

United Nations of Earth

*Force list authored by Sam Hart
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Tech Level: 3

Strategy Rating: 20

Victory Point Advantage (tournament rules only): Conservation

Tactical Rating: 8

Tactical Aspect	Value	TR Cost
Maximum Unit Size	10	+0
Maximum Ad Hoc Units	50%	+3
Maximum Elite Units	50%	+3
Maximum Vehicle Units	50%	+3
Initial ADR	10	+0
Failed Figure Morale Test	Cower (1)	+0
Failed Unit Morale Test	Regroup (2)	+0
Tactical Advantage	Bravado (3)	+2

(1)The figure affected immediately goes prone and may not fire at or charge an enemy in HTH combat. It may only crawl towards cover (but need not do so) until successfully rallied in a subsequent Resolution Phase.

(2)All figures in the affected unit go prone and may not fire at or charge enemy figures. They may only crawl towards the nearest cover (and must do so) until rallied in a subsequent Resolution Phase.

(3) All figures gain a +1 on individual morale tests. Fanatic troops only fail individual morale tests on a D100 roll of 05 or less.

Frame Rating: 9

Frame Aspect	Limitation	FR Cost
Maximum Frames	25	+2
Maximum SI Weapon Cost	20PV	+0
Maximum PI Weapon Cost	100PV	+3
Maximum VE Weapon Cost	120PV	+1
Maximum Phase Weapon Cost	n/a	+0
Minimum Armor Rating	-2	+2
Maximum PI Speed	5 or less	+0
Minimum Field Save	n/a	+0
Maximum HTH Cost	10/15 (for ME)	+0
Maximum IF Area of Effect	4"	+1

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: -

Infantry Indiv: Covering Computer: +30 per Leader or Hero.
 Command Armour: +70 per Leader or Hero.
 Data Net: +30 per Primary Commander.

Infantry Unit: Honed Blade: +2 per Commando.
 Kinetic Enhancement: +5 per Recce Commando.
 Extra Weapon Training: +10 per Assault Trooper per RAM.
 Improved Weapon Feed: +5 per Support Section Trooper per Auto-RAM.
 Improved Weapon Feed: +5 per PI Trooper per Flechette Gun.
 ECCM: +10 per Pioneer Section.
 Bio Protective Gear: +1 per Commando or Recce Commando.
 Satchel Charge: +10 per Pioneer.

Vehicle: Point Defence System: +15 per Ford FAV.

POWERED INFANTRY

UNE PI Trooper – 17

The backbone of the UNE Powered Infantry Force; equipped to engage at range.

Type	PI
Size	2
Quality	Veteran
Move	4
Armor Rating	0
Damage Capacity	1
Field Save	-
HTH Rating	1@7+
Reflex	0
Agility	4
Officer	2L (+50) or 2L,2C (+110)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: RAM (+23) or RAM/TOW-7 combo (+29)

Support Weapon: Flechette Gun (+42) or Carl Gustav MkIV (+63)

Side Arm:

Augmentation: Improved Weapon Feed: +5 per PI Trooper per Flechette Gun.

UNE Pioneer – 23

Field Engineers with powered armour that can lift a light truck.

Type	PI
Size	2
Quality	Veteran
Move	4
Armor Rating	0
Damage Capacity	1
Field Save	-
HTH Rating	2@6+

Reflex	0
Agility	4
Officer	2L (+50) or 4L (+110)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: RAM/GL combo (+42), or RAM/TOW-7 combo (+29)

Support Weapon:

Side Arm: K-Pulse (+4) or FTG grenade (+1)

Augmentation: ECCM: +10 per section, Satchel Charge: +10 per pioneer.

UNE PI Support Trooper – 20

Highly motivated but often less experienced Powered Infantry equipped with long-ranged weaponry including the Calliope salvo launcher, and deployed in support of the standard PI section.

Type	PI
Size	2
Quality	Fanatic
Move	4
Armor Rating	0
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+
Reflex	0
Agility	4
Officer	2L (+50) or 2L,2C (+110)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: RAM/TOW-7 combo (+29), or Auto-RAM (+43)

Support Weapon: Auto-RAM (+43), or Calliope (+14)

Side Arm:

Augmentation: Improved Weapon Feed: +5 per Support Section Trooper per Auto-RAM

UNE Assault Trooper – 31

These soldiers do not rely on speed or finesse: superior armour gets them in, superior firepower gets them out.

Type	PI
Size	2
Quality	Veteran
Move	3
Armor Rating	-2
Damage Capacity	1
Field Save	n/a
HTH Rating	1@5+
Reflex	-1
Agility	2
Officer	3L (+95) or 2L,1C (+110)
Hero Cost	n/a
Covert Operations	0

Primary Weapon: RAM/GL combo (+42), or RAM/TOW-7 combo (+29)

Support Weapon:**Side Arm:** Wrist Rockets (+10), FTG grenade (+1)**Augmentation:****Heavy Assault Trooper/ Assault Support Platform – 62**

“Thank God for the Elephant Jockey!”

The Fairchild Republic “Behemoth” RXS (Reactive exoskeleton) mounts considerable firepower in its primary configuration; the support configuration mounts as many weapons as the frame and reactor can feasibly support, outgunning most light vehicles and many APCs. Its status as an irresistible fire magnet demands extreme levels of armour protection and judicious use of obscurity devices.

Type	PI (barely)
Size	3
Quality	Veteran
Move	3
Armor Rating	-2
Damage Capacity	2
Field Save	n/a
HTH Rating	1@3+
Reflex	-3
Agility	0
Officer	2L (+50) or 1C (+60)
Hero Cost	+47
Covert Operations	0

Primary Weapon: Auto-RAM/GL combo (+58)**Support Weapon:** Dual Auto-RAM/ TOW-7D combo (+97)**Side Arm:** FTG Grenade (+1), SPLAS CDW (+9/+31).**Augmentation:****UNE Commando – 30**

Commandos are the elite, close quarter shock troops of the UNE. Almost as many as can be trained to their high standard are immediately engaged in the tunnel fighting against the Machines, tasked with locating and terminating the Overlord class computer systems. The casualty rates for this type of warfare are horrific and unavoidable, making Commandos a rare and valued resource.

Type	PI
Size	2
Quality	Elite
Move	4
Armor Rating	0
Damage Capacity	1
Field Save	n/a
HTH Rating	1@5+
Reflex	+1
Agility	5
Officer	2L (+50) or 4L (+110)
Hero Cost	+21
Covert Operations	2I (+8)

Primary Weapon: Blaster (+46)**Support Weapon:** Plasma Projector (+90)**Side Arm:** K-Pulse (+4) or FTG grenade (+1)**Augmentation:** Honed Blade: +2 per Commando, Bio Protective Gear: +1per Commando

UNE Recce Commando – 28

Effective reconnaissance at high speeds (relative to other UNE Powered Infantry) and with an excellent Electronic Warfare package, Recce Commandos are usually down in the tunnels with their Commando company, where their sensor suite and mobility help keep them out of trouble.

Type	PI
Size	2
Quality	Elite
Move	5
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	1@5+
Reflex	+2
Agility	7
Officer	2L (+50) or 2L,1C (+110)
Hero Cost	+20
Covert Operations	3I (+10)

Primary Weapon: Blaster (+46) or RAM (+23)

Support Weapon:

Side Arm: K-Pulse (+4) or FTG grenade (+1)

Augmentation: Kinetic Enhancement: +5 per Recce Commando, Bio Protective Gear: +1 per Recce Commando

UNE PI Recce Trooper – 24

Recce Troopers are the most mobile of UNE soldiers and equipped with an excellent array of surveillance, observation, and detection electronics.

Recce Troopers never, ever refer to themselves as “Rocket Rangers” as it is a juvenile and silly joke and not funny anyway. Recce troopers are essential to the success of the UNE Powered Infantry and you’d think they’d get some respect.

Type	PI
Size	2
Quality	Veteran
Move	5J
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	1@5+
Reflex	+2
Agility	8
Officer	2L (+50) or 2L,1C (+110)
Hero Cost	n/a
Covert Operations	3 (+4)

Primary Weapon: RAM/GL combo (+42) or RAM (+23)

Support Weapon:

Side Arm: FTG Grenade (+1)

Augmentation:

VEHICLES

SUPERFORTRESS – 598

While tank commanders routinely scoff at this bipedal weapons-platform, it has proven a massive propaganda success and quite capable in a limited, urban role. Also, it looks hella cool.

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

Primary Weapon: Uber-RAM/Calliope combo (+88) or Dual Auto-Ram/Calliope/TOW 7D combo (+105)- both forward arc only.

Secondary Weapon: Uber-RAM/Calliope combo (+88) or Carl-Gustav MkIV (+63)- both forward arc only.

Augmentation:

DESPOT MEDIUM TANK – 658

The Despot is a capable tank optimised for urban warfare and infantry support, but considered under-gunned for tank warfare in an open environment. Unofficial.

Type	Vehicle: AFV
Size	6
Quality	Vehicle
Move	6
Armor Rating	-2
Damage Capacity	7
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	4
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Turret Uber-RAM/Calliope combo (+176)
or turret Dual Auto-Ram/ Calliope/ TOW-7D combo (+210)

Secondary Weapon: Turret Dual Auto-RAM (+174) or Turret Flechette Gun (+84)

Tertiary Weapon: Calliope (+14) or Carl-Gustav MkIV (+63), forward arc.

Quaternary Weapon: Calliope (+14) or Carl-Gustav MkIV (+63), forward arc.

Augmentation:

FORD F.A.V. – 123

Light tactical reconnaissance tasks are the forte of the Ford FAV. It also sees considerable use as a raider and for highly mobile support for infantry. It does not like to meet tanks.

Type	Light Vehicle
Size	4
Quality	Vehicle
Move	12
Armor Rating	+2
Damage Capacity	3
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Turret Uber-RAM (+162) or
Turret Dual Auto-RAM/TOW-7D combo (+194)
Secondary Weapon: Turret Blaster (+92) or TOW-7 D (+19)
Augmentation: Point Defence System

CHEVROLET CHEVALIER A.P.C. – 253

A capable but largely unremarkable APC. Unofficial.

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

Primary Weapon: Uber RAM (forward arc) (+81) or
Dual Auto-RAM/Calliope/ TOW-7D combo (forward arc) (+105)
Secondary Weapon: Vehicle CDW (+36/+120) or Turret Blaster (+92)
Augmentation:

“STUMPY” A.M.E. – 147

A new development in up-gunned RXS, the Stumpy provides infantry with withering fire support whilst maintaining a much, much lower profile than the towering Superfortress. Unofficial.

Type	Anime Mecha
Size	4
Quality	Vehicle
Move	6
Armor Rating	0
Damage Capacity	3
Field Save	-
HTH Rating	1@2+
Reflex	+2
Fire Actions	2
Passengers	-

Entry Arcs -

Primary Weapon: Uber RAM (forward arc) (+81) or
Dual Auto-RAM/Calliope/ TOW-7D combo (forward arc) (+105)
Secondary Weapon: Vehicle CDW (+36/+120) or Turret Blaster (+92)
Augmentation:

POWERED INFANTRY WEAPONS

Auto-RAM – 43

The Auto-RAM uses the same Rolachev Augmentation Module technology as the standard RAM laser, but with two barrels (and significantly increased power draw) to improve spread-fire and suppression capability.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	2	-	30	40	50	60	-	-	-	un

Combo weapon: The Auto RAM can be combined with the GL (Parallel Combo) for a total cost of 58.

Blaster – 46

Getting shot with plasma really hurts. Unfortunately the magnetic and field-effect technologies needed to prevent dispersal at range are still in their infancy.

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

Calliope – 14

The Calliope is a multi-tube grenade launcher firing the infamous and widely-disparaged UNE plasma grenade. It somewhat mitigates for this grenade type's woeful saturation by launching six at a time, but not with any real degree of accuracy, and it is almost impossible to reload in battlefield conditions.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1	-	-	30	40	60	4'',7+A	-	yes	2

Carl Gustav MkIV – H.E.A.P round – 29

The Carl-G H.E.A.P. round is **always** found in combination with the K-Pulse round. The H.E.A.P. round can threaten most vehicles thanks to its excellent penetration, but it somewhat lacks stopping-power when used against tanks.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AV	1A	-	30	40	50	60	-	1	-	4

Combo Weapon: the Carl-G HEAP round is **always** found in parallel combo with the K-Pulse round, for a total cost of 63.

Carl Gustav MkIV – K-Pulse round – 48

K-Pulse rounds use momentary gravitational inversion to create a shockwave with considerable concussive force, guaranteed to disrupt, injure, or liquefy infantry.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1	-	15	30	45	60	4'',5+	-	-	4

Combo Weapon: The K-Pulse round is **only** found in combination with the Carl-G HEAP, and cannot be fielded as a non-combination weapon. Combo is Parallel type.

Dual Auto-RAM – 87

How do you get even more firepower out of the vaunted RAM laser? Mount TWO Auto-RAM lasers with common targeting and power systems, for a total of four interdependent RAM laser tubes, and pray to God that the power conduits don't overheat to hell.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	4	-	30	40	50	60	-	-	-	un

Combo Weapon: The Dual Auto-RAM system can be combined with the TOW-7D for a total cost of 97, or with the Calliope AND TOW-7 D for a total cost of 105 (at 105 PV, this combo can only be fielded on vehicles). Both are Parallel type.

Flechette Gun – 42

The Flechette gun is a magnetic accelerator firing tiny aerodynamic needles. It lacks penetration and stopping power but has good range and a high rate of fire.

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

Grenade Launcher (aka GL)– 30

The UNE GL fires the infamous and much-derided UNE Plasma Grenade. However, the very unlucky trooper that gets hit by the spectacular but low-density plasma fireworks can expect a large smoking hole through pretty much any infantry armour yet devised.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1	10	20	30	40	-	3'',9+A	-	yes	4

Combo Weapon: The GL is ONLY found in combinations including the RAM laser or Auto-RAM laser and cannot be fielded as a non-combination weapon. Both are Parallel type.

Plasma Projector – 90

Plasma tends to disperse at range without significant magnetic (or other field) intervention. The UNE Plasma Projector dispenses with any attempts at long-range effectiveness and simply bathes the immediate vicinity in heat and charged particles, to devastating effect.

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

RAM laser – 23

The Rolachev Augmentation Module causes photons to act as though they have considerable mass (relative to photons normally), creating an excellent ranged weapon.

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

Combo Weapon: The RAM laser may be fielded as a parallel combo weapon with either a TOW-7 for a total of 29 or a GL for a total of 42.

TOW-7 – 11

The TOW-7 gives any UNE PI section a limited anti-vehicle capacity even without heavy weapons support, and boasts excellent range.

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

Combo Weapon: The TOW-7 is **only** found in combination with the RAM laser and cannot be fielded as a non-combination weapon. Combo is Parallel type.

TOW-7 D – 19

Two warheads are better than one.

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

Wrist Rockets – 10

The Assault Trooper's wrist rockets are an odd sort of sidearm, consisting of a brace of short-range rockets strapped to the forearms of his armour. They give Assault Troopers a frightening additional punch at close range, if only for the first few seconds of an engagement.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	4	5	10	15	20	25	-	-	-	2

VEHICLE WEAPONS

Uber RAM (heavy laser array) – 81

The Uber RAM is the heaviest laser array ever fitted with a Rolachev Augmentation Module.

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

Combo Weapon: The Uber-RAM may be combined with a Calliope as a parallel combo weapon for a total cost of 88.

GRENADES AND CLOSE DEFENSE WEAPONS

K-Pulse Grenade – 4

Grenade: 2", 1@7+

Fade to Grey (FTG) – 2

Grenade: 2", -2 LOS

Lasts until following turn's resolution phase

SPLAS – 9/31

Infantry CDW: 2", 1@3+

Plasma CDW – 36/120

Vehicle CDW: 4", 1@3+

TOTAL FRAMES = 24 (maximum of 25)

8 Unique Infantry Frames

16 Unique Weapons

6 combo weapons

STANDARD UNITS

At least -50% of an ARMY's point value must be made up of units purchased from the following list.

Powered Infantry Section

4-10 Powered Infantry

Assault Support Section (EXCLUSIVE- mixed frames)

2-8 Assault Troopers, 2-4 Heavy Assault Troopers

Assault Section (EXCLUSIVE- mixed frames)

2-8 Assault Troopers, 2 Heavy Assault Troopers

Commando Section

4-10 Commandos

Commando Reconnaissance Section

4-10 Recce Commandos

Reconnaissance section

4-10 PI Recce Troopers

Powered Infantry Support Section

5-10 PI Support Troopers

Pioneer Section (EXCLUSIVE)

4-10 Pioneers

Vehicular Recon (EXCLUSIVE)

2-10 Ford FAV

Mechanised Infantry (EXCLUSIVE)

2-10 Chevalier APC

Urban Assault (EXCLUSIVE)

1-5 Superfortress, 1-5 Despot Medium Tank

Light Support (EXCLUSIVE)

1-5 Stumpy, 1-5 FAV

SHOPPING:

Amazon Miniatures carries part of the original UNE range- and if you're lucky, the stupendously fun Legions of Steel game- here:

http://www.amazonminiatures.com/catalogue/legions_of_steel.asp

Pig iron Productions make an amazing APC and Tank, available here:

<http://www.pig-iron-productions.com/order.htm#>

The Chevalier chassis is based on the Ironsides conversion listed here:

<http://mj12games.com/defiance/maceAFV.pdf>

The Stumpy AME is inspired by the stocky goodness of the Ursa and Ares Battlesuits from Iron Wind Metals:

http://ironwindmetals.com/catalog/product_info.php?cPath=94_97&products_id=3060

http://ironwindmetals.com/catalog/product_info.php?cPath=94_101&products_id=3117

The Despot was invented for a now out-of-print 28mm scale resin kit depicting this 10mm vehicle from the damn fine folks at Reaper:

http://www.reapermini.com/gallery/cav/7065_G

While a Ford FAV kit was made for Planetstorm, it and any other vehicle you might need can be substituted for using the marvelous range of vehicles at Old Crow Models:

<http://www.oldcrowmodels.co.uk/ocproducts.htm>

Notes: While I've included the UNE Pioneers for some degree of completeness, they don't seem to have much of a role (they are specialized units that manipulate specific rules in Legions of Steel tunnel fighting). For a slightly more competitive army: feel free to drop them from the list, and assign the Satchel Charge augmentation to the PI Recce Troopers. Move the RAM/GL combo to the "support" choice for the PI Recce Troopers, and add the Blaster instead as a second Primary weapon choice. In this case, the PI Recce Troopers "**Reconnaissance section:** 4-10 PI Recce Troopers" becomes **Exclusive**. Treat this in the same way as a "National Force" from the Human Confederacy in the main Defiance book, or declare the changes to any and all opponents and permanently alter the army list.

Cheers, and happy gaming.

-Sam