



Army Composition Rules for VOID 1.1 Tournament Play

Throughout the evolution of the VOID1.1 universe we have tried to preserve as even a keel as possible between the forces on the battlefield as this is not only important for the enjoyment of the game over all but also for as and when official events such as tournaments, leagues and official campaigns are run. It is clearly understood that variation is an important part of the game but balance is more so and we have become ever more aware of the impracticalities of maintaining a "free for all" style army plan. A system in where an army of suicide bombers can try to take out an army of mortars may well be fun but there is something fundamentally wrong with the randomness in which armies may appear.

In the real world when nations ready for war they don't put all of their eggs in one basket as they cannot know all of what they will find and although some scenarios will call for certain forces to act, they will deploy their standard infantry many times more often than their highly trained specialists. Some balance is needed in a force and as a reflection of this, whilst we encourage inventive play and accept that in friendly games anything agreed upon by the players should go, when it comes to competitive play and tournaments things need to be a little more structured and formalised. As a result, when you create your VOID 1.1 army for competitive games there are certain guidelines that should be followed.

Unit Types

To give some structure to the method of army construction the various troops types found within the Force Books (and subsequent publications) have been split into four main categories depending on both their level of ability and their abundance within the forces they fight for. These four categories are

Basic Troops. These represent the core units available to your chosen army. They are plentiful and will usually form the bulk of any army

Support Units. As the name suggests these are the units that support your basic troops. They have superior training to the basic troops and/or more specialised equipment.

Heavy Units. This title encompasses most types of vehicles, Mechs and heavy artillery.

Special Forces Units. These are the crème de la crème of your army, your elite warriors with the finest equipment and highest levels of training and clearance or your officers and leaders of renown.

In addition to the armies being split into sections the other slight difference in competitive army selection is the appointment of your Leader. The rules covering this are detailed later, in the meantime suffice to say that an individual or squad leader in your army must be assigned as the force's "Leader", options on who may lead your army depends on the force in question.

Ratios

There are very few rules in regards to troop type limitations in the game. Points limits (other than the overall points limit for the entire army) are not a consideration and neither are percentages of the total. All you have to follow to have a Tournery legal army is the following basic layout: (also see the "Tournament Army Composition Table")

Your army must contain a minimum of two Basic Units. That is the only minimum requirement there is. Depending on the points that you have left to spend on your force, for each Basic Unit in your army you may purchase a Support Unit, for each two Basic Units in your force you may purchase a Heavy Unit and you may purchase a Special Forces Unit. (There may be further special faction or troop type specific rules depending on the army you choose such as designated troop transports or internally restrictive ratios but they will be dealt with as and when they arise)

Tournament Army Composition Table

# of Basic Units	# of Support Units	# of Heavy Units	# of Special Forces
(Min) 2	0-2	0-1	0-1
3	0-3	0-1	0-1
4	0-4	0-2	0-2
5	0-5	0-2	0-2
6	0-6	0-3	0-3
+1	+1	+1 per 2 Basic	+1 per 2 Basic

As an example of this an army may for 3 basic units, 3 Support Units, 1 Heavy Unit and 1 Special Forces.



Leaders

As mentioned above, once you have decided what units you will have in your force, one of these units will need to be nominated as the forces Leader. The leader of the force can take any form from an iron hearted Lictor controlling his penal legions, to a Biomechanoid leading a research incursion, to a junior Officer mixing it in the front ranks of his forces, to a forward recon unit leader calling in the support and anything in between. The Leader appointment can be given to any Individual or to any Squad Leader model (i.e. a squad's Sergeant, Decurion, Alpha etc.).

Friendly models that are within LOS and 6" of the Leader may use the leaders CD stat and any additional bonuses applicable for all CD based tests. This includes such things as Panic, Rallying, Last Man Standing, Tactical Awareness etc. please note that it only effects the roll the friendly models make, it doesn't convey the skill as such, so a friendly model would be able to use the leaders' CD and bonuses when rolling for Tactical Awareness, but the model will already need to have the skill or be in a unit currently benefiting from the skill to take advantage of that.

In the case of the Leader being attached to a squad then models need to be with LOS and 6" of the Leader's Squad rather than just the Leader model itself

Army Consistency

Depending on what type of competitive event is being run there may be varying degrees of freedom for spare units to be taken to switch your army around to suit each game. Some systems, such as on going campaigns, should be ultimately flexible to change your army from game to game, but some events, such as one day tourneys, should reflect upon the generals ability to prevail with a single force designed to take on all comers.

This is a matter completely up to the tournament/event organisers but should be, but our suggestion is that, for campaigns, the organisers adopt either a completely open format or allow

players to take units from a pool, and for tournaments each player must select and submit their force prior to the day of the tourney and must stick with that force throughout. Please note that for the latter case this would also include "customisable" troops, such as Prosthene Marines, Biomechs, Meta Knights etc, Sticking with the same powers/upgrades throughout

What this all means for the player and what we have to look forward to:

Well, for many players this will mean a reorganisation of their forces to some degree or another, but great care and attention has been taken to ensure that the structure of this project remains not only solid and balanced, but also as flexible as possible. Yes some armies will need juggling and yes some armies will become unplayable without serious reconsiderations, but in light of what we aim to do this is unavoidable and for this we can only apologise.

The upside is that this system of army construction should make a much more balanced environment for competitive games to be played as well as providing some sort of template for new VOID gamers to decide what troops they will need or indeed those experienced players looking at developing another force.

The other advantage of this system is that it also becomes easier for us to focus our attentions on the creation of new forces, whether they are splinter armies from the main factions such as a Pirate Syndicate or a Suppressor Rapid Response Force or completely new armies and races altogether. It is a framework and guideline for us to work around as much as it is for you.

This format will also allow us to easily insert new troop types as from now on any further troop types released will be classed not only by its structure but also by its unit type. Eventually named characters will drop out of tournament play as well as generic characters are crated in their stead. Again we now have somewhere to give them a home when they are ready.



Current Faction Unit Classification

Viridian Forces

Basic Troops: Marines, Commandos, Assault Marines, Commando Scouts

Support Units: Marine Support Battery, Commando Support Team, Interdict Marines, Gauss Cannon, Cynoraptors, Pteroraptors

Heavy Units: Behemoth, Terrasaurs, Jaguars

Special Forces: Strike Commandos, Shock Marines, Fenrir Assault Marines

Leader Options: Any non-Heavy Unit Individual or Squad Leader may be nominated as the force's leader.

Junker Forces:

Basic Troops: Legionaries, Lancers, Grenadiers

Support Units: Suicide Bombers, Sandrunners, Dune Raiders, Lictors*

Heavy Units: Salamander Field Gun, Marauders, Suicide bikers, Praetorians

Special Forces: Berserkers, Exo Suits, Centurions*, Legion Standards*, Censors*, Praetors*, Tribunes*

Leader Options: Any non-Heavy Unit Individual or Squad Leader may be nominated as the force's leader, however if there are any generic characters such as Lictors, Praetors, Centurions etc. or named Characters within the force then one of them must be nominated as the force's Leader. Further if there are any Censors present then a Lictor may not be nominated as Leader and if there are any Praetors present in the army then a Tribune may not be nominated as Leader.

Syntha Forces:

Basic Troops: Standard Marines, Prostheneas, Assault Androsynths

Support Units: Tactical Androsynths, Assault Teratosynths, 2000 Series Grav Bikes

Heavy Units: Cyclops Grav Tanks, Macrosynths

Special Forces: Tactical Teratosynths, Biomechs*

Leader Options: Any non-Heavy Unit Individual or Squad Leader may be nominated as the force's leader. If a Biomech is nominated as Leader then the title must be given to the highest level Biomech in the force.

VASA Forces:

Basic Troops: Marines, Suppressors, (Designated Ronin**), Militia

Support Units: Archangels, Viper Wings

Heavy Units: Birds of Prey, Ronin

Special Forces: Black Legion, Shuriken Guard, Meta Knights*

Leader Options: Any non-Heavy Unit Individual or Squad Leader may be nominated as the force's leader. If a Meta Knight is nominated as Leader then the title must go to the most senior Knight in the force.

Leader Options: Any non-Heavy Unit Individual or Squad Leader may be nominated as the force's leader, however if the force contains any Officers then the highest ranking Officer in the force must be nominated as the Leader.

Koralon Forces:

Basic Troops: Reapers, Harpikons, Brood

Support Units: Stingers, Breeder, Larvan

Heavy Units: Arakterex, Hydra

Special Forces: Phazon, Brood Master

Leader Options: Koralon work in an alien way to the human mind. To reflect this, the leader is always determined by its position in the society's hierarchy. If there is a Brood Master present then it will always be the Leader, failing that the hierarchy descends as follows: Phazon, Larvan, Brood. An army must contain at least one of these units and the highest ranking present will be the Leader.

* Special and/or Generic Characters will always take up their Special Forces/Support slot (which ever is applicable) unless they are included as part of a unit, if allowed in that faction's force book, in which case they do not take up a slot of their own at all. Do however bear in mind the golden rule governing Individual : Squad ratios i.e. that you cannot have more than one individual per one squad in your army

** Vehicle's bought as a designated transport may only transport the unit that it was purchased with and it may not carry other units. The vehicle so purchased does not count as either a basic troop choice or as a heavy unit but as a part of the purchasing unit as far as army organisation is concerned. However in game play terms it counts as a separate unit as far as both activation and unit coherency are concerned.