ANTARES 2 ARMY LIST

PanHuman Concord

V2.011 Q

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PANHUMAN CONCORD RULES

The military forces of the PanHuman Concord are all part of a separate, secure shard: the Concord Combined Command, or C3. The following rules, technology and equipment are unique to the forces of the C3.

SPECIAL MUNITIONS

The C3 have access to the following special munitions as standard for weapons that can use them.

- Arc
- Blur
- Grip
- · Suspensor Net
- Scramble
- Scoot
- Slingnet (for x-slings only)

ARMOUR & EQUIPMENT

Intrinsic to the C3s standardisation protocols are to equip its troops with the best, commonly available weapons and equipment and to only extend this when widely-available weaponry falls short, as is the case for armour.

Hyperlight Armour

Type: Worn, full-body, sealed

Concord hyperlight or HL armour combines a lightweight, sealed and armoured suit over which a reflex field is projected. Above the reflex field is projected a variable, high-density, hyperlight field. The combat shard recognises the energy signature of incoming attacks and generates a focused counter: the more distant or slower the attack, the more effectively the combat shard can identify and nullify the danger. By limiting the defence in area, the inherent problems of sink-mass dispersal as seen on other, multi-field armours are largely avoided.

The following rules apply to troops equipped with hyperlight armour:

 At ranges of 10"or less, HL armour adds +1 to the target's resist (Res) value. This includes all PBS and hand-to-hand fighting apart from blast hits.

- At ranges of greater than 10" HL armour adds +2 to the target's Res apart from blast hits.
- Against any hit from a blast regardless of range hyperlight armour adds +3 to the target's Res.

Some mounted troops like Concord Interceptors and NuHu are equipped with hyperlight boosters which add a further +1 to the resist value. For example, at ranges of 10" or less they have a Res of +2. This is typically added into the default, bracketed armour Res for each model, as in 5(8) rather than the 5(7) it would have without a booster.

Suspensor Chute

Type: Worn

Suspensor chutes, or S-chutes, are used by C3 Drop Troops to enable them to drop more accurately onto a target. Any troops can be dropped through the atmosphere using suspensor capsules, but only troops equipped with s-chutes in combination with hyperlight technology can control their descent to the ground. The fast fall of drop troops (almost literally a drop!) relies upon the kinetic absorption of their hyperlight armour coupled with the suspensor fields on their s-chutes. Across the ground, s-chutes give troopers supreme mobility, enabling them to quickly secure a landing zone or wrest control of an area.

In general, nanosphere-based suspensor technology requires a relatively stable surface to act against, such as a dense atmosphere or water. Nonetheless, s-chutes are sometimes erroneously called AG-Chutes (anti-gravity chutes or just grav chutes) by those on less-sophisticated worlds that do not understand suspensor technology.

Models equipped with S-Chutes:

- Have a move of 7" (M7). This longer move is from the troopers making a long bounce or low trajectory leap.
- Add +1 to their agility (Ag) value.
- Can treat any area of difficult ground as if they were suspensored vehicles if this enables them to move through or over terrain that would otherwise be impenetrable or difficult. For example, this enables infantry with s-chutes to move over open water, using their suspensor capability to skim the surface.

In some scenarios troops equipped with s-chutes might be allowed to deploy or move onto the tabletop using their chutes.

Subverter Matrix

Type: Module attached to drone

Primarily developed to combat the Isorian IMTel, the subverter matrix is an indispensable part of the C3's equipment but a similar module is a vital component of Freeborn battlefield technology. Its role is to identify and subvert hostile combat shards that are reliant on advanced technology and machinery by absorbing and remodelling their nano connectivity. To some extent the subverter matrix is a militarised version of the technology that allows the IMTel to spread and harmonise its collective consciousness throughout the nanosphere.

Subverter matrices are often fitted to light, general purpose (GP) drones instead of conventional armaments.

Although specific enemy units are targeted by the Subverter these are mere conduits by which the subverter matrix worms its way into the opposing combat shard. Loss of order dice will mean that a player has to decide which units to give orders to and which to leave without, but this is entirely up to the player. Just because a unit is targeted by the subverter matrix doesn't affect its ability to be given orders.

The effect of the subverter matrix is to steal order dice from the opposing army and place them aside where they become contested at the end of the turn. The following rules govern this attack:

- The matrix targets enemy units within 15" containing vehicles, machine mounts, weapon drones, probes, equipment and buddy drones.
- The model making the attack doesn't need LOS to the target.
- The subverter automatically attacks as soon the unit carrying it completes any action or reaction, including going Down following a failed test or after an event die. Make the unit's action first and then work out results for the matrix
- Scramble Proof units are immune to the effects of subverters.
- Individual probes targeted by the subverter matrix are destroyed. No test is made and no order dice is contested as a result.
- Non-probe units targeted by the subverter matrix must make a Co Test. If more than one unit is affected the player owning the subverter decides the order in which to test. Units with buddy drones test once no matter how many drones they have, as do units that qualify as targets on more than one count (it's best to attack probes first).

The Co test results from the subverter attack are as follows:

Result	Subverter Attack Effect
Pass	No effect
Fail	The opposing player must take one of their order die from the dice bag and place it aside where both players can see it. The die is contested. If there are not enough order dice remaining in the bag then order dice that are already in play must be removed instead, the player whose unit is affected deciding which to take, except that dice that are already Down must only be put aside if there is no other choice (to prevent manipulating the Subverter's effects).

At the Turn End Phase, if all an army's subverters are unable to interact with other units, such as by being destroyed, compacted or transported, all the contested dice they forced to be put aside are returned to the bag. Otherwise, once all recovery tests have been made and other dice returned to the bag, make a test for every contested order dice. It is possible for both sides to have contested order dice, in which case test for each.

- Work through all the contested dice one at a time, both players rolling a D10 for each. If the owning player wins (low wins!), the order dice goes back into the dice bag, otherwise the order dice remains contested.
- Place any dice that are won back by their owner into the dice bag for use in the following turn.
- Contested dice are not used during the forthcoming turn and a further test is made at the end of that turn.

ARMY OPTIONS

The C3 can use the following standard Army Options at the costs stated.

- Block! 1pt.
- Countershard+2 2 of for 1pt.
- Extra Shot 2pts.
- Get Up 2pts.
- IMTel Boost 2pts.
- Marksman 2pts.
- Pull Yourself Together 2pts.
- Superior Shard 2pts.
- Well Prepared 1 pt.

C3 SELECTORS

Refer to the Playing a Game supplement for details of using core selectors. One of the two Concord selectors must be chosen: a Strike Force or a Drop Force.

STRIKE FORCE CORE UNITS

This represents the IMTel's basic, multi-disciplinary force focused around its adaptable Strike Squads.

There must be at least one **Strike Squad** per FL plus two units in total taken from: **Strike Squad**, **Strike Command Squad** or **C3D1 Squad Support Drone**. All selector restrictions for the FL must also be met. This gives a total of 3 core units at FL1, 4 at FL2 and so on.

For example, there must be at least one Strike Squad at FL1, 2 at FL2 and so on. On top of this there would need to be two more units (to make the total of 2+FL) – perhaps a C3D1 Squad Support Drone and another Strike Squad.

Sample Strike Force

A flexible starter army for 50 points can be made up from the following at six order dice.:

- 2 × Strike Squad (20pts, core units);
- 2 × D1 Squad Support Drone (14pts, one of which is core and one discretionary);
- 1 × Strike Support Team with X-Launcher (10pts, discretionary);
- 1 × Scout Probe Shard (3pts, discretionary);
- 1 × IMTel Boost Army Option (2pts, discretionary); and
- 2 × Countershard+2 Army Options (1pt in total).

DROP FORCE CORE UNITS

Drop troops form the spearhead of a Concord invasion force or are used for fast, in-and-out raids into enemy territory with pin-point precision. Occasionally, the drop troops are supplemented by heavier armour when necessary and only on rare occasions is an integrated artillery component present.

There must be at least **FL**×**Drop Squads** plus two units in total taken from: **Drop Squad**, **Drop Command**, **Interceptor Squad** or **D2 Medium Drone**. All selector restrictions for the FL must also be met. This gives a total of 3 core units at FL1, 4 at FL2 and so on.

For example, there must be at least one Drop Squad at FL1, two and FL2 and so on. On top of this there would need to be two more units – another Drop squad is fine but perhaps a D2 Medium Drone and an Interceptor Squad might be more useful.

C3 Unit Definitions

INFANTRY AND WEAPON TEAMS

NuHu Mandarin (NuHu Infantry Co	mm	and	, 15pts	s)				
Concord NuHu have the equivalent of a	n HL	Воо	ster ov	ver hy	perligh	nt arı	mour	from their nano-buddy symbiote
Unit complement	M	Ag	Acc	Str	Res	Init	Со	Special
1 × NuHu Mandarin with nano-buddy symbiote, plasma pistol, NuHu Stave	6	5	6	4	4(7)	9	9	Agile, Army Option(IMTel Boost), Command 15", Follow, Nucleus, Sacrificial Buddy, Suspensored, Tough, Wound
0 × NuHu Mandarin-General with nano-buddy symbiote, plasma pistol, NuHu Stave	6	5	6	4	4(7)	9	10	Agile, Army Option(IMTel Boost), Command 15", Follow, Hero, Nucleus, Sacrificial Buddy, Suspensored, Tough 2, Unique, Wound 2
0 × NuHu Intelligence Mandarin Jai G nano-buddy symbiote, plasma pistol, NuHu Stave	aley 6	ous 5	with 6	4	4(7)	9	9	Agile, Army Option(IMTel Boost), Command 15", Follow, Nucleus, Sacrificial Buddy, Suspensored, Thorough IMTel, Tough 2, Unique, Wound 2
0 × Strike/PanHuman Escort with plasma carbine, plasma grenades; hyperlight armour	5	5	6	5	5(7)	7	8	-
0 × Krasz Escort with Krasz assault carbine, plasma grenades; hyperlight armour	5	5	5	7	6(8)	6	8	-
2 × Gun buddy with plasma carbine	_	-	(6)	-	_	-	_	-
1 × Batter buddy	_	_	-	-	-	-	_	-
1 × Medi-buddy	-	-	-	-	-	-	_	-
1 × Spotter buddy	-	-	-	-	-	-	-	-

Army Option(IMTel Boost): The NuHu automatically gives the army a maximum total of one free IMTel Boost Army Option. If two NuHu are taken, the maximum of one IMTel Boost still applies.

Thorough IMTel: Jai's research and intelligence shard constantly assesses the weaknesses in her opponents. If she does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to any army option such as Extra Shot.

Upgrade Options:

- 0-1 additional batter buddy @ 2pts
- 0-1 additional spotter buddy @ 1pt
- 0–3 Strike Escort either all Strike/PanHuman Escort or all Krasz Escort @ 2pts each
- Replace one NuHu Mandarin in a force with NuHu Intelligence Mandarin Jai Galeyous @ 1pt
- Upgrade one NuHu Mandarin in a force to NuHu Mandarin-General @ 2pts

Unit/Force Restrictions - All: 0-FL

Strike Command (Infantry Comma				Ctr	Dag	lus id	0-	Chariel
Unit complement		Ag	ACC	Str	Res	Init	Co	Special
1 × Strike Commander with plasma carb	ine,							
x-sling with slingnet,	5	5	6	5	5(7)	8	9	Command, Follow, Tough 2
plasma grenades; hyperlight armour								
$0 \times$ Commander Josen, Aan Four with								
plasma carbine, x-sling with slingnet, grenade bandolier; hyperlight armour,		5	6	5	5(8)	9	9	Command, Follow, Hero 15", Tough 2, Unique Wound
Integrated HL Booster								
$0 \times Strike$ Marshal with plasma carbine,								
x-sling with slingnet;	5	5	6	5	5(7)	9	10	Command, Follow, Hero, Tough 2, Unique,
plasma grenades; hyperlight armour								Wound
0 × Kamrana Josen, CiC XEF with								Army Options(Well Prepared×2, Get Up×2,
plasma pistol, x-sling with slingnet;	5	5	6	5	5(7)	9	10	IMTel Boost), Command, Follow, Hero 15",
plasma grenades; hyperlight armour								Tough 2, Unique, Wound 2
2 × Strike Escort with plasma carbine,								·
plasma grenades; hyperlight armour	5	5	6	5	5(7)	7	8	-
1 × Spotter buddy	_	_	-	-	_	_	_	-
1 × Medi-buddy								

Grenade bandoleer: Commander Josen's grenade bandoleer is equivalent to 5×plasma grenade attacks, but is Hazardous HtH **Upgrade Options:**

- 0–2 gun buddies with plasma carbine @ 1pt each
- 0–2 Strike Escort @ 2 pts each
- Upgrade one Strike Commander to Strike Marshall @ 3pts
- Replace one Strike Commander with Commander Josen, Aan Four @ 3pts (Strike force only)
- Replace one Strike Commander with Kamrana Josen, CiC XEF @ 6pts

Unit/Force Restrictions -Strike: 0-FL **Drop:** 0–1 **Limited Choice**

Drana Commander (Drana Comma	o n d	1E p.	tc)					
Drone Commander (Drone Comma		_			-			
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
$1 \times C3$ Drone Commander with								
tool appendages, x-sling + slingnet,	6	7	6	5	11	8	9	Ace, Assault, Command, Follow, Self-Repair,
plasma grenades, twin plasma carbin	es							Suspensored, Transport Space 3
1 × Spotter buddy	_	_	_	_	_	_	_	_
2 × Gun buddy with plasma carbine	-	_	(6)	-	-	-	_	-
1 × Batter buddy	-	_	_	_	_	_	_	_
Upgrade Options:								
• 0–1 additional batter buddy @ 2pts								
Unit/Force Restrictions - All:	0-	-1						Limited Choice

Strike Squad (PanHuman Infantry,	10p	ts)						
Unit complement	М	Ag A	СС	Str	Res	Init	Со	Special
1 × Strike Leader with plasma carbine,								
x-sling with slingnet,	5	5	5	5	5(7)	7	8	Tough
plasma grenades; hyperlight armour								
3 × Strike Troopers with plasma carbine	,							
plasma grenades; hyperlight armour	5	5 !	5	5	5(7)	7	8	-
1 × Lance Trooper with plasma lance,								
plasma grenades; hyperlight armour	5	5 !	5	5	5(7)	7	8	-
1 × Spotter buddy	-			-	-	-	_	-
Upgrade Options:								
• 0–3 Strike Troopers @ 2 pts each								
Unit/Force Restrictions - Strike:	FL	+		1	Drop:	0-	-FL	

tol;				1103	ши	Co	Special
5	5	5	5	5(7)	7	8	Tough
5	5	5	5	5(7)	7	8	_
_	_	_	-	_	_	_	-
_	_	_	-	_	-	_	-
5	_	_	_	11	_	_	-
ner ar	nd sp	ecial r	muniti	ons ar	c, bli	ur, gri	p, scoot, scrambler, suspensor net @ 2 pts
	5 - - 5	5 5 5 -	5 5 5 5	5 5 5 5 5	5 5 5 5 5(7) 5 11	5 5 5 5 5(7) 7	5 5 5 5 5(7) 7 8 5 11

Krasz Assault Squad (PanHuman	Infar	ntry,	14pts	;)				
Core Strike Squads can be upgraded to	Kras	sz As	sault :	Squad	ds prov	/idin	g the	Krasz maximum of 1/Strike Squad is met
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Krasz Leader with Krasz assault ca	rbine	,						
x-sling with slingnet,	5	5	5	7	6(8)	6	8	Tough 2, Savage Strike
plasma grenades; hyperlight armour								
3 × Krasz Troopers with								
Krasz assault carbine,	5	5	5	7	6(8)	6	8	Savage Strike
plasma grenades; hyperlight armour								
1 × Krasz Lancer with								
Krasz assault lance,	5	5	5	7	6(8)	6	8	Savage Strike
plasma grenades; hyperlight armour								
1 × Spotter buddy	_	_	-	-	-	_	_	-
Upgrade Options:								
• 0–3 Krasz Troopers @ 2pts each								
Give all members of unit fractal charge	es @	1pt	in tota	l				
Unit/Force Restrictions - All:	0-	1 pe	r Strik	e Squ	ad in a	any f	orce t	type

RAPID STRIKE (DROP) INFANTRY AND SKIMMERS

Drop Command (Infantry Comman	d, 1	4pts)						
Unit complement	M	Ag	Acc	Str	Res	Init	Со	Special
1 × Drop Commander with plasma carb	ne a	and						
underslung x-sling with slingnet,								
plasma grenades;	7	5(6)	6	6	5(7)	8	9	Command, Follow, Suspensored, Tough 2
hyperlight armour with S-Chute								
2 × Drop Escort with plasma carbine								
and underslung x-sling,								
plasma grenades;	7	5(6)	6	6	5(7)	7	8	Suspensored
hyperlight armour with S-Chute								
1 × Spotter buddy –	-	_	_	_	-	_	_	
1 × Medi-buddy –	-	-	_	_	-	-	_	
Upgrade Options:								
0-2 Drop Escort @ 2pts each								
Give all members of unit fractal charge	es @	1pt i	n total					
Unit/Force Restrictions - Strike:	0-	-1			Drop:	0-	-FL	Limited Choice

Drop Squad (PanHuman Infantry,	14pt	s)						
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Drop Leader with plasma carbine a underslung x-sling with slingnet,	nd							
plasma grenades; hyperlight armour with S-Chute	7	5(6)	5	6	5(7)	7	8	Tough, Suspensored
2 × Drop Troopers with plasma carbine	and							
underslung x-sling,	7	5(6)	5	6	5(7)	7	8	Suspensored
plasma grenades;								
hyperlight armour with S-Chute								
2 × Drop Lancers with plasma lance,								
plasma grenades;	7	5(6)	5	6	5(7)	7	8	Suspensored
hyperlight armour with S-Chute								
1 × Spotter buddy –	_	_	_	_	_	_	_	
Upgrade Options:								
• 0-3 Drop Troopers @ 2pts each								
Replace any Drop Lancer's plasma la	nce	with p	lasma	ı carbi	ne with	1 X-S	ling (@ Free
Give all members of unit fractal charg	es @) 1pt i	n total	l				
Unit/Force Restrictions - Strike:	0-	-FL			Drop:	Fl	_+	

Interceptor Squads

Rather than clutter up the individual entries, all ST500 Interceptor skimmers have the following basic stats:

- an integral HL Booster module;
- twin plasma carbines;
- Special rules: Suspensored, Hit and Run, Fast.
- Are Transport Space 2, with an extra transport space is required for the rider (total 3 spaces).

Interceptor Command Squad (Pai	ηHun	nan	Moun	ted C	comm	and	, 15p	ts)
Dismounts as Strike Command or Strik	ce Su	pport	Team	with	Comm	and	sub-t	ype.
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Interceptor Commander with								
plasma carbine; hyperlight armour	10	5	5	5	5(8)	7	9	Command, Follow, Tough 2
on ST500 Interceptor								
2 × Interceptor Troopers with								
plasma carbine; hyperlight armour	10	5	5	5	5(8)	7	8	_
on ST500 Interceptor								
1 × Compactor buddy –	_	-	_	_	_	-	_	
Upgrade Options:								
• 0–1 Interceptor Trooper @ 3pts								
Replace any squad member's plasma	a cart	oine v	with pl	asma	pistol	@ F	ree	
Add spotter buddy and compacted pl	asma	canı	non @	1pt				
Replace twin plasma carbines with plasma	asma	lanc	e on a	any or	all ST	500s	@ F	ree
Unit/Force Restrictions - All-	0-	_1						Limited Choice

Interceptor Squad (PanHuman Mo	unt,	13pt	s)					
Dismounts as Strike Squad or Strike St	ıppor	t Tea	ım					
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Interceptor Leader with								
plasma carbine; hyperlight armour on ST500 Interceptor	10	5	5	5	5(8)	7	8	Tough
2 × Interceptor Troopers with								
plasma carbine; hyperlight armour on ST500 Interceptor	10	5	5	5	5(8)	7	8	-
1 × Compactor buddy	_	_	_	_	_	_	_	-
Upgrade Options:								
0–1 Interceptor Trooper @ 3pts								
• Replace any squad member's plasma	carb	ine v	vith pla	asma	pistol (@ F	ree	
 Add spotter buddy and compacted plan 	asma	canr	non @	1pt				
• Replace twin plasma carbines with plasma	asma	lanc	e on a	ny or	all ST	500s	@ F	Free
Unit/Force Restrictions - Strike:	0-	-FL			Drop:	0-	–1/Dr	rop Squad

WEAPON, TRANSPORT AND COMBAT DRONES

C3D1 Squad Support Drone (Drone,	.7pi	ts)						
Unit complement		M	Ag	Acc	Str	Res	Init	Со	Special
1 × D1 Squad Support Drone									
with plasma light support		6	7	6	_	8	8	8	Self-Repair, Suspensored, Transport Space 2
Upgrade Options:									
• 0–1 spotter buddy @ 1pt									
• 0–1 batter buddy @ 2pts									
Unit/Force Restrictions -	All:	0-	1 pe	r Infan	itry un	it or D	rone	Com	ımander unit

C3D2 Medium Drone (Drone, 10pt											
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special			
1 × C3D202 medium drone											
with plasma cannon	6	7	6	_	10	8	8	Self-Repair, Suspensored, Transport Space 3			
1 × Spotter buddy	_	_	_	_	_	-	_	-			
1 × Batter buddy	_	_	_	_	_	_	_	_			
Upgrade Options:											
Replace plasma cannon with plasma light support (D201) or fractal cannon (D206) @ Free											
• Replace plasma cannon with compression cannon (D204) @ 1pt											
• 0-1 additional spotter buddy @ 1pt											

pt				
All: 0-	-2×FL			
PanHun	nan Weap	on Te	eam, 10pts)	
M	Ag Acc	Str	Res Init Co	Special
a pistol;				
5	5 5	5	5(7) 7 8	Tough
	PanHun M a pistol;	All: 0-2×FL PanHuman Wear M Ag Acc a pistol;	All: 0-2×FL PanHuman Weapon To M Ag Acc Str a pistol;	All: 0-2×FL PanHuman Weapon Team, 10pts) M Ag Acc Str Res Init Co

0 × Strike Crew Leader with plasma pist	OI;							
hyperlight armour	5	5	5	5	5(7)	7	8	Tough
3 × Strike Crew with plasma pistol;								
hyperlight armour	5	5	5	5	5(7)	7	8	_
1 × Spotter buddy	-	-	-	_	_	-	_	_
1 × Batter buddy	_	_	-	_	_	_	-	_
1 × Plasma Bombard	4	_	_	_	13	_	_	_
Unarada Ontiones								

Upgrade Options:

- 0-1 additional spotter buddy @ 1pt
- ullet 0–1 additional batter buddy @ 2pts
- 0-1 Strike Crew Leader @ 2pts
- Replace plasma bombard by x-howitzer and special munitions arc, blur, grip, scoot, scrambler, suspensor net @ 2pts

Unit/Force Restrictions -	Strike:	0-FL	Drop:	0-	-1	N	linimum FL	2+	

C3T7 Transport Drone (Vehicle	, 18pts)							
Unit complement	М	Ag	Acc	Str	Res	Init	Со	Special
1 × C3T7L Transport drone								Large, Self-Repair, MOD2, Suspensored,
with plasma light support	5	5	6	-	11	7	7	Transport 10
0 × C3T7H Transport drone								Large, Self-Repair, MOD2, Suspensored,
with plasma light support	5	5	6	-	13	8	8	Transport 10
1 × Spotter buddy	-	_	-	_	_	_	_	_
1 × Batter buddy	_	_	-	-	-	-	_	-
Ungrade Ontions:								

Upgrade Options:

- Upgrade T7L to T7H with enhanced machine intelligence @ +2pts (FL2+ only)
- 0-1 additional batter buddy @ 2pts

Unit/Force Restrictions – All: 0–1 per infantry unit T7H Minimum FL2+

C3M400 Series Combat Drone (Vehicle, 22pts)

The M400 series of combat drones has undergone a number of modifications over the years, including a (now-obsolete) assault variant that suffered too much from excessive power drain.

variant that sancrea too maon ne			5. TO 10.					
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × M4 Pulsar Combat Drone with								
plasma light support	5	5	6	-	13	8	8	Large, MOD2, Self-Repair, Suspensored
and plasma cannon								
0 × Obsolete M407 Assault Drone with								
plasma light support and	5	5	5	_	12	7	8	Large, MOD2, Self-Repair, Suspensored
2×twin plasma carbine turrets								
1 × Spotter buddy	-	-	-	-	-	-	-	-
1 × Batter buddy	_	_	_	_	_	_	_	-

Upgrade Options:

- Replace plasma cannon on M4 Pulsar with fractal cannon to produce M402 Engineering variant @ Free
- Replace plasma cannon on M4 Pulsar with compression cannon to produce M404 variant @ 1pt
- Upgrade M4 to Obsolete M407 Assault variant @ Free
- Replace one or both twin plasma carbine turrets on Obsolete M407 with plasma light support turrets @ 2pts each
- 0-1 additional batter buddy @ 2pts
- 0-1 additional spotter buddy @ 1pt

Unit/Force Restrictions – All: 0–1+FL Minimum FL 2+

C3M250 Series Heavy Combat Dro	3M250 Series Heavy Combat Drone (Vehicle, 27pts)												
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special					
1 × M25 Nova Heavy Combat Drone with plasma light support and plasma bombard	4	5	6	-	15	8	8	Extra-Large, MOD2, Self-Repair, Suspensored					
1 × Spotter Buddy	_	_	_	_	_	_	_	_					
2 × Batter Buddies Upgrade Options:	-	-	-	-	-	-	-	-					

- Replace plasma bombard on M25 Nova with fractal disintegrator to produce M502 Siege variant @ Free
- Replace plasma bombard on M25 Nova with compression bombard to produce M504 variant @ 1pt
- Replace plasma bombard on M25 Nova with x-howitzer and special munitions arc, blur, grip, scoot, scrambler, suspensor net to produce M506 Artillery Drone @ 4pts
- 0–1 additional spotter buddy @ 1pt

Unit/Force Restrictions - All: 0-½×FL Minimum FL 3+

C3D1/GP Drone (Drone, 8pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Со	Special
1 × D1/GP drone with								
subverter matrix module*	6	7	-	-	8	8	8	Self-Repair, Suspensored, Transport Space 2
and breaching kit								
1 × Batter Buddy	-	-	-	-	-	-	-	-
* The subverter matrix counts as a wea	apon	for da	amage	table	purpo	ses		
Upgrade Options:								
• 0–1 spotter buddy @ 1pt								
• 0–1 additional batter buddy @ 2pts								
Unit/Force Restrictions - All:	: 0-	-FL						

PROBES

Scout Probe Shard (Probe, 3pts	;)								
Unit complement		M	Ag /	Acc	Str	Res	Init	Со	Special
4 × Scout probes	:	10	_	_	_	5	_	_	Probe
Upgrade Options:									
• 0-FL×2 Scout probes @ 1pt each									
Unit/Force Restrictions – A	All:	0-	1						Unique

Targeter Probe Shard (Probe	e, 5pts))							
Unit complement		M	Ag	Acc	Str	Res	Init	Со	Special
4 × Targeter probes		10	_	_	_	5	_	_	Probe
Upgrade Options:									
• 0-FL Targeter probes @ 1pt ead	ch								
Unit/Force Restrictions –	All:	0-	1						Unique

Medi-Probe Shard (Probe, 6pt	ts)										
Unit complement		M	Ag	Acc	Str	Res	Init	Co	Special		
3 × Medi-probes		10	_	_	_	5	_	_	Probe		
Upgrade Options:											
• 0-FL Medi-probes @ 1pt each											
Unit/Force Restrictions –	All:	0-	1							Unique	

Hound Probe Shard (Probe, 5pts	;)							
Unit complement	M	Ag	Acc	Str	Res	Init	Со	Special
4 × Hound probes	10	_	_	-	5	_	_	Probe
Upgrade Options:								
• 0-FL×2 Hound probes @ 1pt each								
Unit/Force Restrictions - Al	l: 0	-1						Unique

CONCORD COMBINED COMMAND REFERENCE

C3 Unit Selector Summary

- In a **Strike** force, there must be at least **FL**×**Strike Squads** plus two more units taken from: **Strike Squad, Strike Command Squad** or **C3D1 Squad Support Drone** (all marked as ^{CS} in the Strike selector, below).
- In a **Drop** force, there must be at least **FL**×**Drop Squads** plus two more units taken from: **Drop Squad, Drop Command Squads, Interceptor Squad** or **D2 Medium Drone** (all marked as ^{CD} in the Drop selector, below).

	Base	Limited	Min.		
Unit/Squad	Points	Choice	FL	Strike Force	Drop Force
NuHu Mandarin	15	N	1	0–FL	0–FL
Drone Commander	15	Υ	1	0–1	0–1
Strike Command	12	Υ	1	0-FL ^{CS}	0–1
Strike Squad	10	N	1	FL+ ^{CS}	0-FL
Krasz Assault Squad	14	N	1	0-1/Strike Squad	0-1/Strike Squad
Drop Command	14	Υ	1	0–1	0-FL ^{CD}
Drop Squad	14	N	1	0-FL	FL+ ^{CD}
C3D1 Squad Support Drone	7	N	1	0-1/Infantry Squad o	or Drone Commander ^{cs}
C3D2 Medium Drone	10	N	1	0-2×FL	0–2×FL ^{CD}
Interceptor Command	15	Υ	1	0–1	0–1
Interceptor	13	N	1	0-FL	0–1/Drop Squad ^{CD}
Strike Support Team	8	N	1	0-FL	0–½×FL
Strike Heavy Weapons Team	10	N	2	0-FL	0–1
C3T7 Transport T7L	18	N	1	0-1/Infantry unit	0–1/Infantry unit
T7H Upgrade	+2	_	2		
C3M400 Combat Drone	22	N	2	0-1+FL	0-1+FL
C3M250 Heavy Combat Drone	27	N	3	0–½×FL	0–½×FL
C3D1/GP Drone	8	N	1	0-FL	0-FL
Hound Probe Shard	5	N	1	0–1	0–1
Medi-Probe Shard	6	N	1	0–1	0–1
Scout Probe Shard	3	N	1	0–1	0–1
Targeter Probe Shard	5	N	1	0–1	0–1

C3 ARMY OPTIONS

SO / titi-ii Si iiolis			
	Points	Maximum	
Army Option	Cost	Number	Summary
Block	1	2×FL	Return drawn Order dice to bag
Countershard+2	2 for 1	FL×2	Counter opponent's IMTel dice @ +2 bonus
Extra Shot	2	FL	Luck Hit grants extra shot
Get Up!	2	FL	Succeed Recovery Test on 1-9
IMTel Boost	2	1	Extra order dice is IMTel dice to: add bonus; recover; dummy
Marksman	2	1	Reroll all dice from one shooting
Pull Yourself Together	2	FL (1/turn)	Remove 1 pin at end of turn
Superior Shard	2	1 (1/turn)	Remove one enemy order dice for a turn
Well Prepared	1	2×FL	Add +2 to the target number on any single Re-roll

C3 WEAPONS IN USE	Ē						
— Range —							
Standard Weapon	Mode	Effv	Long	Extr	Shots	Attacks	Special
Krasz Assault Carbine	e Scatter	20	30	-	2×SV0	-	RF
	Focused	20	30	50	1×SV2	1×SV2	-
Krasz Assault Lance	Scatter	20	30	-	2×SV0	-	RF
	Focused	20	30	50	1×SV2	1×SV2	_
	Lance	20	30	_	1×SV4	-	Inaccurate, Breaching, Choose Target
NuHu Stave		10	20	30	3×SV3	3×SV6	Blast, No Cover
Plasma Carbine	Scatter	20	30	-	2×SV0	-	RF
	Focused	20	30	50	1×SV2	_	_
Plasma Lance	Scatter	20	30	-	2×SV0	-	RF
	Focused	20	30	50	1×SV2	-	-
	Lance	20	30	-	1×SV4	-	Inaccurate, Breaching, Choose Target
Plasma Pistol		10	20	30	1×SV2	1×SV2	_
Tool Appendages		– H	tH On	ly –	-	2×SV1	-
X-Sling	Direct	10	20	_	Spec	Spec	Inaccurate, Unwieldy; Spec: As grenade OR Slingnet
(Overhead	(5)10	20	_	Spec	_	OH; Spec: As grenade
			Rang	je			
Support Weapon		Effv	Long	Ext	Shots	Attacks	Special (all Support, Crew 2, Res 11, M5 unless state)
Compression Cannon		20	40	80	1×SV8/5/3	3 –	Fade, No Cover
Fractal Cannon		20	30	50	1×SV4+3	_	Fractal Lock, Breaching SV 5+4
Plasma Cannon		30	40	80	1×SV7	_	-
Plasma Light Support		30	40	80	3×SV3	_	RF, PBS, Power Drain
Twin Plasma Carbines	s Scatter	20	30	_	4×SV0	_	RF, PBS, Power Drain
	Focused	20	30	50	2×SV2	-	PBS, Not RF
X-Launcher		(10)30	60	120	1×SV1	_	OH; EITHER Blast D5, No Cover OR Special Munitions:
		. ,					Arc, Blur, Grip, Net, Scrambler, Scoot
			Rang	ıe			
Heavy Weapon			Long			Attacks	Special (all Heavy, Crew 3, Res 13 unless stated)
Compression Bombar	·d	30	80		1×SV10/7/	5 –	Fade, Large, Move 4, No Cover
Fractal Disintegrator		50	100	200	1×SV5+3	_	Breaching SV7+4, Fractal Lock, Large, Move 3
Plasma Bombard		50	100	200	1×SV9	-	Large, Move 4
X-Howitzer		(20)50	100	250	1×SV2	_	Large, Move 3, Cumbersome, OH; EITHER Blast D8, No
		(==)==					Cover OR Special Munitions: Arc, Blur, Grip, Net,
							Scrambler, Scoot
			Rang	IE			
Grenade			Long			Attacks	Special
Plasma Grenade		5			1×SV1		Compound SV
Fractal Charge		5	_	_	1×SV3	1×SV3	Breaching, Hazardous HtH, Compound SV
Josen's Grenade Ban	doleer	5	_	_	-	5×SV1	Compound SV, Hazardous HtH
Special Munitions			fect			0.71	
Arc	Summary of effect Turn-to-turn; 3" radius; Direct fire shots through effect miss on 6–10; nullifies other munitions						
Blur	Turn-to-turn; 3" radius; Units in effect suffer -1D3 penalty to Acc						
	Turn-to-turn; 3" radius; Units within or moving within must take an Ag test: success=half move; failure=halt.						
Grip							
Scrambler	Turn-to-turn; 3" radius; Nullifies armour fields, buddies, probes; -2 armour on drones, vehicles, humongous beasts						
Scoot	Turn-to-t with Run				ng creatures	& Scraml	ole Proof units starting within area can only use or react
Suspensor Net	Instant; I	3last tei	nplate	; Rais	•	•	pport weapons) or 1D5+1 (heavy weapons), divided that force rerolls of hits

Ace [n] n defaults to 1. Add +/ "to 1 bamage Chart results after attackers modifications. Agile [(sweapon>)] Use Acc instead of Str in HtH; if sweapon> is stated, only when using that weapon. Ammy Option(-option>) Receive one of the stated army option and have access to more of that option. Assault Model can initiate an Assault even if of a type not normally permitted to do so. Blast Dn Roll the dice specified to determine to number of hits on a successful attack (shot or strike). Breaching [Stx [v]) Weapon ignores a structure's damage threshold; if stated, inflicts damage x against structures, increasing by yor by damage stated on weapons "Shots" damage if the weapon has Fractal Lock (see below). Choose Target The wielder of the weapon can choose a different target to the rest of the squad when using the specified mode on "or defaults to 10". Friendly units within in" can use model's Co stat for Co-based tests. After all his thave been allocated, merge all his into one with a SV of the total SV from all those hits. Chricial Fade Chartest in Can retain Roll of a 10. turn unit's current order to Down; if already Down, turn'draw MOD to Down. Fast Can retain Roll of a 10. turn unit's current order to Down; if already Down, turn'draw MOD to Down. Fast Can retain Roll of a 10. turn unit's current order to Down; if already Down, turn'draw MOD to Down. Fast Can retain Roll of a 10. turn unit's current order to Down; if already Down, turn'draw MOD to Down. Fast Can retain Roll of a 10. turn unit's current order to Down; if already Down, turn'draw MOD to Down. Fast Can retain Roll of a 10 turn unit's current order to Down; if already Down, turn'draw MOD to Down. Fast Can retain Roll on order and move before dice draw in following turn', opponents' time substead or on each source and substance and unit and units	CONCORD SPECIAL	Rules Quick Reference
Apile ([«weapon»]) Use Acc instead of Str in HHr. if «weapon» is stated, only when using that weapon. Army Option(~option*) Receive one of the stated army option and have access to more of that option. Assault Model can initiate an Assault even if of a type not normally permitted to do so. Roll the dice specified to determine to number of hits on a successful attack (shot or strike). Breaching [SVK] Weapon ignores a structure's damage threshold, if stated, initiate's damage at against structures, increasing by yor by damage stated on weapons 'Shots' damage if the weapon has Fractal Lock (see below). The wielder of the weapon can chose a different target to the rest of the squad when using the specified mode of "or defaults to 10". Friendly units within in 'can use models' Co stat for Co-based tests. Compound SV After all hits have been allocated, merge all hits into one with a SV of the total SV from all those hits. After all hits have been allocated, merge all hits into one with a SV of the total SV from all those hits. Can retain Run order and move before dice draw in following turn; opponents' hits must be rerolled. Fast Can retain Run order and move before dice draw in following turn; opponents' hits must be rerolled. Co test if either unit has pins and using worst pin count; on success both units act, ordering unit first, then Follow er; on fail, both units go Down. Pins removed as for normal Order Tests. Fractal Lock On a hit, weapon automatically hits next Fire order if target does not move and SV increases with bonus stated on weapon damage (e.g. SV5-4 gives SV9 on succeeding shot with a Fire order). Hit attack roll of a 10 automatically hits within "a can use models lint stat for init-based tests. Hat ardious Hth Hit attack roll of a 10 automatically hits within "a can use models lint stat for init-based tests. Unit can break off an Assault and move 1 M after PBS and before hand-to-hand fighting. Hyperlight Ammor increases and the state of the state of the strike of the same unit. Weapon. Re	Ace [n]	
Army Option(<pri>Army Option(<pri>Army Option(</pri> <pri>Army Option(<pri>Army Option(Blast Dn Roll the dice specified to determine to number of hits on a successful attack (shot or strike). Breaching (SVx [+y]) Weapon ignores a structure's damage threshold, if stated, inflicts damage x against structures, increasing by or by damage stated on weapon such stated, inflicts damage x against structures, increasing by or by damage stated on weapon such oscient and a state of the support of the veapon of the very order of the veapon has precised and the common of the such as the support of the veapon of the very option of the such as the support of the veapon of the very option of the such as the such as the support of the veapon of the such as the such as</pri></pri></pri></pri></pri></pri></pri></pri></pri></pri></pri></pri></pri>	Agile [(<weapon>)]</weapon>	Use Acc instead of Str in HtH; if <weapon> is stated, only when using that weapon.</weapon>
Blast Dn Roll the dicc specified to determine to number of hits on a successful attack (shot or strike) Breaching (SVx [v]) Weapon ignores a structure's damage threshold: if stated, inflicts damage x against structures, increasing by y or by damage stated on weapons's shots' damage if the weapon has Fractal Lock (see below). The wirelder of the weapon can choose a different target to the rest of the squad when using the specified mode n' defaults of 10°. Friendly units within n' can use models Co stat for Co-based dests. After all hits have been allocated, merge all hits into one with a SV of the total SV from all those hits. Critical Fade As for Fade but the model also receives a pin for each Acc test fail of a 10. Suffers an additional pin on failing Agility tests. Can retain Run order and move before dice draw in following turn; opponents' hits must be rerolled. In defaults to 5°. Can instruct friendly unit in n' to act immediately after this model's unit. Draw both dice; make Co test if either unit has pins and using worst pin count, on success both units act, ordering unit first, then Follow er; on fail, both units go Down. Pins removed as for normal Order Tests. On a hit, weapon automatically hits next Fire order if target does not move and SV increases with bonus stated on weapon damage (e.g. SV5+4 gives SV9 on succeeding shot with a Fire order). Hazardous HtH Hattack roll of a 10 automatically hits another member of the same unit. Weapon. Requires 3 crew, boots only on Fire order with no bonus; Normally has: No PBS, Res 13, M4, Large Hero [n'] In defaults to 10°. Friendly units within n' can use model's linit stat for linit-based tests. Unit can break off an Assault and move 1M after PBS and before hand-to-hand fighting. Hyperighti-Amour Page Systhes Solds observed and move 1M after PBS and before hand-to-hand fighting. Hyperighti-Amour Page Systhes Solds observed and move 1M after PBS and before hand-to-hand fighting. Hyperighti-Amour Page Systhesia Systhesia Systhesia Systhesia Systhe		• • • • • • • • • • • • • • • • • • • •
Blast Dn Roll the dicc specified to determine to number of hits on a successful attack (shot or strike) Breaching (SVx [v]) Weapon ignores a structure's damage threshold: if stated, inflicts damage x against structures, increasing by y or by damage stated on weapons's shots' damage if the weapon has Fractal Lock (see below). The wirelder of the weapon can choose a different target to the rest of the squad when using the specified mode n' defaults of 10°. Friendly units within n' can use models Co stat for Co-based dests. After all hits have been allocated, merge all hits into one with a SV of the total SV from all those hits. Critical Fade As for Fade but the model also receives a pin for each Acc test fail of a 10. Suffers an additional pin on failing Agility tests. Can retain Run order and move before dice draw in following turn; opponents' hits must be rerolled. In defaults to 5°. Can instruct friendly unit in n' to act immediately after this model's unit. Draw both dice; make Co test if either unit has pins and using worst pin count, on success both units act, ordering unit first, then Follow er; on fail, both units go Down. Pins removed as for normal Order Tests. On a hit, weapon automatically hits next Fire order if target does not move and SV increases with bonus stated on weapon damage (e.g. SV5+4 gives SV9 on succeeding shot with a Fire order). Hazardous HtH Hattack roll of a 10 automatically hits another member of the same unit. Weapon. Requires 3 crew, boots only on Fire order with no bonus; Normally has: No PBS, Res 13, M4, Large Hero [n'] In defaults to 10°. Friendly units within n' can use model's linit stat for linit-based tests. Unit can break off an Assault and move 1M after PBS and before hand-to-hand fighting. Hyperighti-Amour Page Systhes Solds observed and move 1M after PBS and before hand-to-hand fighting. Hyperighti-Amour Page Systhes Solds observed and move 1M after PBS and before hand-to-hand fighting. Hyperighti-Amour Page Systhesia Systhesia Systhesia Systhesia Systhe	Assault	·
we to by damage stated on weapons 'Shots' damage if the weapon has Fractal Lock (see below). The wielder of the weapon can choose a different target to the rest of the squad when using the specified mode of "defaults to 10". Friendly units within n" can use models' Co stat for Co-based tests. After all hits have been allocated, merge all hits into one with a SV of the total SV from all those hits. Critical Fade Cumbersome Suffers an additional pin on failing Agility tests. As for Fade but the model also receives a pin for each Acc test fail of a 10. Can retain Run order and move before dice draw in following turn; opponents' hits must be rerolled. And the Target and the turn of the state of	Blast Dn	**
Command [n*]	Breaching [SVx [+y]	Weapon ignores a structure's damage threshold; if stated, inflicts damage x against structures, increasing by
Compound SV After all hits have been allocated, merge all hits into one with a SV of the total SV from all those hits. Critical Fade As for Fade but the model also receives a pin for each Acc test fail of a 10. Suffers an additional pin on failing Agility tests. Fade On Acc Test roll of a 10: turn unit's current order to Down; if already Down, turnidraw MOD to Down. Fast Can retain Run order and move before dice draw in following turn; opponents' hits must be rerolled. In defaults to 5' Can instruct friendly unit in n' to act immediately after this model's unit. Draw both dice; make Co test if either unit has pins and using worst pin count; on success both units act, ordering unit first, then Follow er, on fail, both units go Down. Pins removed as for normal Order Tests. Fractal Lock On a hit, weapon automatically hits next Fire order if target does not move and SV increases with bonus stated on weapon damage (e.g. SV5+4) gives SV9 on succeeding shot with a Fire order). Hazardous HtH Heavy Weapon. Requires 3 crew, shoots only on Fire order with no bonus; Normally has: No PBS, Res 13, M4, Large Hero [n'] In defaults to 10'. Friendly units within n' can use model's Init stat for Init-based tests. Unit can break off an Assault and move IM after PBS and before hand-to-hand flighting. Hyperlight Armour In Res vs shots oloser than 10'; +2 Res vs shots from 10'++3 Res vs Blasts Medic/Medi- MoD n MoD n MoD n Mod na Res reroll for each source of Medic or medi- rerolls in 5'; Humongous Beasts gain Ace 1. Unit has n Order dice. No Cover Targets hit by shot gain no cover bonus to Res saves. Not RF Multiple shot weapon or mode does not count as shooting RF. Sucport or Heavy weapon can shoot in PBS. If wo or more weapons/modes shoot at same time, then both are subject to Critical Fade (above). Sarrificial Buddy After Action/Reaction, attacks vehicles, machine months, weapon drones, probes, equipment and buddy drones in 15'; probes are destroyed; others must make a Co Test and on failure, a dice is tak	Choose Target	The wielder of the weapon can choose a different target to the rest of the squad when using the specified mode.
Critical Fade As for Fade but the model also receives a pin for each Acc test fail of a 10. Suffers an additional pin on failing Agility tests. On Acc Test roll of a 10: turn unit's current order to Down; if aiready Down, turn'draw MOD to Down. Fast Can retain Run order and move before dice draw in following turn; opponents' hits must be rerolled. n' defaults to 5" Can instruct friendly unit in n' to act immediately after this model's unit. Draw both dice; make Co test if either unit has pins and using worst pin count; on success both units act, ordering unit first, then Follow er; on fail, both units go Down. Pins removed as for normal Order Tests. On a hit, weapon automatically hits next Tier order if target does not move and SV increases with bonus stated on weapon damage (e.g. SV5+4 gives SV9 on succeeding shot with a Fire order). Hazardous HtH Hattack roll of a 10 automatically hits another member of the same unit. Weapon. Requires 3 crew, shoots only on Fire order with no bonus; Normally has: No PBS, Res 13, M4, Large n' defaults to 10". Friendly units within n" can use model's Init stat for Init-based tests. Unit can break off an Assault and move 1M after PBS and before hand-to-hand fighting. Hyperlight Armon. Hazer Sys shots obser than 10", +2 Res vs. shots from 10"++3 Res vs. Blasts Weapon suffers -1 on Acc tests when shooting in specified mode. Large-Extra-Large +1 to opponent's Acc (note all models may draw LoS over smaller units). MOD n Unit has n Order dice. No Cover Targets hit by shot gain no cover bonus to Res saves. Not EPS Support or Heavy weapon can shoot in PBS. Power Drain If two or more weapons/modes shoot at same time, then both are subject to Critical Fade (above). After Action/Tesaction Test when making an Assault or testing for a Countercharge on a 1-9. Scarmbile Profo and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Weapon rule. Requires 2 crew, unless stated also has No PBS, Res 11, M5, Medium. No penalty when c	Command [n"]	n" defaults to 10". Friendly units within n" can use model's Co stat for Co-based tests.
Cumbersome Suffers an additional pin on failing Agility tests. And C Test roll of a 10: turn units' current order to Down; if already Down, turn/draw MOD to Down. Fast Can retain Run order and move before dice draw in following turn; opponents' hits must be rerolled. And defaults to 5". Can instruct friendly unit in "to act immediately after this model's unit. Draw both dice; make Co test if either unit has pins and using worst pin count; on success both units act, ordering unit first, then Follow er; on fail, both units go Down. Pins removed as for normal Order Tests. Fractal Lock On a hit, weapon automatically hits next Fire order if target does not move and SV increases with bonus stated on weapon damage (e.g. SVS+4 gives SV9 on succeeding) sobt with a Fire order). Hazardous HtH Heavy Heavon. Requires 3 crew; shoots only on Fire order with no bounes; Normally has: No PBS, Res 13, M4, Large Hero [n"] And defaults to 10". Friendly units within "can use model's Init stat for init-based tests. Hero [n"] And the state to 10". Friendly units within "can use model's Init stat for init-based tests. Weapon suffers -1 on Acc tests when shooting in specified mode. 11 Res vs Shots closer than 10". *2* Res vs Shots from 10"*+3* Res vs Blasts from 10"*+3* Res vs Blasts Medici/Medi Medici/Medi Medici/Medi MoD n Unit has n Order dice. Scrambler Pool After Action weapon or mode does not count as shooting RF. Nucleus Scrambler effect within 3"; nullify enemy scramblers in 3"; immune to subverter attacks. PBS Support or Heavy weapon can shoot in PBS. Savage Strike Scrambler Pool After Action/Reaction, attacks vehicles, machine months, weapon drones and taking the hit. Savage Strike Scrambler Pool After Action/Reaction, attacks vehicles, machine months, weapon drones, probes, equipment and buddy drones in 15"; probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble	Compound SV	After all hits have been allocated, merge all hits into one with a SV of the total SV from all those hits.
Fade On Acc Test roll of a 10: turn unit's current order to Down; if already Down, turn/draw MOD to Down. Fast Can retain Run order and move before dice draw in following turn; opponents hits must be reroilled. "" defaults to 5". Can instruct friendly unit in "to act immediately after this models' unit. Draw both dice; make Co test if either unit has pins and using worst pin count; on success both units act, ordering unit first, then Follow er; on fail, both units go Down. Pins removed as for normal Order Tests. On a hit, weapon automatically hits next Fire order if target does not move and SV increases with bonus stated on weapon damage (e.g. SV5+4 gives SV9 on succeeding shot with a Fire order). Hazardous HtH Hattack roll of a 10 automatically hits another member of the same unit. Heavy Weapon. Requires 3 crew, shoots only on Fire order with no bonus; Normally has: No PBS, Res 13, M4, Large "refail" or "defaults to 10". Friendly units within "or can use model's init stat for Init-based tests. Hit & Run Unit can break off an Assault and move 1M after PBS and before hand-to-hand fighting. +1 Res vs shols closer than 10", +2 Res vs shots from 10"+, +3 Res vs Blasts Hazer/Extra-Large +1 to opponent's Acc (note all models may draw LoS over smaller units). Gain a Res reroil for each source of Medic or medi-reroils in 5"; Humongous Beasts gain Ace 1. MOD n Unit has n Order dice. Not over Targets hit by shot gain no cover bonus to Res saves. Not RF Multiple shot weapon or mode does not count as shooting RF. Nucleus Scrambler effect within 3"; nullify enemy scramblers in 3"; immune to subverter attacks. Support or Heavy weapon can shoot in PBS. Freatial Buddy Assay Strike Scramble Proof Scarmble Proof Scarmble Proof Self-Repair On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired Small 1 to opponent's Acc (note that all models may draw LoS over smaller units). After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes,	Critical Fade	As for Fade but the model also receives a pin for each Acc test fail of a 10.
Fast Can retain Run order and move before dice draw in following turn; opponents' hits must be rerolled. "" defaults to 5". Can instruct friendly unit in "to act immediately after this model's unit. Draw both dice; make Co test if either unit has pins and using worst pin count; on success both units act, ordering unit first, then Follow er; on fail, both units go Down. Pins removed as for normal Order Tests. Fractal Lock On a hit, weapon automatically hits next. Fire order if target does not move and SV increases with bonus stated on weapon damage (e.g. SV5+4 gives SV9 on succeeding shot with a Fire order). Hazardous Hth Hth attack roll of a 10 automatically hits another member of the same unit. Heavy Weapon. Requires 3 crew; shoots only on Fire order with no bonus; Normally has: No PBS, Res 13, M4, Large "defaults to 10". Friendly units within n" can use model's linit stat for Init-based tests. Unit can break off an Assault and move 1M after PBS and before hand-to-hand fighting. Hyperlight Armour Interest of the same unit. Hyperlight Armour Interest of the	Cumbersome	Suffers an additional pin on failing Agility tests.
Follow [n"]	Fade	On Acc Test roll of a 10: turn unit's current order to Down; if already Down, turn/draw MOD to Down.
Co test if either unit has pins and using worst pin count; on success both units act, ordering unit first, then Follow er; on fail, both units go Down. Pins removed as for normal Order Tests. On a hit, weapon automatically hits next Fire order if target does not move and SV increases with bonus stated on weapon damage (e.g. SV5+4 gives SV9 on succeeding shot with a Fire order). Hazardous Hth Hattack roll of a 10 automatically hits next Fire order if target does not move and SV increases with bonus stated on weapon. Requires 3 crew; shoots only on Fire order with no bonus; Normally has: No PBS, Res 13, M4, Large Mero [n"] n' defaults to 10". Friendly units within n' can use model's Init stat for Init-based tests. Unit can break off an Assault and move 1M after PBS and before hand-to-hand fighting. Hyperlight Armour +1 Resv ss hots closer than 10"; +2 Res vs shots from 10"; +3 Res vs Blasts Inaccurate Weapon suffers -1 on Acc tests when shooting in specified mode. Large/Extra-Large +1 to opponent's Acc (note all models may draw LoS over smaller units). Medic/Medi-Medi-Medi-Medi-Medi-Medi-Medi-Medi-	Fast	Can retain Run order and move before dice draw in following turn; opponents' hits must be rerolled.
Hazardous HtH Hdt attack roll of a 10 automatically hits another member of the same unit. Heavy Weapon. Requires 3 crew, shoots only on Fire order with no bonus; Normally has: No PBS, Res 13, M4, Large n" defaults to 10". Friendly units within n" can use model's Init stat for Init-based tests. Unit can break off an Assault and move 1M after PBS and before hand-to-hand fighting. Hyperlight Armour Hyperlight Armour Haceurate Veapon suffers -1 on Acc tests when shooting in specified mode. Large/Extra-Large Hedic/Medi-Gain a Res reroll for each source of Medic or medi-rerolls in 5"; Humongous Beasts gain Ace 1. Unit has n Order dice. Not Over Targets hit by shot gain no cover bonus to Res saves. Not RF Multiple shot weapon or mode does not count as shooting RF. Nucleus Scrambler effect within 3"; nullify enemy scramblers in 3"; immune to subverter attacks. PBS Support or Heavy weapon can shoot in PBS. Power Drain If two or more weapons/modes shoot at same time, then both are subject to Critical Fade (above). After all hits are allocated, before Compound-ing, can remove a buddy in unit instead of taking the hit. Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9. Not affected by scrambler munitions. Self-Repair On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired 1-10 opponent's Acc (note that all models may draw LoS over smaller units). Subverter Matrix After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Weapon rule. Requires 2 crew, unless stated also has No PBS; Res 11; M5; Medium. No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar.	Follow [n"]	n" defaults to 5". Can instruct friendly unit in n " to act immediately after this model's unit. Draw both dice; make Co test if either unit has pins and using worst pin count; on success both units act, ordering unit first, then Follower; on fail, both units go Down. Pins removed as for normal Order Tests.
Heavy Weapon. Requires 3 crew; shoots only on Fire order with no bonus; Normally has: No PBS, Res 13, M4, Large Hero [n"] n" defaults to 10". Friendly units within n" can use model's Init stat for Init-based tests. Hit & Run Unit can break off an Assault and move 1M after PBS and before hand-to-hand flighting. Hyperlight Armour 1. Res vs shots closer than 10"; +2 Res vs shots from 10+4; +3 Res vs Blasts Weapon suffers -1 on Acc tests when shooting in specified mode. Large/Extra-Large	Fractal Lock	On a hit, weapon automatically hits next Fire order if target does not move and SV increases with bonus stated on weapon damage (e.g. SV5+4 gives SV9 on succeeding shot with a Fire order).
Hero [n"] n" defaults to 10". Friendly units within n" can use model's Init stat for Init-based tests. Unit can break off an Assault and move 1M after PBS and before hand-to-hand fighting. Hyperlight Armour +1 Res vs shots closer than 10"; +2 Res vs shots from 10"+, +3 Res vs Blasts Haccurate Weapon suffers -1 on Acc tests when shooting in specified mode. Large/Extra-Large +1 to opponent's Acc (note all models may draw LoS over smaller units). Medic/Medi- Gain a Res reroll for each source of Medic or medi- rerolls in 5"; Humongous Beasts gain Ace 1. Unit has n Order dice. No Cover Targets hit by shot gain no cover bonus to Res saves. Not RF Multiple shot weapon or mode does not count as shooting RF. Nucleus Scrambler effect within 3"; nullify enemy scramblers in 3"; immune to subverter attacks. Support or Heavy weapon can shoot in PBS. Power Drain If two or more weapons/modes shoot at same time, then both are subject to Critical Fade (above). After all hits are allocated, before Compound-ing, can remove a buddy in unit instead of taking the hit. Savage Strike Scramble Proof Not affected by scrambler munitions. Self-Repair On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired small -1 to opponent's Acc (note that all models may draw LoS over smaller units). After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units in 5") probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units Suspensored No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand comb	Hazardous HtH	HtH attack roll of a 10 automatically hits another member of the same unit.
Hit & Run Unit can break off an Assault and move 1M after PBS and before hand-to-hand fighting. Hyperlight Armour I +2 Res vs shots closer than 10°; +2 Res vs shots from 10°+; +3 Res vs Blasts Hars vs shots closer than 10°; +2 Res vs shots from 10°+; +3 Res vs Blasts Hars vs shots closer than 10°; +2 Res vs shots from 10°+; +3 Res vs Blasts Hars vs shots closer than 10°; +2 Res vs shots from 10°+; +3 Res vs Blasts Hars vs shots closer than 10°; +2 Res vs shots from 10°+; +3 Res vs Blasts Hars vs shots closer than 10°; +2 Res vs shots from 10°+; +3 Res vs Blasts Hars vs shots closer than 10°; +2 Res vs shots from 10°+; +3 Res vs Blasts Hars vs shots closer than 10°; +2 Res vs shots from 10°+; +3 Res vs Blasts Hars vs shots closer than 10°; +2 Res vs shots from 10°+; +3 Res vs Blasts Hars vs shots closer than 10°; +2 Res vs shots from 10°+; +3 Res vs Blasts Hars vs shots closer than 10°; +2 Res vs shots from 10°+; +3 Res vs Blasts Hars vs shots closer than 10°; +2 Res vs shots from 10°+; +3 Res vs Blasts Hars vs shots closer than 10°; +2 Res vs shots from 10°+; +3 Res vs Blasts Hars vs shots closer than 10°; +2 Res vs shots from 10°+; +3 Res vs Blasts Hars vs shots closer than 10°; +2 Res vs shots from 10°+; +3 Res vs Blasts Hars vs shots closer than 10°; passage vs	Heavy	Weapon. Requires 3 crew; shoots only on Fire order with no bonus; Normally has: No PBS, Res 13, M4, Large.
Hyperlight Armour Hacs vs shots closer than 10"; +2 Res vs shots from 10"+; +3 Res vs Blasts Haccurate	Hero [n"]	n" defaults to 10". Friendly units within n" can use model's Init stat for Init-based tests.
Inaccurate Large/Extra-Large +1 to opponent's Acc (note all models may draw LoS over smaller units). Medic/Medi- MoD n Unit has n Order dice. No Cover Targets hit by shot gain no cover bonus to Res saves. Not RF Multiple shot weapon or mode does not count as shooting RF. Nucleus Scrambler effect within 3"; nullify enemy scramblers in 3"; immune to subverter attacks. Support or Heavy weapon can shoot in PBS. Power Drain If two or more weapons/modes shoot at same time, then both are subject to Critical Fade (above). After all hits are allocated, before Compound-ing, can remove a buddy in unit instead of taking the hit. Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9. Not affected by scrambler munitions. Self-Repair On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired -1 to opponent's Acc (note that all models may draw LoS over smaller units). After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Support Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shot or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). Transport n Can transport n medium-sized models. Transport space n Occupies n spaces in a transport. Only one of specified model or unit can appear in an army.	Hit & Run	Unit can break off an Assault and move 1M after PBS and before hand-to-hand fighting.
Large/Extra-Large Hat to opponent's Acc (note all models may draw LoS over smaller units). Gain a Res reroll for each source of Medic or medi- rerolls in 5"; Humongous Beasts gain Ace 1. Unit has n Order dice. No Cover Targets hit by shot gain no cover bonus to Res saves. Not RF Multiple shot weapon or mode does not count as shooting RF. Nucleus Scrambler effect within 3"; nullify enemy scramblers in 3"; immune to subverter attacks. Support or Heavy weapon can shoot in PBS. Power Drain If two or more weapons/modes shoot at same time, then both are subject to Critical Fade (above). Sacrificial Buddy After all hits are allocated, before Compound-ing, can remove a buddy in unit instead of taking the hit. Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9. Not affected by scrambler munitions. On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired -1 to opponent's Acc (note that all models may draw LoS over smaller units). Subverter Matrix After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Suspensored No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shot or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). n defaults to 1. Model may reroll n failed Res saves. Can transport n medium-sized models. Occupies n spaces in a transport. Only one of spe	Hyperlight Armour	+1 Res vs shots closer than 10"; +2 Res vs shots from 10"+; +3 Res vs Blasts
Medic/Medi-MoD n Unit has n Order dice. No Cover Targets hit by shot gain no cover bonus to Res saves. Not RF Multiple shot weapon or mode does not count as shooting RF. Nucleus Scrambler effect within 3", nullify enemy scramblers in 3"; immune to subverter attacks. PBS Support or Heavy weapon can shoot in PBS. Power Drain If two or more weapons/modes shoot at same time, then both are subject to Critical Fade (above). Sacrificial Buddy After all hits are allocated, before Compound-ing, can remove a buddy in unit instead of taking the hit. Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9. Not affected by scrambler munitions. Self-Repair On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired -1 to opponent's Acc (note that all models may draw LoS over smaller units). Subverter Matrix After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Support Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shot or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). Tough [n] n defaults to 1. Model may reroll n failed Res saves. Can transport n medium-sized models. Occupies n spaces in a transport. Only one of specified model or unit can appear in an army. Unique Onlore of specified model can take	Inaccurate	Weapon suffers -1 on Acc tests when shooting in specified mode.
MOD <i>n</i> Unit has <i>n</i> Order dice. No Cover Targets hit by shot gain no cover bonus to Res saves. Not RF Multiple shot weapon or mode does not count as shooting RF. Nucleus Scrambler effect within 3"; nullify enemy scramblers in 3"; immune to subverter attacks. PBS Support or Heavy weapon can shoot in PBS. Power Drain If two or more weapons/modes shoot at same time, then both are subject to Critical Fade (above). After all hits are allocated, before Compound-ing, can remove a buddy in unit instead of taking the hit. Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9. Not affected by scrambler munitions. Self-Repair On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired -1 to opponent's Acc (note that all models may draw LoS over smaller units). Subverter Matrix After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Support Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). Tough [n] n defaults to 1. Model may reroll n failed Res saves. Can transport n medium-sized models. Occupies n spaces in a transport. Unique Only one of specified model or unit can appear in an army. Unwieldy Vound [n] No penalty or need to th	Large/Extra-Large	+1 to opponent's Acc (note all models may draw LoS over smaller units).
No Cover Targets hit by shot gain no cover bonus to Res saves. Not RF Multiple shot weapon or mode does not count as shooting RF. Nucleus Scrambler effect within 3"; nullify enemy scramblers in 3"; immune to subverter attacks. Support or Heavy weapon can shoot in PBS. PBS Support or Heavy weapon can shoot at same time, then both are subject to Critical Fade (above). After all hits are allocated, before Compound-ing, can remove a buddy in unit instead of taking the hit. Savage Strike Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9. Not affected by scrambler munitions. Self-Repair On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired -1 to opponent's Acc (note that all models may draw LoS over smaller units). Subverter Matrix After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Support Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). Tough [n] n defaults to 1. Model may reroll n failed Res saves. Can transport n medium-sized models. Occupies n spaces in a transport. Only one of specified model or unit can appear in an army. Unwieldy Str -1 on hand-to-hand attacks with weapon/mode. n defaults to 1. Model can take	Medic/Medi-	Gain a Res reroll for each source of Medic or medi- rerolls in 5"; Humongous Beasts gain Ace 1.
Not RF Nucleus Scrambler effect within 3"; nullify enemy scramblers in 3"; immune to subverter attacks. PBS Support or Heavy weapon can shoot in PBS. If two or more weapons/modes shoot at same time, then both are subject to Critical Fade (above). After all hits are allocated, before Compound-ing, can remove a buddy in unit instead of taking the hit. Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9. Not affected by scrambler munitions. Self-Repair On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired -1 to opponent's Acc (note that all models may draw LoS over smaller units). Subverter Matrix After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Support Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). n defaults to 1. Model may reroll n failed Res saves. Transport n medium-sized models. Can transport n medium-sized models. Occupies n spaces in a transport. Unique Only one of specified model or unit can appear in an army. Unwieldy Str -1 on hand-to-hand attacks with weapon/mode. n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented.	MOD n	Unit has <i>n</i> Order dice.
Nucleus Scrambler effect within 3"; nullify enemy scramblers in 3"; immune to subverter attacks. PBS Support or Heavy weapon can shoot in PBS. If two or more weapons/modes shoot at same time, then both are subject to Critical Fade (above). After all hits are allocated, before Compound-ing, can remove a buddy in unit instead of taking the hit. Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9. Not affected by scrambler munitions. Self-Repair On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired -1 to opponent's Acc (note that all models may draw LoS over smaller units). After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. Suspensored No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). n defaults to 1. Model may reroll n failed Res saves. Transport n Can transport n medium-sized models. Occupies n spaces in a transport. Only one of specified model or unit can appear in an army. Univieldy Str -1 on hand-to-hand attacks with weapon/mode. n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented.	No Cover	Targets hit by shot gain no cover bonus to Res saves.
PBS Support or Heavy weapon can shoot in PBS. Power Drain If two or more weapons/modes shoot at same time, then both are subject to Critical Fade (above). Sacrificial Buddy After all hits are allocated, before Compound-ing, can remove a buddy in unit instead of taking the hit. Savage Strike Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9. Scramble Proof Not affected by scrambler munitions. Self-Repair On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired -1 to opponent's Acc (note that all models may draw LoS over smaller units). Subverter Matrix After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Support Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. Suspensored Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). Tough [n] n defaults to 1. Model may reroll n failed Res saves. Transport n medium-sized models. Occupies n spaces in a transport. Unique Only one of specified model or unit can appear in an army. Unwieldy Str -1 on hand-to-hand attacks with weapon/mode. Nound [n] n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented.	Not RF	Multiple shot weapon or mode does not count as shooting RF.
Power Drain If two or more weapons/modes shoot at same time, then both are subject to Critical Fade (above). Sacrificial Buddy After all hits are allocated, before Compound-ing, can remove a buddy in unit instead of taking the hit. Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9. Not affected by scrambler munitions. Self-Repair On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired -1 to opponent's Acc (note that all models may draw LoS over smaller units). After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Support Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. Suspensored Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). Tough [n] Transport n Can transport n medium-sized models. Transport Space n Occupies n spaces in a transport. Only one of specified model or unit can appear in an army. Unwieldy Str -1 on hand-to-hand attacks with weapon/mode. Nound [n] Note fall taking the hit.	Nucleus	Scrambler effect within 3"; nullify enemy scramblers in 3"; immune to subverter attacks.
Sacrificial Buddy Savage Strike Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9. Not affected by scrambler munitions. Self-Repair On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired -1 to opponent's Acc (note that all models may draw LoS over smaller units). Subverter Matrix After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). Tough [n] n defaults to 1. Model may reroll n failed Res saves. Transport Space n Can transport n medium-sized models. Occupies n spaces in a transport. Only one of specified model or unit can appear in an army. Unique Only one of specified model or unit can appear in an army. Str -1 on hand-to-hand attacks with weapon/mode. n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented.	PBS	Support or Heavy weapon can shoot in PBS.
Savage Strike Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9. Not affected by scrambler munitions. Self-Repair On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired -1 to opponent's Acc (note that all models may draw LoS over smaller units). Subverter Matrix After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Support Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. Thorough IMTel If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). Tough [n] n defaults to 1. Model may reroll n failed Res saves. Can transport n medium-sized models. Occupies n spaces in a transport. Only one of specified model or unit can appear in an army. Unique Only one of specified model or unit can appear in an army. Str -1 on hand-to-hand attacks with weapon/mode. n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented.	Power Drain	If two or more weapons/modes shoot at same time, then both are subject to Critical Fade (above).
Scramble Proof Not affected by scrambler munitions. Self-Repair On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired -1 to opponent's Acc (note that all models may draw LoS over smaller units). Subverter Matrix After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Support Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. Suspensored No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). Tough [n] n defaults to 1. Model may reroll n failed Res saves. Transport n Can transport n medium-sized models. Occupies n spaces in a transport. Only one of specified model or unit can appear in an army. Str -1 on hand-to-hand attacks with weapon/mode. Nound [n] n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented.	Sacrificial Buddy	After all hits are allocated, before Compound-ing, can remove a buddy in unit instead of taking the hit.
Self-Repair On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired 1 to opponent's Acc (note that all models may draw LoS over smaller units). After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Support Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). 7 defaults to 1. Model may reroll n failed Res saves. Transport n Can transport n medium-sized models. Transport Space n Occupies n spaces in a transport. Unique Only one of specified model or unit can appear in an army. Str -1 on hand-to-hand attacks with weapon/mode. No defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented.	Savage Strike	Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9.
Small -1 to opponent's Acc (note that all models may draw LoS over smaller units). Subverter Matrix After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Support Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). Tough [n] n defaults to 1. Model may reroll n failed Res saves. Transport n Can transport n medium-sized models. Occupies n spaces in a transport. Unique Only one of specified model or unit can appear in an army. Unwieldy Str -1 on hand-to-hand attacks with weapon/mode. Nound [n] n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented.	Scramble Proof	Not affected by scrambler munitions.
After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Support Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). Tough [n] n defaults to 1. Model may reroll n failed Res saves. Transport n Can transport n medium-sized models. Occupies n spaces in a transport. Unique Only one of specified model or unit can appear in an army. Str -1 on hand-to-hand attacks with weapon/mode. Nound [n] n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented.	Self-Repair	On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired.
in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected. Support Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium. No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). Tough [n] n defaults to 1. Model may reroll n failed Res saves. Transport n Can transport n medium-sized models. Transport Space n Occupies n spaces in a transport. Unique Only one of specified model or unit can appear in an army. Unwieldy Str -1 on hand-to-hand attacks with weapon/mode. Wound [n] n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented.	Small	-1 to opponent's Acc (note that all models may draw LoS over smaller units).
Suspensored No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). Tough [n] n defaults to 1. Model may reroll n failed Res saves. Can transport n medium-sized models. Transport Space n Occupies n spaces in a transport. Unique Only one of specified model or unit can appear in an army. Unwieldy Str -1 on hand-to-hand attacks with weapon/mode. Nound [n] Nodel can take n hits as Wounds before being removed as casualty; each Wound is represented.	Subverter Matrix	After Action/Reaction, attacks vehicles, machine mounts, weapon drones, probes, equipment and buddy drones in 15": probes are destroyed; others must make a Co Test and on failure, a dice is taken from the bag (or units, if none left) and put aside; at turn end, dice off for each to be returned. Scramble Proof units are unaffected.
deep water, stream obstacles, and similar. Symbiote Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately. If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). Tough [n] n defaults to 1. Model may reroll n failed Res saves. Transport n Can transport n medium-sized models. Transport Space n Occupies n spaces in a transport. Unique Only one of specified model or unit can appear in an army. Unwieldy Str -1 on hand-to-hand attacks with weapon/mode. Wound [n] n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented.	Support	Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium.
Thorough IMTel If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). Tough [n] n defaults to 1. Model may reroll n failed Res saves. Transport n Can transport n medium-sized models. Transport Space n Occupies n spaces in a transport. Unique Only one of specified model or unit can appear in an army. Str -1 on hand-to-hand attacks with weapon/mode. Wound [n] n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented.	Suspensored	No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures, deep water, stream obstacles, and similar.
or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot). Tough [n] n defaults to 1. Model may reroll n failed Res saves. Transport n Can transport n medium-sized models. Transport Space n Occupies n spaces in a transport. Unique Only one of specified model or unit can appear in an army. Unwieldy Str -1 on hand-to-hand attacks with weapon/mode. Wound [n] n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented.	Symbiote	Separate model considered part of parent and must stay within 1" at all times; cannot be targeted separately.
Transport n Can transport n medium-sized models. Transport Space n Occupies n spaces in a transport. Unique Only one of specified model or unit can appear in an army. Unwieldy Str -1 on hand-to-hand attacks with weapon/mode. Wound [n] n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented	Thorough IMTel	If Jai Galeyous does not score a Lucky Hit in shooting or in hand-to-hand combat, she may treat one of the shots or strikes as a Lucky Hit, though the shot cannot then be subject to the Army Option(Extra Shot).
Transport Space <i>n</i> Occupies <i>n</i> spaces in a transport. Unique Only one of specified model or unit can appear in an army. Unwieldy Str -1 on hand-to-hand attacks with weapon/mode. Wound [<i>n</i>] <i>n</i> defaults to 1. Model can take <i>n</i> hits as Wounds before being removed as casualty; each Wound is represented	Tough [n]	n defaults to 1. Model may reroll n failed Res saves.
Unique Only one of specified model or unit can appear in an army. Unwieldy Str -1 on hand-to-hand attacks with weapon/mode. Wound [n] n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented	Transport <i>n</i>	Can transport <i>n</i> medium-sized models.
Unwieldy Str -1 on hand-to-hand attacks with weapon/mode. Wound [n] n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented	Transport Space <i>n</i>	Occupies <i>n</i> spaces in a transport.
Wound $[n]$ n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented	Unique	Only one of specified model or unit can appear in an army.
	Unwieldy	Str -1 on hand-to-hand attacks with weapon/mode.
	Wound [n]	n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented by a non-removable pin on the model's unit.