

New Viridian CDF

Basic Profile:

COST	STR	DEX	CON	TEK	PRE	MOR
23	2	4	3	5	5	5

Technological: +1 Tek, -2 STR. Army Swaps unit requirements for elite and support units.

Experienced: All units must purchase Veteran at ½ cost

Hardened: +1 MOR, +1 PRE one more basic squad (5) to field elite

38 **Assault Rifle:** Dam 5, Range 28", Assault 2

92 **Heavy Machine Gun:** Dam 6, Range 36", Heavy 4

17 **Pistol:** Dam 4, Range 12", Light 1

30 **Sniper Rifle:** Dam 5, Range 60", Heavy 1, Sniper Rifle

48 **Rocket Launcher:** Dam 7, Range 30", Heavy 1, Anti-Vehicle

Heavy Infantry – Basic

COST	STR	DEX	CON	TEK	PRE	MOR
68	2	4	3	5	5	5

Unit Size: 5-12 (Specials at 7 and 12) Move:6" WL: 8 WP: 1

Armor: Flak Armor (+5)

Veteran (reroll MOR test)

Medic: +30 points per unit, ignore one wound per turn

Sergeant: +3 points per unit, +2 morale upgrades one model to Sgt.

Advanced Radio: +10 points w/Command Squad, +30 without

Basic Range Weapon: Assault Rifle

Dam 5, 28" Assault 2

Special Weapon: Heavy Machine Gun +54 points

Dam 6, 42", Heavy 4

Special Weapon: Rocket Launcher+10 points

Dam 7, Range 30", Heavy 1, Anti-Vehicle

Commandos – Basic

COST	STR	DEX	CON	TEK	PRE	MOR
94	2	4	3	5	5	5

Unit Size: 5-12 (Specials at 7 and 12) Move:6" WL: 6 WP: 1

Armor: Flak Vest (+3)

Veteran (reroll MOR test)

Magic Space: Etherealness – no movement penalty in difficult terrain, count impassable as difficult. 9+ save.

Medic: +30 points per unit, ignore one wound per turn

Sergeant: +3 points per unit, +2 morale upgrades one model to Sgt.

Advanced Radio: +10 points w/Command Squad, +30 without

Infiltration: pg 70

Basic Range Weapon: Assault Rifle (w/assault attachment)

Dam 5, 28" Assault 2

Special Weapon: Rocket Launcher+10 points

Dam 7, Range 30", Heavy 1, Anti-Vehicle

Personality – Captain							
COST	STR	DEX	CON	TEK	PRE	MOR	
177	2	4	3	5	8	5	
Unit Size: 1				Move:6"	WL: 8	WP: 3	
Armor: Flak Armor (+5)							
Personality: Level 3, Leader, Munitions Expert, Ballistics Officer							
Veteran (reroll MOR test)							
Weapon: Assault Rifle							
Dam 5, Range 28", Assault 2							

Command Squad – Advanced Radio +25 Points							
COST	STR	DEX	CON	TEK	PRE	MOR	
30	2	5	3	5	5	5	
Unit Size: 3 RTOs, 0-4 Bodyguards				Move:6"	WL: 8	WP: 1	
Armor: Flak Armor (+5)							
Veteran: Reroll MOR tests							
Leader gets +2 to call artillery, +2 to summon reserves if reserved unit has an advanced radio							
Radio Operators Pistols: +17 points							
Dam 4, Range 12", Light 1							
Body Guards Assault Rifle +38 points							
Dam 5, 28" Assault 2							

Personality – Sniper							
COST	STR	DEX	CON	TEK	PRE	MOR	
94	2	7	3	5	5	5	
Unit Size: 1				Move:6"	WL: 8	WP: 1	
Armor: Flak Armor (+5)							
Personality: Level 1							
Veteran: Reroll MOR tests							
Mutation: Extra Eyes (+2 dex)							
Mutation: Chameleonic skin (+2 to cover saves, not better than 5+)							
Magic Space: Etherealness – no movement penalty in difficult terrain, count impassable as difficult. 9+ save.							
Weapon: Sniper Rifle							
Dam 5, Range 60", Heavy 1, Sniper Rifle							

Howitzer Platoon – Artillery (Ballistic) Support						
COST	TEK	DAM	RADIUS	AVAIL	SCATTER	
150	5	3	2.5"	6+	2d10 – 2"	
Requires a Spotter -1" scatter for each spotter beyond the first Upgrade: Counter Battery						

Air Support Squadron – Artillery (Air Strike) Support						
COST	TEK	DAM	RADIUS	AVAIL	SCATTER	
200	5	5	2"	5+	D10"	
Can be shot down A unit may use a laser sight to spot for the attack – if so, it doesn't scatter.						