

# [IC] Cimexian Army, Future War

by Mark Fry 2013

<b>Troops</b>	<b>Arm</b>	<b>Move</b>	<b>Attacks</b>	<b>Assault</b>	<b>Hits</b>	<b>Save</b>	<b>Cost</b>	<b>Limit</b>	<b>Notes</b>
CO (CV10)	Command	60 F	3/30	-	6	6	160	1	
HQ (CV9)	Command	40 F	2/30	-	4	6	90	-/3	
FAO (CV8)	Command	30 F	2/30	-	4	6	45	-/1 [2]	
FAC (CV8)	Command	30 F	2/30	-	4	6	45	-/1 [2]	
Recce Unit (Warrior Caste Scouts)	Recce	10 F	1/20	2	3 L	4 T	45	-/2	#1 S1/A
Recce Unit (Gyrin)	Recce	20 T	2/20	2	3	4	50	-/2	S1/A
Recce Unit (Acarin)	Recce	30 G	1/20	2	3	4	60	-/2	S1
Infantry Unit (Warrior Caste)	Infantry	10 F	3/30	2	3 L	6 T	35	3/-	S1/A
Infantry Unit (Warrior Caste Elite)	Infantry	10 F	4/30	3	4 L	6 T	60	-/6	S1/A
Infantry Unit (Warrior Caste Manton)	Infantry	15 F	4/20	6	4	4 T	115	-/3	S1/A
Tank Unit (Isop)	Armour	30 T	4/60	2	3	6 T	160	-/9	#2 R/S1/A
Tank Unit (Coccid)	Armour	25 T	5/60	4	6	4 T	265	-/6	#3 R/S1/A
Tank Unit (Tettigon)	Armour	20 T	6/60	6	8	4 T	350	-/3	#4 R/S1/A
Tank Unit (Ixod)	Armour	15 T	8/60	6	6	3 T	400	-/3	#5 R/S1/A
IFV Unit (Marin)	Armour	25 T	2/30	2	4	5 T	65	-/3 [6]	#6 R/S1/A
SPAT Unit (Agrom)	Armour	15 T	4/100#	2	4	6 T	100	-/3 [6]	#7 R/A
SPG Unit (Cercon)	Armour	15 T	6/120	2	4	6 T	315	-/3 [6]	#8 R/A
Crawler Unit (Mellif)	Armour	30 F	4/10	4	3	6 T	70	-/3	#9 R/S1/A
Crawler Unit (Lectul)	Armour	30 F	3/10	5	4	5 T	80	-/3	#10 R/S1/A
Crawler Unit (Castan)	Armour	30 F	6/20	5	4	5 T	130	-/3	#11 R/S1/A
Crawler Unit (Dermes)	Armour	30 F	2/20	8	5	4 T	140	-/1	#12 R/S1/A
Walker Unit (Apis)	Armour	15 F	3/20	3	4	4 T	100	-/4	#13 R/S1
Walker Unit (Talitri)	Armour	15 F	3/40	4	4	4 T	120	-/2	#14 R/S1
Walker Unit (Chilon)	Armour	15 F	4/40	6	4 M/S	4 T	205	-/ [6]	#15 R/S1
Walker Unit (Diplon)	Armour	15 F	6/40	9	6 M/S	4 T	340	-/ [4]	#16 R/S1
Air Defence Unit (Danaus)	Artillery	20 F	2/100#	3	3	5 T	85	-/2	#17 A
Artillery Unit (Anthom)	Artillery	-	2	-	3	6	50	-/ [6]	#18
Artillery Unit (Lygan)	Artillery	-	4	-	3	6	95	-/ [4]	#19
Artillery Unit (Phytos)	Artillery	-	8	-	3	6	185	-/ [4]	#20
Aircraft Unit (Neptis)	Aircraft	-	4	-	3	5	120	-/ [3]	#21
Aircraft Unit (Thysan)	Aircraft	-	8	-	4	5	240	-/ [3]	#22
Transport Unit (Chilo)	Transport	30 T	4/10	2	4	5	100	-/2	#23
Transport Unit (Orthon)	Transport	100 G	8/10	4	5	5 T	275	-/1 [3]	#24

\* No hits vs AFV or Shields, # No hits vs Infantry or LV, H: Half-Range vs AFV, L: Low Profile, M: Massive, S: Shields, T: Tough, R: Restricted, S1: Stabilised, A: Amphibious

## Tactical Doctrine

- Flexible tactical doctrine (25cm initiative distance)

## Special Rules

- Tech Level: Advanced
- Air Superiority: +2 modifier to die roll. If defending a Cimexian home world, all enemy suffer a -1 penalty to their Air

Superiority die roll due to atmospheric volcanic dust.

### **Battlegroup Selection Rules**

- Max two Recce units per 1000 points

### **Assets**

- Preliminary Bombardment (Max 1 per artillery unit, 20 points each)
- Light Orbital Strike, 4 Attacks (Max 4 per battlegroup, 40 points each)
- Heavy Orbital Strike, 8 Attacks (Max 2 per battlegroup, 80 points each)
- Ambush (Max 3 per Battlegroup, 50 points each)

### **Note 1. Recce Unit (Warrior Caste Scouts)**

- Target Designator: Designate a visible enemy unit during the initiative phase as a target for auto-linked weapons fired during the command phase

### **Note 2. Tank Unit (Isop)**

- Plasma Weapon: The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken by the target unit and will be suppressed if any of the dice score 4+
- Auto-Linked Weapons: May fire at a designated target within range
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire
- Stubborn: Do not roll for fall-back and will not retreat in close assault

### **Note 3. Tank Unit (Coccid)**

- Plasma Weapon: The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken by the target unit and will be suppressed if any of the dice score 4+
- Auto-Linked Weapons: May fire at a designated target within range
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire
- Stubborn: Do not roll for fall-back and will not retreat in close assault

### **Note 4. Tank Unit (Tettigon)**

- Plasma Weapon: The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken by the target unit and will be suppressed if any of the dice score 4+
- Auto-Linked Weapons: May fire at a designated target within range
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire
- Stubborn: Do not roll for fall-back and will not retreat in close assault

### **Note 5. Tank Unit (Ixod)**

- Plasma Weapon: The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken by the target unit and will be suppressed if any of the dice score 4+
- Auto-Linked Weapons: May fire at a designated target within range
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire
- Stubborn: Do not roll for fall-back and will not retreat in close assault

### **Note 6. IFV Unit (Marin)**

- Telepathic Blast Wave: All enemy units within range and in every direction are hit and count as being in the open
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire
- Support Troops: May not assault the enemy, but will defend if assaulted
- Carrying capacity of 2 spaces (except Manton)

### **Note 7. SPAT Unit (Agrom)**

- Auto-Linked Weapons: May fire at a designated target within range
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire
- Support Troops: May not assault the enemy, but will defend if assaulted

### **Note 8. SPG Unit (Cercon)**

- Plasma Weapon: The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken by the target unit and will be suppressed if any of the dice score 4+
- Direct & Indirect Fire: Calculate as an artillery concentration, using the distance between the unit and the target for

deviation; the unit may also fire directly at an enemy unit within LOS

- Auto-Linked Weapons: May fire at a designated target within range
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire
- Support Troops: May not assault the enemy, but will defend if assaulted

**Note 9. Crawler Unit (Mellif)**

- Flamethrower: Always count targets as being in the open and all units hit in a straight line up to the maximum range
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire

**Note 10. Crawler Unit (Lectul)**

- Flamethrower: Always count targets as being in the open and all units hit in a straight line up to the maximum range
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire

**Note 11. Crawler Unit (Castan)**

- Flamethrower: Always count targets as being in the open and all units hit in a straight line up to the maximum range
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire

**Note 12. Crawler Unit (Dermes)**

- Flamethrower: Always count targets as being in the open and all units hit in a straight line up to the maximum range
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire

**Note 13. Walker Unit (Apis)**

- Plasma Weapon: The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken by the target unit and will be suppressed if any of the dice score 4+
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire
- Stubborn: Do not roll for fall-back and will not retreat in close assault

**Note 14. Walker Unit (Talitri)**

- Plasma Weapon: The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken by the target unit and will be suppressed if any of the dice score 4+
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire
- Stubborn: Do not roll for fall-back and will not retreat in close assault

**Note 15. Walker Unit (Chilon)**

- Plasma Weapon: The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken by the target unit and will be suppressed if any of the dice score 4+
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire
- Stubborn: Do not roll for fall-back and will not retreat in close assault

**Note 16. Walker Unit (Diplon)**

- Plasma Weapon: The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken by the target unit and will be suppressed if any of the dice score 4+
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire
- Stubborn: Do not roll for fall-back and will not retreat in close assault

**Note 17. Air Defence Unit (Danaus)**

- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire
- Support Troops: May not assault the enemy, but will defend if assaulted
- Stubborn: Do not roll for fall-back and will not retreat in close assault
- All-Round Vision: The unit has full 360° visibility

**Note 18. Artillery Unit (Anthom)**

- Plasma Weapon: The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken by the target unit and will be suppressed if any of the dice score 4+

**Note 19. Artillery Unit (Lygan)**

- Plasma Weapon: The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken

by the target unit and will be suppressed if any of the dice score 4+

**Note 20. Artillery Unit (Phytos)**

- Plasma Weapon: The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken by the target unit and will be suppressed if any of the dice score 4+

**Note 21. Aircraft Unit (Neptis)**

- Plasma Weapon: The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken by the target unit and will be suppressed if any of the dice score 4+

**Note 22. Aircraft Unit (Thysan)**

- Plasma Weapon: The nearest unit within 5cm must test for suppression/fall-back by rolling one die for each hit taken by the target unit and will be suppressed if any of the dice score 4+

**Note 23. Transport Unit (Chilo)**

- Telepathic Blast Wave: All enemy units within range and in every direction are hit and count as being in the open
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire
- Support Troops: May not assault the enemy, but will defend if assaulted
- Stubborn: Do not roll for fall-back and will not retreat in close assault
- Carrying capacity of 4 spaces, except Manton
- Expendable: Does not count towards the breakpoint

**Note 24. Transport Unit (Orthon)**

- Telepathic Blast Wave: All enemy units within range and in every direction are hit and count as being in the open
- Adaptive Camouflage: Count as being in partial cover when in the open and under direct fire
- Support Troops: May not assault the enemy, but will defend if assaulted
- Stubborn: Do not roll for fall-back and will not retreat in close assault
- Carrying capacity of 6 spaces, except Manton

**List Design Notes**

The Cimexians evolved on a high gravity planet, with extreme concentrations of toxic heavy metals & radiation. The dominant 'caste' are a giant (human size) blind but telepathic, limbless flatworm, that use their enhanced mental abilities to manipulate ceramic body armour with built-in chemical projection 'flamethrower' and longer-range corrosive chemical type weaponry (Plasma). They use their telepathic abilities to control the lesser (Warrior & Worker) type species which take the forms of giant slow moving heavily armoured 'snail' creatures; multi-limbed faster moving crawlers and larger multi-legged walkers types. There are a few 'flyer' variants but their numbers are limited.

A typical Cimexian world will have high levels of volcanic activity (-1 on all enemy air superiority roles if Cimexians are defending), a lot of vegetation, swamps, open water/liquids and high temperature; and an extreme level of toxic metals & chemicals in the atmosphere, environment, flora and fauna, soil. This makes them attractive for mineral and chemical extraction by other space-faring civilisations, but not usually for colonisation. NB: the 'shells' of the giant snail type creatures are almost 100% heavy metals making hunting them very lucrative indeed (but dangerous!). The Cimexians live in bio-engineered coral underwater cities and will use bio-formed coral-polyp field defences as well.