Custom Force Creation

All rules and guidlines in the VOR rulebook on pages 109 throught 116 that are not altered or replaced in the following pages are still in effect!

Force Structures

Leader: The forcelist may include several types or grades of leaders, but the army may only have one leader in a battle.

Basic Squad: The forcelist may include as many types of basic squads as desireed, but these squads must adhere to the "Base Maximum Statistics Table" on page 111 of the rulebook. The only changes to this table are that Large models squad & individual max's for MP are now 12 instead of 10. Basic squads should be unlimited availability.

Elite Squad: The forcelist may include as many types of elite squads as desired, but the army may not have more elite squads than it has basic squads. Note that some particulary powerful elite squads may require more than one basic squad per elite squad for balance purposes (i.e.: Union Armored Assault) or they may be limited to one or two squads per army (i.e.: Union Special Forces).

Individuals: The forcelist may include as many types of individuals as desired, but the army may not have more individuals than squads. There are some individuals that can be purchased as small units of several (1-5) models, but only one unit can be purchased for an army (i.e.: Cyclops). Each "unit" of this type counts as "one" individual, regardless of how many models in the unit. These models do not have to be deployed as a squad and do not need to maintain squad coherency.

Vehicles: The forcelist may include as many types of vehicles as desired. Some vehicles operate as individuals (most tanks, troop transports, walkers, etc.) and some operate as squads (drones). There can never be more vehicles (and/or vehicle squads) than squads (basic or elite) in an army.

Unit Creation

Determine Squad Structure: Basic squads should have a minimum of 4 or 5 models and should be no larger than 15 models. Elite squads could go low as 1 model and should be no larger than 10 models. Squads have a base coherency of 3 inches. Squads with a 2 inch coherency reduce the model's final PV by 10%, rounding fractions to the nearest whole number (minimum PV reduction of 1). Squads with a 4 inch coherency increase the model's final PV by 15%, rounding up (minimum PV increase of 2).

Vehicle Clssification: Transport vehicles can have up to two standard weapons at normal cost. A transport walker may replace a standard ranged weapon with a heavy close combat weapon at normal cost. Any additional weapons have their final PV increased by 25% rounded up (minimum of +1 PV). Transports may increase their capacity by increasing the vehicles PV by +5 points per additional model transported.

Unit Statistics

The "Base/maximum Statistics Table" on page 111 of the rulebook has two changes. Large models Squad & Individual Max's for MP are 12 instead of 10.

The other change is that statistics may now be taken <u>above</u> the listed maximum. It costs <u>double</u> the normal PV for the <u>first</u> point that exceeds a model's maximum statistic value. Each additional point after the first that exceeds the listed maximum has its PV cost doubled <u>again</u> (i.e.: *2, *4, *8, *16 and *32). MP has an <u>absolute</u> maximum of 15, GUT has an absolute maximum of 10, LIF has an absolute maximum equal to double its normal maximum. All others statistics have an absolute maximum of 9. These absolute maximums <u>cannot</u> be exceeded.

For example. a small squad model can have a POW of 4 for 4 P.V. The additional costs, per point, are as follows: POW:5 (+4 PV), POW:6 (+8 PV), POW:7 (+16 PV), POW:8 (+32 PV) and POW:9 (+64 PV). This has a total PV of 128 for a small squad model to have a POW:9. This i still 77 PV after the 40% reduction.

The following statistics can be lowered to 0, but the model will automatically <u>fail</u> at <u>all</u> attempts to use that statistic: CC, RC and BRN. A model with CC: 0 gives its opponents a +2 bonus to hit him, not +1.

Minimum PV: Each model has a minimum PV of 5. The -3 PV reduction for "only Basic Attacks" <u>will not</u> reduce the minimum below 5 PV

Expanded Vehicle Combat Stats Table (pg 112)

Ranged Combat	PV Costa	Close Combat	PV Cost
3	+9	3	+5
4	+12	4	+7
5	+15	5	+9
6	+18	6	+12
7	+24	7	+15
8	+30	8	+21
9	+36	9	+27

Vehicle Statistic Cost Table
  Cost is to improve/Worsen statistic by one point

MP	+4/-4	Max. modification ± 30%, rounded up
TC	+5/-5	Minimum 1, Maximum 5
POW	+4/-2	Max. modification: ± 2
BOD	+6/-3	Max. modification: ± 2
LIF	+8/-8	Max. modification: ± 2
AR	+6/-3	Max. modification: ± 2
SHD	+10/-5	Max. modification: ± 2

 TC is improved by "lowering" the rating. Tracked and Walker vehicles of any class can have a TC of 0. Light flyers can have a TC of 0. "Raising" the TC will make a vehicle <u>less</u> maneuverable.

Due to the fact that VOR is not supposed to be a vehicle heavy game, vehicles have the following restrictions:

1) The cost of vehicle statistics is not reduced at all.
2) The cost of vehicle weapons is reduced by 20%, not 40%.
3) If any vehicle takes the Restricted Deployment limitation (see below) the cost of its statistics is reduced by 40% and its weapon's costs are reduced by 40%.

Restricted Deployment: The army may have one vehicles for every full 500 PV spent. For example, a 0-499 PV force cannot have any restricted deployment vehicles (but may have non-restricted vehicles), a 500-999 PV force may have one restricted vehicle, a 1000-1499 PV force may have two restricted vehicles and so on. In other words, divide the total PV of the army by 500 and round fractions down to determine the maximum number of restricted deployment vehicles that can be in the army.

Attack Option Limits

For these rules, any attack that meets at least one of the following conditions will be considered a Heavy Attack.

1) POW of 6 or more
2) Am of -3 or more
3) Damage of 2 or more. This includes all attacks with random damage or a damage multiplier, but not full-auto or multiple hit attacks with base damage 1.

The Leader:

The model (and this applies to all models) may have as many attack options as needed to accurately represent the model. Up to 3 of the leader's attacks my be heavy.

Basic Squad:

All models in the squad must have the same attacks, except that two models may have a different attack, and they may be heavy. The squad leader may also be equipped differently, even if he's not an individual model.

Elite Squad:

Each model in the squad may have a different attacks, each model may only have one heavy attack.

Individuals:

Up to 2 of an individual's attacks may be heavy.

Vehicles:

See "Vehicle Classification" on page 2 of this system and "Vehicles" on pg. 114 of the rulebook. Any additional weapons beyond the stated limits have their final PV increased by 25%, rounded up (minimum of +1 PV).

Primary Attack:

Each model may select several of its attack options as its primary attack(s). These options <u>must</u> be taken with the model whenever it is used in the game. For example, the only Union troops that don't have 2 primary attacks are the Hellhounds. Armored Assault squads appear to only have one primary attack (i.e. Pitbull Rifle), but the powered armor provides a POW, AM:-1 melee attack.

A primary attack option's PV is reduced by 10%(with a minimum modifier of -2 PV). Calculate this reduction after all other PV modifications have been made (including damage), but before the 40% general reduction.

All attacks have a minimum PV of 2. Any attack which ends up with a final PV lower than 2 has a PV of 2.

Attack Statistics

Reduced MP cost	Increased MP cost	
-1 MPC +5 PV	+1 MPC	-5 PV
-2 MPC +10 PV	+2 MPC	-10 PV
-3 MPC +15 PV	+3 MPC	-15 PV
-4 MPC +30 PV	+4 MPC	-20 PV
-5 MPC +60 PV	+5 MPC	-25 PV

NO attack can habe its MPC rreduced to less than one-half of its starting value, rounded down. For example, an attack with a base MPC of 7 can only be reduced to an MPC of 3. The reverse is also true, no attack can have its base MPC be increased by more than 50%, rounded up. For example, an attack with a base MPC of 3 can only be increased to an MPC of 5.

Reduced Armor Modifier

Total AM:	+1	-5 PV	The armor modifier can <u>only</u> be reduced if the
	+2	-10 PV	attack is purchased with a base AM of 0.

Improved Armor Modifier

Total AM:	-3	+5 PV	The armor modifier can <u>only</u> be improved if the
	-4	+10PV	if the attack is purchased with a base AM of -2.
	-5	+15 PV	
	-6	+20 PV	
	No Test	+30 PV	

Improved Range Modifiers

		Reduced Range Modifiers	
Short	+1 PV	Short	-2 PV
Medium	+1 PV	Medium	-1 PV
Long	+2 PV	Long	-1 PV

Improved range modifiers make it <u>easier</u> to hit. Reduced range modifiers make it <u>harder</u> to hit. The PV cost is pwe point added to or subtracted from the range modifier per range band.

Blast Radius

Radius	PV
1"	4 PV
1.5"	6 PV
2"	8 PV
2.5"	12 PV
3"	16 PV
3.5"	24 PV
4"	32 PV
4.5"	48 PV
5"	64 PV

Blast Modifiers

Modifier	%
No Knockdown Test	-10%
Can't damage structures	-10%
Can't effect shielding	-10%
Double deviation	-10%
One-half deviation	+20%
Destroys Terrain	+100%

Area of Effect is Blast with the first three modifiers listed. These modifiers are cumulative and are applied only to the PV of the "Blast Radius". Round fractions to the nearest whole number, rounding .5 up. Blast is described on page 84 of the rulebook.

Blast attacks that are 3.5" radius or larger haveeee a few restrictions onnnn theem. 1) Maximum Uses/Turn of 1, which cannot be increased. 2) Minimum MPC equal to the attack's POW+1 (the cost is not reduced if the base MPC is less than this, but if it's higher it can be reduced). 3) The minimum power is equal to the radius, rounded up. 4) Infantry weapons cost more. (If it isn't mounted on a vehicle, the PV of the "Blast" is doubled. i.e.: +48, +64, +96 and +128 PV respectively).

Blast Modifiers Definitions

1) No Knockdown Test-Models uuuundeer the template do not make knockdown tests.
2) Can't damage structures-This attack can't damage buildings or other structures.
3) Can't effect shielding-This attack can't damage anything with a shielding rating.
4) Double deviation-This attack will deviate twice. roll deviation, move marker, thyen roll deviation againg.
5) One-half deviation-This attack will deviate one-half the normal distance.
6) Destroys Terrain-This attack will destroy terraing under the template by rolling a 5 or less. The terrain becomes Hazardous Terrain. A number of blank templates equal to the radius in size are good for marking these areas. These attacks must be at least Power:9.

Sweep:

180 deg. arc radius		270 deg. arc radius	
1"	+2 PV	1"	+3 PV
1.5"	+3 PV	1.5"	+5 PV
2"	+4 PV	2"	+6 PV
2.5"	+6 PV	2.5"	+9 PV
3"	+8 PV	3"	+12 PV
3.5"	+12 PV	3.5"	+18 PV
4"	+16 PV	4"	+24 PV
4.5"	+24 PV	4.5"	+36 PV
5"	+32 PV	5"	+48 PV

The sweep template is either one-half (180 deg. arc) or three-quaters (270 deg. arc) of the Blast Template centered on the attacking model. This is used to represent either a series of lightning-fast melee attacks or a large melee weapon "sweeping" the area. it can also be used to represent a short ranged psychic or magical attack, simply substitute RC for CC when rolling to hit. In this case range should not be bought and it should not be bought

as a close combat attack. Regardless of the type of attack, sweep <u>is not</u> a Blast attack, it just uses the Blast template for convenience.

The sweep template is placed to cover the attacking model's front arc. Roll to hit <u>each</u> model under the template, the attacker <u>does not</u> roll to hit itself. A fumble on any attack <u>does</u> stop the attacker's turn. A close combat sweep that is successfully parried will also stop the sweep attack, this <u>does not</u> apply to a ranged combat sweep.

Sweep <u>cannot</u> be purchased with less than a 180 deg. firing arc. A close combat sweep includes reach equal to the size of the sweep. A ranged combat sweep can be given the reach optin by increasing the PV of the sweep by +10% and rounding fractions up.

<u>Reach</u> Each 1" of reach costs +1 PV and must be bought seperately for each attack. Reach is basically range for a melee attack or a sweep that can be used to effect <u>only</u> one target. This can represent a spear, long arms or long tail. <u>It can't</u> be used for ranged attacks, the ranged sweep (see sweep above) is the <u>only</u> exception to this rule.

Uses per Turn

Standard Attacks		Heavy Attacks	
2	+10 PV	2	+20 PV
3	+20 PV	3	+40 PV

The PV costs above are <u>doubled</u> if the uses/turn is applied to a weapon mounted on a vehicle.

Knockdown

+0 (5 or less)	+5 PV
+1 (6 or less)	+10 PV
+2 (7 or less)	+15 PV
+3 (8 or less)	+20 PV
+4 (9 or less)	+25 PV
+5 (automatic)	+30 PV

The knockdown rules are on page 80 of the rulebook.

Reduce these costs by 25% (round up) if large models are -2 to the knockdown number. Costs are 4, 8, 12, 15, 19 and 23 respectively.

Parry

+2 to roll	+3 PV
+1 to roll	+5 PV
+0 to roll	+8 PV
-1 to roll	+12 PV
-2 to roll	+18 PV
-3 to roll	+27 PV

The parry rules are on page 86 of the rulebook.

Any item that is destroyed when it Unsuccessfully parries has its total PV reduced by 10% (rounded up). This <u>is</u> cumulative with the 10% primary attack rdeuction and the general 40% reduction. Yes, Pitbulls have a 60% reduction! Bulldogs are 50%!

The ability to parry ranged attacks is purchased seperately and usually means the model has a shield of some sort. Note that the modifiers <u>do not</u> have to be identical between the abilities to parry close combat and ranged combat. The "shorthand" for this is as follows: Parry(CC/modifier//RC/modifier), or something similar.

Full-Auto

1 use per turn	+6 PV	Possible Hits +1	+6 PV
2 uses per turn	+12 PV	Possible Hits +2	+12 PV
3 uses per turn	+18 PV	Possible Hits +3	+24 PV
Standard Template (2"x4")	* 1.0	4"x6"	*3.0
3"x5"	* 1.5	5"x8"	*5.0

The zone template and full-auto rules are on pages 84 & 84 of the VOR rulebook.

<u>Do Not</u> purchase this option at a higher uses/turn than the attack's uses/turn. The possible hits bonus increases the number of hits on <u>each</u> model under the template. For example, a +3 bonus means a large model can be hit <u>six</u> times! The multiplier for the larger templates is applied <u>only</u> to the Full-auto uses per turn and possible hits cost.

To combine the uses per turn and possible hits effects simply add the PV costs together. For example, 2 uses per turn with +2 possible hits costs +24 PV and is abbreviated as F-A (*2/+2).

Anti-Structure Attacks

This ability will allow an attack to damage structures without being a blast attack.
Standard Attack +30%, round fractions up
Heavy Attack   +10%, round fractions up

Increased Damage

Damage 2	(Total PV *1.5) or (+ total PV*.5) minimum +10 PV
Damage 3	(Total PV *2) or (+total PV * 1.0) minimum +20 PV
Damage 4	(Total PV *3.5) or (+total PV *2.5) minimum +30PV
Auto-Kill	(Total PV*4) or (+total PV*3) minimum +40 PV

Random Damage

Damage: 1d2	(total PV*1.3) or (+total PV *.3) minimum +5 PV
1d3	(total PV*1.5) or (+total PV*.5) minimum +10 PV
1d4	(total PV*1.8) or (+total PV*.8) minimum +15 PV
1d5	(total PV*2) or (+total PV*1) minimum +20 PV

Your opponen may, at any time before you roll, request that you change dice.

Firing Arcs

90 deg. May only shoot at targets that lie within 45 deg. of either side of a center line based on the model's front or from the actual weapon on a vehicle.   Total PV * .5, rounded up

180 deg. Standard firing arc rules on page 81 of the rulebook. Vehicle firing arcs are based on the weapon's location. Total PV * 1, rounded up

270 deg. Can not fire at targets within 90 deg. arc. Specify this blind spot when purchasing/creating the weapon or vehicle. Total PV * 1.5, rounded up

360 deg. Total PV * 2

Firing arcs are usually only applied to vehicles, but some weapons or models may have this option even if they aren't vehicles. The firing arc cost multiplier is always the last multiplier applied to an attack.

Limited Uses/Charges per Game

1 (*.3) 4 (*.6)
2 (*.4) 5 (*.7)
3 (*.5) 6 (*.8)

Multiply the attack's total PV by the multiplier in parenthesis above and round all fractions up. Note that if a model has 3 one shot rockets and they all use one set of statistics, then that attack will have 3 uses per game. It will not be a 1 use per game attack bought 3 times.

For campaign, limited use weapons do not automatically get "re-filled". They must be repurchased. "Re-fills" for limited use weapons may be carried be an army, but it must be written down who or what is carrying them. If the model is lost, so are the "re-fills".