

People's Liberation Army (PLA)

Solar System's Socialist Reform (SSSR) proudly defends the rights of all colonials against the regime of bloated megacorporate oligarchs of Earth on the political front. But politics can only do so much, and when the oppressors resort to violence (as they all too often do), this violence will be answered by the armed might of PLA. While the full strength of this fighting arm of colonial proletariat currently only protects the common people of Mars, it is hoped that in time its services can be extended to Belt, the Jovian system and beyond.

Force list authored by Jouni Pohjola, version date Wednesday, August 13, 2008

This list is intended primarily for use with Rackham's prepainted AT-43 Red Blok miniatures, but it is generic enough to also work with Vor Neo-Soviet (available from Ral Partha Europe and Iron Wind Metals), Copplestone Neo-Sov figures and others.

Tech Level: 3

Strategy Rating: 20

Tactical Rating: 11

Tactical Aspect	Value	TR Cost
Maximum Unit Size	12	+4
Maximum Ad Hoc Units	25%	0
Maximum Elite Units	25%	0
Maximum Vehicle Units	50%	+3
Initial ADR	10	0
Tactical Advantage	Terrain Mastery	+3
Failed Figure Morale Test	War Cry	+1
Failed Unit Morale Test	Regroup	0

Frame Rating: 9

Frame Aspect	Limitation	FR Cost
Maximum Frames	25	+1
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	n/a	0
Maximum HTH Cost	10 (15)	0
Maximum IF Area of Effect	4"	+1

Victory Point Advantage

Land Grab (see pg. 73 of Defiance: Vital Ground rulebook for details)

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: Artillery Jammer (+25 PV per figure)
 Command Armor (+70 PV per figure)
 Data Net (+30 PV per Primary Commander)

Infantry Unit: Combat Drugs (+5 PV per Soldat Skirmisher)

Electronic Counter-Counter Measures (+10 PV per unit of Provosts)
 Satchel Charge (+10 PV per Partisan)
 Suture Kit (+10 PV per Soldat)
 Weapon Link (+20 PV per Support Soldat per GMG)

Vehicle: Anti-Anti-Armor (+80 PV per S-43 Battle Strider)
 Electrified Hull (+20 PV per S-52 Recon Strider)
 Passenger Survival System (+14 PV per A-12 Armored Personnel Carrier)

STANDARD INFANTRY

Militia – 6

Every man and woman loyal to the ideals of SSSR will gladly take up arms to defend his or her comrades from the counterrevolutionary aggressors. When an invasion threatens, Militia fighters thus rapidly swell the ranks of PLA with proud sons and daughters of revolution. Their lack of military training does require them to be assigned to units lead by experienced Soldats, else they become a liability instead of an asset.

Type	SI
Size	2
Quality	Green
Move	4
Armor Rating	+3
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: Assault Rifle OR SMG
Support Weapon: Machine Gun OR Chem Thrower
Side Arm: Heavy Shrapnel Grenade
Augmentation: n/a

Mutant

The new socialist society promoted by SSSR is not to be hobbled by misguided notions such as religiously motivated opposition of genetic manipulation. Several radical improvements to crops and livestock have already been produced by the Department of Genetic Research. The unfortunate byproduct of these bold experiments is a variety of mutant creatures. Most of them are simply unfit to live, and are terminated in the most humane way available, but some are tenacious and intelligent enough to serve a higher purpose: that of acting as diversion on the battlefield when fitted with electronic or pheromonic remote control impellers. While this is hardly different from what that tool of the oppressors, PDF, is doing with their modified canines and simians, the rumor mills (the so called “media companies”) owned by the oligarchs are fanning the flames of prejudice against SSSR for putting these creatures to practical use.

Note that all mutant types are separate frames for force construction purposes.

Small – 12 PV

Type	SI
Size	1
Quality	Matrix
Move	3S
Armor Rating	+4
Damage Capacity	1
Field Save	n/a
HTH Rating	1 @7+

Reflex	+2
Agility	8
Officer	1F (+30)
Hero Cost	n/a
Covert Operations	n/a
Primary Weapon:	For The Cause CDW OR Smog Grenade
Support Weapon:	n/a
Side Arm:	n/a
Augmentation:	n/a

Medium – 15 PV

Type	SI
Size	2
Quality	Matrix
Move	4
Armor Rating	+4
Damage Capacity	1
Field Save	n/a
HTH Rating	1@5+
Reflex	+1
Agility	7
Officer	1F (+30)
Hero Cost	n/a
Covert Operations	n/a
Primary Weapon:	For The Cause CDW
Support Weapon:	Chem Thrower
Side Arm:	Smog Grenade
Augmentation:	n/a

Large – 38 PV

Type	SI
Size	3
Quality	Matrix
Move	4
Armor Rating	+1
Damage Capacity	2
Field Save	n/a
HTH Rating	1@3+K
Reflex	0
Agility	6
Officer	1F (+30)
Hero Cost	+36
Covert Operations	n/a
Primary Weapon:	n/a
Support Weapon:	Chem Thrower
Side Arm:	For The Cause CDW OR Smog Grenade
Augmentation:	n/a

Partisan – 13

Although they occasionally fight alongside PLA troops, the Partisan cells are strictly not a part of the command structure but rather independent fighters for socialism and the rights of the colonials. Their faith in the righteous cause of SSSR is unshakeable, although their methods (including straight-out terrorist actions) can be too extreme to condone. In practice however, they may be the only defense against the oligarg oppression the common colonial of the Outer Solar System can expect. They are both the long and the wrong arm of revolution.

Type	SI
Size	2
Quality	Fanatic
Move	4
Armor Rating	+4
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+
Reflex	0
Agility	6
Officer	3L (+95) OR 4L (+110)
Hero Cost	+17
Covert Operations	3I (+10)

Primary Weapon: Assault Rifle OR SMG
Support Weapon: Machine Gun OR Sniper Rifle
Side Arm: Toxin Grenade
Augmentation: Satchel Charge

Provost – 24

When the SSSR Central Committee needs to make absolutely certain that its tactical plan is being followed, it sends in a Provost or even a squad of them to oversee the battlefield. Devoted to the cause of revolution and veterans of numerous operations, the CentCom Provosts are much feared by the enemy and highly respected by the fighting comrades of the PLA. CentCom does occasionally debate the justification for arming and armoring them better than a regular infantryman as this is seen by many as a throwback to the ways of the pre-revolution inequality society.

Type	SI
Size	2
Quality	Elite
Move	4
Armor Rating	+1
Damage Capacity	1
Field Save	n/a
HTH Rating	1@7+
Reflex	+2
Agility	8
Officer	1C (+60) OR 2C (+95)
Hero Cost	n/a
Covert Operations	2 (+4)

Primary Weapon: Assault Rifle
Support Weapon: Machine Gun OR Sniper Rifle
Side Arm: Handgun OR Smog Grenade
Augmentation: Electronic Counter-Counter Measures

Soldat – 9

Because of the constant threat of aggression from the megacorps of Earth, a standing armed force is regrettably required. The career of Soldat is hard: they are called upon not only to defend their comrades but also to make the personal moral sacrifice of living a nonproductive life at the barracks, only preparing to oust invaders and suppress insurgents of all kinds.

Type	SI
Size	2
Quality	Regular
Move	4
Armor Rating	+3
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:	Assault Rifle OR SMG
Support Weapon:	Chem Thrower OR Rocket Launcher
Side Arm:	Heavy Shrapnel Grenade
Augmentation:	Suture Kit

Soldat Skirmisher – 18

While the colonial socialism promoted by SSSR obviously provides the best possible society, there are always some who do not fit. Those with antisocial tendencies are encouraged to take up the career of a Soldat. Those who are found to behave in a manner too extreme for even the standard military service are motivated to enlist in the Skirmisher units. There they can serve the revolution to the best of their abilities, although usually this service will be short.

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

Primary Weapon:	Handgun
Support Weapon:	Chem Thrower OR SMG
Side Arm:	For the Cause CDW OR Heavy Shrapnel Grenade OR Toxin Grenade
Augmentation:	Combat Drugs

Support Soldat – 11

Selected from the ranks of the most senior Soldats, the Support Soldats are given extra training in the heaviest weapons of the PLA arsenal and are called upon to fight the most dangerous agents of counterrevolution.

Type	SI
Size	2
Quality	Veteran
Move	4
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	0
Agility	6
Officer	1L (+35) OR 2L (+50)
Hero Cost	+15
Covert Operations	0

Primary Weapon: Assault Rifle OR SMG
Support Weapon: GMG OR Rocket Launcher
Side Arm: Smog Grenade
Augmentation: Weapon Link (GMG)

POWERED INFANTRY

PAT – 43

Power Armor Troopers wear heavy combat suits developed from Martian mining hardsuits, with considerable input from comrade-engineers of Io and Titan. While massively armored and capable of carrying armaments that wouldn't look out of place on fighting vehicles, PA suits are also difficult to manufacture and their use is regrettably restricted to select veterans of PLA.

Type	PI
Size	3
Quality	Veteran
Move	4
Armor Rating	-1
Damage Capacity	2
Field Save	n/a
HTH Rating	1 @7+K
Reflex	-1
Agility	3
Officer	1L/1C (+95) OR 3L (+95)
Hero Cost	+37
Covert Operations	0

Primary Weapon: Heavy Chem Thrower OR Linked Rocket Pods
Support Weapon: n/a
Side Arm: Heavy Shrapnel Grenade OR Smog Grenade OR Toxin Grenade
Augmentation: n/a

PAP – 75

The only thing the soldiers of the oppressors fear more than a Provost is a Provost in a special PA suit.

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	4
Officer	1C (+60) OR 2C (+95)
Hero Cost	+32
Covert Operations	0

Primary Weapon: GMG OR Machine Gun
Support Weapon: Chem Thrower
Side Arm: Heavy Shrapnel Grenade OR Smog Grenade
Augmentation: n/a

VEHICLES

A-12 Armored Personnel Carrier – 182

These large and rugged APCs were originally modified from the large ubiquitous Martian multipurpose industrial/transport rigs that were liberated from various megacorporations in the early years of the socialist revolution. The later models use the same basic hull design (as do most civilian vehicles used by SSSR on Mars), 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 Gauss Cannon (+80) OR Mortar Battery
Secondary Weapon:	Turret Cupola Machine Gun (+89) OR Smog CDW
Augmentation:	Passenger Survival System

S-43 Battle Strider – 477

Developed for operations in the difficult conditions of Martian Badlands, S-43 is a fearsome war machine capable of going toe to toe with anything megacorps or their stooges the PDF can throw against it.

Type	Mecha
Size	5
Quality	Vehicle
Move	6
Armor Rating	-2
Damage Capacity	4
Field Save	n/a
HTH Rating	2@8+AK
Reflex	-3
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon:	Gauss Cannon OR Linked Rocket Pods
Secondary Weapon:	Linked Rocket Pods OR Mortar Battery
Augmentation:	Anti-Anti-Armor

S-52 Recon Strider – 274

The need for fast reaction to PDF's troop drops on Chryse Planitia during their ill-advised attempt to retake the Viking Landing Site lead to hasty development of a fast and agile Recon Strider. Several upgrade versions later S-52 still falls short of frontline battle capabilities of S-43, but it is nevertheless a formidable and justly feared war machine.

Type	Anime mecha
Size	4
Quality	Vehicle
Move	6S
Armor Rating	-1

Damage Capacity	3
Field Save	n/a
HTH Rating	2@8+AK
Reflex	-1
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Autocannon OR Mortar Battery
Secondary Weapon: Autocannon OR Heavy Chem Thrower
Augmentation: Electrified Hull

STANDARD INFANTRY WEAPONS

Assault Rifle – 20

A traditional infantry weapon, Assault Rifle has changed little since the revolution.

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

Chem Thrower – 40

Unlike the forces of the oppressors who specifically design flammable chemicals for use in their preferred terror weapons, the Flame Throwers, PLA weapon factories fuel the Chem Throwers with the most toxic and corrosive byproducts the chemical industries of the colonial socialist communities produce.

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

GMG (infantry bracing weapon) – 20

GMG or Grenade Machine Gun is effective antipersonnel weapon firing multiple grenades from a large ammo drum to saturate a wide are with deadly shrapnel.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	5	15	25	35	-	3@5+	-	-	6

Handgun – 4

Often considered a throwback to the oligarg regime where this type of weapon is seen as a mark of an officer and hence a symbol of inequality, Handguns sees fairly little use in the enlightened forces of the revolution.

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

Machine Gun – 59

When the enemies of the colonial socialism come in great numbers, a Machine Gun is a wonderful tool for evening the odds.

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

Rocket Launcher (infantry loader weapon) – 27

This fairly simple weapon firing rocket propelled grenades provides PLA infantry with much needed anti-vehicle punch.

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

SMG – 17

In the broken terrain and underground facility conditions where most fighting in the outer Solar System is bound to take place, Sub-Machine Guns are often preferred to Assault Rifles. Their high fire rate also compensates for the certain lack of skill that Militia troops especially tend to display.

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

Sniper Rifle – 36

When a loyal revolutionary is near with his Sniper Rifle, a high ranking oppressor cannot hide behind their wall of misguided common soldiers.

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

POWERED INFANTRY WEAPONS

Heavy Chem Thrower – 80

This is either simply a larger version of the normal infantry portable Chem Thrower, or two Chem Throwers firing in tandem to saturate a target area more thoroughly.

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

Linked Rocket Pods – 30

Designed to overcome the PA infantry's lack of dexterity while still providing serious anti-vehicle capability, Rocket Pods are preloaded with standard rocket propelled grenades before the battle.

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

VEHICLE WEAPONS

Autocannon – 157

This rapidly firing weapon can wreak serious havoc among the enemy heavy infantry and light vehicles.

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

Gauss Cannon – 40

Based off of appropriated alien technology, this rail gun type weapon represents the most effective anti-vehicle ordnance in the PLA arsenal at short ranges. Unfortunately it suffers from similar deterioration of accuracy at the long ranges as the original weapon.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AV	1U	5	15	25	35	-	-	3	-	un

Mortar Battery – 114

Developed to flush out entrenched oppressors, this highly destructive barrage weapon (in fact consisting of two or even more automortars firing simultaneously) can wipe out an entire squad of light infantry within seconds.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1	-	30	UN	-	-	4@7+	1	yes	6

GRENADES AND CLOSE DEFENSE WEAPONS

For The Cause CDW – 8

The shambling hordes of Mutants are often fitted with this remotely activated explosive device. It inspires the forces of the oligarchs to pay closer attention to the unfortunate creatures.

Infantry kamikaze CDW: 3",1@5+

Heavy Shrapnel Grenade – 5

HSGs are quite bulky but very effective anti-personnel grenades. Like all PLA grenades, they can either be thrown by hand or fired from racks mounted in backpacks or on heavy armor suits.

Grenade: 2",1@7+

Smog CDW – 10/36

Designed to protect lumbering A-12 APCs from enemy fire, these CDWs discharge thick clouds of obscuring smoke and particles. Special magnetic properties help the clouds to hold together even in the extreme wind conditions and low atmospheric pressure of Mars.

Vehicle CDW: 2",-2 LOS¹

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

Smog Grenade – 3

Smog Grenades use the same technology as the Smog CDWs and help protect infantry movement by obscuring enemy line-of-sight.

Grenade: 2",-2 LOS¹

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

Toxin Grenade – 26

Most unpleasant effluvia from the colonial socialist factories are bottled up in these terrifying weapons. Their effectiveness is amply demonstrated by willingness of the megacorps-owned PDF to ban them as "inhumane" or "terror weapons".

Grenade: 2",1@5+B¹

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

TOTAL FRAMES = 24 (maximum of 25)

11 Unique Infantry Frames

13 Unique Weapons (no combo weapons)

STANDARD UNITS = 15 (maximum of 15)

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

APC Group (exclusive)

2-12 A-12 Armored Personnel Carriers

Small Mutant Swarm (exclusive)

6-12 Small Mutants

Battle Strider Group (exclusive)

2-12 S-43 Battle Striders

Partisan Posse

5-12 Partisans

Recon Strider Group (exclusive)

2-12 S-52 Recon Striders

Power Armor Assault Team (exclusive)

4-12 PATs

Large Mutant Horde (exclusive)

6-12 Large Mutants

Provost Assault Group (elite, exclusive)

4-12 PAPs

Militia Unit

6-12 Militia

Provost Command Group (elite)

4-12 Provosts

Mixed Mutant Horde (exclusive)

2 Large Mutants

2-4 Medium Mutants

2-6 Small Mutants

Skirmisher Mob

5-12 Soldat Skirmishers

Medium Mutant Pack (exclusive)

6-12 Medium Mutants

Soldat Unit

5-12 Soldats

Support Fire Team

4-12 Support Soldats