

ORBITAL DROP POST

Orbital Droppost or Citadels are modular fortresses built from basic components stamped out in the Fury-Forges of Orbiting Capital Ships sent into the heart of enemy territory. Each Citadel is built from a variety of the following common Components;

COMPONENT	PLATE	SKILL
Wall (Solid)	4	Hard Armor
Door (Solid)	4	Hard Armor, Basic
Fire Point	4	Bipod modification (+2 Shooting, Full RoF Reflex)
Hatch	4	Hard Armor, Basic
Door Auto-Smelter	-	Concealed, Range: Close (6), DAM: 4, RoF:4, Caustic
Acquiry Terminus	3	Hard Armor, Counts as an Acquiry Network Node
Acquiry Uplink	3	Hard Armor, Counts as an Acquiry Network Node
Acquiry Relay	3	Hard Armor, Counts as an Acquiry Network Node
Bunker	4	Cargo: 40
Forge	4	Cargo: 20
Ghrave	4	Cargo: 20
Grudo	2	Cargo: 20
Moct	2	
Braun	4	Cargo: 8
Bulkhead	6	Cargo: 60
Balcony - Scaffold	2	+2 Vigor, Vigorous
Door with Ramp	4	Grants +2 Initiative
Pedestal	2	+2 Vigor, Vigorous
Terminus Vault	4	Units in base contact may equip any mod as a Free Action.
Scrat Hold	2	Grants +2 Initiative

BASIC

Components with this Skill or Edicts granting this skill are large analog systems that have no digital or Acquiric signature. As such they cannot be hacked or affected by Weapons or Skills that affect Access.

ORBITAL DROP

Components with this Skill or Edicts granting this Skill may be dropped from Orbit as an Orbital Drop Action during the Orbital Support Step then Deviate counting as Shooting: 4. Models underneath the Component may take a Move Test or be removed. If the model passes its move test, place it next to the Component in base contact.

ORBITAL DROP - CARGO

Sons models may be loaded into a Component with the Cargo Edict prior to the Start of the game, and Dropped via Orbital Support Action during the Orbital Support Step.