

In addition to being able to select a Factional Doctrine, a faction force may take the following Non-Faction Specific Doctrine.



Beans and Bullets

The logistical lines for the fighting units at the front, begin on the assembly lines of a UCOR somewhere in friendly space. Also, armies prefer to train with the same equipment with which they will go to war. Most units have trained together before deploying for combat in some form of readiness, testing, and evaluation program. This Task Force Special Ability helps represent that training, and the benefit of good logistical lines.

Requirement: Any Faction Task Force composed of only Models that are from that Faction's Home UCORs (see table below) gains this SA. "Open Market/All" Models (for example, Infantry) are generic to all forces and thus always considered to be from Home UCORS for the purpose of this SA.

Effect: The Task Force gains three "Beans and Bullets" tokens. At any time during the game, if a Model in that Task Force fails a roll involving the Experience (Exp) or Repair (RpR) Data Card fields; expend a token to change the result of that roll a success. Once used, the token is gone for the rest of the game.

Home UCORs

- Adon = Borsig-Spline (B-S), RMI
- Malvernis = Mark IV (MK4), Grundor House (GH)
- Rach = Koda Works (K-W)
- Ritterlich = KDM, NTG
- Templar = Hughes-Marietta (H-M), Viper (Vpr)
- Terran = Mitso-Ta (M-T), SyRaM (SRM)

Example

Chris wants to build a Terran Task Force. The Terrans have SyRaM and Mitso-Ta as their Home UCORs. To be eligible to select a Terran Factional Doctrine, 75% of the Total Points of his Task Force must be either Affiliation Terran/M-T or Terran/SRM, as indicated on the Model's Data Cards. However, all of his Models must be Terran/M-T, OpenMarket/M-T, Terran/SRM, OpenMarket/SRM, or OpenMarket/All to qualify for Bean and Bullets.