

BRINK OF BATTLE

BATTLE FORCE ORGANIZATION TABLE			
Type	Standard	Elite	Horde
<i>Commander</i>	1/20%	1/30%	1/25%
<i>Veterans</i>	0-3/30%	2+/50+%	0-1/20%
<i>Troopers</i>	4+/50+%	0-3/20%	6+/55+%
<i>Models</i>	Min5/Max15	Min3/Max10	Min7/Max20

RATINGS SUPPLY POINT COSTS			
RATING	CBT	CMD	CON
7	30	24	26
6	22	18	19
5	15	12	13
4	10	8	8
3	6	4	4
2	3	2	2
1	1	1	1

EQUIPMENT	SP's
Climbing Rig	1/2/3
Extra Rations	2/5 per model
Helmet	3 or 5
Impressive Outfit	10
Lucky Totem	15
Ruck Sack	2
Signature Item	10
Wardog	25
PERIOD 1	
Consult the Orade	25
PERIOD 2	
Extra Ammo	2/4/6
Improved Black Powder	15
Musket Rest	5
PERIOD 3	
Camouflage Uniform	3
Extra Ammo	2/4/6
Laser Sight	5
Scope	10
Tactical Harness	2
Tracer Ammunition	10
HORSES	
Horse	20
War Horse	30

TRAITS SUPPLY POINT COSTS			
TRAIT	SP's	TRAIT	SP's
Belay Order	20	Stalwart	5
Berserker	20	Stealth	5/10/15
Bravado	3	Stoic	5
Burly	15	Stubborn	5
Bushwhacker	15	Tactician	5
Combat Hand Signs	5	Two Weapon Fighting	10
Commander	10	P1 - Ancient/Medieval	
Dirty Bastard	5	Endurance	5
Drilled	15	Hack & Slash	15
Equestrian	5	Horse Archer	5
Gung Ho!	3	Knight	15
Gutshot	10	Myrmidon	15
Hardened	20	Savage Aspect	5
Hawk-eye	20	Shield Bash	10
Holdout	3	Shield-wall	3
Hunter	10	Strongarm	5
Infiltrator	15	Retiarius	10
Inspiring	20	P2 - Early Modern	
Knife Fighter	5/15/25	Bombs Away!	5
Kung Fu	7/18/30	Cuirassier	15
Lucky Bugger	5	Dragoon	5
Man-at-Arms	5/15/25	Gunsmith	3
Marksmen	5/15/25	Horse Archer	5
Master Strategist	20	Strongarm	5
Mountaineer	3	P3 - Modern	
Noch Weiter!	15	Bombs Away!	5
Old Soldier	25	Commando	15
Press the Attack	10	Fanning	5
Ranger	15	Gunslinger	10
Rapid Reload	5	Gunsmith	3
Sharpshooter	15	Paratrooper	5
Sprinter	3	Stormtrooper	10

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PERIOD 1 WEAPONS	PROFILE	WEAPON TRAITS	SP's
Bludgeon	1 / C / 2	Impact; Add 3 Sp for Flail Trait	5
Bow	15 / 2 / 2	2-Hands	10
Cleaver	1 / C / 2	Vicious	5
Club	1 / C / 1		2
Crossbow	12 / 2 / 2	Piercing, Slow, 2-Hands	10
Great Bludgeon	2 / C / 3	2-Hands, Fatigue, Impact, Add 5 Sp for Flail Trait	15
Great Cleaver	2 / C / 3	2-Hands, Fatigue, Vicious	15
Great Sword	2 / C / 3	2-Hands	15
Halberd	2 / C / 2	2-Hands, Entangle	15
Hand Crossbow	8 / 2 / 1	Sidarm, Small	10
Handgonne	6 / 1 / 2	Longarm	15
Heavy Crossbow	18 / 1 / 3	Piercing, Slow, 2-Hands	15
Improvised Weapon	1 / C / 0	Improvised	n/a
Javelins	1 / C / 1	Thrown, Open Shot	3
Knife	0 / C / 0	Thrown, Small, Light	1
Kung Fu	1 / C / 1	Two Weapon Fighting	n/a
Lance	2 / C / 2	Mounted Charge, Unwieldy	15
Long Bow	18 / 2 / 3	2-Hands	15
Net	1 / 1 / 0	Entangle, Thrown	2
Pike	3 / C / 2	2-Hands, Unwieldy	12
Short Bow	12 / 2 / 1	2-Hands	5
Sling	8 / 2 / 1	Slow, 2-Hands, Open Shot, Small	1
Spear	2 / C / 1	Foot-Thrown, Open Shot; Cavalry-Mounted Charge	8
Staff	2 / C / 1	2-hands	2
Sword	1 / C / 2	Riposte	5
Throwing Edge	1 / C / 1	Thrown, Small, Light	3
Unarmed	0 / C / 0	Low Impact	n/a

ARMOR TYPE	RATING	GEAR TRAITS	SP's
Light Armor	2		10
Medium Armor	3		20
Heavy Armor	4	Heavy	30
Buckler	0	Buckler, Shield	5
Shield	1	Shield	5
Large Shield	2	Heavy, Shield	10
Tower Shield	2	Mobile Cover, Shield	20
Helmet	n/a	Helmet	3 or 5
Light Barding	1		15
Medium Barding	2		25
Heavy Barding	3	Heavy	35

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PERIOD 2 WEAPONS	PROFILE	WEAPON TRAITS	SP's
Arquebus	12 / 1 / 4	Longarm	15
Bayonet	0 / C / 0	Bayonet	5
Bludgeon	1 / C / 2	Impact; Add 3 Sp for Flail Trait	5
Blunderbuss	6 / 1 / 3	Longarm, Scatter	12
Bow	15 / 2 / 2	2-Hands	5
Carabin	10 / 1 / 4	Longarm	18
Cleaver	1 / C / 2	Vicious	5
Club	1 / C / 1		2
Crossbow	12 / 2 / 2	Piercing, Slow, 2-Hands	10
Flintlock Musket	15 / 2 / 4	Longarm, Bayonet	25
Flintlock Pistol	8 / 1 / 3	Sidearm, Small	15
Flintlock Rifle	18 / 2 / 4	Longarm, Bayonet	30
Great Bludgeon	2 / C / 3	2-Hands, Fatigue, Impact, Add 5 Sp for Flail Trait	15
Great Cleaver	2 / C / 3	2-Hands, Fatigue, Vicious	15
Great Sword	2 / C / 3	2-Hands	15
Grenadoe Launcher	8 / 1 / 3	Longarm, Grenade(2)	20
Halberd	2 / C / 2	2-Hands, Entangle	15
Hand Crossbow	8 / 2 / 1	Sidearm, Small	15
Hand Grenadoe	0 / 1 / 3	Grenade(2), Thrown, Small	5
Heavy Crossbow	18 / 1 / 3	Piercing, Slow, 2-Hands	15
Knife	0 / C / 0	Thrown, Small, Light	1
Kung Fu	1 / C / 1	Two Weapon Fighting	n/a
Lance	2 / C / 2	Mounted Charge, Unwieldy	15
Long Bow	18 / 2 / 3	2-Hands	10
Matchlock Musket	15 / 1 / 4	Longarm	20
Pike	3 / C / 2	2-Hands, Unwieldy	12
Short Bow	12 / 2 / 1	2-Hands	3
Sling	8 / 2 / 1	Slow, 2-Hands, Open Shot, Small	1
Spear	2 / C / 1	Foot-Thrown, Open Shot; Cavalry-Mounted Charge	8
Staff	2 / C / 1	2-hands	2
Sword	1 / C / 2	Riposte	5
Throwing Edge	1 / C / 1	Thrown, Small, Light	3
Unarmed	0 / C / 0	Low Impact	n/a
Wheel-lock Pistol	6 / 1 / 3	Sidearm, Small	15

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PERIOD 3 WEAPONS	PROFILE	WEAPON TRAITS	SP's
Holdout Auto Pistol	5 / 2 / 1	Light, Sidearm, Rapid Fire, Small	5
Assault Rifle	20 / 3 / 4	Longarm, Rapid Fire	30
Auto Mag Pistol	10 / 2 / 3	Rapid Fire, Sidearm	15
Auto Pistol	8 / 2 / 2	Sidearm, Rapid Fire, Small	10
Automatic Shotgun	12 / 3 / 4	Longarm, Rapid Fire, Scatter	20
Bayonet	0 / C / 0	Bayonet	3
Carbine	18 / 2 / 4	Longarm	15
Club	1 / C / 1		2
Concussion Grenade	0 / 1 / 0	Concussion, Grenade(2), Thrown	3
Flamethrower	8 / 1 / 5	Flamethrower(4)	75
Grenade Launcher	18 / 2 / 4	Longarm, Grenade(2), Selective Ammo	30
Hand Grenades	0 / 1 / 4	Grenade(2), Thrown	5
Heavy Machinegun	40 / 4 / 5	Longarm, Crew(2), Directed Burst(3), Tripod, Hi-Pen,	65
Holdout Revolver	5 / 2 / 1	Light, Sidearm, Small	3
Knife	0 / C / 0	Thrown, Small, Light	1
Kung Fu	1 / C / 1	Two Weapon Fighting	n/a
Light Machinegun	25 / 4 / 4	Longarm, Rapid Fire, Directed Burst(3), Heavy	45
Machine Pistol	10 / 3 / 3	Rapid Fire, Sidearm	18
Magnum Revolver	10 / 2 / 3	Sidearm	12
Medium Machinegun	30 / 5 / 4	Longarm, Crew(2), Directed Burst(3), Tripod, Heavy	55
Revolver	8 / 2 / 2	Sidearm, Small	8
Rifle	25 / 2 / 4	Longarm	20
Rifle Grenade Launcher	15 / 1 / 4	Grenade(2), Slow, Combined	10
Rocket Launcher	20 / 1 / 6	Rocket(4)	100
Semi-Automatic Rifle	25 / 2 / 4	Longarm, Rapid Fire	25
Shotgun	12 / 2 / 4	Longarm, Scatter	15
Smoke Grenade	0 / 1 / 0	Smoke	2
Sniper Rifle	40 / 2 / 5	Longarm, Fixed, Heavy, Hi-Pen, Scope	50
Submachinegun	15 / 3 / 3	Longarm, Rapid Fire	20
Throwing Edge	1 / C / 1	Thrown, Small, Light	3
Unarmed	0 / C / 0	Low Impact	n/a
Throwing Edge	1 / C / 1	Thrown, Small, Light	3
Unarmed	0 / C / 0	Low Impact	n/a