

Shard/Player:	Algoryn	Antares: Incision Shard Trooper Card	
Rank and Name		Points	Wounds
Optimate Commander		45	1 
Mv Ag Acc Str Res Init Co/B-T	5 5 6 5 6 (7) 8 8 (4)		Pins 
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:	Algoryn	Antares: Incision Shard Trooper Card	
Rank and Name		Points	Wounds
Grenadier 1/Trooper		40	1 
Mv Ag Acc Str Res Init Co/B-T	5 5 5 5 6 (7) 7 7 (4)		Pins 
Special Algoryn Vector, Discipline			
Weapons. Gear reflex armour, plasma grenades, mag pistol, mag gun or micro-x with overload & Scramble 3" & Scoot 3"			
Retrieved. Mission Notes N/A			

Shard/Player:	Algoryn	Antares: Incision Shard Trooper Card	
Rank and Name		Points	Wounds
Grenadier 2		46	1 
Mv Ag Acc Str Res Init Co/B-T	5 5 5 5 6 (7) 7 7 (4)		Pins 
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:	Algoryn	Antares: Incision Shard Trooper Card	
Rank and Name		Points	Wounds
Field Medic		35	1 
Mv Ag Acc Str Res Init Co/B-T	5 5 5 5 6 (7) 7 7 (4)		Pins 
Special Medic 1/6, Algoryn Vector, Discipline			
Weapons. Gear reflex armour, mag pistol, plasma grenades, mag repeater			
Retrieved. Mission Notes N/A			

Shard/Player:	Algoryn	Antares: Incision Shard Trooper Card	
Rank and Name		Points	Wounds
Ops Specialist		41	1 
Mv Ag Acc Str Res Init Co/B-T	5 5 5 5 6 (7) 7 7 (4)		Pins 
Special Algoryn Vector, Discipline, Countershark 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.

Countershark 1/6: 1/turn vs extra Order Dice due to nanosphere/IMTel, the Countershark operative can attempt to counter an opponent's Order Dice after it is drawn and as soon as its role is declared: the Countershark 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 Countershark 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. If Strike Trooper 2 is used in place of Krasz, add Marksman 2 (plasma carbine).									
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									

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 1/2 Mv. (+1 SV/general grenades is Dem 1; place charge is Dem 2)

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.

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

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.

Countershark 1/7: Once per turn, if facing an enemy who has extra Order Dice due to nanosphere capabilities such as IMTel, the Countershark operative can attempt to counter an opponent's Order Dice after it is drawn and as soon as its role is declared: the Countershark 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 Countershark technical capability (7) minus any pins or Wounds.

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 of 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.

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							

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).

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.

Shard/Player:	Ghar												
Rank and Name		Points	Wounds										
Battletrooper		80	1	○	○	○							
Mv Ag Acc Str Res Init Co/B-T	4 3 5 10 4 (12) 6 7 (4)		Pins	○	○	○	○	○	○	○	○	○	
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												
Rank and Name		Points	Wounds										
Outcast Flitterminder		30	1	○	○	○							
Mv Ag Acc Str Res Init Co/B-T	5 6 4 3 4 () 5 6 (3)		Pins	○	○	○	○	○	○	○	○	○	
Special Small, Ghar Outcast, Probemaster 2													
Weapons. Gear Lugger gun, plasma grenades, lugger pistol, 2xflitter probes													
Retrieved. Mission Notes N/A													

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

Shard/Player:	Ghar												
Rank and Name		Points	Wounds										
Dismounted Pilot		42	QOO										
Mv Ag Acc Str Res Init Co/B-T	5 6 5 3 4 (5) 6 8 (4)		Pins	○	○	○	○	○	○	○	○	○	
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												
Rank and Name		Points	Wounds										
Outcast Slavedriver		42	1	○	○	○							
Mv Ag Acc Str Res Init Co/B-T	5 6 5 3 4 () 5 7 (4)		Pins	○	○	○	○	○	○	○	○	○	
Special Ghar Outcast, Leadership 1, Small													
Weapons. Gear Maglash, lugger pistol													
Retrieved. Mission Notes N/A													

Shard/Player:	Ghar												
Rank and Name		Points	Wounds										
Outcast		19	1	○	○	○							
Mv Ag Acc Str Res Init Co/B-T	5 6 4 3 4 () 5 6 (3)		Pins	○	○	○	○	○	○	○	○	○	
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