

# URBAN WAR<sup>2</sup>

## JUNKER FACTION SHEET

### *The Legions of Ironglass*

From Ironglass, the Junker home planet, the Senate rules the militaristic Junker Empire with brutal authority. In Junker politics and society power is everything, all else is a means to this end. Though political alliances within the Senate may shift, and individual Senators rise and fall, the Junker Empire presents an aggressive and united face to the other major powers.

The Convict Legions make up the vast bulk of the powerful, if unsophisticated, Junker armies. Recruiting is never a problem, as the sentence for virtually any civil crime, no matter how petty, is a period of service in the Legions.

### Junkers Forces

Battles involving Junkers tend to be bloody in the extreme. Their commanders are more than happy to throw wave after wave of luckless convicts into the teeth of enemy guns, safe in the knowledge there are always more where they came from. If they've been too profligate with their own manpower, or if specialist skills or local knowledge are required, it's not uncommon for Junkers commanders to draw support from local Gladiator stables.

**Strengths:** Masses of cheap, disposable troops, backed up by powerful (but basic) heavy armour. Good close assault capabilities. Can recruit Gladiator allies.

**Weaknesses:** Limited ranged firepower.

**Comments:** Brute force is the Junker's way. A good choice for players who like the direct approach, and are unconcerned by casualty levels, whichever side they're on!

### Starter set Strike Team composition (168 pts)

Quantity	Type	Calibre	Special rules	Points
1	Legionary Decurion	2	Commander, Neural Spike	35
1	Legionary Exo-suit I	1	Heavy Armour (+2), Neural Spike	37
4	Legionaries	0	Neural Spike	76
2	Auxilia	0	Neural Spike	20

### Special rules

#### Neural Spike

*This rule isn't used in the starter sets.*