

# The Orbital Combine

## *A Strike Legion® Army List*

These rules have been written (and may be considered “official”) for use with the Plasmablast Games’ Orbital Combine miniatures. Please visit the [Plasmablast Games website](http://www.plasmablastgames.com) (<http://www.plasmablastgames.com>) for vehicle images and brief descriptions.

### New Systems

**Drone Rack:** Each Drone rack allows an equipped vehicle to launch one Drone. Multiple Drones Racks may launch their drones in a single turn. *TL3; 1 system point per Drone Rack; 40 construction points each.*

### New Weapons

**Drone Control Channel (DCC):** A DCC allows the element to retain control of one Drone. The Drone must remain within 24” of a friendly element of the same platoon with a DCC to perform any function other than movement. If not enough DCC are available to control the number of Drones in the same platoon, remove from play (owner’s choice) a number of Drones equal to those in excess of available DCC.

Vehicles may use their DCC to control any Drones launched from vehicles in the same platoon, but control may never be “transferred” to vehicles of another platoon, even if they possess available DCC.

A vehicle’s DCC range may be extended by 12” (to a maximum of 36”) for each DCC not used for controlling Drones. *TL3; 3 Hard Points per DCC; 50 construction points each.*

**Drones:** Drones are part of the launching/controlling vehicle’s platoon and are always considered to be in C2 range. Each Drone may use its own, individual EW assignment but activates at the same time as its launching/controlling platoon.

Drones are considered passengers on the vehicle that will launch them, and may not begin a game already deployed. Launching a Drone uses 1/4 of the Drone’s movement for a turn. Once launched, Drones may not be recovered or rearmed during the game.

Drones are constructed as other vehicles and are always launched and/or controlled by another vehicle. Drones must always be at least one Signature smaller than their launching/controlling vehicle.

**Reload Rack:** Each reload rack may hold two Hard Points of missiles. They may be prepped for combat use when enough listed (at-start) missiles have been expended to make space for the missiles in each Reload Rack.

To add the missiles held in a Reload Rack to those able to be fired by a vehicle, it must use Intensive Fire orders for the turn. The missiles become available for use on the following turn, and the number of missiles added to those available to fire may never exceed the original number of missiles mounted on the vehicle. *TL4; 1 Hard Point per Reload Rack; 30 construction points each, plus the cost of the missiles to be placed in the Reload Rack.*

### Orbital Combine Specific Rules

**Corbus Defense Turrets:** The Corbus may set up on-board prior to the beginning of play, or may deploy as a Drop Pod in any game.

**Zickel Terminal Option:** Any undamaged Zickel Drone that began the game with and has used all of its expendable ordnance may make a “suicide” attack against an enemy vehicle or squad. The Drone must have assigned all EW as OEW for the turn, and resolves its attack as a MPM using a d10 Damage die.

When making a suicide attack, the Zickel Drone is considered to possess three points of Spoofing against any Vulcan or Aegis defenses.. Ranges are based on the distance from the Zickel’s current position to the target; range bands are 6/12/18/24.

### Company Organizations

**Light tank company:** four platoons of 4 Nizzlebat light tanks, plus one platoon of 2 Nizzlebat-C command tanks.

**Medium tank company:** three platoons of 4 Jagon medium tanks, plus one platoon of 2 Nizzlebat-C or 2 Gammaran-C command tanks.

**Heavy tank company:** three platoons of 2 or 3 Gammaran heavy tanks (any model), plus one platoon of 2 Gammaran-C command tanks.

**Assault tank company:** three platoons of two Valgaross Superheavy Tanks.

**Infantry company:** three 4-squad (two teams) platoons of Drazzar infantry, plus three leader teams.

**Mech Inf company:** two 4-squad platoons (two teams) of Drazzar infantry, plus 2 leader teams, mounted in Zargan APC (1/squad), plus one platoon of 2 Nizzlebat-C command tanks.

**Synthetics Company:** three platoons of two (2-stand) squads of War Synthetics and one squad (2 stands) of Synthetic Skimmers.

Medium Tank, Heavy Tank, and Mech Infantry companies may substitute one Valgaross Superheavy Tank for the company's command platoon.

### **Cross-attached Companies**

**Light scout company:** two Nizzlebat platoons plus one Mech Inf platoon and one EW section.

**Combat Scout Company:** two Jagon platoons plus one Mech Inf platoon and one EW section.

**Assault Company:** two Gammaran platoons and two Mech Inf platoons, plus one platoon of 2 Gammaran-C tanks.

### **Support units**

**Drone Section:** two to four Tardiss with 1 or 2 Zickel drones (any make) each.

**Fire Support Section:** four Tardiss Support Tanks.

**Line Support Section:** one Valgaross Superheavy Tank.

**EW Section:** two Tardiss Sensor Platforms.

**Defense Section:** three Corbus Static Defense Turrets.

**Air Section:** two Bantam MRF or Superiority Fighters

**Close Support Section:** two to four Dralke Heavy Attack Craft.

### **Larger Formations**

Orbital Combine forces have three companies per battalion, with specific company types assigned to a battalion on a mission-by-mission basis. One 2-vehicle Command platoon is assigned to each company, with the command vehicle type being assigned based on the type of mission being conducted.

Each battalion normally has two Support units available. This number may be increased to three Support units if any of the battalion's companies are Veteran, and should be reduced to one Support unit for Scout-heavy battalions.

### **Training and C2**

**C2:** All Orbital Combine forces use Superior C2 ratings.

**Training:** All units are Trained. Scout and Assault companies may be given a Veteran Training rating; increase the point cost of these units by 10%.

**NIZZLEBAT LIGHT TANK**

PV: 57

MV: 18"/Grav Sig: 5 Shields: 6 EW: 6 Def: 7

AT Plasma [d6][FF] 5/10/17/25  
AP [d4][T] 3/6/10/15

Active Armor  
H: 3/3/3

**SYSTEMS**

**NOTES**

**NIZZLEBAT-C COMMAND TANK**

PV: 57

MV: 18"/Grav Sig: 5 Shields: 5 EW: 5 Def: 7

AT Plasma [d6][FF] 5/10/17/25  
AP [d4][T] 3/6/10/15

Active Armor  
H: 3/3/3

**SYSTEMS**

Command Package

**NOTES**

**JAGON MEDIUM TANK**

PV: 105

MV: 18"/Grav Sig: 4 Shields: 6 EW: 10 Def: 8

AT Plasma [d8][T] 7/14/24/35  
AP [d4][T] 3/6/10/15

Active Armor  
T: 4/4/3  
H: 4/3/3

**SYSTEMS**

**NOTES**

**GAMMARAN-D COMMAND TANK**

PV: 207

MV: 15"/Grav Sig: 3 Shields: 6 EW: 10 Def: 9

AT Plasma [d8][T] 7/14/24/35  
MPM x2 [d8] 8/16/28/40

Active Armor  
T: 4/4/3  
H: 4/4/3

**SYSTEMS**

Command Package  
Reload Rack (2)  
(2x MPM each)  
Smoke Mortar (2)

**NOTES**

MPM	Rel	Smk
1.00	00	00
2.00	00	00

**GAMMARAN DESTRUCTOR HEAVY TANK** PV: 175

MV: 15"/Grav Sig: 3 Shields: 6 EW: 10 Def: 9

Pulse AT Plasma [d10][T] 7/14/24/35  
AP [d4][T] 3/6/10/15

Active Armor  
T: 4/4/3  
H: 4/4/3

**SYSTEMS**

Smoke Mortar (2)

**NOTES**

Smoke
1.00
2.00
3.00

**GAMMARAN DEFENDER HEAVY TANK** PV: 206

MV: 15"/Grav Sig: 3 Shields: 6 EW: 10 Def: 9

AT Plasma [d8][T] 7/14/24/35  
MPM x2 [d8] 8/16/28/40

Active Armor  
T: 4/4/3  
H: 4/4/3

**SYSTEMS**

Reload Rack (2)  
(2x MPM each)  
Smoke Mortar (2)

**NOTES**

MPM	Rel	Smk
1.00	00	00
2.00	00	00
3.00	00	00

**GAMMARAN TWIN HEAVY TANK**

PV: 156

MV: 15"/Grav Sig: 3 Shields: 6 EW: 10 Def: 9

Dual AT Plasma [d8][T] 7/14/24/35  
AP [d4][T]

Active Armor  
T: 4/4/3  
H: 4/4/3

**SYSTEMS**

Smoke Mortar (2)

**NOTES**

Smoke
1.00
2.00
3.00

**ZARGAN APC**

PV: 75

MV: 18"/Grav Sig: 4 Shields: 4 EW: 4\* Def: 8

AP [d6][T] 4/8/14/20  
AP [d6][T] 4/8/14/20

Active Armor  
H: 3/3/3

**SYSTEMS**

Smoke Mortar (2)  
Troop Bay (2)

**NOTES**

Smoke
1.00
2.00
3.00
4.00

\*Fixed DEW

**TARDISS SUPPORT TANK**

PV: 221

MV: 16"/Grav Sig: 3 Shields: 6 EW: 10 Def: 8

MPM x 8 (d8) 8/16/28/40

Active Armor  
T: 3/3/3  
H: 3/3/3

**NOTES**

MPM	Reload	Smoke
1. 00000000	00	00
2. 00000000	00	00
3. 00000000	00	00
4. 00000000	00	00

**SYSTEMS**

Reload Rack (2)  
2x MPM each  
Smoke Mortar (2)

**TARDISS SENSOR PLATFORM**

PV: 143

MV: 16"/Grav Sig: 3 Shields: 4 EW: 10 Def: 8

AP (d6)(F) 3/6/11/15

Active Armor  
T: 3/3/3  
H: 3/3/3

**SYSTEMS**

Command Package  
EMP Generator (R36)  
EMP Pulse  
EMP Stream

**NOTES**

**TARDISS DRONE CONTROLLER**

PV: 108

MV: 16"/Grav Sig: 3 Shields: 4 EW: 8 Def: 8

AP (d6)(F) 3/6/11/15  
Drone Control Channel x2 (24")

Active Armor  
H: 3/3/3

**SYSTEMS**

Drone Rack (2)  
Nested Encryption 2

**NOTES**

**ZICKEL UCAV DRONE**

PV: 115

MV: 24"/STOVL Sig: 4 Shields: 6 EW: 10 Def: 8

EMU Laser (d6)(F) 5/10/17/25  
4x MPM (d8) 6/12/21/30

Basic Armor  
4

**SYSTEMS**

(Terminal Option)

**NOTES**

MPM

- 0000
- 0000
- 0000
- 0000

**ZICKEL SCOUT DRONE**

PV: 161

MV: 24"/STOVL Sig: 4 Shields: 4 EW: 10 Def: 8

EMU Laser (d6)(F) 5/10/17/25  
2x MPM (d8) 6/12/21/30

Basic Armor  
4

**SYSTEMS**

EMP Generator (R36)  
EMP Pulse  
EMP Stream  
(Terminal Option)

**NOTES**

MPM

- 00
- 00
- 00
- 00

**ZICKEL EXTERMINATOR DRONE**

PV: 129

MV: 24"/STOVL Sig: 4 Shields: 6 EW: 10 Def: 8

8x MPM (d8) 6/12/21/30

Basic Armor  
4

**SYSTEMS**

(Terminal Option)

**NOTES**

MPM

- 00000000
- 00000000
- 00000000
- 00000000

**CORBUS DEFENSE TURRET**

PV: 163

MV: 0"/Drop Pod Sig: 3 Shields: 6 EW: 10 Def: 9

MPM x 8 (d8) 8/16/28/40

Active Armor  
T: 4/4/4  
H: 4/4/4

**NOTES**

MPM	Reload
1. 00000000	00
2. 00000000	00
3. 00000000	00
4. 00000000	00

**SYSTEMS**

Braking Jets  
Reload Rack (2)  
(2x MPM each)  
Streamlined

**DRAZZAR SQUAD (2 TEAMS)**

PV: 132

MV: 8" Foot/Power Armor Def: 10

AP (d8) 3/6/10/15  
MPM (d8) (30EW/2SPF) 6/12/21/30

Personnel Target

**ATTRIBUTES**

FT  
Personnel Shields (5)  
Power Armor  
Power Weapons  
Smoke Grenades

**NOTES**

FT	Smoke
1. 0	0
2. 0	0
3. 0	0
4. 0	0

**WAR SYNTHETICS**

PV: 96

MV: 8" Foot /Power Armor

Def: 10

AP (d8) 3/6/10/15  
AP (d8) 3/6/10/15

Personnel Target

**SYSTEMS**

Autonomous  
Power Armor  
Rapid Fire  
Self-Repair

**NOTES**

**WAR SYNTHETIC SKIMMER**

PV: 114

MV: 14" Assist/ Grav

Def: 10

AP (d8) 3/6/10/15  
Plasma ATR (d8) (30EW) 5/10/17/25

Personnel Target

**SYSTEMS**

Autonomous  
Power Armor  
Self-Repair

**NOTES**

**BANTAM MULTI-ROLE FIGHTER**

PV: 204

MV: 32"/Air Sig: 3 Shields: 6 EW: 8 Def: 9

EMU Pulse Laser (d6)(FF) 6/12/21/30  
6x MPM (d8) 6/12/21/30

Active Armor  
3

**SYSTEMS**

Chaff Pods (3)  
Stabilizers

**NOTES**

Chaff	MPM
1. 000	000000
2. 000	000000

Turn Mode = 2

**DRALKE ATTACK CRAFT**

PV: 167

MV: 24"/STOVL Sig: 3 Shields: 6 EW: 8 Def: 9

EMU Pulse Plasma (d10)(F) 5/10/17/25  
2x MPM (d8) 6/12/21/30

Active Armor  
4

**SYSTEMS**

Chaff Pods (2)  
Stabilizers

**NOTES**

Chaff	MPM
1. 00	00
2. 00	00
3. 00	00
4. 00	00

**VALGAROSS SUPERHEAVY TANK**

PV: 841

MV: 13"/Grav Sig: -3 Shields: 6 EW: 12 Def: 12

Pulse AT Plasma (d12)(T)\* 7/14/24/35  
AT Plasma (d6)(F)\* 6/12/21/30  
2x AP (d6)(LF+ RF) 3/6/10/15  
4x MPM (d8) 6/12/21/30

Active Armor  
6/6/5  
6/5/4

**SYSTEMS**

Cloaking Field (+4)  
Command Pkg.  
Reload Rack x 3  
000 2x MPM ea.  
Smoke 00  
Vulcan II

Primary  
1-2: 2ndary (roll)  
3-4: Mobility 0000 (4)  
5-6: Wpns 0000 (2)  
7-8: EW 0000 (3)  
9: Crew 0000  
10: Critical (2d10)  
\*Dual weapon

Secondary  
1-4: No Damage  
5: Command Pkg.  
6: Smoke  
7: Vulcan II  
8: Cloak  
9-10: Shields 000 (2)  
MPM: 0000

**VALGAROSS SUPERHEAVY TANK**

PV: 841

MV: 13"/Grav Sig: -3 Shields: 6 EW: 12 Def: 12

Pulse AT Plasma (d12)(T)\* 7/14/24/35  
AT Plasma (d6)(F)\* 6/12/21/30  
2x AP (d6)(LF+ RF) 3/6/10/15  
4x MPM (d8) 6/12/21/30

Active Armor  
6/6/5  
6/5/4

**SYSTEMS**

Cloaking Field (+4)  
Command Pkg.  
Reload Rack x 3  
000 2x MPM ea.  
Smoke 00  
Vulcan II

Primary  
1-2: 2ndary (roll)  
3-4: Mobility 0000 (4)  
5-6: Wpns 0000 (2)  
7-8: EW 0000 (3)  
9: Crew 0000  
10: Critical (2d10)  
\*Dual weapon

Secondary  
1-4: No Damage  
5: Command Pkg.  
6: Smoke  
7: Vulcan II  
8: Cloak  
9-10: Shields 000 (2)  
MPM: 0000

**VALGAROSS SUPERHEAVY TANK**

PV: 841

MV: 13"/Grav Sig: -3 Shields: 6 EW: 12 Def: 12

Pulse AT Plasma (d12)(T)\* 7/14/24/35  
AT Plasma (d6)(F)\* 6/12/21/30  
2x AP (d6)(LF+ RF) 3/6/10/15  
4x MPM (d8) 6/12/21/30

Active Armor  
6/6/5  
6/5/4

**SYSTEMS**

Cloaking Field (+4)  
Command Pkg.  
Reload Rack x 3  
000 2x MPM ea.  
Smoke 00  
Vulcan II

Primary  
1-2: 2ndary (roll)  
3-4: Mobility 0000 (4)  
5-6: Wpns 0000 (2)  
7-8: EW 0000 (3)  
9: Crew 0000  
10: Critical (2d10)  
\*Dual weapon

Secondary  
1-4: No Damage  
5: Command Pkg.  
6: Smoke  
7: Vulcan II  
8: Cloak  
9-10: Shields 000 (2)  
MPM: 0000

**VALGAROSS SUPERHEAVY TANK**

PV: 841

MV: 13"/Grav Sig: -3 Shields: 6 EW: 12 Def: 12

Pulse AT Plasma (d12)(T)\* 7/14/24/35  
AT Plasma (d6)(F)\* 6/12/21/30  
2x AP (d6)(LF+ RF) 3/6/10/15  
4x MPM (d8) 6/12/21/30

Active Armor  
6/6/5  
6/5/4

**SYSTEMS**

Cloaking Field (+4)  
Command Pkg.  
Reload Rack x 3  
000 2x MPM ea.  
Smoke 00  
Vulcan II

Primary  
1-2: 2ndary (roll)  
3-4: Mobility 0000 (4)  
5-6: Wpns 0000 (2)  
7-8: EW 0000 (3)  
9: Crew 0000  
10: Critical (2d10)  
\*Dual weapon

Secondary  
1-4: No Damage  
5: Command Pkg.  
6: Smoke  
7: Vulcan II  
8: Cloak  
9-10: Shields 000 (2)  
MPM: 0000