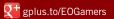# THE ESOTERIC ORDER OF GAMERS
WWW.ORDEROFGAMERS.COM

High quality materials for the dedicated devotee of immersive, thematic tabletop games.
Game rules summaries, foamcore box plans, articles, interviews, reviews, videos, tutorials, forums – and lots more.

v1.2

Sept 2010

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

ANOTHER GAME AID
by
UniversalHead.
UNIVERSALHEAD.COM

COGS PLATOON PATTERNS

ONLY ONE PLATOON PATTERN CAN BE USED AT A TIME

⟳ INDICATES FIGURE IS ADDED TO UNIT BUT DOES NOT COUNT IN THE NUMBER FIGHTERS (SO IT IS POSSIBLE TO EXCEED THE MAXIMUM NUMBER OF FIGHTERS).

◉ INDICATES FIGURE REPLACES A STANDARD FIGHTER.

! IN BOTH CASES THE FIGURE'S COST IS ADDED TO THAT OF THE UNIT.

A **Soldier** slot may be used to field a unit of Soldiers.
A **Support** unit slot may be used to field a Support unit.
An **Infantry** slot may be used to field either a unit of Soldiers or a Support unit.
A **Strider** slot may be used to field a unit of Striders.
A **Vehicle** slot may be used to field a unit of Vehicles.
An **AFV** slot may be used to field either a unit of Striders or a unit of Vehicles.

STANDARD ORGANIZATION
COGS

Platoon Pattern

Infantry unit (★) !

Infantry unit (all)

Infantry unit (★ / ★★★) or AFV unit (★)

AFV unit (★)

AFV unit (★ / ★★★)

General Notes

Cogs have no officers, only **Heroes**. Heroes do not replace standard fighters and their cost is added to the unit cost.

All the **Special Weapon Bearers** in a unit must carry the same weapon.

Each **Specialist** replaces a standard fighter for free.

Extra Fighters:

- cost of each fighter added to the standard number without exceeding the maximum number
- cost of each fighter to exceed the maximum number when there is an officer in the unit. Officer's numbers bonus ⊙ is the most that can be added.
- a unit must be at its maximum number of fighters in order to have more than one special weapon bearer.

PLATOON PATTERN
A–VOLUTION

Advantage

The maximum number of each AFV unit is increased by one. This additional AFV is free. Only units who have a maximum number value benefit from this advantage.

Disadvantage

The standard number of each AFV unit is increased by one. This additional required AFV's cost is that of an extra fighter of the same type.

Platoon Pattern

AFV unit (all) !

AFV unit (all)

AFV unit (★) or Infantry unit (★★★)

Infantry unit (★ / ★★)

Infantry unit (★ / ★★★)

PLATOON PATTERN
C–NAPS

Advantage

At any time, the C-naps player can spend 1 LP to earn 50 RP.

Disadvantage

At any time, an enemy company that has fewer VP can buy VP from the C-naps company. The buyer spends 100 RP and gains 1 VP, and the C-naps company gains 50 RP and loses 1 VP. This loss of VP by C-naps is unavoidable.

Platoon Pattern

Infantry unit (★★★) !

Infantry unit (★ / ★★★)

Infantry unit (★★ / ★★★)

AFV unit (★ / ★★★)

AFV unit (★)

COGS
OFFICERS & HEROES

Within a Unit

A Cog unit may include several officers, provided they have the same line name (eg T-regulator, G-nocrat etc) **and** are of different ranks.

The highest ranking hero is the unit's officer and leader.

When there are only heroes in a unit, only the highest ranking hero benefits from the hero rules. All others act as ordinary fighters.

Within a Company

A company may include heroes from several factions, provided it uses the generic Cog platton patter. Only heroes belonging to a faction may join a specific faction platoon pattern.

A company may include several copies of the same hero and does not have to respect officer limitations.

PLATOON PATTERN
G–NOCRAT

Advantage

Every G-nocrat infantry unit leader has the **FIrst Aid** ability. Once per round he can save a member of his unit by the player shouting "Automedication!" right after the fighter is eliminated. A leader cannot save himself.

A leader who has taken damage points cannot use his ability for this salvo. A Hero leader who already has this ability can use this ability a second time.

Disadvantage

Any disorganized unit is immediately eliminated.

Platoon Pattern

Infantry unit (★) !

Infantry unit (★ / ★★★)

Infantry unit (★★ / ★★★)

Infantry unit (★ / ★★ / ★★★)

AFV unit (★ / ★★ / ★★★)

PLATOON PATTERN
T–REGULATOR

Advantage

All T-regulator units may choose rush movement and still shoot.

Disadvantage

If the T-regulator player loses the Authority Test, the T-regulator player plays his activation sequence at random.

Platoon Pattern

AFV unit (★) !

AFV unit (★)

Infantry unit (★★★) or AFV unit (all)

Infantry unit (★ / ★★★)

Infantry unit (all)

A-VOLUTION
+215 — › G45

1	2		1
18	11	11	5

Standard Ranged

| Quantum MG | 7 | 4/1 | – | 7/1 |
| Rocket launcher | 6 | 3/1 | – | 11/2 |

Equipment & Abilities

A.I. Beacon Reinforcement. If controlling an objective, 4LP to bring in Type 1 Strider not already in company.

Cyberoptics Detection. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

Quantum Wings Rocket Jump

A-VOLUTION
+215 — ›› G36

2	2		2
18	11	11	5

Standard Ranged

Quantum rifle 1	8	2/1	–	5/1
Quantum rifle 2	8	2/1	–	5/1
Rocket launcher	6	3/1	–	11/2

Equipment & Abilities

A.I. Beacon Reinforcement. If controlling an objective, 4LP to bring in Type 1 Strider not already in company.

Cyberoptics Detection. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

Quantum Wings Rocket Jump

A-VOLUTION
+240 — ›››› G-18

5	6		3
18	11	11	5

Standard Ranged

| Rocket launcher | 6 | 3/1 | – | 11/2 |

Close Combat

| Quantum blade 1 | 5 | 2/1 | – | 6/1 |
| Quantum blade 2 | 5 | 2/1 | – | 6/1 |

Equipment & Abilities

A.I. Beacon Reinforcement. If controlling an objective, 4LP to bring in Type 1 Strider not already in company.

Cyberoptics Detection. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

Quantum Wings Rocket Jump

C-NAPS
+165 — › G45

1	2		1
18	11	8	5

Standard Ranged

| Rocket launcher | 5 | 3/1 | – | 11/2 |

Close Combat

| Quantum blade 1 | 5 | 2/1 | – | 6/1 |
| Quantum blade 2 | 5 | 2/1 | – | 6/1 |

Equipment & Abilities

Medic First Aid. Once per round save member of the unit.

C-NAPS
+215 — ›› G36

2	2		2
18	11	11	5

Standard Ranged

Quantum rifle 1	8	2/1	–	5/1
Quantum rifle 2	8	2/1	–	5/1
Rocket launcher	6	3/1	–	11/2

Equipment & Abilities

A.I. Beacon Reinforcement. If controlling an objective, 4LP to bring in Type 1 Strider not already in company.

Cyberoptics Detection. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

Quantum Wings Rocket Jump

C-NAPS
+130 — ›››› G09

6	9		3
18	11	7	4

Standard Ranged

| Quantum rifle | 6 | 2/1 | – | 4/1 |

Close Combat

| Quantum blade | 4 | 2/1 | – | 6/1 |

+165 G-NOCRAT
› G45

1	2	1
18	11	8	5

Standard Ranged

Rocket launcher	5	3/1	–	11/2

Close Combat

Quantum blade 1	5	2/1	–	6/1
Quantum blade 2	5	2/1	–	6/1

Equipment & Abilities

Medic First Aid. Once per round save member of the unit.

+100 G-NOCRAT
›› G27

3	4	2
18	11	8	5

Standard Ranged

Quantum rifle	7	2/1	–	5/1

Close Combat

Quantum blade	5	2/1	–	6/1

Equipment & Abilities

Medic First Aid. Once per round save member of the unit.

+135 G-NOCRAT
››››› G09

5	9	3
18	11	8	5

Standard Ranged

Quantum rifle	7	2/1	–	5/1

Close Combat

Quantum blade	5	2/1	–	6/1

Equipment & Abilities

Medic First Aid. Once per round save member of the unit.

+110 T-REGULATOR
› G45

1	2	1
18	11	7	4

Standard Ranged

Missile launcher	4+	2/1	–	13/2	Locked shot

Equipment & Abilities

Homing Missile May choose the damage location of each impact achieved (replacing the normal Location Table roll).

+95 T-REGULATOR
››› G27

3	4	2
18	11	7	4

Standard Ranged

Quantum pistol 1	3	3/1	–	4/1
Quantum pistol 2	3	3/1	–	4/1

Equipment & Abilities

Deflector Shield May choose the location of the damage dealt to the AFVs belonging to this hero's company.

+130 T-REGULATOR
›››› G09

6	9	3
18	11	7	4

Standard Ranged

Quantum rifle	6	2/1	–	5/1

Close Combat

Quantum blade	5	2/1	–	6/1

WARMONGER INFANTRY
STANDARD UNIT

4 FIGHTERS
0–3 HEROES

4 FIGHTERS — **225**
EXTRA FIGHTER **55**

STD 225 . 55/

4 WARMONGERS ★

| | 18 | 9 | 6 | 4 |

Standard Ranged

Quantum pistol	3	3/1	–	4/1

Close Combat

Quantum blade	4	2/1	–	6/1

STALKER INFANTRY
STANDARD UNIT

4 FIGHTERS
0–3 HEROES

4 FIGHTERS — **225**
EXTRA FIGHTER **60**

STD 225 . 60/

4 STALKERS ★

| | 18 | 9 | 6 | 4 |

Close Combat

Quantum blade 1	4	2/1	–	6/1
Quantum blade 2	4	2/1	–	6/1

Equipment

Optical Jamming Module

Stealth: any shot (even locked shots) targeting the unit from beyond range 1 is an automatic failure.

WARMONGER INFANTRY
MAXIMUM UNIT

8 FIGHTERS INCLUDING
3 SPECIAL WEAPONS + 0–1 SPECIALISTS
0–3 HEROES

8 FIGHTERS — **500**
EXTRA FIGHTER **55**

MAX 500 . 55/

8 WARMONGERS ★

| | 18 | 9 | 6 | 4 |

Standard Ranged

Quantum pistol	3	3/1	–	4/1	

Close Combat

Quantum blade	4	2/1	–	6/1	

3 Special Weapons

Quantum jammer	6	2/1	–	3+/1	Jammer
Quantum MG	5	4/1	–	7/1	

0–1 Specialists

Combat Engineer Sabotage. Remove a terrain element within 2.5cm during unit's activation. **Minefield!** Can place a minefield card within 1 range at end of move.

STALKER INFANTRY
MAXIMUM UNIT

8 FIGHTERS INCLUDING 0–4 SPECIALISTS
0–3 HEROES

8 FIGHTERS — **450**
EXTRA FIGHTER **60**

MAX 450 . 60/

8 STALKERS ★

| | 18 | 9 | 6 | 4 |

Close Combat

Quantum blade 1	4	2/1	–	6/1
Quantum blade 2	4	2/1	–	6/1

Equipment

Optical Jamming Module

Stealth: any shot (even locked shots) targeting the unit from beyond range 1 is an automatic failure.

0–4 Specialists

Electronic Warfare Specialist Disruption. For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the tactical phase (cannot fall below the enemy's commander's LP value).

GUNSLINGER INFANTRY
STANDARD UNIT
3 FIGHTERS
0–3 HEROES

4 FIGHTERS — 175
EXTRA FIGHTER 60

STD 175 . 60/

3 GUNSLINGERS ★ ★

18 10 7 5

Standard Ranged					
Quantum pistol 1	4	3/1	–	4/1	
Quantum pistol 2	4	3/1	–	4/1	

SHARPSHOOTER INFANTRY
STANDARD UNIT
3 FIGHTERS INCLUDING 0–1 SPECIALISTS
0–3 HEROES

4 FIGHTERS — 200
EXTRA FIGHTER 65

STD 200 . 65/

3 SHARPSHOOTERS ★ ★

18 10 7 5

Standard Ranged					
Quantum rifle 1	7	2/1	–	5/1	
Quantum rifle 2	7	2/1	–	5/1	

GUNSLINGER INFANTRY
MAXIMUM UNIT
6 FIGHTERS INCLUDING 2 SPECIAL WEAPONS + 0–1 SPECIALISTS
0–3 HEROES

8 FIGHTERS — 475
EXTRA FIGHTER 60

MAX 475 . 60/

6 GUNSLINGERS ★ ★

18 10 7 5

Standard Ranged					
Quantum pistol 1	4	3/1	–	4/1	
Quantum pistol 2	4	3/1	–	4/1	

2 Special Weapons

Quantum jammer	7	2/1	–	3+/1	Jammer

0–1 Specialists

A.I. Beacon Reinforcement. When controlling an objective, pay 4 LP to bring in a Type 1 Combat Strider (new unit) in contact with specialist.

SHARPSHOOTER INFANTRY
MAXIMUM UNIT
6 FIGHTERS INCLUDING 2 SPECIAL WPNS + 0–1 SPECIALISTS
0–3 HEROES

8 FIGHTERS — 425
EXTRA FIGHTER 65

MAX 425 . 65/

6 SHARPSHOOTERS ★ ★

18 10 7 5

Standard Ranged					
Quantum rifle 1	7	2/1	–	5/1	
Quantum rifle 2	7	2/1	–	5/1	

2 Special Weapons

Quantum jammer	7	2/1	–	3+/1	Jammer
Quantum sniper	11	2/1	–	8/1	Sniper

0–1 Specialists

Medic First Aid. Once per round save member of the unit.

COUNTER-SNIPER INFANTRY
STANDARD UNIT
3 FIGHTERS
0–3 HEROES

3 FIGHTERS — 325
EXTRA FIGHTER 105

3 COUNTER-SNIPERS ★★

18	11	11	5

Standard Ranged

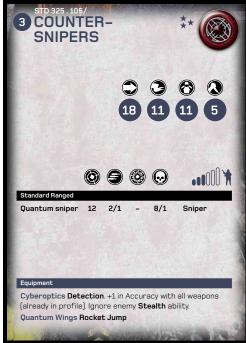|					
Quantum sniper	12	2/1	–	8/1	Sniper

Equipment

Cyberoptics Detection. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

Quantum Wings Rocket Jump

GUNMEN INFANTRY
STANDARD UNIT
3 FIGHTERS
0–3 HEROES

3 FIGHTERS — 325
EXTRA FIGHTER 110

3 GUNMEN ★★

18	11	11	5

Standard Ranged

Quantum MG	7	4/1	–	7/1

Equipment

Cyberoptics Detection. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

Quantum Wings Rocket Jump

GUNFIGHTER INFANTRY
STANDARD UNIT
3 FIGHTERS
0–3 HEROES

3 FIGHTERS — 275
EXTRA FIGHTER 90

3 GUNFIGHTERS ★★

18	11	11	5

Standard Ranged

Quantum pistol 1	5	3/1	–	4/1
Quantum pistol 2	5	3/1	–	4/1

Equipment

Cyberoptics Detection. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

Quantum Wings Rocket Jump

HUNTER INFANTRY
STANDARD UNIT
2 FIGHTERS
0–3 HEROES

2 FIGHTERS — 275
EXTRA FIGHTER 145

2 HUNTERS ★★

18	11	11	5

Standard Ranged

Rocket launcher	5	3/1	–	11/2

SKIRMISHERS INFANTRY
STANDARD UNIT

3 FIGHTERS
0–3 HEROES

3 FIGHTERS 300
EXTRA FIGHTER 100

STD 300 . 100/

3 SKIRMISHERS ★★

18 11 11 5

Standard Ranged

Quantum rifle 1	8	2/1	–	5/1
Quantum rifle 2	8	2/1	–	5/1

Equipment

Cyberoptics Detection. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

Quantum Wings Rocket Jump

TRACKER INFANTRY
STANDARD UNIT

3 FIGHTERS
0–3 HEROES

3 FIGHTERS 375
EXTRA FIGHTER 120

MAX 375 . 120/

3 TRACKERS ★★

18 11 11 5

Standard Ranged

Quantum jammer	8	2/1	–	3+/1	Jammer

Equipment

Cyberoptics Detection. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

Quantum Wings Rocket Jump

MARAUDER STANDARD UNIT
1 MARAUDER

1 MARAUDER

★

30 – 12 5

250
250

1 AFV
EXTRA AFV

Standard Ranged

Light					
Quantum jammer	7	2/1	–	3+/1	Jammer
Light					
Quantum MG	6	4/1	–	7/1	

Abilities & Equipment

Autorepair Repair: At the beginning or end of activation can recover 1 SP titself or friendly AFV within 2.5cm. Destroyed parts may be repaired.

PILLAGER STANDARD UNIT
1 PILLAGER

1 PILLAGER

★

30 – 12 5

250
250

1 AFV
EXTRA AFV

Standard Ranged

Light					
Quantum cannon	9	2/2	–	14/1	
Light					
Quantum launcher	5	2/1	3	5/1	Indirect fire

Abilities & Equipment

Autorepair Repair: At the beginning or end of activation can recover 1 SP titself or friendly AFV within 2.5cm. Destroyed parts may be repaired.

PROWLER STANDARD UNIT
1 PROWLER

1 PROWLER

★

30 – 12 5

250
250

1 AFV
EXTRA AFV

Standard Ranged

Light					
Quantum cannon	9	2/2	–	14/1	
Light					
Quantum MG	6	4/1	–	7/1	

Abilities & Equipment

Autorepair Repair: At the beginning or end of activation can recover 1 SP titself or friendly AFV within 2.5cm. Destroyed parts may be repaired.

MARAUDER AFV MAXIMUM UNIT
3 MARAUDERS

3 MARAUDERS

★

30 – 12 5

750
250

3 AFVs
EXTRA AFV

Standard Ranged

Light					
Quantum jammer	7	2/1	–	3+/1	Jammer
Light					
Quantum MG	6	4/1	–	7/1	

Abilities & Equipment

Autorepair Repair: At the beginning or end of activation can recover 1 SP titself or friendly AFV within 2.5cm. Destroyed parts may be repaired.

PILLAGER AFV MAXIMUM UNIT
3 PILLAGERS

3 PILLAGERS

★

30 – 12 5

750
250

3 AFVs
EXTRA AFV

Standard Ranged

Light					
Quantum cannon	9	2/2	–	14/1	
Light					
Quantum launcher	5	2/1	3	5/1	Indirect fire

Abilities & Equipment

Autorepair Repair: At the beginning or end of activation can recover 1 SP titself or friendly AFV within 2.5cm. Destroyed parts may be repaired.

PROWLER AFV MAXIMUM UNIT
3 PROWLERS

3 PROWLERS

★

25 7 12 5

750
250

3 AFVs
EXTRA AFV

Standard Ranged

Light					
Quantum cannon	9	2/2	–	14/1	
Light					
Quantum MG	6	4/1	–	7/1	

Abilities & Equipment

Autorepair Repair: At the beginning or end of activation can recover 1 SP titself or friendly AFV within 2.5cm. Destroyed parts may be repaired.

RAVAGER

MAX 250 . 250/

1 RAVAGER ★

250
250

1 AFV
EXTRA AFV

30	–	12	5

Standard Ranged

Light					
Quantum jammer	7	2/1	–	3+/1	Jammer
Light					
Quantum launcher	5	2/1	3	5/1	Indirect fire

Abilities & Equipment

Autorepair Repair: At the beginning or end of activation can recover 1 SP titself or friendly AFV within 2.5cm. Destroyed parts may be repaired.

VANDAL

MAX 750 . 750/

1 VANDAL ★★

750
750

1 AFV
EXTRA AFV

25	–	16	5

Standard Ranged

Heavy					
Quantum cannon	10	4/2	–	16/1	
Heavy					
Quantum mortar	6	2/1	10	6/1	Indirect fire

Abilities & Equipment

Autorepair Repair: At the beginning or end of activation can recover 1 SP titself or friendly AFV within 2.5cm. Destroyed parts may be repaired.

Presence Detector This AFV may control objectives.

RAVAGERS

MAX 750 . 250/

3 RAVAGERS ★

750
250

3 AFVs
EXTRA AFV

30	–	12	5

Standard Ranged

Light					
Quantum jammer	7	2/1	–	3+/1	Jammer
Light					
Quantum launcher	5	2/1	3	5/1	Indirect fire

Abilities & Equipment

Autorepair Repair: At the beginning or end of activation can recover 1 SP titself or friendly AFV within 2.5cm. Destroyed parts may be repaired.

COG SUPPORT TEAMS

A SUPPORT TEAM MAY FILL AN 'INFANTRY' SLOT CONSIDERED RANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)

FIGHTERS BELONGING TO SUPPORT UNITS USE THE SAME RULE AS INFANTRY : THEY AUTOMATICALLY AND FREELY GET THE COMBAT DRILL "TAKE COVER !" OF THEY DON'T MOVE DURING THEIR ACTIVATION.

SHARPSHOOTER SNIPER TEAM
2 FIGHTERS WITH QUANTUM SNIPERS

2 FIGHTERS — 125
EXTRA FIGHTER — 70

STD 125 .70/

2 SHARPSHOOTERS ★★ SUPPORT TEAM

18 10 7 5

Standard Ranged

Quantum sniper	11	2/1	–	8/1	Sniper

G/S JAMMER TEAM
2 FIGHTERS WITH QUANTUM JAMMERS

2 FIGHTERS — 175
EXTRA FIGHTER — 85

STD 175 .85/

2 SHARPSHOOTERS ★★ SUPPORT TEAM

18 10 7 5

Standard Ranged

Quantum jammer	6	2/1	–	3+/1	Jammer

WARMONGER JAMMER TEAM
3 FIGHTERS WITH JAMMERS

3 FIGHTERS — 225
EXTRA FIGHTER — 75

MAX 225 .75/

3 WARMONGERS ★ SUPPORT TEAM

18 9 6 4

Standard Ranged

Quantum jammer	6	2/1	–	3+/1	Jammer

WARMONGER QMG TEAM
3 FIGHTERS WITH QUANTUM MGS

3 FIGHTERS — 200
EXTRA FIGHTER — 65

MAX 200 .65/

3 WARMONGERS ★ SUPPORT TEAM

18 9 6 4

Standard Ranged

Quantum MG	7	4/1	–	7/1	

G/S JAMMER TEAM
2 FIGHTERS WITH QUANTUM JAMMERS

2 FIGHTERS — 175
EXTRA FIGHTER — 85

STD 175 .85/

2 GUNSLINGERS ★★ SUPPORT TEAM

18 10 7 5

Standard Ranged

Quantum jammer	6	2/1	–	3+/1	Jammer