

UNION OF COLONIES

Humanity reached the stars under the tutelage of a single political entity, the Unified International Authority (UIA). Yet despite that seeming unification, vast technological accomplishments and thousands of years of cultural progress, the way human societies functioned had not profoundly changed. A few, the managers of trans-stellar megacorporations, lived surrounded by privileges while the vast majority worked tirelessly to support the lifestyle of the powerful.

But a spectre was haunting the far-flung outer colonies of old Earth – the spectre of communism.

Discontent and protest turned into a revolution. In Aurora system mining colonies workers rebelled against the corporate rule, toppled the local governments of the UIA and formed their own, while all the wealth expropriated and put them at the service of the people. The UIA sent troops to suppress the movement but these were defeated or defected to join the rebels.

The movement spread, and as the hold of UIA crumbled a new power arose on the edge of human expansion: the Union of Colonies.

Force list authored by Jouni Pohjola
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The list is primarily intended for use with Union of Colonies miniatures of the defunct Sentinel Games, but it is generic enough to also work with various other sci-fi miniature lines.

Tech Level: 3

Strategy Rating: 19

Tactical Rating: 11

<u>Tactical Aspect</u>	<u>Value</u>	<u>TR Cost</u>
Maximum Unit Size	12	+4
Maximum Elite Units	25%	0
Maximum Vehicle Units	75%	+4
Initial ADR	10	0
Tactical Advantage	Terrain Mastery	+3
Failed Figure Morale Test	War Cry	+1
Failed Unit Morale Test	Regroup	0

Frame Rating: 8

<u>Frame Aspect</u>	<u>Limitation</u>	<u>FR Cost</u>
Maximum Frames	20	0
Maximum SI Weapon Cost	60	+2
Maximum PI Weapon Cost	60	+1
Maximum VE Weapon Cost	200	+3
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 (see pg. 73 of Defiance: Vital Ground rulebook for details)

Augmentations = 12 (maximum of 12)

<u>General:</u>	Access to Enemy Weaponry <ul style="list-style-type: none">- multiply weapon cost by 2- replaces any one standard weapon per game Access to Non-standard Weaponry <ul style="list-style-type: none">- multiply weapon cost by 1.5- replaces any one standard weapon per game Choose melee weapon <ul style="list-style-type: none">- see pg. 9 of <i>Defiance: Evolution of Arms</i> supplement
<u>Army:</u>	n/a
<u>Infantry Indiv:</u>	Air Strike: 7+ to hit, 6@5+ (+205 PV) Heat Suture Kit (+20 PV) Hero of the Colonies (+15 PV, counts as Personal Tactical Computer) Unit Banner (+80 PV)
<u>Infantry Unit:</u>	Bio-Protective Gear (+1 PV per Soldat) Combat Drugs (+5 PV per Spetsnaz) Refractive Cloak (+15 PV per Special Purpose Unit Trooper) Weapon Immunity: Stun (+5 PV per Starshina)
<u>Vehicle:</u>	Dozer (+30 PV per T-94) Passenger Survival System (+14 PV per A-12 Armored Personnel Carrier) Remote Control (+ 20 PV per BRDM Jeep, counts as On-board Mechanic) Weapon Stabilizers (+10 PV per weapon per Stakan)

STANDARD INFANTRY

Conscript – 6

Every man and woman loyal to the ideals of UOC will gladly take up arms to defend his or her comrades from the counterrevolutionary aggressors and aliens alike. When an invasion threatens, Conscript fighters thus can rapidly swell the ranks of Colonial Army with tough miners and farmers of the outer worlds. Their lack of military training does require them to be assigned to units lead by experienced officers, else they become a liability instead of an asset.

Type	SI
Size	2
Quality	Green
Move	4
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	1@9+
Reflex	-1
Agility	5
Officer	2L (+35) OR 3L (+95)
Hero Cost	n/a
Covert Operations	1 (+3)
Primary Weapon:	PL-14 Pistol OR PP-20 Submachine Gun
Support Weapon:	AR-9 Assault Rifle
Side Arm:	Heavy Shrapnel Grenade
Augmentation:	n/a

Soldat – 10

The backbone of the Colonial Army is formed of semi-professional Soldat infantry. They wield relatively simple but effective weapons and are provided with light armor modified from Colonial hostile work environment suits.

Type	SI
Size	2
Quality	Regular
Move	4
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	0
Agility	6
Officer	1L/1C (+95) OR 3L (+95)
Hero Cost	n/a
Covert Operations	1 (+3)

Primary Weapon:	AR-9 Assault Rifle
Support Weapon:	PRM Machine Gun OR 6G3 RPG
Side Arm:	Heavy Shrapnel Grenade
Augmentation:	Bio-protective Gear

Special Purpose Unit Trooper – 22

Selected from the ranks of the most skilled Spetsnaz, the members of various Special Purpose Units are given extra training in infiltration and sniper work. They are called upon to act largely independently to take down the most dangerous agents of counterrevolution.

Type	SI
Size	2
Quality	Elite
Move	3S
Armor Rating	+1
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+
Reflex	+1
Agility	7
Officer	1L (+35) OR 2L (+50)
Hero Cost	n/a
Covert Operations	4I (+12)

Primary Weapon:	Voroshilov Sniper Rifle
Support Weapon:	AR-9 Assault Rifle
Side Arm:	PL-14 Pistol OR Smog Grenade
Augmentation:	Refractive Cloak

Spetsnaz – 18

The hardened veterans of the Colonial Army, the Spetsnaz have better training and armor than standard Soldats in order to carry out the most difficult missions. They are expected to lay down their lives without question and in fact they often carry the morally ambiguous For the Cause bomb harness that ensures as many enemies as possible go down with them. Unsurprisingly, their motto reads “Neither show nor expect mercy”.

Type	SI
Size	2

Quality	Veteran
Move	4
Armor Rating	+1
Damage Capacity	1
Field Save	n/a
HTH Rating	1@6+
Reflex	+2
Agility	8
Officer	1L (+35) OR 2L (+50)
Hero Cost	+16
Covert Operations	3I (+10)

Primary Weapon: AR-9 Assault Rifle
Support Weapon: 6G3 RPG
Side Arm: For the Cause CDW OR Heavy Shrapnel Grenade
Augmentation: Combat Drugs

Starshina – 52

Colonial Starshina are political officers not only involved in planning and directing the troops but also in leading from the front, setting an example to their troops. They are expected to sacrifice their lives if necessary to further the cause of Colonial socialism.

Type	SI
Size	2
Quality	Elite
Move	4
Armor Rating	+1
Damage Capacity	2
Field Save	n/a
HTH Rating	1@7+
Reflex	0
Agility	6
Officer	1C (+60) OR 2C (+95)
Hero Cost	+30
Covert Operations	2 (+4)

Primary Weapon: PL-14 Pistol OR PP-20 Submachine Gun
Support Weapon: n/a
Side Arm: Smog Grenade OR Toxin Grenade
Augmentation: Weapon Immunity: Stun

VEHICLES

A-12 Armored Personnel Carrier – 182

These large and rugged APCs were originally modified from the heavy exploration and transport trucks that were liberated from megacorporations in the early years of the socialist revolution. The later models use the same basic hull design but they roll out of the production line with armor and weapon hardpoints already installed.

Type	APC
Size	7
Quality	Vehicle
Move	8
Armor Rating	0
Damage Capacity	5(4)
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2

Passengers	24
Entry Arcs	B,L,R

Primary Weapon:	Turret AM-23 Autocannon (+206) OR Turret PRM Machine Gun (+118 PV)
Secondary Weapon:	SPG-28 Antiarmor Rockets OR Smog CDW
Augmentation:	Passenger Survival System

BRDM Jeep – 120

This lightly armored all terrain vehicle is based on the chassis of an original terraforming remote. The Colonial Army uses it for recon and raids.

Type	Light Vehicle
Size	4
Quality	Vehicle
Move	8S
Armor Rating	0
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:	Turret PRM Machine Gun (+118 PV)
Secondary Weapon:	SPG-28 Antiarmor Rockets OR Smog CDW
Augmentation:	Remote Control

Stakan VTOL – 318

Stakan is a multipurpose combat vertical take-off and landing craft that the Colonial Army utilized in both interceptor and ground attack roles.

Type	Light Vehicle
Size	4
Quality	Vehicle
Move	14F
Armor Rating	0
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:	SPG-28 Antiarmor Rockets OR AM-23 Autocannon
Secondary Weapon:	SPG-28 Antiarmor Rockets OR 9M1 Missile Pod
Augmentation:	Weapon Stabilizers

T-94 Armored Fighting Vehicle – 470

While sharing the original chassis with A-12, T-94 represents Colonial Army's first foray into making a full blown combat vehicle. It is therefore much better armored and more durable, while the cargo space used in AP-12 for troop and materiel transport purposes has been replaced by more powerful engines and heavier weapon systems. Besides the basic 2A82 Electromagnetic Cannon -armed variant, several other weapon loads have been developed for various purposes.

Type	AFV
Size	6

Quality	Vehicle
Move	6
Armor Rating	-2
Damage Capacity	5
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon:	Turret Dual AM-23 Autocannon (+362) OR Turret 2A82 Electromagnetic Cannon (+128) OR Turret 9M1 Missile Pod (+250)
Secondary Weapon:	SPG-28 Antiarmor Rockets OR Smog CDW
Tertiary Weapon:	Turret SPG-28 Antiarmor Rockets (+60) OR Turret PRM Machine Gun (+118 PV)
Quaternary Weapon:	n/a
Augmentation:	Dozer

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 T-94 with no movement left suffers a hit that removes movement, or a T-94 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

AR-9 Assault Rifle – 22 (tandem combo weapon¹)

¹May fire as either in as Assault Rifle or Grenade Launcher. The player must choose one of the firing modes with which the bearer begins 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.

Assault Rifle

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

Grenade Launcher

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	5	15	20	35	-	3@7+	-	yes	1

PL-14 Pistol – 4

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

PP-20 Submachine Gun – 17

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

PRM Machine Gun – 59

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

6G3 RPG – 27 (infantry loader weapon)

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
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SI	AV	1A	-	20	30	40	-	-	2	-	un
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Voroshilov Sniper Rifle – 36

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

VEHICLE WEAPONS

2A82 Electromagnetic Cannon – 64

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

9M1 Missile Pod – 125

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1	-	40	UN	-	-	4@7+	1	yes	6

AM-23 Autocannon – 103

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	2V	20	30	40	50	60	-	1	-	un

Dual AM-23 Autocannon – 181

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	3V	25	35	45	55	60	-	1	-	un

SPG-28 Antiarmor Rockets – 30

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AV	1A	-	20	30	40	-	-	2	-	4

GRENADES AND CLOSE DEFENSE WEAPONS

For The Cause CDW – 8

Infantry kamikaze CDW: 3",1@5+

Heavy Shrapnel Grenade – 5

Grenade: 2",1@7+

Smog CDW – 10/36

Vehicle CDW: 2",-2 LOS¹

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

Smog Grenade – 3

Grenade: 2",-2 LOS¹

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

Toxin Grenade – 26

Grenade: 2",1@5+B¹

¹) Poison effect. See pg. 43 of the Defiance: Vital Ground rulebook for details

TOTAL FRAMES = 16 (maximum of 20)

5 Unique Infantry Frames

11 Unique Weapons (1 combo weapon, maximum of 6)

STANDARD UNITS = 12 (maximum of 20)

One limited unit of each type may be chosen per 2000 PV of total force size.

APC Squadron (vehicle, limited)

2-12 A-12 Armored Personnel Carriers

BRDM Squadron (vehicle, limited)

2-12 BRDM Jeeps

Conscript Unit

6-12 Conscripts

Forward Recon Formation (vehicle, limited)

1-4 A-12 Armored Personnel Carriers

1-8 BRDM Jeeps

Armored Assault Formation (vehicle, limited)

1-6 A-12 Armored Personnel Carriers

1-6 T-94 Armored Fighting Vehicles

Oversight Operations Group (elite, limited)

3-10 Special Purpose Unit Troopers

1-2 Starshina

Soldat Unit

5-12 Soldats

Special Purpose Unit

4-12 Special Purpose Unit Troopers

Speznatz Unit

4-12 Speznatz

Stakan Wing (vehicle, limited)

2-12 Stakan VTOLs

Starshina Command HQ (elite, limited)

4-12 Starshina

T-94 Squadron (vehicle, limited)

2-12 T-94 Armored Fighting Vehicles