

P.I.G CORPS

Formed as a coalition of peacekeeper forcers from various star systems and planets, Patrol/Interdict/Guard Corps are the first line of defense against hostile incursions of all kinds. Their name describes their *modus operandi*: they patrol the border worlds and space, interdict any enemy located with superior firepower and guard the civilian population against attack – this last also from within the said population itself. According to the troops serving in the Corps, P.I.G. also stands for Pride, Integrity and Guts.

Force list © Jouni Pohjola

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This list is intended primarily for use with Pig Iron Productions miniatures

Tech Level: 3

Strategy Rating: 20

Tactical Rating: 12

Tactical Aspect	Value	TR Cost
Maximum Unit Size	11	+2
Maximum Ad Hoc Units	25%	0
Maximum Elite Units	50%	+3
Maximum Vehicle Units	75%	+6
Initial ADR	10	0
Tactical Advantage	Preparation	+2
Failed Figure Morale Test	Cower	0
Failed Unit Morale Test	Discretion	-1

Frame Rating: 8

Frame Aspect	Limitation	FR Cost
Maximum Frames	15	0
Maximum SI Weapon Cost	60	+2
Maximum PI Weapon Cost	80	+2
Maximum VE Weapon Cost	120	+1
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating	-2	+2
Maximum PI Speed	5	0
Minimum Field Save	n/a	0
Maximum HTH Cost	20 (30)	+1
Maximum IF Area of Effect	2"	0

Victory Point Advantage

Conservation: at the end of the game, player receives +1 VP for each full 200 points of unbroken infantry units that remain on the tabletop. Vehicles do not count towards this total.

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: -

Infantry Indiv: Alpha Strike (+143 pv per strike purchased)

The P.I.G. combat doctrine dictates this form of air strike to be used wherever possible in lieu of more lethal force. It is performed with "ground shakers", passive kinetic ammunition launched from orbit that bury into the ground, often reaching the very bedrock before fully delivering the accumulated energy. The

resulting localized quake throws the enemy on the surface into ground, shattering their formation and defenses. In game terms, an Alpha Strike counts as an Air Strike: 7+ to hit, 6" @ 5+

Omega Strike (+106 pv per strike purchased)

Unlike the Alpha Strike, this air strike is performed with decidedly lethal munitions. In game terms, it counts as an Air Strike: 9+ to hit, 6" @ 5+

PDA (+20 pv per figure)

Personal Droid Assistant – PDA for short – is simply a droid programmed to lend a hand in any endeavors of its assigned “master”. Often used to carry extra equipment, they have limited combat programming but can hold their own in hand-to-hand. In game terms, a PDA counts as a Ferocious Companion

Personal EMS Computer (+20 pv per figure per point of DC, PI only)

Targeting Computer (+25 pv per figure)

Infantry Unit: After-Burst AI: 3" @ 5+ (+34 pv per Support Trooper per Infantry Laser)
Extra Weapon Training (+10 pv per Special Ops Trooper per Blaster)
Improved Weapon Feed (+5 pv per Battle Droid)

Vehicle: Anti-Anti-Armor (+120 pv per SL-2 Mace AFV)
Electrified Hull (+20 pv per SL-2 Mace AFV)
Passenger Survival System (+8 pv per SL-3 Shield APC)
Point Defense System (+25 pv per SL-3 Shield APC)

STANDARD INFANTRY

P.I.G. Trooper – 12

Forming the rank and file of P.I.G. Corps, the Troopers are well armored and armed for multiple duties from crowd control to frontline fighting.

Type	SI
Size	2
Quality	Regular
Move	4
Armor Rating	+1
Damage Capacity	1
Field Save	n/a
HTH Rating	1 @ 8+
Reflex	+1
Agility	7
Officer	1L (+35) or 2L/1C (+110)
Hero Cost	+16
Covert Operations	1 (+3)

Primary Weapon: Blaster
Support Weapon: Storm Blaster
Side Arm: Shrapnel Grenade OR Squealer CDW
Augmentation: -

Special Ops Trooper – 24

Special Ops are often deployed as tactical command in the most demanding combat situations, but they also have extensive training in recon and other clandestine operations behind the enemy lines.

Type	SI
Size	2
Quality	Elite
Move	4
Armor Rating	+1
Damage Capacity	1
Field Save	n/a

HTH Rating	1@7+
Reflex	+1
Agility	7
Officer	1L/1C (+95) or 2L/2C (+145)
Hero Cost	n/a
Covert Operations	2I (+8)
Primary Weapon:	Blaster
Support Weapon:	Infantry Chain Gun OR Sniper Rifle
Side Arm:	Squealer CDW
Augmentation:	Extra Weapon Training

Support Trooper – 14

Selected from the ranks of the P.I.G. Troopers for showing exceptional technical and combat skills, Support Troopers receive further training in the use of heavier support weapons in the Corps arsenal.

Type	SI
Size	2
Quality	Veteran
Move	4
Armor Rating	+1
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	0
Agility	6
Officer	2L (+50) or 2L/1C (+145)
Hero Cost	n/a
Covert Operations	0
Primary Weapon:	Blaster OR Storm Blaster
Support Weapon:	Infantry Laser OR Missile Launcher
Side Arm:	-
Augmentation:	After-Burst AI (Infantry Laser)

POWERED INFANTRY

Battle Droid – 173

A recent development by the scientists at the P.I.G. headquarters, the WD.1 Battle Droid (or BD for short) is a heavy combat robot that can carry much heavier ordinance than any human trooper and enough ablative protection to shrug off attacks that would tear clean through standard infantry armor. Although their cognitive capabilities fall clearly below those of a normal human, the heuristic artificial intelligence computers controlling them can learn from experience and thus improve over time.

Type	PI
Size	3
Quality	Matrix
Move	5
Armor Rating	-2
Damage Capacity	3
Field Save	n/a
HTH Rating	2@6+AK
Reflex	-2
Agility	3
Officer	1F (+30)
Hero Cost	+174
Covert Operations	0

Primary Weapon: Heavy Blaster
Support Weapon: Flame Thrower
Side Arm: Heavy Shrapnel Grenade OR Squealer CDW
Augmentation: Improved Weapon Feed

VEHICLES

SL-2 Mace AFV – 750

The SL-2, affectionately known as “the brick”, is an AFV version of the ubiquitous SL-1 chassis. Added armor and hull integrity support make it a tough and sturdy if somewhat tardy fighting vehicle. Most configurations sport either a Rail Cannon or a Heavy Blaster/Heavy Chain Turret (which are of a different configuration, known as 1b and 2a respectively), but a few exceptionally adventurous Corps units have fielded a “monster version” with two separate heavy turrets piggybacked.

Type	AFV
Size	6
Quality	Vehicle
Move	8
Armor Rating	-2
Damage Capacity	6
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	4
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Turret Rail Cannon (238 PV)
Secondary Weapon: Turret Heavy Blaster (122 PV) OR Turret Heavy Chain Gun (240 PV)
Tertiary Weapon: Flame Thrower OR Storm Blaster
Quaternary Weapon: Paingiver OR Iron Cloud CDW
Augmentation: Anti-Anti-Armor, Electrified Hull

Damage Chart

01-33 Lose 2” of movement¹
 34-66 Lose one weapon¹ (attacker's choice)
 67-100 Lose 1 from DC

¹ If a Mace AFV with no movement left suffers a hit that removes movement, or a Mace AFV with no weapons left suffers a hit that removes a weapon, the damaging hit will instead remove a point of damage capacity

SL-3 Shield APC – 235

In fact the most basic version of the SL-1 chassis in use, SL-3 sacrifices optimal protection in order to max out on the troop carrying capacity. Capable of being used as a kind of drop pod when fitted with an external aerobreaking rig for orbital insertion, the Shield is truly the APC for the interstellar age.

Type	APC
Size	6
Quality	Vehicle
Move	8
Armor Rating	-1
Damage Capacity	5 (4)
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	24
Entry Arcs	L, R

Primary Weapon: Flame Thrower (180 fire arc, 120 PV) OR Paingiver (180 fire arc, 74 PV)
Secondary Weapon: Iron Cloud CDW OR Storm Blaster
Augmentation: Passenger Survival System, Point Defense System

STANDARD INFANTRY WEAPONS

Blaster– 21 (tandem combo weapon¹)

This is the basic infantry weapon of the P.I.G. Corps, a trustworthy even if a little unremarkable gun firing caseless ammunition. It comes fitted with an underslung grenade launcher.

¹May fire as either Blaster or Grenade Launcher. Bearer must choose one of the firing modes with which to begin the game. Switching modes requires the bearer spend an entire activation on any type of Fire orders without using any ranged weaponry or grenades during the activation.

Blaster

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

Grenade Launcher

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

Infantry Chain Gun – 58 (infantry bracing loader weapon)

Considerable rate of fire and the heavy impact shells fired by this tripod-mounted support weapon make it a threat to the infantry and light vehicles alike.

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

Infantry Laser – 31 (infantry bracing power pack weapon)

The I.5 Infantry Laser was designed to provide the P.I.G. Corps infantry the much needed anti-vehicle punch without compromising their mobility on the battlefield.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1	25	35	45	55	60	-	2	-	un

Missile Launcher – 35 (infantry bracing loader weapon)

Smart missiles used in the I.4 Missile Launcher are be fitted with autonomous homing controls to enable indirect fire, should the need to flush out hidden enemy arise. The heavy shrapnel warheads used can seriously damage even the best infantry armor.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	60	-	-	-	2",7+	-	yes	6

Sniper Rifle – 32

The V.1x Sniper Rifle features a ridiculously costly field synchronizer targeting mechanism that enables it to cut through that most exotic form of protection, the phase field. It is of course also a good choice against regular physical armor.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1F	-	15	30	45	60	-	1	-	un

Storm Blaster– 50 (tandem combo weapon¹)

A heavier version of the standard Blaster, the Storm Blaster occupies the niche held by a squad support machine gun in the 20th century. Like its tactical predecessor, it is also often used as an additional anti-personnel weapon on vehicles. Similarly to its smaller cousin, Storm Blaster is also fitted with an underslung grenade launcher.

¹May fire as either Blaster or Grenade Launcher. Bearer must choose one of the firing modes with which to begin the game. Switching modes requires the bearer spend an entire activation on any type of Fire orders without using any ranged weaponry or grenades during the activation.

Blaster

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

Grenade Launcher

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

POWERED INFANTRY WEAPONS

Heavy Blaster – 61

The heaviest weapon in the Blaster family, the Heavy Blaster is capable of firing its large caliber caseless ammo at a truly withering rate. Feeding the weapon obviously requires a much larger ammo bin than any that can be reasonably lugged around by a standard infantryman.

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

Flame Thrower – 80

A golden oldie. Application is strictly controlled and limited in operations where civilian population may be at risk of “friendly fire”.

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

VEHICLE WEAPONS

Heavy Chain Gun – 120

This is simply a vehicle-mounted version of the Infantry Chain Gun. The larger ammo bin enables a higher rate of fire.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	3V	-	-	40	UN	-	-	1	-	un

Paingiver – 27

Paingiver is an example of the so-called Active Denial Technology. It uses a beam of millimeter electromagnetic waves to heat a live target’s skin, causing severe pain without permanent damage, and making the adversary flee the scene. ADTs are limited in actual battle field application, but Paingiver is quite capable of dispersing rioters and other mobs without causing permanent damage.

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

Rail Cannon – 119

The V.0a “Iron Breaker” Rail Cannon is the most devastating anti-vehicle weapon available to the P.I.G. Corps. Its usefulness is only limited by the exorbitant energies required to power the magnetic rail that propels the passive, solid projectile at the target at hypersonic speed.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AV	1U	-	40	UN	-	-	-	4	-	un

GRENADES AND CLOSE DEFENSE WEAPONS

Heavy Shrapnel Grenade – 4

Originally designed to be launched from special racks mounted on the arms of the Battle Droids (who lack dexterity to normally handle grenades), this is simply a larger version of the more common Shrapnel Grenade.

Grenade: 2”,1@7+

Iron Cloud CDW – 38/126

Used as a last ditch measure to protect vehicles against assault, the Iron Cloud launchers throw a mass of razor sharp shrapnel at the enemy, cutting them to shreds in a brutal display of indiscriminating violence.

Vehicle CDW: 4”,2@5+

Shrapnel Grenade – 2

Usually called “Fragger” by the Corps troopers, this is a typical fragmentation grenade used for antipersonnel purposes.

Grenade: 2”,1@9+

Squealer CDW – 5/16

Designed for use in a crowd control situation, the Squealer is a non-lethal sonic weapon intended to stun the victims rather than kill them.

Infantry CDW: 2”,1@5+S

TOTAL FRAMES = 15 (maximum of 15)

4 Unique Infantry Frames

11 Unique Weapons

STANDARD UNITS = 7 (maximum of 15)

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

Assault Armor Formation (exclusive)

2-11 SI-2 Mace AFVs

Battle Droid Maniple (exclusive)

5-11 Battle Droids

Combined Armor Formation (exclusive)

1-4 SI-2 Mace AFVs

1-7 SI-3 Shield APCs

P.I.G. Corps Squad

5-11 P.I.G. Troopers

Special Ops Team (elite, exclusive)

4-11 Special Ops Troopers

Support Team

4-11 Support Troopers

Troop Carrier Formation (exclusive)

2-11 SI-3 Shield APCs