

Name	<i>Ursid</i>	By:	<i>Robert Avery</i>	Tech Level:	2
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Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
<i>Greater Ursids</i>	<i>Assault</i>	8	<i>Heavy</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8	~	
<i>Lesser Ursids</i>	<i>Engineer</i>	10	<i>Heavy</i>	<i>Militia</i>	1, 2, 3, 4	5	6, 7	8, 9, 10	~	<i>Flamers</i>

Support Weapons

Support Weapon	Role	SV	TGT	Load	Expertise	Notes
<i>Mining Laser (LU)</i>	<i>Inf Supp</i>	3	<i>DF</i>	<i>Auto</i>	<i>Militia</i>	<i>Triple-barreled</i>

Vehicles

Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
<i>Grav Platform (LU)</i>	<i>n/a</i>	2	<i>HOV</i>	<i>Militia</i>	2	<i>Any support weapon</i>	<i>Armour comes from safety shield</i>

Specialists

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Off-Table Support

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Characteristic Cards

<i>Rally</i>

Chrome

<i>Greater Ursids get a Save plus One Life; Lesser Ursids get a Save</i>
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Order of Battle

<i>No known formal structure, but Ursids form platoons' of 2-4 infantry squads, that then form loose 'clans groups' of 2-4 platoons</i>		

Figures from:

Greater Ursids from Khurasan Miniatures ; lesser Ursids from Stan Johansen Miniatures

Tabletop Stats

Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Firing
<i>Greater Ursids</i>	<i>Assault</i>	8	<i>Heavy</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8	~	+1D6+4
<i>Lesser Ursids</i>	<i>Engineer</i>	10	<i>Heavy</i>	<i>Militia</i>	1, 2, 3, 4	5	6, 7	8, 9, 10	~	+1D6+4

Infantry Squad	Miss	Shock	Dead	Save
<i>Greater Ursids</i>	1,2	3,4	5,6	2D6>5 +1
<i>Lesser Ursids</i>	1,2	3,4	5,6	2D6>5

Open	Light	Heavy	Imp
~	-1/D6	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6

AT: 0-4"	4-8"	8-12"
4	2	~
4	2	~

Support Weapons

Support Weapon	SV	TGT	vs Inf	vs Veh
<i>Mining Laser</i>	3	<i>DF</i>	3D6+7 & Pin	DF: 2

Vehicles

Vehicle	Gunner	Exp.	Arm.	vs Inf	vs Veh	Cl Cmbt
<i>Grav Platform (LU)</i>	0	Mil (2)	2			

Vehicle	Type	Open	Light	Heavy	Imp
<i>Grav Platform (LU)</i>	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)

Points

BM: Level x 20

EWSO: 40

Sniper: 30

Medic: 10

Drone Op or FO: 20

Infantry Squad

Greater Ursids	36
Lesser Ursids	40

Support Weapons

Vehicles

Grav Plat + Laser	22

Cards & Chrome

Rally	40

Background

These phlegmatic, seven foot tall bear creatures were driven from their home world by paranoid planetary governor Kohl-Behr, and now wander the universe, seeking adventure and high quality cigars (not necessarily in that order), and they find it aplenty in the Molch Vornid War (and it doesn't hurt that fighting for the Molch is a good cause). Their powerful BPFs (bear-portable fusion guns) lend their Molch employers some heavy hitting long-range firepower.

Ursids -- number one threat to the Federation?"

At least, that's what the federal governor of Ursus, Stephan Kohl-Behr, thought. Was he being paranoid? Most federal citizens thought so, as the Ursids might have been tough hombres but they mostly kept to themselves, riding their big ATVs across the countryside of the heavily wooded planet and hunting game. They also had an aptitude for brewing and consuming ale with a hint of a berry flavour, which was a beverage valued by other sentients in Federal space and beyond.

But most federal citizens were too busy to think much of it when Kohl-Behr began persecuting the Ursids. This occurred because he and his family had gone on a picnic in the woods and some young Ursids approached the governor's family and stole their picnic basket, playing "frog in the middle" with it (with Kohl-Behr being the frog) until they tired of the game and, laughing, returned the picnic basket. This was about as rough as things got for the human settlers on Ursus, and in fact the governor's children soon happily joined in the game as well, but the governor was outraged and began targeting Ursid villages almost immediately, using force only approved when aliens are "outwardly hostile."

And as mentioned federal citizens throughout Terran space read of this, but just shook their heads in dismay and went on with their business.

Life on Ursus rapidly became unbearable for the Ursids, despite the eldars having apologized for the behavior of those young Ursids, and the decision was made to depart their beloved homeworld and live as exiles. Their anger is deep at the federation and they will serve anyone who makes war on it. Some even urge the high counsel to join the Carnivoran Hegemony, headed by the Garn, although most do not approve of the ruthless Garn and their imperious ways. Ursids do get along very well with the Felids, however, and would happily join those sentients if only they were not in turn ruled by the Garn.

When serving as mercenaries the Ursids invariably use heavy fusion guns of rugged design with are powerful enough to penetrate a tank's armour. They are fearless and powerful warriors, unusually dedicated for mercenaries. Although they jokingly announce that they will "serve for good cigars," they are in fact expensive to hire and are often employed as an elite force. That said, they are just creatures and will serve a good cause for greatly reduced rates.

Citizen, should you think you have seen an Ursid in your sector, report it immediately to local law enforcement, as they are inveterate enemies of the Federation.

Greater Ursids & Lesser Ursids

Less well known is the fact that there are actually two species of Ursid: greater Ursids and lesser Ursids. Sharing much of the same characteristics, the only real difference between the two species is size: lesser Ursids still being bigger than the average humanoid, but not as huge as their greater cousins.

Just as greater Ursids hire themselves out as mercenary soldiers, so lesser Ursids traditionally hire themselves out as miners: their large size and high stamina meaning their work rate is phenomenal. When threatened, lesser Ursids break out the sidearms (all Ursid-sized, so pretty damn big) and form militia groups that whilst not comprising the best trained soldiers, benefit from the fact that each squad member is a trained mining engineer. They also construct make-shift weapons out of whatever mining equipment they happen to have handy, which means individual squads tend to carry flameweapons and the like; and are accompanied by very heavy, triple-barrel mining lasers mounted on civilian grav platforms. No pirate decides to attack a lesser Ursid-manned mining camp unless the reward is very high indeed.