

# **THE BLACK WATCH**

This army represents an army of elites, well-trained and generally versatile. Such armies are typically engaged for specific offensive missions, instead of long strategic or defensive campaigns. They favor close-range, decisive firepower.

This particular force represents the Black Watch, whose role and philosophy is to make attacks on human space nightmarishly costly for the aggressor. The Black Watch as detailed here shows a preference for stealth and raiding when compared to more typical heavy infantry forces, causing endless logistical and organisational headaches to their foes and then wiping out any force they can isolate.

*Author: Sam Hart*

*Version date: October 7, 2008*

**Tech Level: 3**

**Strategy Rating: 20**

**Tactical Rating: 9**

<u>Tactical Aspect</u>	<u>Value</u>	<u>TR Cost</u>
Maximum Unit Size	9	-2
Maximum Ad Hoc Units	50%	+3
Maximum Elite Units	50%	+3
Maximum Vehicle Units	50%	+3
Initial ADR	10	0
Tactical Advantage	none	0
Failed Figure Morale Test	Cool Head	+2
Failed Unit Morale Test	Know No Fear	+2

**Frame Rating: 11**

<u>Frame Aspect</u>	<u>Limitation</u>	<u>FR Cost</u>
Maximum Frames	25	+2
Maximum SI Weapon Cost	40	+1
Maximum PI Weapon Cost	80	+2
Maximum VE Weapon Cost	120	+1
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating	-1	+1
Maximum PI Speed	5	0
Minimum Field Save	n/a	0
Maximum HTH Cost	20 (30)	+1
Maximum IF Area of Effect	4"	+1

## Victory Point Advantage

**Land Grab:** At the end of the game, player gains +2 VP for each quartile of playing surface that contains at least 200 PV of unbroken infantry units. Vehicles and broken infantry units do not count towards this total.

## **Augmentations**

General:            Access to Enemy Weaponry (Multiply weapon cost by 2)  
                             - replaces any one standard weapon per game  
                             Access to Non-standard Weaponry (Multiply weapon cost by 1.5)  
                             - replaces any one standard weapon per game

Army:                Extra Grenades (+1 PV per grenade)

Infantry Indiv:    Unit Banner (+80 PV per hero or officer)  
                             Personal EMS Computer (+20 PV per hero or officer per DC)

Data Net (+30 PV per Primary Commander)  
Command Armor (+70 PV per hero or officer)

Infantry Unit: Extra Weapon Training (+10 PV per Tactical Marine per Rivet Gun)  
Heat Suture Kit (+20 per Medic)  
Field Generator (+5 per Grizzled Marine)  
Field Generator (+5 per HQ Marine)  
Honed Blade (+2 per HQ Marine)

Vehicle: Dozer (+30 per Hippo)  
Weapon Stabilisers: (+10PV per Attack Bike Weapon)

## STANDARD INFANTRY

### Scout – 18

Type	SI
Size	2
Quality	Veteran
Move	5
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	2@8+
Reflex	+2
Agility	9
Officer	2L (+50) or 3L (+95)
Hero Cost	n/a
Covert Operations	3I (+10)

**Primary Weapon:** Smoothbore (+23) or Rivet Gun (+30)  
**Support Weapon:** Sniper Rifle (+31) or Scout HMG (+39)  
**Side Arm:** Smoke Grenade (+3)  
**Augmentation:** none

### Medic – 12

Type	SI
Size	2
Quality	Regular
Move	4
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	2@9+
Reflex	+1
Agility	7
Officer	1L (+35) or 1C (+60)
Hero Cost	+15
Covert Operations	2 (+4)

**Primary Weapon:** Rivet Pistol (+11)  
**Support Weapon:** Rivet Gun (+30)  
**Side Arm:** Smoke Grenade (+3) or Frag Grenade (+3)  
**Augmentation:** Heat Suture Kit (+20)

## POWERED INFANTRY

### Tactical Marine – 23

Type	PI
Size	2
Quality	Veteran
Move	4
Armor Rating	-1
Damage Capacity	1
Field Save	n/a
HTH Rating	1@5+
Reflex	0
Agility	4
Officer	2L (+50) or 3L, 1C (+155)
Hero Cost	n/a
Covert Operations	1 (+3)

<b>Primary Weapon:</b>	Rivet Gun (+30) or Plasma Gun (+50)
<b>Support Weapon:</b>	Laser Cannon (+64) or Missile Launcher (+33)
<b>Side Arm:</b>	Frag Grenade (+3)
<b>Augmentation:</b>	Extra Weapon Training (+10 per Rivet Gun)

### Covert Ops marine – 31

Type	PI
Size	2
Quality	Veteran
Move	5
Armor Rating	-1
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+
Reflex	+1
Agility	6
Officer	2L (+50) or 3L (+95)
Hero Cost	n/a
Covert Operations	2I (+8)

<b>Primary Weapon:</b>	Rivet Gun (+30) or Melter Gun (+37)
<b>Support Weapon:</b>	Flamethrower (+37) or Multiple Melter (+69)
<b>Side Arm:</b>	AT Mine (+6)
<b>Augmentation:</b>	none

### Grizzled Marine – 44

Type	PI
Size	2
Quality	Elite
Move	4
Armor Rating	-1
Damage Capacity	1
Field Save	n/a
HTH Rating	3@5+
Reflex	+2
Agility	6
Officer	3L,1C (+155) or 4L,2C (+205)
Hero Cost	+23

Covert Operations 2 (+4)

**Primary Weapon:** Rivet Gun (+30) or Plasma Gun (+50)  
**Support Weapon:** Laser Cannon (+37) or Heavy Riveter (+45)  
**Side Arm:** Anti-Tank Mine (+6)  
**Augmentation:** Field Generator (+5 per Grizzled Marine)

#### HQ Marine – 89

Type PI  
Size 2  
Quality Elite  
Move 5S  
Armor Rating -1  
Damage Capacity 1  
Field Save n/a  
HTH Rating 1 @ 3+V  
Reflex +2  
Agility 6  
Officer 3L,1C (+155) or 4L,2C (+205)  
Hero Cost +40  
Covert Operations 1 (+3)

**Primary Weapon:** Rivet Gun (+30) or Flamethrower (+37)  
**Support Weapon:** Heavy Riveter (+45) or Multiple Melter (+69)  
**Side Arm:** Radiation Grenade (+5)  
**Augmentation:** Field Generator (+5 per HQ Marine)  
Honed Blade (+2 per HQ Marine)

#### Devastating Marine – 26

Type PI  
Size 2  
Quality Fanatic  
Move 4  
Armor Rating -1  
Damage Capacity 1  
Field Save n/a  
HTH Rating 1 @ 3+V  
Reflex +2  
Agility 6  
Officer 3L,1C (+155) or 4L,2C (+205)  
Hero Cost +40  
Covert Operations 1 (+3)

**Primary Weapon:** Heavy Riveter (+45) or Missile Launcher (+33)  
**Support Weapon:** Laser Canon (+64) or Plasma Cannon (+53)  
**Side Arm:** Radiation Grenade (+5)  
**Augmentation:** none

## VEHICLES

### Hippo – 174

Type	APC
Size	5
Quality	Vehicle
Move	8
Armor Rating	-1/0
Damage Capacity	4(4)
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	20
Entry Arcs	B

**Primary Weapon:** Turret Linked Lasers (+228) or Turret Linked Heavy Riveter (+218)  
**Secondary Weapon:** Missile Rack (+84) or Cupola Riveter (+84)  
**Augmentation:** Dozer (+30)

### Attack Bike – 86

Type	Light Vehicle
Size	4
Quality	Vehicle
Move	10S
Armor Rating	+2
Damage Capacity	2
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

**Primary Weapon:** Rivet Gun (+30) or Plasma Gun (+50)  
**Secondary Weapon:** Cupola Multiple Melters (+52) or Cupola Riveter (+84)  
**Augmentation:** Weapon Stabilisers: +10 per weapon

### Medium Tank – 248

Type	AFV
Size	5
Quality	Vehicle
Move	8
Armor Rating	-1
Damage Capacity	4
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	4
Passengers	n/a
Entry Arcs	n/a

**Primary Weapon:** Turret Linked Lasers (+228) or Turret Linked Heavy Riveters (+218)  
**Secondary Weapon:** Laser Cannon (+64) or Heavy Riveter (+45)  
**Tertiary Weapon:** Laser Cannon (+64) or Heavy Riveter (+45)  
**Quaternary Weapon:** Cupola Flamethrower (+68) or Cupola Riveter (+84)

**Augmentation:** -

**\*\*\*Assault Tank Damage Chart**

0-33 lose ¼ of base movement<sup>1,2</sup> (round up)  
 21-66 lose one weapon<sup>2</sup> (attacker's choice)  
 67-00 damaged: lose one from DC

<sup>1</sup>rounding occurs before movement is subtracted. For example, a vehicle with a base movement of 9" will lose 3" of movement every time this result is rolled.

<sup>2</sup>if a vehicle with no movement left suffers a hit that removes movement, or a vehicle with no weapons left suffers a hit that removes a weapon, the damaging hit will instead remove a point of damage capacity.

## STANDARD INFANTRY WEAPONS

### Rivet Pistol – 11

With a massive bore but low muzzle velocity, it's mainly the unique two-part explosive/penetrator ammo of the rivet pistol that makes it an exceptional sidearm.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	5	15	25	35	-	-	-	un

### Smoothbore – 23

TANDEM COMBO WEAPON: The smoothbore can fire either Buckshot or HEAP rounds, but changing type requires the figure to spend one turn on fire orders, without actually firing a weapon or throwing a grenade. The Smoothbore can be pre-loaded with either type of ammo, but this must be declared before the game begins.

#### Buckshot

Old-fashioned buckshot at new-fashioned rates of fire- pure hell for light infantry.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2B	-	5	15	25	35	-	-	-	un

#### HEAP round

Instead of solid slugs, why don't we load that auto-shotgun with teeny little thermal grenades?

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2V	-	5	15	25	35	-	-	-	un

### Sniper Rifle - 31

In the event that the Black Watch encounter field-protected infantry, this sophisticated but low rate-of-fire weapon can be brought to bear.

SLOW TO LOAD: The sniper rifle can only be fired every second turn.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1F	-	60				-	-	-	un

### Scout HMG - 39

A stripped-down Heavy Riveter, the Scout HMG is mainly limited by the ammo-carrying capacity of a trooper lacking Power Armour.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	3	-	20	30	40	-	-	-	-	4

### Rivet Gun – 30

The Rivet gun fires a massive fin-stabilised round at relatively low velocity. The odd explosive/penetrator combination configuration of the ammunition earned it the nickname “Rivet Gun”.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	20	30	40	-	-	-	-	un

### Missile Launcher (Parallel Combo Weapon<sup>1</sup>) – 33

<sup>1</sup>May fire as either Crack Launcher or Frag Launcher. Bearer must choose before target declaration.

#### Crack Launcher

It's not a top-ranked anti-tank munition, but it is quite accurate enough to threaten heavy infantry and light vehicles.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1V	-	-	30	60	-	-	2	-	4

#### Frag Launcher

These simple fragmentation rounds are brutally effective against unarmoured infantry.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	30	60	-	3",9+	-	-	4

### Flamethrower– 37

**Fwoosh!** Burn! Argh! Die! Against unarmoured infantry, this weapon makes a Frag missile look like a cheerful greeting.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1CB	-	-	5	10	15	-	-	-	un

## POWERED INFANTRY WEAPONS

### Heavy Riveter– 45

The Heavy Riveter fires a larger “Rivet” round, and its substantial magazine allows for continual fire.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	3	-	20	30	40	-	-	-	-	un

### Plasma Gun– 50

The Plasma gun is highly lethal against any infantry target.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1U	20	30	40	-	-	-	-	-	un

### Melter Gun – 37

At short ranges, the “Melter” thermal weapon can vaporize heavy infantry and cause significant damage to most vehicles.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1V	10	20	30	40	-	-	1	-	un

### Multiple Melter – 69

Several “Melter” thermal tubes in a single array and fired in quick succession are even more devastating than one, but this weapon still suffers from poor performance at range.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	2V	10	20	30	40	-	-	1	-	un

### Laser Cannon– 64

Crack missiles and Melter weapons are all very well, but it's this massive pulsed laser beam that really gets the job done against heavy APCs and tanks.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AV	1	-	30	UN	-	-	-	3	-	un

## VEHICLE WEAPONS

### Linked Lasers – 114

With skill and a little luck, these paired Laser Cannon systems can take down APCs and light tanks with one burst.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AV	2	-	30	UN	-	-	-	2	-	un

### Linked Heavy Riveter– 109

Using the age-old trick of pairing HMGs, Black Watch vehicles can lay waste to entire infantry sections in very short order.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	4K	10	20	30	40	-	-	-	-	un

### Missile Rack – 84

It's mobile light artillery and it's good at its job.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1	-	-	UN	-	-	4",5+	-	yes	4

### Cupola Multiple Melter (Cupola Weapon) – 52

Cupola gunners get extra rations of rum and cigarettes.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	2V	10	20	30	40	-	-	1	-	un

### Cupola Riveter (Cupola Weapon<sup>1</sup>) – 84

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	4	-	20	40	60	-	-	1	-	un

<sup>1</sup>Uses rules for vehicle cupola weapons.



### **Cupola Flamethrower (Cupola Weapon<sup>1</sup>) – 68**

<b>Type</b>	<b>Target</b>	<b>FR</b>	<b>3+</b>	<b>5+</b>	<b>7+</b>	<b>9+</b>	<b>11+</b>	<b>AOE</b>	<b>IR</b>	<b>IF</b>	<b>Ammo</b>
VE	AI	1C	5	10	15	-	-	-	-	-	un

<sup>1</sup>Uses rules for vehicle cupola weapons.

## **GRENADES AND CLOSE DEFENSE WEAPONS**

### **Frag Grenade – 3**

**Grenade: 2”,1@9+**

### **Smoke Grenade – 3**

**Grenade: 2”,-2 LOS for one full turn**

### **Radiation Grenade – 5**

**Grenade: 3”,1@9+<sup>2</sup>**

<sup>2</sup>this effect lasts until the following turn’s resolution phase (keep template on table)

### **Anti-tank Mine – 6**

**Grenade: 0”<sup>1</sup>,1@5+A**

<sup>1</sup> no area of effect; does not scatter if misses; no penalty vs. vehicle targets

## **TOTAL FRAMES = 24 (maximum of 25)**

6 Unique Infantry Frames

17 Unique Weapons

## **STANDARD UNITS**

At least 50% of a Black Watch army’s point value must be made up of units purchased from the following list.

### **Scout Squad**

4-9 Scouts

### **Medic Squad**

5-9 Medics

### **Tactical Squad**

4-9 Tactical Marines

### **Covert Squad**

4-9 Covert Ops Marines

### **Devsquad**

5-9 Devastating Marines

### **Grizzled Squad (Elite)**

4-9 Grizzled Marines

**HQ Squad (Elite and Exclusive)**

4-9 HQ Marines

**Attack Bike Squadron (Exclusive- Vehicle)**

2-9 Attack Bikes

**Infantry Support Squadron (Exclusive- Vehicle)**

2-9 Hippo APC

**Spearhead Squadron (Exclusive- Vehicle)**

2-9 Medium Tanks

**Lightning Attack Squadron (Exclusive- Vehicle)**

1-3 Attack Bikes

1-3 Hippo APCs

1-3 Medium Tanks