[FWC] Space Pirate Raiders

by Mark Fry 2013

Quantity	Troops	Arm	Move	Attacks	Assault	Hits	Save	Cost	Notes
1	CO (CV8)	Command	60 F	3/30	-	6	6	100	
-/2	HQ (CV7)	Command	40 F	2/30	-	4	6	30	
-/1[2]	FAO (CV7)	Command	30 F	2/30	-	4	6	30	
-/1[1]	FAC (CV7)	Command	30 F	2/30	-	4	6	30	
-/2	Recce Unit (Scout Patrol)	Recce	30 W	3/20	5	4 L	5	75	
-/2	Recce Unit: (Skimmer Patrol)	Recce	30 G	2/40	3	4L	6	55	
2/-	Infantry Unit: (Crew)	Infantry	10 F	4/20	4	4 L	6	10	
1/-	Infantry Unit: (Veteran Crew)	Infantry	10 F	4/20	5	4 L	5T	40	#1
-/-	Infantry Unit: Forced Conscripts (Human Shield)	Infantry	10 F	1/30*	2	3L	6	10	#2
-/4	Infantry Unit: (Battle Buggies)	Infantry	30 W	3/20	5	4 L	5	65	
-/-	Infantry Unit: (Battle Droids)	Infantry	20 G	4/40	6	4 L	4	135	#3 R/S1
-/-	Infantry Unit: (Suicide Droids)	Infantry	20 G	4/20	12	4 L	4	180	#4 R/S1
-/2	Support Unit: Quad Raider(Gatling Cannon)	Infantry	25 W	3/60	4	4 L	5	105	#5
-/2	Support Unit: Quad Raider (Smart Missiles)	Infantry	25 W	3/100#	4	4 L	5	90	
-/2	Support Unit: Quad Raider (Artillery Missiles)	Infantry	25 W	3/100	4	4 L	5	140	#6
-/2	Support Unit: (ATGW)	Infantry	10F	3/80#	2	3 L	6	40	#7 R
-/2	Support Unit: (Gatling Cannon)	Infantry	10F	6/40	2	3 L	6	20	#8 R
-/-	APC Unit: (Medium Grav)	Armour	25 G	2/40*	2	4	5	120	#9 R/S1
-/-	Tank Unit: (Medium Grav)	Armour	25 G	6/80#	4	4	4	155	S1
-/2	SPAT Unit: (Medium Grav)	Armour	25 G	4/100#	2	4	5	140	#10 R/S1
-/2	Air Defence: (AA Wagon)	Artillery	25 W	3/30	2	3	5	30	
-/-[6]	Artillery: (Field Gun)	Artillery	-	4	-	3	6	65	
-/1	Aircraft Unit: (Gunship)	Aircraft	30 A	4/60	2	4	6	110	#11 S1
-/1	Aircraft Unit: (Ground Attack)	Aircraft	-	6/60	-	3	3	160	S1
-/-[6]	Dropship Unit: (Assault Lander)	Transport	-	6/20	2	5M	5T	150	#12 R

* No hits vs AFV or Shields, # No hits vs Infantry or LV, H: Half-Range vs AFV, L: Low Profile, M: Massive, S: Shields, T: Tough, R: Restricted, S1: Stabilised

Tactical Doctrine

- Rigid tactical doctrine (15cm initiative distance; +1 to the CV if all units under command carry out the same action)

Special Rules

- Tech Level: Contemporary
- Air Superiority: Roll one die each time and on a score of 1, deduct 2 from the air superiority roll; score 2 deduct 1; score 5 add 1; score 6 add 2. A score of 3 or 4 means no change.
- Bloodthirsty: All infantry Crew units (not Human Shield) must use their initiative to assault the enemy and there is no command penalty for assaulting
- Daredevil Pilots: Add one attack die for each hit taken by air superiority and anti-aircraft fire on the way in, rather than deduct one attack die per hit

Assets

- 3 x Ambush (50pts each)
- 1 x Preliminary Bombardment (20pts each)
- 3 x Light Orbital Strikes, 4 attacks (40pts each)

Note 1. Infantry Unit (Veteran Crew)

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

Note 2. Infantry Unit: Forced Conscript ('Human Shield')

- Conscript: May not use initiative to assault the enemy and add one dice when rolling for suppression/fall-back
- Expendable: Does not count towards the breakpoint
- If any Forced Conscripts are fielded they must be at a minimum ratio of 4:1 with other Infantry Crew

Note 3. Infantry Unit (Battle Droids)

- Assault Troops: Must use initiative to assault the enemy and no command penalty for assaulting
- Stubborn: Do not roll for fall-back and will not retreat in close assault
- Expendable: Does not count towards the breakpoint

Note 4. Infantry Unit: (Suicide Droids)

- Assault Troops: Must use initiative to assault the enemy and no command penalty for assaulting
- Stubborn: Do not roll for fall-back and will not retreat in close assault
- Kamikazi: Inflict 2d6 unsavable attacks in close-assault as they explode and are knocked-out
- Expendable: Does not count towards the breakpoint

Note 5. Support Unit: (Quad Raider, Gatling Cannon)

- Pulse Weapon: Each successive unit beyond the target is hit by one attack less

Note 6. Support Unit: (Quad Raider, Artillery Missiles)

- Indirect Fire: Calculate as an artillery concentration, using the distance between the unit and the target for deviation

Note 7. Support Unit: (ATGW)

- Hyper-Velocity Penetrator: The save value of the target unit is reduced by one
- Deploy: Need to carry out a deploy action between moving and firing, and firing then moving
- Slow Moving: May only carry out one move action per turn, unless being transported by another unit

Note 8. Support Unit: (Gatling Cannon)

- Deploy: Need to carry out a deploy action between moving and firing, and firing then moving
- Slow Moving: May only carry out one move action per turn, unless being transported by another unit

Note 9. APC Unit: (Medium Grav)

- Light Shield Dome Generator: Absorb all hits within 20cm equal to two dice rolled when the dome is generated, Carrying capacity of 2 spaces (infantry on foot only)

Note 10. SPAT Unit: (Medium Grav)

- Hyper-Velocity Penetrator: The save value of the target unit is reduced by one

Note 11. Aircraft Unit: (Gunship)

- Carrying capacity of 2 spaces (infantry on foot only)

Note 12. Dropship Unit: (Assault Lander)

- Carrying capacity of 12 spaces (infantry on foot only)
- Equipped with one- shot weapon only (Automatically fire at all enemy units within range and in all directions on landing)
- Does not have a flank or rear for the purposes of direct fire or assault
- Expendable: does not count towards the breakpoint