If the formation is destroyed anything within 10cm takes 2 hits with armour saves allowed.				

GOSHINO



## ARMoured HEAVY ROCKET ARTILLERY FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
SCUM	10cm	5+	-	5	200 Points
Weapon	Range	Firepower	Notes		
Pazzord Missile	150cm	AP2+ /AT5+	Indirect, Large Blast, One Shot		
Traits	Trained, Heavy, Move or Shoot, Stealth Tactics, Once the Pazzord Missiles is fired it will require 10M from the player to replenish the missile for the SCUM, this can be done multiple times.				

SCUM



Type	Speed	Armour	Skirmish	Hit Points	Points
Furious Defender	10cm	5+	-	4	210 Points
Weapon	Range	Firepower	Notes		
Tactical Defender Missile Launchers	75cm	AA3+	Rocket		
Traits	Trained, Heavy, Move or Shoot, Entrench, May only fire at Air, Tactical, and Cruise Formations only				

FURIOUS



Type	Speed	Armour	Skirmish	Hit Points	Points
MLRS	10cm	5+	-	3	300 Points
Weapon	Range	Firepower	Notes		
Multiple Long Range Missile System	150cm	AP4+ /AT4+	Indirect, Large Blast, Rocket		
Traits	Trained, Heavy, Move or Shoot, Entrench, Any formation under the template takes 2 hits per hit point rather than 1 due to massed amounts of missiles being fired.				

MLRS



# THE ARMY & SELECTION

## TACTICAL/CRUISE MISSILE FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
V2 Missile	-	6+	-	1	200 Points
Weapon	Range	Firepower	Notes		
V2 Payload	100cm	AP4+ /AT 4+	Large Blast, One Shot, Rocket		
Traits	Tactical Weapon, Launched from a City or Structure you control, Use again for 3M instead of 5M.				



V2 MISSILES

Type	Speed	Armour	Skirmish	Hit Points	Points
Chemical Missile	25cm	6+	-	1	350 Points
Weapon	Range	Firepower	Notes		
Chemical Toxin	-	AP2+ /AT6+	Large Blast, One Shot		
Traits	Heavy, Tactical Weapon				



CHEMICAL

Type	Speed	Armour	Skirmish	Hit Points	Points
Tomahawk Cruise Missile	45cm	6+	-	1	400 Points
Weapon	Range	Firepower	Notes		
Tomahawk Payload	-	AP4+ /AT 4+	Large Blast, One Shot		
Traits	Heavy, VTOL, Tactical Weapon				



TOMAHAWK

Type	Speed	Armour	Skirmish	Hit Points	Points
Firestorm Missile	35cm	6+	-	1	450 Points
Weapon	Range	Firepower	Notes		
Black Napalm	-	AP2+ /AT5+	Strafe Level 5, One Shot		
Traits	Heavy, Tactical Weapon, Uses Strafe Template when attacking.				



FIRESTORM

Type	Speed	Armour	Skirmish	Hit Points	Points
Tactical Nuclear Missile	25cm	4+	-	2	500 Points
Weapon	Range	Firepower	Notes		
Nuclear Missile Payload	-	AP2+ /AT2+ /AA2+	Nuclear!! Blast Radius, One Shot		
Traits	Heavy, Tactical Weapon, Uses Nuclear!! Trait when attacking, Initiative Checks are required every turn as your leaders are second guessing the Nuclear Strike order, if failed the Missile is removed but can try to be used next turn, Also requires 15M to be re-used instead 5M.				



NUCLEAR



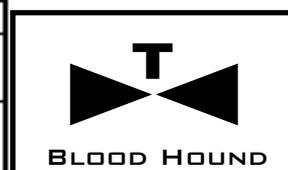
THE ARMY & SELECTION



## THE ARMY & SELECTION

### TRANSPORTS

Type	Speed	Armour	Skirmish	Hit Points	Points
Blood Hound	30cm	6+	-	10	50 Points
Weapon	Range	Firepower	Notes		
-	-	-	-		
Traits	Helicopter, Untrained, Transport 1 Infantry Formation				



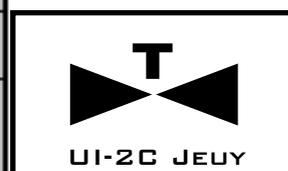
Type	Speed	Armour	Skirmish	Hit Points	Points
Littlehawk	45cm	6+	6+	10	75 Points
Weapon	Range	Firepower	Notes		
Twin BL-74 Assault Rifle	10cm	AP6+	1 Re-roll if misses		
Traits	Helicopter, Trained, Transport 1 Infantry Formation				



Type	Speed	Armour	Skirmish	Hit Points	Points
Chardhawk	35cm	6+	6+	10	100 Points
Equipment	Range	Notes			
Minigun	45cm	AP3+			
Traits	Helicopter, Trained, Transport 1 Infantry Formation				



Type	Speed	Armour	Skirmish	Hit Points	Points
UI-2C Juey	40cm	6+	6+	10	110 Points
Weapon	Range	Firepower	Notes		
Twin BL-74 Assault Rifle	10cm	AP6+	1 Re-roll if misses		
Medivac	10cm	H5+	-		
Traits	Helicopter, Trained, Transport 1 Infantry Formation				



### ARMED UAV

Type	Speed	Armour	Skirmish	Hit Points	Points
Beta-13	Fighter	6+	-	5	75 Points
Weapon	Range	Firepower	Notes		
MX .50cal Sniper Rifle	50cm	AP3+	-		
Traits	Controlled, VTOL, Spotter				



Type	Speed	Armour	Skirmish	Hit Points	Points
Sentry	Fighter	6+	-	3	100 Points
Weapon	Range	Firepower	Notes		
Twin NT4 Heavy Machine Guns	30cm	AP5+/AA6+	1 Re-Roll if misses		
Twin NT4 Heavy Machine Guns	30cm	AP5+/AA6+	1 Re-Roll if misses		
Traits	Controlled, VTOL, Laser Target Painter				



Type	Speed	Armour	Skirmish	Hit Points	Points
Grinder Prototype	Fighter	6+	-	3	125 Points
Weapon	Range	Firepower	Notes		
SLUG X12 Assault Rifle	35cm	AP3+/AT4+	Strafe Level 1		
SLUG X12 Assault Rifle	35cm	AP3+/AT4+	Strafe Level 1		
Traits	Controlled, Uses Strafe Template when attacking				



## THE ARMY & SELECTION

### ANTI-TANK UAV

Type	Speed	Armour	Skirmish	Hit Points	Points
Alpha-22	Fighter	6+	-	5	75 Points
Weapon	Range	Firepower	Notes		
N204 Shredder	20cm	AT4+	-		
Traits	Controlled, VTOL, Spotter				



Type	Speed	Armour	Skirmish	Hit Points	Points
Beta-23	Fighter	6+	-	5	100 Points
Weapon	Range	Firepower	Notes		
Built in Mini-Rockets	40cm	AT4+	-		
Traits	Controlled, VTOL, Spotter				



Type	Speed	Armour	Skirmish	Hit Points	Points
Sentry	Fighter	6+	-	3	150 Points
Weapon	Range	Firepower	Notes		
Built in Mini-Rockets	40cm	AT4+	Strafe Level 1		
Built in Mini-Rockets	40cm	AT4+	Strafe Level 1		
Traits	Controlled, Laser Target Painter, Uses Strafe Template when attacking				



### AIR SUPERIORITY FIGHTER FORMATIONS

Type	Speed	Armour	Skirmish	Hit Points	Points
Pegasus	Fighter	6+	-	3	75 Points
Weapon	Range	Firepower	Notes		
N350 Heavy Machine Gun	50cm	AP4+/AA6+	Strafe Level 1		
Fountain A2A Missile	35cm	AA5+	Rocket		
Traits	Untrained				



Type	Speed	Armour	Skirmish	Hit Points	Points
Tomado	Fighter	6+	-	4	100 Points
Weapon	Range	Firepower	Notes		
N350 Heavy Machine Gun	50cm	AP4+/AA6+	-		
Twin Fountain A2A Missile	35cm	AA5+	1 Re-Roll if Misses, Rocket		
Traits	Trained				



Type	Speed	Armour	Skirmish	Hit Points	Points
TV-38 Searcher	Fighter	6+	-	6	125 Points
Weapon	Range	Firepower	Notes		
NT7 Heavy Machine Gun	45cm	AA5+	-		
Twin Fountain A2A Missile	35cm	AA5+	1 Re-Roll if Misses, Rocket		
Twin Fountain A2A Missile	35cm	AA5+	1 Re-Roll if Misses, Rocket		
Traits	Trained				



## THE ARMY & SELECTION

Type	Speed	Armour	Skirmish	Hit Points	Points
G-19 Hornet	Fighter	6+	-	6	135 Points
Weapon	Range	Firepower	Notes		
N350 Heavy Machine Gun	50cm	AP4+ /AA6+	-		
Twin Fountain A2A Missile	35cm	AA5+	1 Re-Roll if Misses, Rocket		
Twin Fountain A2A Missile	35cm	AA5+	1 Re-Roll if Misses, Rocket		
Traits					
Trained, Countermeasures					



Type	Speed	Armour	Skirmish	Hit Points	Points
TV-41 Super Searcher	Fighter	6+	-	6	150 Points
Weapon	Range	Firepower	Notes		
Twin NT7 Heavy Machine Gun	45cm	AA5+	1 Re-Roll if misses		
Crossbow A2A Missile	40cm	AA4+	Rocket		
Crossbow A2A Missile	40cm	AA4+	Rocket		
Traits					
Trained, Countermeasures, Fast					



Type	Speed	Armour	Skirmish	Hit Points	Points
G-33A Raptor	Fighter	6+	-	8	165 Points
Weapon	Range	Firepower	Notes		
N350 Heavy Machine Gun	50cm	AP4+ /AA6+	-		
Twin Crossbow A2A Missile	40cm	AA4+	1 Re-Roll if misses, Rocket		
Twin Crossbow A2A Missile	40cm	AA4+	1 Re-Roll if misses, Rocket		
Traits					
Trained, Countermeasures, Fast, Heavy					



Type	Speed	Armour	Skirmish	Hit Points	Points
FG-3000 Typhoon	Fighter	5+	-	10	175 Points
Weapon	Range	Firepower	Notes		
Twin Crossbow A2A Missile	40cm	AA4+	1 Re-Roll if misses, Rocket		
Twin Crossbow A2A Missile	40cm	AA4+	1 Re-Roll if misses, Rocket		
Traits					
Fearless, Countermeasures, Fast					



### MULTI-ROLE FIGHTER

Type	Speed	Armour	Skirmish	Hit Points	Points
Spitfire	Fighter	6+	-	4	125 Points
Weapon	Range	Firepower	Notes		
N350 Heavy Machine Gun	50cm	AP4+ /AA6+	-		
Fountain A2A Missile	35cm	AA5+	Rocket		
Blaster Bombs	-	AP5+ /AT5+	Strafe Level 1		
Traits					
Trained, Countermeasures					



Type	Speed	Armour	Skirmish	Hit Points	Points
Rammaz G12	Fighter	6+	-	5	150 Points
Weapon	Range	Firepower	Notes		
Twin Fountain A2A Missile	35cm	AA5+	1 Re-Roll if Misses, Rocket		
Cluster Bomb	-	AP3+ /AT5+	Strafe Level 2		
Traits					
Trained, Countermeasures					



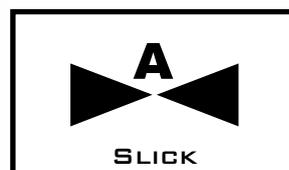
## THE ARMY & SELECTION

Type	Speed	Armour	Skirmish	Hit Points	Points
Toadfoot	Fighter	6+	-	6	175 Points
Weapon	Range	Firepower	Notes		
N350 Heavy Machine Gun	50cm	AP4+ /AA6+	-		
Twin Fountain A2A Missile	35cm	AA5+	1 Re-Roll if Misses, Rocket		
Blister Ground Bombs	-	AP4+ /AT4+	Strafe Level 3		
Blister Ground Bombs	-	AP4+ /AT4+	Strafe Level 3		
Traits					
Trained,					

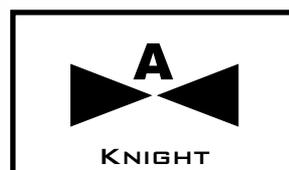


### HELICOPTER GUNSHIPS

Type	Speed	Armour	Skirmish	Hit Points	Points
CP-206 Slick	50cm	6+	-	4	50 Points
Weapon	Range	Firepower	Notes		
Twin N350 Heavy Machine Gun	50cm	AP4+ /AA6+	-		
Guided Blaster Bombs	30cm	AP5+ /AT5+	-		
Traits					
Trained, Countermeasures, Fast					



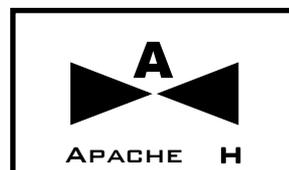
Type	Speed	Armour	Skirmish	Hit Points	Points
KD-14 Knight	50cm	6+	-	4	75 Points
Weapon	Range	Firepower	Notes		
Minigun	45cm	AP3+	-		
Minigun	45cm	AP3+	-		
Traits					
Trained, Countermeasures, Infiltrator, Fast					



Type	Speed	Armour	Skirmish	Hit Points	Points
NJ-39 Havoc	40cm	5+	-	4	100 Points
Weapon	Range	Firepower	Notes		
Minigun	45cm	AP3+	-		
Built in Mini-Rockets	40cm	AT4+	-		
Crossbow A2A Missile	40cm	AA4+	Rocket		
Traits					
Trained, Countermeasures, Fast					



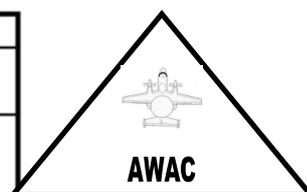
Type	Speed	Armour	Skirmish	Hit Points	Points
BG-74A Apache	30cm	5+	-	4	150 Points
Weapon	Range	Firepower	Notes		
Lasered Minigun	55cm	AP3+	-		
Twin Rocket Pods	45cm	AT4+	Rocket. 1 Re-Roll if Misses		
Twin Rocket Pods	45cm	AT4+	Rocket. 1 Re-Roll if Misses		
DevilFire Rockets	-	AP6+ /AT3+	Strafe Level 4		
Traits					
Trained, Countermeasures, Heavy					



# THE ARMY & SELECTION

## SPECIALISED AIRCRAFT

Type	Speed	Armour	Skirmish	Hit Points	Points
AWAC	Bomber	6+	-	2	75 Points
Weapon	Range	Firepower	Notes		
Enhanced Radar Equipment	50cm	-	See Traits		
Traits	Trained, Countermeasures, Heavy, Enhanced Radar Equipment: Any Formation that fails their IC may re-roll it once per turn.				



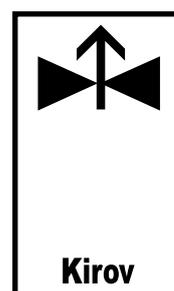
Type	Speed	Armour	Skirmish	Hit Points	Points
A-11 War Hog Tank Buster	Fighter	6+	-	4	150 P Points
Weapon	Range	Firepower	Notes		
30mm Chain Gun	-	AP4+ /AT5+	Strafe Level 3		
DevilFire Rockets	-	AP6+ /AT3+	Strafe Level 4		
Traits	Trained, Countermeasures,				



Type	Speed	Armour	Skirmish	Hit Points	Points
Melka Tenguu Prototype	Fighter	6+	-	4	175 P oints
Weapon	Range	Firepower	Notes		
30mm Chain Gun	-	AP4+ /AT5+	Strafe Level 3		
Quad NT4 Heavy Machine Guns	30cm	AP3+ /AA4+	1 Re-Roll if Misses		
Traits	Fearless, Countermeasures, VTOL: Speed 20cm				

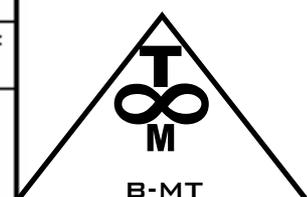


Type	Speed	Armour	Skirmish	Hit Points	Points
Kirov Tribute	10cm	4+	-	10	225 P Points
Weapon	Range	Firepower	Notes		
Furyion Bombs	10cm	AP3+ /AT3+	SlowFiring, Small Blast		
Traits	Trained, Countermeasures, Heavy, Helicopter				

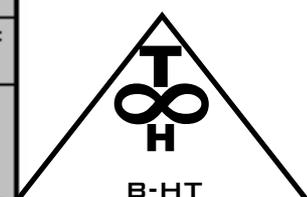


## HEAVY TRANSPORT

Type	Speed	Armour	Skirmish	Hit Points	Points
Benninghall Medium Transport	Bomber	5+	-	6	100 P oints
Weapon	Range	Firepower	Notes		
Paradrop Transport System	-	-	Strafe Level 4		
Traits	Trained, Countermeasures, Transport - 1 Armour or Artillery formation or 3 Infantry Formations, Paradrop Transport System: Uses the Strafing Run Template to drop formations off. Roll a D6 to determine where they land. On a 5+ you may choose where they land.				



Type	Speed	Armour	Skirmish	Hit Points	Points
Benninghall Heavy Transport	Bomber	5+	-	10	150 P Points
Weapon	Range	Firepower	Notes		
Paradrop Transport System	-	-	Strafe Level 5		
Traits	Fearless, Countermeasures, Heavy, Transport - 2 Armour or Artillery formation or 6 Infantry Formations, Paradrop Transport System: Uses the Strafing Run Template to drop formations off. Roll a D6 to determine where they land. On a 6+ you may choose where they land.				



## THE ARMY & SELECTION

Type	Speed	Armour	Skirmish	Hit Points	Points
V-33 Osprey	25cm	5+	-	8	150 P oints
Weapon	Range	Firepower	Notes		
Minigun	45cm	AP3+	-		
Engineer Equipment	5cm	R5+	Repair		
Traits	Trained, Countermeasures, Heavy, Helicopter, Transport - 1 Armour or Artillery formation or 2 Infantry Formations,				



VTOL STRIKE CRAFT					
Type	Speed	Armour	Skirmish	Hit Points	Points
Spitfire VSC-1	Fighter	6+	-	5	150 P oints
Weapon	Range	Firepower	Notes		
N350 Heavy Machine Gun	50cm	AP4+ /AA6+	-		
Sledgehammer Rockets	45cm	AP6+ /AT3+	Rocket		
Blaster Bombs	-	AP5+ /AT5+	Strafe Level 1		
Traits	Trained, Countermeasures, VTOL - Speed: 20cm				



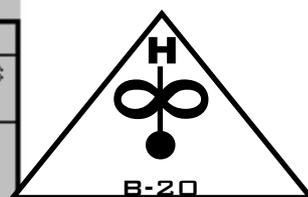
Type	Speed	Armour	Skirmish	Hit Points	Points
YF-35	Fighter	5+	5+	6	170 P oints
Weapon	Range	Firepower	Notes		
Minigun	45cm	AP3+	-		
Twin Rocket Pods	45cm	AT4+	Rocket. 1 Re-Roll if Misses		
DevilFire Rockets	-	AP6+ /AT3+	Strafe Level 4		
Traits	Trained, Countermeasures, VTOL - Speed: 20cm , Skirmish only available while in VTOL mode				



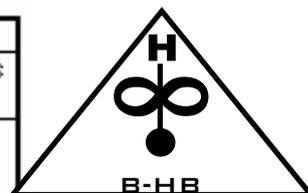
## THE ARMY & SELECTION

### HEAVY BOMBER

Type	Speed	Armour	Skirmish	Hit Points	Points
B-20	Bomber	5+	-	6	150 Points
Weapon	Range	Firepower	Notes		
Black Napalm	-	AP2+ /AT5+	Strafe Level 5		
Traits	Trained, Countermeasures, Heavy,				



Type	Speed	Armour	Skirmish	Hit Points	Points
Benninghall Heavy Bomber	Bomber	4+	-	8	200 Points
Weapon	Range	Firepower	Notes		
Devastator Heavy Bombs	-	AP3+ /AT3+	Strafe Level 5		
NT7 Heavy Machine Gun	45cm	AA5+	-		
Traits	Trained, Countermeasures, Heavy,				



Type	Speed	Armour	Skirmish	Hit Points	Points
Spectre Gunship	Bomber	5+	-	8	250 Points
Weapon	Range	Firepower	Notes		
Lasered C135 Main Cannon	80cm	AP3+ /AT2+	Small Blast		
Twin NT4 Heavy Machine Guns	30cm	AP5+ /AA6+	1 Re-Roll if misses		
Lasered Minigun	55cm	AP3+	-		
Traits	Fearless, Countermeasures, Heavy, When shooting with the Spectre use rules as if it were a ground formation, for movement purposes its still an air formation.				



Type	Speed	Armour	Skirmish	Hit Points	Points
Zeus Super-Heavy Bomber	Bomber	3+	-	8	300 Points
Weapon	Range	Firepower	Notes		
Decimator Super-Heavy Bombs	-	AP2+ /AT2+	Strafe Level 5		
Traits	Trained, Countermeasures, Heavy, Any hits that score a 6 deal 2 Damage instead of 1.				



# CONFLICT OF WORLDS: GENERALS

## THE BATTLEFIELD



The Battlefield is the second important aspect of the game. Like most wargames the battlefield has numerous types of obstructions and terrain dotted around it with those almost important objectives. In Conflict of Worlds: Generals objectives has bonuses and affects on your formations and army making them worthy prizes to the stalwart commander. Not to mention the battlefield also contains one of the most important of all objectives; Cities. Depending on the size of the battle there will be at least 1 City Sector present on the battlefield making a focal point for most of the larger scale battles and skirmishes.

Fighting for cities sectors and objectives allows you to start collecting money (M) that can be used on additional one time use reinforcement style formations and abilities called Tactical Aids. Tactical Aids are may not be an integral part of the game but it sure as hell helps fighting the battle when you can call down a hail rockets from a Tank Buster or call in some local Militia to help fight on your side. The choices are there but it is going to cost.

The game is primarily a 2D game with 3D-esq aspects such as Air formations artillery firing across the battlefield. Terrain is also similarly 2D but with 3D aspects such as blocking line of sight to enemy formations or gaining that much needed line of sight. The game is designed so the players can have entire armies carried in nothing more than a bag or plastic wallet for ease of packing and transporting.

In addition to the City Sector objective there are additional battlefield elements called Tactical Support Structures or TSS. In most games these are secondary objectives however the payoff you get for holding them are more beneficial than holding the main objective. TSS range from M producing Oil Derricks to Tunnels that enable you to redeploy a formation!



## **BATTLEFIELD INTELLIGENCE**

In order for you to know what is what on the battlefield and how to use them to your advantage the following pages will show:

1. Navigation, Line of Sight, & Capturing
2. Main Objective & Army Objectives
3. City Sectors Types & Natural Terrain
4. Tactical Support Structures & Tactical Aids
5. Setting up the Battlefield & Army Deployment

### **1.1 NAVIGATION**

The battlefield can be one of two things; full of terrain with many objectives, or sparse with only a few objectives. More than likely you will try and get a good mixture to satisfy both players and their selected armies. Moving was covered earlier in the core rules section but moving around terrain isn't as straight forward as you might think. Only certain types formations can go move through terrain easily except Air Formations that can move directly over terrain. The only other type of formation that can navigate through terrain easy are Infantry Formations.

Natural Terrain such as forests, rivers, hills, and other such terrain all require a Difficult Terrain check to see if the formation can pass through or go into safely. This is an easy and quick test to do as all you need to do is roll a 2+ or more to successfully navigate into or through it.

City Sectors are similar to Natural Terrain as they also require a Difficult Terrain check to enter or pass through. Once inside a City Sector you are still required to make a Difficult Terrain check if you wish to continue moving through. If the formation is staying within the City Sector then it doesn't require a Difficult Terrain check, the formation is then free to fire any weapons it has.

### **1.2 LINE OF SIGHT**

Terrain, City Sectors, and Tactical Support Structures all block line of sight one way or another for ground based formations and helicopters. Line of sight for a 2D based game is easier to judge as everything is practically on the same level. However all things require a line of sight to see what they are shooting at or moving towards and as such the battlefield is not always sparse. If there is terrain blocking that line of sight then you can't shoot at the targeted formation as you can't see them. If you move your formation over, around, or through that terrain piece then you may fire at the targeted formation.

Similarly if there is an enemy ground formation in front of the targeted ground formation then you must pass an additional Initiative Check to see if you can fire at the original target. If the test is failed you must allocate another target such as the formation in front of said original target. Helicopter and VTOL based formations ignore these rules except City Sectors do block line of sight meaning the Helicopter or VTOL formation must be within the City Sector to attack the designated targets.

All other Air Formations ignore these rules and may attack any formation, anywhere.

## **1.3 CAPTURING**

A key element to the success of the battlefield is capturing objectives and holding them. Capturing is very straight forward and any ground based formation may capture an objective such as the main one; a City Sector, or secondary objectives; Tactical Support Structures. Air Support Formations may not capture or hold objectives including Helicopters as their name suggests they are there for support purposes only.

To Capture an objective simply move a formation up to the objective, usually so that the formation is within 5cm or less, and wait there until the end phase. By the beginning of the following turn the objective is now yours. Giving you all the benefits that objective has to offer, so if you captured an Oil Derrick by the end phase the previous turn, the beginning of this turn you receive 1M. Some objectives require a limited amount of formations to be present in order for you to successfully capture it, these will be shown later.

However an objective can be contested if there is an enemy formation present near that objective. If the enemy formation hasn't been destroyed or moved by the end phase of that turn then the objective is contested and remains neutral until either formation is destroyed, moved, or flees.



## **2.1 MAIN OBJECTIVES**

The main objectives of the game are to 1) wipe out the other player's army and 2) capture all city sectors on the map for a total of a single turn. Tactical Support Structures are secondary objectives that are more personal objectives as they benefit more the army than they do the battle/campaign even though they do make a major impact. You must capture all/most city sectors by then end of the following turn. Say you capture two out of three city sectors on the battlefield, holding them until the next turn would automatically make you the winner unless they are contested before the end phase of that turn.

## **2.1 ARMY OBJECTIVES**

The army objectives are there to set a basic goal for your army other than to destroy the other army unless the army objective is to do so! Unlike the main objective the army objective won't win the game as soon as it is achieved. Instead it is "held" by the player so when the game ends and the amount of objectives each player has is counted the army objective will count towards that total. This could favour for you and possible even sway it to your victory or at least a tie.

Players may instead decide to just go for one overall army objective than having individual goals if they feel the game has either too many city sectors, tactical support structures, or there is a lot on the battlefield. If this is the case then the army objective is rolled for and both players can achieve this goal and use it in their end game objective totals to decide who is the winner unless there is a clear winner already.

In most cases the players will roll to see what their army objective is by using the following table:

**Roll 1 D6 to view designate the objective**

D6	Objectives	
1	Blitzkrieg	You achieve this goal by managing to get an armoured formation into the opposing player's deploy zone (DZ).
2	Take & Hold	You achieve this goal by capturing all Tactical Support Structures on the battlefield.
3	Occupation	You achieve this goal by capturing and holding all city sectors on the battlefield.
4	Seek & Destroy	You achieve this goal by destroying the enemy formation that costs the most amount of points. If two or more formations cost the same destroying either still counts.
5	Total Annihilation	You achieve this goal by destroying or breaking the entire enemy army.
6	Corporate Warfare	You achieve this goal by saving an unspent sum of 40M for every 1000 points on the battlefield.

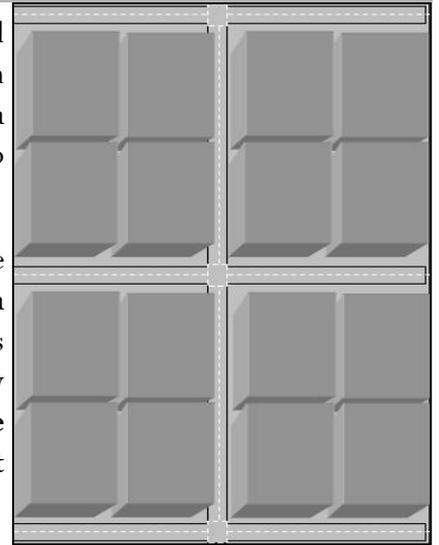
### **3.1 CITY SECTORS**

City Sectors are the main objective for the game as they provide very good benefits to the army that benefit both formations and economy. The basic city sector is larger than any tactical support structure and can hold a great amount of formations within its area. Not only this it provides a better armour value or "cover save" to the formations that occupy the sector but also for each formation that occupies the sector it produces +1M towards the player's funds. The dimensions of a city sector is roughly 105mm x 148mm or A6 size, so instead of printing off the template counter you could just create your own by folding a piece of A4 in half then half again!

For every 1000 points on the battlefield there will be a minimum of 1 city sector. So in the case of a large 5000 point game there will be 5 city sectors for the players capture. In the likelihood of a 2000 point game there will be 2 city sectors that could end up in a stale mate with neither side wanting to risk their formations on an offensive that could cost them their own city sector. This could be a long and tedious stale mate but to break this you could just simply destroy the opposing city sector!

City Sectors, like formations, have hit points, or in this case Structure Points as well as an armour save. City Sectors come with their own armour save of 2+ and it has a total Structure Point value of 16. The sector can be hit by either AP or AT weapons so you don't have to stock up anti-tank. Small Blast weapons cause 1 point of damage but can re-roll should they miss the roll-to-hit and may pick either AP or AT depending on which is better. Large Blast are similar to small blast except you don't get the re-roll but do get 2 points of damage instead of 1.

To left you can see what a city sector should look like (*image not to scale*) and it should look modular. On the battlefield city sectors are place next to each other should there be more than one but still count as individual sectors so a slight gap should between them would help distinguish this. As you can also see there are 16 building to represent the 16 structure points it has.



Ground formations benefit from being within the city sector and can be placed anywhere on top the template. It may look kind of silly to have a heavy tank formation over a few buildings but it is assumed that buildings have garages, side streets, openings, so that vehicles and tanks can deploy within. Formations that occupy a city sector gain **+1 to their armour save to a maximum of 2+**! If their armour save is already 2+ then they don't benefit from the +1 and they will use their own save rolls.

As stated in in the Line of Sight rules City Sectors block line of sight for all ground formations and they must either be within the sector or go around to see their target unless their weapon can fire indirectly. VTOL and Helicopter's line of sight is also blocked by sectors and will have to enter the sector to attack a target that is blocked by it. However shooting at a target within a city sector isn't blocked by line of sight. This may seem harsh on the occupying forces but they gain an bonus to their save and produce M while they are there. The city sector itself can be targeted as if it were a formation but can only be targeted if an enemy formation is occupying it.

### **3.2 NATURAL TERRAIN**

Natural Terrain is, as you have already guess by the title; trees, hills, streams, lakes, forests, farm land, cliffs, swamps, forests, etc, etc, etc!

While you don't necessarily need natural terrain on the battlefield and instead opt for city fight slugfests adding a touch a natural elements enhances the tactical and strategic parts of the game. For example; if there are large and high hills overlooking a city sector and beyond, placing an Artillery or Armoured Formation on said hill would give greater line of sight and the city sector wouldn't block line of sight either. However this could also be used to the enemy player's advantage as that formation would be there for all to see making line of sight for them a little easier.

The table on the next page shows the various types of natural terrain as well as the following:

- ⇒ Passable: If the terrain piece is passable over/through by all ground based formations
- ⇒ Difficult: The terrain is difficult to cross and requires an initiative check to pass through, if failed they can't move and remain where they are.
- ⇒ Impassable: The terrain is too dangerous to cross and therefore nothing can move over it.
- ⇒ Blocks LOS: Blocks Line of Sight?
- ⇒ Area Terrain: The terrain piece is area terrain requiring additional initiative checks to pass through.
- ⇒ Water Based: If the terrain is water based meaning only amphibious formations can cross.
- ⇒ Notes: Anything missed from the list of something to clarify what the terrain piece does.

## THE BATTLEFIELD

Terrain	Passable	Difficult	Impassable	Block LOS	Area Based	Water	Notes
Open Ground	√						
Large Forest		√		√	√		
Small Forest		√		√	√		
Stone Wall		√		√			
City Wall			√	√			
Stream		√			√	√	
Lake		√			√	√	
Small Hill	√			√	√		can't see over city sector
Large Hill	√			√	√		can see over city sector
Cliff Edge			√	√			
Small Mountain			√	√	√		blocks all LOS
Large Mountain			√	√	√		blocks all LOS
Farm Land	√				√		
Crops	√			√	√		
Swamps		√			√		

Additional Information: City Sectors are a benchmark for blocking line of sight so the small hill can't see over city sectors but it can see over other types of terrain such as forests. Small Mountains and Large Mountains have the note "blocks all LOS" meaning all Line of Sight including that of Air Formations are blocked by these types of terrain making them both very strategic to use should they be present on the battlefield.

**4.1 TACTICAL SUPPORT STRUCTURES (TSS)**

Tactical Support Structures are a key feature of the game that helps and benefits your army possible even more than taking hold of the main objective although still go for it as will win the game quicker. TSS are classed as secondary objectives as holding as many of them as you can could potentially win the game should the main objective be destroyed. Unlike most wargames holding these structures gives something back to your army as well as influencing your choice of army selection.

Most TSS require a ground based formation to capture and hold them, so Infantry is must for a majority of games although you can choose armoured or artillery, they can do the job just as well.

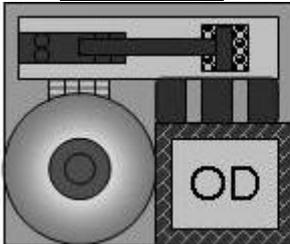
In order to determine what TSS you get per game you roll 2 D6 but at separate times, battlefield setup is explained later. Each player rolls 1D6 and consults the table/page to see what their first TSS is. After that is done they then roll a second D6 to see what their next TSS is, and so on and so forth until the maximum of TSS for that game has been rolled and decided.

Once chosen they can be deployed anywhere you wish even in your own deployment zone however some TSS may be worth while placing near or next to another terrain piece or even next to a city sector.

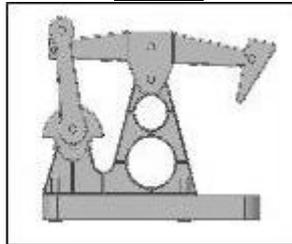
**TACTICAL SUPPORT STRUCTURES**

*The next pages will show this NAME (x.x) the first x represents the 1st dice roll and the second x represents a side of the dice. Also any TSS that "Can Be Destroyed" have a basic 5 Structure Points.*

**DETAILED**

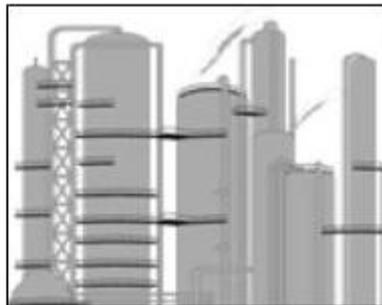
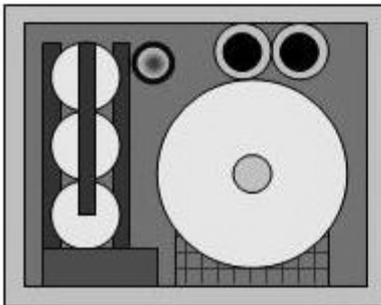


**BASIC**



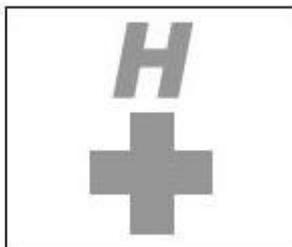
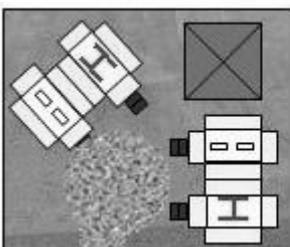
**OIL DERRICK (1.1)**

- > Capture Distance: 5cm
- > Produces 1M per turn
- > Can't Be Destroyed



**REFINERY (1.2)**

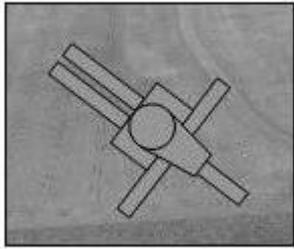
- > Capture Distance: 5cm
- > Reduces Tactical Aids by -1M
- > Can't Be Destroyed



**HOSPITAL (1.3)**

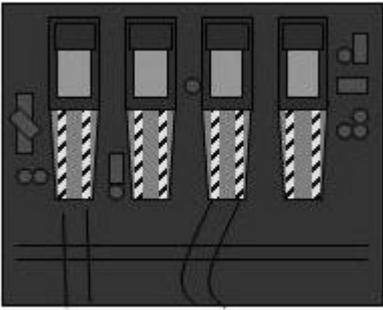
- > Capture Distance: 5cm
- > Any Infantry Formation within 10cm receives 1HP back at end phase
- > Can Be Destroyed

## THE BATTLEFIELD



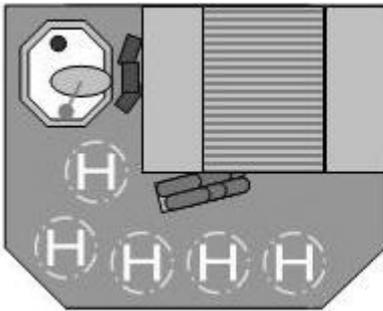
### **FLAK CANNON (1.4)**

- > Capture Distance: 5cm
- > Fires: AP5+/AA4+
- > Range: 30cm
- > Can't Be Destroyed



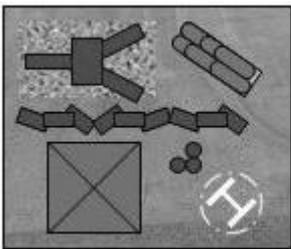
### **REPAIR BAY (1.5)**

- > Capture Distance: 10cm
- > Armoured & Artillery receive 1 HP back at end phase if within 10cm
- > Can Be Destroyed



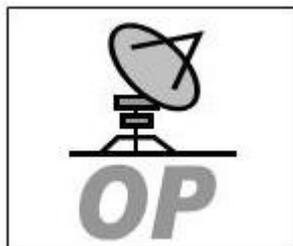
### **HELI PAD (1.6)**

- > Capture Distance: 10cm
- > Helicopters or VTOL may rearm or repair 1 HP at end phase if within 10cm
- > Can't Be Destroyed



### **SUPPORT OPERATIONS (2.1)**

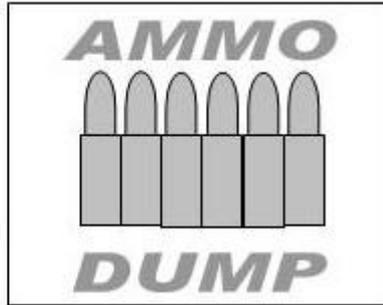
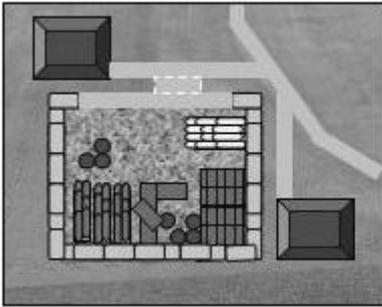
- > Capture Distance: 1cm
- > Fires: AP4+/AT5+, Large Blast
- > Range: 65cm, Indirect
- > Can Be Destroyed



### **OBSERVATIONS POINT (2.2)**

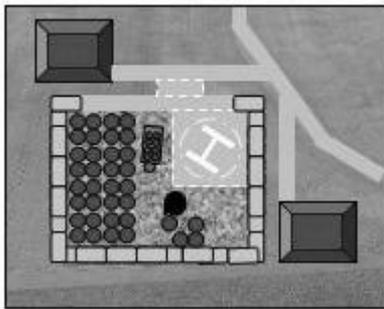
- > Capture Distance: 3cm
- > Gives 1 IC re-roll to any Helicopter or Artillery Formation
- > Can't Be Destroyed

## THE BATTLEFIELD



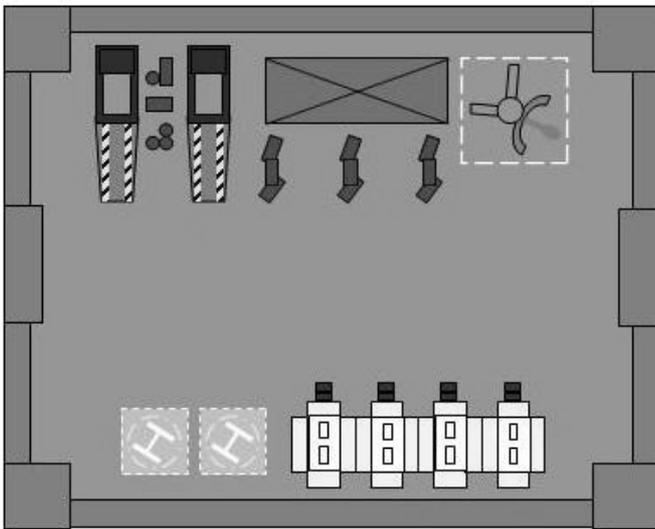
### **AMMO DUMP (2.3)**

- > Capture Distance: 5cm
- > Infantry, Armoured, Artillery, & Air forms may re-roll 1's when rolling to hit if within 20cm
- > Can Be Destroyed
- > If destroyed any form within 20cm is hit on a 5+!



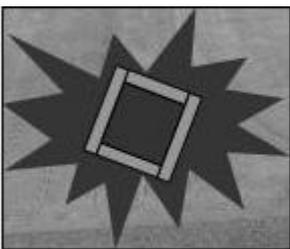
### **FUEL DUMP (2.4)**

- > Capture Distance: 5cm
- > Infantry, Armoured, Artillery, forms may add 2D6cm to their next movement when rolling to if within 30cm
- > Can Be Destroyed
- > If destroyed any form within 20cm is hit on a 3+!



### **FORTIFICATION (2.5)**

- > Capture Distance: 0cm, Infantry Forms only!
- > Fort: 10 Structure Points, 3 Infantry forms may garrison inside
- > Gives garrison a 3+ save unless better!
- > Can Be Destroyed



### **TUNNELS (2.6)**

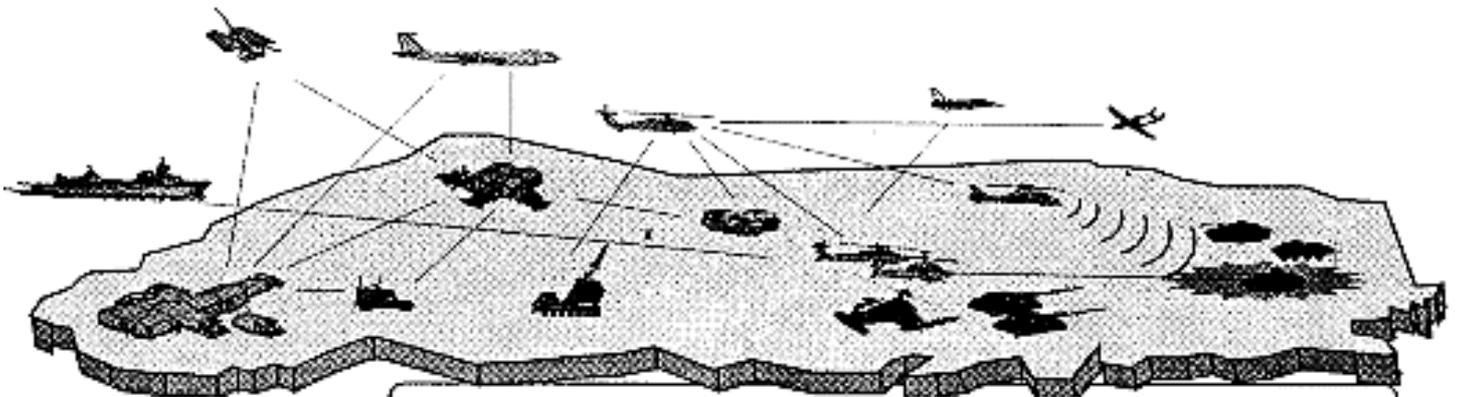
- > Capture Distance: 10cm
- > A single ground formation may re-deploy at end phase; anywhere!
- > Can't Be Destroyed

## **4.2 TACTICAL AIDS (TA)**

Tactical Aids are bought “one time use” formations and weapons that can be used at any time during your turn. Each Tactical Aid or TA requires a minimum amount of **M** to be bought. In order to purchase such weapons and formations you must declare what you are going to spend your **M** on during the start phase of each turn. This is the phase where you receive income from captured Oil Derricks or City Sectors, or even your own Command Formations. This is where that income can be used to great extent of turning the tide of battle in your favour or needing supporting formations that you didn't have enough points to purchase.

Depending on how many army points you are playing the unspent command points are turned into additional starting **M**! For every unspent command point is converted to 2**M** for you to use for the game. This additional starting fund can be used even at the very first turn on the very first starting phase! Trying not to rely on TA and using the least amount of command points for the army is hard to do but take into account that the minimum amount of **M** required for tactical aids is 3**M** and even then there are limited options for that price range.

Tactical Aids come in two types: Type 1 or Type 2. Type 1 TA are bought and used once and must be bought again to be used again. Type 2 TA are bought and are deployed in the player's deployment zone and are used for the rest of the game until destroyed and they can be any formation within that type. Type 1s are cheaper than Type 2s yet each have their own strengths and weaknesses meaning it will be up to the player's discretion and strategy to buy the right ones for the right job. It is also worth noting that most Type 2 TA use the army's initiative rating to be activated the turn after they are bought.



### **THE COSTS:**

-3**M** (TYPE 1S ONLY)

-5**M** (TYPE 1S & TYPE 2S)

-7**M** (TYPE 2S ONLY)

-10**M** (TYPE 1S & TYPE 2S)

-15**M** (TYPE 1S ONLY)

-20**M** (TYPE 1S & TYPE 2S)

**3M TYPE 1S**

- Aerial Recon 1: any enemy formation with stealth tactics loses this trait for the rest of the turn
- Aerial Recon 2: grants 1 Re-Roll for any formation that fails their activation roll
- Streamer Air-to-Air: AA5+ Strafe Level 3, place Strafe Template anywhere

**5M TYPE 1S**

- Aerial Recon 3: any enemy formation wanting to entrench that turn can't unless already entrenched
- Laser Guided Bomb lvl 1: AP5+/AT6+ small blast, place template anywhere
- Tank Buster lvl 1: AT5+, Strafe Level 3, place strafe template anywhere

**5M TYPE 2S**

- Airborne Infantry: uses same profile the one shown on page 25 of the Army Selection section. Place strafe template anywhere, uses Transport ability.
- Machine Gun Bunker: Drops a machine gun bunker. SP: 5, Speed: Immobile, Armour: 5, Range: 25cm, AP4+/AA6+, Heavy. Place in own DZ.

**7M TYPE 2S**

- Airdropped Light Tanks: uses same profile the one shown on page 30 of the Army Selection section. Place strafe template anywhere, uses Transport ability.
- Anti-Tank Bunker: Drops a anti-tank bunker. SP: 5, Speed: Immobile, Armour: 5, Range: 25cm, AT4+, Heavy, Rocket. Place in own DZ.
- Anti-Air Bunker: Drops a anti-tank bunker. SP: 5, Speed: Immobile, Armour: 4, Range: 35cm, AA4+, Heavy, Place in own DZ.
- Reinforce Command: If a command formation has been destroyed you may return it to the battlefield fully repaired. Deploy in own DZ.
- Conscription: Must be occupying a city sector! Place two Conscript Infantry formations next to city sector. They may be used the turn they are bought.
- Occupation Militia: Must have a captured TSS! Place two Militia infantry formations next to any TSS you have. They have to remain next to that TSS for rest of the game.

**10M TYPE 1S**

- Precision Artillery Strike: AP4+/AT5+/AA6+, Large Blast, place template anywhere, scatters 2D6cm, 1 re-roll for scatter roll.
- Large Artillery Strike: AP3+/AT4+/AA6+, Large blast, place template anywhere, scatters 3D6cm.
- Tank Buster lvl 2: AT4+, Strafe Level 5, place strafe template anywhere
- Laser Guided Bomb lvl 2: AP4+/AT5+ small blast, place template anywhere, does 2 damage per hit

## **10M TYPE 1S**

–Laser Guided Bomb lvl 2: AP4+/AT5+ small blast, place template anywhere, does 2 damage per hit

## **10M TYPE 2S**

–Airdropped Light Exosuits: uses same profile the one shown on page 31 of the Army Selection section. Place strafe template anywhere, uses Transport ability.

–Airdropped Towed Artillery: uses same profile the one shown on page 35 of the Army Selection section. Place strafe template anywhere, uses Transport ability.

–Build Technicals: Must be occupying a city sector! Place four Technical armoured formations next to city sector. They may be used the turn they are bought and any type of Technical.

## **15M TYPE 1S**

–Napalm Strike: AP2+, Strafe Level 5, place template anywhere. If any forest is under template it is also hit on a 2+ and is removed from the battlefield.

–Phantom Air-to-Air: AA4+ Strafe Level 5, place Strafe Template anywhere

–Chemical Strike: AP3+, Strafe Level 5, place template anywhere. Causes 3 damage per hit that 1.

–Tank Buster lvl 3: AT2+, Strafe Level 5, place strafe template anywhere

–Laser Guided Bomb lvl 3: AP3+/AT4+ small blast, place template anywhere, does 4 damage per hit

–Bunker Buster: AP6+/AT4+, Large Blast, place template over a city sector, TSS or TA bunker. Causes 3 damage against structures.

–Forced March: forces one of your formations to move double their movement speed anywhere. The formation has to have been activated already.

–Snap Shot: forces one of your formations to fire their weapons at a -2 to hit. The formation has to have been activated already and not an air formation.

## **20M TYPE 1S**

–Tactical Nuke: uses same profile the one shown on page 39 of the Army Selection section. Starts from your DZ.

–Fuel Air Bomb: 3+ to hit anything! Large blast, causes 2 damage, place template anywhere. Scatters 2D6cm.

–Lucky Strike: 5+ to hit anything! Large blast, place template anywhere. Receive 1M to your fund per hit on enemy formations.

## **20M TYPE 2S**

**20M TYPE 2s**

–SCUD Storm: Must be occupying a city sector! Place 2 SCUM heavy artillery formations next to city sector. They may be used the turn they are bought.

–Reinforcements: Must be occupying a city sector! Place 8 Conscript infantry formations next to city sector. They may be used the turn they are bought.

–Spearhead: Must be occupying a city sector! Place four MBT armoured formations next to city sector. They may be used the turn they are bought and any type of main battle tank.

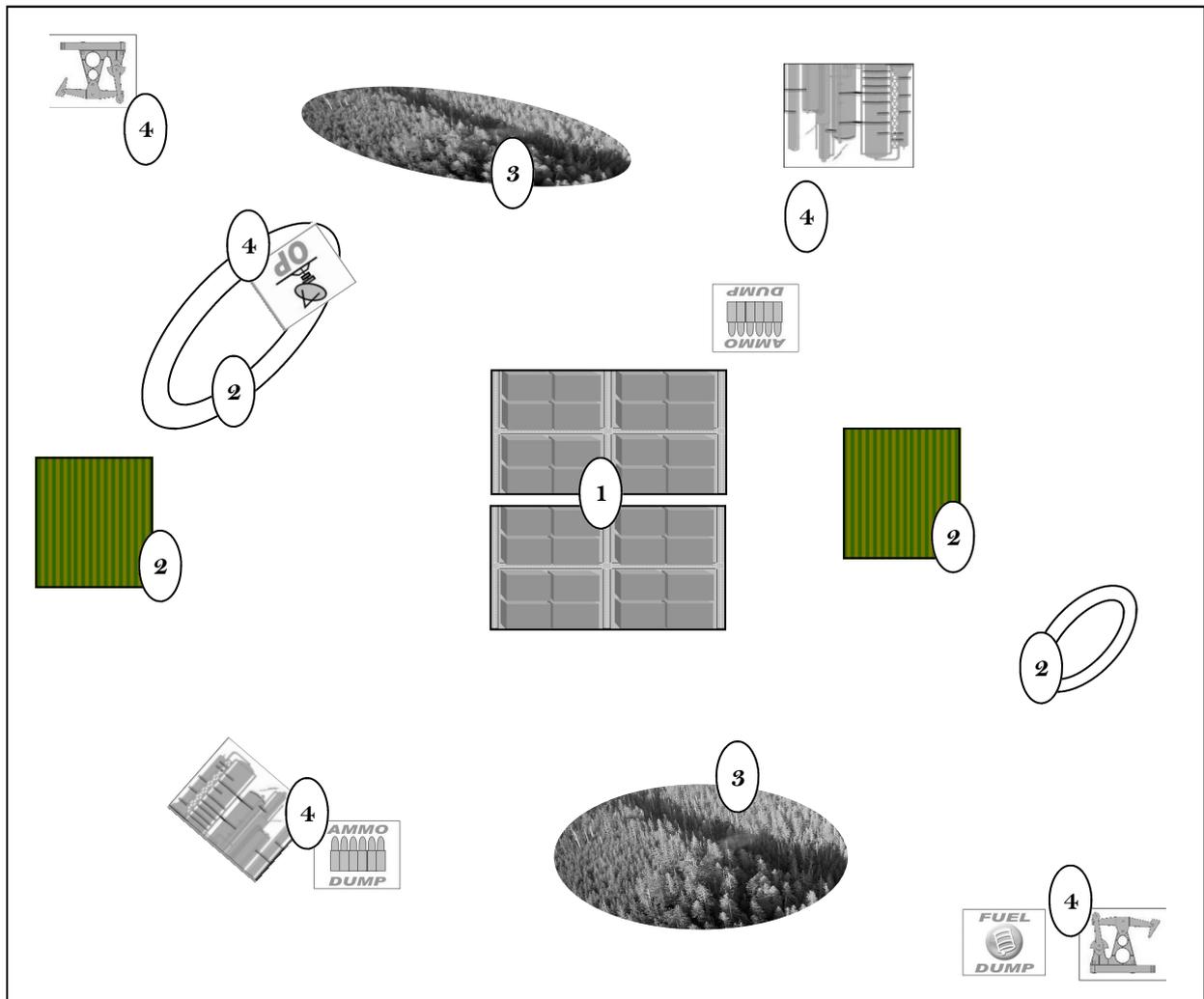
–Elephants: Must be occupying a city sector! Place 2 Heavy Exosuit armoured formations next to city sector. They may be used the turn they are bought and any type of heavy exosuit.

**5.1 SETTING UP THE BATTLEFIELD**

This is how to setup the battlefield before the big game:

1. Agree on Army Points & Command Points limits. This is important as it indicates how much you can spend on your army as well how many objectives are on the board.
2. Place City Sectors. For every 1000 points there will be 1 city sector on the board. If you are playing a 2000 point game there will be two city sectors on board. City Sectors must be placed in the centre of the battlefield next to each other..
3. Place Natural Terrain. This is up to both player's discretion of how much or how little natural terrain there is on the battlefield. Natural Terrain is optional but does add a level of strategic opportunities.
4. Roll and Place Tactical Support Structures. For every 750 points in a game both players are allowed two TSS. Make the rolls as stated on page 54 and these can be placed anywhere you desire even in your own deployment zone. If you are playing a 2000 point game then the first 2 rolls represent the first 750 points. Make another two rolls exactly like you did the first two rolls following the rules as stated on page 54. Works out as  $(\text{total army points} / 750 = x \text{ rolls})$ , if you get an odd number round it to the nearest multiple of 2.
5. Deploy Forces. This is covered in the next section where you get to deploy and start using your forces on the newly setup battlefield. If either player isn't happy of the battlefield then repeat this process until both players are satisfied. Then make the last D6 roll to see your Army Objectives as described on page 51 section 2.1.

On the next page you will find a rough diagram of how a battlefield could look as well as suggestions on other types of battlefields. Scenarios, missions, and predetermined battles can be found in the supplement to this rulebook; Missions & Scenarios For 21st Century Warfare.



### **5.1 SETTING UP THE BATTLEFIELD: EXAMPLE**

The diagram above shows a typical 2000 point battlefield where there is a mix of natural and objective terrain.

1. 2 city sectors occupy the centre of the battlefield giving both armies a place of focus when deploying.
2. Natural terrain both blocks line of sight (Crops and Hills) and extends it (Hills) splitting up the battlefield to grant strategic advances.
3. Large Forests block line of sight as well intrude into the player's deployment zones giving the player more decisions of where to place their formations.
4. Tactical Support Structures are placed both within deployment zones as well as outside. Some TSS excel when deployed in the right area so deciding where to place them is decision all in itself. Both players have 4 TSS each. The math:  $2000/750 = 2.6666$  recurring = 2 = Two Sets of Tactical Support Structure Rolls.

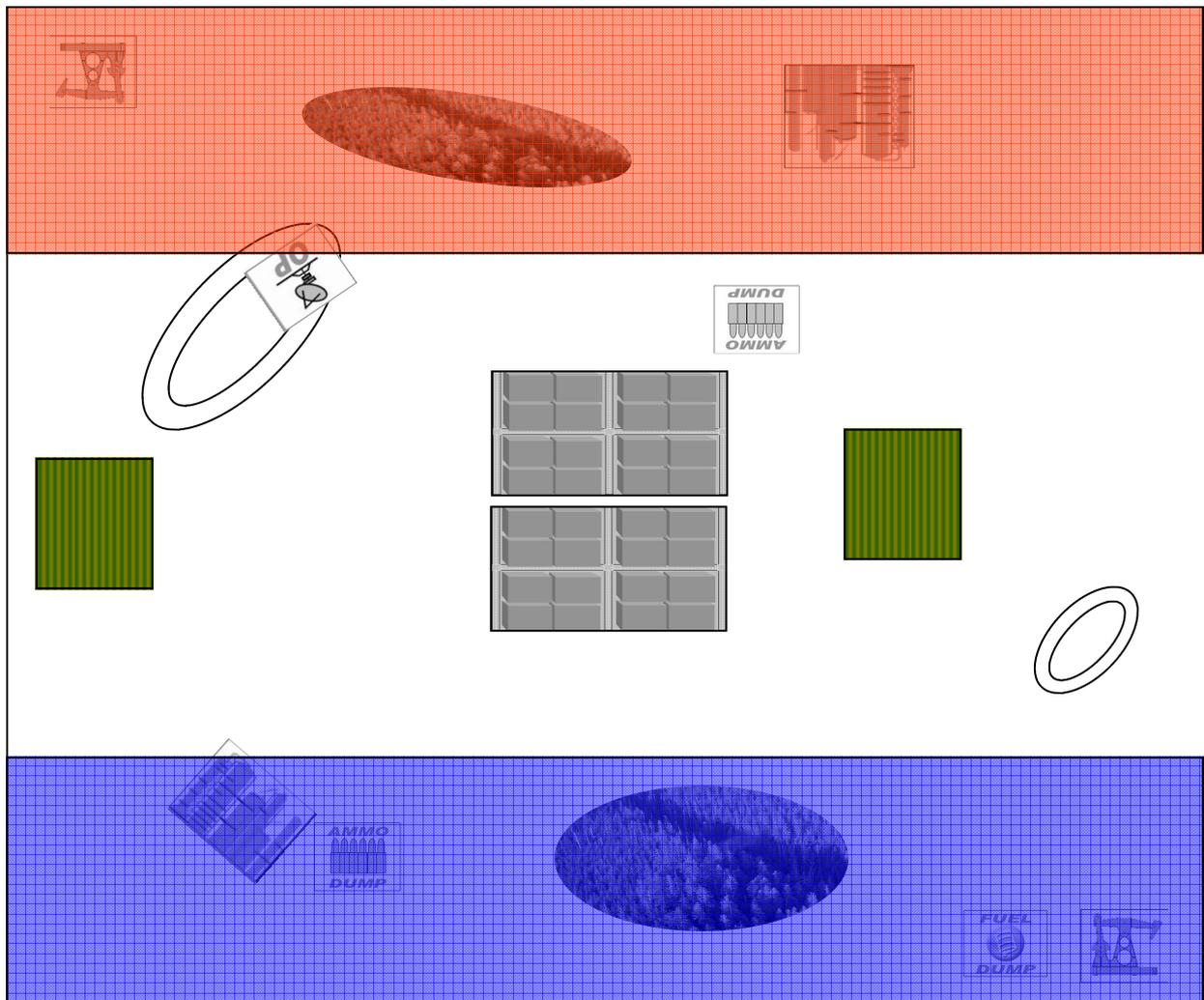
**5.2 ARMY DEPLOYMENT**

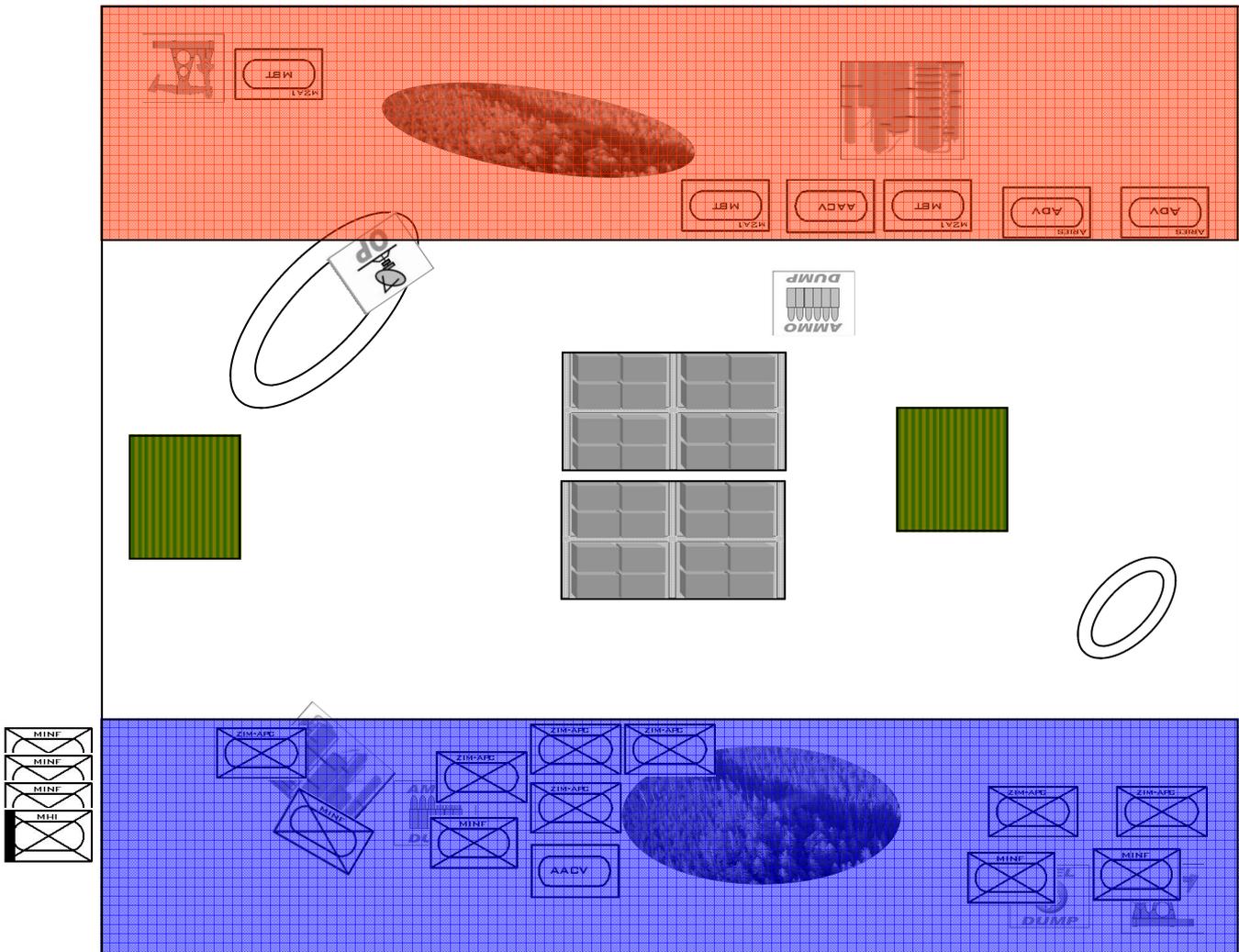
Using the diagram from the previous page as an example the board has been setup with all the relevant objectives and choices of natural terrain the board is ready to see some combat. After both players have chosen their armies it is time to deploy them. To decide each player rolls 1D6 and who ever scores the lowest number deploys first! The highest number can sit back ready to “counter” deploy their forces to the ones currently being deployed.

On the diagram below the board represents a 4’x4’ board making the deployment zone around 12”/30cm. You must deploy all of your forces in this space unless they have the Infiltrators trait meaning they can deploy outside the deployment zone. If all formations have this trait then you have freedom of the entire board to deploy even within range of enemy formations!

Air formations with the Helicopter and VTOL traits can be deployed in the deployment zone at the start of the game if you so wish or they can come on in the following turn. Air formations themselves will come on from this deployment zone and zoom around there after. Also whoever deployed first goes first goes first!

Below: red shaded area is player 1’s deployment zone and the blue shaded is player 2’s deployment zone.





**5.2 ARMY DEPLOYMENT: 12TH ARMOURD VS 11TH MECHANISED**

The above show a complete setup just before a battle is about to begin. As you can see the 12th Armoured (Red DZ) has a single armoured formation holding the Oil Derrick on its own out of range of the command formation. Their tactic would be to hold that objective at all costs or if the armoured forces needed some backup. However their main force has been grouped together in a line ready to power ahead and pound the enemy with shot and shell.

The 11th Mechanised (Blue DZ) has deployed very differently as their forces has been split up into three groups. The first being on the right holding the Oil Derrick and Fuel Dump, with Infantry not deployed in their APC but supported by them. The same can be said about the second group on the far right with APC supporting the infantry holding both the Refinery and Ammo Dump. Lastly the third group has infantry deployed in the APC and supported by the command formation at the rear. However one of the formations has deployed in a large forest meaning it would have to pass an additional IC check to see if it could move.

Grouping units like this has its advantages but it also has its disadvantages as Tactical Aids could decimate your forces in the opening turn if they are in under the templates! Additionally most things on the battlefield can be destroyed. So if 12th Armoured hold a city sector that you can't capture; destroy it!

**THAT'S ALMOST ALL THERE IS, FOR NOW!**

After many months of research, ideas, and concepts they all come together into this one rulebook for all to read, use, and play. There will be alterations based on future games that people will play as well as myself so look out for revisions and editions of the game but at the moment this one seems complete.

There is a lot to take in not to mention the hours you could spend creating your “ultimate” 1K-5K army. If I have created several types of armies but they all have a similar playing style as they are created by me they more than likely will. In addition to the formations available in this edition I will release new formations now and then on the Conflict of Worlds Forum. Didn't I give you that yet? Well here it is:

<http://conflictworlds.freeforums.org>

No that isn't a typo there isn't an I in conflict, it was removed for some weird reason but the address still works and there are multiple forums available. Registration is free as well as allowing uploads and downloads.

This isn't the end for Generals as I plan to do a series of expansion/add-on packs for the game allowing players to play different races, formation types, traits, abilities, and playing styles.

I hope you will enjoy the game and recommend it to your friends as it is indeed free to use, free to play, and can be played with a few sheets of paper, scissors, a ruler, pens and pencils, and a few dice. The counters for the game are available to print off but if you want to play a quick game with a friend in a pub or somewhere drawing out the formations with a pen on paper is just as good. As for the objectives they can be small squares with the objective wrote in the middle. The only thing you won't find quick is trying to decide what formations to take.

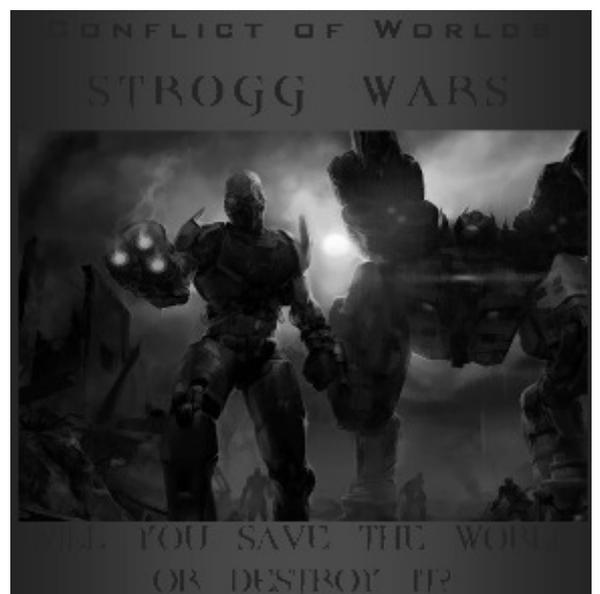
Well fight well generals, the world is waiting to be conquered, or destroyed, or monopolised.....

**COMING SOON: STROGG WARS**

The first, (hopefully of many), expansions where one or both players get to take command of the infamous Strogg from the amazing Quake series. The Strogg are ruthless bio-mechanical machines from far off in the galaxy. They come to this planet to ravage the lands of resources both mineral and organic!

Based on The Strogg from PC game Enemy Territory: Quake Wars they have access to new technology, formations, traits and the all new “Deployables” that allow Strogg formations to deploy structures in the midst of battle to destroy their enemy or deny them access.

Will you save the world or destroy it?



# CONFLICT OF WORLDS: GENERALS

## WOULD LIKE TO THANK...

### INFORMATION & IDEAS

Games Workshop- Epic Armageddon

Parker Brothers/Hasbro/Avalon Hill- Risk & Risk 2210AD

Forge World- Imperial Armour Books

Massive Games- World in Conflict

EA Games- Command & Conquer: Generals & Zero Hour

Bitmap Brothers- Z: Steel Soldiers

Google- Typed what I needed and it came up; so would like to thank the Internet!

### IMAGES & SOURCES

Google Images

DeviantArt images used and slightly edited:

- Great Military Parade Vol 10 by **tweetythebird**
- Marching by **cooties\_galore**
- Tank Preparations & Hobo Flight by **joewight**
- Dana by **rumun**
- Pawns by **enixeffex**
- New World Order by **WillehG24**
- From The Hives We Came by **ex\_pacifist**
- Guns by **matkool**

Any others that recognise their work and I haven't thanked. Amazing work and I feel honoured to use it as it inspired me to keep working!



Conflict of Worlds is a free tabletop game to play and hope that players will play the game responsibly and the way it has been shown the in the book. All formations, units, and tactical aids are based on real world units with their names changed. No copyright infringements intended as I don't plan on making money!