Epic Miniatures Conversions to Dirtside II

What follows attempts to make available a comprehensive list of conversions from GW's epic system to Dirtside II.

Dirtside II mainly has depicted conflicts between human opponents. By necessity the conversions will require adaptation of the current morale rules to better simulate the psychology of alien races.

In addition the epic universe has many particular weapons systems that do not have a similar correlate in the Dirtside II rules. The costs as well as range and chit validity of these "new" weapons systems will be provided below.

Flame Thrower Weapons (FTW)

These weapons discharge a highly flammable liquid projectile which totally incinerates the target area. The dispersion and loss of energy over long distances is very high, therefore their range is very short (so it only has a short range). Their saturation of the target area makes up for this disadvantage. Once the target is hit all models within 4" of the initial target can also be affected on a roll of 4+. This is mainly an anti-infantry weapon and thus all valid chit values are halved for targets with an armor rating (such as vehicles).

Due to the low energy requirements of such a system (its fuel is already part of the weapon) on the vehicle itself any power plant type can support it.

For purposes of point determination these systems are worth 8 X Class of weapon.

Warp Energy Projectors (WEP)

These weapons rival DFFG weaponry in destructive power and can hurl this energy a longer distance and suffer less energy loss. Currently only the Eldar have the sufficient technology to make

such a weapon (although chaos through magic have similar weapons). Due to size and energy requirements they are only available in class 3 size and larger and only vehicles with FGP power plants may be fitted with this weapon.

For purposes of point determination these systems are worth 20 X Class of weapon.

Weapon Range Table

Weapon Type	All classes	Close Range	Medium range	Long Range
Flame Thrower Weapons (FTW)	FTW/1	4"		
	FTW/2	8"		
	FTW/3	12"		
	FTW/4	16"		
	FTW/5	20"		
Warp Energy Projectors (WEP)	WEP/3	18"	30"	42"
	WEP/4	24"	36"	48"
	WEP/5	30"	42"	54"

Chit Validity Table

Weapon System	Valid Damage Chits
Flame Thrower Weapons (FTW)	Close range All chits valid*
Warp Energy Projectors (WEP)	Close Range All chits DOUBLE value Medium Range ALL chits FACE value Long Range RED and YELLOW chits only

* Values are halved for armored targets

Infantry and carrying capacities

Where appropriate Mr. Steve Gibson's alternate infantry point system is used (with some modifications on my part) and infantry capacities for transport are as follows:

Militia or line infantry (IG, Orks, Tyranids etc.), 4 points
Power armored troops (marines, some aspects, etc.), 6 points
Super-power armor (terminator, units with fixed saves in epic, etc.), 8 points

Local Air Defense and Engineering units add +2 to the amount of space they occupy.

Fire Control and Multiple Weapon Systems

Epic is notorious for burdening its vehicles with enormous amounts of weapon systems. For purposes of these conversions (where appropriate), I have added a single fire control for EACH weapons system type. Example:

A predator is armed with one HKP/3 and two HEL/1. The vehicle will be assigned three fire control systems because there are THREE weapon mounts. This vehicle can fire at three different targets. Point cost for secondary and tertiary fire controls are calculated according to the class of the weapon as per regular DSII rules. This extra cost reflects the additional hardware for tracking multiple targets.

Weapon Arcs

Many "epic" vehicles possess weapons on their sides as restricted traversed turrets. However these turrets are even more restricted in arc and have a 90 degree arc, therefore they can not fire strait back without moving.

The following codes are used for weapon arc: FT (full traverse turret), PT (partial traverse turret), FM (fixed mount), PT* (side, partial traverse limited to 90 degree arc).

Artificial Intelligence

Epic is filled with war machines that do not have an organic interface to guide them. Units guided by AI do not have a unit quality or leadership marker associated with them. AI units are not affected by psychology and blindly follow whatever orders they are given. These units will add an extra 25% to their final cost in order to pay for this added flexibility.

AI's that suffer a systems down and do not have a back up system are considered "knocked out" unless an engineer can repair them. Only one such attempt can be done in the game, if it fails the AI is eliminated. This is due to its delicate systems that once damaged may be impossible to repair on the battlefield.

Horror Confidence Check

The epic universe has plenty of examples of creatures that instill sheer terror and affect their performance on the battlefield. This only comes into play when assaulted (or assaulting) these horrifying creatures. Creatures that cause horror are themselves immune to it.

This check is taken in place of the standard confidence check taken by defenders of an assault. The modifier (if any) will appear in the description of the creature that causes fear. The effects of a failed check as detailed on page 34 in the DSII rules apply in full, except that the confidence loss is two steps not one.

Mr. Gibson's alternate infantry generation rules

The point cost of an infantry stand is based on its five main game
characteristics. They are:

MV-movement rate and type (five new movement classes added)
HTK-valid hits needed to kill the stand
FP-small arms firepower (for anti-infantry and close combat), in
# of chits
RNG-small arms firepower range (for anti-infantry and close combat, not IAVR)
OTR-other weapons or capabilities

Table 1:movement rate and type costs

MV rate/type	Cost	Designation	Equip. Restric. Notes
2MF/Infantry	0	Foot, IG guardians, orks	basic Infantry foot mvmt
4MF/Infantry	5	Scouts, marines	scout units, power armor types
6MF/Infantry	10	Cavalry/riding beasts	rough riders, chaos beasts
8MF/Jump	20	Jump	personal jump packs
12MF/Flying	(+30)	Flying	personal flight packs
- /Teleport	(+40)	Teleport	SM Grey Knights

New Movement types:

Flying: as VTOL, but can only fly in Low mode (remember-if flying through the air is the same as if in the open, so red and yellow chits are valid)

Teleport: if no enemies are within 4" (LOS irrelevant), unit may pick any location on map to instantly teleport to. This includes

teleporting into Close Combat! After location marked, unit has a 1 in 3 chance to be on target, or scatters 1-6 inches a random direction (or roll Epic Space Marine scatter dice)

Table 2: HTK-Hits to kill costs

HTK	Cost	Examples/Notes
3	2.5	Gretchin, nurgling stands, etc.
4	5	Imperial Guard, guardians, ork boys
5	10	SM Marines, aspect warriors, Orc nobles, etc
AR 1	30	Super heavy Powered Armor, SM Terminator armor

Note: Infantry elements with AR 1 are treated as vehicles for purposes of being fired at. Their target signature is a D12 (due to size and nimbleness). In assaults they may be attacked by other vehicles and infantry with IAVR type weapons as per standard rules (all epic infantry is assumed to have grenades, melta bombs and other close in fighting weapons for use against armor).

Table 3: FP-Small arms firepower

#of chits drawn	cost	examples
1	0	Archaic weapons
2	10	Lasguns, ork bolters, etc
3	15	APSW's, storm bolters, ancient weapons, marine bolters, shurikens
4	30	Assault Energy Weapons

Table 4: RNG-Small arms range

Range	Cost	Examples
2"(CC only)	0	Hand pistols, grenades
4"	2.5	Flamers, archaic weapons, high range personal combat weapons
6"	5	Lasguns, ork bolters
8"	10	Space marine bolters, shuriken launchers
12"	15	APSW's, storm bolters, ancient exarch weapons

Table 5: OTR-Other Weapons and capabilities

```
Element                      Cost (in addition to cost derived from
                                   other four tables)
GMS/L (basic)                +20
GMS/L (enhanced)             +30
GMS/L (superior)             +40
Engineering Equipment        +50
LAD System                   +75
Artillery Observer           +50
Special Abilities            +50
```

We make the APC cargo capacity needed to carry militia or line infantry (3 or 4 HTK) is 4 cargo per stand. Powered Infantry (HTK 5) takes 6 cargo; Terminator infantry (HTK 6) takes 8 cargo. Cavalry cannot be carried by APC's. Motorized could be carried for an additional 4 cargo per stand (but why? Maybe VTOL APC's.) LAD and Engineer-equipped stands require 2 extra cargo per stand.

Note: I have made changes to these alternate rules where necessary. One change was power armor movement. In the epic universe there is no real argument that their power armor made them "fast", only that it protected them. I still gave them superior movement (4 inches), this simulates that a man with power armor can go farther in a given time period than someone without power armor because power armor takes part of the burden of the user. Also, I just could not visualize a cavalry unit having the same speed as power armor.

Also, any "special" ability not covered in the main rules has an extra 50, 75 or 100 points per unit tacked onto the price depending on the power of the ability.

Artillery and munitions

All costs per artillery element do NOT include costs for ordinance. This must be payed for separately. Extra vehicles for CBR or carrying extra ordinance must also be paid for separately.

Army Lists

The lists are formatted into tables as they are generated from Andy Cowell's vehicle generator with, of course, any changes that are necessary.

Each army will have preceding it any appropriate morale rule's adjustments as well as any special notations. I will also comment on some units so as to provide a frame of reference on "why" certain decisions are made.

Forces of Humanity (Space marine and Imperial Guard)

Forces of humanity follow the standard DSII rules for morale.

Since marines are the elite troops of humanity by definition, the mix of counters they receive for unit quality should contain mostly regulars with some veterans. Greens should not be added since their background indicates that only their scouts have such status.

Leader quality should be as varied as any other force (their elite status does not guarantee and immunity from poor leadership).

Imperial Guard's counter mix should be at least 25% green and at least 50% regular. The remainder can be veteran troops. As in the case with any army the leadership quality can be very varied.

Optional: Command Structure

All armies have a command structure in one form or another. Epic made some attempt to address this. If desired players can adjust the ratio of command HQ's present to amount of units a given HQ can control. This means that one command unit must be brought to the battle for every X amount of units. X varies from army to army. I will make comments in each armies description as to recommended ratios.

Space Marine: 8 units to every command unit. They are superbly trained and managed and have a high amount of initiative, thus less need for close supervision.

Imperial Guard: 4 units for every command unit. The IG need close supervision from command types for their adequate handling. Thus, their ratio is quite low.

Note: There is no "command radius" as such between HQ and subordinate units. The above is suggested for purchasing purposes

and does not require units being a certain distance from their HQ
unit. This can be added by individual players if desired. Also
these "overall" command units when eliminated follow the same
DSII rules as they appear on page 24 "loss of command unit".
Although the morale penalty will only apply to the units
"attached" to that command unit.

Space Marines

Marines follow the full morale rules in DSII with the following
changes:

1. They ignore the check for the first casualty in battle (note:
this does not apply to scouts)
2. In assaults the modifiers for morale when defending against
one are reduced to +2 for powered armor types and +1 for all
else.

All other modifiers, conditions for checks are unchanged

Dirtside II Vehicle: Marine Heavy Attack Bike
By: Peter Ramos
Type: Combat Motorized Cycles
Desc: Variant of scout bike with side-car attached. The side-car carries heavy
weaponry.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 2	10 : 0	10	10
Armor class 0	10 : 10	10	10
Fusion Generation Plant	10 : 10	10	16
Hi-mobility wheeled	10 : 10	10	19
1 class 2 DFFG in Partial traverse turret	10 : 10	0	49
with Enhanced fire control	10 : 10	0	57
Basic ECM	10 : 10	0	72
Backup systems	10 : 10	0	79
APSW	10 : 10	0	79

DIRTSIDE II		NAME: **Marine Heavy Attack Bike**	TYPE: **Combat Motorized Cycles**
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Hi-mobility wheeled		BASIC MOVE:10	POINTS VALUE:79
FIRECON: Enhanced	ECM: Basic, D6	ARMOR, FRONT:0	ARMOR, SIDE: 0

OTHER EQUIPMENT AND NOTES: Backup systems

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"								
DFFG/2	PT	6"	D10	All x 2	12"	D8	All	18"	D6	All x ½

Note: The passengers take up all capacity space. Although the APSW is a fixed mount its maneuverability makes it function as partial traverse mount. This applies to all APSW mounted on bikes.

Dirtside II Vehicle: Marine Scout Bikes

By: Peter Ramos
Type: Recon Motorized Cycles
Desc: High mobility bikes for recon and ambushing behind enemy lines.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 1	5 : 0	5	5
Armor class 0	5 : 5	5	5
Fusion Generation Plant	5 : 5	5	8
Hi-mobility wheeled	5 : 5	5	10
1 APSW	5 : 5	0	10
Basic ECM	5 : 5	0	25
Backup systems	5 : 5	0	30

		NAME: **Marine Scout Bikes**	TYPE: **Recon Motorized Cycles**
DIRTSIDE II			

SIZE CLASS:1   BASIC SIGNATURE:1   STEALTH LEVEL:0   TARGET DIE:D12

MOBILITY TYPE: Hi-mobility wheeled   BASIC MOVE:10   POINTS VALUE:30

FIRECON: N/A   ECM: Basic, D6   ARMOR, FRONT:0   ARMOR, SIDE: 0

OTHER EQUIPMENT AND NOTES: Backup systems

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"	-	-						

Comment: Most have categorized bikes as infantry derived. I decided to make them vehicles and fulfill a scout role. Their 0 armor makes them very vulnerable to tanks, while small arms still have some work to do on them before destroying them (they count as soft skinned and thus need 5 valid points to destroy by small arms).Note the riders are integral part of the vehicle and thus may not disembark. However, if desired every 2 elements of disembarked bikers produces one element of powered infantry(this is to avoid getting cheaper infantry elements that deploy quicker). The 5 capacity spaces are consumed by the driver.

Dirtside II Vehicle: Land Raider

By: Peter Ramos
Type: Space Marine Main Battle Tank
Desc: MBT for the marine forces. Heavy HEL firepower used to support the more lightly armed Spartan APC.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 4	20 : 0	20	20
Armor class 4, Ablative	20 : 44	20	44
Fusion Generation Plant	20 : 44	20	70

```
Slow tracked                                         20 : 44      20     79
1 class 4 HEL in Partial traverse turret             20 : 44      12    127
1 class 4 HEL in Partial traverse turret             20 : 44       0    175
   with Enhanced fire control                        20 : 44       0    191
Basic ECM                                            20 : 44       0    206
Backup systems                                       20 : 44       0    219
APSW                                                 20 ; 44       0    219
Secondary Enhanced fire control                      20 : 44       0    235
```

DIRTSIDE II		NAME: **Land Raider**	TYPE: **Space Marine Main Battle Tank**
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:235
FIRECON: Enhanced	ECM: Basic, D6	ARMOR, FRONT:4A	ARMOR, SIDE:3A
OTHER EQUIPMENT AND NOTES: Backup systems			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"								
HEL/4	PT*	60"	D10	Red						
HEL/4	PT*	60"	D10	Red						

Dirtside II Vehicle: Spartan

By: Peter Ramos
Type: Heavy APC
Desc: Heavily armored APC used mainly by terminator units for assault missions.

```
Equipment Item                        VSP : BVP     Spaces   Cost
----------------------------------------------------------------------
Vehicle, class 4                       20 :  0        20      20
```

```
Armor class 4, Ablative                          20 : 44        20      44
Fusion Generation Plant                          20 : 44        20      70
Slow tracked                                     20 : 44        20      79
1 class 2 HEL in Partial traverse turret         20 : 44        16     103
1 class 2 HEL in Partial traverse turret         20 : 44        10     127
   with Enhanced fire control                     20 : 44        10     135
Basic ECM                                        20 : 44        10     150
Backup systems                                   20 : 44        10     159
Space for 1 unit of super powered infantry       20 : 44         2     159
APSW x 2                                          20 : 44         1     163
Secondary Enhanced fire control                  20 : 44         1     171
```

DIRTSIDE II		NAME: **Spartan**	TYPE: **Heavy APC**
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:171
FIRECON: Enhanced	ECM: Basic, D6	ARMOR, FRONT:4A	ARMOR, SIDE:3A
OTHER EQUIPMENT AND NOTES: Backup systems, Carries 1 super-powered infantry			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
2 X APSW	PT	12"								
HEL/2	PT*	60"	D10	Red						
HEL/2	PT*	60"	D10	Red						

Comment: The epic system really pushes the "capacity" issue. I
have settled for more realistic DSII capacities. Thus, there
will be no excellent tanks that also carry troops. Its either
good at one thing or another. Therefore I resurrected the old
Spartan vehicle that was essentially a heavy APC. Now you can
choose between a heavy tank (land raider) or a heavy APC for
troop transport (Spartan).

Dirtside II Vehicle: Rhino
By: Peter Ramos
Type: Light APC
Desc: Standard Light APC. Many races use it due to ubiquitous nature. Marine
rhino possess extra defensive capabilities.

```
Equipment Item                              VSP : BVP    Spaces   Cost
----------------------------------------------------------------------
Vehicle, class 2                            10 :  0        10      10
Armor class 2, Ablative                     10 : 16        10      16
```

```
Fusion Generation Plant                         10 : 16       10     26
Fast tracked                                    10 : 16       10     31
1 APSW                                          10 : 16       10     31
Basic ECM                                       10 : 16       10     46
Backup systems                                  10 : 16       10     51
Space for 1 unit of normal powered infant       10 : 16        4     51
```

DIRTSIDE II		NAME: **Rhino**	TYPE: **Light APC**
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Fast tracked		BASIC MOVE:12	POINTS VALUE:51
FIRECON: N/A	ECM: Basic, D6	ARMOR, FRONT:2A	ARMOR, SIDE:1A
OTHER EQUIPMENT AND NOTES: Backup systems, Carries 1 powered infantry			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"	-	-						

Dirtside II Vehicle: Razorback APC

By: Peter Ramos
Type: Medium APC
Desc: Used in missions requiring more protection of power armored elements. It offers superior armor and more short ranged fire power, than the light Rhino APC.

```
Equipment Item                              VSP : BVP    Spaces   Cost
----------------------------------------------------------------------
Vehicle, class 3                            15 :  0       15      15
Armor class 3, Ablative                     15 : 29       15      29
Fusion Generation Plant                     15 : 29       15      46
Fast tracked                                15 : 29       15      55
1 class 2 DFFG in Partial traverse turret   15 : 29        9      85
   with Enhanced fire control               15 : 29        9      97
1 class 1 HEL in Partial traverse turret    15 : 29        7     109
Basic ECM                                   15 : 29        7     124
Backup systems                              15 : 29        7     131
Space for 1 unit of normal powered infant   15 : 29        1     131
APSW                                        15 : 29        1     131
```

DIRTSIDE II		NAME: **Razorback APC**	TYPE: **Medium APC**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Fast tracked		BASIC MOVE:12	POINTS VALUE:131
FIRECON: Enhanced	ECM: Basic, D6	ARMOR, FRONT:3A	ARMOR, SIDE:2A

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"								
DFFG/2	PT	6"	D10	All x 2	12"	D8	All	18"	D6	All x ½
HEL/1	PT	60"	D10	Red						

Comment: I tired to categorize APC's in light, medium and heavy depending on the armor and firepower. Roughly they can all carry 1 power armored occupant, with the heavier versions carrying 1 super powered armored occupant. It will depend on the particular scenario what type of vehicle suits best. Both weapons are mounted on the same turret.

Dirtside II Vehicle: Predator

By: Peter Ramos
Type: Medium Support tank
Desc: This tank is used mainly in support of infantry advance, where land raiders may be too slow. They are also used en-masse for spearheading assaults due to its superior speed.

```
Equipment Item                            VSP : BVP    Spaces   Cost
----------------------------------------------------------------------
Vehicle, class 3                          15 :  0       15      15
Armor class 3, Ablative                   15 : 29       15      29
Fusion Generation Plant                   15 : 29       15      46
Fast tracked                              15 : 29       15      55
1 class 3 HKP in Full traverse turret     15 : 29        6      85
   with Enhanced fire control             15 : 29        6      97
1 class 1 HEL in Partial traverse turret  15 : 29        4     109
1 class 1 HEL in Partial traverse turret  15 : 29        2     121
Basic ECM                                 15 : 29        2     136
Backup systems                            15 : 29        2     146
Secondary Enhanced fire control           15 : 29        2     150
Tertiary Enhanced fire control            15 : 29        2     154
APSW                                      15 : 29        2     154
```

DIRTSIDE II		NAME: **Predator**	TYPE: **Medium Support tank**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Fast tracked	BASIC MOVE:12		POINTS VALUE:154

FIRECON: Enhanced   ECM: Basic, D6   ARMOR, FRONT:3A   ARMOR, SIDE:2A

OTHER EQUIPMENT AND NOTES: Backup systems

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"								
HKP/3	FT	18"	D10	All	30"	D8	Red, Yellow	42"	D6	Red
HEL/1	PT*	60"	D10	Red						
HEL/1	PT*	60"	D10	Red						

Comment: This represents one of the few average sized vehicles with three fire controls, thus being able to target three different units one with each weapon system.

Dirtside II Vehicle: Vindicator Siege Tank
By: Peter Ramos
Type: Siege Tank
Desc: Tank used for siege operation. Its main gun ignores secondary dice provided for cover when the target is an armored vehicle

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 3	15 : 0	15	15
Armor class 3, Ablative	15 : 29	15	29
Fusion Generation Plant	15 : 29	15	46
Slow tracked	15 : 29	15	55
1 class 5 HKP in Fixed mount	15 : 29	5	105
with Enhanced fire control	15 : 29	5	115
Basic ECM	15 : 29	5	130
APFC belt	15 : 29	4	145
Backup systems	15 : 29	4	153
APSW	15 : 29	4	153
Ignores secondary dice for cover	15 : 20	4	203

DIRTSIDE II   NAME: **Vindicator**   TYPE: **Siege Tank**

```
                              Siege Tank

SIZE CLASS:3         BASIC SIGNATURE:3      STEALTH LEVEL:0      TARGET DIE:D8

MOBILITY TYPE: Slow tracked                BASIC MOVE:8         POINTS VALUE:203

FIRECON: Enhanced    ECM: Basic, D6        ARMOR, FRONT:3A      ARMOR, SIDE:2A

OTHER EQUIPMENT AND NOTES: APFC belt, Backup systems, extra large gun
```

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	12"DIE	VALID HITS
APSW	PT	12"								
HKP/5	FM	30"	D10	All	42"	D8	Red, Yellow	54"	D6	Red

Comment: Its high-powered gun rounds make it a good choice for assaults where enemy vehicles are entrenched or hull/ turret down, since they do not receive secondary dice. Its anti-infantry fragmentation makes it possible to approach such fortifications with little interference from infantry elements. Since the model sports an unusually large gun for its size I permitted a weapon two sizes larger than the vehicles size. The residual carrying capacity has been useful for carrying extra artillery rounds during siege scenarios.

Dirtside II Vehicle: Landspeeder

By: Peter Ramos
Type: Scout Grav vehicle
Desc: The forces of humanity are beginning to see the advantages of grav vehicles and only the cost and difficult of maintenance has kept them rare. The landspeeder represents the smaller scale of grav vehicles used by humanity in mainly a scouting role.

```
Equipment Item                          VSP : BVP    Spaces   Cost
------------------------------------------------------------------
Vehicle, class 2                        10 :  0        10      10
Armor class 0                           10 : 10        10      10
Fusion Generation Plant                 10 : 10        10      16
Fast GEV                                10 : 10        10      22
1 class 2 DFFG in Partial traverse turret  10 : 10      0      52
   with Enhanced fire control           10 : 10         0      60
Basic ECM                               10 : 10         0      75
Backup systems                          10 : 10         O      82
```

<table>
<tr>
<td colspan="2" rowspan="2">DIRTSIDE II</td>
<td>NAME: Landspeeder</td>
<td>TYPE: Scout Grav vehicle</td>
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</table>

DIRTSIDE II		NAME: **Landspeeder**	TYPE: **Scout Grav vehicle**
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Fast Grav		BASIC MOVE:15	POINTS VALUE:82
FIRECON: Enhanced	ECM: Basic, D6	ARMOR, FRONT:0	ARMOR, SIDE: 0
OTHER EQUIPMENT AND NOTES: Backup systems			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
DFFG/2	PT	6"	D10	All x 2	12"	D8	All	18"	D6	All x ½

Comment: As humanities only real functional Grav vehicle its speed suits it in a scout role. Note that it is also a soft skinned vehicle and vulnerable to small arms fire. Carrying capacity is expended on passengers. As with bikes its fixed mount functions as a PT mount.

Dirtside II Vehicle: Combat Robot

By: Peter Ramos
Type: Infantry Walker
Desc: With supervision by Squat allies, humanity is now experimenting with AI type walkers. The main chassis can be reconfigured to fit many weapon types.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 1	5 : 0	5	5
Armor class 1	5 : 6	5	6
Fusion Generation Plant	5 : 6	5	10
Infantry Walker	5 : 6	5	16
1 GMS/H with Enhanced guidance	5 : 6	1	61
Basic ECM	5 : 6	1	76
Backup systems	5 : 6	1	94
AI system	5 : 6	1	118
APSW	5 : 6	1	118

DIRTSIDE II		NAME: **Combat Robot**	TYPE: **Infantry Walker**
SIZE CLASS:1	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Infantry Walker		BASIC MOVE:6	POINTS VALUE:118
FIRECON: N/A	ECM: Basic, D6	ARMOR, FRONT:1	ARMOR, SIDE:0
OTHER EQUIPMENT AND NOTES: Backup systems			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"								
GMS/H:E	FM	48"	D8	Red, Yellow						

Dirtside II Vehicle: Marine Dreadnought

By: Peter Ramos
Type: Infantry Walker
Desc: Infantry walker with organic (human) interface. Chassis can be reconfigured to fit many weapon types.

```
Equipment Item                          VSP : BVP    Spaces   Cost
-------------------------------------------------------------------
Vehicle, class 1                         5 : 0         5        5
Armor class 1                            5 : 6         5        6
Fusion Generation Plant                  5 : 6         5       10
Infantry Walker                          5 : 6         5       16
1 GMS/H with Enhanced guidance           5 : 6         1       61
Basic ECM                                5 : 6         1       76
Backup systems                           5 : 6         1       94
APSW                                     5 : 6         1       94
```

DIRTSIDE II	NAME: **Marine Dreadnought**	TYPE: **Infantry Walker**
SIZE CLASS:1 BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Infantry Walker	BASIC MOVE:6	POINTS VALUE:94
FIRECON: N/A ECM: Basic, D6	ARMOR, FRONT:1	ARMOR, SIDE:0

OTHER EQUIPMENT AND NOTES: Backup systems

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"								
GMS/ H:E	FM	48"	D8	Red, Yellow						

Comment: The two infantry walker types differ only in cost and that dreadnoughts have organic drivers and thus have unit quality and leadership markers. AI's higher cost and maintenance problems keeps them from replacing dreadnoughts as mainstay infantry walkers. Note I only did GMS variants, but their chassis can easily be adapted to place many other weapon types.

Infantry

Element Name	Move	Hits to Kill(HTK)	Firepower (FP)	Weapon Range (WR)	Other Weapons and Capabilities (OTR)	Cost per element
Tactical Marines	4 inches	5	3	8 inches	none	40
Assault Marines	8 inches	5	3	4 inches	jump packs	45
Heavy Weapon Marines	4 inches	5	3	36 inches 12 inches	Possess enhanced GMS/L and apsw	75
Scout Marines	4 inches	4	2	6 inches	Capacity of 4 as in militia/regulars	25
Terminator Marines	4 inches	Armor Rating 1	3/4*	12 inches	Treat as vehicle with AR 1, draws 4 chits in assault	80

Comment: Heavy weapon marines may elect to fire either their GMS OR their APSW not both in the same turn. Scouts have a reduced carrying capacity cost since their do now wear powered armor.

Terminators (and units with strong personal defenses like shields)were deemed to be protected by their superior armor from small arms fire, but easy prey for armored vehicles. Treating these units as having an armor rating gives these units the mystique or "invulnerability" to anti-troop weapons but are easily destroyed by heavier vehicle based weapons. Terminators and such can still be assaulted and killed in the conventional manner (fist in face). I believe this compromise serves these units better since their background describes them having protection on par with dreadnoughts and similar vehicles.

Element Name	Move	Hits to Kill (HTK)	Firepower (FP)	Weapon Range (WR)	Other weapons and capabilities (OTR)	Cost per element
Techmarine	4 inches	5	3	8 inches	Engineer	90
Chaplain	4 inches	5	3/4*	8 inches	draws 4 chits in assaults, unit may draw 1 extra chit in assault	90
Librarians	4 inches	5	3	8 inches	psychic powers*	90
Medic	4 inches	5	3	8 inches	functions as mobile medical post	190
Inquisitors	4 inches	armor rating 1	3/4*	12 inches	draws 4 chits in assault, counts as vehicle with AR 1, counts as leader quality 1	130
Grey Knights	teleport	armor rating 1	3/4*	12 inches	draws 4 chits in assault, counts as vehicle with AR of 1, demon hunter	170

Comment: Epic has many quaint characters that fit in with DSII rules if adapted properly. I have toned down all their unique skills to have very local effects (the unit they are with or one enemy element).

Chaplain- When attached to a unit that unit may draw an extra chit during assaults. Only infantry can benefit from this skill.

Medic- When attached to a unit it grants it a morale check when casualties are suffered just like when a Casevac unit visits it. Note it may be given a vehicle and thus be able to move to different units and help them (as per casevac rules). Due to the profound effect of morale in DSII these units are VERY expensive.

Librarians- I have devised a psychic system (discussed fully after the army lists) that is simple with very local effects. This system is optional and if not desired can be replaced with a DFFG/1 attack with a range of 6 inches.

Inquisitor They have many defensive mechanisms that grant it an AR of 1. Due to inspiring leadership they may directly command any unit they attach themselves to and have a leadership quality of 1. They are immune to Horror.

Grey Knights They may teleport as per Mr. Gibsons rules. Due to their armor they have an AR of 1. As demon hunters they ignore any psychology related to demons and also strike automatically when targeting demons and regardless of the weapon used all chits are valid when striking demons. They are immune to horror.

Artillery

Static or infantry portable

Mole Mortar

These are portable light artillery mortars that can be used by infantry teams. Add +50 to the cost of the infantry team using it. Usually these are tactical marines so the cost would be 95 (45 for the marine element+50 for the RAM type light artillery =95).

Thudd Gun

Classified as a medium artillery piece (howitzer) at a cost of 100 points per element. It can be towed and its effective signature is one lower as per towed artillery rules.

Tarantula

This represents the only breakthrough of the forces of humanity in the realm of AI static defense. The tarantula is size class 1 and armor 0 (considered soft skinned vehicle). It has a fixed mount HEL/2 and an enhanced fire control. As an AI it does not require leadership or unit quality markers. Cost per element is 40 points (includes FGP power source). They may be towed for purpose of movement.

Rapier Destroyer

This is a semi-static rapid fire autocannon. It has an enhanced fire control and a fixed RFAC/2. It is size class 1 and armor 0. Cost per element is 25 points (includes HMT power source). It may be towed, but is capable of a 2" move if it foregoes firing that turn.

Self-propelled artillery

Dirtside II Vehicle: Whirlwind
By: Peter Ramos
Type: Self Propelled Multiple Rocket Launcher
Desc: Mobile Rocket Launcher used commonly by the forces of humanity.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 3	15 : 0	15	15
Armor class 3	15 : 24	15	24
Fusion Generation Plant	15 : 24	15	38
Slow tracked	15 : 24	15	43
1 Medium weapon battery	15 : 24	3	143
Basic ECM	15 : 24	3	158

			TYPE: **Self Propelled Multiple Rocket Launcher**
DIRTSIDE II		NAME: **Whirlwind**	
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Slow tracked	BASIC MOVE:8		POINTS VALUE:158
FIRECON: N/A	ECM: Basic, D6	ARMOR, FRONT:3	ARMOR, SIDE:2
OTHER EQUIPMENT AND NOTES: Medium Artillery			

Aerospace Vehicles

Dirtside II Vehicle: Thunderbolt
By: Peter Ramos
Type: Fighter aerospace craft
Desc: Standard air superiority fighter. Easy to build and very numerous

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 2	10 : 0	10	10
Armor class 2	10 : 14	10	14
Fusion Generation Plant	10 : 14	10	22
Aerospace vehicle	10 : 14	10	162
1 class 1 RFAC in Full traverse turret	10 : 14	7	167
with Enhanced fire control	10 : 14	7	171
1 GMS/L with Enhanced guidance	10 : 14	5	201
1 unit of DFO, either HEF or MAK	10 : 14	1	231
Basic ECM	10 : 14	1	246
Backup systems	10 : 14	1	261

DIRTSIDE II		NAME: **Thunderbolt**	TYPE: **Air Superiority Fighter**
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Aerospace vehicle		BASIC MOVE:	POINTS VALUE:261
FIRECON: Enhanced	ECM: Basic, D6	ARMOR, FRONT:2	ARMOR, SIDE:1

OTHER EQUIPMENT AND NOTES:1xDFO, Backup systems

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
RFAC/1	FT	8"	D10	Red, Yellow	12"	D8	Red	16"	D6	Green
GMS/L:E	FM	36"	D8	Red, Yellow						

Dirtside II Vehicle: Marauder

By: Peter Ramos
Type: Heavy Fighter
Desc: Used for major air strikes. Heavily armed and armored.

```
Equipment Item                            VSP : BVP    Spaces   Cost
-------------------------------------------------------------------
Vehicle, class 3                          15 :  0        15     15
Armor class 3                             15 : 24        15     24
Fusion Generation Plant                   15 : 24        15     38
Aerospace vehicle                         15 : 24        15    278
1 class 1 RFAC in Full traverse turret    15 : 24        12    283
   with Enhanced fire control             15 : 24        12    287
1 GMS/H with Enhanced guidance            15 : 24         8    332
2 units of DFO, either HEF or MAK         15 : 24         0    392
Basic ECM                                 15 : 24         0    407
Backup systems                            15 : 24         0    426
```

DIRTSIDE II		NAME: **Marauder Heavy Fighter**	TYPE: **Heavy Fighter**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Aerospace vehicle		BASIC MOVE:	POINTS VALUE:426
FIRECON: Enhanced	ECM :Basic, D6	ARMOR, FRONT:3	ARMOR, SIDE:2

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```
OTHER EQUIPMENT AND NOTES:2xDFO, Backup systems
```

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
RFAC/1	FT	8"	D10	Red, Yellow	12"	D8	Red	16"	D6	Green
GMS/H:E	FM	48"	D8	Red, Yellow						

Dirtside II Vehicle: Thunderhawk Assault Ship

By: Peter Ramos
Type: Assault transport
Desc: Used by marines for quick deployment where speed is paramount. Support firepower and troop carrying capability

```
Equipment Item                               VSP : BVP    Spaces    Cost
-----------------------------------------------------------------------
Vehicle, class 7                             35 :  0       35        35
Armor class 3, Ablative                      35 : 67       35        67
Fusion Generation Plant                      35 : 67       35       107
Aerospace vehicle                            35 : 67       35       767
1 class 1 RFAC in Full traverse turret       35 : 67       32       772
      with enhanced fire control             35 : 67       32       776
2 class 2 HEL in fixed mounts                35 : 67       24       824
  Each with Enhanced fire control            35 : 67       24       840
Basic ECM                                    35 : 67       24       855
Backup systems                               35 : 67       24       866
Interface landing capabilities               35 : 67       24       911
Carries 4 powered armored elements           35 : 67        0       911
```

DIRTSIDE II			NAME: **Thunderhawk Assault Ship**	TYPE: **Assault transport**
SIZE CLASS:5		BASIC SIGNATURE:5	STEALTH LEVEL:0	TARGET DIE:D4
MOBILITY TYPE: Aerospace			BASIC POINTS: [...]	POINTS LEFT: [...]
FIRECON: Enhanced		ECM: Basic	ARMOR, FRONT:3A	ARMOR, SIDE:2A

Comments: The stats are based on the most recent model which is by far the largest of the epic line of aerospace vehicles. The extra cost for landing interface is figured into the cost of the vehicle so you need not calculate it for the transported troops.

Drop Pods

All pods have a size class of 3 (when deployed) and an armor rating of 0. Pods come in three types:

Assault carries 2 powered infantry elements, no weapons. Cost 45 points each element.

Support carries no troops, but carries a single turret mounted DFFG/3. Cost 81 points per element FGP included. Fire control is enhanced

Deathwind- carries no troops, but discharges a heavy artillery barrage in a 2" radius of itself. These pods land before other to clear a landing area. Cost 124 per element. This is a one shot device. Note the costs for heavy artillery were halved due to its limited use.

Overall Army comment: As humanities elite I gave them the best equipment and technology available. All vehicles have FGP engines (even though its weapons may not require them), a greater preponderance of DFFG weapons, ECM and enhanced fire control. Ablative armor is in wide use among marine armored vehicles (including the Thunderhawk). Overall they are expensive as compared to Imperial Guard elements due to their lack of any "perks".

Imperial Guard

Imperial Guard follow the full DSII morale rules with no changes.

Dirtside II Vehicle: Imperial Guard Scout Bike

By: Peter Ramos
Type: Scout Bike
Desc: Mainly used for recon missions and fast attacks in the enemies rear.

```
Equipment Item                                   VSP : BVP      Spaces   Cost
------------------------------------------------------------------------------
Vehicle, class 1                                  5 :  0           5       5
Armor class 0                                     5 :  5           5       5
Hydromagnetic Turbine                             5 :  5           5       7
Hi-mobility wheeled                               5 :  5           5       9
1 APSW                                            5 :  5           5       9
```

DIRTSIDE II		NAME: **Imperial Guard Scout Bike**	TYPE: **Scout Bike**
SIZE CLASS:1	BASIC SIGNATURE:1	STEALTH LEVEL:0	TARGET DIE:D12
MOBILITY TYPE: Hi-mobility wheeled		BASIC MOVE:10	POINTS VALUE:9
FIRECON: N/A	ECM: None, D4	ARMOR, FRONT:0	ARMOR, SIDE: 0

OTHER EQUIPMENT AND NOTES:			CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
TYPE / CLASS	**MOUNT**	**UP TO**	**DIE**	**VALID HITS**	**UP TO**	**DIE**	**VALID HITS**	**UP TO**	**DIE**	**VALID HITS**	
APSW	PT	12"	-	-							

Comment: Follows the same rules as marine bikes. If desired three
dismounted IG bikers make one troop element.

Dirtside II Vehicle: Imperial Guard Landspeeder

By: Peter Ramos
Type: Scout Grav Vehicle
Desc: Most common grav used by humanity for mainly scouting purposes.

```
Equipment Item                             VSP : BVP    Spaces   Cost
--------------------------------------------------------------------
Vehicle, class 2                           10 :  0         10     10
Armor class 0                              10 : 10         10     10
Fusion Generation Plant                    10 : 10         10     16
Fast GEV                                   10 : 10         10     22
1 class 2 DFFG in Fixed mount              10 : 10          6     52
   with Basic fire control                 10 : 10          6     56
```

DIRTSIDE II		NAME: **Imperial Guard Landspeeder**	TYPE: **Scout Grav Vehicle**
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Fast GEV		BASIC MOVE:15	POINTS VALUE:56
FIRECON: Basic	ECM :None, D4	ARMOR, FRONT:0	ARMOR, SIDE: 0

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
DFFG/2	PT	6"	D8	All x 2	12"	D6	All	18"	D4	All x ½

Comment: remaining capacity is consumed by driver.

Dirtside II Vehicle: Imperial Guard Combat Robot

By: Peter Ramos
Type: Infantry Walker
Desc: AI infantry walker used for heavy support.

```
Equipment Item                             VSP : BVP    Spaces   Cost
```

```
------------------------------------------------------------------
Vehicle, class 1                                5 : 0        5      5
Armor class 1                                   5 : 6        5      6
Fusion Generation Plant                         5 : 6        5     10
Infantry Walker                                 5 : 6        5     16
1 class 2 HEL in Fixed mount                    5 : 6        1     40
   with Basic fire control                      5 : 6        1     44
AI capability                                   5 : 6        1     55
APSW                                            5 : 6        1     55
```

DIRTSIDE II		NAME: Imperial Guard Combat Robot	TYPE: Infantry Walker
SIZE CLASS:1	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Infantry Walker		BASIC MOVE:6	POINTS VALUE:55
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:1	ARMOR, SIDE:0

OTHER EQUIPMENT AND NOTES:

TYPE/CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"								
HEL/2	FM	60"	D8	Red						

Comment: As with the marine types, these combat AI's can be
fitted with almost anything.

Dirtside II Vehicle: Leman Russ Tank

By: Peter Ramos
Type: Main Battle Tank
Desc: MBT used by Imperial Guard

```
Equipment Item                         VSP : BVP    Spaces    Cost
------------------------------------------------------------------
Vehicle, class 3                       15 :  0       15        15
Armor class 3                          15 : 24       15        24
Hydromagnetic Turbine                  15 : 24       15        34
Slow tracked                           15 : 24       15        39
1 class 3 HKP in Full traverse turret  15 : 24        6        69
   with Basic fire control             15 : 24        6        75
1 class 2 HEL in Full traverse turret  15 : 24        2        99
Extra APSW x 2                         15 : 24        1       103
```

DIRTSIDE II	NAME: Leman Russ	TYPE: Main Battle

		Tank	Tank
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:103
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:3	ARMOR, SIDE:2
OTHER EQUIPMENT AND NOTES:			

Comment: Although on par with the predator its extra APSW and slightly lower cost makes it the preferred main battle tank for the Imperial Guard army. All weapons are on same turret.

TYPE CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
2X APSW	FT	12"								
HKP/3	FT	18"	D8	All	30"	D6	Red, Yellow	42"	D4	Red
HEL/2	FT	60"	D8	Red						

Dirtside II Vehicle: Predator tank

By: Peter Ramos
Type: Support tank
Desc: Used to support formations of Leman Russ tanks.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 3	15 : 0	15	15
Armor class 3	15 : 24	15	24
Hydromagnetic Turbine	15 : 24	15	34
Fast tracked	15 : 24	15	44
1 class 3 HKP in Full traverse turret	15 : 24	6	74
with Basic fire control	15 : 24	6	80
1 class 1 HEL in Partial traverse turret	15 : 24	4	92
1 class 1 HEL in Partial traverse turret	15 : 24	2	104
secondary basic fire control	15 : 24	2	106
tertiary basic fire control	15 : 24	2	108
APSW	15 : 24	2	108

DIRTSIDE II		NAME: **Predator tank**	TYPE: **Support tank**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Fast tracked		BASIC MOVE:12	POINTS VALUE:108
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:3	ARMOR, SIDE:2

OTHER EQUIPMENT AND NOTES: can engage up to three targets

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FT	12"								
HKP/3	FT	18"	D8	All	30"	D6	Red, Yellow	42"	D4	Red
HEL/1	PT*	60"	D8	Red						
HEL/1	PT*	60"	D8	Red						

Dirtside II Vehicle: Imperial Guard Rhino

By: Peter Ramos
Type: Command APC
Desc: Used mainly to house command and control systems or transport high-ranking officials.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 2	10 : 0	10	10

```
Armor class 2                                        10 : 14        10       14
Hydromagnetic Turbine                                10 : 14        10       20
Fast tracked                                         10 : 14        10       26
1 APSW                                               10 : 14        10       26
Space for 2 units of normal infantry                 10 : 14         2       26
```

DIRTSIDE II		NAME: Imperial Guard Rhino	TYPE: Command APC
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Fast tracked		BASIC MOVE:12	POINTS VALUE:26
FIRECON: N/A	ECM: None, D4	ARMOR, FRONT:2	ARMOR, SIDE:1
OTHER EQUIPMENT AND NOTES: Carries 2 infantry			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"	-	-						

Comment: Usually fielded as mobile command HQ or as personal transport for officers.

Dirtside II Vehicle: Chimera APC

By: Peter Ramos
Type: Medium APC
Desc: Standard APC used by IG, chassis can be modified to support different weapon systems.

```
Equipment Item                              VSP : BVP    Spaces  Cost
-------------------------------------------------------------------
Vehicle, class 3                            15 :  0       15      15
Armor class 3                               15 : 24       15      24
Hydromagnetic Turbine                       15 : 24       15      34
Slow tracked                                15 : 24       15      39
1 class 2 RFAC in Partial traverse turret   15 : 24        9      49
   with Basic fire control                  15 : 24        9      53
Space for 2 units of normal infantry        15 : 24        1      53
APSW                                        15 : 24        1      53
```

DIRTSIDE II		NAME: Chimera APC	TYPE :Medium APC
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:53
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:3	ARMOR, SIDE:2
OTHER EQUIPMENT AND NOTES: Carries 2 infantry			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"								
RFAC/2	PT	12"	D8	Red, Yellow	18"	D6	Red	24"	D4	Green

Comment: The chassis can be modified to carry heavier weapons at the expense of troop load. Usually they are fitted with heavy GMS or an HKP/3.

Dirtside II Vehicle: Gorgon Assault Vehicle

By: Peter Ramos
Type: Heavy APC
Desc: Heavy APC used for assaulting fortified positions with maximum protection for the troops. Although AR 5 it carries a shielding plate that affords an independent armor rating of 3. This must be destroyed first before the vehicle can be harmed in its forward arc.

```
Equipment Item                             VSP : BVP    Spaces   Cost
-------------------------------------------------------------------
Vehicle, class 5                           25 :  0        25      25
Armor class 5                              25 : 50        25      50
Hydromagnetic Turbine                      25 : 50        25      70
Slow tracked                               25 : 50        25      80
1 class 2 RFAC in Partial traverse turret  25 : 50        19      90
  with Basic fire control                  25 : 50        19      94
APFC belt                                  25 : 50        18     119
Space for 4 units of normal infantry       25 : 50         2     119
APSW x 2                                   25 : 50         1     123
Extra Armor protection                     25 : 50         1     173
```

DIRTSIDE II		NAME: **Gorgon Assault Vehicle**	TYPE: **Heavy APC**
SIZE CLASS:5	BASIC SIGNATURE:5	STEALTH LEVEL:0	TARGET DIE:D4
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:173
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:5	ARMOR, SIDE:4

OTHER EQUIPMENT AND NOTES: APFC belt, Carries 4 infantry, extra armor

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
2x APSW	PT	12"								
RFAC/2	PT	12"	D8	Red, Yellow	18"	D6	Red	24"	D4	Green

Comment: The extra protection is to shots from the forward arc and thus affords no protection from the sides or rear.

Dirtside II Vehicle: Hellhound Siege Engine

By: Peter Ramos
Type: Siege tank
Desc: The Hellhound is the ultimate anti-infantry siege engine. Expelling large amounts of flammable liquid onto fortified positions before an assault.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 3	15 : 0	15	15
Armor class 3	15 : 24	15	24
Hydromagnetic Turbine	15 : 24	15	34
Slow tracked	15 : 24	15	39
1 class 4 FTW in Fixed mount	15 : 24	7	71
with Basic fire control	15 : 24	7	79
APFC belt	15 : 24	6	99
APSW x 3	15 : 24	4	107

DIRTSIDE II		NAME: **Hellhound Siege Engine**	TYPE: **Siege tank**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:107
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:3	ARMOR, SIDE:2

OTHER EQUIPMENT AND NOTES: APFC belt

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
3x APSW	PT	12"								
FTW/4	FM	16"	D8	All*						

Comment: The extra carrying space can be used for carrying artillery ordinance (like the vindicator) or troop elements.

Dirtside II Vehicle: Sentinel
By: Peter Ramos
Type: Infantry Walker
Desc: Manned infantry walker used for light support of troop an advance.

```
Equipment Item                                VSP : BVP    Spaces   Cost
------------------------------------------------------------------
Vehicle, class 1                               5 :  0        5       5
Armor class 0                                  5 :  5        5       5
Fusion Generation Plant                        5 :  5        5       8
Infantry Walker                                5 :  5        5      13
1 class 2 RFAC in Fixed mount                  5 :  5        1      23
    with Basic fire control                    5 :  5        1      27
```

DIRTSIDE II		NAME: **Sentinel**	TYPE: **Infantry Walker**
SIZE CLASS:1	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Infantry Walker		BASIC MOVE:6	POINTS VALUE:27
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:0	ARMOR, SIDE: 0

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
RFAC/2	FM	12"	D8	Red, Yellow	18"	D6	Red	24"	D4	Green

Comment: As a manned infantry walker it receives unit quality and leadership markers.

Dirtside II Vehicle: Vindicator Siege Tank

By: Peter Ramos**Type:** Siege tank**Desc:** Used for siege operations where the enemy has entrenched vehicles.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 3	15 : 0	15	15
Armor class 3	15 : 24	15	24
Hydromagnetic Turbine	15 : 24	15	34
Slow tracked	15 : 24	15	39
1 class 5 HKP in Fixed mount	15 : 24	5	89
with Basic fire control	15 : 24	5	99
APFC belt	15 : 24	4	114
APSW	15 : 24	4	114
Ignores secondary dice for cover	15 : 24	4	164

DIRTSIDE II		NAME: **Vindicator Siege Tank**	TYPE: **Siege tank**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:164
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:3	ARMOR, SIDE:2

OTHER EQUIPMENT AND NOTES: APFC belt

TYPE/CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"								
HKP/5	FM	30"	D8	All	42"	D6	Red, Yellow	54"	D4	Red

Comment: Extra space may be used for carrying infantry elements or ordinance.

Dirtside II Vehicle: Demolisher Assault Tank

By: Peter Ramos
Type: Assault tank
Desc: Used by the Imperial Guard for urban warfare.

```
Equipment Item                                  VSP : BVP     Spaces   Cost
----------------------------------------------------------------------------
Vehicle, class 4                                20 :  0         20     20
Armor class 4                                   20 : 36         20     36
Hydromagnetic Turbine                           20 : 36         20     50
Slow tracked                                    20 : 36         20     57
1 class 5 HKP in Full traverse turret           20 : 36          5    107
   with Basic fire control                      20 : 36          5    117
4 APSW's                                        20 : 36          2    129
APFC belt                                       20 : 36          1    149
```

DIRTSIDE II		NAME: **Demolisher**	TYPE: **Assault tank**
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:149
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:4	ARMOR, SIDE:3
OTHER EQUIPMENT AND NOTES: APFC belt			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
HKP/5	FT	30"	D8	All	42"	D6	Red, Yellow	54"	D4	Red
4x APSW	PT*	12"	-	-						

Infantry

Element Name	Move	Hits to Kill(HTK)	Firepower (FP)	Weapon Range (WR)	Other Weapon capabilities(OTR)	Cost per Element
Tactical IG	2 inches	4	2	6 inches	none	20
Assault IG	8 inches	4	3*	2 inches	jump packs, draws 3 chits in assault only	28
Heavy	2 inches	4	3/2	36 inches	basic GMS/L	53

Element Name	Move	Hits to Kill(HTK)	Firepower (FP)	Weapon Range (WR)	Other Weapon capabilities(OTR)	Cost per Element
Weapons IG				12 inches	and APSW, draws 2 chits in assault	
Beastmen	2 inches	4	3*	2 inches	draws 3 chits in assault only	18
Ogryns	2 inches	Armor Rating 1	4*	2 inches	draws 4 chits in assault only, AR 1	48
Ratling Snipers	2 inches	3	2/1	8 inches	draws 1 chit in assault, sniper	73
Commissar	2 inches	4	2	4 inches	counts as leadership 1	68
Roughrider	6 inches	4	2/3	6 inches	draws 3 chits in assault when mounted	34

Comment: Assault, Beastmen and Ogryns have no 'ranged" fire fighting capability, they draw their specified chits in assault only. Units with their firepower expressed as "3/2" means the first number is for ranged fire fights, and the second is for assault.
Heavy weapon units may fire either their GMS or APSW not both in the same turn.

Commissar: when attached to a unit it may command it as a leader with leadership 1.

Ratling Sniper: on a roll of 6+ 0n a D8 they may "recognize" the units leader and single it out for targeting. If the roll fails they hit any other element in the unit. Due to their tactics and infiltrating ability they can only be spotted by infantry at 4 inches.

Roughrider: the assault bonus is only applied in open ground and when they charge. If charged or in ground other than open they draw 2 chits.

Tunneler Rules

These machines are assumed to be on the move prior to battle, and they may surface anywhere on the battlefield. Surfacing on target is a tricky affair. This requires that the units command unit have direct line of sight to the desired exit point and the unit must make a reaction test at a +1 modifier to interpret the coordinates correctly. If successful the tunneler will surface within D6 inches of the chosen spot.

If the check is failed the tunneler surfaces 3D6 inches away from the desired point of entry.

It is impossible for tunnelers to surface without direct visualization from their command unit due to the complexity of the process. Note, if desired teams with engineering or artillery observation equipment can serve as spotters for tunnelers. These may be designed separately.

Surfaced tunnelers can move at a rate of 4 inches per turn. Embarked units may disembark on the turn they surface, but may take NO OTHER action. If tunneler surfaces 4 inches away from enemy elements the troops must make a successful reaction test to disembark at a +1 penalty (i.e as reaction test under fire).

The tunneler carriers are soft skinned vehicles that are unarmed.

Dirtside II Vehicle: Mole Tunneler vehicle

By: Peter Ramos
Type: Underground Combat vehicle
Desc: Humanity has long since dealt with novel systems to bypass enemy defenses and place troops as close to the enemy as possible and sustaining as few casualties as possible. The need for an underground vehicle was perceived long ago and thus the tunneler series was created.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 4	20 : 0	20	20
Armor class 4	20 : 36	20	36
Fusion Generation Plant	20 : 36	20	58
low mobility wheeled	20 : 36	20	62
1 APSW	20 : 36	20	62
Space for 5 units of normal infantry	20 : 36	0	62
Interface landing capabilities	20 : 36	0	82

DIRTSIDE II		NAME: **Mole Tunneler vehicle**	TYPE: **Underground Combat vehicle**
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:82
FIRECON: N/A	ECM: None, D4	ARMOR, FRONT:4	ARMOR, SIDE:3

OTHER EQUIPMENT AND NOTES: Carries 5 infantry, Interface landing

TYPE /CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"	-	-						

Comment: Throughout these conversions I have tried to follow DSII rules strictly. I do however give some leeway for the transport of troops. In this case I let the mole carry that one extra stand more than it would normally be able to carry.

Dirtside II Vehicle: Termite Tunneler vehicle
By: Peter Ramos
Type: Underground Combat vehicle
Desc: Command Tunneler

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 2	10 : 0	10	10
Armor class 2	10 : 14	10	14
Fusion Generation Plant	10 : 14	10	22
Slow tracked	10 : 14	10	25
1 APSW	10 : 14	10	25
Space for 2 units of normal infantry	10 : 14	2	25
Interface landing capabilities	10 : 14	2	31

DIRTSIDE II		NAME: **Termite Tunneler vehicle**	TYPE: **Underground Combat vehicle**
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:31
FIRECON: N/A	ECM: None, D4	ARMOR, FRONT:2	ARMOR, SIDE:1

OTHER EQUIPMENT AND NOTES: Carries 2 infantry, Interface landing

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"	-	-						

Comment: This smaller version is used to transport officers, commissars or other support elements to accompany the tunneler troops.

Artillery

Static or man portable

Mole Mortar

These are portable light artillery mortars which can be used by infantry teams. Add +50 to the cost of the infantry team using it. Usually these are tactical IG so the cost would be 75 (20 for the IG element+50 for the RAM type light artillery =75).

Thudd Gun

Classified as a medium artillery piece (howitzer) at a cost of 100 points per element. It can be towed and its effective signature is one lower as per towed artillery rules.

Tarantula

This represents the only breakthrough of the forces of humanity in the realm of AI static defense. The tarantula is size class 1 and armor 0 (considered soft skinned vehicle). It has a fixed mount HEL/2 and an enhanced fire control. As an AI it does not require leadership or unit quality markers. Cost per element is 40 points (includes FGP power source). They may be towed for purpose of movement.

Rapier Destroyer

This is a semi-static rapid fire autocannon. It has an enhanced fire control and a fixed RFAC/2. It is size class 1 and armor 0. Cost per element is 25 points (includes HMT power source). It may

be towed, but is capable of a 2" move if it foregoes firing that turn.

Deathstrike Missiles

These are static heavy rocket artillery. The accompanying vehicle is a towing vehicle and is soft skinned and unarmed. Cost 200 points per element. Maybe MAK or HEF rounds

Self Propelled Artillery

Dirtside II Vehicle: Manticore Rocket Launcher

By: Peter Ramos
Type: Heavy Artillery
Desc: Less common, but as effective as Basilisk artillery.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 4	20 : 0	20	20
Armor class 2	20 : 28	20	28
Hydromagnetic Turbine	20 : 28	20	39
Slow tracked	20 : 28	20	45
1 Heavy weapon battery	20 : 28	2	245

DIRTSIDE II	NAME: Manticore Rocket Launcher	TYPE: Heavy Artillery
SIZE CLASS:4 BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6
MOBILITY TYPE: Slow tracked	BASIC MOVE:8	POINTS VALUE:245
FIRECON: N/A ECM: None, D4	ARMOR, FRONT:2	ARMOR, SIDE:1
OTHER EQUIPMENT AND NOTES:1xHeavy artillery		

Dirtside II Vehicle: Basilisk Mobile Mass Driver Cannon

By: Peter Ramos
Type: Heavy Artillery

Desc: Most Common artillery piece used by IG, its rapid rate of fire makes its fire very devastating.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 4	20 : 0	20	20
Armor class 2	20 : 28	20	28
Hydromagnetic Turbine	20 : 28	20	39
Slow tracked	20 : 28	20	45
1 Heavy weapon battery	20 : 28	2	245

	NAME: Basilisk Mobile Mass Driver Cannon	**TYPE: Heavy Artillery**
DIRTSIDE II		
SIZE CLASS:4 BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6
MOBILITY TYPE: Slow tracked	BASIC MOVE:8	POINTS VALUE:245
FIRECON: N/A ECM: None, D4	ARMOR, FRONT:2	ARMOR, SIDE:1
OTHER EQUIPMENT AND NOTES:1xHeavy artillery		

Dirtside II Vehicle: Bombard Mobile Siege Mortar

By: Peter Ramos
Type: Siege Artillery
Desc: Used for operations when assaulting heavily fortified positions. Against fortifications and buildings valid chits are double face value.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 4	20 : 0	20	20
Armor class 2	20 : 28	20	28
Hydromagnetic Turbine	20 : 28	20	39
Slow tracked	20 : 28	20	45
1 Heavy weapon battery	20 : 28	2	245
Double chit value versus structures	20 : 28	2	295

DIRTSIDE II	NAME: **Bombard Mobile Siege Mortar**	TYPE: **Siege Artillery**
SIZE CLASS:4 BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6
MOBILITY TYPE: Slow tracked	BASIC MOVE:8	POINTS VALUE:295
FIRECON: N/A ECM: None, D4	ARMOR, FRONT:2	ARMOR, SIDE:1
OTHER EQUIPMENT AND NOTES:1xHeavy artillery		

Comment: All the above self-propelled artillery are considered open top for purposes of artillery. The bombard doubles the face value of valid chits when engaging buildings and other fortified structures. None of these elements possess APSW's.

Dirtside II Vehicle: Griffon Assault Gun

By: Peter Ramos
Type: Heavy Mortar
Desc: Used in siege (usually defending against one) operations where artillery may be close to the front lines. It has anti-infantry defenses that other artillery types do not possess

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 4	20 : 0	20	20
Armor class 2	20 : 28	20	28
Hydromagnetic Turbine	20 : 28	20	39
Slow tracked	20 : 28	20	45
1 Heavy weapon battery	20 : 28	2	245
APFC belt	20 : 28	1	265
APSW X 2	20 : 28	0	269

```
                                            NAME: Griffon
                DIRTSIDE II              Assault Gun      TYPE: Heavy Mortar

SIZE CLASS:4        BASIC SIGNATURE:4    STEALTH LEVEL:0      TARGET DIE:D6

MOBILITY TYPE: Slow tracked             BASIC MOVE:8         POINTS VALUE:269

FIRECON: N/A        ECM: None, D4       ARMOR, FRONT:2       ARMOR, SIDE:1

OTHER EQUIPMENT AND NOTES:1xHeavy artillery, APFC belt, 2X APSW
```

Comment: Unlike regular artillery this piece has anti-infantry defenses due to its use in siege operations.

Dirtside II Vehicle: IG whirlwind

By: Peter Ramos
Type: Medium artillery
Desc: Although less effective as its larger, heavier artillery counter parts it does have full armored protection and serves efficiently in keeping up with armored advances.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 3	15 : 0	15	15
Armor class 3	15 : 24	15	24
Hydromagnetic Turbine	15 : 24	15	34
Slow tracked	15 : 24	15	39
1 Medium weapon battery	15 : 24	3	139
APSW	15 : 24	3	139

```
                                                         TYPE: Medium
                DIRTSIDE II            NAME: IG whirlwind      artillery

SIZE CLASS:3        BASIC SIGNATURE:3    STEALTH LEVEL:0      TARGET DIE:D8

MOBILITY TYPE: Slow tracked             BASIC MOVE:8         POINTS VALUE:139

FIRECON: N/A        ECM: None, D4       ARMOR, FRONT:3       ARMOR, SIDE:2

OTHER EQUIPMENT AND NOTES:1xMedium artillery, APSW
```

Dirtside II Vehicle: Hydra Self Propelled Anti-Aircraft Gun

By: Peter Ramos
Type: ADS Vehicle
Desc: With squat technology the forces of humanity develop their first ADS system, although primitive by Eldar standards it marks a beginning in this type or technology for humanity.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 4	20 : 0	20	20
Armor class 2	20 : 28	20	28
Hydromagnetic Turbine	20 : 28	20	39
Slow tracked	20 : 28	20	45
Enhanced ADS	20 : 28	5	345

DIRTSIDE II		NAME: **Hydra Self Propelled Anti-Aircraft Gun**	TYPE: **ADS Vehicle**
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:345
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:2	ARMOR, SIDE:1
OTHER EQUIPMENT AND NOTES: Enhanced ADS			

Comment: This represents a collaborative effort between squats and IG engineers in the high tech area of ADS vehicles. Its great initial success has guaranteed front line service. Its high cost to build keeps it relatively rare.

Heavy tanks

Dirtside II Vehicle: Baneblade

By: Peter Ramos
Type: Heavy Tank
Desc: Much more mobile than its other counterparts, it sports the pride of the IG, a large mass driver cannon as well as several smaller guns HEL guns

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 5	25 : 0	25	25
Armor class 5	25 : 50	25	50
Fusion Generation Plant	25 : 50	25	80
Slow tracked	25 : 50	25	90
1 class 5 MDC in Full traverse turret	25 : 50	10	140
with Basic fire control	25 : 50	10	150
1 class 2 HEL in Full traverse turret	25 : 50	6	174
1 class 2 HEL in Full traverse turret	25 : 50	2	198
3 APSW's	25 : 50	0	206
Secondary basic fire control	25 : 50	0	210
Tertiary basic fire control	25 : 50	0	214

DIRTSIDE II		NAME: **Baneblade**	TYPE: **Heavy Tank**
SIZE CLASS:5	BASIC SIGNATURE:5	STEALTH LEVEL:0	TARGET DIE:D4
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:214
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:5	ARMOR, SIDE:4

OTHER EQUIPMENT AND NOTES: may target 2 different enemy elements

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
MDC/5	FT	36"	D8	All	48"	D6	Red, Yellow	60"	D4	Red
HEL/2	PT*	60"	D8	Red						
HEL/2	PT*	60"	D8	Red						
3xAPSW	PT	12"	-	-						

Comment: Its two fire controls (for MDC and HEL's) permit it to engage two targets.

Dirtside II Vehicle: Swadowsword tank destroyer

By: Peter Ramos
Type: Tank destroyer
Desc: Mainly used in static defense versus armored assaults. Its large HEL can engage targets at long range and knock them out before closing.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 5	25 : 0	25	25

```
Armor class 5                                 25 : 50      25    50
Fusion Generation Plant                       25 : 50      25    80
Slow tracked                                  25 : 50      25    90
1 class 5 HEL in Fixed mount                  25 : 50      15   150
   with Basic fire control                    25 : 50      15   160
1 class 3 HKP in Full traverse turret         25 : 50       9   190
1 class 3 HKP in Full traverse turret         25 : 50       3   220
Secondary basic fire control                  25 : 50       3   226
tertiary basic fire control                   25 : 50       3   232
2 X APSW                                      25 : 50       2   236
```

DIRTSIDE II		NAME: **Swadowsword tank destroyer**	TYPE: **Tank destroyer**
SIZE CLASS:5	BASIC SIGNATURE:5	STEALTH LEVEL:0	TARGET DIE:D4
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:236
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:5	ARMOR, SIDE:4

OTHER EQUIPMENT AND NOTES: may engage two targets

TYPE/CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
2 X APSW	FT	12"								
HEL/5	FM	60"	D8	Red						
HKP/3	PT*	18"	D8	All	30"	D6	Red, Yellow	42"	D4	Red
HKP/3	PT*	18"	D8	All	30"	D6	Red, Yellow	42"	D4	Red

Dirtside II Vehicle: Stormhammer

By: Peter Ramos
Type: Heavy Assault tank
Desc: used for urban combat where massive support fire is needed.

Equipment Item   VSP : BVP   Spaces   Cost

```
----------------------------------------------------------------
Vehicle, class 5                            25 :  0      25    25
Armor class 5                               25 : 50      25    50
Fusion Generation Plant                     25 : 50      25    80
Slow tracked                                25 : 50      25    90
1 class 4 MDC's in Full traverse turret     25 : 50      13   130
4 APSW's                                     25 : 50      10   142
1 class 4 MDC's in Full traverse turret     25 : 50       2   182
   with Basic fire control                  25 : 50       2   190
APFC belt                                   25 : 50       1   215
Equal armor on all sides                    25 : 50       1   265
Secondary basic fire control                25 : 50       1   273
```

DIRTSIDE II		NAME: **Stormblade**	TYPE: **Heavy Assault tank**
SIZE CLASS:5	BASIC SIGNATURE:5	STEALTH LEVEL:0	TARGET DIE:D4
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:273
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:5	ARMOR, SIDE:5
OTHER EQUIPMENT AND NOTES: APFC belt, equal armor on all sides			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
MDC/4	FT	30"	D8	All	42"	D6	Red, Yellow	54"	D4	Red
4x APSW	PT	12"	-	-						
MDC/4	FT	30"	D8	All	42"	D6	Red, Yellow	54"	D4	Red

Comment: Due to its roll they maximized its armor on all sides
for close fighting. Although it has two of the same type of
weapon system it is on independent turrets and thus has its own
fire control. It may engage two different targets.

Dirtside II Vehicle: Stormblade
By: Peter Ramos
Type: Tank destroyer
Desc: Versatile heavy weapon with many weapons and also a primitive point
defense system.

Equipment Item   VSP : BVP   Spaces   Cost

```
--------------------------------------------------------------------
Vehicle, class 5                             25 :  0      25    25
Armor class 5                                25 : 50      25    50
Fusion Generation Plant                      25 : 50      25    80
Slow tracked                                 25 : 50      25    90
1 class 5 DFFG in Fixed mount                25 : 50      15   165
   with Basic fire control                   25 : 50      15   175
1 GMS/H with Basic guidance                  25 : 50      11   205
2 class 2 MDC's in Full traverse turret      25 : 50       3   245
Basic PDS                                    25 : 50       1   275
Secondary basic fire control                 25 : 50       1   279
```

DIRTSIDE II		NAME: **Stormblade**	TYPE: **Tank destroyer**
SIZE CLASS:5	BASIC SIGNATURE:5	STEALTH LEVEL:0	TARGET DIE:D4
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:279
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:5	ARMOR, SIDE:4
OTHER EQUIPMENT AND NOTES: Basic PDS, may target two elements			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
DFFG/5	FM	12"	D8	All x 2	24"	D6	All	36"	D4	All x ½
GMS/H:B	FM	48"	D6	Red, Yellow						
2x \MDC/2	PT*	12"	D8	All	24"	D6	Red, Yellow	36"	D4	Red

Comment: This tank sports an experimental point system device, if successful the Imperium will extend its use to other armored vehicles.

Aerospace vehicles

Dirtside II Vehicle: Thunderbolt

By: Peter Ramos
Type: Aerospace fighter
Desc: Air superiority fighter, cheap to build and usually very numerous.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 2	10 : 0	10	10
Armor class 2	10 : 14	10	14
Fusion Generation Plant	10 : 14	10	22
Aerospace vehicle	10 : 14	10	162
1 class 1 RFAC in Full traverse turret	10 : 14	7	167
with Basic fire control	10 : 14	7	169
1 GMS/L with Basic guidance	10 : 14	5	189
1 unit of DFO, either HEF or MAK	10 : 14	1	219

DIRTSIDE II		NAME: **Thunderbolt**	TYPE: **Aerospace fighter**
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Aerospace vehicle		BASIC MOVE:	POINTS VALUE:219
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:2	ARMOR, SIDE:1

OTHER EQUIPMENT AND NOTES:1xDFO

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
RFAC/1	FT	8"	D8	Red, Yellow	12"	D6	Red	16"	D4	Green
GMS/L:B	FM	36"	D6	Red, Yellow						

Dirtside II Vehicle: Marauder

By: Peter Ramos
Type: Aerospace heavy fighter
Desc: Heavy Fighter used for missions requiring greater loads of ordinance.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 3	15 : 0	15	15
Armor class 3	15 : 24	15	24
Fusion Generation Plant	15 : 24	15	38
Aerospace vehicle	15 : 24	15	278
1 class 1 RFAC in Full traverse turret	15 : 24	12	283
with Basic fire control	15 : 24	12	285
1 GMS/H with Basic guidance	15 : 24	8	315
2 units of DFO, either HEF or MAK	15 : 24	0	375

DIRTSIDE II		NAME: **Marauder**	TYPE: **Aerospace Heavy Fighter**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Aerospace vehicle		BASIC MOVE:	POINTS VALUE:375
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:3	ARMOR, SIDE:2

OTHER EQUIPMENT AND NOTES:2xDFO

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
RFAC/1	FT	8"	D8	Red, Yellow	12"	D6	Red	16"	D4	Green
GMS/H:B	FM	48"	D6	Red, Yellow						

Overall Army Comment: Compared to marines Imperial Guard vehicles and troops are very cheap. This is in keeping with their expendable nature. Note that the IG do have several systems (ADS, PDS and MDC's) that are cutting edge. These systems are better suited to IG due to their more static nature and attritional art of war.

Eldar

Morale
Of all the alien races the Eldar are most "similar". There are however differences. The Eldar in time of need and danger can suppress their individuality and become the "path" needed by the craftworld at that specific time. This of course has profound effects on their morale during battle.

Guardians and combat vehicles follow the same morale parameters as Imperial Guard (i.e regular checks and penalties).

All aspect warriors follow the same morale changes and checks as Space Marines (i.e. reduced modifiers in assault, etc.)

When facing Chaos however, ALL Eldar units ignore any penalties associated with all confidence checks. That is they make all the standard checks required by the DSII rules, but without the associated penalties (i.e loss of leader check is made without the +3 penalty). This advantage applies only against chaos. This is due to the intense hatred of the Eldar for chaos since when they lose to it many souls are lost. Note that they do take horror checks but without any modifiers.

Unit and Leadership Quality

Guardians and combat vehicles receive a standard random mix of leaders and unit qualities.

Aspect Warriors should receive a mix of regular and veteran counters and leadership quality mix of 1's and 2's (no 3's).

Eldar AI's

Eldar AI's are powered by the souls of Eldar dead. This gives them the advantage that when they suffer a systems down result (even if their backups are destroyed or disabled) they may attempt to repair themselves (standard DSII rules apply). They, however, receive only one attempt to do this, otherwise they are treated as knocked out. To balance this advantage Eldar AI's must be within 8 inches of a "live" Eldar element to be able to act normally. If outside this radius they are "inert" only capable of defending themselves (they may shoot at nearest enemy element).

Eldar Fixed Mounts

Unlike fixed mounts of other armies, due to the remarkable flexibility Eldar grav-vehicles possess they may also fire after movement as well as before.

Eldar Command Structure

The Eldar are as efficient in command control as marines thus the recommended ratio between command elements and normal elements is 1:8 (the same as marines).

Dirtside II Vehicle: Eldar Jetbike
By: Peter Ramos
Type: Attack grav Bike
Desc: Used for lightning strikes to the enemies rear.

```
Equipment Item                              VSP : BVP    Spaces   Cost
----------------------------------------------------------------
Vehicle, class 1                            5 :  0        5       5
Armor class 0,ablative                      5 :  6        5       6
Fusion Generation Plant                     5 :  6        5      10
Fast GEV                                    5 :  6        5      14
1 class 1 MDC in Partial traverse turret    5 :  6        2      24
   with Superior fire control               5 :  6        2      30
Superior ECM                                5 :  6        2      75
Backup systems                              5 :  6        2      90
```

DIRTSIDE II		NAME: **Eldar Jetbike**	TYPE: **Attack grav**
SIZE CLASS:1	BASIC SIGNATURE:1	STEALTH LEVEL:0	TARGET DIE:D12
MOBILITY TYPE: Fast GEV		BASIC MOVE:15	POINTS VALUE:90
FIRECON: Superior	ECM: Superior, D10	ARMOR, FRONT:0 A	ARMOR, SIDE: 0 A

OTHER EQUIPMENT AND NOTES: Backup systems

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
MDC/1	PT	8"	D12	All	16"	D10	Red, Yellow	24"	D8	Red

Dirtside II Vehicle: Eldar Vyper

By: Peter Ramos
Type: Heavy Attack grav
Desc: Heavier version of the attack bike used to mount more destructive MDC's

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 2	10 : 0	10	10
Armor class 0, Ablative	10 : 11	10	11
Fusion Generation Plant	10 : 11	10	18
Fast GEV	10 : 11	10	25
1 class 2 MDC in Partial traverse turret	10 : 11	4	45
with Superior fire control	10 : 11	4	57
1 class 2 MDC in Fixed mount	10 : 11	0	77
Superior ECM	10 : 11	0	122
Backup systems	10 : 11	0	139
Secondary superior fire control	10 : 11	0	151

DIRTSIDE II		NAME: **Eldar Vyper**	TYPE: **Attack grav**
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Fast GEV		BASIC MOVE:15	POINTS VALUE:151
FIRECON: Superior	ECM: Superior, D10	ARMOR, FRONT:0A	ARMOR, SIDE: 0

OTHER EQUIPMENT AND NOTES: Backup systems

TYPE/CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
MDC/2	PT	12"	D12	All	24"	D10	Red, Yellow	36"	D8	Red
MDC/2	FM	12"	D10	All	24"	D8	Red, Yellow	36"	D6	Red

Comment: Although still soft skinned vehicles they have a special ablative coat to increase survivability. Its ECM's and MDC's make it fearsome foes.

Dirtside II Vehicle: Eldar Dreadnought

By: Peter Ramos
Type: AI infantry walker
Desc: Eldar AI's are actually controlled by Eldar "souls" and have unique advantages and drawbacks (see above).

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 1	5 : 0	5	5
Armor class 1, Ablative	5 : 7	5	7
Fusion Generation Plant	5 : 7	5	11
Infantry Walker	5 : 7	5	18
1 GMS/H with Superior guidance	5 : 7	1	78
Superior ECM	5 : 7	1	123
Level 1 stealth	5 : 7	1	143
Backup systems	5 : 7	1	181
APSW	5 : 7	1	181
AI interface	5 : 7	1	226

DIRTSIDE II		NAME: **Eldar Dreadnought**	TYPE: **AI infantry walker**
SIZE CLASS:1	BASIC SIGNATURE:2	STEALTH LEVEL:1	TARGET DIE:D12
MOBILITY TYPE: Infantry Walker		BASIC MOVE:6	POINTS VALUE:226
FIRECON: N/A	ECM: Superior, D10	ARMOR, FRONT:1A	ARMOR, SIDE:0A
OTHER EQUIPMENT AND NOTES: Backup systems			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"								
GMS/H:S	FM	48"	D10	Red Yellow						

Comment: The chassis is very versatile and may be fitted with other weapon systems.

Dirtside II Vehicle: Eldar warwalker

By: Peter Ramos
Type: AI support walker
Desc: Infantry walker with a force shield to protect driver.

```
Equipment Item                          VSP : BVP    Spaces   Cost
------------------------------------------------------------------
Vehicle, class 1                         5 :  0         5       5
Armor class 1, Ablative                  5 :  7         5       7
Fusion Generation Plant                  5 :  7         5      11
Infantry Walker                          5 :  7         5      18
1 class 2 MDC in Fixed mount             5 :  7         1      38
   with Superior fire control            5 :  7         1      50
1 APSW                                   5 :  7         1      50
Superior ECM                             5 :  7         1      95
Level 1 stealth                          5 :  7         1     115
Backup systems                           5 :  7         1     138
```

DIRTSIDE II		NAME: **Eldar warwalker**	TYPE: **Infantry walker**
SIZE CLASS:1	BASIC SIGNATURE:2	STEALTH LEVEL:1	TARGET DIE:D12
MOBILITY TYPE: Infantry Walker		BASIC MOVE:6	POINTS VALUE:138
FIRECON: Superior	ECM: Superior, D10	ARMOR, FRONT:1A	ARMOR, SIDE:0A

OTHER EQUIPMENT AND NOTES: Backup systems

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
MDC/2	FM	12"	D12	All	24"	D10	Red, Yellow	36"	D8	Red
APSW	FM	12"	-	-						

Comment: Since it possess an organic interface (Eldar driver) it receives unit and leadership markers normally.

Dirtside II Vehicle: Falcon Grav Tank

By: Peter Ramos
Type: Grav MBT
Desc: Most common MBT fielded by the Eldar.

```
Equipment Item                               VSP : BVP     Spaces   Cost
-----------------------------------------------------------------
Vehicle, class 3                             15 :  0         15      15
Armor class 3, Ablative                      15 : 29         15      29
Fusion Generation Plant                      15 : 29         15      46
Fast GEV                                     15 : 29         15      63
1 class 4 HEL in Fixed mount                 15 : 29          7     111
   with Superior fire control                15 : 29          7     135
1 class 2 MDC in Fixed mount                 15 : 29          3     155
Superior ECM                                 15 : 29          3     200
Level 1 stealth                              15 : 26          3     260
Backup systems                               15 : 26          3     299
Secondary superior fire control              15 ; 26          3     311
2xAPSW                                       15 : 26          2     315
```

DIRTSIDE II		NAME: **Falcon Grav Tank**	TYPE: **Grav MBT**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:1	TARGET DIE:D10
MOBILITY TYPE: Fast GEV		BASIC MOVE:15	POINTS VALUE:315
FIRECON: Superior	ECM: Superior, D10	ARMOR, FRONT:3A	ARMOR, SIDE:2A

OTHER EQUIPMENT AND NOTES: Backup systems

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
2x APSW	FM	12"								
HEL/4	FM	60"	D12	Red						
MDC/2	FM	12"	D12	All	24"	D10	Red, Yellow	36"	D8	Red

Dirtside II Vehicle: Deathstalker prism cannon

By: Peter Ramos
Type: Tank Destroyer
Desc: The Eldar build many simple self propelled gun types that excel at a tank "busting" role.

```
Equipment Item                         VSP : BVP     Spaces   Cost
------------------------------------------------------------------
Vehicle, class 4                       20 :  0         20      20
Armor class 4, Ablative                20 : 44         20      44
Fusion Generation Plant                20 : 44         20      70
Fast GEV                               20 : 44         20      96
1 class 5 HEL in Fixed mount           20 : 44         10     156
   with Superior fire control          20 : 44         10     186
Superior ECM                           20 : 44         10     231
Level 1 stealth                        20 : 44         10     311
Backup systems                         20 : 44         10     358
PDS Superior                           20 : 44          6     418
APSW                                   20 : 44          6     418
```

DIRTSIDE II		NAME: **Deathstalker prism cannon**	TYPE: **Tank Destroyer**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:1	TARGET DIE: D8
MOBILITY TYPE: Fast GEV		BASIC MOVE:15	POINTS VALUE:418
FIRECON: Superior	ECM: Superior, D10	ARMOR, FRONT:4A	ARMOR, SIDE:3A

OTHER EQUIPMENT AND NOTES: Backup systems, PDS Superior

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"								
MDC/5	FM	36"	D12	All	48"	D10	Red, Yellow	60"	D8	Red

Dirtside II Vehicle: Warp Hunter WEP projector

By: Peter Ramos
Type: warp projector vehicle
Desc: This chassis sports a large warp projector. It is very capable of destroying nearly anything it confronts

---

```
Equipment Item                                   VSP : BVP     Spaces   Cost
------------------------------------------------------------------------
Vehicle, class 4                                 20 :  0        20       20
Armor class 4, Ablative                          20 : 44        20       44
Fusion Generation Plant                          20 : 44        20       70
Fast GEV                                         20 : 44        20       96
1 class 5 WEP in Fixed mount                     20 : 44        10      196
   with Superior fire control                    20 : 44        10      226
Superior ECM                                     20 : 44        10      271
Level 1 stealth                                  20 : 44        10      351
Backup systems                                   20 : 44        10      418
PDS superior                                     20 : 44         6      478
APSW                                             20 : 44         6      478
```

DIRTSIDE II		NAME: **Warp Hunter warp projector**	TYPE: **warp projector vehicle**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:1	TARGET DIE:D8
MOBILITY TYPE: Fast GEV		BASIC MOVE:15	POINTS VALUE:478
FIRECON: Superior	ECM: Superior, D10	ARMOR, FRONT:4A	ARMOR, SIDE:3A
OTHER EQUIPMENT AND NOTES: Backup systems, PDS superior			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"								
WEP/5	FM	30"	D12	All x 2	42"	D10	All x 1	54"	D8	Red and yellow

Comment: These represent there top of the line tank killers and
are VERY efficient at their chosen job. Their several defenses
make them very hard to hit but few numbers of them are available
for any given battle.

Dirtside II Vehicle: Wave Serpent

By: Peter Ramos
Type: Assault APC
Desc: represents the "ideal" of heavy APC type vehicles. Tough armor and a field for extra protection.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 4	20 : 0	20	20
Armor class 4, Ablative	20 : 44	20	44
Fusion Generation Plant	20 : 44	20	70
Fast GEV	20 : 44	20	96
1 class 2 MDC in Fixed mount	20 : 44	16	116
with Superior fire control	20 : 44	16	128
Superior ECM	20 : 44	16	173
Level 2 stealth	20 : 44	16	333
Backup systems	20 : 44	16	399
Space for 2 units of powered infantry	20 : 44	4	399
Protective shield	20 : 44	0	499

DIRTSIDE II		NAME: **Wave Serpent**	TYPE: **Assault APC**
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:2	TARGET DIE:D10
MOBILITY TYPE: Fast GEV		BASIC MOVE:15	POINTS VALUE:499
FIRECON: Superior	ECM: Superior, D10	ARMOR, FRONT:4A	ARMOR, SIDE:3A

OTHER EQUIPMENT AND NOTES: Backup systems, Carries 2 powered infantry

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
MDC/2	FM	12"	D12	All	24"	D10	Red, Yellow	36"	D8	Red

Comment: The wave serpent possess a shield in its front arc that must destroyed before the vehicle itself is harmed. It confers a AR 3. This is a regenerative shield as per titan rules (see titan rules below). It may carry 2 power armored types or 4 guardian elements.

Infantry

Element Name	Move	Hits to Kill (HTK)	Firepower (FP)	Weapon Range (WR)	Other Weapon capabilities (OTR)	Cost per Element
Guardian	2 inches	4	3/2*	8 inches	draws 2 chits in assault	28
Scouts	4 inches	4	2	8 inches	sniper	80
Harlequin	4 inches	4	3*	2 inches	draws 3 chits in assault only, special	73
Fire Dragon	2 inches	5	DFFG/2 2 chits in assault	6 inches	counts as power armor for carrying purposes	65
Dire Avenger	4 inches	5	3	8 inches	counts as power armor for carrying purposes	40
Swooping Hawks	12 inches	5	2	6 inches	counts as power armor for carrying purposes	55
Howling Banshees	4 inches	5	4*	2 inches	counts as power armor for carrying purposes, special	85
Striking Scorpions	4 inches	5	4*	2 inches	counts as power armor for carrying purposes, special	85
Warp Spider	Teleport	5	3	6 inches	counts as power armor for carrying purposes	70
Dark Reaper	2 inches	Armor Rating 1	GMS/L 2, small arms for assault	36 inches 2 inches	counts as super power armor for carrying	80

Element Name	Move	Hits to Kill (HTK)	Firepower (FP)	Weapon Range (WR)	Other Weapon capabilities (OTR)	Cost per Element
					purposes	
Exarchs	12 inches	Armor Rating 1	3/4*	12 inches	counts as super power armor for carrying purposes, draws 4 chits in assault	105
Warlock	4 inches	4	2	6 inches	psyker	75
Wraithguard	4 inches	Armor Rating 1	3/4*	6 inches	AI	88
Avatar	6 inches	Armor Rating 5	3/4*	12 inches	demon hunter, horror, special	300

Comment: The guardian shuriken rifle is capable of a high rate of fire and rivals the marine bolter as the "prime" infantry weapon. They are therefore very effective in ranged combat.

Scouts- Follow the same rules for snipers as Ratling (see under Ratling Sniper)

Harlequin- Their combat doctrine of quick movement combined with special suits that make them difficult to target confers to them the advantage of always being considered "dug in" for purposes of ranged and assault combat.

Fire Dragons- They carry a miniaturized DFFG/2 that has a range of 6 inches. They draw 2 chits in assault. Superior Fire control for purposes of firing at vehicles. Range is considered close.

Dire Avengers- The mighty shuriken rifle is extracted its highest performance in the hands of the Dire Avenger aspect warrior. This ability to use it to its fullest potential makes them roughly the equal to a standard space marine trooper.

Swooping Hawks- They are lightly armed fast attack troops armed with Lasguns and personal flight packs.

Howling Banshee- They possess psychic amplifiers that stun the enemy. Enemies attacking them in assault (and assault only) count half the face value of valid chits in assault. Elements with an AR rating are immune to this effect.

Striking Scorpions- Powerful helmet inserted mandi-blasters cut down assaulted enemy infantry units before the close to engage. Scorpions resolve their combat first, if they eliminate their opponent it is removed immediately and may not retaliate. Due to their low penetration they do not effect elements with a AR rating.

Warp Spider- Their teleport ability makes them fearful foes since they can appear, attack and then retreat with minimal exposure to enemy fire.

Dark Reapers- Heavy weapon specialist with powerful armor for defense, they are weak in assault. Superior GMS

Exarchs- They are the elite Eldar fighting force. They are armed with flight packs and ancient weapons (function as APSW).

Warlock- If optional psychic attacks are not used he has an additional DFFG/2 attack, range 8 inches, short range superior fire control. Warlock's count as command elements and count towards the fulfillment of the command structure.

Wraithguard- Infantry size AI, follows all rules for AI's.

Avatar- The Eldar God of War. His body forged of fire the chit values of any attack is halved. His weapon (treat as APSW for range and chit validity) damages infantry as well as armored units. As a demon hunter his attacks hit automatically and all chits are valid. He inspires Horror. His has an AR of 5 and is therefore immune to small arms fire. Do to his mystical nature his target signature is a D12. Only one Avatar can exist at any moment and usually they are present for battles versus chaos.

Artillery

Static or man portable

Anti-Grav HEL
Small portable HEL batteries for static defense. Each element costs 48 points and has one HEL/2, FGP power source and superior fire control. It can move 2 inches if it foregoes firing that turn. It may be towed. It is a size 1, and AR 0 element and it is also soft skinned for purposes of small arms.

D-cannon Battery (use vibro cannon model)- Used for static defense. Size 2 AR 0, WEP/3, FGP power source and superior fire control. Element cost is 94 points. It can move 2 inches if it forgoes firing that turn. It can be towed.

Self Propelled Artillery

Dirtside II Vehicle: Doomweaver

By: Peter Ramos
Type: Heavy artillery
Desc: the only Eldar heavy artillery battery. Used in those rare times when the Eldar are forced to attack entrenched enemies.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 4	20 : 0	20	20
Armor class 4, Ablative	20 : 44	20	44
Fusion Generation Plant	20 : 44	20	70
Fast GEV	20 : 44	20	96
1 Heavy weapon battery	20 : 44	2	296
Superior ECM	20 : 44	2	341
Level 2 stealth	20 : 44	2	501
Backup systems	20 : 44	2	561

DIRTSIDE II	NAME: Doomweaver	TYPE: Heavy artillery
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:2	TARGET DIE:D10
MOBILITY TYPE: Fast GEV	BASIC MOVE:15	POINTS VALUE:561
FIRECON: N/A	ECM: Superior, D10	ARMOR, FRONT:4A	ARMOR, SIDE:3A
OTHER EQUIPMENT AND NOTES:1xHeavy artillery, Backup systems

Dirtside II Vehicle: Firestorm

By: Peter Ramos
Type: ADS Vehicle
Desc: The top of the line of ADS warfare, its mere presence combined with the Eldar's already well defended vehicles makes them almost invulnerable.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 4	20 : 0	20	20
Armor class 4, Ablative	20 : 44	20	44
Fusion Generation Plant	20 : 44	20	70
Fast GEV	20 : 44	20	96
Superior ECM	20 : 44	20	141
Level 2 stealth	20 : 44	20	301
Superior ADS	20 : 44	0	701
Backup systems	20 : 44	0	763

DIRTSIDE II		NAME: **Firestorm**	TYPE: **ADS**
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:2	TARGET DIE:D10
MOBILITY TYPE: Fast GEV		BASIC MOVE:15	POINTS VALUE:763
FIRECON: N/A	ECM: Superior, D10	ARMOR, FRONT:4A	ARMOR, SIDE:3A
OTHER EQUIPMENT AND NOTES: Superior ADS, Backup systems			

Heavy Tanks

Dirtside II Vehicle: Tempest

By: Peter Ramos
Type: Heavy tank
Desc: The largest tank in the Eldar arsenal. Its twin HEL cannons can pick of targets at a staggering range.

```
Equipment Item                              VSP : BVP    Spaces   Cost
--------------------------------------------------------------------
Vehicle, class 5                            25 :  0        25     25
Armor class 5, Ablative                     25 : 63        25     63
Fusion Generation Plant                     25 : 63        25    101
Fast GEV                                    25 : 63        25    139
2 class 5 HEL's in Full traverse turret     25 : 63         0    259
   with Superior fire control               25 : 63         0    289
Superior ECM                                25 : 63         0    334
Level 2 stealth                             25 : 63         0    534
Backup systems                              25 : 63         0    617
APSW                                        25 : 63         0    617
```

DIRTSIDE II				NAME: **Tempest**		TYPE: **Heavy tank**	
SIZE CLASS:5		BASIC SIGNATURE:5		STEALTH LEVEL:2		TARGET DIE:D8	
MOBILITY TYPE: Fast GEV				BASIC MOVE:15		POINTS VALUE:617	
FIRECON: Superior		ECM: Superior, D10		ARMOR, FRONT:5A		ARMOR, SIDE:4A	
OTHER EQUIPMENT AND NOTES: Backup systems							

		CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
TYPE CLASS	MOUNT	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FT	12"								
2x HEL/5	FT	60"	D12	Red						

Comment: On the whole Eldar tanks are very durable due to their many defense systems, their high cost however makes their appearance very rare.

Aerospace Vehicles

Dirtside II Vehicle: Nightwing

By: Peter Ramos
Type: Aerospace Fighter
Desc: Main attack fighter for the Eldar race.

```
Equipment Item                            VSP : BVP    Spaces   Cost
-------------------------------------------------------------------
Vehicle, class 3                          15 :  0       15      15
Armor class 3, Ablative                   15 : 29       15      29
Fusion Generation Plant                   15 : 29       15      46
Aerospace vehicle                         15 : 29       15     336
2 class 2 HEL's in Fixed mount            15 : 29        7     384
   Each with Superior fire control        15 : 29        7     408
1 GMS/L with Superior guidance            15 : 29        5     468
1 unit of DFO, either HEF or MAK          15 : 29        1     498
Superior ECM                              15 : 29        1     543
Level 1 stealth                           15 : 29        1     603
Backup systems                            15 : 29        1     643
```

DIRTSIDE II		NAME: **Nightwing**	TYPE: **Aerospace Fighter**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:1	TARGET DIE:D10
MOBILITY TYPE: Aerospace vehicle		BASIC MOVE:	POINTS VALUE:643
FIRECON: Superior	ECM: Superior, D10	ARMOR, FRONT:3A	ARMOR, SIDE:2A

OTHER EQUIPMENT AND NOTES:1xDFO, Backup systems

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
2x HEL/2	FM	60"	D12	Red						
GMS/L:S	FM	36"	D10	Red, Yellow						

Dirtside II Vehicle: Phoenix heavy fighter

By: Peter Ramos
Type: Aerospace Fighter
Desc: A true Bomber with massive firepower to bring to bear on the enemy.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 4	20 : 0	20	20
Armor class 3, Ablative	20 : 44	20	44
Fusion Generation Plant	20 : 44	20	70
Aerospace vehicle	20 : 44	20	510
2 class 2 HEL's in Fixed mount	20 : 44	12	558
Each with Superior fire control	20 : 44	12	582
1 GMS/H with Superior guidance	20 : 44	8	642
2 units of DFO, either HEF or MAK	20 : 44	0	702
Superior ECM	20 : 44	0	747
Level 2 stealth	20 : 44	0	907
Backup systems	20 : 44	0	976

DIRTSIDE II		NAME: **Phoenix heavy fighter**	TYPE: **Aerospace Fighter**
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:2	TARGET DIE:D10
MOBILITY TYPE: Aerospace vehicle		BASIC MOVE:	POINTS VALUE:976
FIRECON: Superior	ECM: Superior, D10	ARMOR, FRONT:3A	ARMOR, SIDE:2A

OTHER EQUIPMENT AND NOTES:2xDFO, Backup systems

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
2xHEL/2	FM	60"	D12	Red						
GMS/H:S	FM	48"	D10	Red, Yellow						

Dirtside II Vehicle: Vampyre Troop carrier

By: Peter Ramos
Type: Interface landing craft
Desc: Used for rapid deployment, when a conventional land transport is too risky of slow.

```
Equipment Item                           VSP : BVP    Spaces   Cost
-------------------------------------------------------------------
Vehicle, class 5                          25 :  0        25      25
Armor class 3, Ablative                   25 : 63        25      63
Fusion Generation Plant                   25 : 63        25     101
Aerospace vehicle                         25 : 63        25     731
2 class 2 HEL's in Fixed mount            25 : 63        17     779
 Each with Superior fire control          25 : 63        17     803
Superior ECM                              25 : 63        17     848
Level 2 stealth                           25 : 63        17    1048
Backup systems                            25 : 63        17    1129
Interface landing capabilities            25 : 63        17    1149
```

DIRTSIDE II		NAME: **Vampyre Troop carrier**	TYPE: **Interface landing craft**
SIZE CLASS:5	BASIC SIGNATURE:5	STEALTH LEVEL:2	TARGET DIE:D8
MOBILITY TYPE: Aerospace vehicle		BASIC MOVE:	POINTS VALUE:1149
FIRECON: Superior	ECM: Superior, D10	ARMOR, FRONT:3A	ARMOR, SIDE:2A
OTHER EQUIPMENT AND NOTES: Backup systems, Interface landing			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
2x HEL/2	FM	60"	D12	Red						

Comment: the Vampyre can carry either 4 guardian elements or 3 aspect warrior elements. All Eldar aerospace vehicles are the

pinnacle of this type of combat vehicle. Their high cost, as other Eldar vehicles) makes them a rare sight on the battlefield.

Overall Eldar Army Comment: The Eldar represent the "extreme" of technology available in the 40k universe. It also means they are always outnumbered and the Eldar commander must obtain the most of his costly units. Fortunately, infantry elements are relatively cheap and thus the Eldar must depend more on them, since they by far are his most numerous troops. Although they have many specialized close combat troops, the Eldar commander should seek to avoid unnecessary assaults since he cannot afford battles of attrition/ high casualty rates. Fortunately when they do need to assault, relatively few specialized assault troops can achieve goals that require many times more of conventional troops.

Squats

Morale

Squats, as the Eldar, are similar to humans in their reaction to combat but differ in significant ways. Squats are guided by a strong sense or pride and obligation to the clan or family. The have a stoic/heroic view of war that permits them some advantages.

Squats have the same morale advantages as marines (see under marine morale).

Also squats are legendary for their tenacious defense. Any scenario which they are involved in which they are on the defense (as in a siege) they have the following morale advantages:

1. They never check for confidence from artillery and air attacks.

2. When receiving an assault their confidence check is done without penalty regardless of the type of attacker (honor demands no less when defending their home!)

Like the Eldar the squats too have a mortal enemy-Orks. When engages with orks they make all the appropriate checks as required by the DSII rules, but they do so without any modifiers.

The squat have a great morale liability however. Their veneration for elders and leader types is such that they suffer badly when their leader are killed. When a unit leader or command element dies in combat the standard confidence check with a +3 penalty is taken. If failed the unit loses two confidence steps (instead of the normal one). In case of the "company" command unit all attached units must make this check. The lost of a great leader at a given juncture can be devastating to the squats.

Squat command structure

Although they possess a high level of technological expertise in communications, their dependence on elders and clan leaders to lead them gives them a lower command element to regular element

ratio. For every command element up to 6 standard elements can be
brought to the battle.

Dirtside II Vehicle: Guild Bike

By: Peter Ramos
Type: Light Attack bike
Desc: Used mainly for harassing attacks to enemy flanks and rear.

```
Equipment Item                            VSP : BVP     Spaces   Cost
----------------------------------------------------------------------
Vehicle, class 1                          5 :  0          5       5
Armor class 1, Ablative                   5 :  7          5       7
Fusion Generation Plant                   5 :  7          5      11
Hi-mobility wheeled                       5 :  7          5      13
1 class 2 RFAC in Fixed mount             5 :  7          1      23
   with Enhanced fire control             5 :  7          1      31
Enhanced ECM                              5 :  7          1      61
```

DIRTSIDE II		NAME: **Guild Bike**	TYPE: **Light Attack bike**
SIZE CLASS:1	BASIC SIGNATURE:1	STEALTH LEVEL:0	TARGET DIE:D12
MOBILITY TYPE: Hi-mobility wheeled		BASIC MOVE:10	POINTS VALUE:61
FIRECON: Enhanced	ECM: Enhanced, D8	ARMOR, FRONT:1A	ARMOR, SIDE:0A

OTHER EQUIPMENT AND NOTES:

TYPE /CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
RFAC/2	FM	12"	D10	Red, Yellow	18"	D8	Red	24"	D6	Green

Dirtside II Vehicle: Guild Attack Trike

By: Peter Ramos
Type: Heavy Attack bike
Desc: Heavier bike used as infantry support.

```
Equipment Item                            VSP : BVP     Spaces   Cost
----------------------------------------------------------------------
Vehicle, class 2                          10 :  0         10      10
Armor class 2, Ablative                   10 : 16         10      16
Fusion Generation Plant                   10 : 16         10      26
Hi-mobility wheeled                       10 : 16         10      31
1 class 3 DFFG in Partial traverse turret 10 : 16          1      76
   with Enhanced fire control             10 : 16          1      88
Enhanced ECM                              10 : 16          1     118
```

DIRTSIDE II		NAME: **Guild attack Trike**	TYPE: **Heavy Attack bike**
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Hi-mobility wheeled		BASIC MOVE:10	POINTS VALUE:118
FIRECON: Enhanced	ECM: Enhanced, D8	ARMOR, FRONT:2A	ARMOR, SIDE:1A
OTHER EQUIPMENT AND NOTES:			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
DFFG/3	PT	8"	D10	All x 2	16"	D8	All	24"	D6	All x ½

Comment: According to the older background squats had a host of
personal force field devices that made their bikes very much like
armored units, thus their armor rating. This in part explains why
squats don't have a tank force since their bikes fill this role
and are cheaper to produce.

Dirtside II Vehicle: Guildmaster Bike
By: Peter Ramos
Type: Command Attack bike
Desc: Personal heavy armored bike for the clan elder.

```
Equipment Item                        VSP : BVP     Spaces   Cost
------------------------------------------------------------------
Vehicle, class 2                      10 :  0         10      10
Armor class 2, Ablative               10 : 16         10      16
Fusion Generation Plant               10 : 16         10      26
Hi-mobility wheeled                   10 : 16         10      31
1 class 3 HEL in Fixed mount          10 : 16          4      67
   with Superior fire control         10 : 16          4      85
1 APSW                                10 : 16          4      85
Enhanced ECM                          10 : 16          4     115
```

DIRTSIDE II		NAME: **Guildmaster Bike**	TYPE: **Command Attack bike**
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Hi-mobility wheeled		BASIC MOVE:10	POINTS VALUE:113
FIRECON: Superior	ECM: Enhanced, D8	ARMOR, FRONT:2A	ARMOR, SIDE:1A

OTHER EQUIPMENT AND NOTES:

TYPE /CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
HEL/3	FM	60"	D12	Red						
APSW	FT	12"	-	-						

Comment: this element counts as a command type element and thus counts toward fulfilling the command structure.

Dirtside II Vehicle: Combat Robot

By: Peter Ramos
Type: Combat Robot
Desc: squats are the masters of AI technology and have many AI's in service.

```
Equipment Item                         VSP : BVP    Spaces   Cost
-----------------------------------------------------------------
Vehicle, class 1                       5 : 0        5        5
Armor class 1, Ablative                5 : 7        5        7
Fusion Generation Plant                5 : 7        5        11
Infantry Walker                        5 : 7        5        18
1 class 2 DFFG in Fixed mount          5 : 7        1        48
   with Superior fire control          5 : 7        1        60
1 APSW                                 5 : 7        1        60
Enhanced ECM                           5 : 7        1        90
Backup systems                         5 : 7        1        103
AI interface                           5 : 7        1        128
```

DIRTSIDE II		NAME: **Combat Robot**	TYPE: **Combat Robot**
SIZE CLASS:1	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Infantry Walker		BASIC MOVE:6	POINTS VALUE:128
FIRECON: Superior	ECM: Enhanced, D8	ARMOR, FRONT:1A	ARMOR, SIDE:0A
OTHER EQUIPMENT AND NOTES: Backup systems			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
DFFG/2	PT	6"	D12	All x 2	12"	D10	All	18"	D8	All x ½
APSW	PT	12"	-	-						

Dirtside II Vehicle: Squat Rhino

By: Peter Ramos
Type: APC
Desc: As part of their treaties with Humanity they receive many of their vehicles from IG and marine armies. These are then adapted with "upgraded" features.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 2	10 : 0	10	10
Armor class 2, Ablative	10 : 16	10	16
Fusion Generation Plant	10 : 16	10	26
Fast tracked	10 : 16	10	31
1 APSW	10 : 16	10	31
Enhanced ECM	10 : 16	10	61
Backup systems	10 : 16	10	70
Space for 2 units of normal infantry	10 : 16	2	70

DIRTSIDE II		NAME: **Squat Rhino**	TYPE: **APC**
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Fast tracked		BASIC MOVE:12	POINTS VALUE:69
FIRECON: N/A	ECM: Enhanced, D8	ARMOR, FRONT:2A	ARMOR, SIDE:1A

OTHER EQUIPMENT AND NOTES: Backup systems, Carries 2 infantry

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"	-	-						

Dirtside II Vehicle: Squat land raider

By: Peter Ramos
Type: Battle tank
Desc: Another "imported" vehicle with "heavy" squat customization.

Equipment Item	VSP : BVP	Spaces	Cost

```
Vehicle, class 4                              20 :  0        20      20
Armor class 4, Ablative                       20 : 44        20      44
Fusion Generation Plant                       20 : 44        20      70
Slow tracked                                  20 : 44        20      79
1 class 4 DFFG in Partial traverse turret     20 : 44        12     139
1 class 4 DFFG in Partial traverse turret     20 : 44         0     199
   with Enhanced fire control                 20 : 44         0     215
Enhanced ECM                                  20 : 44         0     245
Backup systems                                20 : 44         0     259
Secondary enhanced fire control               20 : 44         0     279
```

DIRTSIDE II		NAME: **Squat land raider**	TYPE: **Battle tank**
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:279
FIRECON: Enhanced	ECM: Enhanced, D8	ARMOR, FRONT:4A	ARMOR, SIDE:3A

OTHER EQUIPMENT AND NOTES: Backup systems

TYPE /CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
DFFG/4	PT	10"	D10	All x 2	20"	D8	All	30"	D6	All x ½
DFFG/4	PT	10"	D10	All x 2	20"	D8	All	30"	D6	All x ½

Infantry

Element Name	Move	Hits to Kill (HTK)	Firepower (FP)	Weapon Range (WR)	Other Weapon Capabilities (OTR)	Cost per Element
Warrior	2 inches	4	2	6 inches	engineer	45
Berserker	2 inches	4	3*	2 inches	engineer, draws 3 chits in assault only	50
Thunderer	2 inches	4	GMS/L APSW	36 inches 12 inches	engineer	100
Warlord	2 inches	Armor Rating	3/4*	12 inches	engineer, draws 4 chits in assault	100
Hearth guard	2 inches	5	3	6 inches	engineer	55
Living Ancestor	2 inches	4	2	4 inches	engineer, psyker	100

Comment: I have always envisioned the squats as an army of combat engineers and their background seems to indicate that most squats have substantial abilities in this area. I did halve the cost of this special ability (from 50 to roughly 25 points) since this is a common thing amongst squats.

Warlords are considered command elements for the purposes of fulfilling the command structure.

If the optional psychic rules are not used the living Ancestor has a DFFG/2 attack with a 6" range. Short range superior fire control.

Artillery

Static or man portable

Mole Mortar

These are portable light artillery mortars which can be used by infantry teams. Add +50 to the cost of the infantry team using it. Usually these are warriors so the cost would be 95 (45 for the IG element+50 for the RAM type light artillery =95).

Thudd Gun

Classified as a medium artillery piece (howitzer) at a cost of 100 points per element. It can be towed and its effective signature is one lower as per towed artillery rules.

Tarantula

This represents the only breakthrough of the forces of humanity in the realm of AI static defense. The tarantula is size class 1 and armor 0 (considered soft skinned vehicle). It has a fixed mount HEL/2 and an enhanced fire control. As an AI it does not require leadership or unit quality markers. Cost per element is 40 points (includes FGP power source). They may be towed for purpose of movement.

Rapier Destroyer

This is a semi-static rapid fire autocannon. It has an enhanced fire control and a fixed RFAC/2. It is size class 1 and armor 0. Cost per element is 25 points (includes HMT power source). It may be towed, but is capable of a 2" move if it foregoes firing that turn.

Dirtside II Vehicle: Goliath Mega-Cannon
By: Peter Ramos
Type: Super Heavy Artillery
Desc: Massive heavy gun used for defense of squat strongholds or siege operations where the enemy is heavily fortified.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 7	35 : 0	35	35
Armor class 4, Ablative	35 : 77	35	77
Fusion Generation Plant	35 : 77	35	123
Slow tracked	35 : 77	35	138
Heavy Artillery	35 : 77	17	238
Counter battery radar, superior	35 : 77	3	488
APFC	35 : 77	2	523
Enhanced ECM	35 : 77	2	553
Backup systems	35 : 77	2	562
APSW x 2	35 : 77	0	570
All targets are considered in open ground	35 : 77	0	620
Valid chits at double value vs. structures	35 : 77	0	670

DIRTSIDE II		NAME: Goliath Mega-Cannon	TYPE: Super heavy Artillery
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D4 *
MOBILITY TYPE: Slow Tracked		BASIC MOVE:	POINTS VALUE: 670
FIRECON: N/A	ECM: Enhanced, D8	ARMOR, FRONT:4A	ARMOR, SIDE:3A
OTHER EQUIPMENT AND NOTES: Backup systems, heavy Artillery, APFC, targets count as in open ground, valid chits at double face value for fortifications, CBR superior			

Comment: I have always envisioned this piece as sort of like the Paris Gun of WWI fame. Its massive firepower, armor and CBR usually make life very difficult for the enemy. Although its listed as slow track its weight is such that it may only move 4 inches per turn and it must forego firing the turn it moves. Due to its large size ranges are two bands closer as per DSII rules page 15.

Dirtside II Vehicle: Thunderfire

By: Peter Ramos
Type: ADS
Desc: Static ADS defense system mainly used as protection for squat strongholds.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 4	20 : 0	20	20
Armor class 4	20 : 36	20	36
Fusion Generation Plant	20 : 36	20	58
Enhanced ECM	20 : 36	20	88
Superior ADS	20 : 36	0	488
Backup systems	20 : 36	0	497

DIRTSIDE II		NAME: **Thunderfire**	TYPE: **ADS**
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6
MOBILITY TYPE: Low-mobility wheeled	BASIC MOVE:10		POINTS VALUE:497
FIRECON: N/A	ECM: Enhanced, D8	ARMOR, FRONT:4	ARMOR, SIDE:3
OTHER EQUIPMENT AND NOTES: Superior ADS, Backup systems			

Dirtside II Vehicle: Mole Tunneler vehicle

By: Peter Ramos
Type: Underground Combat vehicle
Desc: The squats are the inventors of underground combat vehicles and thus excel at its use in war. They gave the secrets of its design to humanity in exchange for other strategic materials as will as increased autonomy and mining rights.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 4	20 : 0	20	20
Armor class 4	20 : 36	20	36
Fusion Generation Plant	20 : 36	20	58
low mobility wheeled	20 : 36	20	62
1 APSW	20 : 36	20	62
Space for 5 units of normal infantry	20 : 36	0	62
Interface landing capabilities	20 : 36	0	82

DIRTSIDE II		NAME: **Mole Tunneler vehicle**	TYPE: **Underground Combat vehicle**
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6

MOBILITY TYPE: Slow tracked		
	BASIC MOVE:8	POINTS VALUE:82

FIRECON: N/A	ECM: None, D4	ARMOR, FRONT:4	ARMOR, SIDE:3
OTHER EQUIPMENT AND NOTES: Carries 5 infantry, Interface landing			

TYPE /CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"	-	-						

Dirtside II Vehicle: Termite Tunneler vehicle

By: Peter Ramos
Type: Underground Combat vehicle
Desc: Command Tunneler

```
Equipment Item                                 VSP : BVP    Spaces  Cost
-------------------------------------------------------------------------
Vehicle, class 2                               10 :  0       10     10
Armor class 2                                  10 : 14       10     14
Fusion Generation Plant                        10 : 14       10     22
Slow tracked                                   10 : 14       10     25
1 APSW                                         10 : 14       10     25
Space for 2 units of normal infantry           10 : 14        2     25
Interface landing capabilities                 10 : 14        2     31
```

DIRTSIDE II		NAME: **Termite Tunneler vehicle**	TYPE: **Underground Combat vehicle**
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:31
FIRECON: N/A	ECM: None, D4	ARMOR, FRONT:2	ARMOR, SIDE:1
OTHER EQUIPMENT AND NOTES: Carries 2 infantry, Interface landing			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	PT	12"	-	-						

Comment: Unlike their human counterparts squat tunnelers have advanced range finding equipment and thus do not require direct visualization from their command element to land on target. They follow the rules for tunnelers, except that a failed check means a deviation of 2D6 instead of the standard 3D6.

Heavy Vehicles

Dirtside II Vehicle: Squat land train

By: Peter Ramos
Type: Heavy attack vehicle
Desc: Due to their subground lifestyle and the dangerous conditions of their home worlds means of safe transports evolved in the form of land trains.

```
Equipment Item                         VSP : BVP    Spaces   Cost
-----------------------------------------------------------------
Vehicle, class 5                       25 :  0        25      25
Armor class 5, Ablative                25 : 63        25      63
Fusion Generation Plant                25 : 63        25      91
Slow tracked                           25 : 63        25     104
1 class 3 MDC in Full traverse turret  25 : 63        16     134
   with Enhanced fire control          25 : 63        16     146
3 APSW's                               25 : 63        14     154
1 Medium weapon battery                25 : 63         2     254
Enhanced ECM                           25 : 63         2     284
Backup systems                         25 : 63         2     297
```

DIRTSIDE II		NAME: **Squat land train**	TYPE: **Heavy attack vehicle**
SIZE CLASS:5	BASIC SIGNATURE:5	STEALTH LEVEL:0	TARGET DIE:D4
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:297
FIRECON: Enhanced	ECM: Enhanced, D8	ARMOR, FRONT:5A	ARMOR, SIDE:4A

OTHER EQUIPMENT AND NOTES:1xMedium artillery, Backup systems

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
MDC/3	FT	24"	D10	All	36"	D8	Red, Yellow	48"	D6	Red
3x APSW	FT	12"	-	-						

Comment: Land trains can be brought individually or "towing" a maximum of 4 battle cars.

Dirtside II Vehicle: Squat Battle cars

By: Peter Ramos
Type: attack vehicle
Desc: battle cars give the land train extra carrying capacity for arms, weapons or even ADS and CBR systems.

```
Equipment Item                             VSP : BVP    Spaces   Cost
----------------------------------------------------------------------
Vehicle, class 3                           15 :  0        15      15
Armor class 3, Ablative                    15 : 29        15      29
Fusion Generation Plant                    15 : 29        15      46
Slow tracked                               15 : 29        15      51
3 class 2 RFAC's in Full traverse turret   15 : 29         1      81
   with Enhanced fire control              15 : 29         1      89
1 APSW                                     15 : 29         1      89
Enhanced ECM                               15 : 29         1     119
Backup systems                             15 : 29         1     127
```

DIRTSIDE II		NAME: **Squat Battle cars**	TYPE: **attack vehicle**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:127
FIRECON: Enhanced	ECM: Enhanced, D8	ARMOR, FRONT:3A	ARMOR, SIDE:2A

OTHER EQUIPMENT AND NOTES: Backup systems

TYPE /CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
3x RFAC/2	FT	12"	D10	Red, Yellow	18"	D8	Red	24"	D6	Green
APSW	FT	12"	-	-						

Comment: The chassis of the battle car is very versatile and can fit almost anything one can come up with. The above is but one type of battle car.

VTOL Vehicles

Dirtside II Vehicle: Squat attack gyrocopter

By: Peter Ramos
Type: VTOL
Desc: Another reason for the lack of a squat tank force is the development of VTOL type craft. Their high gravity worlds made this type of vehicle very useful.

```
Equipment Item                             VSP : BVP   Spaces   Cost
-------------------------------------------------------------------
Vehicle, class 3                           15 :  0        15     15
Armor class 2, Ablative                    15 : 24        15     24
Fusion Generation Plant                    15 : 24        15     38
VTOL/Helicopter/Jetcopter                  15 : 24        15    158
1 class 1 RFAC in Partial traverse turret  15 : 24        13    163
1 class 3 DFFG in Fixed mount              15 : 24         7    208
   with Enhanced fire control              15 : 24         7    220
1 class 3 DFFG in Fixed mount              15 : 24         1    265
Enhanced ECM                               15 : 24         1    295
Backup systems                             15 : 24         1    308
Secondary Enhanced fire control            15 : 24         1    312
Tertiary Enhanced fire control             15 : 24         1    324
```

DIRTSIDE II		NAME: **Squat attack gyrocopter**	TYPE: **VTOL**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: VTOL/Helicopter/Jetcopter		BASIC MOVE:	POINTS VALUE:324
FIRECON: Enhanced	ECM: Enhanced, D8	ARMOR, FRONT:2A	ARMOR, SIDE:1A
OTHER EQUIPMENT AND NOTES: Backup systems			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
RFAC/1	PT	8"	D10	Red, Yellow	12"	D8	Red	16"	D6	Green
DFFG/3	FM	8"	D10	All x 2	16"	D8	All	24"	D6	All x ½
DFFG/3	FM	8"	D8	All x 2	16"	D6	All	24"	D4	All x ½

Dirtside II Vehicle: Squat Overlord Gun ship

By: Peter Ramos
Type: VTOL vehicle
Desc: Another variant on the VTOL craft, the squats use the Overlord as a massive gun platform for attack and defense.

```
Equipment Item                           VSP : BVP    Spaces   Cost
-------------------------------------------------------------------
Vehicle, class 5                          25 :  0       25      25
Armor class 2                             25 : 35       25      35
Fusion Generation Plant                   25 : 35       25      56
VTOL/Helicopter/Jetcopter                 25 : 35       25     231
6 class 2 MDC's in Fixed mount            25 : 35        1     351
 each with Enhanced fire control          25 : 35        1     399
Enhanced ECM                              25 : 35        1     429
Backup systems                            25 : 35        1     453
```

DIRTSIDE II		NAME: **Squat Overlord Gun ship**	TYPE: **VTOL Craft**
SIZE CLASS:5	BASIC SIGNATURE:5	STEALTH LEVEL:0	TARGET DIE:D4
MOBILITY TYPE: VTOL/Helicopter/Jetcopter		BASIC MOVE:	POINTS VALUE:453
FIRECON: Enhanced	ECM: Enhanced, D8	ARMOR, FRONT:2	ARMOR, SIDE:1

OTHER EQUIPMENT AND NOTES: Backup systems

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
6x MDC/2	FM	12"	D10	All	24"	D8	Red, Yellow	36"	D6	Red

Comment: the model has 6 cannons so I "went over the top" and permitted the extra weapon. I didn't increase the size it really

is in the class 5 category in size (as compared to other epic class 5 vehicles).

Overall Army Comment: True to their engineering background the squats possess many novel weapon systems that no other race has (like CBR and VTOL's). They are not on par in technology with the Eldar, but amongst the races humanity counts as allies they are by far the most technological.

The squat army on the field is a strange hodgepodge of infantry and bike formations supported by very effective AI's and the best artillery. Coupled with their engineering abilities they can make sieges very uncomfortable for the enemy.

Chaos

Morale

Out of all the armies, the morale effect of demons on their mortal servants was the most difficult challenge. According to the background the mortal minions of chaos are capable of great feats of valor if their patron demons remain strong. Their death or destruction entails a severe blow on the confidence of the army.

Again the DSII core rules are remarkable suited for the task. The chaos army has the following adapted morale rules.

Supernatural minions- these are all the minor demons and monstrous creatures like Minotaur's and such. They always receive a unit quality of veteran, but their leadership will be random like other armies. This does not represent any leader (for the unit really has none) but leadership is used to give the "attitude" of these minions during a battle. Minions of chaos are notoriously fickle and sometimes not always are willing to follow orders correctly. The random "leadership" quality simulates nicely minions with better disposition or more "rebellious" attitudes.

Non-supernatural minions- these are the large host of mortal followers and their vehicles. They follow the same confidence checks as noted in the core DSII rules. The main difference is the modifier to these checks will depend on the status of the patron demons (see below). Unit and leadership quality are random.

Patron Demons

These are powerful creatures of that live in the warp and come to this universe via possession of material bodies. They expend enormous energies to maintain these forms and damage received in battle reduces their efficiency. More importantly as they suffer damage and are destroyed the morale level of all units attached to the patron demon suffers.

Patron demons are not destroyed with one successful hit, but
their powers diminish as they receive damage. To simulate this we
use the standard confidence progression table:

Confident
Steady
Shaken
Broken
Routed

Patron demons commence the battle at Confident level. Every time the demon suffers damage (meaning its AR is equaled or surpassed by valid chits) its "level" drops one grade. When it reaches routed it is destroyed and removed from the board. Each level confers a penalty modifier to confidence checks of all units attached to that patron demon. The penalties are:

Confident   0
Steady   +1
Shaken   +2
Broken   +3
Routed   +3*
* Units attached to that dead patron must make a confidence check in every end phase, until they eventually rout.

The penalties substitute those listed on page 23 of the DSII rules.

Example: Chaos cultist unit is forced to make a confidence check for 50% casualties, the standard modifier is +2. This modifier would depend on the units patron demons condition. Lets say its at steady, the modifier would be at +1 (not the normal +2). If the demon was very wounded and at a broken level the modifier would be +3.

Both supernatural and non-supernatural minions follow these rules. In case of minor demons when they fail confidence tests and thus their morale level is reduced its not that they now fear (they don't) but it simulates that their patron demon has no more control over them due to their weaken state.

The overall effect is that as the patron demons deteriorate their "control" over the army fails.

Associated with this concept is that as patron demons take damage
their personal power diminishes (since more energy is needed to
stabilize the wounded body, less energy is available for attack
and defense.

For every level of damage the demons base demonic aura (see below) die is lowered by one making it easier to hit. Also if optional psychic rules are used it makes it more difficult to successfully use their powers. In case these rules are not used just reduce the level of their DFFG attack by 1 weapon size.

Demons of all types are very vulnerable to psychic attack. When targeted with such an attack, their demonic aura is nullified and they are hit automatically. In addition all chits are valid when determining point validity for damage. When a demon a patron demon is damaged by a psychic attack its "level is reduced by a factor of two, that is if its current level is "Confident" it will be reduced to "shaken" not "steady" as would usually occur.

Specific patron demon stats are discussed later.

Horror
Demons cause horror to different degrees. Specific modifiers are assigned to each in their corresponding descriptions.

Demonic Aura
This is a fancy name for the patron demons signature due to size. However, the actual die type might be higher than is permitted for the demons AR and size. This reflects the stealth factor some patron demons possess. The aura is used like any vehicle signature for purposes of hitting the demon, but is not used if the attack is "psychic". In that case the attack hits automatically.

Chaos Marines
They follow the chaos morale variant rule above, in addition they do not check for confidence for suffering its first casualty. Due to the background all chaos marines should be of veteran quality and no class 3 leaders should be present (they have been weeded out over the millennia).

Comment: Although it seems unorthodox this morale variant seems to work pretty well and has caused minimal problems. It is after all the same DSII rules with a twist.

Command Structure

The basic "command element" is the Patron demon. Each Patron demon can effectively control up to 6 units. Due to the morale consideration it is wise to write down what units belong to whom.

Available Units

Chaos may include standard vehicles and artillery that are available to the Imperial Guard. Chaos marines are limited to the rhino and land raider variants described below and the Spartan heavy APC.

Dirtside II Vehicle: Chaos rhino

By: Peter Ramos
Type: APC
Desc: Similar to the marine rhino except for the DFFG firepower chaos marines enjoy so much.

```
Equipment Item                            VSP : BVP    Spaces   Cost
-------------------------------------------------------------------
Vehicle, class 2                          10 :  0       10      10
Armor class 2                             10 : 14       10      14
Fusion Generation Plant                   10 : 14       10      22
Fast tracked                              10 : 14       10      28
1 class 1 DFFG in Partial traverse turret 10 : 14        7      43
   with Superior fire control             10 : 14        7      49
Space for 1 unit of normal powered infant 10 : 14        1      49
```

DIRTSIDE II		NAME: **Chaos rhino**	TYPE: **APC**
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Fast tracked		BASIC MOVE:12	POINTS VALUE:49
FIRECON: Superior	ECM: None, D4	ARMOR, FRONT:2	ARMOR, SIDE:1
OTHER EQUIPMENT AND NOTES: Carries 1 powered infantry			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
DFFG/1	PT	4"	D12	All x 2	8"	D10	All	12"	D8	All x ½

Dirtside II Vehicle: Chaos raider

By: Peter Ramos
Type: Heavy tank
Desc: Even amongst chaos it remains the standard attack vehicle, with increased lethality due to its DFFG weapons.

```
Equipment Item                            VSP : BVP    Spaces   Cost
-------------------------------------------------------------------
Vehicle, class 4                          20 :  0       20      20
Armor class 4                             20 : 36       20      36
Fusion Generation Plant                   20 : 36       20      58
Slow tracked                              20 : 36       20      65
1 class 4 DFFG in Partial traverse turret 20 : 36       12     125
1 class 4 DFFG in Partial traverse turret 20 : 36        0     185
   with Superior fire control             20 : 36        0     209
Secondary Enhanced fire control           20 : 36        0     229
```

DIRTSIDE II		NAME: **Chaos raider**	TYPE: **Heavy tank**
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:229
FIRECON: Superior	ECM: None, D4	ARMOR, FRONT:4	ARMOR, SIDE:3

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
DFFG/4	PT	10"	D12	All x 2	20"	D10	All	30"	D8	All x ½
DFFG/4	PT	10"	D12	All x 2	20"	D10	All	30"	D8	All x ½

Dirtside II Vehicle: Hell Strider

By: Peter Ramos
Type: Infantry walker
Desc: Versatile infantry walker

```
Equipment Item                             VSP : BVP     Spaces   Cost
----------------------------------------------------------------------
Vehicle, class 1                            5 :  0         5       5
Armor class 1                               5 :  6         5       6
Fusion Generation Plant                     5 :  6         5      10
Infantry Walker                             5 :  6         5      16
1 class 2 HEL in Fixed mount                5 :  6         1      40
   with Enhanced fire control               5 :  6         1      48
Enhanced ECM                                5 :  6         1      78
```

DIRTSIDE II		NAME: **Hell Strider**	TYPE: **Infantry walker**
SIZE CLASS:1	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Infantry Walker		BASIC MOVE:6	POINTS VALUE:78
FIRECON: Enhanced	ECM: Enhanced, D8	ARMOR, FRONT:1	ARMOR, SIDE:0

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
HEL/2	PT	60"	D10	Red						

Dirtside II Vehicle: Demon Engine

By: Peter Ramos
Type: Assault vehicle
Desc: Chaos uses many assault vehicles as weapon platforms for support on the attack.

```
Equipment Item                             VSP : BVP     Spaces   Cost
------------------------------------------------------------------
Vehicle, class 4                           20 :  0        20       20
Armor class 4                              20 : 36        20       36
Fusion Generation Plant                    20 : 36        20       58
Hi-mobility wheeled                        20 : 36        20       69
1 class 2 RFAC in Fixed mount              20 : 36        16       79
2 class 3 HKP's in Full traverse turret    20 : 36         1      139
   with Enhanced fire control              20 : 36         1      151
Basic ECM                                  20 : 36         1      166
Secondary Enhanced fire control            20 : 36         1      174
```

DIRTSIDE II		NAME: **Demon Engine**	TYPE: **Assault vehicle**
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6
MOBILITY TYPE: Hi-mobility wheeled		BASIC MOVE:10	POINTS VALUE:174
FIRECON: Enhanced	ECM: Basic, D6	ARMOR, FRONT:4	ARMOR, SIDE:3

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
RFAC/2	FM	12"	D10	Red, Yellow	18"	D8	Red	24"	D6	Green
2 x HKP/3	FT	18"	D10	All	30"	D8	Red, Yellow	42"	D6	Red

Comment: This represents one type of demon engine, but the others are pretty much the same. The exceptions are listed below.

Dirtside II Vehicle: Cauldron of Blood

By: Peter Ramos
Type: Assault vehicle
Desc: Used in anti-infantry role due to its large FTW.

```
Equipment Item                           VSP : BVP    Spaces   Cost
------------------------------------------------------------------
Vehicle, class 4                         20 :  0        20      20
Armor class 4                            20 : 36        20      36
Fusion Generation Plant                  20 : 36        20      58
Hi-mobility wheeled                      20 : 36        20      69
1 class 4 DFFG in Fixed mount            20 : 36        12     129
   with Enhanced fire control            20 : 36        12     145
Basic ECM                                20 : 36        12     160
```

DIRTSIDE II		NAME: **Cauldron of Blood**	TYPE: **Assault vehicle**
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6
MOBILITY TYPE: Hi-mobility wheeled		BASIC MOVE:10	POINTS VALUE:160
FIRECON: Enhanced	ECM: Basic, D6	ARMOR, FRONT:4	ARMOR, SIDE:3
OTHER EQUIPMENT AND NOTES:			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
FTW/4	FM	16"	D10	All x 2						

Dirtside II Vehicle: Scorpion

By: Peter Ramos
Type: Assault vehicle
Desc: Used in dense terrain to clear a path for subsequent attacks.

```
Equipment Item                                 VSP : BVP    Spaces   Cost
------------------------------------------------------------------------
Vehicle, class 4                               20 :  0       20      20
Armor class 4                                  20 : 36       20      36
Fusion Generation Plant                        20 : 36       20      58
Hi-mobility wheeled                            20 : 36       20      69
3 class 3 HKP's in Fixed mount                 20 : 36        2     159
 Each with Enhanced fire control               20 : 36        2     195
Basic ECM                                      20 : 36        2     210
Obstacle clearing                              20 : 36        2     260
```

DIRTSIDE II		NAME: Scorpion	TYPE: Assault vehicle
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6
MOBILITY TYPE: Hi-mobility wheeled		BASIC MOVE:10	POINTS VALUE:260
FIRECON: Enhanced	ECM: Basic, D6	ARMOR, FRONT:4	ARMOR, SIDE:3
OTHER EQUIPMENT AND NOTES:			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
3x HKP/3	FM	18"	D10	All	30"	D8	Red, Yellow	42"	D6	Red

Comment: this vehicle may clear a path through light woods that permits other size 4 vehicles (and smaller) to pass through as if it where clear ground.

Dirtside II Vehicle: Chaos Dreadnought

By: Peter Ramos
Type: Infantry walker
Desc: Infantry walker weapon platform for infantry support.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 1	5 : 0	5	5
Armor class 1	5 : 6	5	6
Fusion Generation Plant	5 : 6	5	10
Infantry Walker	5 : 6	5	16
1 class 2 DFFG in Fixed mount	5 : 6	1	46
with Enhanced fire control	5 : 6	1	54

DIRTSIDE II		NAME: **Chaos Dreadnought**	TYPE: **Infantry walker**
SIZE CLASS:1	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Infantry Walker		BASIC MOVE:6	POINTS VALUE:54
FIRECON: Enhanced	ECM: None, D4	ARMOR, FRONT:1	ARMOR, SIDE:0

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
DFFG/2	PT	6"	D10	All x 2	12"	D8	All	18"	D6	All x ½

Comment: as with any infantry walker they are suited to carry any weapon type one sees fit to place.

Infantry

Patron Demons

Element Name	Move	Armor Rating	Demonic Aura Die	Abilities	Cost
Bloodthirster	12 inches	AR 5	D8	Chaos armor	450
Lord of Change	12 inches	AR 3	D12	Psychic Powers	500
Keeper of Secrets	8 inches	AR 4	D10	Psychic powers	450
Great Unclean One	2 inches	AR 7	D6	Nurglings, plague vomit	500
Primarch Angron	12 inches	AR 5	D8	Horrific gaze	600

Element Name	Move	Armor Rating	Demonic Aura Die	Abilities	Cost
Primarch Magnus	12 inches	AR 5	D8	Gaze of Power	600
Primarch Fulgrim	12 inches	AR 5	D8	Mist of pleasure	600
Primarch Mortarion	12 inches	AR 5	D8	Plague miasma	600

Comment: All Patron demons possess the following abilities: horror at a +3 penalty to confidence checks, they always count as dug in close combat and their opponents count as "in the open". They draw 4 chits all of which are valid against any target. All patron demons with a weapon system-like attack possess superior fire control for the purposes of firing at vehicles.

Bloodthirster- Chaos armor confers the benefit that all valid chits are at half value for damage purposes.

Lord of Change and Keeper of Secrets- If optional psychic rules are not used they have a DFFG/4 attack with a 12" range. It counts as short range and superior fire control.

Great Unclean One- In any given assault combat the demon spews forth a D6 Nurglings. Each nurgling requires 1 point of valid damage to eliminate and draws 1 chit in close combat. Nurglings may "gang up" on targets (i.e. if 6 Nurglings are rolled, the player may split them in any way he sees fit). As a ranged attack it can shoot its vomit and it may affect all elements in a 2" radius. Draw 3 chits for each infantry element and 2 for each vehicle.

Primarch- As once powerful space marines they still command absolute obedience from their legions. Due to this their command and control is superior to other demons and even normal marines. A Primarch can attach up to 10 units. Their powers have the following effects:

Horrific gaze: normally horror comes into play during assault and close contact. In this case he may cause horror at a distance of 8 inches. Note, that this is in addition to normal horror if it closes in for assault (its preferred tactic).

Gaze of Power: Functions as HEL/5.

Mist of Pleasure: It has a range of 8 inches and effects any unit
(elements with an AR are considered immune). An immediate
confidence check at +2 penalty is made, if they fail they lose 2
confidence degrees (a disastrous result results in a 3 step
loss).

Plague Mist: Possess a range of 8 inches and affects any unit (units with AR are immune). Four chits are drawn for each element of the unit all chits are valid.

Demons

Element Name	Move	Hit to Kill (HTK)	Firepower (FP)	Weapon Range (WR)	Other Weapon capabilities (OTR)	Cost per Element
Flesh Hounds	6 inches	4	3*	assault	immune to psychic powers	78
Bloodletter	4 inches	5	4*	assault	regenerate	113
Horror of Tzeentch	4 inches	5/3	4/2*	assault	duplication	138
Flamer of Tzeentch	12 inches	4	2	4 inches	Counts enemy as in the open for assault	98
Plaguebearer	4 inches	5	4*	assault	Poison blade	88
Beast of Nurgle	4 inches	5	4*	assault	Cloud of flies	88
Demonettes	4 inches	5	4*	assault	Euphoric mist	88
Fiends	6 inches	4	3*	assault	Tongue whip	78

Comment: Most demons don't have any ranged combat weapons and thus can only engage in direct assault. Demons cause horror at a +2 penalty.

Flesh Hounds- Immune to any type of psychic attack

Bloodletter- When the element is eliminated roll a D6 and on a roll of 5+ it shrugs off the damage and continues in the battle. Due to the powerful nature of this ability I priced it at 75 point.

Horror- When slain two blue horrors appear in its place, its stats are those after the slash. This ability was priced at 100 points due to its power.

Flamer- The demons weapons treat assaulted enemy as in the open.

Plaguebearer- Due to its blade, resolve its attacks first. If it
slays its opponent remove it and it does not get to retaliate.

Beast of Nurgle- Its cloud of flies make it difficult to engage
in assault. Assaulters draw one chit less than normal.

Demonettes- Due to the mist they exudate all valid chits are at half value.

Fiend- Its tongue lashes its prey and incapacitates it. Treat the fiend as in soft cover for assault.

Supernatural Minions of Chaos

Element Name	Move	Hits to Kill (HTK)	Firepower (FP)	Weapon Range (WR)	Other Weapon Capabilities (OTR)	Cost per Element
Juggernaut	6 inches	Armor rating 1	3/4*	6 inches	none	75
Disc Rider	12 inches	5	3/4*	6 inches	flies	75
Beast Rider	6 inches	5	3/4*	8 inches	none	60
Chaos Champion	4 inches	5	3/4*	6 inches	Counts as power armor	55
Trolls	4 inches	5	4*	assault	Regenerate	113
Minotaur	4 inches	5	4*	assault	Blood axe	88
Androids	4 inches	Armor rating 1	3/4*	8 inches	counts as power armor	75

Comment: Juggers, disc and beast riders can dismount and count as chaos champions.

Trolls- Regenerate as Bloodletter (see above)

Minotaur- Blood axe is an enchanted weapon that treats the armor of heavily armored troops like terminators (troops with an AR value), like normal armor, therefore their full 4 chits are brought to bear (instead of the 2 chits of an IAVR attack as usual). Other opponents are treated as always out in the open.

Non-Supernatural Minions

Element Name	Move	Hits to Kill (HTK)	Firepower (FP)	Weapon Range (WR)	Other Weapon Capabilities (OTR)	Cost per Element
Beastmen	2 inches	4	3*	assault	none	18
Cultist	2 inches	4	2	6 inches	none	20

Element Name	Move	Hits to Kill (HTK)	Firepower (FP)	Weapon Range (WR)	Other Weapon Capabilities (OTR)	Cost per Element
Chaos squat	2 inches	4	3	12 inches	none	35
Chaos Marine	4 inches	5	GMS/L 3	36 inches 8 inches	counts as power armor	70
Chaos Terminator	4 inches	Armor Rating 1	3/4*	12 inches	super power armor	80

* assault only

Comment: the GMS on the chaos marine has enhanced guidance
systems.

Artillery

Static or man portable

Cannon of Khorne

Armored cannon that is size 3, AR 3 and has a FGP power source.
The weapon is a WEP/4 with enhanced fire control. Point cost per
element is 136.

Self propelled

Dirtside II Vehicle: Doomblaster

By: Peter Ramos
Type: heavy Artillery
Desc: Heavily armored mobile artillery

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 4	20 : 0	20	20
Armor class 4	20 : 36	20	36
Fusion Generation Plant	20 : 36	20	58
Slow tracked	20 : 36	20	65
1 Heavy weapon battery	20 : 36	2	265
Basic ECM	20 : 36	2	280

DIRTSIDE II	NAME: **Doomblaster**	TYPE: **heavy Artillery**
SIZE CLASS:4 BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6
MOBILITY TYPE: Slow tracked	BASIC MOVE:8	POINTS VALUE:280
FIRECON: N/A ECM: Basic, D6	ARMOR, FRONT:4	ARMOR, SIDE:3
OTHER EQUIPMENT AND NOTES:1xHeavy artillery		

Dirtside II Vehicle: Contagion Plague engines

By: Peter Ramos
Type: Medium artillery
Desc: Archaic in design it lobs explosive material a long distance and is as effective as medium artillery.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 3	15 : 0	15	15
Armor class 0	15 : 15	15	15
Chemical Fueled Engine	15 : 15	15	18
Low-mobility wheeled	15 : 15	15	20
1 Medium weapon battery	15 : 15	3	120

DIRTSIDE II		NAME: **Contagion Plague engines**	TYPE: **Medium artillery**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Low-mobility wheeled		BASIC MOVE:10	POINTS VALUE:120
FIRECON: N/A	ECM: None, D4	ARMOR, FRONT:0	ARMOR, SIDE: 0
OTHER EQUIPMENT AND NOTES:1xMedium artillery			

Aerospace and VTOL vehicles

Dirtside II Vehicle: Silver Tower of Tzeentch

By: Peter Ramos
Type: VTOL
Desc: VTOL with potent stealth screens.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 4	20 : 0	20	20
Armor class 2	20 : 28	20	28
Fusion Generation Plant	20 : 28	20	45
VTOL/Helicopter/Jetcopter	20 : 28	20	185
3 class 3 HEL's in Fixed mount	20 : 28	2	293
Each with Enhanced fire control	20 : 28	2	328
Enhanced ECM	20 : 28	2	358
Level 3 stealth	20 : 28	2	598

DIRTSIDE II		NAME: **Silver Tower of Tzeentch**	TYPE: **VTOL**
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:3	TARGET DIE:D12
MOBILITY TYPE: VTOL/Helicopter/Jetcopter		BASIC MOVE:	POINTS VALUE:598
FIRECON: Enhanced	ECM: Enhanced, D8	ARMOR, FRONT:2	ARMOR, SIDE:1

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
3 x HEL/3	FM	60"	D10	Red						

Dirtside II Vehicle: Doomwing

By: Peter Ramos
Type: Aerospace fighter
Desc: Fast attack fighter with strong stealth capabilities.

```
Equipment Item                          VSP : BVP    Spaces   Cost
-------------------------------------------------------------------
Vehicle, class 3                        15 :  0        15      15
Armor class 3                           15 : 24        15      24
Fusion Generation Plant                 15 : 24        15      38
Aerospace vehicle                       15 : 24        15     278
2 class 2 RFAC's in Fixed mount         15 : 24         7     298
   with Enhanced fire control           15 : 24         7     306
1 class 1 RFAC in Full traverse turret  15 : 24         5     311
1 unit of DFO, either HEF or MAK        15 : 24         1     341
Enhanced ECM                            15 : 24         1     371
Level 2 stealth                         15 : 24         1     491
Secondary Enhanced fire control         15 : 24         1     499
Tertiary Enhanced fire control          15 : 24         1     507
```

DIRTSIDE II		NAME: **Doomwing**	TYPE: **Aerospace fighter**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:2	TARGET DIE:D12
MOBILITY TYPE: Aerospace vehicle		BASIC MOVE:	POINTS VALUE:507
FIRECON: Enhanced	ECM: Enhanced, D8	ARMOR, FRONT:3	ARMOR, SIDE:2

OTHER EQUIPMENT AND NOTES:1xDFO

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
2 x RFAC/2	FM	12"	D10	Red, Yellow	18"	D8	Red	24"	D6	Green
RFAC/1	FT	8"	D10	Red, Yellow	12"	D8	Red	16"	D6	Green

Dirtside II Vehicle: Firelord

By: Peter Ramos
Type: Aerospace fighter
Desc: Heavy fighter with stealth capabilities.

```
Equipment Item                              VSP : BVP     Spaces   Cost
-----------------------------------------------------------------------
Vehicle, class 5                            25 :  0         25      25
Armor class 3                               25 : 40         25      40
Fusion Generation Plant                     25 : 40         25      64
Aerospace vehicle                           25 : 40         25     464
2 class 3 HVC's in Fixed mount              25 : 40         13     512
   Each with Enhanced fire control          25 : 40         13     536
3 units of DFO, either HEF or MAK           25 : 40          1     626
Enhanced ECM                                25 : 40          1     656
Level 3 stealth                             25 : 40          1     956
```

DIRTSIDE II		NAME: **Firelord**	TYPE: **Aerospace fighter**
SIZE CLASS:5	BASIC SIGNATURE:5	STEALTH LEVEL:3	TARGET DIE:D10
MOBILITY TYPE: Aerospace vehicle		BASIC MOVE:	POINTS VALUE:956
FIRECON: Enhanced	ECM Enhanced, D8	ARMOR, FRONT:3	ARMOR, SIDE:2
OTHER EQUIPMENT AND NOTES:3xDFO			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
2xHVC/3	FM	16"	D10	Red, Yellow	24"	D8	Red	32"	D6	Green

Comment: Tzeentch fliers are described as very stealthy heavily armed and armored aerospace vehicles, so I gave them power stealth capabilities to simulate this.

Overall Army Comment: Chaos is actually several armies in one.
You can build a supernatural army with just demons and such or
simulate a chaos infested planetary defense force. Even a mighty
chaos marine chapter can be simulated. All these choices have
their strengths and weaknesses.

Chaos is a weird combination of very advanced technology (more
magical in nature though), with such things as stealth and very
primitive things like catapults and infantry elements armed with
just clubs. This variation makes them very fun to play.

The heavily modified morale rules for demons really captures how
the chaos army lives or dies by the health of their patron demons
and the profound effect on the morale of the army this has. Then
again patron demons are VERY powerful and take a lot of effort to
eliminate. Concentrating just on them and not the ever closing
hordes of regular troops will probably lose you the battle. The
few games I played with them were a lot of fun and presented few
difficulties.

Orks

Morale

Orks are a strange crowd with very different attitudes about war than other races. They lead a violent existence and are happy to kill each other just as much as killing other races. This view towards war gives them the following advantages pertaining to morale:

1. The ignore the "first casualty" check, they see more dead than this in everyday life.

2. They ignore the under artillery/air attack check, orks really don't mind being shot at.

3. They ignore reaction tests related to being under fire

4. When defending against an assault they check for confidence without any modifiers. Close combat is second nature to them and they don't really care what's coming at them. This extends to the horror rules as well.

5. They automatically are successful in making any follow up attacks, but actually have to make a check at a +3 penalty to NOT make a follow up attempt when it presents itself. Orks have many times overextended themselves or have been lead into traps because of their inability to control themselves and not follow a retreating enemy.

All other morale rules remain the same.

Leadership and unit quality can be randomly determined as normal.

Command Structure

Orks have no fancy methods of command and control. An Ork noble gives the order and they do it that simple. Of course this means they must be supervised closely by the nobles to guarantee their orders are fulfilled.

To simulate this for every three unit brought to battle one unit
of nobles must be also brought. This also serves a practical
function since nobles are usually wealthy and they carry all the
heavy weaponry.

A pleasant by product is that when a nob unit is destroyed the "attached" units do not suffer confidence loss due to the fact that Orks have a limited field of thinking when in battle and rarely realize casualties until after the battle. Therefore only when the unit leader is killed will the remaining elements of that unit take the standard confidence test. There is no need to keep track what units are attached to what command unit due to this, only the actual unit leader matters.

On the disadvantageous side once the integral unit leader is killed, confusion sets in rapidly. Units that fail the confidence check (with the normal +3 penalty) will spend one entire turn without acting (no moving or firing!). This is due to the fact that they are busy fighting each other to see who's the next "boss".

Dirtside II Vehicle: Warbike

By: Peter Ramos
Type: Attack Bike
Desc: Orks have a strong liking for speed and have many types of fast attack vehicles. This represents one of the cheaper types that are more common on the battlefield.

```
Equipment Item                             VSP : BVP    Spaces   Cost
-------------------------------------------------------------------
Vehicle, class 1                           5 : 0          5       5
Armor class 0                              5 : 5          5       5
Chemical Fueled Engine                     5 : 5          5       6
Hi-mobility wheeled                        5 : 5          5       8
1 class 1 RFAC in Partial traverse turret  5 : 5          2      13
   with Basic fire control                 5 : 5          2      15
APSW                                       5 : 5          2      15
```

DIRTSIDE II				NAME: **Warbike**			TYPE: **Attack Bike**		
SIZE CLASS:1		BASIC SIGNATURE:1		STEALTH LEVEL:0			TARGET DIE:D12		
MOBILITY TYPE: Hi-mobility wheeled				BASIC MOVE:10			POINTS VALUE:15		
FIRECON: Basic		ECM: None	D4	ARMOR, FRONT:0			ARMOR, SIDE: 0		

		CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
TYPE **CLASS**	MOUNT	UP TO	DIE	**VALID** **HITS**	UP TO	DIE	**VALID** **HITS**	UP TO	DIE	**VALID** **HITS**
APSW	FM	12"								
RFAC/1	PT	8"	D8	Red, Yellow	12"	D6	Red	16"	D4	Green

OTHER EQUIPMENT AND NOTES:

Dirtside II Vehicle: Ork Dreadnought

By: Peter Ramos
Type: Infantry walker
Desc: Due to the restriction on what types of weapons Ork technology can produce it is not as varied a weapons platform as other races dreadnoughts, but its low cost makes it a very common sight as infantry support.

```
Equipment Item                            VSP : BVP     Spaces  Cost
--------------------------------------------------------------------
Vehicle, class 1                           5 : 0         5       5
Armor class 1                              5 : 6         5       6
Fusion Generation Plant                    5 : 6         5      10
Infantry Walker                            5 : 6         5      16
1 class 2 RFAC in Fixed mount              5 : 6         1      26
   with Basic fire control                 5 : 6         1      30
APSW X 2                                   5 : 6         0      34
```

DIRTSIDE II		NAME: **Ork Dreadnought**	TYPE: **Infantry walker**
SIZE CLASS:1	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Infantry Walker		BASIC MOVE:6	POINTS VALUE:34
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:1	ARMOR, SIDE:0

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
2 X APSW	FM	12"								
RFAC/2	PT	12"	D8	Red, Yellow	18"	D6	Red	24"	D4	Green

Dirtside II Vehicle: Gobsmasha

By: Peter Ramos
Type: Support vehicle
Desc: One of the many variants of fast armored vehicles orks favor. Its fast it has a big cannon- an orkish dream.

```
Equipment Item                            VSP : BVP     Spaces  Cost
--------------------------------------------------------------------
Vehicle, class 2                          10 :  0        10      10
Armor class 2                             10 : 14        10      14
Chemical Fueled Engine                    10 : 14        10      17
Hi-mobility wheeled                       10 : 14        10      21
1 class 3 HVC in Fixed mount              10 : 14         4      45
```

```
  with Basic fire control                  10 : 14          4      51
APSW X 3                                    10 : 14          2      59
```

DIRTSIDE II		NAME: **Gobsmasha**	TYPE: **Support vehicle**
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Hi-mobility wheeled		BASIC MOVE:10	POINTS VALUE:59
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:2	ARMOR, SIDE:1
OTHER EQUIPMENT AND NOTES:			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
3 x APSW	FM	12"								
HVC/3	FM	16"	D8	Red, Yellow	24"	D6	Red	32"	D4	Green

Dirtside II Vehicle: Scorcher

By: Peter Ramos
Type: Support vehicle
Desc: orks find it very funny to burn things and of course it was only a matter of time before they mounted flamer weapons on fast attack vehicles.

```
Equipment Item                          VSP : BVP    Spaces   Cost
------------------------------------------------------------------
Vehicle, class 1                         5 : 0         5       5
Armor class 1,                           5 : 6         5       6
Chemical Fueled Engine                   5 : 6         5       7
Hi-mobility wheeled                      5 : 6         5       9
1 class 1 FTW in Full traverse turret    5 : 6         2      17
   with Basic fire control               5 : 6         2      19
APSW                                     5 : 6         2      19
```

DIRTSIDE II		NAME: **Scorcher**	TYPE: **Support vehicle**
SIZE CLASS:1	BASIC SIGNATURE:1	STEALTH LEVEL:0	TARGET DIE:D12
MOBILITY TYPE: Hi-mobility wheeled		BASIC MOVE:10	POINTS VALUE:19
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:1R	ARMOR, SIDE:0R
OTHER EQUIPMENT AND NOTES:			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"								
FTW/1	FT	4"	D8	ALL						

Dirtside II Vehicle: Bowelburna

By: Peter Ramos
Type: Support vehicle
Desc: heavier version of the scorcher with a larger FTW

```
Equipment Item                            VSP : BVP    Spaces   Cost
--------------------------------------------------------------------
Vehicle, class 2                          10 :  0        10     10
Armor class 2                             10 : 14        10     14
Chemical Fueled Engine                    10 : 14        10     17
Hi-mobility wheeled                       10 : 14        10     21
1 class 3 FTW in Full traverse turret     10 : 14         1     45
   with Basic fire control                10 : 14         1     51
APSW                                      10 : 14         1     51
```

DIRTSIDE II		NAME: **Bowelburna**	TYPE: **Support vehicle**
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Hi-mobility wheeled		BASIC MOVE:10	POINTS VALUE:51
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:2	ARMOR, SIDE:1

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"								
RFAC/2	FT	12"	D8	Red, Yellow	18"	D6	Red	24"	D4	Green

Dirtside II Vehicle: Wartrack

By: Peter Ramos
Type: Armored towing vehicle
Desc: Armored towing vehicle, used mainly to get the many static orkish artillery pieces to the front lines

```
Equipment Item                            VSP : BVP    Spaces   Cost
--------------------------------------------------------------------
Vehicle, class 2                          10 :  0        10     10
Armor class 0                             10 : 10        10     10
```

```
Chemical Fueled Engine                       10 : 10        10     12
Fast tracked                                 10 : 10        10     16
1 class 3 HVC in Partial traverse turret     10 : 10         1     40
   with Basic fire control                   10 : 10         1     46
APSW                                         10 : 10         1     46
```

DIRTSIDE II			NAME: **Wartrack**	TYPE: **Armored Towing vehicle**
SIZE CLASS:2		BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Fast tracked			BASIC MOVE:12	POINTS VALUE:46
FIRECON: Basic		ECM: None, D4	ARMOR, FRONT:0	ARMOR, SIDE: 0
OTHER EQUIPMENT AND NOTES:				

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"								
HVC/3	PT	16"	D8	Red, Yellow	24"	D6	Red	32"	D4	Green

Comment: although most ork vehicles can accomplish towing these
artillery pieces, the cost and speed of the Wartrack makes it best
suited to that task.

Dirtside II Vehicle: Ork battlewagon

By: Peter Ramos
Type: APC
Desc: Most common Ork APC

```
Equipment Item                          VSP : BVP    Spaces  Cost
-----------------------------------------------------------------
Vehicle, class 3                        15 :  0       15     15
Armor class 3                           15 : 24       15     24
Chemical Fueled Engine                  15 : 24       15     29
Hi-mobility wheeled                     15 : 24       15     36
1 APSW                                  15 : 24       15     36
Space for 3 units of normal infantry    15 : 24        3     36
```

DIRTSIDE II			NAME: **Ork battlewagon**	TYPE: **APC**
SIZE CLASS:3		BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Hi-mobility wheeled			BASIC MOVE:10	POINTS VALUE:36
FIRECON: N/A		ECM: None, D4	ARMOR, FRONT:3	ARMOR, SIDE:2
OTHER EQUIPMENT AND NOTES: carries 3 infantry				

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FT	12"	-	-						

Dirtside II Vehicle: Lungbursta

By: Peter Ramos
Type: MBT
Desc: The most common ork battle tank, well armored and well protected from missile fire. Its most fearsome aspect is its low cost. Orks bring many of these to battle- T34's anyone?

```
Equipment Item                             VSP : BVP     Spaces   Cost
-----------------------------------------------------------------------
Vehicle, class 3                           15 :  0         15      15
Armor class 3, Reactive                    15 : 29         15      29
Chemical Fueled Engine                     15 : 29         15      35
Fast tracked                               15 : 29         15      46
1 class 4 HVC in Full traverse turret      15 : 29          3      78
   with Basic fire control                 15 : 29          3      86
APSW X 4                                   15 : 29          0      96
```

DIRTSIDE II		NAME: **Lungbursta**	TYPE: **MBT**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Fast tracked		BASIC MOVE:12	POINTS VALUE:96
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:3R	ARMOR, SIDE:2R

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
4 X APSW										
HVC/4	FT	18"	D8	Red, Yellow	27"	D6	Red	36"	D4	Green

Dirtside II Vehicle: Gutrippa

By: Peter Ramos
Type: Assault vehicle
Desc: Built around the successful Lungbursta chassis, it was added assault claws for increased lethality in engaging infantry elements in open ground.

```
Equipment Item                             VSP : BVP     Spaces   Cost
-----------------------------------------------------------------------
```

```
Vehicle, class 3                                15 :  0        15      15
Armor class 3, Reactive                         15 : 29        15      29
Chemical Fueled Engine                          15 : 29        15      35
Fast tracked                                    15 : 29        15      48
1 class 4 HVC in Full traverse turret           15 : 29         3      78
   with Basic fire control                       15 : 29         3      86
Assault claw                                    15 : 29         3     111
APSW X 4                                        15 : 29         0     135
```

DIRTSIDE II		NAME: **Gutrippa**	TYPE: **Assault vehicle**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Fast tracked		BASIC MOVE:12	POINTS VALUE:135
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:3R	ARMOR, SIDE:2R

OTHER EQUIPMENT AND NOTES: Assault claw

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
4 X APSW	FM	12"								
HVC/4	FT	18"	D8	Red, Yellow	27"	D6	Red	36"	D4	Green

Comment: orks add a whole host of strange devices to their vehicles to increase their advantage in assault versus infantry. The claw permits it to draw an additional chit in assault only versus infantry in open ground.

Dirtside II Vehicle: Bonebreaka

By: Peter Ramos
Type: Assault tank
Desc: After a renown local warlord was flattened by a group of vindictive Gretchin using a large metallic barrel, it did not take long for them to think that adding such a device to the front of a fast vehicle it would be effective in rolling down opponents.

```
Equipment Item                          VSP : BVP    Spaces   Cost
-------------------------------------------------------------------
Vehicle, class 3                        15 :  0        15      15
Armor class 3                           15 : 24        15      24
Chemical Fueled Engine                  15 : 24        15      29
Fast tracked                            15 : 24        15      39
1 class 4 HVC in Full traverse turret   15 : 24         3      71
   with Basic fire control              15 : 24         3      79
Assault roller                          15 : 24         3     129
APFC                                    15 : 24         2     143
APSW X 3                                15 : 24         0     151
```

DIRTSIDE II		NAME: **Bonebreaka**	TYPE: **Assault tank**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Fast tracked		BASIC MOVE:12	POINTS VALUE:151
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:3	ARMOR, SIDE:2
OTHER EQUIPMENT AND NOTES: assault roller, APFC			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
3 X APSW	FM	12"								
HVC/3	FT	16"	D8	Red, Yellow	24"	D6	Red	32"	D4	Green

Comment: assault rollers and such grant an additional chit in assault against infantry in open ground.

Dirtside II Vehicle: Braincrusha
By: Peter Ramos
Type: Support vehicle
Desc: True to ork doctrine this is truly "get the largest gun you can on it" type vehicle.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 4	20 : 0	20	20
Armor class 4 Reactive	20 : 44	20	44
Chemical Fueled Engine	20 : 44	20	53
Slow tracked	20 : 44	20	62
1 class 5 HVC in Fixed mount	20 : 44	10	102
with Basic fire control	20 : 44	10	112
APSW X 4	20 : 44	7	124
APFC	20 : 44	6	144

DIRTSIDE II		NAME: **Braincrusha**	TYPE: **Support vehicle**
SIZE CLASS:4	BASIC SIGNATURE:4	STEALTH LEVEL:0	TARGET DIE:D6
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE:144
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:4	ARMOR, SIDE:3
OTHER EQUIPMENT AND NOTES:			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
4 X APSW	FM	12"								
HVC/5	FM	20"	D8	Red, Yellow	30"	D6	Red	40"	D4	Green

Comment: The extra carrying space is usually occupied by extra artillery ordinance.

Dirtside II Vehicle: Spleenrippa

By: Peter Ramos
Type: Support vehicle
Desc: fast vehicle used to support massed tank formations.

```
Equipment Item                             VSP : BVP    Spaces   Cost
----------------------------------------------------------------
Vehicle, class 3                           15 :  0        15      15
Armor class 3                              15 : 24        15      24
Chemical Fueled Engine                     15 : 24        15      29
Hi-mobility wheeled                        15 : 24        15      36
1 class 4 HVC in Fixed mount               15 : 24         7      68
   with Basic fire control                 15 : 24         7      76
APSW X 3                                   15 : 24         5      84
```

DIRTSIDE II		NAME: **Spleenrippa**	TYPE: **Support vehicle**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Hi-mobility wheeled		BASIC MOVE:10	POINTS VALUE:84
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:3	ARMOR, SIDE:2

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
3 X APSW	FM	12"								
HVC/4	FM	18"	D8	Red, Yellow	27"	D6	Red	36"	D4	Green

Dirtside II Vehicle: Mekboy speedsta

By: Peter Ramos
Type: Fast attack vehicle
Desc: Mekboy personal transport.

```
Equipment Item                                    VSP : BVP      Spaces   Cost
------------------------------------------------------------------------
Vehicle, class 3                                  15 :  0         15      15
Armor class 3, Reactive                           15 : 29         15      29
Chemical Fueled Engine                            15 : 29         15      35
Hi-mobility wheeled                               15 : 29         15      44
3 class 2 RFAC's in Fixed mount                   15 : 29          3      74
   Each with Basic fire control                   15 : 29          3      86
APSW                                              15 : 29          1      86
```

DIRTSIDE II		NAME: **Mekboy speedsta**	TYPE: **fast attack vehicle**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Hi-mobility wheeled		BASIC MOVE:10	POINTS VALUE:86
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:3R	ARMOR, SIDE:2R

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"								
3x RFAC/2	FM	12"	D8	Red, Yellow	18"	D6	Red	24"	D4	Green

Comment: Mekboy vehicles can be armed with multiple GMS/H basic systems.

Dirtside II Vehicle: Wierdboy tower

By: Peter Ramos
Type: psychic attack vehicle

Desc: Ork psykers are a rare and unwilling group. They are basically imprisoned within the tower of the vehicle and thus fire their powers from there.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 3	15 : 0	15	15
Armor class 1	15 : 18	15	18
Chemical Fueled Engine	15 : 18	15	22
Hi-mobility wheeled	15 : 18	15	27
1 class 4 DFFG in Full traverse turret	15 : 18	3	87
with Basic fire control	15 : 18	3	95
APSW	15 : 18	3	95

DIRTSIDE II		NAME: **Wierdboy tower**	TYPE: **psychic attack vehicle**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Hi-mobility wheeled		BASIC MOVE:10	POINTS VALUE:95
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:1	ARMOR, SIDE:0

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"								
DFFG/4	FT	10"	D8	All x 2	20"	D6	All	30"	D4	All x ½

Dirtside II Vehicle: Squiggoth

By: Peter Ramos
Type: Beast of War
Desc: Bred as beasts of burden they are often used as gun platforms to support the infantry advance.

```
Equipment Item                          VSP : BVP    Spaces   Cost
-------------------------------------------------------------------
Vehicle, class 3                        15 :  0       15      15
Armor class 3                           15 : 24       15      24
Chemical Fueled Engine                  15 : 24       15      29
Low-mobility wheeled                    15 : 24       15      31
2 class 3 HVC's in Fixed mount          15 : 24        3      79
   Each with Basic fire control         15 : 24        3      81
APSW x 2                                15 : 24        2      85
```

DIRTSIDE II		NAME: **Squiggoth**	TYPE: **Beast of War**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Low-mobility wheeled		BASIC MOVE:10	POINTS VALUE:85
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:3	ARMOR, SIDE:2

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
2 x APSW	FM	12"								
2x HVC/3	FM	16"	D8	Red, Yellow	24"	D6	Red	32"	D4	Green

Comment: They are ferocious beasts when aroused, to simulate this they draw 3 chits in assault (it is affects versus vehicles as well).

Infantry

Element Name	Name	Hits to Kill (HTK)	Firepower (FP)	Weapon Range (WR)	Other Weapon Capabilities (OTR)	Cost per Element
Ork Boys	2 inches	4	2	6 inches	none	20
Wild Boys	2 inches	4	3*	assault	none	18
Storm Boys	8 inches	4	2/3*	6 inches	jump packs draws 3 chits in assault	43
Ork Noble	2 inches	5	GMS/L 3	36 inches 12 inches	count as powered armor, draws 3 chits in assault	60
Madboy	2 inches	4	2	4 inches	unreliable	10
Gretchin	2 inches	3	2/1*	4 inches	draws 1 chit in assault	10
Boarboys	6 inches	4	2/4*	6 inches	draws 4 chits in assault	35

Comment: Madboys are insane and can only be activated on a roll of 4+ on a D8. Otherwise they remain where they are. They may defend themselves if fired upon. The nobles GMS is Basic.

Artillery

Static or man portable

Shock Attack Gun

This is a WEP/3 gun with basic fire control. This device is man portable and takes 8 cargo spaces to transport. It is 120 points per element (Ork Noble 60 + WEP/3 gun 60 points = 120)

Tractor Cannon
This functions as a HEL/3 gun with basic fire control. Size 2, AR 0. It may be towed. Otherwise it may not move. It is 50 points per element.

Hop Splat Gun
Medium artillery piece, 100 points per element.

Catapult
Light artillery piece, 50 points per element.

Pulsa Rocket battery
Heavy artillery piece, 200 points per element.

Heavy tanks

Dirtside II Vehicle: Gibletgrinda
By: Peter Ramos
Type: Heavy tank
Desc: orks also have constructed large heavy tanks to be able to place many of
the noisy cannons they like so much.

```
Equipment Item                          VSP : BVP    Spaces  Cost
-----------------------------------------------------------------
Vehicle, class 5                        25 :  0        25     25
Armor class 5, Reactive                 25 : 63        25     63
Chemical Fueled Engine                  25 : 63        25     76
Slow tracked                            25 : 63        25     95
4 class 3 HVC's in Fixed mount          25 : 63         1    215
   with Basic fire control              25 : 63         1    215
APSW                                    25 : 63         1    215
Assault Roller                          25 : 63         1    265
Secondary fire control for second turret 25 : 63        1    271
```

DIRTSIDE II		NAME: **Gibletgrinda**	TYPE: **Heavy tank**
SIZE CLASS:5	BASIC SIGNATURE:5	STEALTH LEVEL:0	TARGET DIE:D4
MOBILITY TYPE: Slow tracked		BASIC MOVE:8	POINTS VALUE: 271
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:5R	ARMOR, SIDE:4R
OTHER EQUIPMENT AND NOTES: may engage two targets			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"								
4xHVC/3	PT*	16"	D8	Red, Yellow	24"	D6	Red	32"	D4	Green

Comment: Assault roller follows the same rules as those listed under the Bonebreaka (see above).

Dirtside II Vehicle: Skullhamma

By: Peter Ramos
Type: Heavy tank
Desc: fast heavy tank with long ranged weapons.

```
Equipment Item                             VSP : BVP    Spaces   Cost
----------------------------------------------------------------------
Vehicle, class 5                           25 :  0        25      25
Armor class 5, Reactive                    25 : 63        25      53
Chemical Fueled Engine                     25 : 63        25      64
Fast tracked                               25 : 63        25      85
2 class 5 HVC's in Partial traverse turret 25 : 63         0     165
   with Basic fire control                 25 : 63         0     175
APSW                                       25 : 63         0     175
Secondary basic fire control for 2nd turret 25 : 63        0     185
```

DIRTSIDE II		NAME: **Skullhamma**	TYPE: **heavy tank**
SIZE CLASS:5	BASIC SIGNATURE:5	STEALTH LEVEL:0	TARGET DIE:D4
MOBILITY TYPE: Fast tracked		BASIC MOVE:12	POINTS VALUE:185
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:5R	ARMOR, SIDE:4R

OTHER EQUIPMENT AND NOTES: may engage two targets

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"								
2 x HVC/5	PT	20"	D8	Red, Yellow	30"	D6	Red	40"	D4	Green

ADS Vehicle

Dirtside II Vehicle: Doomdiver cannon

By: Peter Ramos
Type: ADS
Desc: Orks accomplish great feats using simple technology. Using an inverse field it attracts the target to it thus grounds and destroys it.

```
Equipment Item                             VSP : BVP    Spaces   Cost
----------------------------------------------------------------------
Vehicle, class 3                           15 :  0        15      15
Armor class 3                              15 : 24        15      24
Chemical Fueled Engine                     15 : 24        15      29
```

```
Hi-mobility wheeled                              15 : 24          15     36
Basic ADS                                        15 : 24           5    236
```

```
                                    NAME: Doomdiver
              DIRTSIDE II          cannon              TYPE: ADS

SIZE CLASS:3          BASIC SIGNATURE:3    STEALTH LEVEL:0    TARGET DIE:D8

MOBILITY TYPE: Hi-mobility wheeled        BASIC MOVE:10      POINTS VALUE:236

FIRECON: N/A          ECM: None, D4        ARMOR, FRONT:3     ARMOR, SIDE:2

OTHER EQUIPMENT AND NOTES: Basic ADS
```

Aerospace Vehicles

Dirtside II Vehicle: Ork Fighta-boma

By: Peter Ramos
Type: Aerospace vehicle
Desc: The orks too took to the skies in a primitive yet very well armed fighter.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 3	15 : 0	15	15
Armor class 3, Reactive	15 : 29	15	29
Fusion Generation Plant	15 : 29	15	47
Aerospace vehicle	15 : 29	15	337
2 class 2 RFAC's in Fixed mount	15 : 29	7	357
Each with Basic fire control	15 : 29	7	365
1 GMS/L with Basic guidance	15 : 29	5	385
1 unit of DFO, either HEF or MAK	15 : 29	1	415

```
                                    NAME: Ork         TYPE: Aerospace
              DIRTSIDE II          Fighta-boma        vehicle

SIZE CLASS:3          BASIC SIGNATURE:3    STEALTH LEVEL:0    TARGET DIE:D8

MOBILITY TYPE: Aerospace vehicle          BASIC MOVE:        POINTS VALUE: 415

FIRECON: Basic        ECM: None, D4        ARMOR, FRONT:3R    ARMOR, SIDE:2R

OTHER EQUIPMENT AND NOTES:1xDFO
```

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
2x RFAC/2	FM	12"	D8	Red, Yellow	18"	D6	Red	24"	D4	Green
GMS/L:B	FM	36"	D6	Red, Yellow						

Overall Army Comment: The Orks are at the bottom of the
technological ladder. Despite this their attitude toward war
makes them very successful in battle. Their tactics are simple,
horde over the enemy. The cost of their vehicles and infantry are
very cheap and they will represent one of the largest armies
using these conversions. Casualties don't mean much as the ork
player, attrition is the name of the game. No opponent can
survive a 1 on 1 trade off with the Orks-he will lose.

Probably the best games you can have is pitting the Eldar versus
the orks, very high tech versus low tech. Bluntness versus
precision. Have fun!

Tyranids

Morale

As a hive mind mentality the DSII morale rules just don't fit. Tyranids know no fear, no hesitation, no second thoughts. They are an end to a means- total domination of the galaxy!

Quite simply Tyranids do not have unit quality or leadership, they carry out their orders as given. In a sense they function like AI's, obedient slaves to their masters will.

Tyranids are immune to all psychology, horror, confidence and reaction tests.

Tyranids themselves do inspire horror (details are listed in elements description).

For purposes of determining firefight efficiency (or any other "morale" dependent action) always assume the best possible result.

Command Structure

Unlike other armies Tyranids units do not have unit leaders. Their leaders form their own units that drive the hordes forth. How many units can be brought depends to the creature they are attached to as follows:

Dominatrix 12 units
Hive Tyrant 10 units
Tyranids warriors 6 units
Harridan 3 units

Keep track what units are attached to what "swarm leader". When a swarm leader is destroyed all units under its control automatically fall into "instinct" mode. The is a incoherent state where the hive mind is no longer in control. They still remain very dangerous, but their ability to coordinate attacks and remain focus on objectives is limited. The instinctual states are:

1. Rampage- the unit will move its full move to the closest non-tyranids unit and assault it.
2. Hunt- will move up to its full move and assault or fire at it if it is able.
3. Nest- will not move and fire at any non-tyranids units that are in range.

No doubt that the most effective way to deal with the Tyranids is destroying the swarm masters, of course, this is easier said than done.

Tyranids and Assaults

Tyranids are created and engineered for their combat roles. To reflect this all "vehicle type" Tyranids draw 3 chits (instead of the usual two) during assault. This affects infantry as well as other vehicles. Unless otherwise noted they draw 3 chits, exceptions will be listed in their corresponding element description.

Dirtside II Vehicle: Carnifex
By: Peter Ramos
Type: Assault Creature
Desc: Falls into rampage when swarm master is destroyed.

```
Equipment Item                              VSP : BVP     Spaces   Cost
-----------------------------------------------------------------------
Vehicle, class 5                            25 :  0         25      25
Armor class 5, Reactive                     25 : 63         25      63
Fusion Generation Plant                     25 : 63         25      91
Combat Walker                               25 : 63         25     154
2 class 5 DFFG's in Fixed mount             25 : 63          5     304
   Each with Enhanced fire control          25 : 63          5     344
APSW X 3                                    25 : 63          3     352
```

DIRTSIDE II		NAME: **Carnifex**	Type: **Assault Creature**
SIZE CLASS:5	BASIC SIGNATURE:6	STEALTH LEVEL:0	TARGET DIE:D4, see p15
MOBILITY TYPE: Combat Walker		BASIC MOVE:12	POINTS VALUE:352
FIRECON: Enhanced	ECM: None, D4	ARMOR, FRONT:5R	ARMOR, SIDE:4R

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"								
2 x DFFG/5	PT	12"	D10	All x 2	24"	D8	All	36"	D6	All x ½

Comment: Carnifex es are the ultimate assault creatures, they draw 4 chits in assault (not the usual 3 for Tyranids). They cause horror with a +3 penalty.

Dirtside II Vehicle: Haruspex

By: Peter Ramos
Type: Armored Support Creature
Desc: When the swarm master is destroys it follows its HUNT instinct.

```
Equipment Item                          VSP : BVP   Spaces  Cost
----------------------------------------------------------------
Vehicle, class 3                        15 :  0      15      15
Armor class 3, Reactive                 15 : 29      15      29
Fusion Generation Plant                 15 : 29      15      47
Fast tracked                            15 : 29      15      59
2 class 3 DFFG's in Fixed mount         15 : 29       3     149
   Each with Enhanced fire control      15 : 29       3     173
APSW                                    15 : 29       3     173
```

DIRTSIDE II		NAME: **Haruspex**	TYPE: **tank**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Fast tracked		BASIC MOVE:12	POINTS VALUE:173
FIRECON: Enhanced	ECM: None, D4	ARMOR, FRONT:3R	ARMOR, SIDE:2R

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"								
2x DFFG/3	FM	8"	D10	All x 2	16"	D8	All	24"	D6	All x ½

Comment: Causes horror with a +1 penalty

Dirtside II Vehicle: Malefactor

By: Peter Ramos
Type: Transport creature
Desc: It is a horrible sight to behold this creature vomit forth the even greater horror within itself. This creature rampages when the swarm master is destroyed.

```
Equipment Item                          VSP : BVP   Spaces  Cost
----------------------------------------------------------------
Vehicle, class 3                        15 :  0      15      15
Armor class 3, Reactive                 15 : 29      15      29
Fusion Generation Plant                 15 : 29      15      47
Fast tracked                            15 : 29      15      59
```

```
1 APSW                                      15 : 29            15     59
Space for 3 units of normal infantry        15 : 29             3     59
```

DIRTSIDE II		NAME: **Malefactor**	TYPE: **Transport creature**
SIZE CLASS:3	BASIC SIGNATURE:3	STEALTH LEVEL:0	TARGET DIE:D8
MOBILITY TYPE: Fast tracked		BASIC MOVE:12	POINTS VALUE:59
FIRECON: N/A	ECM: None, D4	ARMOR, FRONT:3R	ARMOR, SIDE:2R
OTHER EQUIPMENT AND NOTES: Carries 3 infantry			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"	-	-						

Comment: Creature causes horror with a +1 penalty.

Infantry

Element Name	Move	Hits to Kill (HTK)	Firepower (FP)	Weapon Range (WR)	Other Weapon capabilities (OTR)	Cost per Element
Hive Tyrant	8 inches	Armor Rating 5 ablative	DFFG/5 4*	as per DFFG/5	draws 4 chits in assault, regenerates, psychic powers, swarm master, horror(3)	400
Tyranids Warriors	6 inches	Armor Rating 1	3/4*	12 inches	draws 4 chits in assault, horror(2), swarm master	85
Gargoyles	12 inches	4	2	6 inches	flies, horror(1), hunts	50
Genestealer	6 inches	5	4*	assault	horror(2), rampage	38
Hormagant	8 inches	4	3*	assault	counts jump pack, horror(1) rampage	38
Lictor	Teleport	Armor rating 1	4*	assault	sniper, horror(3) Hunts	135
Termagant	2 inches	4	2	6 inches	horror(0)	20

Element Name	Move	Hits to Kill (HTK)	Firepower (FP)	Weapon Range (WR)	Other Weapon capabilities (OTR)	Cost per Element
					Hunts	
Zoanthropes	2 inches	4	2	6 inches	psychic(1) powers Nests	70

Comment: Horror penalties in parenthesis next to the word "horror" in the previous table. Their instinctive behavior is under OTR above.

Regenerate and sniper abilities function as described under Bloodletter and Ratling in their respective descriptions.

If optional psychic powers are not used substitute with a DFFG/3 attack.

The Hive tyrants weapon has superior fire control.

Artillery

Dirtside II Vehicle: Biovore

By: Peter Ramos
Type: Artillery creature
Desc: The hive made has created these beasts to inflict maximum damage at a distance. When the swarm masters are destroyed they nest.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 2	10 : 0	10	10
Armor class 2, Reactive	10 : 16	10	16
Fusion Generation Plant	10 : 16	10	26
Low-mobility wheeled	10 : 16	10	29
1 Light weapon battery	10 : 16	4	79

DIRTSIDE II		NAME: **Biovore**	TYPE: **Artillery**
SIZE CLASS:2	BASIC SIGNATURE:2	STEALTH LEVEL:0	TARGET DIE:D10
MOBILITY TYPE: Low-mobility wheeled		BASIC MOVE:10	POINTS VALUE:79
FIRECON: N/A	ECM: None, D4	ARMOR, FRONT:2R	ARMOR, SIDE:1R
OTHER EQUIPMENT AND NOTES:1xLight artillery			

Dirtside II Vehicle: Dactylis

By: Peter Ramos
Type: Artillery creature
Desc: Medium artillery, they nest when the swarm master is dead.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 3	15 : 0	15	15
Armor class 3, Reactive	15 : 29	15	29

```
Fusion Generation Plant                      15 : 29        15      47
Low-mobility wheeled                         15 : 29        15      53
1 Medium weapon battery                      15 : 29         3     153
```

```
┌────────────────────────────────────────────────────────────────────────────┐
│        DIRTSIDE II           NAME: Dactylis      TYPE: Artillery             │
│ SIZE CLASS:3       BASIC SIGNATURE:3   STEALTH LEVEL:0    TARGET DIE:D8       │
│ MOBILITY TYPE: Low-mobility wheeled    BASIC MOVE:10     POINTS VALUE:153     │
│ FIRECON: N/A       ECM: None, D4       ARMOR, FRONT:3R   ARMOR, SIDE:2R       │
│ OTHER EQUIPMENT AND NOTES:1xMedium artillery                                 │
└────────────────────────────────────────────────────────────────────────────┘
```

Comment: all artillery creatures cause horror with no modifier

Heavy Attack Creatures

Dirtside II Vehicle: Trygon
By: Peter Ramos
Type: Heavy attack beast
Desc: Dangerous as a ranged foe and in assault, they rampage when the swarm master is destroyed.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 5	25 : 0	25	25
Armor class 5, Reactive	25 : 63	25	63
Fusion Generation Plant	25 : 63	25	101
Fast tracked	25 : 63	25	127
2 class 5 DFFG's in Partial traverse turret	25 : 63	0	277
Each with Superior fire control	25 : 63	0	337
Enhanced ECM	25 : 63	0	367
APSW	25 : 37	0	367

DIRTSIDE II		NAME: Trygon	TYPE: Heavy attack beast
SIZE CLASS:5	BASIC SIGNATURE:5	STEALTH LEVEL:0	TARGET DIE:D4
MOBILITY TYPE: Fast tracked		BASIC MOVE:12	POINTS VALUE:367
FIRECON: Superior	ECM: Enhanced, D8	ARMOR, FRONT:5R	ARMOR, SIDE:4R
OTHER EQUIPMENT AND NOTES:			

TYPE/CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"								
2x DFFG/5	PT	12"	D12	All x 2	24"	D10	All	36"	D8	All x ½

Comment: Causes horror with a +3 penalty. It draws 4 chits
instead of the standard tyranids three.

Aerospace Creature

Dirtside II Vehicle: Harridan

By: Peter Ramos
Type: Aerospace beast
Desc: Big, stealthy and very dangerous, the ultimate in aerospace transport.
This is a swarm master creature.

```
Equipment Item                            VSP : BVP     Spaces   Cost
---------------------------------------------------------------------
Vehicle, class 5                          25 :  0        25       25
Armor class 3, Reactive                   25 : 48        25       48
Fusion Generation Plant                   25 : 48        25       78
Aerospace vehicle                         25 : 48        25      558
2 class 3 DFFG's in Fixed mount           25 : 48        13      648
   Each with Superior fire control        25 : 48        13      684
3 units of DFO, either HEF or MAK         25 : 48         1      774
Level 4 stealth                           25 : 48         1     1174
Interface landing capabilities            25 : 48         1     1249
```

DIRTSIDE II		NAME: **Harridan**	TYPE: **Aerospace creature**
SIZE CLASS:5	BASIC SIGNATURE:5	STEALTH LEVEL:4	TARGET DIE:D12
MOBILITY TYPE: Aerospace vehicle		BASIC MOVE:	POINTS VALUE:1249
FIRECON: Superior	ECM: None, D4	ARMOR, FRONT:3R	ARMOR, SIDE:2R
OTHER EQUIPMENT AND NOTES:3xDFO, Interface landing			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
2x DFFG/3	FM	8"	D12	All x 2	16"	D10	All	24"	D8	All x ½

Comment: it can carry up to 6 gargoyle elements in its
underbelly. Note that they do not occupy cargo space since they
are not actually within the beast. Only gargoyles may be
transported in this manner. Horror checks are at +3 penalty.

Overall Army Comment: Nasty! Very nasty. They are relatively
cheap and morale does not affect them. Hordes and hordes of
infantry elements thrown in where you are pounded by artillery
and vicious attack creatures. I played one game with them at the

time of this writing they are almost unstoppable. If significant
casualties are not done before they close into assault there is
not much hope for victory. Very challenging to play against!

Optional Section

At the simplest level you can use the tables above and disregard the variations on morale and other "perks" I listed above. What follows, still builds on DSII concepts but has heavy modification.

Psychic Rules

Like DSII, I prefer a simple system to be able to simulate the wealth of psychic powers the epic universe offers. Unlike GW. I will keep powers very local in effect to either the element or at most the unit level. Psychics are a help but by no means war winning on its own.

There are four levels of psychic expertise:

Initiate, D6, no further point cost
Acolyte, D8, +50 points
Master, D10, +100 points
Grand Master, D12, +150 points

The costs in the previous lists assumes a initiate level of initiate expertise. Higher degrees of proficiency require more points to acquire.

Each level is associated with a with a die type. This die is used to roll ABOVE the target number of a given power to cast it successfully or as an opposed roll. The target number will be given with the powers description below.

Marine Librarian
Purge Psychic– The librarian "seeks" a enemy psychic within 12 inches an grapples with it. It then goes through a opposed roll with the enemy psychic and if the librarians score is higher it destroys the opponent (in case of patron demons it lowers it level by two steps). If the opponent wins by at least double the score of the librarian he is destroyed instead. All other results are ignored.

Aegis Shield– Target number is 5+. If successful the librarian and the unit he accompanies (or casts it at) nullify psychic

attacks on a 4+ on the same dice associated with his level. Range
8 inches

Eldar warlock

Destroy Mind- The warlock can engage any target within 8 inches. The warlock makes a opposed roll using his expertise dice and the expertise dice of the opponent if he is a psychic and a D4 if the target is non psychic. Targets with armor rating can be effected but its more difficult. For every point of AR the base die type (D4 for non-psychics) increases one step up to maximum of one D12, after this point the effective range of the spell is 2 inches less.

Example: if the warlock attacks a AR5 vehicle its dice is a D12, but he can only effect it at a range of 6 inches.

If the warlock wins the target is destroyed, otherwise nothing happens.

Spirit Shield- target number 4+ on dice associated with expertise level. Every time the warlock is targeted and hit with ranged weapons or combat he may attempt to deflect the shot with rolling ABOVE the target number.

Lord of Change
They are considered Grand masters and this is included in the price.

Bolt of Transformation- any infantry element regardless of armor struck must make a opposed role against the demon on a D6. If the target fails a Horror demon is put in its place under the control of the chaos player. Range is 12 inches.

Scintillating Colors- the target number is 4+, range 12 inches. If successful any single element has an effective target signature of a D12 in case of vehicles. When applied to infantry elements that element may NOT be fired upon (but it can be engaged assault).

Keeper of Secrets

They are considered masters.

Mark of Betrayal- only infantry elements can be affected (regardless of armor), they make an opposed roll using their unit

quality dice type (units without unit quality can not be affected). If they fail the check they come under the chaos player control for the rest of the turn. They may make a opposed roll in every end phase to break the control. Range 8 inches.

Unbearable pleasure- The target number is 5+, range 12 inches. If successful the infantry unit thus affected receives half the face value of valid chits for damage purposes during assaults and firefights (they are too busy feeling good to notice pain).

Ork Wierdboy Tower

Orks being simple their psychics are very straightforward for every expertise level, they fire one DFFG/4 bolt of energy. The bolt has superior guidance for purposes of hitting.

Hive Tyrant

They are considered psychic masters.

Psychic Roar- A terrible mind destroying roar penetrates warp space within 12 inches of the hive tyrant. All psychic must make an oppose roll versus the hive tyrant. Those who fail are driven insane and are removed as casualties.

Assimilate- target number is 6+, range 12 inches. When cast on an infantry Tyranids element, they can "evolve" into a higher form providing that form is within 6 inches at the start of the casting. This means if a group of termagants are at least 6 inches away from Genestealer they become "Genestealer" for the duration of the activation, at the end of which they return to normal.

Zoanthrope

Psychic Bolt- simply a DFFG/2 bolt range 8 inches. Treat it as shorts and superior fire control.

Psychic fortitude- temporarily increases its expertise to mastery for defense only. Target number 3+.

Psychic and Titans/modular vehicles

Due to size, shields or psychic buffers placed during construction these vehicles defend against psychic intrusion with a D10.

Modular Oversized Vehicles

There are many examples of gigantic war machines in the epic universe. The modular rules as they appear on page 15 of the DSII rules are excellent for bringing these large vehicles to life.

Morale

Although they are gigantic vehicles and heavily armed and armored
they are, after all, manned by people and thus will be affected
by morale. All modular sized vehicles have veteran unit quality
and leadership of 1. They do not however check for the same
things "lesser" vehicles and troops do. The following confidence
checks are taken:

When a module is damaged check at a +2 modifier
When a module is destroyed check at +3 modifier
When immobilized for any reason check at +2 modifier
When assaulted by Titans check at +3 modifier
When fired upon by Titans check at +2 modifier

The only exception to these rules is the Dominatrix which as a
Tyranids does not suffer or pay heed to morale.

Hellbore

This vehicle contains 3 modules:

Drill module, size 4, AR 4
Hull (transport) module, size 7, AR 7
Engine Module, size 4, AR 4

Determination of where a shot that hits the vehicle at long and medium
ranges is determined randomly:

1- Drill, may not move if damaged or destroyed
2-5 Hull, vehicle destroyed if hull is destroyed
6- Engine, if damaged or destroyed vehicle cannot move or fire

Vehicle is slow tracked.

As per DSII rules close range shots may choose where the shot lands.

Capacity for this vehicle is 75 and is used as follows:

It has 6 RFAC/2 on Fixed mounts, 24 capacity points
Can carry up to 51 capacity points of infantry elements

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID CHITS	UP TO	DIE	VALID CHITS	UP TO	DIE	VALID CHITS
6 x RFAC/2	FM	12"	D10	RED, YELLOW	18"	D8	RED	24"	D6	GREEN

Each Mount has its own enhanced fire control system thus it may
fire at up to 6 targets.

Cost: 250 (modules) + 60 (weapons) + 48 (fire control) + 150 (interface landing ability) + 45 (3 basic ECM, one for each module) + 28 (back systems)= 581

Comment: The Squat variant has Superior fire control and enhanced ECM and is worth 692 points.

Leviathan
This vehicle has 4 modules:

Front Hull, size 7, AR 7
Rear Hull, size 7, AR 6
Two track modules, size 5, AR 5

Randomly determined hits for long and medium range shots:

1-2 Rear Hull
3-4 Front Hull
5-6 Track Modules (1-3 left, 4-6 right)

If rear hull is destroyed or damaged gun turrets do not function.
If front hull is damaged or destroyed artillery, CBR and main gun
do not work
If one track is destroyed it may turn but not move forward. Both
tracks destroyed immobilizes the vehicle. Vehicle is slow
tracked.

All hull locations need be destroyed to knock out vehicle.

Capacity for this vehicle is 120 points used as follows:

Heavy Artillery Gun and basic CBR 32 capacity points
Main Gun, turret mounted MDC/4 12 capacity points
Six HEL Turrets with two guns each (12) 60 capacity points
APSW (18) fixed mounts 18 capacity points

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID CHITS	UP TO	DIE	VALID CHITS	UP TO	DIE	VALID CHITS
18 x APSW	FM	12"								
MDC/4	FT	30"	D10	ALL	42"	D8	RED, YELLOW	54"	D6	RED
12 x HEL/2	PT	60"	D10	RED						

Each Turret has its own enhanced fire control thus it may fire
upon up to 7 targets.

The leviathan represents the IG command control center. To bring one to battle you need to purchase the 6 command elements that it controls (and the 4 units for each command element, totaling 28 units). If the leviathan is destroyed follow the standard confidence loss for a "overall leader" lost on page 24. Note the morale loss applies to all the command and regular units down the chain of command that are "attached" to a particular leviathan.

Cost: 432 (modules) + 400 (weapons) + 112 (fire control) + 350 (Heavy artillery and basic CBR) + 100 (command control) + 60 (ECM for each module) + 54 (backup systems) = 1498

Comment: Squat variants are not considered regimental command units and me brought to battle like any other element. Their variant has superior fire control and enhanced ECM and Superior CBR and costs 1624 points.

Capitol Imperialis
The largest of the tracked modular vehicles, this vehicle is literally a mobile fortress.

This vehicle has 6 modules:
Front Hull, Size 7, AR 7
Center Forward Hull, Size 7, AR 7
Center Rear Hull, Size 7, AR 7
Rear Hull, Size 7, AR 7
Two Track Modules, Size 5, AR 5

Shots at medium and long range are randomly determined:
On D10:
1-2 Front hull
3-4 Center forward hull
5-6 Center rear hull
7-8 Rear hull
9-10 Track Modules (1-3 left, 4-6 right)

If the front hull is damaged or destroyed the main gun cannot be fired.
If the forward/rear center hull is destroyed or damaged half the gun emplacement s will not fire.

If the rear hull is damaged or destroyed all APSW cease to function
If both tracks are destroyed or damaged it is immobilized.

It requires the destruction of all 4 hull modules to knockout the vehicle. The vehicle is slow tracked.

Capacity for this vehicle is 288 points that are used as follows:

Main Gun, twin linked DFFG/5 gun full traverse turret 25 capacity points
Four gun emplacements (one in each center hull on each side) with 4 HEL/5 in partial traverse turrets 180 capacity points.

APSW (30) 30 capacity points
It has 53 capacity points for vehicle and infantry elements.

Each gun has its own enhanced fire control system. It may target
21 different targets. As a mobile fortress the embarked infantry
elements may fire at full effectiveness due to the specially
constructed firing decks.

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID CHITS	UP TO	DIE	VALID CHITS	UP TO	DIE	VALID CHITS
30 x APSW	FM	12"								
2 x DFFG/5	FT	12"	D10	ALL x 2	24"	D8	ALL	36"	D6	ALL x ½
20 x HEL/5	PT	60"	D10	RED						

Cost: 692 (modules) + 1520 (weapons) + 420 (enhanced fire
control) + 90 (Basic ECM for each module) + 153 (backup systems)
= 2867

Comment: Beyond this monstrous thing only the titans are more
expensive in points.

Ordinatus vehicles
All the modules are same from one vehicle to the next only the
weapons systems vary.

Cab Module, Size 3, AR 3
Two Track Modules, Size 4 AR 3
Hull/ Weapon Mount, Size 7 AR 5

Long and medium ranged hits are determined randomly:

1   Cab
2-4 Hull
5-6 Track (1-2 front, 3-4 right rear, 5-6 left rear).

If the cab is hit the vehicle may not move.
If all the tracks are destroyed or damaged it is immobilized

If the hull is destroyed the vehicle is knocked out.

Capacity for these vehicle is 90 capacity points used as follows:

There are three different gun mount to choose from:

Annihilator Barrage Mount- works as three heavy barrage units and has attached a basic CBR. Cost 750 points occupies 70 capacity points.

Nemesis Ray- works as artillery for range (the whole table) but uses HEL/5 chit validity for damage. It has a beaten zone of 6 inches in diameter. Its mainly a anti-armor weapon and it works better than MAK artillery ordinance (due to drawing more chits). It costs 650 and requires 70 capacity points.

Nova Direct Fusion Gun- works as a DFFG/5 with the range of a HEL/5 (60"). It is capable of firing up to six times. Enhanced fire control. It costs 850 points and has an enhanced fire control. It requires 70 capacity points. Its targets must be no more than 4 inches from one another to be able to target multiple targets.

Remaining 20 capacity points are expended as extra generators or ordinance. They are slow tracked vehicles.

The carrying vehicle and all its modules costs 310 points. It has no ECM or backup systems since these systems are too large and fragile.

Comment: As late comers to the epic universe they were very "cheesy" in the epic game. So I tried to make them unique but not silly. They can still be very useful, but expensive.

Colossus
One of several variants of modular sized vehicles the squats use in battle. On Squat home world this variant is more common due to its increased firepower.

The vehicle has 5 modules:

Front Hull, Size 7, AR 7
Center Hull, Size 7, AR 7
Rear Hull, Size 7, AR 7
Two Track Modules Size 5, AR 5

Long and medium range shots are determined randomly:

```
On D8:
1-2 Front hull
3-4 Center hull
5-6 Rear hull
7-8 Tracks (1-3 left, 4-6 right)
```

If the front hull is damaged or destroyed the heavy artillery,
CBR and cease to function
If the center hull is destroyed or damaged the gun turrets and
APSW cease to function
If the rear hull is destroyed or damaged the secondary rocket and
landing pad interface ceases to function.

It is slow tracked.

The vehicle has 155 capacity points used as follows:

Heavy artillery and superior CBR 32 capacity points
Eight Gun turrets (PT) with two HEL/2 each 80 capacity points
Main Gun, MDC/5 15 capacity points
Secondary Heavy artillery rockets 18 capacity points
APSW x 10, 10 capacity points

Each gun turret has superior fire control and may engage up to 9
targets.

The Colossus may have a gyrocopter (purchased separately) with
forward artillery observer equipment (add +50 to prices of VTOL)
it counts as a specialist observer.

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID CHITS	UP TO	DIE	VALID CHITS	UP TO	DIE	VALID CHITS
10 x APSW	FM	12"								
16 x HEL/2	PT	60"	D12	RED						
MDC/5	FT	36"	D12	ALL	48"	D10	RED, YELLOW	60"	D8	RED

Cost: 559 (modules) + 650 (Two Heavy artillery and superior CBR)
+ 474 (weapons) + 126 (superior fire control) + 150 (Enhanced
ECM's) + 84 (backup systems) = 2043

Cyclops
Mostly used in anti-titan/modular vehicles warfare.

This vehicles has 5 modules:

Front Hull, Size 7, AR 7
Center Hull, Size 7, AR 7
Rear Hull, Size 7, AR 7

Two Track Modules Size 5, AR 5

Long and medium range shots are determined randomly:

On D8:
1-2 Front hull
3-4 Center hull
5-6 Rear hull
7-8 Tracks (1-3 left, 4-6 right)

If the front hull is damaged or destroyed the DFFG's and turret guns cease to function
If the center hull is destroyed or damaged the heavy artillery rockets and APSW cease to function
If the rear hull is destroyed or damaged the Main Gun ceases to function (its generator is located in the back.
It is slow tracked.

The vehicle has 155 capacity points used as follows:

Heavy Artillery Rockets with superior CBR, 32 capacity points
Two DFFG/5 in fixed mounts, 20 capacity points
One MDC/5 on full traverse turret, 15 capacity points
APSW x 18, 18 capacity points
Main Gun, sustained fire DFFG/5,70 capacity points

This vehicle may target 4 different targets.

Squat technology makes stunning breakthroughs that even the Eldar find hard to emulate. The squats have perfected a sustained direct fire fusion gun that can hurl its energy farther and without dissipation. Unfortunately the massive reactor and barrel are so enormous that only a special modular vehicle could support it.

This gun functions as a standard DFFG/5, except that its range is 60 inches and it is always considered close range. This means that all chits are valid at DOUBLE the face. Its main use is against modular vehicles and titans. It is associated with a superior fire control. Cost 300 points

TYPE/CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID CHITS	UP TO	DIE	VALID CHITS	UP TO	DIE	VALID CHITS
18 x APSW	FM	12"								
2 x DFFG/5	FM	12"	D12	ALL x 2	24"	D10	ALL	36"	D8	ALL x ½
MDC/5	FT	36"	D12	ALL	48"	D10	RED, YELLOW	60"	D8	RED

Cost: 559 (modules) + 572 (weapons) + 450 (heavy artillery and superior CBR) + 120 (superior fire control) + 150 (enhanced ECM) + 81 (backup systems) = 1936

Comment: In epic this vehicle was only useful for knocking out very large vehicles and titans and that's what I tried to simulate.

Plague Tower

This vehicle has 5 modules:

Front Hull, Size 7, AR 7
Center Hull, Size 7, AR 7
Rear Hull, Size 7, AR 7
Two Track Modules Size 5, AR 5

Long and medium range shots are determined randomly:

On D8:
1-2 Front hull
3-4 Center hull
5-6 Rear hull
7-8 Tracks (1-3 left, 4-6 right)

If the front hull is damaged or destroyed the Heavy artillery and turret guns cease to function
If the center hull is destroyed or damaged the medium artillery catapults and APSW cease to function
If the rear hull is destroyed or damaged the troop compartment is destroyed.

All hull locations must be destroyed to knock out the vehicle.

It is slow tracked.

This vehicle has 155 capacity points used as follows:

Heavy Artillery Gun 18 capacity points
Four HVC/5 guns on full traverse turrets with enhanced fire control, 60 capacity points

Medium artillery 12 capacity points
APSW 20, 20 capacity points
May carry up to 45 points of elements.

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID CHITS	UP TO	DIE	VALID CHITS	UP TO	DIE	VALID CHITS
20 x APSW	FM	12"								
MDC/5	FT	20"	D12	RED, YELLOW	30"	D10	RED	40"	D8	GREEN

Cost: 559 (modules) + 240 (weapons) + 300 (heavy and medium artillery) + 80 (enhanced fire control) = 1179

Comment: used as troop mobile carrier with artillery support.

Dominatrix

Although a organic creature its size is on par with other modular vehicles and thus will be treated as one.

The Dominatrix has 4 modules:

Head, Size 5 AR 5
Body, Size 7 AR 7
Legs, Size 6 AR 6

Long and medium range shots are determined randomly:

1   Head
2-4 Body
5-6 Legs (1-3 left, 4-6 right)

If head is destroyed the creature is knocked out
If body is destroyed the creature is knocked out
If both legs are destroyed it is immobilized.

Note this creature receives NO penalties for being damaged and is immune to special chits and their effects.

The creature has 90 capacity points used as follows:

Carries 6 HEL/5 is full traverse turrets with superior fire control. It may engage up to 6 targets.

The creature possess psychic powers:

Psychic barrier- this is a constant barrier (always on) that makes the creatures armor behave with the benefits of both ablative and reactive armor.

Psychic barrage- functions as heavy artillery and has the effects of both HEF and MAK. To direct this attack all the creature needs is some tyranids element to see it (treat it as a specialized observer for this purpose).

In case it needs to defend itself its psychic expertise is such that it uses a D12 (Grand master).

Regeneration- When a module is successfully knocked out roll a D6 on a roll of 4+ the damage is regenerated and the module is intact.

In assault it draws 6 chits all colors valid.

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID CHITS	UP TO	DIE	VALID CHITS	UP TO	DIE	VALID CHITS
6 x HEL/5	FT	60"	D12	RED						

Cost 323 (modules) + 360 (weapons) + 180 (superior fire control) + 200 (psychic powers) + 200 (regeneration) = 1263

Titan Rules

Titans follow the modular vehicle rules except that they are permitted "walker" movement mode unless otherwise noted.

There are some defensive systems such as shields that the epic universe uses but has no correlate in DSII. Following are some rules for the use of shields.

Morale

Titans crews are considered veteran and have a leadership of 1. They make the following checks:

When fired upon and is unshielded, check at +2
When fired upon by Titan and is unshielded, check at +3
When defending against an assault by a titan, check at +3
Module damaged, check at +2
Module destroyed, check at +3
Immobilized for any reason check at +3

Weapons damaged or destroyed, check at +1

Non-titan/modular vehicles and troops find it very traumatic to
be assaulted by a titan, in effect it is similar to the horror
rules in the chaos section. When confronted by a titan they must
check at +3 modifier, if they fail they lose 2 steps in their
confidence.

Shields

Regenerative shields are treated as a shell of extra armor which
needs to be defeated before the vehicle itself is harmed. Shields
generally encompass the vehicle itself and not nearby units.
Shields do come in different strengths and sizes:

Armor rating 3, 100 points per shield
Armor rating 4, 200 points per shield
Armor rating 5, 300 points per shield

The size of the shield can be increased by 2 inches for 200
points per increment per shield (an AR 3 shield with 2 inch
diameter costs 300 points) to a maximum of 8 inch diameter.

Shields do not have ANY size signature, they are automatically
hit by incoming fire. Using standard DSII rules determine chit
validity for range, etc. and if the number of valid chits EXCEEDS
the AR its knocked down.

Regenerative shields don't occupy much space since the power
comes from the vehicles power source, therefore it occupies cargo
space equal to its AR rating + 1 (i.e. shield AR 5 occupies 6
cargo spaces).

Some races (orks) don't have sufficient technology to mount
regenerative shields (they require FGP power plants). There are
however power fields. Power fields are small one shot generators
that burn out after the shield is knocked down. They function
just like regenerative shields but may be put on any vehicle
regardless of power source (this is due to the fact that the

power field generator carries its own power). Due to their
bulkiness these fields take 1.5 x AR rating of the field, points
of capacity. Costs are:

AR 3, 50 points; AR 4, 100 points; AR 5, 150 points. Their size
can also be increased as rules above.

Assault

All titans draw 4 chits in assault and all colors are valid against non-titan/modular. Against titans/modular vehicles use standard assault validity as on page 35.

Titan Hulls

Like modular vehicles the hull is made up of several "parts" all constructed as a separate vehicle and then put together for cost and carrying capacity. Unlike other modular vehicles Titan weapons are selected from a list and the cost of these weapon systems "tacked on". This way people with different weapons on their titan model can simulate specific weapon combinations. This is by no means a novel approach and was used in first edition epic and serves well in DSII as well.

All titan hulls have auto repair systems which ca repair system down and damaged systems during battle on a 4+ on a D6. This system costs 50 x No. of modules and is included in the hull cost. The appropriate die roll is made as soon as the damage occurs.

Warhound

Consists of four modules:

Head, Size 2 AR 2
Hull, Size 4 AR 4
Two Leg Modules, Size 3 AR 3

Long and medium ranged shots are determined randomly:

On D8

1- Head
2-4 Hull
5-6 Legs (1-3 left, 4-6 right)
7-8 weapon (1-3 left, 4-6 right)

If the head is damaged it must roll a 4+ before activation to be able to act. Head destroyed titan knocked out.
If hull damaged the shields go offline, if destroyed titan is knocked out.
If one leg is damaged move half speed. Leg destroyed, the titan is immobilized. Both legs damaged, immobilized. Both legs destroyed titan is knocked out. A catastrophic result on one leg means its blown off and titan is knock out.
If weapon damaged or destroyed it ceases to function

It can carry two weapons that do don't exceed 60 capacity points.

Cost for hull: 367 (includes basic ECM and auto repair systems)

Comment: As the lightest of the titans it usually carries two shields (AR 3)

Reaver

It consists of 5 modules:

Head, Size 3, AR 3
Carapace, Size 6, AR 6
Hull, Size 6, AR 6
Two Leg modules, Size 5, AR 5

Long and medium ranged shots are determined randomly:
On D10:
1-   Head
2-4 Carapace
5-6 Hull
7-8 Weapons (1-2 carapace mount, 3-4 left arm, 5-6 right arm)
9-10 Leg (1-3 left, 4-6 right)

If the head is damaged it must roll a 4+ before activation to be able to act. Head destroyed titan knocked out.
If hull damaged no effect, if destroyed titan is knocked out.
If one leg is damaged move half speed. Leg destroyed, the titan is immobilized. Both legs damaged, immobilized. Both legs destroyed titan is knocked out. A catastrophic result on one leg means its blown off and titan is knock out.
If weapon damaged or destroyed it ceases to function
If carapace is damaged or destroyed, shield do not function.

It can carry three weapons up to 125 capacity points.

Cost: 755 (includes basic ECM and auto repair systems)

Comment: This titan usually carries 4 shields (AR 4).

Warlord

It consists of 6 modules:

Head, Size 4, AR 4
Two Carapace Modules, Size 6, AR 6
Hull, Size 7, AR 7
Two Leg modules, Size 7 AR 7

Long and medium range shots are determined randomly:

On D12:

1-   Head
2-6   Carapace (1-3 left, 4-6 right)
7-8   Hull
9-10   Weapons (On D8: 1-2 right carapace, 3-4 left carapace, 5-6
                left arm, 7-8 right arm)
11-12 Leg (1-3 left, 4-6 right).

If the head is damaged it must roll a 4+ before activation to be
able to act. Head destroyed titan knocked out.
If hull damaged no effect, if destroyed titan is knocked out.
If one leg is damaged move half speed. Leg destroyed, the titan
is immobilized. Both legs damaged, immobilized. Both legs
destroyed titan is knocked out. A catastrophic result on one leg
means its blown off and titan is knock out.
If weapon damaged or destroyed it ceases to function
If carapace is damaged or destroyed, Half the shields do not
function as well as the weapon mount on that side.

It can carry 4 weapons up to 185 capacity points

Cost: 1080 (includes basic ECM and auto repair systems)

Comment: this is the standard front line titan and usually has 6-
8 AR 5 shields.

All the above titans possess combat walker move rate and
restrictions.

Orc Great Titan

Orcs by necessity have also built large titans. To compensate for their lack of auto repair systems and other sophisticated weaponry they usually build VERY large titans and are fitted with as many weapons as possible. Sometimes experimental weapons are also placed. Since they do not have FGP power systems or regenerative shields (they may use power fields however) they are less likely to be destroyed when vital areas are hit. In fact losing its head, although detrimental, does not destroy it. In addition an Orc titan may serve as a mobile fortress for Orc infantry. Orc titans may repair damage by hand on a 6 (D6) but this occurs in the end phase (they do it by hand).

It consists of 9 modules:

Head, Size 5, AR 5
Two Weapon Mount modules, Size 6, AR 6
Four Hull modules, Size 7, AR 7
Two Foot modules, Size 5, AR 5

Long and medium range shots are determined randomly:

On D12:

1-2   Head
3-5   Weapon Mount (1-3 left, 4-6 right)
6-10 Hull
11-12 Foot modules (1-3 left, 4-6 right)

If head is damaged or destroyed the all titan weapons are limited to short range. In addition it may not change to a new action and must follow whatever it was doing before the loss. Head weapon ceases to function.
If the weapon mount is damaged no effect, if destroyed all weapons on that mount are destroyed.
If hull is damaged no effect, all hulls must be destroyed to knock out the titan. In either case hull cannon ceases to function.
If one or more foot modules are damaged/destroyed the titan is immobilized.

This titan moves as a slow tracked vehicle.

It may fit 6 weapons up to no more than 280 capacity points.

Cost: 988

Comment: usually it brings up to 12 AR 3 type power fields since they occupy less space, but may field any type.

Orc Slasher Titan

A smaller but no less aggressive titan that is faster to build than the great Orc titan.

It consists of 6 modules:

Head, Size 3, AR 3
Three Hull modules, Size 5, AR 5
Two Foot modules, Size 3, AR 3

Long and medium range shots are determined randomly:

On D12:

1-2   Head
3-5   Weapon (1-3 left, 4-6 right)
6-10 Hull
11-12 Foot modules (1-3 left, 4-6 right)

If head is damaged or destroyed the all titan weapons are limited to short range. In addition it may not change to a new action and must follow whatever it was doing before the loss.
If the weapon is damaged/destroyed weapon ceases to function
If hull is damaged no effect, all hulls must be destroyed to knock out the titan. In either case the hull weapon ceases to function.
If one or more foot modules are damaged/destroyed the titan is immobilized.

This titan moves as a slow tracked vehicle.

It may fit 3 weapons up to 120 capacity points.

Cost: 354

Orc Mechanic Titan

These are small titans used as personal transports for Orc mechanics.

It consists of 4 modules:

Head, Size 2, AR 2
Hull, Size 6, AR 6
Two Foot Modules, Size 2, AR 2

Long and medium range shots are determined randomly:

On D12:

1-2   Head
3-5   Weapon (1-3 left, 4-6 right)
6-10 Hull
11-12 Foot modules (1-3 left, 4-6 right)

If head is damaged or destroyed the all titan weapons are limited to short range. In addition it may not change to a new action and must follow whatever it was doing before the loss.
If the weapon is damaged/destroyed the weapon ceases to function.
If hull is damaged shields are no longer functional, if destroyed titan is knocked out.
If one or more foot modules are damaged/destroyed the titan is immobilized.

It possess slow track movement.

Unlike other titans it may field regenerative shields and has auto repair systems. This however takes 10 cargo spaces due to the extreme bulkiness and crude technology.

It may fit two weapons up to 50 capacity points.

Cost: 378 (includes auto repair systems)

Patron of Battle

This titan also counts as a patron demon for purposes of the command structure and it receives no unit or leadership markers and is immune to morale checks like patron demons.

In addition to this it is immune to psychic attack.

It consists of 5 modules:

Head, Size 5, AR 5
Body, Size 7, AR 7
Two Wheel Modules, Size 4, AR 4

Unlike other titans it has a signature of a D8 (demonic aura) and as the Bloodthirster its armor acts as chaos armor (see description under Bloodthirster)

Due to its demonic aura all shots will be randomly determinated (close range does not permit you to pick a location as with other titans).

On D8:

1-2 Head
3-4 Body
5-6 Wheel (1-3 left, 4-6 right)
7-8 Weapon (1-3 left, 4-6 right)

If head damaged its gun does not function, destroyed titan is knocked out.
If body damaged no effect, destroyed, titan knocked out.
If one or both wheels damaged/destroyed the titan is immobilized

It possess slow wheeled movement and restrictions

It can fit 3 weapons up to 100 capacity points

Cost: 476

Subjugator/ Questor Scout Titan

These represent slightly smaller titans than the Warhound. They are screened by powerful stealth-like magic called the glamor of slaneesh. The two types are differentiated by the weapons they carry.

It consists of 3 modules:

Head/body Size 4, AR 4
Two Leg modules Size 3, AR 3

All shots are randomized due to their stealth powers:

1-2 Head/body
3-4 Weapons (1-2 left claw, 3-4 right claw, 5-6 head weapons)
5-6 Leg (1-3 left, 4-6 right)

The titan has the equivalent of a level 4 stealth cloak. This confers it a signature dice if D8. Note specific locals cannot be hit due to this even at close range.

If head/body damaged stealth magic goes off, if destroyed knocked out.
If weapons damage/destroyed cease to function
If one leg damaged, half speed, one leg destroyed immobilized, two legs damaged immobilized, two legs destroyed knocked out.
A catastrophic result on one legs means its blown off and the titan is knocked out.

May have 2 weapon systems up to 50 capacity points.

Cost: 588 (includes enhanced ECM and auto repair systems).

Eldar Phantom Titan
As with all Eldar vehicles this represents the pinnacle of titan development. Holofield are considered stealth systems but may be add to levels not possible on conventional vehicles. Also do to the malleability of wraithbone and its strength these titans are the only ones available with ablative properties to their armor.

All Eldar titans have a movement of 15 inches instead of 12 inches for normal combat walkers.

Eldar auto repair systems are nearly flawless, they repair damage as it occurs on a roll or 3+ on a D6. Cost is 75 x No. of modules.

It consists of 6 modules:

Head, Size 3, AR 3 ablative
Hull, Size 6, AR 6 ablative
Two wing Modules, Size 4, AR 4 ablative
Two Leg modules, Size 6, AR 4 ablative

The phantom has level 6 Holofield generators and confers it a D12 signature dice. This means that all shots are randomly determined:

1-   Head
2-3 Leg (1-3 left, 4-6 right)
4-5 Hull
6-8 Wing (1-3 left, 4-6 right)
9-10 Weapon (1-3 left, 4-6 right)

Due to stealth you cannot select specific locals at close range.

If head is damaged, before every activation the titan needs to roll 4+ on a D6 to move or fire. If destroyed titan is knocked out.
If wing is damaged/destroyed wing weapons and half the stealth level is lost.
If hull is damaged all APSW cease to function, if destroyed titan is knocked out.
If one leg damaged, half speed, one leg destroyed immobilized, two legs damaged immobilized, two legs destroyed knocked out.
A catastrophic result on one legs means its blown off and the titan is knocked out.
If weapon damaged/destroyed it ceases to function.

It can fit 4 weapons up to 145 capacity points.

Cost: 1964 (includes superior ECM and auto repair system)

Comment: The Warlock Phantom Hull costs 2164 due to the extra psychic powers, his expertise level is D12 (beyond mastery, since ALL the crew are warlocks their combined strength is greater than any of their individual skills

Despair- All units within 8 inch radius must make a confidence
check at +2 or suffer a step loss of confidence.

Fate- a single element that fails an opposed roll with the warlock titan will be automatically hit by ONE shot as nominated by the Eldar player. Non-psychics defend with a D6, psychics use their mastery level.

Revenant

Scout class Eldar titan. It consists of 5 modules:

Head/body, Size 5, AR 5 ablative
Two leg modules, Size 3, AR 3 ablative
Two wing modules, Size 3 AR 3 ablative

The phantom has level 6 Holofield generators and confers it a D12 signature dice. This means that all shots are randomly determined:

1-   Head
2-3   Leg (1-3 left, 4-6 right)
4-5   Hull
6-8   Wing (1-3 left, 4-6 right)
9 -10 Weapon (1-3 left, 4-6 right)

Due to stealth you can not select specific locals at close range.

If head is damaged, before every activation the titan needs to roll 4+ on a D6 to move or fire. If destroyed titan is knocked out.
If wing is damaged/destroyed wing weapons and half the stealth level is lost.
If hull is damaged all APSW cease to function, if destroyed titan is knocked out.
If one leg damaged, half speed, one leg destroyed immobilized, two legs damaged immobilized, two legs destroyed knocked out.
A catastrophic result on one legs means its blown off and the titan is knocked out.
If weapon damaged/destroyed it ceases to function.

It can fit 3 weapons up to 85 capacity points.

Cost: 1010 (includes superior ECM and auto repair system)

Hierophant

As with all Tyranids they are immune to morale. Due to nimbleness all Tyranids titans have combat walker movement but without the restrictions. Bio-titans defend against psychic intrusion on a D12 (not the standard d10 for titans and modular vehicles)

It consists of 6 modules:

Head, Size 5, AR 5
Body, Size 7, AR 7
Four Leg Modules, Size 6, AR 6

Long and medium range shots are determined randomly:

On D8:

1- Head
2-4 Body
5-6 Legs
7-8 Weapons

If Head is damaged no effect, destroyed titan knocked out.
If body damaged weapons ineffective, destroyed knocked out
If two or less legs damaged/destroyed reduce move by half. If three or more damaged destroyed, immobilized.
If weapons damaged destroyed they are non functional.

Tyranids titans can regenerate damaged/destroyed modules. If damaged on a 5+ (D6) if destroyed on a 6.

It can fit 3 weapons up to 160 capacity points. It also can transport elements in its abdomen.

Cost: 738 (includes regeneration ability)

Heirodule

It consists 6 modules:

Head, Size 4, AR 4

Body, Size 6, AR 6
Four Leg Modules, Size 4, AR 4

Long and medium range shots are determined randomly:

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On D8:
1-  Head
2-4 Body
5-6 Legs
7-8 Weapons
```

If Head is damaged no effect, destroyed titan knocked out.
If body damaged weapons ineffective, destroyed knocked out
If two or less legs damaged/destroyed reduce move by half. If
three or more damaged destroyed, immobilized.
If weapons damaged destroyed they are non functional.

Tyranids titans can regenerate damaged destroyed modules. If
damaged on a 5+ (D6) if destroyed on a 6.

It can fit 3 weapons up to 130 capacity points. It also can
transport elements in its abdomen.

Cost: 611 (includes regeneration ability)

Weapons

Since many have there own preferred selection for arming titans this systems of acquiring a hull and then tacking on the weapons and their cost will make possible to represent all modeling variations. Note some weapons have no real translation to DSII or usefulness so they do not appear. Also there are many redundant systems (melta cannon, plasma blastgun, plasma cannon, etc) these are also simplified.

Weapons come into types:

Type 1 weapons are basically a double barreled equivalent of most size 5 weapons. These weapons are usually limited to scout titan types.

Type 2 weapons are three barreled equivalents of size 5 weapons. Larger titan types usually carry these weapons.

Larger types do exist but are generally very rare and expensive

It is best to visualize these types as "turrets" for purposes of capacity cost and overall point cost. Fire controls are integrated into the weapon cost. Due to the massive size of these weapons they may target multiple elements so long they are at least 4 inches from one another.

Titans armed with more than one artillery system may combine these to create larger beaten zones (as per standard DSII artillery rules).

All missiles are one shot weapons and may be intercepted by normal means.

Titan APSW- titans have a larger mount which has 4 APSW, cost 16 capacity 4 points each.

Imperial Weapons

Weapon name	Type/ No. of shots	Capacity space it requires	Fire control quality	Mount	Cost
Heavy Barrage Missile*	Heavy Artillery (3)	36 points	Not applicable	PT	300
All close combat weapons*	Not applicable	20 points	Not applicable	PT	100
Carapace landing Pad*	Not applicable	20 points	Not applicable	FM	100
Carapace ADS	Not applicable	15 points	Enhanced ADS	FT	300
Fire Control Center*	Not applicable	10 points	One weapon becomes superior	FM	100
Inferno Gun	FTW/5 (2) FTW/5 (3)	25 points 35 points	Enhanced Enhanced	PT PT	120 180
Gatling Gun	HKP/5 (2) HKP/5 (3)	25 points 35 points	Enhanced Enhanced	PT PT	120 180
HEL Blaster	HEL/5 (2) HEL/5 (3)	25 points 35 points	Enhanced Enhanced	PT PT	160 240
DFFG Cannon*	DFFG/5 (2) DFFG/5 (3)	25 points 35 points	Enhanced Enhanced	PT PT	290 435
MDC cannon	MDC/5 (2) MDC/5 (3)	25 points 35 points	Enhanced Enhanced	PT PT	140 190
Super MDC cannon	MDC/5 (4)	45 points	Enhanced	PT	280
Super HEL cannon*	HEL/4 (4)	45 points	Superior	PT	320
WEP Missile*	Heavy artillery (3)	54 points	Not applicable	PT	600
Weapon Heads	HEL/5 MDC/5 Heavy artillery	10 points 10 points 18 points	Enhanced Enhanced Not applicable	PT PT FM	80 70 200
Heavy Artillery Rockets	Heavy artillery in (2), (3)	36 points 54 points	Not applicable	FM	400 600

All close combat weapons (power gloves, chain fist, etc.) Draw 6 chits in assault.

Heavy barrage missile is a one shot missile

Carapace landing pad- comes with a landspeeder with artillery observing equipment , counts as specialist observer.

Fire Control Center- one weapon per turn can be "upgraded" to superior. The nominated weapon must be stated before activation.

WEP missile- I combined the epic warp and vortex missile in one nasty package. It has a beaten zone of 6 inches and all elements in the zone are effected as if by a WEP/5 at close range. Due to its nature, ADS nor PDS can detect it to shoot it down. It is a one shot weapon. Units affected make a confidence check at +3. Due to its power it has the same highly optional quality as nukes and such.

Super HEL cannon- The cannon is used for defense against space based targets, it has a range of the whole tabletop.

DFFG cannon- due to the extra power given by the titans enormous power sources the DFFG's range is increased 6 inches in each range zone.

Eldar Weapons

Weapon name	Type and No. of shots	Capacity space it requires	Fire control quality	Mount	Cost
WEP Cannon	WEP/5 (2) WEP/5 (3)	25 points 35 points	superior superior	PT PT	260 390
DFFG Lance	DFFG/5 (4)	45 points	superior	PT	420
Assault Gauntlet*	MDC/5 (3)	55 points	superior	PT	340
Psychic cannon*	special	45 points	special	PT	600
Rapid Fire HEL cannon	HEL/5 (3) HEL/5 (6)	25 points 45 points	superior superior	PT	270 530
Wing HEL cannon	HEL/5 (2)	25 points	superior	PT	180

Weapon name	Type and No. of shots	Capacity space it requires	Fire control quality	Mount	Cost
Wing Artillery	Heavy Artillery	18 points	Not applicable	PT	200

Assault Gauntlet may be used to fire or assault not both in the same turn.

Psychic cannon is a rare weapon usually fielded against chaos. It funnels the psychic energy of the crew through the gun at a range of 30 inches. Targets will make an opposed roll against the titan's mastery level (D12 only a warlock titan can use this weapon). Non-psychics defend using a D6, psychic use their mastery level dice. If the target loses it is destroyed.

Chaos weapons

Weapon name	Type/ No. of shots	Capacity space it requires	Fire control quality	Mount	Cost
Battle Head	HKP/5 (2)	25 points	Enhanced	FM	140
Assault Weapons	Not applicable	20 Points	Not applicable	PT	100
HKP cannon	HKP/5 (3) HKP/5 (4)	35 points 45 points	Enhanced Enhanced	PT PT	210 280
DFFG Burner	DFFG/5 (4)	45 points	Enhanced	PT	380
DFFG Fist*	DFFG/5 (2)	45 points	Enhanced	PT	290
Hell Strike Artillery cannon	Heavy artillery (2)	36 points	Not applicable	PT	400
Havoc Artillery	Heavy Artillery (3)	54 points	Not applicable	FM	600

DFFG fist can shoot or be used in assault, but not both in the same turn. All assault weapons draw 6 chits in assault.

Chaos titans may use any Imperial weapon as well.

Orc weapons

Element name	Type/No. Of shots	Capacity space it requires	Fire control quality	Mount	Cost
HVC Head	HVC/5 (2)	25 points	Basic	FT	100
HEL Head	HEL/5 (2)	25 points	Basic	FT	140
FTW Head	FTW/5 (2)	25 points	Basic	FT	100
HVC Turret	HVC/5 (2) HVC/5 (3)	25 points 35 points	Basic Basic	FT FT	100 150
HKP Buster	HKP/5 (3)	35 points	Basic	PT	180
MDC Cannon	MDC/5 (3)	35 points	Basic	PT	180
Gatling RFAC	RFAC/2 (8)	45 points	Basic	PT	112
Artillery Mega-cannon	Heavy artillery (3)	54 points	Not applicable	FM	600
Slasher Artillery Cannon	Heavy Artillery (2)	36 points	Not Applicable	FM	400
Magnum MDC	MDC/5 (4)	45 points	Basic	PT	240
Observation turret*	Not applicable	20 points	Not applicable	FM	100
HVC fist*	HVC/5 (2)	45 points	Basic	PT	200
FTW turret	FTW/5 (2) FTW/5 (3)	25 points 35 points	Basic Basic	FT FT	100 150
HVC attack gun	HVC/5 (4)	45 points	Basic	PT	200
FTW Snapper*	FTW/5 (4)	40 points	Basic	FM	300
Super HEL Cannon*	HEL/5 (4)	45 points	Basic	PT	280
Assault weapons	not applicable	20 points	Basic	PT	100

Observation turret- all shots at a designated (by firing player) element are treated as if weapon had an enhanced fire control.

HVC fist- can fire and be used in assault but not both in the same turn.

FTW snapper- comes with a massive boiler that increases the titans speed, treat as fast tracked vehicle.

Super Hel cannon- use the lifta dropper on model.

Assault weapons- draw 6 chits in assault.

Tyranids weapons

Weapon name	Type/ No. of shots	capacity it requires	Fire control quality	Mount	Cost
Acid projector	FTW/5 (4)	45 points	superior	PT	280
HKP Stinger	HKP/5 (2) HKP/5 (3)	25 points 35 points	superior superior	PT PT	160 240
Bio-HEL	HEL/5 (3) HEL/5 (4)	35 points 45 points	superior superior	PT PT	270 360
DFFG launcher	DFFG/5 (3)	35 points	superior	PT	315
Spore artillery	Heavy artillery (2), (3)	36 points 54 points	not applicable	FM	400 600
Assault weapons	not applicable	20 points	not applicable	FM	100

Comment: remaining carrying space may be used to carry infantry elements.

Combat walkers

Combat walkers from the epic universe either have shields or Holofield (they work as high yield stealth units) and thus was kept in the optional section. However this doesn't mean you can't do away with the "optional" stuff and use them as is.

Assault

All combat walker receive 3 chits in close combat instead of the standard two for vehicle types this can effect both infantry and vehicle elements. Walker with assault weapons receive 4 chits and will be mentioned in their description below. Otherwise assume they draw 3.

Tech Guard

Dirtside II Vehicle: Castellan Knight
By: Peter Ramos
Type: Combat walker
Desc: Support combat walker

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 5	25 : 0	25	25
Armor class 5	25 : 50	25	50
Fusion Generation Plant	25 : 50	25	80
Combat Walker	25 : 50	25	130
1 class 5 MDC in Fixed mount	25 : 50	15	180
with Basic fire control	25 : 50	15	190
2 class 2 HEL's in Fixed mount	25 : 50	7	238
APSW	25 : 50	7	238
One AR 5 shield	25 : 50	1	538
Secondary Basic fire control	25 : 50	1	542

DIRTSIDE II	NAME: Castellan Knight	TYPE: Combat walker
		TARGET DIE:D4, see p15
SIZE CLASS:5 BASIC SIGNATURE:6	STEALTH LEVEL:0	
MOBILITY TYPE: Combat Walker	BASIC MOVE:12	POINTS VALUE:542
FIRECON: Basic ECM: None, D4	ARMOR, FRONT:5	ARMOR, SIDE:4

OTHER EQUIPMENT AND NOTES: APFC belt

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"								
MDC/5	PT	36"	D8	All	48"	D6	Red, Yellow	60"	D4	Red
2x HEL/2	PT	60"	D8	Red						

Dirtside II Vehicle: Crusader Knight

By: Peter Ramos
Type: Combat walker
Desc: Support combat walker

```
Equipment Item                            VSP : BVP    Spaces   Cost
--------------------------------------------------------------------
Vehicle, class 5                          25 :  0       25       25
Armor class 5                             25 : 50       25       50
Fusion Generation Plant                   25 : 50       25       80
Combat Walker                             25 : 50       25      130
1 class 5 MDC in Fixed mount              25 : 50       15      180
   with Basic fire control                25 : 50       15      190
4 class 1 RFAC's in Fixed mount           25 : 50        7      210
APSW                                      25 : 50        7      210
One AR 5 shield                           25 : 50        1      510
Secondary basic fire control              25 : 50        1      512
```

DIRTSIDE II		NAME: **Crusader Knight**	TYPE: **Combat walker**
SIZE CLASS: 5	BASIC SIGNATURE: 6	STEALTH LEVEL: 0	TARGET DIE: D4, see p15
MOBILITY TYPE: Combat Walker		BASIC MOVE: 12	POINTS VALUE: 512
FIRECON: Basic ECM: None, D4		ARMOR, FRONT: 5	ARMOR, SIDE: 4

OTHER EQUIPMENT AND NOTES: APFC belt

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"								
MDC/5	PT	36"	D8	All	48"	D6	Red, Yellow	60"	D4	Red
3x RFAC/2	PT	12"	D8	Red, Yellow	18"	D6	Red	24"	D4	Green

Comment: Support combat walkers do not have APFC's since they generally refrain from assault combat.

Dirtside II Vehicle: Errant Knight
By: Peter Ramos
Type: Combat walker
Desc: Assault combat walker

```
Equipment Item                           VSP : BVP    Spaces   Cost
-------------------------------------------------------------------
Vehicle, class 5                         25 :  0       25      25
Armor class 5                            25 : 50       25      50
Fusion Generation Plant                  25 : 50       25      80
Combat Walker                            25 : 50       25     130
1 class 5 DFFG's in Fixed mount          25 : 50       15     205
   with Basic fire control               25 : 50       15     215
APFC belt                                25 : 50       14     240
One AR 5 shield                          25 : 50        8     540
Assault weapon                           25 : 50        3     590
APSW x 3                                 25 : 50        1     598
```

DIRTSIDE II		NAME: **Errant Knight**	TYPE: **Combat walker**
SIZE CLASS:5	BASIC SIGNATURE:6	STEALTH LEVEL:0	TARGET DIE:D4, see p15
MOBILITY TYPE: Combat Walker		BASIC MOVE:12	POINTS VALUE:598
FIRECON: Basic	ECM: None, D4	ARMOR, FRONT:5	ARMOR, SIDE:4

OTHER EQUIPMENT AND NOTES: APFC belt

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
3x APSW	FM	12"								
DFFG/5	PT	12"	D8	All x 2	24"	D6	All	36"	D4	All x ½

Comment: Armed for assault it draws 4 chits instead of the standard three for combat walkers.

Dirtside II Vehicle: Paladin Knight
By: Peter Ramos
Type: Combat walker
Desc: Standard front line combat walker.

```
Equipment Item                          VSP : BVP      Spaces   Cost
--------------------------------------------------------------------
Vehicle, class 5                        25 :  0         25       25
Armor class 5                           25 : 50         25       50
Fusion Generation Plant                 25 : 50         25       80
Combat Walker                           25 : 50         25      130
1 class 5 MDC in Fixed mount            25 : 50         15      180
   with Basic fire control              25 : 50         15      190
4 APSW's                                25 : 50         12      202
APFC belt                               25 : 50         11      227
One AR 5 shield                         25 : 50          5      527
Assault weapon                          25 : 50          0      557
```

DIRTSIDE II		NAME: **Paladin Knight** TYPE: **Combat walker**
SIZE CLASS:5	BASIC SIGNATURE:6 STEALTH LEVEL:0	TARGET DIE:D4, see p15
MOBILITY TYPE: Combat Walker	BASIC MOVE:12	POINTS VALUE:557
FIRECON: Basic ECM: None, D4	ARMOR, FRONT:5	ARMOR, SIDE:4
OTHER EQUIPMENT AND NOTES: APFC belt		

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
MDC/5	PT	36"	D8	All	48"	D6	Red, Yellow	60"	D4	Red
4x APSW	PT	12"	-	-						

Comment: it draws 4 chits in assault.

Dirtside II Vehicle: Lancer Knight

By: Peter Ramos
Type: Assault Knight
Desc: Main knight type used to assault heavily defended position.

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 5	25 : 0	25	25
Armor class 5	25 : 50	25	50
Fusion Generation Plant	25 : 50	25	80
Combat Walker	25 : 50	25	130
1 class 5 MDC in Fixed mount	25 : 50	15	180
with Basic fire control	25 : 50	15	190
3 APSW's	25 : 50	13	198
APFC belt	25 : 50	12	223
One AR 5 regenerative shield	25 : 50	6	523
Assault weapon	25 : 50	1	573

DIRTSIDE II	NAME: **Lancer Knight**	TYPE: **Assault Knight**
		TARGET DIE:D4, see p15
SIZE CLASS:5 BASIC SIGNATURE:6	STEALTH LEVEL:0	
MOBILITY TYPE: Combat Walker	BASIC MOVE:12	POINTS VALUE:573
FIRECON: Basic ECM: None, D4	ARMOR, FRONT:5	ARMOR, SIDE:4
OTHER EQUIPMENT AND NOTES: APFC belt		

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
MDC/5	PT	36"	D8	All	48"	D6	Red, Yellow	60"	D4	Red
3x APSW	PT	12"	-	-						

Comment: The knight lancer draws 4 chits in assault

Dirtside II Vehicle: Baron Knight
By: Peter Ramos
Type: Combat walker
Desc: Command knight

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 5	25 : 0	25	25
Armor class 5	25 : 50	25	50
Fusion Generation Plant	25 : 50	25	80
Combat Walker	25 : 50	25	130
1 class 5 HEL in Fixed mount	25 : 50	15	190
with Enhanced fire control	25 : 50	15	210
Assault weapon	25 : 50	10	260
One AR 5 shield	25 : 50	4	560
Basic ECM	25 : 50	4	575
APFC belt	25 : 50	3	600
APSW x 3	25 : 50	1	608

DIRTSIDE II		NAME: **Baron Knight**	TYPE: **Combat walker**
SIZE CLASS:5	BASIC SIGNATURE:6	STEALTH LEVEL:0	TARGET DIE:D4, see p15
MOBILITY TYPE: Combat Walker		BASIC MOVE:12	POINTS VALUE:608
FIRECON: Enhanced	ECM: Basic, D6	ARMOR, FRONT:5	ARMOR, SIDE:4

OTHER EQUIPMENT AND NOTES: APFC belt

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
3x APSW	FM	12"								
HEL/5	PT	60"	D10	Red						

Comment: counts as command element for purposes of command structure, but for combat walkers only. It draws 4 chits in assault.

Eldar Combat Walkers

Dirtside II Vehicle: Bright warrior

By: Peter Ramos
Type: Combat walker
Desc: Fast Attack Walker

```
Equipment Item                            VSP : BVP     Spaces   Cost
--------------------------------------------------------------------
Vehicle, class 5                          25 :  0         25      25
Armor class 5, Ablative                   25 : 63         25      63
Fusion Generation Plant                   25 : 63         25     108
Combat Walker                             25 : 63         25     171
2 class 5 HEL in Fixed mount              25 : 63          5     291
   Each with Superior fire control        25 : 63          5     351
Superior ECM                              25 : 63          5     400
Level 4 stealth                           25 : 63          5     800
APFC belt                                 25 : 63          4     825
APSW x 4                                  25 : 63          1     837
```

DIRTSIDE II		NAME: **Bright warrior** TYPE: **Combat walker**	
SIZE CLASS:5	BASIC SIGNATURE:6	STEALTH LEVEL:4	TARGET DIE:D10
MOBILITY TYPE: Combat Walker		BASIC MOVE:12	POINTS VALUE:837
FIRECON: Superior	ECM: Superior, D10	ARMOR, FRONT:5A	ARMOR, SIDE:4A
OTHER EQUIPMENT AND NOTES: APFC belt			

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
4x APSW	FM	12"								
2x HEL/5	PT	60"	D12	Red						

Comment: due to its quadruped nature it moves at 15 inches (not 12").

Dirtside II Vehicle: Fire Knight

By: Peter Ramos
Type: Combat walker
Desc: Heavy support walker

```
Equipment Item                              VSP : BVP    Spaces   Cost
----------------------------------------------------------------------
Vehicle, class 5                            25 :  0       25      25
Armor class 5, Ablative                     25 : 63       25      63
Fusion Generation Plant                     25 : 63       25     108
Combat Walker                               25 : 63       25     171
1 class 5 DFFG in Fixed mount               25 : 63       15     246
  with Superior fire control                25 : 63       15     276
3 GMS/H's with Superior guidance            25 : 63        3     456
Superior ECM                                25 : 63        3     501
Level 4 stealth                             25 : 63        3     901
APFC belt                                   25 : 63        2     926
APSW X 2                                    25 : 63        1     930
```

DIRTSIDE II		NAME: **Fire Knight**	TYPE: **Combat walker**
SIZE CLASS:5	BASIC SIGNATURE:6	STEALTH LEVEL:4	TARGET DIE:D10
MOBILITY TYPE: Combat Walker		BASIC MOVE:12	POINTS VALUE:930
FIRECON: Superior	ECM: Superior, D10	ARMOR, FRONT:5A	ARMOR, SIDE:4A

OTHER EQUIPMENT AND NOTES: APFC belt

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
2x APSW	FM	12"								
DFFG/5	PT	12"	D12	All x 2	24"	D10	All	36"	D8	All x ½
3x GMS/H:S	PT	48"	D10	Red, Yellow						

Dirtside II Vehicle: Towering destroyers

By: Peter Ramos
Type: Combat walker
Desc: Command walker

```
Equipment Item                                VSP : BVP   Spaces   Cost
------------------------------------------------------------------------
Vehicle, class 5                              25 :  0       25      25
Armor class 5, Ablative                       25 : 63       25      63
Fusion Generation Plant                       25 : 63       25     108
Combat Walker                                 25 : 63       25     171
2 class 5 MDC's in Fixed mount                25 : 63        5     271
   Each with Superior fire control            25 : 63        5     331
1 GMS/H with Superior guidance                25 : 63        1     391
Superior ECM                                  25 : 63        1     436
Level 4 stealth                               25 : 63        1     836
APFC belt                                     25 : 63        0     861
Increased assault ability                     25 : 63        0     911
APSW                                          25 : 63        0     911
```

DIRTSIDE II		NAME: **Towering destroyers**	TYPE: **Combat walker**
SIZE CLASS:5	BASIC SIGNATURE:6	STEALTH LEVEL:4	TARGET DIE:D10
MOBILITY TYPE: Combat Walker		BASIC MOVE:12	POINTS VALUE:911
FIRECON: Superior	ECM: Superior, D10	ARMOR, FRONT:5A	ARMOR, SIDE:4A

OTHER EQUIPMENT AND NOTES: APSW belt

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
APSW	FM	12"								
2x MDC/5	PT	36"	D12	All	48"	D10	Red, Yellow	60"	D8	Red
GMS/H:S	PT	48"	D10	Red, Yellow						

Comment: it draws 4 chits in assault.

Chaos Combat Walkers

Due to magic (glamor of slaneesh) they wound up having stealth
systems similar to the Eldar Holofield.

Dirtside II Vehicle: Hell Scourge

By: Peter Ramos
Type: Combat walker
Desc: Assault combat walkers

```
Equipment Item                              VSP : BVP      Spaces   Cost
-----------------------------------------------------------------------
Vehicle, class 4                            20 :  0          20      20
Armor class 4                               20 : 36          20      36
Fusion Generation Plant                     20 : 36          20      58
Combat Walker                               20 : 36          20      94
1 class 4 DFFG in Fixed mount               20 : 36          12     154
   with Enhanced fire control               20 : 36          12     170
1 class 4 HEL in Fixed mount                20 : 36           4     218
3 APSW's                                    20 : 36           2     226
Enhanced ECM                                20 : 36           2     256
Level 3 stealth                             20 : 36           2     496
Secondary Enhanced fire control             20 : 36           2     512
```

DIRTSIDE II		NAME: **Hell Scourge**	TYPE: **Combat walker**
SIZE CLASS:4	BASIC SIGNATURE:5	STEALTH LEVEL:3	TARGET DIE:D10
MOBILITY TYPE: Combat Walker		BASIC MOVE:12	POINTS VALUE:512
FIRECON: Enhanced	ECM: Enhanced, D8	ARMOR, FRONT:4	ARMOR, SIDE:3

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE			MEDIUM RANGE			LONG RANGE		
		UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS	UP TO	DIE	VALID HITS
DFFG/4	PT	10"	D10	All x 2	20"	D8	All	30"	D6	All x ½
HEL/4	PT	60"	D10	Red						
3xAPSW	PT	12"	-	-						

Dirtside II Vehicle: Hell Knight
By: Peter Ramos
Type: Combat walker
Desc: Assault combat walker

```
Equipment Item                            VSP : BVP    Spaces   Cost
------------------------------------------------------------------
Vehicle, class 5                          25 :  0       25      25
Armor class 5                             25 : 50       25      50
Fusion Generation Plant                   25 : 50       25      80
Combat Walker                             25 : 50       25     130
1 class 5 DFFG in Fixed mount             25 : 50       15     205
   with Enhanced fire control             25 : 50       15     225
1 class 5 MDC in Fixed mount              25 : 50        5     275
1 GMS/H with Basic guidance               25 : 50        1     305
Enhanced ECM                              25 : 50        1     335
Level 4 stealth                           25 : 50        1     735
APSW x 2                                  25 : 50        0     739
Secondary enhanced fire control           25 : 50        0     759
```

DIRTSIDE II		NAME: **Hell Knight**	TYPE: **Combat walker**
SIZE CLASS:5	BASIC SIGNATURE:6	STEALTH LEVEL:4	TARGET DIE:D10
MOBILITY TYPE: Combat Walker		BASIC MOVE:12	POINTS VALUE:759
FIRECON: Enhanced	ECM: Enhanced, D8	ARMOR, FRONT:5	ARMOR, SIDE:4

OTHER EQUIPMENT AND NOTES:

TYPE/ CLASS	MOUNT	CLOSE RANGE UP TO	DIE	VALID HITS	MEDIUM RANGE UP TO	DIE	VALID HITS	LONG RANGE UP TO	DIE	VALID HITS
2x APSW	FM	12"								
DFFG/5	PT	12"	D10	All x 2	24"	D8	All	36"	D6	All x ½
MDC/5	PT	36"	D10	All	48"	D8	Red, Yellow	60"	D6	Red
GMS/H:B	PT	48"	D6	Red, Yellow						

Orc Combat Walker

Orc combat walkers may be fitted with power fields if space permits.

Dirtside II Vehicle: Stomper

By: Peter Ramos
Type: Combat walker
Desc: Assault combat walker

Equipment Item	VSP : BVP	Spaces	Cost
Vehicle, class 5	25 : 0	25	25
Armor class 5, Reactive	25 : 53	25	53
Fusion Generation Plant	25 : 53	25	85
Combat Walker	25 : 53	25	138
1 class 5 HVC in Fixed mount	25 : 53	15	178
with Basic fire control	25 : 53	15	188
Assault weapon	25 : 53	10	238
One AR 3 power field	25 : 53	1	288
APSW x 2	25 : 53	0	292

DIRTSIDE II								NAME: **Stomper**		TYPE: **Combat walker**		
SIZE CLASS:5			**CLOSE RANGE** BASIC SIGNATURE:6			**MEDIUM RANGE** STEALTH LEVEL:0			TARGET DIE:D4, see p15 **LONG RANGE**			
TYPE/ MOBILITY CLASS TYPE:Combat walker	**MOUNT**	**UP TO**	**DIE**	**VALID HITS**	**UP TO** BASIC MOVE:12	**DIE**	**VALID HITS**	**UP TO** POINTS VALUE:292	**DIE**		**VALID HITS**	
FIRECON: Basic HVC/5	Basic	20"	D8	None, Red, Yellow	30" ARMOR, FRONT:	D6	5R Red	40" ARMOR, SIDE:	D4	4R	Green	
OTHER EQUIPMENT AND NOTES: 2x												
APSW	FM	12"										

Comment: The power field may be foregone to add more weapons.

Dirtside II conversion additions

Under Flame thrower weapons.

My description does not really convey how this weapon works. Do not visualize it as a conventional flame thrower, where the flame extends from the weapon to the target. This weapon fires a flammable liquid projectile over a short distance and then it explodes on the target area. Perhaps a better name is napalm projector, for the lack of a better term.

Under fire control

Although I gave each weapon a fire control some may wish to limit fire controls to a specific system. Meaning that you would assign a fire control for each weapon system
type. Example, the predator would have one for the HKP and one for both HEL's. Due to the way I structured the point breakdown it is easy to subtract the cost without re-calculating everything.

Spartan Heavy APC

Should be 171 NOT 167, the cost of an extra APSW was not included.

Basilisk Mobile Mass Driver Cannon

I made no attempt to differentiate this gun from the Manticore Gun,
these alternate rules where proposed by Mr. Tony Christney.

Instead of one heavy artillery mount we will have a heavy mount with TWO gun barrels each firing a MEDIUM artillery barrage. When firing an open sheaf (which remains at the normal 2" size) all elements in the beaten zone are drawn for TWICE (instead of one for regular open sheaf missions). Multiple elements participating in converged missions multiple this effect each buy a factor of two. Example: three elements of basilisks fire an converged

mission means each element in the eaten zone get drawn for SIX
times!

Needless to say it makes these very deadly and thus their cost is
345 points per unit (I added an
extra 100 points for this ability, since it can be so
destructive).

Stormhammer

There are two entries for STORMBLADE, the first of the two (armed with 2
MDC/4 turrets) is really the Stormhammer, correct the name.

Fire Dragon

Mini-DFFG/2 has a close range of up to 6 inches and superior fire
control.

Heavy Weapon Guardians

Some have mentioned to me they might be a good idea, they would be armed
with superior GMS/L and APSW (but can not use them both in the same turn) and cost 78 points
per element.

Orc Infantry Clans

For those who wish to have more variety regarding the orc
infantry elements the following is suggested:

Goffs-   they draw 4 chits in assault (2 chits for
                   firefights) and cost 25 points per element

Bad Moons-   they are armed with APSW type weapons and draw 3
                   chits in firefights and assault,35 points per
                   element

Snake Bite-   they receive one "free" infantry element for every
                   4 elements bought, this reflects the "equipment"
                   they steal before a battle to arm extra troops.

Blood Axe-   they may acquire Imperial equipment (limited to
                   rhinos and landraiders)

Evil Sun–   they may buy battlewagon vehicles (and only
battlewagons) at half the listed cost
per element.

Assault rollers

I mention this in the rules but failed to give the quote. All assault roller, death claws, etc, confer 1 extra chit drawn in assault versus infantry in open ground.

Gibletgrinda

The arc of its main HVC should be PT* not FM (fixed mounts)

Chaos Marine Chapters

For those wishing to add more variety to the chaos marine chapters, they may use the following:

World Eaters–   they may resolve their assault BEFORE the enemy can attack, thus eliminated models can not counterattack. This ability costs 50 points per element.

Death Guard–   during an assault the enemy draws 1 chit less than normal. This ability costs 50 points per element.

Thousand Sons–   elements of the unit may combine their powers to launch a WEP/5 type attack. The range is 1 inch per element involved and the beaten zone of the attack is½ inch per element. Range for   chit validity is considered short. All elements within the beaten zone are affected.   This ability cost 75 points per element.

Emperors Children–   during an assault they can project an aura of debilitating pleasure which affect all enemy elements involved in the assault unless a reaction check with a +3 modifier is made. Elements which fail draw half (rounded down) their allotted chits. This ability costs 60 points per element.

Each ability cost is in addition to the cost of the element itself.

Contagion Plague engines

Due to the putrid nature of nurgle it was suggested that these may fire
bio-chem rounds, I leave this as a very optional rule.

Archaic Artillery range

Some players have suggested that artillery pieces like the
contagion plague engine and orc catapult should have a reduced
range. I suggest a range of 30 inches.

Psychics

If alternate psychic rules are not used all substitute DFFG
powers are treated as close range and with superior fire control.
Under the optional rules where it states the levels of psychic
mastery it should state FOUR levels not three.

Wierdboys

Alternate wierdboy rules are:

Each infantry element of orcs confers 1 waargh point, they should
be at
least 12 inches from the tower to be counted. Determination of
points occurs at the moment of
activation of the tower.

The formula is: (#of shots)X(firecon quality)X(weapon class) =
cost in
waagghh! points

Firecon quality is as follows: BASIC = 1; ENH = 2; SUP = 3.

Weapon class is any WEP type shot (WEP/3, WEP/4, WEP/5)

Unused points may be stored for use in the next turn..

Example: a WBT is surrounded by a mob of 14 boyz, thus collecting

14 waagghh! points. The player can fire 4 WEP/3 shots using BASIC firecon (equals 12 points of waargh power). The remaining two points can be stored, or he could have fired 1 WEP/4 shot with superior fire control (also 12 points)

This idea is courtesy of Mr. Christeney with some minor modifications on my part.

Titans, modular vehicles and psychic

These great machines are fitted with all sorts of psychic buffers for the crews so if required to defend against psychic intrusion their die for defense is a D10 (note some exceptions like bio-titans and lords of battle exist, these are D12).

Extra Titan weapons

These are extra weapons I omitted:

Imperial

Super MDC cannon, MDC/5 (4), 45 capacity points, enhanced fire control,
PT mount, 280

Vulcan RFAC, RFAC/2 (5) , 30 capacity points, enhanced fire control, PT mount, 80 points

Psychic Head, permits titan to use "librarian" type powers. The level of expertise is master. Cost 150 points

Siege Head/Pod, possess an armor rating of 6 and may carry up to 4 elements of super power armor infantry. Elements that assault from the pod count the enemy as in open ground for the initial assault. It is normally used to bring super power armored elements with assault distance of fortresses/buildings and other structures that offer cover to infantry elements. Cost is 100 points.

Battering Ram, used during siege operations. The titan may draw 6 chits in assault versus another titan/modular vehicle or be used versus structures, such as buildings, where the face value of the chits are doubled. Cost is 100 points.

Rubble Claw, improves the movement restriction of titans for urban and wooded terrain. Treat these terrain types as "poor" not "difficult" as they normally are for vehicles that use walker type movement. Cost 100 points.

Super Titans

These titans are the largest land based modular constructions available in the "epic" universe.

They follow all the normal rules set for titans listed above, but due to the size may field weapons that are too large or energy consuming for even normal titans.

Imperator Titan

It consists of 12 modules:

Head, Size 6, AR 6
Three Tower Fortress Modules, Size 5, AR 5
Four Castle Fortress Modules, Size 7, AR 7
Two Hull, Size 7, AR 7
Four Leg modules, Size 7 AR 7

Long and medium range shots are determined randomly:

On D20:

1-2   Head
3-8   Castle Fortress (1-2 front, 3-4 middle, 5-6 back)
9-12   Tower Fortress (1-2 right front, 3-4 left front, 5-6 right
                        back, 7-8 left back)
13-15   Weapons (On D6 1-3 left arm, 4-6 right arm)
16-17   Hull (1-3 top hull, 4-6 bottom hull)
18-20   Leg (1-3 left, 4-6 right).

If the head is damaged it must roll a 4+ before activation to be able to act. Head destroyed titan knocked out.
If hull damaged all APSW do not function, if destroyed titan is knocked out. Both hulls must be destroyed to knock out titan
If one leg is damaged move half speed. Leg destroyed, the titan is immobilized. Both legs damaged, immobilized. Both legs destroyed titan is knocked out. A catastrophic result on one leg means its blown off and titan is knock out. Note: destroying bottom modules will destroy any elements within.

If weapon damaged or destroyed it ceases to function
If tower fortress damaged/destroyed tower guns cease to function
If front castle fortress is damaged/destroyed main artillery gun
ceases to function.
If middle castle fortress is damaged/destroyed psychic protection
mechanisms do not function

If back castle fortress is damaged/destroyed ADS and super HEL ceases to function and any elements present are eliminated (in case of the module being destroyed, if damaged elements take no damage.

Unlike most titans the Imperator fields a fixed set of weapons.

DFFG Annihilator, DFFG/5 (8), superior fire control, 85 capacity points, cost 760

Hellfire Repeating Cannon, Heavy artillery (6), 108 capacity points, cost 1200

Tower Fortress Guns, MDC/5 (3), superior fire control, 35 capacity points, cost 240 each

Castle fortress main gun, heavy artillery(3), 54 capacity points, 600 points

ADS system, ADS superior, 20 capacity points, cost 400

Super HEL, HEL/5 (4), 45 capacity points, Superior fire control, cost 320

20 Titan APSW Mounts, total shots 80, 80 capacity points, cost 320

There are 60 capacity cargo spaces for troop transport.

The Imperator's psychic sensorium gives it 2 D12 for resisting psychic intrusion (roll both dice and pick the highest).

Cost: 10806 (includes 12 AR 5 regenerative shields).

Comment:The titan possess combat walker move rate and restrictions.

Orc Mega-Gargant

It consists of 12 modules:

Head, Size 6, AR 6
Three Tower Weapons Modules, Size 7, AR 5
Two Weapon Mount Modules, Size 7, AR 7
Four Hull, Size 7, AR 7
Two Track modules, Size 7 AR 7

Long and medium range shots are determined randomly:

On D20:

1-2   Head
3-10   Hull(1-2 top, 3-4 upper middle, 5-6 lower middle, 7-8
         bottom)
11-12   Weapon Mount (1-3 left, 4-6 right)
13-15   Tower Weapons (1-2 left, 3-4 center, 5-6 right)
16-17   Arm Weapons (1-3 left, 4-6 right)
18-20   Track (1-3 left, 4-6 right).

If the head is damaged/destroyed the gargant will follow the same
action it preformed before. It may not initiate new actions.
If hull damaged/destroyed two HVC Cannon weapons (one tower and
one gun deck) do not function. All hulls must be destroyed to
knock out titan
If one Track is damaged move half speed. Both tracks
damaged/destroyed it is immobilized.
If weapon damaged or destroyed it ceases to function
If weapon mount damaged no effect, if destroyed all weapons on
that mount are also destroyed.
If tower weapons are damaged/destroyed they cease to function.

Mega-gargants have a rudimentary auto repair system that consists
of gretchin. They may repair a damaged location on a roll of 6 on
a D6. This repair occurs in the end phase and not immediately
like imperial titans.

It has the following weapon:

Five Gun Decks, HCV/5 (2), 25 capacity points, basic fire
control, cost 100 each

Five Minor Gun Towers, HCV/5, 15 capacity points, basic fire
control, 50 points each

Extra Large MDC cannon (arm), MDC/5 (4), 45 capacity points, basic fire control, 360

Extra Large HEL (use lifta-droppa arm), HEL/5 (4), 45 capacity points, basic fire control, 280

Assault arm, 20 capacity points, draws 6 chits in assault, cost 100

Psychic tower weapon, WEP/5 (2), 15 capacity points, enhanced fire control, cost 240

Artillery tower weapon, heavy artillery , 18 capacity points, cost 200

Cruise Missile tower, one shot weapon (2 shots), heavy artillery rockets (each has a beaten zone of 6 inches and counts as either HEF or MAK, players choice), 10 capacity pints, cost 300

10 titan APSW mounts, cost 160 points

It carries 12 AR 3 power fields

Cost 3822