

Sol Republic

Updated 7/31/14

Test Army Lists

Naval Marines Half/Demo Army ~250 points

Line Infantry Officer with Impulse Gun
Line Infantry NCO with Impulse Gun
Line Infantry with Impulse Gun
Line Infantry with Laforge Varigun
Line Infantry with SIG-4 Squad Impulse Gun
Avatra Jumptrooper with Dual Mockingbird TMPs
DC-17C Combat Drone

Naval Marines Full Army ~500 points

Line Infantry Officer with Impulse Gun
Line Infantry NCO with Impulse Gun
Line Infantry NCO with Impulse Gun
Line Infantry with Impulse Gun
Line Infantry with Laforge Varigun
Line Infantry with SIG-4 Squad Impulse Gun
Avatra Jumptrooper with 2x Mockingbird TMPs
Breacher Exosuit
DC-17C Combat Drone
Combat Medic with Mockingbird TMP
DC-17U Utility Drone with Medical Pack

Naval Marines Jumptrooper Heavy Army ~1000 points

Line Infantry Officer with Impulse Gun
Line Infantry NCO with Impulse Gun
Line Infantry with SIG-4 Squad Impulse Gun
Line Infantry with SIG-4 Squad Impulse Gun
Avatra Jumptrooper with 2x Mockingbird TMPs
Avatra Jumptrooper with 2x Mockingbird TMPs
Avatra Jumptrooper with IGI-86 Impulse Carbine & Underslung Grenade Launcher
Avatra Jumptrooper with IGI-86 Impulse Carbine & Demolition pack
DC-17U Utility Drone with Medical Attachment

Naval Marines Drones and Engineer Heavy Army ~1000 points

Line Infantry Officer with Impulse Gun
Line Infantry NCO with Impulse Gun
Line Infantry Drone Operator with Impulse Carbine
Line Infantry Drone Operator with Impulse Carbine

Combat Engineer
DC-17C Combat Drone
DC-17C Combat Drone
DC-17C Combat Drone
DC-17C Combat Drone
DC-17U Utility Drone with Construction Resources 4

Test Army Units

Line Infantry Officer

Type: Sol, Line Infantry

MOV 6/4 Inf

COM 6

DEF 5

QLT 7

MRL 7

HEA 1

SIZ M 25

Weapons: IGI-87 Impulse Gun

Traits: Army Leader, Strategist 2

Special Abilities: None

Line Infantry NCO

Type: Sol, Line Infantry NCO

MOV 6/4 Inf

COM 6

DEF 5

QLT 6

MRL 6

HEA 1

SIZ M 25

Weapons: IGI-87 Impulse Gun

Traits: Leader, Strategist 1, Tactician 1

Special Abilities: None

Line Infantry

Type: Sol, Line Infantry

MOV 6/4 Inf

COM 6

DEF 5

QLT 6

MRL 6

HEA 1

SIZ M 25

Weapons: IGI-87 Impulse Gun, SIG-4 Squad Impulse Gun, or Laforge Varigun

Traits:

Special Abilities: None

Line Infantry Drone Operator

Type: Sol, Line Infantry Drone Operator

MOV 6/4 Inf

COM 6

DEF 5

QLT 6

MRL 6

HEA 1

SIZ M 25

Weapons: IGI-86 Impulse Carbine

Traits: Drone Operator 2

Special Abilities: None

Combat Medic

Type: Sol, Combat Medic

MOV 6/4 Inf

COM 4

DEF 5

QLT 6

MRL 6

HEA 1

SIZ M 25

Weapons: Mockingbird TMP

Traits: Medic, Medical Drone Operator

Special Abilities: None

Avatra Jumptrooper

Type: Sol, Avatra Jumptrooper

MOV 6/4 Inf

COM 6

DEF 3

QLT 6

MRL 6

HEA 1

SIZ M 25

Weapons: 2x Mockingbird TMP

Traits: Jump 8, Flight 14

Special Abilities: None

DC-17C Combat Drone

Type: Sol, Combat Drone

MOV 6/4 Inf

COM 6

DEF 5

QLT 6

MRL 6

HEA 2

SIZ M 40

Weapons: IG-90 Heavy Impulse Gun

Traits: Drone, Alternate Mobility (8/4 Wheeled), Weapons Platform

DC-17U Utility Drone

Type: Sol, Utility Drone

MOV 6/4 Inf

COM 6

DEF 5

QLT 6

MRL 6

HEA 2

SIZ M 40

Weapons:

Traits: Drone, Alternate Mobility (8/4 Wheeled), Utility Crane

Options: Medical Attachment

Breacher Exosuit

Type: Sol, Breacher Exosuit

MOV 4/4 Inf

COM 6

DEF 8

QLT 5

MRL 6

HEA 3

SIZ L 40

Weapons: 2x SIG-4 Squad Infantry Guns

Traits: Weapons Platform, Independent Targeting

Options:

Special Abilities: None

Combat Engineer

Type: Sol, Combat Engineer

MOV 6/4 Inf

COM 6

DEF 5

QLT 6

MRL 6

HEA 1

SIZ M 25

Weapons: Impulse Carbine

Traits: Engineer, Construction Resources 4, Blueprints (Sentry Turret, Shield, Smart Mine)

Options:

Special Abilities: None

Sentry Turret

Type: Sol, Sentry Turret, Emplacement

MOV Immobile

COM 6

DEF 5

QLT 3

MRL 6

HEA 1

SIZ M 25

Weapons: SIG-4 Squad Infantry Guns

Traits: Drone, Weapons Platform, Independent Targeting

Options:

Special Abilities: None

Particle Shield Emitter

Place a small base as a marker. Units within 1" of this emitter and in cover count as being Hunkered Down. Units not in cover gain +1 DEF.

Smart Mine

Type: Sol, Smart Mine

MOV 6/4 Inf

COM 6

DEF 3

QLT 3

MRL 6

HEA 1

SIZ S 25

Weapons:

Traits: Drone

Options:

Special Abilities: Mine – May only move as a secondary action. May Assault as a primary action against any units within range. If it would be able to make assault attacks, it instead detonates as a AoE 3", Saturation 8, Power 4 weapon.

Test Weapon List

IGI-87 Impulse Gun

Type: Basic

Range: 10 / 16 (+1) / 22 (-2)

RoF: 2 **Acc:** 2 **Power:** 2 **Damage:** 1

Traits:

IGI-86 Impulse Carbine

Type: Basic

Range: 8 / 12 (+1) / 18 (-2)

RoF: 2 **Acc:** 2 **Power:** 2 **Damage:** 1

Traits:

Underslung Grenade Launcher

Type: Setup

Range: Min. 8 / 16 / 30 (-1)

RoF: 1 **Acc:** 0 **Power:** 3 **Damage:** 1

Traits: AoE 3", Saturation 7, Indirect

Mockingbird TMP

Type: Basic

Range: 6 (+2) / 10 (+1) / 16 (-2)

RoF: 3 **Acc:** 4 **Power:** 0 **Damage:** 1

Traits: Fire on the Move, Close Quarters 2

Laforge Varigun

Type: Basic

Range: 8 (+3) / 12 (+1) / 18 (-1)

RoF: 2 **Acc:** 1 **Power:** 3 **Damage:** 1

Traits:

Alternate Ammo (Flechette Spray) Alternate Ammo (Sabot Dart)

Flechette Spray - Type: Heavy, RoF 1, Power 3, Range: Spray Template Medium, Dam 1, Traits: none

Sabot Dart - Type: Heavy, RoF 1, Power 6, Range 10 / 16 (+1) / 22 (-2), Dam 1, Traits: none

SIG-4 Squad Infantry Gun

Type: Basic

Range: 10" / 24" (+1) / 32" (-1)

RoF: 3 **Acc:** 1 **Power:** 3 **Damage:** 1

Traits: Suppression 1, Sweeping Fire 4"

IG-90 Heavy Impulse Gun

Type: Heavy

Range: 10 / 24 (+1) / 32 (-1)

RoF: 4 **Acc:** 1 **Power:** 4 **Damage:** 1

Traits: Suppression 1, Sweeping Fire 8"

Demolition pack

Type: Heavy

Range: 4 (+2) / 8 (+1) / -

RoF: 1 **Acc:** 2 **Power:** 6 **Damage:** 2

Traits: Indirect, AoE 4, Saturation 9

Medical Attachment

Allows a drone model to revive downed or wounded models as though it had the Medic trait. However, it may not remove the Unnerved status.