

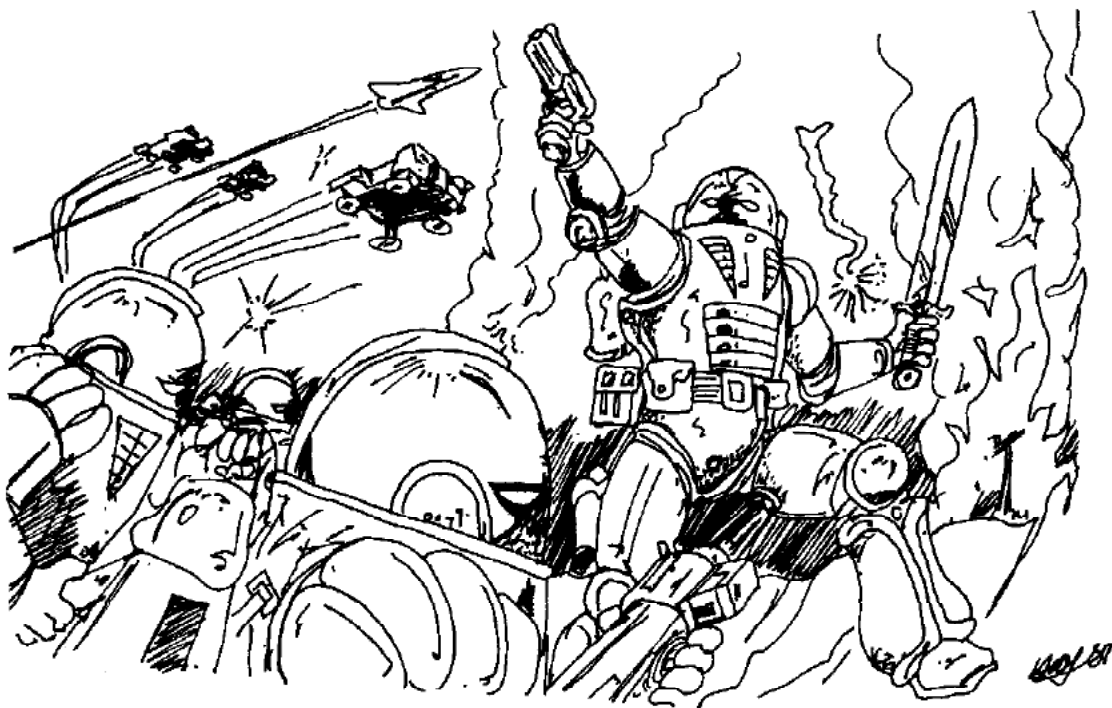
IMPERIAL COMMANDER



by Richard Halliwell & Bryan Ansell

IMPERIAL COMMANDER

Imperial Commander is built around the Tabletop Figures range of 15mm Sci Fi figures, and are designed to give a fast, skillful game when using around 50 figures per side.



When you first start using the rules it is suggested that only small forces are used but once you are familiar with the rules' mechanics then you can:-

Lead fanatic hordes of Redemptionists to cleanse, purify and generally obliterate everything and every one in the very heart of the Imperium

Ride the massive 2500cc Powerbike at the head of a grim entourage to the greatest and bloodiest drugs bust of all time.

Teleport down into the merciless maelstrom of a relentless assault on the desert outpost of the Red Redemption.

Hate people a lot.

TROOP CLASSIFICATION

The points value lists detail all the troops, weaponry and equipment used in the rules. Most are of a fairly self-explanatory nature with more detail to be found in the 'Laserburn' rules.

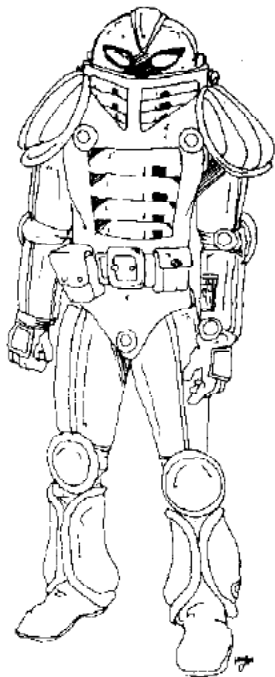
Troops are classified as follows:-

- Light Infantry (LI) Troops wearing very little or no armour, at most a helmet, flak or mesh jacket. Some may wear light armour plates on legs or arms.
- Armoured Infantry (AI) Troops wearing a helmet and plate armour covering the torso and possibly legs and arms.
- Power Armour (PA) Strengthened armourplating plates, incorporates a powered exo-skeleton which duplicates the motions of the individual inside. Power armour often incorporates weaponry and jetpacks.
- Dreadnought (DN) Toughened, thick complete armourplating plate with low density carbon foam padding to absorb impact. The great weight of the armour is carried by an immensely powerful exo-skeleton.



- Training Troops are also classified by training which will effect their weapons skill. These classifications are:-
 - Guard
 - Veteran
 - Elite
 - Regular - Average
 - Conscript
 - Raw - Extremely poor.

- Squads Troops are normally organised into squads of 3 to 8 men, and all members of a squad must remain within 8cm of another member. If a squad is split by more than this distance it must regroup before it can advance.



POINTS VALUES

Basic Figures

Light Infantryman (LI)	5
Armoured Infantry (AI)	8
Power Armoured (PA)	14
Dreadnought (DA)	22

Training

Guard	8
Veteran	5
Elite	2
Regular	0
Conscript	-1
Raw	-2

Jumpacks

For LI & AI	3
For PA	6
For DN	9
Imperial Scout jumpack	5

Weapons

Hand Flamer	3
Enforcer pistol	5
Pistol	1
Remjet pistol	3
Cartridge pistol	7

Laser pistol	2
Laser rifle	5
Heavy laser	8
Auto-Laser	5

Bolt pistol	3
Bolt rifle	4
Rapid Fire Bolter	5
Heavy Bolter	6
Support Bolter	10

Machine pistol	3
Sub-Machine gun	5
Plasma gun	15
Sun gun	15

Grenade launcher	3
Missile launcher	6
Riot gun	2

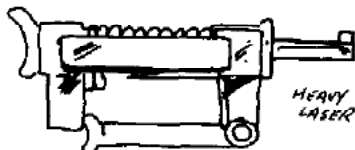
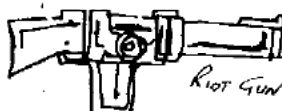
Autoblaster	6
Bike Cannon	10
Conversion Beamer	15
Laser Cannon	30

Imperial Dreadnought grenade launcher (2 shots per barrel)	2
Basic grenade pack for infantryman	1
Advanced grenade pack	3

Equipment

Computer control for bike weapons	6
Robo turret for vehicle capable of mounting up to three weapons.	10
Forward firing weapon mount	free
Autoranger	3
Support-Autoranger	8
Advanced sight for SMG or m/C pistol	2
Designator	5

Each module of 'off table' fire support	15
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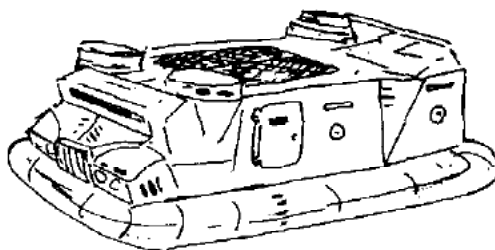
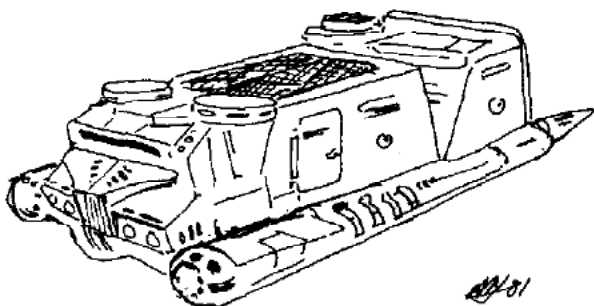
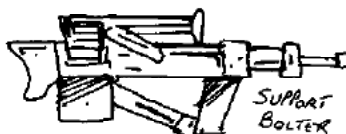
FORCE SHIELDS

Energy disipation shield for a single figure	3
Anti-Matter shield for a single figure	3
Holtymesh shield for a single figure	5
Invisibility cloak for a single figure	8



VEHICLES (with crew)

Transport Jetcopter to carry up to 12 figures	50
Hover APC to carry up to 10 figures	30
Anti-Grav APC to carry up to 10 figures	40
Wheeled APC to carry up to 10 figures	25
Tracked APC to carry up to 10 figures	25
Hover Scout car to carry up to 5 figures	20
Light Attack Jetcopter	20
Teleport Bay, capable of holding up to 5 figures or one light vehicle	40
Motorbike	5
Trike	8

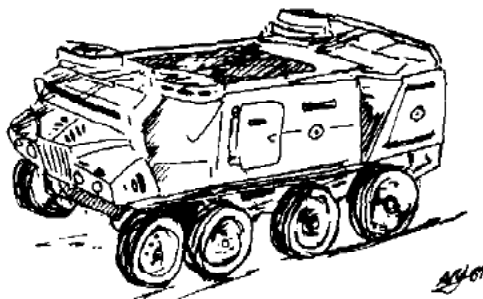


TROOP CHARACTERISTICS

Leadership	8
Fanatic	3
Hero	15
Sniper	3

HAND TO HAND COMBAT WEAPONS

Sword, Axe, Vibro-Knife or Club	1
Force Sword, Power Sword or Riot Stick	2
Power Glove	2
Power Axe	5



THE RULES

TURN SEQUENCE

The game is split up into a number of GAME TURNS, each of which is split down into two PLAYER TURNS. Each game turn should follow this sequence:-

Player A's First Movement Phase

The player may move any or all of his figures as outlined in the movement rules.

Fire Phase

Both players may fire with any eligible figures - see firing rules. Firing is treated as simultaneous so casualties are not removed until the very end of the fire phase.

Player A's Second Movement Phase

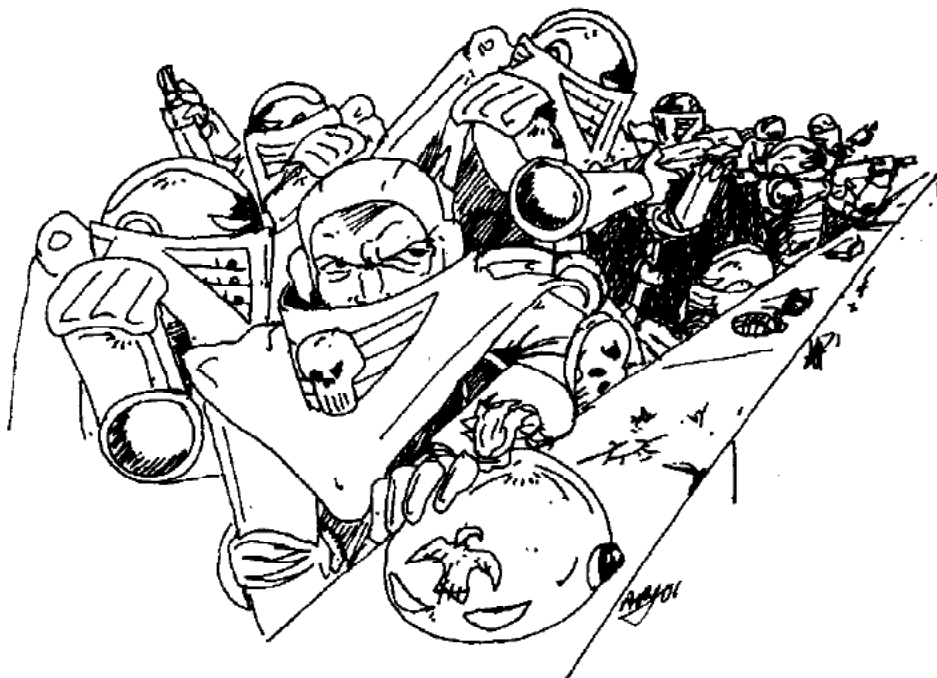
The player may again move with any or all of his figures - even if they have already moved during the first movement phase.

Player A's Close Combat Phase

Player A may attempt to move, fire or engage in close combat with any figures eligible, as detailed in the Combat Rules.

Player B's Player Turn now follows and should follow the same sequence as A's above.

The game turn is then completed, go on to the next Game Turn and player A's Player Turn.



MOVEMENT

During each of the two movement phases of his Player Turn, the player may either move his figures up to the distances given on Chart 1 or the figures may perform any one of the actions listed on Chart 2.

CHART 1: Move Rates

Troop Type	Move Rate (in cm's)		
	Road	Open Ground	Difficult Ground
Light infantry	12	10	8
Armoured infantry	8	6	4
Power Armoured infantry	12	6	4
Dreadnought infantry	8	4	3
Motorcycle, Trike	45	20	15
Wheeled vehicle	30	20	10
Tracked vehicle	20	20	15
Anti-Grav, Hover	25	25	8
GEV APC	25	25	8
Lighter Anti-grav, Hover or GEV	35	35	10

All hover and ground effect vehicles hover at up to two metres above the ground - so if the obstacles causing ground to be difficult are lower than this (eg. small bolders, a marsh etc.) the vehicle may fly right over these and treat the ground as 'open'. Anti-grav vehicles may go even higher and can clear obstacles up to 15 metres high.

CHART 2: Actions

Action	Description
Enter or leave a vehicle	Troops may leave vehicles through any door to any point within 1cm. away, entering is the reverse. The vehicle itself must not move at all in this movement phase.
Enter or leave a building	Move from any point inside the building to outside within 1cm. of any exit, entering is the reverse.
Attempt to Reload/Repair a Weapon	See the ammunition-Breakdown rules, note that as this is an action it means that the figures can not move in any movement phase in which such an attempt is made.
Beam Down	Be beamed from a teleport bay to anywhere on the table.
Beam Up	Be beamed from anywhere on the table to a teleport bay.

Examples of Movement Rules

First Movement Phase	Fire Phase	Second Movement Phase
Move	Fire	Move
Leave vehicle	Fire	Move
Move into teleport bay		Beam Down
Move to building	Fire	Enter building
Halt	Fire	Move

FLYING VEHICLES

Because flying vehicles are so fast they are given no movement rates as such; instead during each of the player's movement phases they are allowed to do any one of the following:-

Take Off	A vertical take off to somewhere immediately above where it took off from.
Land	Again a vertical landing.
Move	Once airbourne the aircraft may move to anywhere on the table- there are no distance limitations.
Hover	Remains airbourne and stationary.
Halt	Remains stationary when landed

Examples Of Flying Movement Rules

First Movement Phase	Fire Phase	Second Movement Phase
Take off	Fire	Move
Move	Fire	Move
Move	Fire	Hover
Hover	Fire	Move

Aircraft Height Bands, Range Modifiers

Aircraft can choose to fly either 'high' or 'ground skimming'. If the aircraft is high it can see over, and be seen over, any hills, woods or buildings etc. Figures firing at it add 50cm, to the range.

If the aircraft is ground skimming it is assumed to be no more than 5 metres above the ground. Woods, Buildings and hills etc. completely block the line of fire. No modification is made to the range.

Aircraft may freely change height bands in any move phase they are airbourne.

Note on Flying Vehicles

The best way to simulate aircraft flight is to buy some of the 'QT Models' wire and perspex stands. Using a 1mm. bit, drill a hole into the aircraft - it can be stood on the stand when in flight, taken off when landed.

If you can't run to different sized stands then height markers can be used.

Examples of Illegal Moves

Troop Type	First Movement Phase	Fire Phase	Second Movement Phase	Explanation
Aircraft	Land	-	Move	Must be airbourne to move
Infantry Vehicle	Move Move	Fire	Get into Vehicle Move Off	Vehicle must be stationary when embarking inf.
Infantry Aircraft	Get into aircraft Land	Fire	Move	Again the aircraft must be stationary.

JUMP PACKS

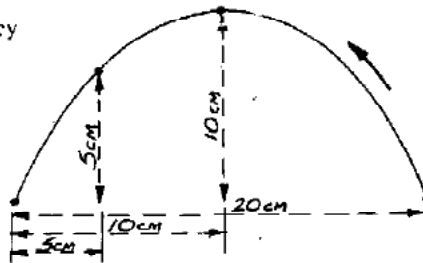
Like normal movement, a jumpack move can be made in either or both of the player's movement phases. A single jump may be up to the distance given on the following chart:-

CHART 3: Jump Distances

Troop Type	Distance (cm's)
Light infantry	30
Armoured infantry	20
Power Armoured infantry	15
Dreadnought infantry	15
Imperial Scout jumpack with LI or AI	40

Troops may jump over obstacles. The jump follows a smooth trajectory - the figure is half as high as the jump is long at the jump's mid-point, a quarter as high one or three quarters of the way along and so on. So if a figure makes a 20cm. jump he can clear a building 10cm. high if it is at the jump's mid-point.

Diagram M: Jump Trajectory



Examples of Moves Involving Jumps.

First Movement Phase	Fire Phase	Second Movement Phase
Jump	Fire	Jump
Jump to within 1cm. of house door.	Fire	Enter house
Halt	Fire	Jump

Jump Limitations and Risks

Troops may not jump out of or into woods. They may not jump into or out of buildings or vehicles - other than specially adapted Scythe Jetcopters. Provided that the Jetcopter is hovering troops may jump out - they make a jump of the normal length and land on the ground.

If troops jump somewhere they can't see at the beginning of the movement phase (for example, if they jump over a wood) there is a risk of accidents. For each figure jumping throw 2 D6, and consult the following chart:-

CHART M4: Jump Risks

Troop Type	Accident Score
Light	12
Armoured	11
Power Armoured	10
Dreadnought Armoured	9

If the score is equal to or more than the accident score then that figure has broken his neck or something and is removed from play.

TELEPORT BAYS

Each bay can beam up to 5 figures or a light vehicle in each move phase. Beaming down is very precise and troops are placed anywhere on the table the player pleases - he may choose the inside of a building etc.

Examples of Moves Using Teleportation

First Move Phase	Fire Phase	Second Move Phase
Move into bay	-	Beam Down
Beam Up	-	Move Off Bay
Move	Fire	Beam Up

Note that as troops must move into or out of a teleport bay the bay can in fact only be used in one move phase per player turn so it spends the other one waiting for the troops to enter or clear the bay.

FIRING

When one of your figures fires at an enemy, roll two D6's and add the two scores together. Now proceed to Chart F1 and find the section for the weapon being fired. Read across the chart to the first column which gives the ammunition/breakdown number for the weapon. If the total score is equal to, or lower than this number then the weapon has either malfunctioned or run out of ammunition - see ammunition-breakdown rules.

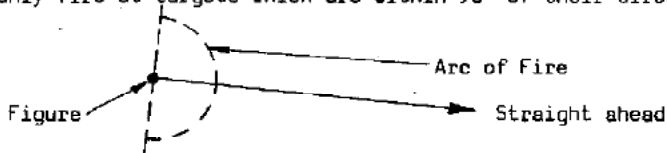
If the score is higher, measure the range and read across on the chart to the appropriate range band, this gives the HIT NUMBER. Go the Chart F2 and see if any of the factors listed apply. If they do then add or subtract the number shown. If your total score is now equal to or greater than the hit number then your shot has hit the target, if it is less then you've missed.

If you have scored a hit find the weapon's IMPACT TYPE which is given in the second to last column on Chart F1. Now go to section F3 and find the IMPACT TABLE for this weapon type. Roll a further D6 and read across on this number until you come to your targets armour type - this gives you the result of the shot.

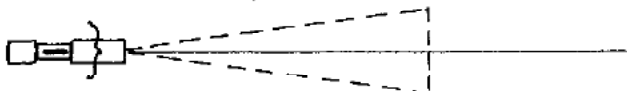


ARCS OF FIRE

Troops may only fire at targets which are within 90° of their direction of facing ie:-



Bike cannon may only fire straight ahead, the same applies to any other bike mounted weapon.



Vehicle fixed mounts are treated in the same way as bike cannon. Turrets and robot weapon pods have complete 360° traverse.

WEAPON USE

Figures may fire only one weapon in any given fire phase. Exceptions are:-

Heroes

Multiple weapon packs on PA or DN troops.

(Several weapons are strapped to the same arms- you can fire all on any one arm)

Weapon pods on vehicles- all the vehicles weapons may fire.

Contd.

Hand Flamers - a weapon that doesn't really need aiming so can be fire wrong handedly.

Bike cannon - simple fire stud on handlebar grip, so rider may fire both the cannon and his own pistol

In all cases throw to hit for each weapon separately.

Targets

Normally all the weapons a vehicle or figure fires must be aimed at the same target.

Exceptions are:-

Heroes

Hand Flamers

Robot Weapon Pods - self training so each may fire independently

Bike Cannon with computer control unit - again self targeting so rider may fire seperately.

Weapon Deployment

Machine guns must be deployed before being used. Support Autorangers with weapons carried by light infantry or armoured infantry must be deployed to give their hit bonus.

Deployment takes an entire move phase, use the counters provided.

It takes no time at all to pick up and move a deployed weapon but it then must be deployed again.

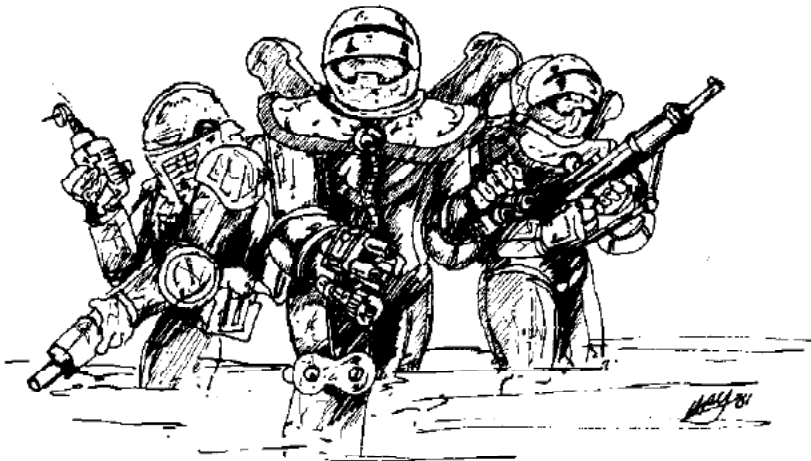


CHART F1: Firing Chart

Weapon	Ammunition/ Breakdown	Range Bands (cm's)				Impact Type	Remarks
		0-10	10-50	50+	Max Range		
<u>Pistols</u>							
Enforcer	3	5	10		20	High or Stun Low Power	May fire any advanced grenade or ramjet
Pistol	3	6	8		15		
Ramjet	5	8			10		
Cartridge	4	7	9		30		
<u>Lasers</u>							
Pistol	2	5	6		30	Standard	May fire 2 shots at same target/phase May fire template 2
Rifle	2	5	6	8	100	Standard	
Heavy	2	5	6	8	200	Standard	
Auto	2	4	10		20	Standard	
<u>Bolters</u>							
Pistol	5	5	7		20	High	May fire 2 shots at same target/Phase
Rifle	3	6	8	10	75	High	
Rapid Fire	4	6	7		50	High	
Heavy	3	7	9	11	100	Power	
Support	4	8	9	10	200	Power	
<u>Automatics</u>							
Machine pistol	5	3			10	Anti-Per	Fires template 2
SMG	4	4			10	Low	Fires template 2
Assault Rifle	3	5	8		50	Standard	May fire template 2
MG	4	4	6	8	100	Standard	May fire any template
<u>Flame Weapons</u>							
Hand Flamer	5	6			10	Standard	Fires template 2
Flamethrower	5	4			7½	High	Fires template 1
Plasma Gun	5	3	5		15	Power	Fires template 3
Sun Gun	5	2			10	Total	Fires template 2
<u>Launchers</u>							
Grenade	3	7	8		50		Fires any advanced
Missile	3	7	8	10	150		Fires any advanced
Riot Gun	4	6	7		30		Fires any advanced
<u>Miscellaneous</u>							
Auto-Blaster	-	5	8		40	Standard	Infinite repeater.*
Bike Cannon	4	5			10		Fires template 2**
Above + Computer		3					
Conversion Beam	2	7	7	7	300		***
Throwing Grenades	5	7			10		see grenade section
Laser Cannon	3	6	4	6	500	High	
Imperial back-mounted grenade launcher	-	8	5		50		Fires advanced explosive, 1 shot only.

* Never runs out of ammunition or malfunctions.

** Makes 2 attacks on all figures in cone - one at high impact, one at anti-personnel.

*** Throw a D6 for impact, 1= Stun, 2= Anti-personnel, 3= Low, 4= Standard, 5= High, 6= Power.

CHART F2: Tactical Factors.

Firers Rating	
Guard	-3
Veteran	-2
Elite	-1
Conscript	+1
Row	+2

Cover	
Target in soft cover	+1
Target in hard cover	+2
Target in reinforced cover	+4

Auto Ranger	
at 0 - 20cm.	-1
At 20cm +	-2

Vehicles	
Target is vehicle smaller than an APC	-2
Target is an APC size or larger	-4
Target is airbourne	+3

Other	
Firing on Building rather than troops inside it	-4
Robo Turret	-1

Shields	
Forceshield - against Lasers, Conversion Beamers and Auto-Blasters	-3
Anti-Matter Shield - against Blasters, Explosive projectile weapons, Pistols and Ramjet shots	-3

CHART F3: Impact Chart

STUN				
	LI	AI	PA	DN
1	Near Miss	Near Miss	Miss	Stun
2	Stun			
3		Stun		
4			Near Miss	
5			Stun	Near Miss
6	Stun			

ANTI-PERSONELL				
	LI	AI	PA	DN
1	Near Miss	Near Miss	NE	NE
2	Kill			
3				
4				
5	Kill	Near Miss		
6				

LOW				
	LI	AI	PA	DN
1	Near Miss	Near Miss	NE	NE
2				
3	Kill	Kill	Near Miss	
4				
5		Kill	Kill	Near Miss
6				

STANDARD				
	LI	AI	PA	DN
1	Near Miss	Near Miss	NE	NE
2	Kill			
3		Near Miss		
4		Kill	Kill	
5	Near Miss			
6	Kill			

HIGH				
	LI	AI	PA	DN
1	Near Miss	Near Miss	NE	NE
2	Kill	Kill		
3				
4				
5			Kill	
6				

POWER				
	LI	AI	PA	DN
1	Kill	Kill	Near Miss	NE
2			Kill	Near Miss
3				Kill
4				
5				
6				

TOTAL				
	LI	AI	PA	DN
1	Kill	Kill	Kill	Near Miss
2				Kill
3				
4				
5				
6				



Explanation of Results

Near Miss The target may not move or fire until after the next fire phase. He may defend himself in hand-to-hand combat if attacked. Use the 'near miss' markers provided, place them next to a figure when it suffers a near miss. Take the marker away at the end of the next fire phase.

Kill The figure is removed from play.

NE No effect.

Examples of Firing

An Imperial Elite trooper is firing a Bolt rifle with autoranger at a Power Armoured Redemptionist who is 30cm's. away. The hit score will be:-

Bolt Rifle at 10-50	8
Elite firer	-1
Autoranger at 20+	-2

	5

The player has thrown a total of 10 on his two dice so the shot hits.

A Bolt rifle has a 'High' impact so go to the High Impact Chart in F3. The player throws a D6 and scores a 5 - which is a 'kill' against power armour.

Weapons with Cone Templates

Some weapons are given the option of using 'cone templates', others have to use them. Place the thin end of the template against the firing figure, with the cone pointing in any direction to the front of the figure. Anything in the cone is now a target. Throw separately in the normal way for each of these targets.

GRENADES

Combatants can throw grenades instead of firing other weapons in any fire phase. Throw to hit as normal. If you miss then it is assumed that the throw is way off target and has no effect.

If you hit then place the centre of the blast template over the target. All figures in the template area are effected.

The choice of grenade type is restricted by the 'pack' which the figures has, ie. either the standard or the advanced packs.

CHART F7: Standard Grenades

Description	Effect	Blast Template Number
Explosive	Standard Impact	2
Armour Piercing	High Impact	1
Smoke	Blocks vision for rest of game.	2

CHART F8: Advanced Grenade Pack

Description	Effect	Blast Template Number
Explosive	Standard Impact	3
Smoke	Blocks vision for rest of game.	2
Limpet	Effects only one figure. Deduct 2 from your hit roll. If it hits treat as 'Power'	-
Stun	Stun Impact	2
Stasis	Area of template is held in stasis until end of next fire phase. Time is frozen, figure cannot move, fire or be fired at.	

Launchers, Grenade Launchers

These should be treated in the same way as grenades. Each have the full selection from the advanced pack. In addition, missile launchers may fire self-guided AT ramjet shot. Add 2 to your hit dice and all hits are 'power impact' hits.

HITS ON VEHICLES

If you have scored a hit on a vehicle, use Chart F4 below to find the score you have to throw on a D6 to penetrate the vehicles armour. Roll the dice, if you fail to penetrate the shot has had no effect, otherwise go to Chart F5 to find the effect of the penetration.

CHART F4: Armour Penetration

Firing Weapon Impact Type	VEHICLE ARMOUR TYPE		
	Jetcopter, Air Raft, GEV Car, Civilian Vehicles.	Scout Vehicle or APC	Air Assault Vehicle
Anti-Personell	6	No effect	No effect
Low	5	No effect	No effect
Standard	5	6	No effect
High	4	4	5
Power	Automatic	4	4
Total	Automatic	Automatic	2
	Soft Skinned	Lt. Armoured	Byy. Armoured

CHART F5: Results of Armour Penetration

Throw a D6:-

Dice Score	Result
1	Vehicle immobilised, no effect on anyone inside. All vehicle's weapons systems KO'd, no effect on anyone inside.
2	
3,4	Vehicle knocked out, any occupants escape on a D6 throw of 3,4,5 or 6, otherwise they are killed.
5,6	Vehicle knocked out. Occupants escape on a D6 throw of 5 or 6.

Hits on Motorbikes and Trikes

If you score a hit on a bike or trike throw a D6 before you do anything else. If the score is 3,4,5 or 6 you have hit the rider. Throw for impact as normal on the chart in F3 for the rider's armour.

If you throw a 1 or 2 then you have hit the bike/trike - throw for penetration as for a lightly armoured target.

DEMOLITION - Hits on Buildings, Doors and Fortifications

To use these rules it will be necessary to draw simple floor plans of all the buildings on the table.

Whenever such targets are hit throw a D10 and consult the following Chart.

TARGET	WEAPON				
	Laser, Bolt Gun	Blaster, HE Grenade, Flame thrower, Hand flamer	Power or Total Impact weapons, HE missile or Plasma Gun.	Sun Gun	Any other Weapon
Light, domestic door	4	3	Demo	Demo	8
Heavy, reinforced door	8	6	Demo	Demo	10
Armoured security door	10	9	5	3	10
Room in wood, brick or Plasfab building	10	7	5	Demo	NE
Reinforced Bunker	NE	NE	9	7	NE
Length of fortress wall	NE	10	9	7	NE

NE = No effect

Demo = Demolished

Number = D10 throw required to demolish

When a weapon falls into two categories use the better category for demolition

If a room is hit and collapses then all its occupants roll for a 'standard impact' hit. All figures not killed can escape and are placed adjacent to the room but outside the building.

A demolished door falls over, rooms or bunkers which are demolished collapse. Collapsing rooms have the same effect on their occupants as 'low impact' hits. Any troops or equipment surviving a room's collapse are placed adjacent to and outside the room in any position desired by the player.

When a building has more than one room (most do) the collapse of one room may cause others to collapse. So in such buildings everytime a room collapses throw a 1 D6. If the score is 2 D6 then that room also collapses. (and of course you'll have to throw again for the other rooms).

Where the target is a fortress wall then demolition causes the wall to collapse 5cm. on either side of the point of impact - killing any figures on top of the collapse section.

SNIPERS RULE AND FOLLOW ON FIRE

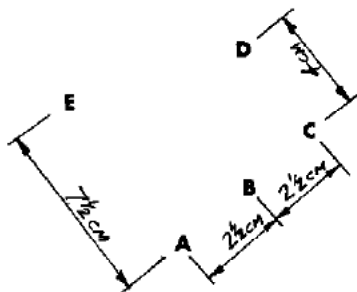
These rules only apply to Snipers, Machine Guns and Laser Cannon.

At ranges over 45cm. if any of these weapon types score a hit on any target they are said to be 'on target' - this means that the gunner has got the range and direction dead on.

Once On-Target the gunner may now switch to other targets. Any such target must be within 5cm. of the first. To hit this second target the gunner doesn't fire in the normal way but just throws a D6. If the score is a 6 he has hit and can throw again for effect. If he hits this second target he may now select a 3rd. target which must be within 5cm. of the second. To hit this he needs to throw a 5 or 6 on a D6. If he hits he throws for effect. He now may select a 4th. and final target. This final target must again be within 5cm. of the previous target and to hit he needs to throw a 4, 5 or 6 on a D6.

Example

The gunner fires in the normal way and scores a hit on target A. "Great", he grunts, "I'm on-target". He can't select target D as his 2nd. target as it's too far from A so he goes instead for target B. He throws the D6 and gets a 6. He throws for effect and mutters "O.K., still on-target". He selects C as his 3rd. target and throws the D6 needing a 5 or 6 to hit and stay on-target. He throws a 3. "Damn" he exclaims, he is not happy as he has missed and is therefore no longer on-target and can't have a go at D.



Remember that the effect of a shot has no bearing on the on-target rule - all that matters is whether you hit or not.



OFF-TABLE FIRE SUPPORT

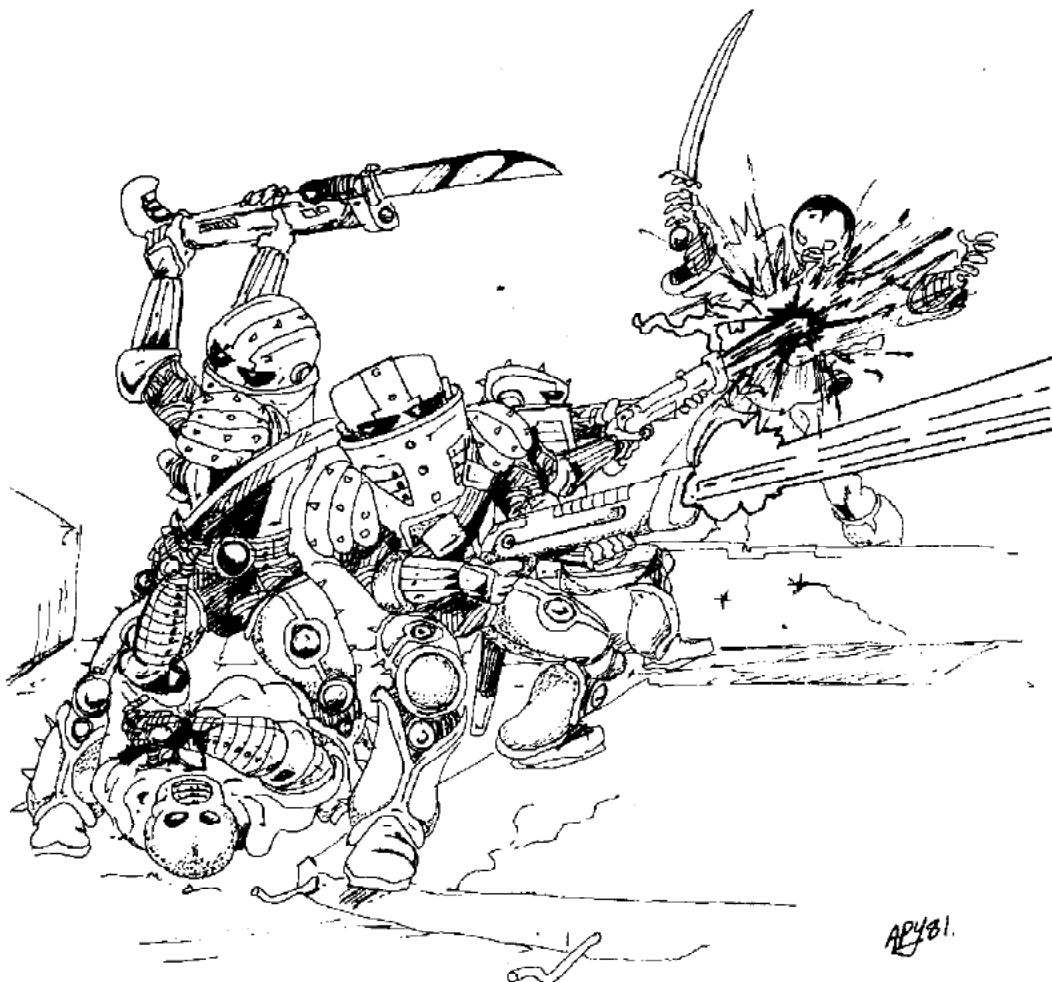
Support may be given to troops in action by Off Table units, either artillery bases, Starships in low orbit or stand-off aircraft. These are represented as 'support modules'.

Any figures on the table who are equipped with a designator may designate any target that they are in a position to fire on. The figure may then call down as many modules as are available. Throw for each on a D6. If the score obtained is a 5 or 6 then treat the target as hit by the advanced grenade of your choice.

Designation take place in the fire phase and does not expose the designator for firing purposes.

Only one request may be made on each module per fire phase.

Example An imperialist scout designates an enemy figure. There are 4 modules available but another figure has already, unsuccessfully tried to call down two of them. The scout therefore throws for the remaining two getting a 4 and a 6. One request has been successful so he places any advanced grenade template immediately over the target and throws for impact normally.



AMMUNITION & BREAKDOWNS

When you throw a total less than your weapons ammunition/breakdown number on the 'dice throw to hit' then your weapon has either run out of ammunition or has broken down. Whichever it is, the weapon can not be fired again until the fault has been dealt with. A figure may attempt to get the weapon working again by spending an entire 'players movement phase' stationary. For each such attempt, roll a D6. If the score is 5 or 6 the weapon is working again, if not the attempt has failed - try again.

Note that you can't try to fix a weapon during an opponents move phase.

To save recording, use the 'ammo' markers provided - just place them next to figures that have run out of ammunition or suffered a breakdown.

Example of Ammunition Rules

A figure with a Support Bolter is firing. He throws the two dice to hit and gets a total of 3. This means the gun is out of ammunition or has malfunctioned.

It is the opponent's 'player turn' so the figure does not get a chance to get the gun working until the first move phase of his own 'player turn'. He makes this attempt, throws a 6 and so is successful. He can now fire the weapon again.

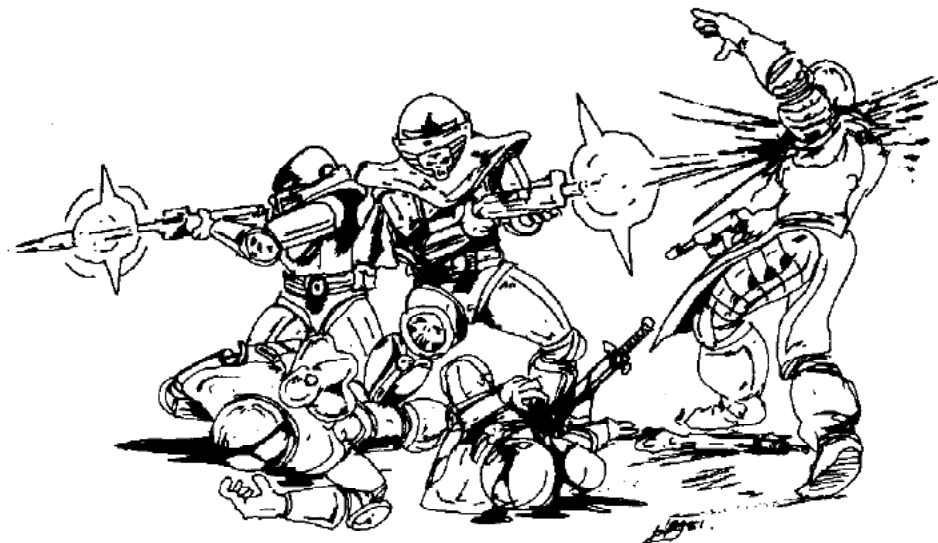
MULTIPLE WEAPON PACKS

When you are firing a multiple weapon pack, such as the fitted weapons on Dreadnought Armour or weapon pods on aircraft, vehicles etc., the normal ammunition rules get too complex to use.

Instead of following the normal rules for these throw a D6 before you fire. If the score is a 1 then the whole weapon pack is out of action.

To get the pack working again follow the normal rules for reloading/repair - counting the whole pack as one weapon.

Note that aircraft must land to attempt to reload/repair weapons.



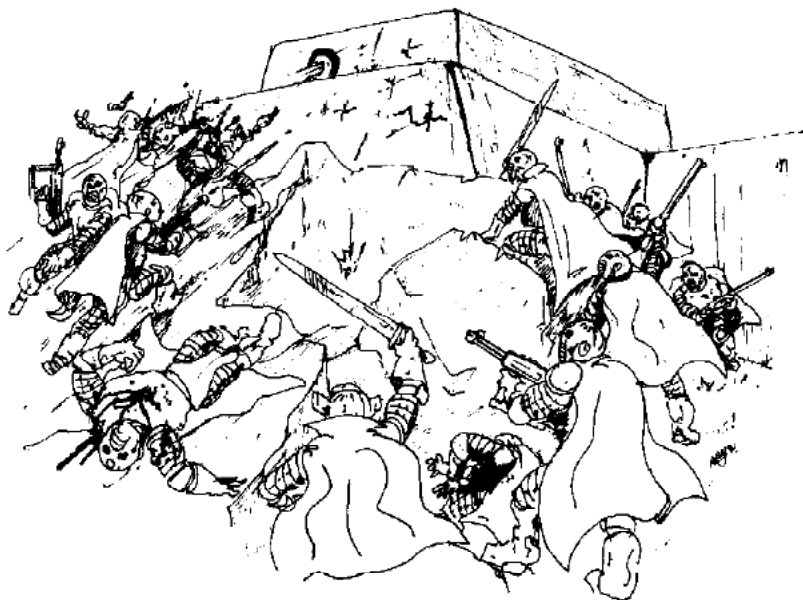
COVER

Troops who are in cover are CONCEALED and can not be fired at unless they EXPOSE themselves by firing or are picked up by life sensors.

Exposed Troops

Before each fire phase both players, in secret, write down which of their concealed units are going to fire. Such troops get a special FIRST SHOT. This means that when they fire, the casualties they cause are removed from play immediately and thus have no chance of returning fire. Once all 'first shots' have been dealt with the fire phase goes on as normal.

The troops in cover who have fired are now exposed and can be fired on by any enemy. this fire does not give your position away permanently - if you choose not to fire in the next fire phase you are again concealed and can not be fired at.



Life Sensors

Various sorts of life sensors, including infra-red and ultra violet sights, are fitted to most weapons as standard. These allow you to see through cover and thus allow fire on concealed targets.

Regardless of whether or not they fired, concealed troops can be fired at within the ranges given below:-

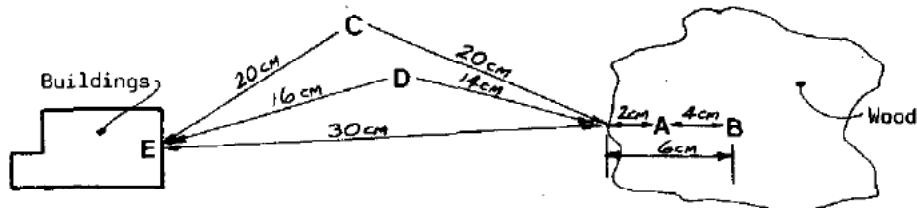
Type of Cover	Examples	Ranges at which they can be fired at
Soft	Scrub, brush, woods, crops and foliage generally	15cm.
Hard	Building, walls	10cm.
Reinforced	Bunkers, vehicles	5cm.

The only weapons unable to do this sort of firing are SMC's and machine pistols, unless they have paid extra points for advanced sights.

Woods

Woods are a special case - in no circumstances at all may you fire through a wood further than 5cm. at an infantry target or 20cm. at a vehicle target or building. So, for example, infantry 6cm. away from the edge of a wood may not be fired at, nor may they fire out.

Example of Cover Rules



Target	Firer				
	A	B	C	D	E
A	-	4	2	4	2
B	4	-	3	3	3
C	1	3	-	1	1
D	1	3	1	-	1
E	2	3	2	2	-

Explanation

- 1 - Can fire
- 2 - Can only fire if target exposes itself by firing.
- 3 - Can't fire in any circumstances as there is too much wood in the way.
- 4 - Can fire using life sensors.

FORCESHIELDS

Forcesshields are devices giving limited protection to their wearer or the vehicle to which they are fitted. Turning them on or off is an action and takes an entire stationary move phase, or in the case of a vehicle crewman he may not fire a weapon in that turn.

When shields are switched on slip a circle of card under the figure/vehicle. The card should be coloured as follows:-

Energy Dissipation	Blue
Anti-Matter	White
Holtzmann	Black

You can fire normally when protected by Energy Dissipation or Anti-Matter shields, you can not fire at all if you are in a Holtzmann shield or an Invisibility Cloak.

ENERGY DISSIPATION SHIELD

Is effective against lasers, conversion beamers and auto-blasters. If you are hit by such weapons when the shield is on then deduct 3 from the enemies 'hit' rolls for Charts F3 and F4.

ANTI-MATTER SHIELD

Only effective against blasters, explosives, projectile weapons, pistols and ramjet shots. Again if you are hit deduct 3 from the rolls of these weapons.

HOLTZMANN SHIELD

When this shield is on you can't be effected by any weapon of any description - but you can not fire at all either.

INVISIBILITY CLOAK

When the shield is on you can not be seen at all. Unfortunately it is not all that reliable. At the end of each of your move phases roll 2 D6's:-

Dice Score	Result
12	Shield has broken down and must be repaired (see repair rules in ammunition/breakdown section) and then be switched on again.
11	Shield has switched off and must be switched on again.
10	Shield not working to well really. The gamemaster will tell your opponent ROUGHLY where the figures are and ROUGHLY how many there are. The shield is still operating.

Invisibility cloaks give no protection at all - should the wearer be hit by a stray grenade or be in a cone template throw for hits and impact as normal, deducting 3 from the hit rolls.

CLOSE COMBAT PHASE

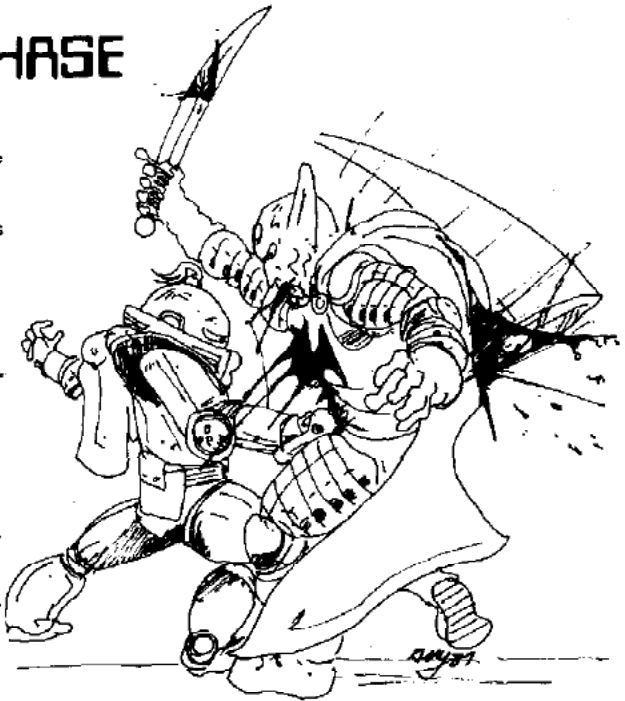
Each player turn represents an awful lot of elapsed time. Normally much of this would be 'wasted' when troops are halted, resting, communicating or just having a good look round. When, however, opposing forces come to grips with each other and meet at really close quarters the action will inevitably speed up a lot. The close combat phase represents this, the rules are as follows:-

Whenever any member of a squad is within 5cm. of an enemy in the close combat phase then the whole squad is at 'Close Quarters'. For each member of the squad, even though some figures wont be within 5cm. of any enemy, throw a D6 - if the score is a 5 or 6 then the figure may perform any one of the following Close Combat Options.

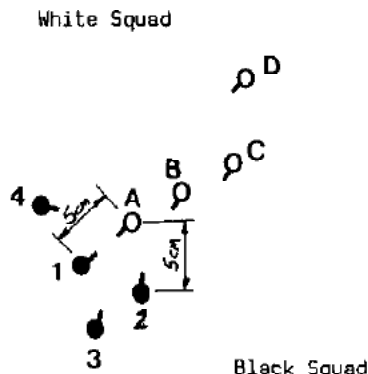
Fire a close assault weapon*
 Move 5cm. - this may include moving through a door or over an obstacle.
 Throw a grenade
 Move 5cm. and engage any enemy figure in hand to hand combat (see below)

*These are any pistol, Auto-Laser, Machine Pistol, SMG, Assault Rifle, Flame weapons and Bike Cannon.

If a figure does throw a 5 or 6 and carries out his chosen action then dice for his figure again immediately - again throw a D6 and if the result is a 5 or 6 he may chose a 2nd. close combat option. Keep throwing until the figure fails to throw a 5 or 6.



Example



It is White's player turn and is now the close combat phase. As figure A is within 5cm. of one of Black's figures the whole squad is at 'Close Quarters' (even though in this example figures B, C and D are not within 5cm. of an enemy figure). White chooses to throw for D first. The score is a 4 so D can not do anything. He throws for C and scores a 6. White chooses Option 1 and C fires his SMG. After working out the firing he throws again for C - a 4, so C can do nothing else. He now throws for B - a 5. B chooses Option 3 and the grenade kills both figures 1 and 2. White now throws again for B - a 6. B can choose another option, in this case Option 3 again - this time the grenade misses. Throwing again for Heroic B he gets a 4, damn shame. He throws for A, the final figure, and gets a 4. The close combat phase is over.

HAND-TO-HAND COMBAT

Hand-to-Hand combat can happen in either of the players move phases or his close combat phase. Whenever a player moves one of his figures next to an enemy figure hand-to-hand combat follows. Both players throw a D10 for their figure adding or subtracting the following factors:-

- +3 If Hero.
- +3 If armed with force sword, power sword, riot stick or power glove.
- 2 If Raw.
- 1 If Conscript
- +1 If Elite
- +3 If Veteran
- +5 If Guard
- +2 If Heavy Infantry
- +5 If Power Armoured
- +6 If Dreadnought Armoured
- 3 If you are not carrying a hand-to-hand combat weapon.

Now compare the two scores - if the attacker's score is lower or equal to the defender's then his figure is killed. If the attacker's score is higher the defender is killed.



Players should note the following rules pertaining to Hand-to-Hand combat.

- 1) If you move into hand-to-hand combat during the movement phase, which while rare, is permitted, the attacker's figure, if successful may move no further during the move phase.
- 2) The player whose turn it is is always regarded as 'the attacker'.
- 3) A figure may only move into hand-to-hand combat with one enemy - attacks can not be made on two or more figures at once.
- 4) In cases of extreme stress the attacker may light cigarettes, the defender may only do so if he throws an odd number.

NOTE:- A 'kill' result when using a riot stick means the defender is stunned for 30 turns not killed.

Example:- White's figure attacks one of Black's. White figure is a sword armed Elite so adds 1 to his dice throw; Black's is in PA so adds 5. White throws 8 making his total 9. Black throws 4 making his total 9. As this is a draw and White is attacking, White's figure is killed.

THE MORALE TEST

At the beginning of each wargame work out your armies Morale Strength Value by adding:-

- 1 point for each light or heavy infantry man
- 2 points for each PA infantryman
- 3 points for each DN infantryman
- 3 points for each Motorcycle.
- 5 points for each vehicle.
- 5 points for each Hero and leader.

The keep a record of total losses using the same points schedule. The moment losses come to a half of the original total the army's morale is said to be 'Shaken'.

A shaken army must take a morale check at the end of each 'own' player turn. To do this throw 2x06 and add the scores together. If the result is 7 or more the army is broken and in a broken army all the troops have to retreat at full rate in at least 1 move phase per player turn, except those rallied by leaders.



Before the game commences the Gamemaster may add points to an armies Morale Strength Value for positions held such as bridges, passes etc. These are added to the score normally and treated as lost when captured by the enemy; if captured back they stop being treated as lost. In this way it is possible for an army to become shaken as a result of losing some position but stop being shaken by recapturing it.

Note that an army that has broken it's opponents has a morale boost and needs to suffer 60% casualties before it is shaken, and needs to throw a 9 to be broken instead of a 7.

Example

A's army suffers 50% casualties and is shaken. A throws but passes the morale check. In B's player turn B's army reaches 51% casualties and is now shaken. B also survives the morale check. A in his player turn suffers and causes no more casualties. Still shaken he throws for morale and fails the check. He is now broken. His leaders manage to rally a few figures but the rest will have to start retreating in A's next player turn. B has broken therefore A's army gets the morale boost and is no longer shaken, he remains halted. A's leaders now launch a desperate counter attack and manage to get B's casualties up to 61%. B in his player turn holds his position but is shaken and so must take a morale check. He throws a 10 which is more than 9 (required to break him) which means his army is also broken.

The outcome of this encounter is now up to the leaders and the troops they have managed to rally.

LEADERSHIP

In an army some figures are deemed to be 'leaders'. Each 'leader' is represented by a figure; costing an extra 3 points for the leadership factor (see the army lists for examples of unit commanders with leadership values).

The moment an army breaks (as detailed above) the leaders may rally troops around them. For every leader figure throw a D6. This is the number of troops he has rallied and stay with him. For instance, if a 4 were thrown then 4 men (of the leaders choice) would be rallied, and therefore do not have to retreat with the rest of the army. These rallied figures will however break if the leader figure is killed.

Typically within Imperial units a 'leader' figure will be in control of three units each of five men. Some command units might contain three high ranking figures (officers) and two 'non-leader' infantrymen.

Figures rallied by a leader must be within 15cm. of him at time of rallying.

FANATICS

Fanatics ignore the morale rules and will, if necessary fight to the bitter end. They are also subject to the following rule:-

Any fanatics who were not fired on in the last fire phase must advance a full move - unless they are within 5cm. of a leader.

Example

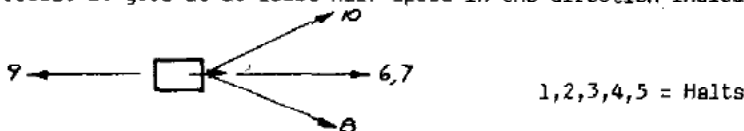
It is A's first move phase - a fanatic squad wasn't fired on in the fire phase in B's turn so it must advance.

ROBOTS

Robots are fired and moved in the same way as other troops. However, before a player begins his turn he must throw a D6 for each robot he has. If the score is a 6 the robot's programme has an anomaly and it behaves strangely. Place a 'Programme Anomaly' marker next to the robot in question. Such robots are still fired in the firing phase and moved in the movement phases but the player should move and fire them after doing this for all other troops. When the time comes for firing (even if the player doesn't want the thing to fire) throw a D6:-

Dice score	Result	Note
1,2,3	Does not fire.	'Target' means figure vehicle, support weapon or enemy building known to be occupied.
4	Fires at nearest enemy target	
5	Fires at building, vehicle or flying figure (in that order)	
6	Fires at nearest target (friend or foe).	

In the movement phases throw a D10. If the score is a 1,2,3,4 or 5 the robot halts, if any other result it goes at at least half speed in the direction indicated below.



Should it encounter an impassible object throw another D10 :-

Dice Score	Result
1	Goes straight into it
2,3	Goes round , moving to the left.
4,5	Goes round, moving to the right.
6 to 10	Halts

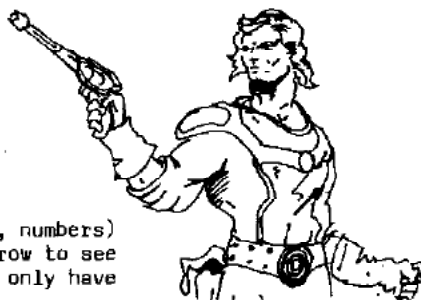
Once a robot is subject to a programme anomaly it continues until the player can remove it by throwing a 5 or 6 on a D6 at the end of any move phase.

HEROES

If you are using Heroes who are already classified under either 'Laserburn' or 'Combat 3000' rules a means of converting them to Imperial Commander is given in appendix B.

Otherwise for each hero present throw a D6 to give a bonus to all his 'to hit' fire throws:-

Dice Score	Bonus
1	+2
2	+2
3	+3
4	+4
5	+5
6	+6



Now throw an average dice (ie. dice with 2,3,3,4,4,5, numbers) to see how many special abilities the figure has. Throw to see which these are on the chart below. However, you can only have each ability once so throw again for duplicates.

Dice throw	Skill	Description
1 - 5	Weapons knowledge	May repair weapons on a throw of 2 to 6 instead of the normal 5 or 6.
6 - 10	Weaponsmith	Services weapons before game so its breakdown number is reduced by 2.
11 - 15	Rapid Fire	May fire an extra shot at each target.
16 - 20	Doubleshot	May fire at a different target each shot
21 - 25	Accuracy	Add 2 to your hit dice
26 - 30	Initiative	Only need to throw a 3 to 6 to act in close combat
31 - 35	Agressive	May throw for close combat options if enemy are within 10cm. of him.
36 - 40	Ambidexterity	May fire two pistol weapons simultaneously - but they must both be fired at the same target.
41 - 45	Medical Skill	If you can get to any figure which has been 'killed' within the last two player turns and spend an entire friendly movement phase with the victim he can be healed
46 - 50	Nerves of Steel	May ignore 'near miss' results.
51 - 55	Luck	If you suffer a 'kill' result roll a D6, a score of 5 or 6 reduces the effect to a 'near miss'.
56 - 60	Dodge	Twice during each battle you can say your going to dodge a shot before the dice are thrown to hit. Subtract 3 from the firers hit roll score.
61 - 65	Constitution	Deduct 2 from impact throws on you.
66 - 70	Swordsman	May add 4 to dice throw in hand-to-hand combat.
71 - 75	Accuracy	Figure may add 2 to his 'hit' dice throws.
76 - 80	Sharpshooter	Figure rolls an extra D4 as well as the two D6's.
81 - 85	Grenadier	Add 3 to your hit dice when throwing grenades.
86 - 90	Dash	May move a double move in either move phase - but not both.
91 - 95	Cyborg Eye	May 'see through' cover at up to twice the distances given in the 'life sensor' section.
96 - 100	Sniper	Has all abilities of sniper - see 'follow on fire' section.

ARMY LISTS

These lists may be used to choose armies of roughly equal strength for competitive games. The lists are in part based on 'Forces of the Imperium' and for more detail and explanation players should read this volume. The armies drawn from 'Forces of the Imperium' have been modified to reflect losses in action, absent elements of units etc.



Armies of about 1,000 points will give a good fast 1-2 hour game. Larger forces say 1750 points should be chosen for games lasting a whole evening, or to games where one player is defending and the larger force (up to 50% greater) attacking.

Imperial Assault Group

This gives a typical field forces of Mid-Imperium prior to the reforms of the Empress Imogen.

Combat Squad	Regular armoured infantry with advanced grenade pack, Jumpack, with four men armed with Bolt Rifle and one armed with a Heavy Bolter.	66 points per squad. 4 to 8 squads.
Command Squad	Regular armoured infantry. One man with leadership, force sword and laser pistol. Four men with grenade launcher, support autoranger and laser pistol. All with Jumpacks.	114 points per squad. 1 to 2 squads
Scouts	Regular, Light infantry with scout jumpack, laser pistol, forcesword and advanced grenade pack. One officer with grenade launcher, four men with Heavy Bolter. All equipped with autoranger.	130 points per squad Up to 2 squads
xtra for Scouts	To give scouts designators Up to maximum of one per squad.	5 points per figure.
mercenaries	Regular light infantry with grenade pack and Bolt rifle or SMG. (up to a max of 12 individuals)	10 points per figure.
xtras	To give mercenaries jumpacks To give mercenaries Laser rifle instead of Bolt rifle	3 points per figure 1 point per figure.
lack Guard	Guard, armoured infantry with advanced grenade pack, force sword. 4 men with Bolt rifles and one man with two laser pistols and leadership. All with jumpacks.	78 points per squad. Up to 1 squad.

Platoon Command Squad	Three officers with leadership. Guard, armoured infantry with force sword, laser pistol and jumpacks. One with energy disperation shield. Two infantrymen, guard, armoured infantry with Heavy Bolter, advance grenade pack and jumpacks.	109 points per squad. Up to 1 squad.
Off Table Modules	Up to 5 support modules	15 points each.

Imperial Dreadnought Armour Force

(see Forces of the Imperium)

Combat Squad	Five figures, Elite in Dreadnought armour with jumpack. One figure with leadership. Right Arm Weapon Pack:- Autoranger Two heavy bolters Power Glove. Left Arm:- Heavy Laser Back:- 3 x 1 shot grenade launchers	345 points per squad. 2 to 5 squads
Scouts	Five figures, regular light infantry with scout jumpack, laser pistol, force sword and advance grenade pack. One officer with grenade launcher and leadership. Four figures with Heavy Bolters. All figures with autorangers.	130 points per squad. Up to 3 squads
Extras	To give scouts designators, up to one per squad. To make Dreadnoughts veterans	5 points 3 points each.
Off Table Modules	Up to 10 support modules	15 points each.

Imperial Power Armour Platoon

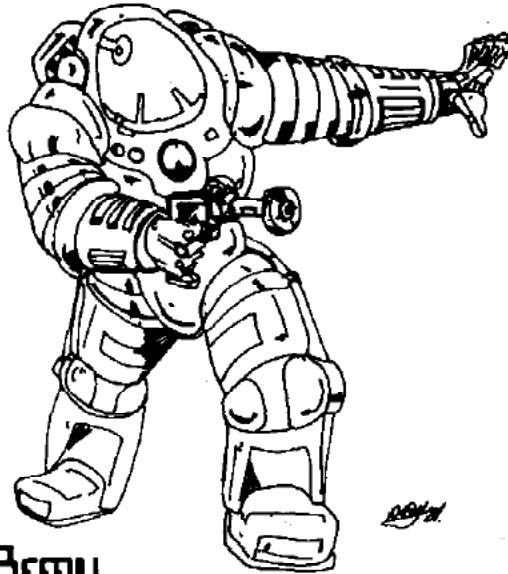
(see Forces of the Imperium)

Command Squad	Five Elite, Power Armoured infantry all with leadership and jumpacks. Two with Holztman shield and right arm pack:- Autoranger 2 Laser Rifles 1 Grenade Launcher Power Glove. Left arm pack:- 2 Hand Flamers Three with right arm pack of :- Autoranger 2 Support Bolters Left arm pack;- 2 Hand Flamers.	315 points per squad. 1 to 2 squads.
Combat Squad	Five Elite, Power Armoured infantry with jumpack. Three with right arm pack of:- Autoranger 2 Laser Rifles Grenade Launcher Power Glove	234 points per squad. 2 to 6 squads.

Left arm pack of;-

2 Hand Flamers

Two with Plasma Gun, Autoranger and Power Glove.



Feudal Outworld Army

This force represents the small, almost private armies of a small outworld fiefdom.

Lord Knight	Veteran, Armoured infantryman. Hero characteristics and leadership, armed with force sword and ramjet pistol.	36 points. 1 only.
Knights	Elite, Armoured infantry with Bolt rifle autoranger and advance grenade pack.	20 points per squad 2 to 3 squads of 5 knights per squad.
Extras	Extra to make a Knight a leader. Up to one per squad.	3 points
Conscripts	Conscript, Armoured infantry with Bolt rifle and advanced grenade pack.	17 points per squad. 2 to 5 squads of 5
Conscripts	Conscript, Armoured infantry with grenade launcher, support autoranger and laser pistol.	20 points per squad. Up to 2 squads of 5.
Conscripts	Conscript, Armoured infantry with rapid fire Bolter, autoranger and advanced grenade pack.	18 points per squad. Up to 2 squads of 5.
Mercenaries	Regular, Light infantry with SMG and basic grenade pack.	10 points per squad. Up to 4 squads of 8.
Extras	Extra to give mercenaries Assault Rifles in stead of SMG's. Extra to give any troop type jumpacks.	2 points each. Any or all. 3 points each. Up to 5 squads.
Jetcopter	Attack Jetcopter, 2 Pods of forward firing Heavy Bolters	56 points each up to 5
Extras	to give Copters Robo-Turrets with 3 Conversion Beamers.	55 points each up to 3

Early Redemptionist Force

From the period of the inception of the Holy War, when the desert races of the planet Imor attacked the Imperium.

Trikes	Trike with Cannon. Rider is regular, light infantry, fanatic with laser pistol. Gunner is regular, light infantry, fanatic with force sword, laser pistol and hand flamer. (Riders often dismount to fight). Trikes operate independently.	45 points each. Up to 20.
Warrior Lord	Elite, Power Armoured infantryman with leadership. Armed with forcesword and Sun Gun. Fanatic.	39 points each. Up to 15
Extras	Extra to give Warrior Lord a Laser Pistol in addition to other weapons.	2 points each. Up to 15
	Extra to give Warrior Lord an Anti-Matter shield.	3 points each, Up to 15
	Extra to give Warrior Lord Hero Characteristics	15 points each. Up to 5
	Deduction to give Warrior Lord a Power-axe instead of Force Sword and Sun Gun.	-12 points. Up to 15
Redemptionist Warrior Fanatic	Regular, Light infantryman, Fanatic armed with Force Sword and Laser Pistol. Operate in units of five men.	60 points per unit. 4 to 6 units.
Extras	Extra to give warriors Laser Rifle instead of Laser Pistol. Up to 2 units.	15 points per unit.
	Extra to give warriors Auto-Lasers instead of Laser Pistol. Up to one unit.	15 points per unit.
	Extra to give warriors Flame Thrower instead of Laser Pistol. One figure per unit.	3 points per figure.
	Extra to give warriors Missile Launcher. Up to one figure per unit.	6 points per figure.
	Extra to give warriors Anti-Matter shield. Up to two units.	15 points per unit.
	Extra to give warriors Heavy Lasers instead of Laser Pistol. Up to one unit.	40 points per unit.
Redemptionist 'Devout'	Conscript, Light infantryman with Laser rifle and grenades. In units of five men.	50 points per unit. Up to 12 units.
Extras	Extra to give devout Auto-Laser instead of Laser Rifle. Up to 2 units.	Free
	Extra to give devout leadership. Up to one.	3 points. per squad.

Redemptionist Raiding Party

Warrior Lord	Guard class with Hero and Leadership characteristics. In Power Armour and armed with Sun Gun and Force Sword.	52 points each. Up to 3.
Warrior Lord	Guard class with Hero and Leadership characteristics. In Dreadnought Armour and armed with Power Axe, Hand Flamer and Advanced Grenade pack.	61 points each. Up to 3.
Extras	Extra to give Warrior Lord Holtzmann shield.	5 points each. Up to 6.
Lords Household Troops.	Elite, Light infantry, Fanatics. Armed with Force Sword and advanced grenade pack. Up to 5 men per squad.	15 points each. Up to 1 squad per Warrior Lord.
Extras	Extra to give Household troops Holtzmann shield.	25 points per squad. Any or all.
Disciple Swordsmen	Conscript, Light infantry, Fanatics. Armed with Force Swords and basic grenade pack. Up to 10 men per squad.	10 points each. 3-15 squads.
Disciple Pioneers	Conscript, Light infantry, Fanatics. Armed with Hand Flamer and advance grenade pack. Up to five men per squad.	75 points per squad. Up to 1 squad.
Disciple Skirmishers	Conscript, Light infantry, Fanatics. Armed with Auto-Laser, basic grenade pack and jumpacks. Up to four men per squad.	56 points per squad. Up to 3 squads.

Late Dynastic Redemptionist Force

Trikes	Trike - bike cannon, computer controle for bike. Rider - Light infantry, Regular armed with Laser Pistol. Gunner - Light infantry, Regular armed with Laser Pistol, Force Sword and Hand Flamer. The crew often dismount to fight.	43 points each Up to 20.
Extras	Extra to give Trike crews Heavy Laser and advanced grenade pack to be used dismounted.	11 points each All or none.
Warrior Lord	Elite, Power Armoured infantry with leadership. Armed with Force Sword and Sun Gun. In units of up to 5 men.	180 points per unit. Up to 4 units.
Warrior Lord	As above but with Power Axe instead of other weapons. Fanatics.	21 points each. Up to 5
Devout	Regulars, Armoured infantry armed with Laser Rifle or Auto-laser and advanced grenade pack. In units of 5 men.	80 points per unit. 4-10 units.
Extras	Extra to make one man per unit a leader. Less to give units missile launchers instead of other weaponry.	3 points per unit. -10 points per unit. Up to 4 units.

Colonial Police

This list is modelled on the typical field forces used by both the Frontier Worlds revolt and the Judges Rebellion.

Bikes	Regular, Light infantry, armed with Enforcer pistol. Motorbike has bike cannon with computerised aiming unit. These usually act individually.	31 points each. 5 to 25 bikes.
Extras	Extra to make bikes leaders.	3 points each. 3 to 8.
	Extra to make bikes Guard class 'Sentinels'	8 points each Up to 10.
Riot Squads	Regular, Armoured infantry armed with Riot gun and Riot stick. Six man squads.	72 points per squad. Up to 5 squads.
Police Squad	Regular, Light infantry armed with Enforcer pistol. Six man squads.	42 points per squad. Up to 3 squads.
Snipers	Elite, Light infantry, sniper armed with Laser rifle with autoranger and laser pistol (Use TFG figure 100). Act independently.	20 points each. Up to 6 men.
Jetcopters	Jetcopter with forward firing weapon pack of four machineguns.	52 points each Up to 6.
Extras	Extra to give jetcopter a robo-turret with three missile launchers.	28 points per turret.

APPENDIX

CONVERTING LASERBURN AND COMBAT 3000 HEROES TO IMPERIAL COMMANDER

LASERBURN	COMBAT 3000	IMPERIAL COMMANDER
Weaponskill	Accuracy	Hit Dice Bonus
110-120	+10 to +15	+1
121-130	+16 to +20	+2
131-150	+21 to +25	+3
151-160	+25 to +30	+4
161-170	+35 to +40	+5
171-180	+40 to +50	+6
181-190	+51 to +60	+7
191-200	+61 to +70	+8
200+	+71 higher	+9

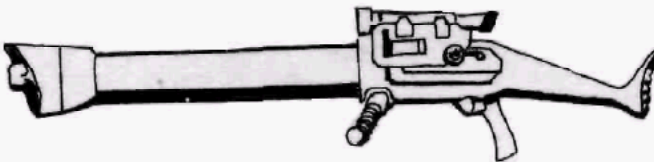
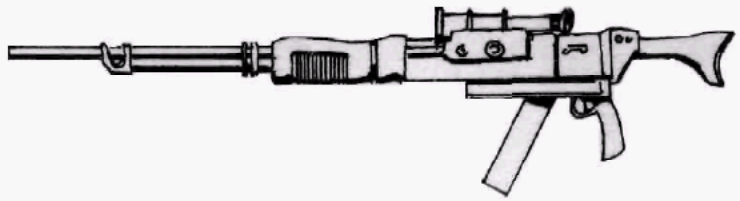
LASERBURN	COMBAT 3000	IMPERIAL COMMANDER
Combat skill	Total dexterity +Reflex/Strength	Hand-to-Hand Combat Bonus
60	+1	+1
80	+2	+2
100	+3	+3
120	+4	+4
140	+5	+5
160	+6	+6
180	+7	+7

INITIATIVE LEVEL

For initiative use the 'Laserburn' initiative rules treating the normal Imperial Commander troops as an initiative of 7.

COMBAT 3000 Reflex	INITIATIVE
8	+1
9	+2
10	+3
11	+4
12	+5





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