

COMMAND & CONTROL SCREEN C2 SCREEN

MILITARY SPECIALITIES

FACTION / SECTORIAL

	MOBILE RESERVE SPEC.	LOGISTICS SPEC.	SUPPORT FORCE SPEC.	PSI-OPS SPEC.	IMMEDIATE DEPLOYMENT SPEC.	INTELLIGENCE SPEC.	
LEVEL 1 XP COST 2	+5 ARMY POINTS <input type="checkbox"/>	+3 TO THE PROMOTION ROLL <input type="checkbox"/>	+1 TO AVA OF 1 TROOP. <input type="checkbox"/>	+10% HIGHER THRESHOLD FOR RETREAT! <input type="checkbox"/>	+3 TO THE INITIATIVE ROLL <input type="checkbox"/>	TO KNOW WHETHER THE OPPONENT HAS AIRBORNE DEPLOYMENT <input type="checkbox"/>	
LEVEL 2 XP COST 5	+10 ARMY POINTS <input type="checkbox"/>	+1 SWC & +3 TO THE PROMOTION ROLL <input type="checkbox"/>	+1 AVA OF 1 TROOP (DIFFERENT TO THE PREVIOUS LEVEL) <input type="checkbox"/>	+10% HIGHER THRESHOLD FOR RETREAT! <input type="checkbox"/>	+3 TO THE INITIATIVE ROLL <input type="checkbox"/>	TO KNOW WHETHER THE OPPONENT HAS HOLOPROJECTOR L1, IMPERSONATION OR HIDDEN DEPLOYMENT <input type="checkbox"/>	
LEVEL 3 XP COST 9	+10 ARMY POINTS <input type="checkbox"/>	+1 SWC & +3 TO THE PROMOTION ROLL <input type="checkbox"/>	+1 AVA OF 1 TROOP (DIFFERENT TO THOSE OF THE PREVIOUS LEVELS) <input type="checkbox"/>	+1 MERCENARY FIGURE WITHOUT PAYING COST OR SWC <input type="checkbox"/>	CHOOSE SIDE OF THE TABLE <input type="checkbox"/>	TO KNOW THE OPPONENT'S ARMY LIST <input type="checkbox"/>	
LEVEL 4 XP COST 14	+15 ARMY POINTS <input type="checkbox"/>	+3 TO THE PROMOTION ROLL <input type="checkbox"/>	ALL FIGURES WITH STR GET +1 POINT OF STR (MAXIMUM 3) <input type="checkbox"/>	ALL FIGURES POSSESS THE RELIGIOUS TROOP SPECIAL SKILL <input type="checkbox"/>	INITIATIVE AND DEPLOYMENT AUTOMATICALLY WON <input type="checkbox"/>	TO HAVE AN ALTERNATIVE ARMY LIST <input type="checkbox"/>	
LEVEL 5 XP COST 20	ENEMY LIEUTENANT ALWAYS IDENTIFIED <input type="checkbox"/>					XP SPENT <input type="text"/>	TOTAL XP <input type="text"/>

PROMOTION SYSTEM

PROMOTION ROLL

ARMY TYPE	SUCCESSFUL ROLL
ARMIES OF THE HUMAN SPHERE	1
ALIEN ARMIES	1 - 4

PROMOTION LEVEL 1

VICTORY	SURVIVING JOURNALIST	LOGISTICS SPEC.	DIFFICULTY	ROLL MODIFIERS	PROMO
<input type="checkbox"/>	+	<input type="checkbox"/>	+ <input type="checkbox"/>	-0 = <input type="checkbox"/>	<input type="checkbox"/>

THE PLAYER MAY ACQUIRE, BY SPENDING XP, 1 MORE MILITARY SPECIALITY THAN THE SINGLE ONE HE CAN NORMALLY HAVE.

PROMOTION LEVEL 2

VICTORY	SURVIVING JOURNALIST	LOGISTICS SPEC.	DIFFICULTY	ROLL MODIFIERS	PROMO
<input type="checkbox"/>	+	<input type="checkbox"/>	+ <input type="checkbox"/>	-3 = <input type="checkbox"/>	<input type="checkbox"/>

THE PLAYER MAY ACQUIRE, BY SPENDING XP, 1 MORE MILITARY SPECIALITY THAN THE TWO HE COULD HAVE BEFORE.

PROMOTION LEVEL 3

VICTORY	SURVIVING JOURNALIST	LOGISTICS SPEC.	DIFFICULTY	ROLL MODIFIERS	PROMO
<input type="checkbox"/>	+	<input type="checkbox"/>	+ <input type="checkbox"/>	-6 = <input type="checkbox"/>	<input type="checkbox"/>

ALLOWS THE PLAYER TO USE AND COMBINE ALL MILITARY SPECIALITIES HE MAY ACQUIRE, BY SPENDING XP, WHEN PLAYING THE CAMPAIGN.

PROMOTION LEVEL 4

VICTORY	SURVIVING JOURNALIST	LOGISTICS SPEC.	DIFFICULTY	ROLL MODIFIERS	PROMO
<input type="checkbox"/>	+	<input type="checkbox"/>	+ <input type="checkbox"/>	-9 = <input type="checkbox"/>	<input type="checkbox"/>

THIS LEVEL PROVIDES, AUTOMATICALLY AND WITHOUT SPENDING ADDITIONAL XP, LEVEL 1 OF ALL MILITARY SPECIALITIES.