

URBAN WAR²

VIRIDIAN FACTION SHEET

Corporate Power

The Viridian home planet Viridia lies at the core of a mighty commercial empire. Proclaiming its dedication to free trade, democracy and panhuman capitalism, the Viridian government is not above using its powerful armed forces to ensure that its policies are enforced. These forces rely on overwhelmingly superior firepower, and prefer not to engage in wars of attrition. High levels of troop losses are frowned on back home, and can lose votes with the electorate.

Viridian Forces

Viridian forces usually attempt to avoid bloody hand-to-hand fighting, preferring instead to engage their enemies at range. For this reason most of their troops are primarily trained and equipped for ranged combat, and can be at a slight disadvantage if the enemy manages to get up close and personal. If the situation demands it though, they have access to some powerful close assault troops, though these are relatively few in number.

Strengths: Well-trained and reliable marine infantry, backed up by lots of long-range support. Excellent ranged firepower capabilities.

Weaknesses: Very restricted close assault capabilities.

Comments: A very forgiving force to play, but can get into trouble in restrictive terrain, or if fighting against highly mobile close assault opponents. Along with the Synthra, these are a popular choice with players who are just starting out.

Starter set Strike Team composition (166 pts)

Quantity	Type	Calibre	Special rules	Points
1	Colonial Marine Sergeant	2	Commander	34
1	Colonial Marine Sniper	1	Sniper, Marksman	52
4	Colonial Marine	0		80

Special rules

Sniper

Snipers are trained to pick out important targets, assassinating key members of the enemy forces and causing maximum disruption with their choice of victims. If focussed exclusively on the task at hand, snipers are very effective at spotting hidden or camouflaged enemy troops, and are expert at picking the best targets. The following rules apply.

- The model can spot enemy models with the Camouflage or Stealth special rules at a greater range than is usual. It can draw LOS to models with Camouflage at long range, and to those with Stealth at medium range.

Marksman

Some models are expert at pinpointing and hitting vulnerable points on a target. When such a model successfully hits a target with a ranged weapon roll one extra damage dice for every 2 clear points that the score required to hit was passed by. For example, a Marksman armed with a Sniper Rifle fires at a target within Short range. He needs 6+ to hit and gets a modifier of +2 for the weapon; there are no other modifiers. The die roll is a very respectable 8 and 2 is added to this for the Sniper Rifle's range modifier, giving a total of 10. This is 4 clear points over the required total of 6, so three damage dice are rolled (2 extra for the 4 clear points).