

TECHNOLOGY MANUAL

Weapons and gadgets for FAD

BETA VERSION

Introduction:

This handbook contains a big selection of technological wonders to employ in your games of FAD. Some items here will be recognizable, while others are brand new.

Some are plausible, some are present day tech, and some are plain silly.

What is important to realize is that everything here is optional, and should be cleared with your opponent first. Some items will not fit certain games. Some may not fit your games at all. Be prepared to experiment and play.

When building your forces, look at what fits the setting you are playing in, and stay true to the force you are building. In the end, the responsibility is in your hands. While we have done our best to make everything fair and to get the points values as close to “right” as we can, there's always some combination we overlooked.

While there are weapons, even today, that are fully capable of devastating an area much larger than what our typical gaming space represents, we have chosen not to include such weapons, due to their limited appeal and application in gameplay.

Weapon traits:

These traits may be applied to weapon systems to modify them from the standard. Some weapons in this guide will have traits incorporated already. If so, their cost already includes the fact.

Points costs are indicated below each item. The first cost is for adding the trait to a squad basic weapon, the second cost is for adding the trait to a squad support weapon, the final cost is for adding the trait to a heavy weapons system. Small arms cost is per model.

All cost modifications are factored before any multipliers are applied.

Terror: Units hit must take a morale test when next activated, even if not broken.

Small Arms: 0.5 points. Support: 1.75 points. Heavy: 6 points.

Limited supply: Whenever the weapon or ammunition type is used, roll a D6. On a roll of 1-2, the unit has one more shot remaining, and will then be out for the remainder of the game.

Small Arms: -0.25 points. Support: -0.75 points. Heavy: -3 points.

Cumbersome: The weapon may not be fired while moving. All heavy weapons have this trait automatically.

Small Arms: -0.25 points. Support -0.75 points. Heavy: Already includes

Man portable: Applied to a heavy weapon. Reduces crew size to 2, and the weapon team may perform rush moves, though they may still not fire if they moved.

Heavy weapon only: 5 points

Gatling: May be fitted to any machine gun or autocannon to increase its Fire Effect bonus by +2.

Heavy weapon only: 3 points

Hypertech cooling system: May be fitted to any machine gun, autocannon or beam weapon. MG's and autocannon has their Fire Effect bonus increased by +1. Beam weapons has their Damage and Antitank increased by +1

Heavy weapon only. 2 points for any autocannon or machine gun. 3 points for any beam weapon

Long range targeting: May be fitted to any weapon. This increase the range multiplier by 1

Small Arms: 0.25 points. Squad support: 0.75 points. Heavy: 3 points

Smart targeting: May fire at a target separate from the rest of the squad. Only roll 1D6 for Fire Effect.

Squad support only: 2 points

Auto-target: If no other weapons are fired by the unit, the unit may ignore target priority.

Small Arms: 0.25 points. Squad support: 0.5 points. Heavy: 1 point

Static: The weapon may not be moved from its initial position. Non-vehicle mount only.

Heavy only: -4 points

Slow firing: May only ever inflict one hit per turn.

Heavy only: -4

Gadgets and gear:

All points costs are added to the base cost of the unit, before applying any multipliers

Grav mount:

A grav mount only requires a single crewman to operate, but will typically have a team of 2 or 3. Any type of vehicle mounted weapon may be positioned on a grav mount.

The mount may move at the same speed as a normal foot soldier (6") and is unhindered by terrain. It may not perform rush moves however.

When mounting a "light" or "medium" version of any heavy weapon, the mount may move and fire its armament.

When fired upon, treat the mount as a normal squad member, with heavy armour. A "wound" indicates that the mount is damaged, and the crew must take a quality test each turn to operate it. A "kill" destroys it.

The crew must remain within normal coherency distance of the mount to operate it.

Points cost: +5 to cost of weapon.

Dazzle suits:

Dazzle suits employ a variety of technologies to achieve their effects, including light bending. A soldier wearing a dazzle suit has his outline broken up erratically, and can appear almost invisible if he is stationary.

To represent this, soldiers wearing these suits may not be fired at beyond short range if they are stationary.

If they are moving, they may not be fired at beyond medium range.

Points cost: +2 per figure.

Soldierboys:

Nicknamed after an ancient Terran novel, this is a remote controlled combat suit. The suit is piloted by a pilot that is connected to it, "jacked in". This permits the pilot to direct the machine without placing himself in danger, although the process places considerable stress on the user.

Soldierboys are treated as powered armour. If they are wounded, they are no longer permitted to make Rush moves, and may fire only one weapon system per turn. A kill will disable the machine.

Points cost: calculate as standard powered armour infantry but add +3 per figure (light armour) or +5 (heavy powered armour)

Cybertank:

The term cybertank applies to any completely AI controlled vehicle, whether a tank or not. Cybertank systems are commonly installed in heavy tanks and walkers. Such vehicles are occasionally known as ogres, for arcane reasons.

A cybertank vehicle is completely immune to any morale effects. Additionally, any crew casualty is instead considered a "systems hit".

A cybertank can sustain 2 system hits without suffering any loss of activity. A third hit causes the systems to shut down. Cybertanks may not be used for transport of infantry.

Points cost: +10

Field projector:

A field projector is a fairly bulky device that can be mounted on a vehicle, fitted to a suit of powered armour, or carried by an infantry trooper. The device can be activated at the beginning of the units activation, and will project a bubble with a 4" radius. The bubble may be fired upon. For each hit, roll 1D6+antitank rating. A score of 10 or better will overload the projector, requiring a cool down period. Each subsequent activation, a 5+ roll is required to activate it again.

The unit activating the bubble may move, if powered armour or vehicle mounted, but may not itself fire. The bubble obstructs all movement.

Light infantry carrying a projector may position it, and remote activate it at any later point.

Points cost: 10 points per device (infantry). 20 points if vehicle mounted.

Drones:

The primary use of remote controlled drones is for battlefield recon. Any unit carrying drones may launch a drone as a Command action. The drone may be positioned anywhere within 20" of the unit, and may spot hidden troops from this position.

For each drone launched, roll a D6. On a 1-2, it was the last functioning drone available to that unit.

Points cost: 8 points per unit carrying drones.

Regen unit:

A regen unit may be mounted on a vehicle, grav mount or suit of powered armour, instead of a heavy weapons . Alternatively it may be carried by 2 normal infantry men.
The regen unit may be used to heal one wounded infantry man each turn, by moving into contact.

Points cost: 10 points

Cryostasis unit:

A stasis unit may be mounted on a transport vehicle or grav mount. It is used to preserve casualties so they can be evacuated safely. A grav mounted unit may contain 5 wounded, whereas a vehicle mount may contain up to twice its normal carrying capacity.
Any wounded picked up by the stasis unit are automatically stabilized.

Points cost: 5 points

Holo projectors:

When using the Scenario rules, each projector grants an extra dummy counter.

Points cost: 5 points per device. This cost is not considered part of any unit.

Snooper:

A grenade sized drone. A unit carrying snoopers may reveal any hidden troops inside a building or terrain feature without entering it. The unit must be within 3" of the feature to utilize a snooper. Each time a snooper is deployed, roll 1D6. On a 1-2, the unit has used its last batch.
Unlike drones, snoopers are deployed as part of the units movement.

Points cost: 6 points per unit carrying snoopers

Haywire emitter:

Any powered armour and vehicle models within 18" are marked as under fire, when the unit carrying the jammer is activated.

Points cost: 5 points per unit

Jammer:

Jammers are rated from 1-3. A jammer will block communications of a lower rating within 24", of an equal rating within 15" and a higher rating within 6"

Points cost: 3 points per rating per unit.

Thermal imaging:

Units with thermal imaging equipment may fire normally at night, and may see through smoke screens.

Points cost: 1 point per figure.

Cold-Suit:

May not be issued to powered armour units. Cold units are not spotted with thermal imaging, and normal rules apply when firing at them at night or through smoke screens.

Points cost: 0.5 point per figure

Spider mines:

Any minefield may be designated as Spider Mines. These must be assigned to a controlling unit. This can be either a personality, a unit containing a Tech specialist, or a unit with the Engineer trait. When the controlling unit is activated, each spider mine may be moved up to 4" in any direction.
Spider mines are considered to be Light mines for damage purposes.

Points cost: 5 points per minefield to upgrade

Short Range Warp:

A unit with a SRW receiver may activate this as a command action, and instantly move to within 3" of a SRW receiver. Receivers may be carried by another unit, in which case it may be used to home in on the unit, it can be positioned anywhere in the deployment area, dropped off by a unit during its movement, placed as per an agreed upon scenario, or fired from a grenade or missile launcher, as a munitions type.

Upon arrival, test Quality. Failure causes the unit to become Pinned.

Points cost: 10 points per unit

Guarded systems:

Guarded units are immune to Intruder manipulations, communications jamming and any other such interference.

Points cost: 5 points per unit.

Weapons:

Choke gas:

Choke is a generic term for a variety of gas weapons intended to debilitate and incapacitate an enemy. Originally intended for crowd control, they can have uses on an active battlefield as well.

Troops wearing completely sealed suits will ignore their effects.

A choke shell is fired as a normal shell firing weapon, including a blast radius. Any unit affected must take an immediate morale test, upon being hit. Due to the intense panic of being gassed, all troops are counted as being Rabble for purposes of this test. Gas cannot rout a unit however. A unit failing the morale test completely will fall back, as if it had succeeded on one die, but must test morale again the following turn, even if not broken.

Troops that are wearing gas protection gear are immune, but will fight as if one quality grade lower unless the player chooses to remove the gas protection at the beginning of the squads activation.

Choke gas may be fired from any weapon firing an explosive shell.

Infantry grenade launchers may fire choke shells, but the effect is confined to the target squad.

Points cost: 2 points per weapon outfitted with choke shells.

Grav Guns:

Utilizing extremely high-tech understandings of physics, this weapon drastically increases gravity at a target point. This is useful for demolition, and can inflict crushing damage on a vehicle. Depending on the concentration of the attack, grav guns can incapacitate or kill infantry.

Grav guns are fired as a shell firing weapon. A vehicle hit will be immobilized for one turn, and must make a roll on the vehicle damage table. Infantry targets hit are incapacitated for one activation.

Any building or structure taking a grav hit is reduced to rubble.

Range X4. +3 FE. 2" blast radius

Points cost: 10 points – heavy weapon

Kill gas:

Kill gas is the lethal counterpart to choke. Troops wearing sealed armour or gas protection are immune, though gas protection reduces quality by one level, while worn.

Any trooper exposed to kill gas is wounded on a dice roll of 4-6. While many of these wounded will eventually die, the gas is designed to incapacitate victims to place additional drain on the oppositions morale and medical facilities.

Kill shells may be fired from any weapon firing an explosive shell.

Points cost: 5 points per weapon outfitted with kill gas shells

Multi-gun:

Support weapon. Each activation, may be used as a SAW, grenade launcher or assault shotgun.

Points cost: 4 points

Nerve disruptor:

Stats as light beam, but any wounded cannot be revived, and require a 5+ to be stabilized. *Terror* weapon.

Points cost: 16 points – heavy weapon

Stunners:

As submachine guns. Any wounded are stunned and may not be recovered during the battle, but will all recover in a campaign situation.. Used for capturing hostiles.

A kill inflicted with these weapons is treated as a normal wound.

Points cost: -0.25 per figure - small Arm

Web cannon:

As any cannon. Units hit are pinned, and must take a command action and pass a Quality test to break free. No other actions may be performed until broken free.

Points cost: 8 (light), 12 (medium), 16 (heavy) – heavy weapon

Conversion gun:

Stats as light cannon. Any terrain feature within the blast range is destroyed on a dice throw of 2+. This will cause small buildings to collapse. Against vehicles, increase AT to +4 if stationary, +6 if immobilized. Bunkers are treated as an immobilized vehicle.

Infantry targets are wounded on a throw of 4-5, killed on a throw of 6, regardless of armour worn. Any survivors are moved to the edge of the blast area.

Conversion guns must be aimed at a target on the ground. Therefore, hover and flyer vehicles are not affected by the blast area. They may be directly targeted, in which case the area of effect is confined purely to the target vehicle

Points cost: 20 points – heavy weapon

Basic squad weapons:

Laser rifles: Range X7, Damage +1

Points cost: +0.5 points per figure

Blaster: Range X3, Damage +4

Points cost: +1 point per figure

Linked weapons: As any regular squad weapon, but double the number of men for fire effect purposes. Powered armour only.

Points cost: +1 point per figure.

Squad support weapons:

Rapid fire SAW: Range X4, Fire Effect +3

Points cost: 4 points

Beam rifle: Range X8, Fire Effect 0, Antitank +2

Points cost: 5 points

Fusion gun: Range X2, Fire Effect 0 Antitank +4

Point cost: 3 points

Power armour missile pack: Range x6, Fire Effect +1D6, Antitank +1

Points cost: 6 points. Powered armour only

Assault mortar: Range X6. Fire Effect +1 Damage +1. May be fired over intervening terrain features.

Points cost: 3 points

Assault Mounted Automatic Weapon (AMAW): Range x4, Fire Effect +2. +1 to close assault.

Points cost: 3 points

Marksmans weapon: Fire Effect +1. Same range and damage as small arm carried by squad.

Points cost: 1 point

Combat blade: +1 kill roll in assaults, but only if model is in base contact.

Points cost: 1 point

Heavy weapons:

Anti Materiel Rifle: Range X8. Fire Effect 0. Damage +4 Antitank +4. Slow firing.

Points cost: 6 points

Burst launcher - Light: Range X8 Damage +2. Fire Effect +3. Anti-tank -. Blast 4”

Points cost: 12 points

Burst Launcher – Heavy: Range X10. Damage +2. Fire Effect +2. Anti-tank -. Blast 6”

Points cost: 20 points

Personal armour:

Battle dress: +3 armour rating.

Points cost: 3 per figure

Bio Mech Enhancement Suit: +2 armour rating. Gain Fast and Self Repairing traits.

Points cost: 5 per figure

Storm suit: +2 armour rating. +1 to assault rolls.

Points cost: 3 per figure

Scout: +0 armour rating. If unit hides, place 4 markers rather than 3.

Points cost: 0.5 per figure

Improvised: -1 armour rating.

Points cost: -1 per figure

Breach: +4 armour rating. May not perform Rush moves.

Points cost: 3.5 per figure

Grenades:

All grenade costs are factored in, before applying any multipliers.

Haze: When assaulting, the defending unit must pass a quality test to fire at the charging unit.

Points cost: 3 per unit

Defensive: Unit receives a +1 to assaults when being charged.

Points cost: 2 per unit

Improvised charges: Receive an Antitank rating of +1 when close assaulting a vehicle.

Points cost: 2 per unit

Penetrator: Receive an Antitank rating of +3 when close assaulting a vehicle.

Points cost: 6 per unit

Jinx: +1 to assaults against powered armour and will negate the powered armour saving throw.

Points cost: 3 per unit

Razorfield: If forced to withdraw from an assault, may also force enemy to withdraw 6". *Limited supply*

Points cost: 3 per unit

Bots:

Also known as droids, bots may be attached to any unit. They will have an armour rating of 1 (improved armour), move at the same speed as a normal infantry man, and do not contribute to combat unless otherwise indicated below.

Each unit may have only one bot normally. A unit containing a *tech* specialist may have an extra bot for each tech.

Engineer units may have 3.

An independent character could have a bot accompanying him, forming a small unit.

Bots are knocked out by a kill. A wound will damage the bot, preventing it from making rush moves. A second wound will knock it out. Bot losses never affect morale.

The cost of bots should be factored in before applying any multipliers

Med-bot: May treat one wounded figure each activation. Does not receive the bonus for being a medic however.

Points cost: 7 points

Supply-bot: Due to increased ammunition supply, the unit receives +1 to fire effect.

Points cost: 6 points

Shield-bot: Grants the unit a saving throw of 5+ against the first 3 hits taken each turn.

Points cost: 10 points

Spot-bot (spob): When the unit takes a "Scout" command action, it may deploy both the bot and a normal trooper.

Points cost: 6 points

Gun-bot: May be armed with any squad support weapon, and will fire this in support of the squad.

Points cost: 5 points + cost of weapon

Any bot may be a hover-bot, allowing it to ignore terrain penalties.

Points cost: +2 points

Munitions:

The following ammunition types may be employed by any cannon or mortar, as well as missile launchers.

These ammunition types could be fired by on board as well as off board weapons. A team or vehicle may carry multiple munition types. The type fired must be specified before the attack is rolled. If no round is specified, a conventional round is assumed to have been fired.

All costs are factored into the weapon cost, before any multipliers are applied.

Incendiary: Reduce damage by 1, but the weapon is considered a *terror* weapon.

Points cost: +5 points

Cluster bomb: Increase blast radius by 1"

Points cost: 3 points

Shrapnel: Increase blast radius by 2" but reduce damage by 1

Points cost: 3 points

Plasma: Reduce blast radius by 2" but increase damage by 1.

Points cost: 3 points

Redeemer: Is aimed at a target point. Any figure within 2" of the target point is vapourized. Vehicles are hit with AT +8. Redeemers are *limited supply*

Points cost: 15 points

Scramble: Against powered armour, each figure is incapacitated on a throw of 5-6. Suits incapacitated do not count as casualties. Vehicle must roll for vehicle damage, but ignore crew casualties. Scramblers are *limited supply*.

Points cost: 5 points

Nanowire: Is aimed at a target point. The area within 2" becomes impassable terrain, unless contacted by a figure with a flamethrower or an engineer.

Points cost: 3 points

Wipe: Is aimed at a target point. All plants within 2" are wiped out.

Points cost: 2 points

Smart: May ignore intervening terrain and cover, as long as the shooter has visual contact.

Points cost: 8 points

Rocket Assisted (RAM): Increase range multiplier by 2.

Points cost: 6 points

Armour Kill: Always strikes the top armour of a vehicle.

Points cost: 6 points

Mine Layer: Is aimed at a target point. Position a true and 2 dummy mine markers within 3" of the target point.

Points cost: 4 points

Spider Mine Layer: As above, but the mines are Spider Mines.

Points cost: 9 points

Hypertech: May combine any two munitions types.

Points cost: 3 points + cost of both types

Ultratech: May combine any three munitions types.

Points cost: 4 points + cost of all three types

SRW: May fire a SRW emitter. See Short Range Warp in the Gear section above.

Points cost: 15 points

Autocannon munitions:

Autocannon may be loaded with any of the following munitions. Multiple types may be carried, in which case the type must be specified before an attack is rolled. If the munition type is not specified, conventional rounds are assumed to have been fired.

All munition costs are factored into the weapon cost before any multipliers are applied

Frag: This reduces damage to +1 but gives the cannon a 2" blast radius.

Points cost: 6 points

Cling-fire: Any non-vehicle model hit will take a second hit with a +1 damage rating.

Points cost: 8 points

Smash: Increase Antitank by +1 but Range multiplier is halved, rounded down.

Points cost: 6 points

Swarm: Increase fire effect to +3 when firing at infantry, but reduce damage to +3. Range multiplier is reduced by 3.

Points cost: 5 points

Penetrator: Increase Antitank by +1 but will score no more than 1 hit.

Points cost: 6 points

Powered armour variants:

Powered armour units may contain any of the following variants. Options may be picked for both light and heavy powered armour.

Different variants may be combined in the same unit, though some combinations may not be tactically optimal.

All costs are per figure and are factored in, before any multipliers are applied.

Scout: Scout suits add 2" to their base move and may leap over obstacles up to man high. However, they receive only a +2 to assault rolls instead of the normal +3 bonus, and have their armour rating reduced by 1.

Points cost: 3 per figure

Assault: Receive an additional kill roll per model in assaults. May not be fitted with heavy weapons.

Points cost: 5 per figure

Gunner: May move and fire heavy weapons.

Points cost: 3 per figure

Command: May confer leadership benefits to any powered armour unit on the table, though only one unit may benefit each turn. Recipient unit is selected upon activation of unit containing the Command suit. Only applicable if worn by an Officer.

Points cost: 3 per figure

Marksman: May be armed with a sniper rifle, though enemies do not suffer reduced Fire Effect when targeting a Marksman suit, unlike a regular sniper.

Points cost: 15 per figure

Shielded: Shielded suits are not subject to interference attacks of any kind. This includes Haywire emitters and scramble rounds.

Points cost: 8 per figure

Crude: Lower base move by 2". May not have any other upgrades.

Points cost: -2 per figure

Vehicle upgrades:

These are added to the normal list of possible vehicle upgrades. Vehicle upgrades are multipliers, and are thus applied last.

Energy screen: The vehicle may deflect any incoming shot on a dice throw of 5+.

Points cost: x1.5

Jump Jets: May be fitted only to walkers. Instead of moving and firing normally, the walker may jump up to 10", clearing obstacles up to 6" in height. The jump may not end within 2" of enemy troops.

Points cost: x1.5

Mine clearing: If moving into contact with a mine, the mine is disarmed with no harm to the vehicle.

Points cost: x 1.2

Communications:

FAD assumes that troops are able to communicate with each other freely. This allows the player to co-ordinate his forces effectively, even over a wide distance.

However, if communications are interfered with, or proper comm's equipment is not available, troops on the ground are left with hand signals, verbal communication and similar methods, causing a slow down in tactical initiative.

The game effect of this is that all units are subject to a command response test, unless they are not within 24" of enemy troops. Units that would be subject to a command response test normally, must test at -1.

In addition, the HQ trait may not be used to grant a reroll to a unit that is not in communication.

Units with no communication may still call in indirect fire, as this fire may be directed based on drone or satellite imagery, called in by flares etc.

Comm's equipment is rated from 1-4. This is important if the opposing force is utilizing jamming gear.

Points cost: All troops carry Comm's 1 for free. Each level of comm's adds +2 to the base cost of the unit before any multipliers are applied.

Uplink: Uplinked troops are in constant communication with a remote head quarters feeding them battle field information, positional analysis and tactical advice. Provided the unit is in communications, this permits the unit to ignore command response as long as the unit has no untreated wounded.

The unit may also ignore the target priority rules, as priority targets will be pointed out to them. This applies as long as there are no enemy within 10"

Points cost: 1.3. This is a trait, and is thus applied last.

Personalities:

The following specialists may be added to a unit, using the Personalities advanced rule.

Tech: Some technologies require a tech to be present to operate them. Additionally, a unit containing a tech may perform any technological task at Expert level (see the Task System advanced rule)

Points cost: 1

Intruder: Using a command action, an Intruder may interfere with enemy networks or attempt to garner information by monitoring communications. This can be used to either reveal and remove a hidden unit marker, or jam a target units communications. The intruder must take a quality test to succeed. If he rolls a 1, he's been subjected to a counter attack

and may not perform either role for the remainder of the battle.
Points cost: 2

Technological implications on troops:

These are treated as traits, and the points cost is a multiplier. It is applied last, along with any other traits.

Droid troopers:

Droid troopers can be treated as normal for most combat purposes. Their main benefit is that they are not subject to normal psychology. This means they do not take morale checks.

However, due to limitations of programming, droid troopers may never be rated as Elite units.

Droid troopers may be programmed to maintain basic self-preservation tactics. If this is not done, they acquire the Relentless trait.

When firing upon droids, you must beat the droids armour roll to have any effect. However, any roll that beats the armour roll will kill, rather than wound the droid.

Points cost: 1.3 (self-preserving). 1.6 (self-less)

Gene-troopers:

GT's or Genetics are built to be soldiers from the ground up, including physical enhancements, mental conditioning and even psionic manipulations in settings where this is appropriate.

The physical capabilities of GT's can be represented with appropriate traits. Due to their unique mental make up, GT's have an extreme disregard for their lives. For this reason, they only test morale if they are broken AND under fire.

Points cost: 1.2

Tech reverence:

In superstitious cultures, technology may have taken the place of religion to a large extent. For soldiers steeped in such mysticism, a tank or other war machine represents an icon of divine favour.

Such troopers receive the Fearless and Brave traits when within 12" of a vehicle.

However, when a vehicle is destroyed, all units within 12" must test morale on their next activation, even if not broken.

Points cost: 1.2

Primitive:

Units that are significantly below the assumed tech level are subject to future-shock. The first time a unit is attacked by a weapon outside their technological level, the unit must pass a Quality test or be pinned.

Additionally, primitive units may only roll 1D6 for Fire Effect when firing at a technologically advanced unit.

On the upside, they are immune to Intruders and similar forms of hacking, as they tend not to have systems to hack.

Pointst cost: 0.8