

# Planetary Defense Forces (PDF)

On the battlefields throughout the Solar system, PDF are the last and the only line of defense against vile xenoc aggressors. Sadly they also sometimes must protect their fellow man from himself and must be prepared to resort to violent intervention as part of their peacemaking activities.

**Force list authored by Jouni Pohjola, version date Friday, July 11, 2008**

*This list is intended primarily for use with Rackham's prepainted AT-43 White Star miniatures, but should be generic enough to be used with various other companies mini lines with minor conversions*

**Tech Level: 3**

**Strategy Rating: 20**

**Tactical Rating: 10**

Tactical Aspect	Value	TR Cost
Maximum Unit Size	11	+2
Maximum Ad Hoc Units	25%	0
Maximum Elite Units	50%	+3
Maximum Vehicle Units	50%	+3
Initial ADR	10	0
Tactical Advantage	Preparation	+2
Failed Figure Morale Test	Cower	0
Failed Unit Morale Test	Regroup	0

**Frame Rating: 10**

Frame Aspect	Limitation	FR Cost
Maximum Frames	25	+1
Maximum SI Weapon Cost	80	+3
Maximum PI Weapon Cost	100	+3
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	10 (15)	0
Maximum IF Area of Effect	4"	+1

Victory Point Advantage

**Delaying Tactics:** at the end of the game, player receives +1 VP for each turn that the game lasted past the fourth (+1 VP for five turn, +2 VP for six etc.).

**Augmentations = 12 (maximum of 12)**

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 (see pg. 86 of Defiance: Vital Ground rulebook)

Infantry Indiv: Alpha Strike (+192 PV per each purchased)  
*Counts as Air Strike: 7+ to hit, 6"/3+S to damage*  
 Omega Strike (+205 PV per each purchased)  
*Counts as Air Strike: 7+ to hit, 6"/5+ to damage*  
 Targeting Computer (+25 PV per figure)

**Infantry Unit:** After-Burst: AI, 2’’@3+ (+16 PV per Heavy Infantry Tankbuster per Missile Launcher – Crack rounds only)  
 Bio-Protective Gear (+1 PV per Tactical Combat Armor Trooper)  
 Electronic Counter-Counter Measures (+10 PV per unit containing Field Engineers)  
 Extra Weapon Training (+10 PV per Heavy Infantry Trooper per Laser Rifle)  
 Gyro-Stabilized Harness (+5 PV per Tactical Combat Armor Trooper)  
 Honed Blade (+2 PV per Heavy Infantry Drop Trooper)  
 Weapon Link (+23 PV per ULA per Laser Rifle)

**Vehicle:** Weapon Stabilizers (+10 pv per Bullfrog per weapon carried)

## STANDARD INFANTRY

### Field Engineer – 20

PDF enlistees with special technical expertise tend to get shuffled into FE Corps. When Field Engineers appear on the battlefield, they often carry ordinance of experimental nature.

Type	SI
Size	2
Quality	Elite
Move	4
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	+1
Agility	7
Officer	1L (+35) or 2L/1C (+110)
Hero Cost	+14
Covert Operations	2I (+8)

**Primary Weapon:** Multilaser  
**Support Weapon:** Sonic Gun  
**Side Arm:** Laser Pistol OR Smoke Grenade OR Stunner CDW  
**Augmentation:** Electronic Counter-Counter Measures

### Heavy Infantry Tankbuster – 23

Tankbusters are specifically trained and equipped to take out heavily armored targets of all kinds.

Type	SI
Size	2
Quality	Elite
Move	4
Armor Rating	+1
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+
Reflex	0
Agility	6
Officer	1L (+35) or 2L/1C (+110)
Hero Cost	+15
Covert Operations	1 (+3)

**Primary Weapon:** Light Laser Cannon  
**Support Weapon:** Missile Launcher OR Sonic Gun  
**Side Arm:** Anti-tank Bomb OR Heavy Shrapnel Grenade  
**Augmentation:** After-Burst: AI, 2’’@3+ (Missile Launcher/Crack rounds only)

### Heavy Infantry Trooper – 16

“The Heavies” are career PDF troops and are equipped with the best armor and weapons that can be mass produced. They maintain a constant vigilance against alien threat.

Type	SI
Size	2
Quality	Veteran
Move	4
Armor Rating	+1
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+
Reflex	+1
Agility	7
Officer	2L (+50) or 2L/2C (+145)
Hero Cost	n/a
Covert Operations	2 (+4)

<b>Primary Weapon:</b>	Assault Rifle OR Laser Rifle
<b>Support Weapon:</b>	Flame Thrower OR Machine Gun
<b>Side Arm:</b>	Heavy Shrapnel Grenade
<b>Augmentation:</b>	Extra Weapon Training (Laser Rifle)

### K-9 Scout – 23

Brinn UpLift Limited (BULL) achieved an early success with their animal intelligence enhancement project using dogs as subjects. The “uplifted” canines have since then served man faithfully in many a capacity, including reconnaissance duties on the battlefield. Their speed, agility and instinctive pack communication seemingly bordering on telepathy have made them an asset beyond their inability to utilize complex weapon systems.

Type	SI
Size	1
Quality	Linked
Move	5S
Armor Rating	+4
Damage Capacity	1
Field Save	n/a
HTH Rating	1@6+
Reflex	+3
Agility	11
Officer	1L (+35)
Hero Cost	n/a
Covert Operations	3I (+10)

<b>Primary Weapon:</b>	Stunner CDW
<b>Support Weapon:</b>	-
<b>Side Arm:</b>	Smoke Grenade
<b>Augmentation:</b>	n/a

### Light Infantry Trooper – 11

All fighters enlisting into PDF begin their careers with a stint in “the Lights”. When a full-scale invasion is in need of repelling, their ranks are swelled by draftees and in such a case the Lights can be expected to make up the majority of the infantry fielded by PDF. Light Infantry regiments have recently been provided with upgraded body armor, which – while still somewhat inferior to the Heavy Troopers’ similar-looking armor – is a step up from their former flak vests.

Type	SI
Size	2
Quality	Regular

Move	4
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	+1
Agility	7
Officer	1L (+35) or 2L/1C (+110)
Hero Cost	n/a
Covert Operations	1 (+3)

**Primary Weapon:** Assault Rifle  
**Support Weapon:** Machine Gun  
**Side Arm:** Handgun OR Heavy Shrapnel Grenade OR Smoke Grenade  
**Augmentation:** n/a

### ULA – 38

Courtesy of BULL, man's brother simians can now join the good fight alongside their hairless kin and his best friend! UpLifted Ape Corps or ULAC consist mostly of intelligence-enhanced gorillas. Despite their newfangled and undisputed brain capacity, they haven't forgotten their brawn capacity either and can go seriously ape on the vile Xenoc aggressors (and anyone who might be foolish enough to suggest they "go ape" at all to their face for that matter!) when the fighting gets close up and personal. They are also quite capable of carrying some serious ordinance for ranged combat work in their specially designed combat harnesses.

Type	SI
Size	3
Quality	Fanatic
Move	4
Armor Rating	+1
Damage Capacity	2
Field Save	n/a
HTH Rating	1@3+K
Reflex	0
Agility	6
Officer	2L (+50) OR 4L (+110)
Hero Cost	n/a
Covert Operations	0

**Primary Weapon:** Laser Rifle  
**Support Weapon:** Light Laser Cannon OR Sonic Gun  
**Side Arm:** Anti-tank Bomb OR Heavy Shrapnel Grenade  
**Augmentation:** Weapon Link (Laser Rifle)

## POWERED INFANTRY

### Heavy Infantry Drop Trooper – 23

Drop Troopers are equipped with light jump packs that allow them to both deploy rapidly and move about the battlefield in the most efficient manner.

Type	PI
Size	2
Quality	Veteran
Move	5J
Armor Rating	+1
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+
Reflex	+1

Agility	7
Officer	1L (+35) or 2L/1C (+110)
Hero Cost	+26
Covert Operations	3I (+10)
<b>Primary Weapon:</b>	Laser Rifle
<b>Support Weapon:</b>	Flame Thrower OR Linked LMGs
<b>Side Arm:</b>	Heavy Shrapnel Grenade OR Smoke Grenade
<b>Augmentation:</b>	Honed Blade

#### Tactical Combat Armor Trooper – 73

The powered armor concept is fairly new to PDF and hence they field many designs that are somewhat variable in appearance while being fairly similar in overall performance. These are all classified as Tactical Combat Armor, or TCA. They are designed to combine maximum protection and ability to carry heavy ordinance in a single hefty package.

Type	PI
Size	3
Quality	Elite
Move	4
Armor Rating	-1
Damage Capacity	2
Field Save	n/a
HTH Rating	1@6+K
Reflex	-1
Agility	3
Officer	2L (+50) or 2L/2C (+145)
Hero Cost	+32
Covert Operations	0

<b>Primary Weapon:</b>	Anti-personnel Configuration
<b>Support Weapon:</b>	Anti-tank Configuration OR Tactical Configuration
<b>Side Arm:</b>	Smoke Grenade OR Stunner CDW
<b>Augmentation:</b>	Bio-protective Gear, Gyro-Stabilized Harness

#### ULA Drop Trooper – 59

Once you have reliable jump pack technology at your disposal and great apes fighting for you, it would be folly not to combine the two, even if it costs an arm and a leg. ULAC Drop Troops are Earth's ultimate shock force against the xenoc threat. A word of warning: the use the familiar nickname "Mongbat corps" within their earshot may well literally cost you an arm and a leg.

Type	SI
Size	3
Quality	Fanatic
Move	5J
Armor Rating	+1
Damage Capacity	2
Field Save	n/a
HTH Rating	1@3+K
Reflex	0
Agility	6
Officer	2L (+50) OR 4L (+110)
Hero Cost	n/a
Covert Operations	0

<b>Primary Weapon:</b>	Linked LMGs
<b>Support Weapon:</b>	Flame Thrower OR Machine Gun
<b>Side Arm:</b>	Anti-tank Bomb OR Smoke Grenade
<b>Augmentation:</b>	-

## VEHICLES

### Bullfrog Strider – 144

Squat and ugly, the Bullfrog is first and foremost expected to fight and not to appear shiny in military parades. Its compact shape also makes it easy to drop from orbit in a minimal aerobreaking or thruster pack frame.

Type	Mecha
Size	4
Quality	Vehicle
Move	6
Armor Rating	0
Damage Capacity	3
Field Save	n/a
HTH Rating	2@8+AK
Reflex	-2
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

**Primary Weapon:** Anti-personnel Configuration OR Anti-tank Configuration  
**Secondary Weapon:** Frag Storm CDW OR Stunner CDW  
**Augmentation:** Weapon Stabilizers

### Draco Drop Boat – 263

While PDF's Striders are designed to be dropped from orbit to surface pretty much on their own, the PDF infantry can't (as of yet at least) survive such a trip. Their "less bumpy ride" is provided by the Draco Drop Boat. Once on the surface, the Draco's weapons can be employed to clear out the landing zone of the enemy so the crew may disembark in relative safety.

Type	APC
Size	6
Quality	Vehicle
Move	16F
Armor Rating	+2
Damage Capacity	4(3)
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	18
Entry Arcs	B

**Primary Weapon:** Anti-personnel Configuration OR Tactical Configuration  
**Secondary Weapon:** Frag Storm CDW OR Linked LMGs\*  
**Augmentation:** -

\*) Back Fire Arc

### Salamander Strider – 144

A newer fire support version of the Bullfrog chassis, the Salamander can deliver a truly withering barrage of fire. As the design sacrifices some of the original's staying power for enhanced mobility, its best deployed outside of close up firefight range.

Type	Mecha
Size	4
Quality	Vehicle
Move	6S
Armor Rating	+1
Damage Capacity	3
Field Save	n/a

HTH Rating	2@8+AK
Reflex	-2
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

**Primary Weapon:** HAPM Launcher OR Laser Cannon  
**Secondary Weapon:** HAPM Launcher OR Frag Storm CDW  
**Augmentation:** -

## STANDARD INFANTRY WEAPONS

### Assault Rifle – 20

This basic infantry weapon is slowly being phased out by more advanced laser rifles.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	-	20	40	60	-	-	-	un

### Handgun – 4

As with assault rifles, these officer's side arms are slowly being replaced by the more reliable laser pistols.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	5	10	15	20	-	-	-	un

### Flamer Thrower – 60

Traditional squad support weapon for close quarters fighting. Flame throwers are still cumbersome weapons, although advances in material technology have made them lighter and safer (for the operator) than they used to be.

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

### Laser Pistol – 5

Laser weapons are still a bit bulky compared to traditional fire arms, but they make up for it in accuracy and reliability.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	5	10	15	20	25	-	-	-	un

### Laser Rifle – 23

This is the most advanced mass produced laser-based infantry weapon in the PDF arsenal. Normally carried by hand in the manner of a traditional rifle, it can also be fitted in paired "pods". This latter configuration, most often seen on ULA harness vambraces, is typically programmed to fire both weapon units simultaneously.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	30	40	50	60	-	-	-	un

### Light Laser Cannon (infantry bracing weapon) – 35

Recent advances in power cell technology have made this effective weapon standard infantry portable, if only barely.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1V	20	30	40	50	60	-	-	-	un

### Machine Gun – 70

When the need arises to mow down large packs of xenoc aggressors, the machine gun is a PDF trooper's weapon of choice.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	3	-	30	45	60	-	-	-	-	un

### Missile Launcher (parallel combo weapon<sup>1</sup>) – 56

Choice of multiple “smart” warheads makes the missile launcher a versatile weapon that extends the tactical utility of the Tankbusters beyond that of anti-tank troops.

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

#### *Crack*

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1A	-	20	40	60	-	-	2	-	4

#### *Guided Frag*

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	20	40	60	-	2@7+	-	yes	4

### Multilaser – 52

Multilaser is the first field-ready attempt at creating a high-feed-rate standard infantry portable laser weapon. It still has some reliability problems however.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1(3)	-	30	40	50	60	-	-	-	un

### Sonic Gun – 78

Utilizing recovered xenoc technology, the sonic gun produces an oscillating sound wave capable of cutting through even the heaviest of infantry armor and turning the occupant into sludge. While still too weak to damage a heavy vehicle target, this weapon is still being primarily issued to Tankbusters who have the additional technical training required to maintain it.

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

## POWERED INFANTRY WEAPONS

### Anti-personnel Configuration – 95

TCA suits are variable in appearance but similar in function, and the same goes for their weapon load-outs that may consist of many different weapon systems, some of them highly experimental. These are classified according to their intended tactical application. The anti-personnel configuration (or APC) can denote any armament setup primarily aimed at stopping large numbers of fairly light infantry. Typical APC weapons include traditional machine guns and light laser cannons configured to fire in pulse mode.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	4	-	30	45	60	-	-	-	-	un

### Anti-tank Configuration – 55

ATC is a tactical denomination used for a variety of anti-vehicle ordinance, most often missile launcher with crack warheads and beam mode HELs.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AV	1	-	30	45	60	-	-	3	-	un

### Linked LMGs – 45

Linked light machine guns have proved a good solution to providing jump troops with serious antipersonnel firepower without compromising their mobility. They are carried on special harnesses or on arm mounts depending on the size of the jump trooper carrying them. They are also used on Draco Drop Boats as close defense weapons.

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

### Tactical Configuration – 99

Bridging the gap between APC and ATC, TaC sacrifices some armor penetration power for higher feed rates and is especially suited to taking down enemy heavy infantry.



Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	2V	-	30	45	60	-	-	1	-	un

## VEHICLE WEAPONS

### HAPM Launcher – 105

Enemy Infantry's aversion for this weapon is understandable. Its long ranged Heavy Anti-Personnel Missiles bring shock and awe to them wherever on the battlefield they may be holed up.

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

### Laser Cannon – 92

A full fledged Laser Cannon is still too heavy for infantry use, but when mounted on a vehicle platform it makes for a very effective antitank weapon.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AV	1	30	60	-	-	-	-	4	-	un

## GRENADES AND CLOSE DEFENSE WEAPONS

### Anti-Tank Bomb – 6

This is a special crack grenade designed to punch through vehicle armor.

**Grenade<sup>1</sup>: 0",1@5+A**

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

### Frag Storm CDW – 36/120

A last ditch measure to protect vehicles against assault, the Frag Storm launches a mass of razor sharp shrapnel at the enemy, cutting them to shreds in a brutal display of indiscriminating violence.

**Vehicle CDW: 4",1@3+**

### Heavy Shrapnel Grenade – 5

HSGs are quite bulky but very effective anti-personnel grenades.

**Grenade: 2",1@7+**

### Smoke Grenade – 3

Smoke Grenades are used to protect troop movement by obscuring enemy line-of-sight. They can be thrown by hand or fired from racks mounted in backpacks or on heavy armor suits.

**Grenade: 2",-2 LOS<sup>1</sup>**

<sup>1</sup>) This effect lasts until the following turn's resolution phase; keep the template on table

### Stunner CDW – 5/16

Developed from a non-lethal crowd control device, this gives an infantryman some protection against the onslaught of the xenoc assault constructs. It produces a strong EMP pulse capable of knocking the enemy out, although it rarely kills them outright.

**Infantry CDW: 2",1@5+S**

## TOTAL FRAMES = 25 (maximum of 25)

9 Unique Infantry Frames

16 Unique Weapons (1 combo weapon)

**STANDARD UNITS = 14 (maximum of 15)**

At least 75% of the army's point value must be made up of units purchased from the following list.

**Bullfrog Knot (exclusive)**

2-11 Bullfrog Striders

**Draco Wing (exclusive)**

2-11 Draco Drop Boats

**Drop Trooper Squad**

4-11 Heavy Infantry Drop Troopers

**Field Engineering Task Team (elite, exclusive)**

4-11 Field Engineers

**Heavy Infantry Squad**

4-11 Heavy Infantry Troopers

**K-9 Scout Pack**

4-11 K-9 Scouts

**Light Infantry Squad**

5-11 Light Infantry Troopers

**Salamander Knot (exclusive)**

2-11 Salamander Striders

**Special Ops Team (elite, exclusive)**

2-4 Field Engineers

2-7 Heavy Infantry Tankbusters

**Strider Knot (exclusive)**

1-7 Bullfrog Striders

1-4 Salamander Striders

**Tankbuster Team (elite)**

4-11 Heavy Infantry Tankbusters

**TCA Team (elite, exclusive)**

4-11 Tactical Combat Armor Troopers

**ULAC Drop Team (exclusive)**

5-11 ULA Drop Troopers

**ULAC Squad (exclusive)**

5-11 ULAs