

# VOIDERS

All plain text extract are from *Xenoc Studies Vol XIV Issue 2: Summary of Observations Concerning Xenoc Type B "Voiders"* (Branca J., Kanaar N., Liu Z.)

The object XXIX/501OC approaching Uranus was in fact even argued to be a persistent and critical glitch in the gravimetric detector array at Saturn. It was only after XXIX/501OC began to decelerate for an insertion to tailing orbit of Sycorax that the full implications dawned on Planetary Defence Forces Command: it was moving under propulsion of a nature hitherto assumed unfeasible even to the Xenoc technology, effectively achieving a previously presumed unobtainable level of "stealth in space". The fact that not only PDF-C but indeed all of humanity was entirely unprepared for the type of threat the Voiders represent gave rise to the colloquial term the Encounter at Sycorax has been often referred to since: "the COG incident" [...] All information available on Volder troop combat tactics was gleaned from the databases and statements of the crew of PDF Enforcer the *Stormy Monday Blues* originally bound to Triton War and subsequently diverted to Sycorax from its slingshot orbit around Uranus. Subsequent studies of artifacts and bodies left behind and initially studied by Field Operations Section of the PDF Science Division provided further insights into Volder technology and physiology.

## Force list © Jouni Pohjola

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*The list is intended for use with Cogs miniatures of the solvent and defunct Rackham Entertainment. Unfortunately the fairly unusual nature of the Cog minis does not facilitate for ease of use with other miniature lines, although enterprising modeler/gamer might be able to whip something up from, say, Warhammer 40.000 Tau or Legions of Steel UNE battle suits.*

**Tech Level: 3**

**Strategy Rating: 20**

**Tactical Rating: 7**

Tactical Aspect	Value	TR Cost
Maximum Unit Size	10	0
Maximum Ad Hoc Units	25%	0
Maximum Elite Units	25%	0
Maximum Vehicle Units	75%	+6
Initial ADR	10	0
Failed Figure Morale Test	Shame	0
Failed Unit Morale Test	Group Selection	-1
Tactical Advantage	Hard To Shake	+2

**Frame Rating: 13**

Frame Aspect	Limitation	FR Cost
Maximum Frames	25	+2
Maximum SI Weapon Cost	60	+2
Maximum PI Weapon Cost	80	+2
Maximum VE Weapon Cost	160	+2
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating	-1	+1
Maximum PI Speed	5	0
Minimum Field Save	6+	+2
Maximum HTH Cost	20 (30)	+1
Maximum IF Area of Effect	4"	+1

### Victory Point Advantage

Conservation (see pg. 73 of *Defiance: Vital Ground* rulebook)

**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: Bionic Limb: +15 PV per figure  
 Command Armor: +70 PV per figure  
 Personal EMS Computer: +20 PV per figure per damage point

Infantry Unit: Electronic Counter-Counter Measures: +10 PV per unit of Variant SI-2 “Wardens”  
 Gyro-stabilized Harness: +5 PV per Variant PI-1 “Warrior”  
 One-Shot Grenade Launcher / Plasma Burst: +20 per Variant SI-1 “Worker”  
 Refractive Cloak: +15 PV per Variant SI-3 “Lurker”  
 Weapon Immunity / Knockback: +1 PV per Variant PI-2 “Eradicator”

Vehicle: Anti-Anti Armor: +50 PV per Support Mechanoid  
 Point Defense System: +15 PV per Assault Torpedo  
 Self-repair System (*counts as Onboard Mechanic*): +20 PV per Support Mechanoid  
 Weapon Stabilizers: +10 PV per weapon per Recon Mechanoid

## STANDARD INFANTRY

### Variant SI-1 “Worker” – 39

First observed stripping equipment and materials from the destroyed Schulman’s Dig (officially Sycorax Base A), this standard infantry variant was dubbed “workers”. It is unknown if this is a proper designation for these troops. Certainly they turned out to be quite well armed and sufficiently trained as combatants upon being engaged. Their armament mostly consisted of short ranged and melee weapons. Several fairly intact genetic samples were harvested later from the battlefield that indicated all individuals of this “caste” were either clones or at least exceedingly closely related to each other.

Type	SI
Size	3
Quality	Regular
Move	6
Armor Rating	+2
Damage Capacity	2
Field Save	9+
HTH Rating	2@8+U
Reflex	0
Agility	8
Officer	1L (+35) OR 3L (+95)
Hero Cost	n/a
Covert Operations	0

**Primary Weapon:** Twin Plasma Pistols  
**Support Weapon:** EMP Ram OR Plasma Gun  
**Side Arm:** Plasma Grenade  
**Augmentation:** One-Shot Grenade Launcher / Plasma Burst

### Variant SI-2 “Warden” – 40

Second standard infantry variant to be observed is of more militant nature. Their task appeared to be the protection of variant SI-1 troops and ensure their safe retreat to the transports, which lead to them being provisionally named “wardens”. Biosamples indicated a close relationship to each other between individuals and in relation to SI-1, enhancing the clone hypothesis.

Type	SI
Size	3
Quality	Veteran
Move	5

Armor Rating	+2
Damage Capacity	2
Field Save	8+
HTH Rating	2@8+
Reflex	1
Agility	8
Officer	2L (+50) OR 1C/2L (+110)
Hero Cost	n/a
Covert Operations	3 (+5)

**Primary Weapon:** Laser Gun OR Twin Plasma Carbines  
**Support Weapon:** EMP Ram OR Light Missile Pods  
**Side Arm:** -  
**Augmentation:** Electronic Counter-Counter Measures

#### Variant SI-3 “Lurker” – 113

The third SI variant was almost not observed at all. Camouflaged by some sort of diffraction field which made them all but invisible to the naked eye at mid to long range, they performed a series of surgical strikes against the rear of the PDF formation. All observed instances were armed as light shock troops, some evidently only carrying grenades and melee weapons. No remains of either bodies or equipment from these troops were recovered.

Type	SI
Size	3
Quality	Elite
Move	5S
Armor Rating	+2
Damage Capacity	2
Field Save	6+
HTH Rating	2@7+U
Reflex	2
Agility	10
Officer	2L (+50) OR 4L (+110)
Hero Cost	+29
Covert Operations	3I (+10)

**Primary Weapon:** -  
**Support Weapon:** Plasma Carbine OR Plasma Pistol  
**Side Arm:** Plasma Grenade OR Rad Cloud Grenade  
**Augmentation:** Refractive Cloak

## POWERED INFANTRY

#### Variant PI-1 “Warrior” – 99

Initially these troops were first thought to be completely robotic but it was later discovered that is in fact a biological brain plus some other vestigial organs embedded inside a life support system and controlling the machine-like shell. Swarming out in large numbers to counter the main relief force and to direct it towards kill zones provided by SI-2 and PI-2 variants, this core powered infantry variant of Volder force has been argued to be a specific “warrior caste”. It must be noted that the “hive hypothesis” remains unconfirmed however.

Type	PI
Size	3
Quality	Veteran
Move	4J
Armor Rating	0
Damage Capacity	3
Field Save	7+

HTH Rating	2@7+K
Reflex	-1
Agility	4
Officer	2L (+50) OR 1C/2L (+110)
Hero Cost	n/a
Covert Operations	0
<b>Primary Weapon:</b>	Laser Gun OR Plasma Gun
<b>Support Weapon:</b>	Missile Pods OR Plasma Disruptor
<b>Side Arm:</b>	-
<b>Augmentation:</b>	Gyro-stabilized Harness

#### Variant PI-2 “Eradicator” – 161

This rare form of heavy powered infantry was only seen in limited numbers on the field. They seemed to act as the anvil to the PI-1’s hammer, mounting a stolid firing line and bounding any troops forced within their fire zones rapidly into submission. It was also assumed main tactical control of the Voider force originated with “Eradicator” units.

Type	PI
Size	3
Quality	Linked
Move	5
Armor Rating	-1
Damage Capacity	3
Field Save	7+
HTH Rating	2@7+KU
Reflex	0
Agility	5
Officer	1C/2L (+110) OR 2C/2L (+145)
Hero Cost	+88
Covert Operations	1 (+3)
<b>Primary Weapon:</b>	Missile Pods
<b>Support Weapon:</b>	Plasma Gun OR Twin Plasma Carbines
<b>Side Arm:</b>	EMP Wave CDW
<b>Augmentation:</b>	Weapon Immunity / Knockback

## VEHICLES

#### Assault Torpedo – 405

These shuttle craft appear to be the primary troop transport of the Voiders. They were carried in Remora mounts on the hulls of fusion torch ships used to execute the actual assault on Sycorax. They rely on speed, energy field protection and ultimately sheer numbers instead of heavy armor or weaponry. Apparently this doctrinal thinking stems from them being intended for use primarily in space where the attrition rate must be assumed to be high if any sort of defense can be mounted at all. Their atmospheric capabilities are unknown.

Type	APC
Size	6
Quality	Vehicle
Move	16F
Armor Rating	+2
Damage Capacity	3/4
Field Save	6+
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	24
Entry Arcs	Left, Right

**Primary Weapon:** Heavy Missile Pods OR Plasma Cannon  
**Secondary Weapon:** Heavy EMP Wave CDW OR Plasma Gun (turret, 118 PV)  
**Augmentation:** Point Defense System

#### **Recon Mechanoid – 301**

Appearing alongside the Voider powered infantry, their strider vehicles appear to actually be completely robotic. While these proved eminently combat capable, Voider skill in building AIs appears to fall far short of those of the formerly observed Xenoc aggressors as a sizeable frame is required to house the processing system. Most of the observed Voider “mechanoids” were of a light and versatile variety dubbed “recon”. Their speed and ability to perform short air jumps made them extremely difficult to pin down.

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

**Primary Weapon:** EMP Ram OR Plasma Cannon  
**Secondary Weapon:** Plasma Disruptor OR Plasma Gun  
**Augmentation:** Weapon Stabilizers

#### **Support Mechanoid – 439**

Only three striders of this type were observed, deploying alongside PI-2 variant troops and relentlessly bombarding the advancing human troops with heaviest weapons seen in the Voider infantry arsenal. None were brought down during the battle but it is assumed they are essentially similar “mechanoids” as the lighter recon variants.

Type	Mecha
Size	6
Quality	Vehicle
Move	6
Armor Rating	-1
Damage Capacity	5
Field Save	7+
HTH Rating	2@9+AK
Reflex	-3
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

**Primary Weapon:** Heavy Plasma Cannon OR Heavy Missile Pods  
**Secondary Weapon:** Heavy EMP Wave CDW OR Heavy Plasma Disruptor  
**Augmentation:** Anti-Anti Armor, Self Repair System

## STANDARD INFANTRY WEAPONS

### EMP Ram– 53 (parallel combo weapon<sup>1</sup>)

Named for their blunt, ramming tool like shape, these are sizeable weapons that produce an extremely strong electromagnetic pulse capable of frying military grade electronics. They can also be set to saturate a larger area with slightly lower intensity EM radiation that plays havoc with electrochemical systems of human brain, causing extreme nausea, confusion, hallucinations and other incapacitating mental effects. No samples of this weapon were recovered and it is therefore unknown how this weapon actually operates.

<sup>1</sup>May fire as either in Area Saturation or Point Effect mode. The player must declare which mode is being used before target declaration.

#### Area Saturation

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

#### Point Effect

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

### Laser Gun – 56

Voider infantry combat doctrine can be assumed to have evolved around boarding actions and close combat firefights. Laser weapons are not particularly well suited for such, and their infantry use appears to mirror their use in space combat: they are primarily intended for softening and harassing vehicles and other heavily armored targets at a long range in preparation of an attack from actual kill vehicles (typically missiles).

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

### Light Missile Pods– 40 (parallel combo weapon<sup>1</sup>)

Voider ground troops make much use of missiles. These are mounted in dual pods of four missiles each and carried in harnesses on backs of infantry and mounted on hardpoints of mechanoid combat striders. In common with the typical human equivalents, the missiles have two payload options: the Anti-Personnel type can be programmed to explode at a certain distance from the firer, saturating the immediate area with deadly shrapnel; the Anti-Vehicle type fire a shaped plasma charge upon impact and are capable of cutting through all but the very heaviest vehicle armor. Weight restrictions placed on this, the standard infantry portable version of the Missile Pods, mean that the missiles fired from it have limited range and strength compared to the heavier versions.

<sup>1</sup>May fire either an Anti-Personnel or an Anti-Vehicle missile. The player must declare which is being fired before target declaration.

#### Anti-Personnel

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

#### Anti-Vehicle

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

### Plasma Carbine – 30

Their extreme proficiency with force field technology has allowed the Voiders to perfect plasma containment to a degree where their main weaponry utilizes this form of technology. Colloquially known as “blasters”, plasma weapons are unsurprisingly devastating at short range but as the plasma bolts degrade fairly quickly, their long range fire tends to be inaccurate at best. Plasma Carbines are the basic “rifle weapons” of the Voider infantry and are light enough to fire one-handed.

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

### Plasma Gun – 59

The heaviest infantry portable plasma weapon in the Voider arsenal combines devastating rate of fire with a surprisingly long range.

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

### Plasma Pistol – 20

These bulky pistols are used by Voider shock troops. They are excellent close quarters weapons and may be fitted with underslung single shot grenade launchers.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	15	20	25	-	-	-	-	-	un

### Twin Plasma Carbines – 45

Some Voider troops apparently have cybernetically or genetically enhanced hand-eye coordination, allowing them to aim and fire a weapon in each hand without either shot fired becoming inaccurate.

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

### Twin Plasma Pistols – 31

Similarly to Plasma Carbines, Plasma Pistols are often used in perfect tandem by Voider “gunslingers”.

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

## POWERED INFANTRY WEAPONS

### Missile Pods– 67 (parallel combo weapon<sup>1</sup>)

This is the Voider powered infantry version of the common Missile Pods weapon system. Extra fuel and a heavier payload make the missiles correspondingly more effective compared to those fired by the standard infantry portable version.

<sup>1</sup>May fire either an Anti-Personnel or an Anti-Vehicle missile. The player must declare which is being fired before target declaration.

#### *Anti-Personnel*

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1	-	30	60	-	-	3”@7+	-	yes	4

#### *Anti-Vehicle*

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AV	1	-	30	60	-	-	-	2	-	4

### Plasma Disruptor – 80

Plasma Disruptors are the simplest plasma weapons imaginable: they simply void their plasma chambers on the enemy in a scintillating stream of destruction. Luckily for the opposition, the volatile nature of uncontrolled plasma flow makes the weapon’s range quite short and also limits its armor penetration capability. Lightly armored standard infantry troops however have every reason to avoid getting too close to a Voider “Warrior” or Mechanoid armed with a Plasma Disruptor.

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

## VEHICLE WEAPONS

### Heavy Missile Pods– 112 (parallel combo weapon<sup>1</sup>)

The heaviest version of the ubiquitous Missile Pod system appeared to be limited to use with larger vehicles such as Support Mechanoids.

<sup>1</sup>May fire either an Anti-Personnel or an Anti-Vehicle missile. The player must declare which is being fired before target declaration.

#### Anti-Personnel

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1	-	40	UN	-	-	4’’@7+	-	yes	4

#### Anti-Vehicle

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

### Heavy Plasma Cannon – 157

The largest version of the plasma bolt weaponry seen in use by the Voider forces, the Heavy Plasma Cannon combines withering rate of fire with considerable range and is especially dangerous to heavy battle suits and light vehicles.

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

### Heavy Plasma Disruptor – 120

Larger plasma chamber makes this heavy version of the Plasma Disruptor much more destructive, although does nothing to alleviate the naturally short range of the weapon type.

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

### Plasma Cannon – 103

A smaller version of the Plasma Cannon, typically seen mounted on the Recon Mechanoids.

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

## GRENADES AND CLOSE DEFENSE WEAPONS

### EMP Wave CDW – 5/16

Similar technology to that of the EMP Ram gun appears to have been used in creating this CDW.

**Infantry CDW: 2’’,1@5+S**

### Heavy EMP Wave CDW – 26/88

This larger and correspondingly more effective version of the EMP CDW is mounted on vehicles to repel assaults.

**Vehicle CDW: 4’’,2@5+S**

### Plasma Grenade – 3

Plasma Grenades are a basic application of the Voider plasma technology.

**Grenade: 2’’,1@9+A**

### Rad Cloud Grenade – 8

This unpleasant area denial weapon emits a persistent cloud of radioactive particles upon impact.

**Grenade: 3’’,1@9+, -2 LOS**

Both effects last until the following turn’s resolution phase (keep the template on table)



**TOTAL FRAMES = 19 (maximum of 25)**

5 Unique Infantry Frames

14 Unique Weapons (4 combo weapons of maximum 6)

**STANDARD UNITS = 8 (maximum of 15)**

At least 75% of the army's point value must be made up of units purchased from the following list. The Voider list benefits from the "race of giants" special rule as described on pg. 84 of *Defiance: Vital Ground* rulebook.

**Assault Torpedo Swarm (vehicle, exclusive)**

2-10 Assault Torpedoes

**Eradicator Squad**

4-10 PI-2 Eradicators

**Lurker Cadre (elite, exclusive)**

4-10 SI-3 Lurkers

**Recon Maniple (vehicle, exclusive)**

2-11 Recon Mechanoids

**Support Maniple (vehicle, exclusive)**

2-10 Support Mechanoids

**Warden Squad**

4-10 SI-2 Wardens

**Warrior Squad**

4-10 PI-1 Warriors

**Worker Team**

5-10 SI-1 Workers