

Shard/Player: <b>Algoryn</b>										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
<b>Optimate Commander</b>						<b>45</b>		<b>1</b>		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	6	5	6 (7)	8	8 (4)	○○○○○○○○○○○○				
Special Leadership 1 (Command 5"), Inspiring 1 (Hero 5") , Algoryn Optimate											
Weapons, Gear reflex armour, plasma pistol, plasma grenades, plasma carbine											
Retrieved, Mission Notes N/A – for an alternate command from an AI sprue, see 'Alternate Shard Leader'											

Shard/Player: <b>Algoryn</b>										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
<b>Grenadier 1/Trooper</b>						<b>40</b>		<b>1</b>		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	5	5	6 (7)	7	7 (4)	○○○○○○○○○○○○				
Special Algoryn Vector, Discipline											
Weapons, Gear reflex armour, plasma grenades, mag pistol, mag gun <b>or</b> micro-x with overload & Scramble 3" & Scoot 3"											
Retrieved, Mission Notes N/A											

Shard/Player: <b>Algoryn</b>										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
<b>Grenadier 2</b>						<b>46</b>		<b>1</b>		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	5	5	6 (7)	7	7 (4)	○○○○○○○○○○○○				
Special Algoryn Vector, Discipline, Rough Fighter 2											
Weapons, Gear reflex armour, micro-x with overload & Scramble 3" & Scoot 3", mag pistol, plasma grenades											
Retrieved, Mission Notes N/A											

Shard/Player: <b>Algoryn</b>										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
<b>Field Medic</b>						<b>35</b>		<b>1</b>		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	5	5	6 (7)	7	7 (4)	○○○○○○○○○○○○				
Special Medic 1/6, Algoryn Vector, Discipline											
Weapons, Gear reflex armour, mag pistol, plasma grenades, mag repeater											
Retrieved, Mission Notes N/A											

Shard/Player: <b>Algoryn</b>										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
<b>Ops Specialist</b>						<b>41</b>		<b>1</b>		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	5	5	6 (7)	7	7 (4)	○○○○○○○○○○○○				
Special Algoryn Vector, Discipline, Countershards 1/6, Forward Observer 1											
Weapons, Gear reflex armour, plasma grenades, mag pistol, mag gun											
Retrieved, Mission Notes N/A											

### Points As-Is: 206

**Discipline:** +1 Co bonus in Break or Recovery Tests if using own Co

**Medic 1/6:** At the end of an Advance or Rally action, during which they must not shoot, a Medic model may attempt to restore one Wound to one individual they are adjacent to. The Medic rolls a D10 and must test against their Medkit number (6) minus any pins or Wounds they have. On success, one of the injured party's Wound markers is replaced by a pin marker – they have recovered from a Wound.

**Countershards 1/6:** 1/turn vs extra Order Dice due to nanosphere/IMTel, the Countershards operative can attempt to counter an opponent's Order Dice after it is drawn and as soon as its role is declared: the Countershards operative must not be Broken. A single bonus dice may only be countered once/turn. To make the Counter, the operative makes a test against their Countershards technical capability (6) minus any pins or Wounds.

**Scoot 3":** Models within a circle 3" diameter centred over the target point can only receive Run or Down orders.

**Forward Observer 1:** Troopers firing OH can use the observer's LoS; OH shots the observer sights reduces divert by 1".

**Scramble 3":** Enemy within a circle d=3" cannot use armour fields; buddy drones and probes in the area cease to function - probes within the area are immobile.

**Rough Fighter 2:** Gain +1 SV in HtH combat and the ability to Stun opponents (opponent falls prone and takes a pin instead of a Wound or falling casualty)

**Demolitions 3** (add 10 to one): +2 SV To **Breaching** weapons when used for Breaching; use any available grenade; place single charge at end of Run order for ½ Mv. (+1 SV/general grenades is Dem 1; place charge is Dem 2)

Shard/Player: Concord										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
Shard Leader						40		1		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	5	5	5 (7)	7	8 (4)	○○○○○○○○○○○○				
Special Leadership 1 (Command 5"), Panhuman, Concord IMTel											
Weapons, Gear hyperlight armour, x-sling with slingnet, plasma carbine, plasma pistol											
Retrieved, Mission Notes N/A											

Shard/Player: Concord										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
Strike Trooper						36		1		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	5	5	5 (7)	7	7 (4)	○○○○○○○○○○○○				
Special Panhuman, Concord IMTel. <i>If Strike Trooper 2 is used in place of Krasz, add Marksman 2 (plasma carbine).</i>											
Weapons, Gear hyperlight armour, plasma grenades, plasma carbine											
Retrieved, Mission Notes N/A											

Shard/Player: Concord										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
Lance Trooper						38		1		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	5	5	5 (7)	7	7 (4)	○○○○○○○○○○○○				
Special Panhuman, Concord IMTel											
Weapons, Gear hyperlight armour, plasma lance, plasma grenades											
Retrieved, Mission Notes N/A											

Shard/Player: Concord										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
Ops Specialist						48		1		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	5	5	5 (7)	7	7 (4)	○○○○○○○○○○○○				
Special Remote Operator 1, Panhuman, Concord IMTel											
Weapons, Gear hyperlight armour, plasma grenades, plasma carbine, Medi-Probe 7											
Retrieved, Mission Notes N/A											

Shard/Player: Concord										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
Krasz Trooper						45		1		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	5	7	6 (8)	6	7 (4)	○○○○○○○○○○○○				
Special Krasz, Concord IMTel, Rough Fighter 1											
Weapons, Gear hyperlight armour, plasma grenades (range Str=7"), Krasz plasma carbine (as carbine, SV2 in HtH)											
Retrieved, Mission Notes N/A											

**Concord IMTel:** The shard gains +1 Order Dice which is identical to any other order dice until used. This one dice can be used to:

- **IMTel bonus:** Add +1 to any test (classified an Aimed Fire bonus if an Acc Test) *before* the dice are rolled: take the IMTel OD from the bag, put it aside;
  - **Tactical Delay:** Be put to one side when drawn during phase 1.1 (Draw).
  - **Block:** Return an opponent's dice to the bag as soon as it is drawn during phase 1.1 (Draw): take the IMTel OD from the bag, put it aside and return the opponent's OD to the bag.
- At the end of a turn, it is possible all members of a shard have an order dice, in which case the IMTel dice is ignored: no shard member may be given more or less than one Order Dice.

**Remote Operator 1:** Activate one probe at the start of the Remote Operator's activation, after any Command Test is taken and even if the Operator goes Down. A probe does not have an order dice and makes a Run order, irrespective of the operator's order, and must finish its activation before the operator's own action.

When an operator is killed or incapable to giving instructions, the probe can no longer be activated but still performs any non-movement functionality. The probe is on the operator's person or in a compactor packs and is released adjacent to the Operator when first activated.

#### Points As-Is: 207

**Medi-Probe 7:** At the end of its Mv, a Medi-probe may attempt to restore one Wound to one individual they are in adjacent to: test against the probe's Medkit rating (7) minus the number of Wounds the target already has. On success, one of the injured party's Wound markers is replaced by a pin marker – they have recovered from a Wound.

**Hyperlight Armour:** +1 Res vs attacks within 10"; +2 vs longer-range attacks; +3 vs Blasts and OH attacks.

**Probes/Buddies:** Mv 10, Ag 10, Acc 0, Str 0, Res 3, Init&Co n/a; Tiny; ignore terrain; can benefit from cover.

**Marksman 2 (plasma carbine):** +1 Acc with a plasma carbine and increase all range bands by 10"

**Rough Fighter:** +1 SV in Hand-to-Hand

**Slingnet:** Direct fire only. Cause no damage but give +1 pin on a hit to targets with Res 10 or less.

**Demolitions 3** (add 10 to one): +2 SV To **Breaching** weapons when used for Breaching; use any available grenade; place single charge at end of Run order for ½ Mv. (+1 SV/general grenades is Dem 1; place charge is Dem 2)

Shard/Player: Freeborn										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
Sub-Officer						40		1		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	6	5	5 (6)	7	8 (4)	○○○○○○○○○○○○				
Special Leadership 1 (Command 5"), Panhuman vardanari											
Weapons, Gear reflex armour, impact cloak, plasma carbine, x-sling and slingnet, plasma pistol											
Retrieved, Mission Notes N/A											

Shard/Player: Freeborn										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
Vardanari Bodyguard						40		1		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	6	5	5 (6)	7	8 (4)	○○○○○○○○○○○○				
Special Panhuman vardanari, Bodyguard											
Weapons, Gear reflex armour, impact cloak, plasma grenades, plasma carbine, plasma pistol											
Retrieved, Mission Notes N/A											

Shard/Player: Freeborn										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
Domari Probe Controller						42		1		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	5	5	5 (6)	7	7 (4)	○○○○○○○○○○○○				
Special Panhuman domari, Remote Operator 1											
Weapons, Gear reflex armour, impact cloak, plasma grenades, mag gun, ship pistol, hound probe OR targeter probe											
Retrieved, Mission Notes N/A											

Shard/Player: Freeborn										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
Vardanari Medic						43		1		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	6	5	5 (6)	7	8 (4)	○○○○○○○○○○○○				
Special Medic 1, Panhuman vardanari											
Weapons, Gear reflex armour, impact cloak, plasma grenades, plasma carbine, plasma pistol, medkit 6											
Retrieved, Mission Notes N/A											

Shard/Player: Freeborn										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
Vardanari Ops Specialist						41		1		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	6	5	5 (6)	7	8 (4)	○○○○○○○○○○○○				
Special Panhuman vardanari, Countershards 1/7											
Weapons, Gear reflex armour, impact cloak, plasma grenades, plasma carbine, plasma pistol											
Retrieved, Mission Notes N/A											

**Choose one: Hound Probe:** Blast 3" explosion destroying all non-allied probes or buddies within the area of the blast.

**OR**

**Targeter Probe:** Provides a +1 Aimed Fire bonus to allies' when shooting at targets within a Blast 3" area of the probe.

**Slingnet (Direct Fire):** cause no damage but give +1 pin (total 2 pins) on a hit to targets with Res 10 or less.

**Bodyguard:** When a direct fire shot *targets* a friend or captive within 3" of a Bodyguard who is not Down or prone, the Bodyguard may take the shot instead: move the Bodyguard in between the original target and the LoF and the shot is allocated to the Bodyguard, instead. The Acc test and the bodyguards Res test is taken as normal.

**Remote Operator 1:** Activate one probe at the start of the Remote Operator's activation, after any Command Test is taken and even if the Operator goes Down. A probe does not have an order dice and makes its own Run order at MV 10, irrespective of the operator's order and must finish its activation before the operator's own action. When the operator is killed or incapable to giving instructions, the probe can no longer be activated but still performs any non-movement functionality. The probe is on the operator's person or in a compactor packs and is released adjacent to the Operator when first activated.

**Medic 1/Medkit 6:** At the end of an Advance or Rally action, during which they must not shoot, a Medic model may attempt to restore one Wound to one individual they are adjacent to. The Medic rolls a D10 and must test against their Medkit number (6) minus the number of Wounds they and the patient currently have. On success, one of the injured party's Wound markers is replaced by a pin marker – they have recovered from a Wound..

**Probes/Buddies:** Mv 10, Ag 10, Acc 0, Str 0, Res 3, Init&Co n/a; Tiny; ignore terrain; can benefit from cover.

**Impact Cloak:** +1 Res to attacks made within 3" of wearer, including closing fire from Stand and Shoot.

**Countershards 1/7:** Once per turn, if facing an enemy who has extra Order Dice due to nanosphere capabilities such as IMTel, the Countershards operative can attempt to counter an opponent's Order Dice after it is drawn and as soon as its role is declared: the Countershards operative must not be Broken. A single bonus dice may only be countered once/turn. To make the Counter, the operative makes a test against their Countershards technical capability (7) minus any pins or Wounds.

Shard/Player: Isorian										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
Shard Leader						41		1		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	5	5	5 (7)	7	8 (4)	○○○○○○○○○○○○				
Special Leadership 1 (Command 5"), Panhuman, Senatex IMTel											
Weapons, Gear phaseshift armour, x-sling with slingnet munitions, plasma carbine, plasma pistol											
Retrieved, Mission Notes N/A											

Shard/Player: Isorian										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
Phase Trooper						37		1		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	5	5	5 (7)	7	7 (4)	○○○○○○○○○○○○				
Special Panhuman, Senatex IMTel											
Weapons, Gear phaseshift armour, plasma grenades, plasma carbine, plasma pistol											
Retrieved, Mission Notes N/A											

Shard/Player: Isorian										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
Apprentice Sniper						43		1		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	5	5	5 (7)	7	7 (4)	○○○○○○○○○○○○				
Special Marksman 1 (plasma rifle); Sniper 1 (plasma rifle), Panhuman, Senatex IMTel											
Weapons, Gear phaseshift armour, plasma grenades, plasma rifle, Enhanced scope, plasma pistol											
Retrieved, Mission Notes N/A											

Shard/Player: Isorian										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
Monitor						42		1		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	5	5	5	5 (7)	7	7 (4)	○○○○○○○○○○○○				
Special Monitor 1/6, Panhuman, Senatex IMTel											
Weapons, Gear phaseshift armour, plasma grenades, plasma carbine, enhanced well-being sensors, plasma pistol											
Retrieved, Mission Notes N/A											

Shard/Player: Isorian										Antares: Incision Shard Trooper Card	
Rank and Name						Points		Wounds			
Tsan Trooper						42		1		○○○	
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
6	5	5	7	6 (8)	6	7 (4)	○○○○○○○○○○○○				
Special Tsan Ra, Large, Senatex IMTel											
Weapons, Gear phaseshift armour, plasma grenades, plasma duocarb, adapted plasma pistol											
Retrieved, Mission Notes N/A											

**Senatex IMTel:** The shard gains +1 Order Dice which is identical to any other order dice until used. This one dice can be used to:

- **IMTel bonus:** Add +1 to any test (classified an Aimed Fire bonus if an Acc Test) *before* the dice are rolled: take the IMTel OD from the bag, put it aside;
  - **Tactical Delay:** Be put to one side when drawn during phase 1.1 (Draw).
  - **Block:** Return an opponent's dice to the bag as soon as it is drawn during phase 1.1 (Draw): take the IMTel OD from the bag, put it aside and return the opponent's OD to the bag.
- At the end of a turn, it is possible all members of a shard have an order dice, in which case the IMTel dice is ignored: no shard member may be given more or less than one Order Dice.

**Monitor 1/6:** An Isorian ally within 3" who makes a Rally action may attempt to heal a Wound at the end of their activation by making a test against the Monitor rating (6) minus any Wounds on the ally and the Monitor – on success, replace the ally's Wound with a pin.

**Phaseshift armour:** Automatically go down (and prone, if wished) as a Reaction even if an order dice is allocated. +1 Res vs attacks within 10"; +2 vs longer-range attacks

**Marksman 1:** Gain a +1 Acc bonus when using the designated weapon (plasma rifle).

**Sniper 1:** Gain an additional +1 Acc bonus when using Aimed Fire bonus on a Fire order with the designated weapon (plasma rifle).



Shard/Player: Ghar										Antares: Incision Shard Trooper Card	
Rank and Name								Points	Wounds		
Battletrooper								80	1 ○○○		
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
4	3	5	10	4 (12)	6	7 (4)	○○○○○○○○○○○○				
Special Ghar Battletrooper, Large											
Weapons, Gear Ghar battlesuit (Dominator has scourer cannon and battle claw), Ghar reactor, lugger pistol											
Retrieved, Mission Notes N/A											

Shard/Player: Ghar										Antares: Incision Shard Trooper Card	
Rank and Name								Points	Wounds		
Outcast Flitterminder								30	1 ○○○		
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	6	4	3	4 ( )	5	6 (3)	○○○○○○○○○○○○				
Special Small, Ghar Outcast, Probemaster 2											
Weapons, Gear Lugger gun, plasma grenades, lugger pistol, 2xflitter probes											
Retrieved, Mission Notes N/A											

Shard/Player: Ghar										Antares: Incision Shard Trooper Card	
Rank and Name								Points	Wounds		
Outcast								19	1 ○○○		
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	6	4	3	4 ( )	5	6 (3)	○○○○○○○○○○○○				
Special Small, Ghar Outcast											
Weapons, Gear Lugger gun, plasma grenades, lugger pistol,											
Retrieved, Mission Notes N/A											

Shard/Player: Ghar										Antares: Incision Shard Trooper Card	
Rank and Name								Points	Wounds		
Dismounted Pilot									42 ○○○		
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	6	5	3	4 (5)	6	8 (4)	○○○○○○○○○○○○				
Special Small, Ghar Battletrooper, Leadership 1, Marksman 1 (lugger gun), Martial Artist 3											
Weapons, Gear Flight suit, lugger gun, plasma grenades, lugger pistol											
Retrieved, Mission Notes N/A											

Shard/Player: Ghar										Antares: Incision Shard Trooper Card	
Rank and Name								Points	Wounds		
Outcast Slavedriver								42	1 ○○○		
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	6	5	3	4 ( )	5	7 (4)	○○○○○○○○○○○○				
Special Ghar Outcast, Leadership 1, Small											
Weapons, Gear Maglash, lugger pistol											
Retrieved, Mission Notes N/A											

Shard/Player: Ghar										Antares: Incision Shard Trooper Card	
Rank and Name								Points	Wounds		
Outcast								19	1 ○○○		
Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins				
5	6	4	3	4 ( )	5	6 (3)	○○○○○○○○○○○○				
Special Small, Ghar Outcast											
Weapons, Gear Lugger gun, plasma grenades, lugger pistol,											
Retrieved, Mission Notes N/A											

**Martial Artist 3:** Use Ag instead of St in hand-to-hand, and with a +2 bonus and +1 SV. Can also use the Stun or Immobilise hand-to-hand combat results.

**Ghar reactor:** may boost the suit for a turn. Roll a D10 prior to drawing any OD: on a 1-6 the reactor fires up; on a 10, the reactor burns out and cannot be fired up for the rest of the game. If the reactor is active, either:

- have one extra shot with scourer or gouger at the same or a different target than the first; or
- make an (extra) Advance Mv (4").

The trooper can decide when to add the bonus.

**Marksman 1:** Gain a +1 Acc bonus when using the designated weapon (lugger gun).

**Probemaster 2:** Control both flitters when activated, having them move before making their own action.

**Flitter probe:** When any Ghar is shooting, roll a D10 for each flitter within 10" of the target: on a roll of 1-6 the shooter gains a +1 combat bonus (in addition to any Aimed Fire bonuses): on a 10, the flitter malfunctions and crashes – remove it from the table.

**Leadership 1:** Ghar within 5" can use the model's Co stat