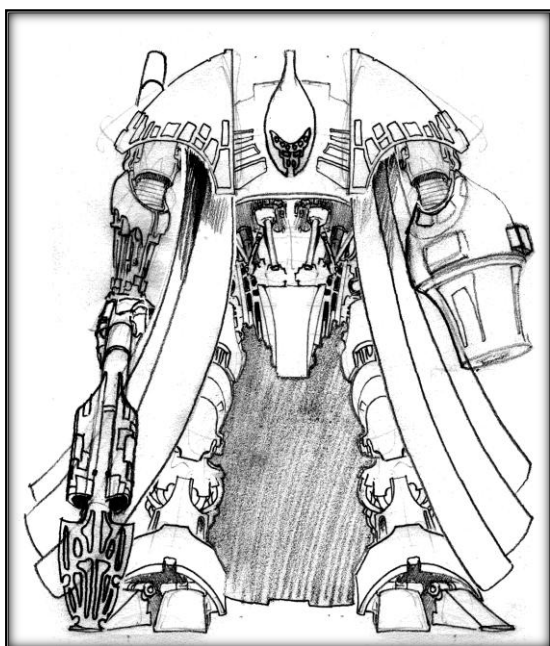


Using The Force Organisation Charts

The Force Organisation charts ("Force Orgs") for **Seeds of War** have been designed to try and give a good sense of the structure of the army you are playing and not just purely limit the formations you can take and put a points cost on them. In some cases you will have to take one formation in order to gain access to more specialised units. Some formations are more accessible to one area of a command structure than others and will vary in points depending on how you access them.

Hopefully, you will find that this system allows you to take a very wide variety of armies for any of the races represented, but will encourage you towards either having a theme for your force or a well rounded army. It should limit the ability for players to "max out" on any of the more powerful combinations of formations in small games. So, here's how they work:



The HQ:

Every race has an HQ formation which must be taken to lead your army. These HQ formations may have a number of upgrades available to them, indicated by a list in italics, each with an additional cost listed next to it. For particularly large games, you might require additional HQ formations. The restrictions on taking further HQ formations are listed in a grey box at the top of the Force Org.

Principal Formations:

Each army is then broken down into a number of principal areas. These are most commonly Infantry, armour and a number of specialised areas, which depend on the army being chosen.

You may be limited in how many of each of these formations you can take, depending on their rarity within a standard army. Where applicable, this will be indicated in square brackets next to the formation option. E.g. "[0-1] **Beta Priority Mega Walker Phalanx**" for the Andrayada. In some instances, there may be a choice which is compulsory. This will show a minimum number in squared brackets in the same way. E.g. "[1+] **Primary Monitor Brood**" for the Kraytonians.

Secondary Formations:

Selecting one of these Principal Formations in turn allows you access to a number of support formations which are often more specialised in their combat abilities. These formations are listed in a box below the Principal Formation which allows access to them. The number you are permitted per Principal choice is indicated at the top of the box. These formations act completely independently from each other and from their Principal Formation once they are on the table.

Some of these formations might be limited in number ("[0-1] **Vertex Dropship**"), or have additional upgrades ("**Mount in 4 Hammerjacks +36**"), in the same way as the Principal Formations and the HQ.

HQ Secondary Formations:

Some armies also have formations which are available outside of the normal chain of command. These report direct to the HQ and are listed in a box at the bottom of the Force Org. Limitations on these selections vary by army, so read the notes at the top of the box closely. These formations often include troops only available to the commander themselves and can be very potent. Upgrades and formation limitations are noted with in the same way as with other secondary formations.

Points Values for Flyers:

Most aircraft are listed with 3 points values (e.g. "**18-9-9**" for the Arkator). Each number is the point cost to have that formation available for any one turn of the game, up to a maximum of three turns. These costs are cumulative, so to have air cover for any 2 turns from one formation, you must add the first two figures together. In most cases, the first turn will be more expensive since aircraft are most effective when they first arrive as they are not limited by manoeuvrability when choosing a target.