ANTARES 2 ARMY LIST

THE VORL ORDO

V2.011B (Leading Claw selector only)

Design Note:

The focus on .stl's as well as Joey's excellent design skills have meant we have been able to go back to the initial concept of Vorl. This is really exciting for us but it means the Vorl are not as heavily tested or trialled as other factions. The Vorl way of life and conceptual framework is very different to our own so, unsurprisingly, their armed forces require humans to think in very different ways. If you come across any anomalies in the text, do raise them – but please play the Vorl quite a few times before drawing any conclusions as to their capabilities or providing feedback!

Unwieldy

This is a special rule that has been drawn into this document from the next update of the *Arms & Equipment Guide*. Weapons with the unwieldy trait are difficult to use in hand-to-hand so incur a -1 Str penalty on hand-to-hand attacks.

VORL SPECIFIC RULES

The rules and units here are for those the Concord has encountered in the Aan Shard and other panhumans in their first contact with Vorl. As a result, it *only* contains units and options for the smaller, Leading Claw forces (one that might be regarded as a reconnaissance forces).

A Frame of Mind

The Vorl are a strongly community-oriented species, so focus on group support and strength rather than individual capability. Whilst they have their own equivalent of a lightweight, IMTel nanosphere, they have no morphs or related species corresponding to NuHu. As a result, capabilities are distributed throughout a unit. This gives immense flexibility but, as casualties are taken, a unit's capabilities markedly diminish.

When reading the following rules, bear in mind that – like any other unit – any Vorl shooting in a squad must all use the same mode and at the same target if they shoot with the same weapon (and not all models need or may shoot). This means one Vorl could shoot with an S-sling whilst the other three could use their plasma projectors, just like a Concord Strike Squad. Key to Vorl success is careful use of their synthesis modes where they combine shots from two to four members of a squad using identical weapons into a single, more powerful shot.

For example, a heath-mother could shoot with their S-sling, whilst two others could shoot with their plasma projectors in Coalesce *mode, gaining 1 shot at SV4 whilst three others could form another Fire Team (see below) and combine in* Coalesce *mode to gain 1 shot at SV6.*

Terminology

A **zugon** is the term given to a Vorl synthesis in the individual, a merge of three species seemingly in one physical symbiosis: a cephalite (intelligence and manipulation), a torsite (breeding, and arms – once a brachiator species), and an ambulite (legs, feeding). Cephalites sometimes operate on their inside vehicles or similar protected areas as 'Technicians', a much-respected caste within Vorl society.

The term **hearth** is used to refer to a a group of Vorl living or operating together so is also a structure that can vary widely in size. The most senior or most able Vorl in the hearth is given a term which can loosely be translated as hearth-nurturer or hearth-protector, though for convenience is often referred to as 'hearth-mother' by panhumans.

In its broadest terms, a **nest** is a community of Vorl. It is most often used in the same way we might say 'clan', where the most capable of all the hearth-mothers or hearth-protectors in the nest – a 'nest-mother' – rules over a large group of related Vorl.

An **ordo** is a large community of Vorl nests led by the most capable of all the nest-mothers in the ordo – the literal translation of which is 'protector of many associated nests against adversity'. Panhumans translate this as **war-chief**, though nest-matriarch or nest-grandmother might reflect the role just as well.

An ordo can span many systems and grow to immense power, but somewhere along its life the member Vorl become too detached or remote from each other and begin to 'smell' wrong – comparable to the shards of the Concord's IMTel drifting apart. At such a time, the ordo will fragment into a large number of warring nests or groups of nests. These fragments then frequently consolidate along compatibility lines into fewer, competing ordo.

Vorl Physical Attributes

Vorl ambulites (the lower section) have eight legs and a bulk that is quite cumbersome given their size when compared with bipeds. As a result, Vorl are given Ag 4 to reflect the impact of awkward or undulating terrain (even supposedly 'level' or open ground can be filled with potholes, stones and minor detritus). Their manual dexterity is as good, and perhaps better, than other species, though this rarely has an impact on the game.

A Vorl zugon has two pairs of usable manipulator limbs, one pair from the torsite and the other, more delicate, belonging to the cephalite. Whilst the lower set are powerful, the upper pair are much weaker so a Str of 6 is used to reflect this mix of capability. An **Unwieldy** penalty is applied if both torsite and cephalite arms are used in hand-to-hand, though two attacks are generated; if just the cephalite arms are used, there is no such penalty and the Vorl has only one, hand-to-hand attack.

Like other species, the Vorl can elect to use no weapon in hand-to-hand, giving them SV0, or can use hand-held items such as grenades or nebuliser shells: both attacks from a single Vorl must use the same weapon and mode and like any other weapon and mode, modes cannot be mixed in a squad.

For example, a Fire Warrior squad's hearth-Mother could use its S-Sling with slingnet in hand-to-hand at Str 5 (Str 6 but down one due to being Unwieldy from the S-Sling), whilst the other three warriors in the squad could use their nebuliser shells in two attacks each at Str 5, SV1 (Str 6-1 for Unwieldy), Compound SV, Blast.

Alternatively, the warriors could just use their torsite arms and have one attack each at Str 6. Against Concord troops, they might elect to use whatever comes to hand (2×SV0/ Unwieldy or 1×SV0) as the Concord armour is highly effective against the nebuliser shell's blast effects.

Special Rule: Fire Team

Normally, all the members of a squad shooting the same weapon must shoot in the same mode and at the same target, as normal. However, the **Fire Team** attribute means any squad members using that weapon mode can choose to split into smaller groups called fire teams. Each fire team in the squad must shoot at the same target, but hits and SV from each fire team are calculated separately.

Damage and Res tests from shots from fire teams are assessed and made at the end of the shooting as if receiving shots from a single squad or vehicle – again, as normal.

A minimum of two shooters must be assigned to a fire team; the maximum number of shooters able to be assigned to a fire team is four. Any squad members not assigned to a fire team must either not shoot or must use a different **weapon**.

For example, a squad of five Vorl shooting a plasma projector in coalesce *mode may split into two fire teams, one of three shooters and one of two. The Acc tests and penalties for each team are made separately, perhaps resulting in two hits at different SV, but the saves and damage are assessed at the end of the turn – which is important for damage table results or for* Compound SV *effects from Vorl ammunition.*

Notation

The effectiveness of Vorl weapons and armour is dependent on the squad members using that mode or capability at any given moment. Rather than complicate stat entries, we give many Vorl weapon and equipment stats using the squad or fire team as a basis and using '@' to separate an SV from a number of shots and '/Vo' or 'per Vo' to say 'per Vorl'.

Modes and Shots

For an explanation of the synthesis modes, we can use the entry for the *Diffuse* mode on plasma projectors. The 'Shots' component of the projector's stat line is as follows:

Standard Weapon	Mode	[…]	Shots
Plasma Projector	*Diffuse*	[…]	1/Vo@SV2

Here, we can see that the *squad* gets one shot per Vorl shooting in *Diffuse* mode at a SV of 2 – in other words shooting is similar to using a plasma carbine in *focused* mode. Each individual Vorl shooting must have LoS to the target like any other shooting.

For example, if three Vorl fire their plasma projectors in Diffuse *mode, the net effect would be three shots at SV2, one from each from the shooting Vorl, and each drawing LoS as normal.*

Vorl Weapons

| Standard Weapon | Mode | — Range — | | | Shots | Attacks | Special (Coalesce/storm: one shot per fire team) |
		Effv	Long	Extr			
Hand-to-hand	*Torsite*	–	–	–	–	1/Vo@Spec	Spec: SV0 or nebuliser shells or weapon
	Torsite & Cephalite	–	–	–	–	2/Vo@Spec	Unwieldy (-1 Str); Spec: SV0 or nebuliser shells
Plasma Projector	*Diffuse*	20	30	50	1/Vo@SV2	–	*(One shot per Vorl shooting)*
	Coalesce	30	50	80	1@SV2/Vo	–	Choose Target, Fire Team
Pulser	*Stream*	20	30	–	2/Vo@SV1	–	Inaccurate, Blast, No Cover, Compound SV, RF
	Storm (all)	(10)30	50	80	–	–	OH, Fire Team
	Storm 2	(10)30	50	80	Spec	–	**As Storm(all);** Spec: EITHER Blast D4+1 as nebuliser shell OR Special Munitions
	Storm 3	(10)30	50	80	1@SV1	–	**As Storm(all);** Blast D5+2 as nebuliser shell
	Storm 4	(10)30	50	80	1@SV1	–	**As Storm(all);** Blast D6+3 as nebuliser shell
Vorl S-Sling	*Direct*	10	20	–	Spec	Spec	1/Vo; Inaccurate, Unwieldy; Spec: As nebuliser shell OR slingnet
	Overhead	(5)10	20	30	Spec	–	1/Vo; OH; Spec: As nebuliser shell OR slingnet
Grenade		**Effv**	**Long**	**Ext**	**Shots**	**Attacks**	**Special**
Nebuliser Shell		5	–	–	1/Vo@SV1	1/Vo@SV1	Grenade (Compound SV), Blast, Breaching SV3, Hazardous HtH, No Cover

In contrast, a 'Shots' entry for the plasma projector's *Coalesce* mode is as follows:

Plasma Projector	Mode	[...]	Shots	Special
	Coalesce	[...]	1@SV2/Vo	Fire Team

This indicates a *fire team* gets one shot *in total* from the weapon but at an SV equal to two per Vorl shooting in that team. When combining shooters into one shot, one Vorl must be nominated as the actual shooter from whom LoS and range is determined; the rest are supporting the shot so may be in cover and do not need LoS.

> *For example, if a three-Vorl fire team shoot their plasma projectors in* Coalesce *mode, the net effect would be one shot at SV6 (2×3 Vorl) drawing LoS from one of those Vorl.*

Modes and Blast

Synthesis modes for overhead shots also generate a single shot per fire team but with increased damage. For Blasts (and the change in damage dice), each possible grouping in the fire team is listed separately, as in '*Storm 2*' for a two-strong fire team or '*Storm 3*' for a 3-strong team, and so on.

For example, the Vorl pulser entry resembles the following:

Weapon	Mode	[...]	Shots	[...]	Special
Pulser	*Storm 2*	[...]	1@SV1	[...]	Blast D4+1
	Storm 3	[...]	1@SV1	[...]	Blast D5+2

This indicates the *fire team* gets one shot *in total* at SV1 but with a blast effect depending on the number of Vorl in that fire team. When combining shooters into one shot, one Vorl need be nominated as the actual shooter from whom LoS and range is determined; the rest are supporting the shot so may be in cover and do not need LoS. Such OH shots may use patch sighting from a combat array, as normal.

Panhuman and Askar Weapons

The panhuman developed weapons used by Askar use the same notation as any other panhuman weapon (otherwise we'd have to put '/Vorl or /Askar' on every weapon, which we found became wearisome). The Askar in Vorl service are fully integrated with the Vorl combat shards so can use Vorl targeters and can patch sight from their spotter buddies to Vorl combat arrays just as Vorl combat arrays can patch sight to Askar spotter buddies.

Weapons

The Vorl use a narrow range of weapons they have specifically developed to rely on their syntheses. Their Askar use advanced, panhuman weaponry as it more closely fits their bipedal body structure and single pair of arms.

Modes and effects for the Vorl are summarised in the 'Vorl Weapons' below; the 'Weapons in Use' table in the quick reference contains a few of the most frequently used combinations.

Plasma Projector

This uses the combined energy of the unit to create a fiery ball of plasma at a specified point. The range and power of the plasma can be increased by other squad members focusing their weapons on the same target.

Mode: Diffuse

Individual Vorl may fire their plasma projector at a target with SV2. So a squad of five could have five shots at SV2. All the shots must be at the same target, as normal for squad shooting, and all the Vorl shooting must have LoS and LoF.

Mode: Coalesce

The Vorl allocated to *coalesce* focus their fire into a **single** shot from one of their number with a SV equal to twice the number of shooters (SV2/Vo). The nominated shooter must have LoS and LoF to its target, as normal. The shot also inherits the 'Choose Target' and 'Fire Team' special rules. Up to four Vorl in a fire team can be allocated to the *coalesce* mode.

> *For example, a normal Fire squad would be able to create one shot at '1@SV8, Choose Target' or split into two fire teams and have two shots, each at SV4 and Choose Target.*

Note that Choose Target means the Vorl shooting in *coalesce* mode could fire at a different target to those (perhaps) using their Vorl S-slings but everyone shooting in *coalesce* mode must shoot at the **same** target, as normal.

> *For example, a squad of six Vorl Fire Warriors faced with a combat drone and a Strike squad could have their hearth-mother shoot its S-sling against the infantry, have three shoot at the combat drone in* Coalesce 3 *mode (SV6) and the other two shoot at the combat drone with* Coalesce 2 *(SV4) or use their S-slings against the infantry alongside the hearth-mother.*

Pulser

This ubiquitous Vorl weapon is a micro-grenade launcher using suspensor tech to propel nebuliser shells at a target. It can be used at short ranges in a direct-fire mode but is generally used OH. The ammunition can be laid as mines or used in breaching as with any other grenade.

See below for stats for nebuliser shells.

Mode: Stream

Stream is the unwieldy, direct-fire mode for a pulser used to direct a number of nebuliser shells at a target. This is considered more of a defensive activity rather than offensive but can be highly effective.

Each Vorl shooting in *stream* mode has two shots with the nebuliser shells, shooting with the RF and inaccurate special rules.

> *As a very complex example, a squad of five Vorl Storm Warriors could allocate three to* Stream *mode and two to shooting their s-slings, the hearth-mother with slingnet (perhaps) and one other with a nebuliser shell. This would allow direct fire from three Vorl with two shots each (2/Vo) at ranges 20/30/–, giving six shots in total plus one more shot at 10/20/–, and the slingnet at range 10/20/–. All would be inaccurate as the weapons are inaccurate in direct fire mode.*

Mode: Storm

A group of Vorl combine their pulser's suspensor projectors to launch multiple shells at once in a **single**, overhead (OH) shot. Each shot must be measured, have LoS and have LoF from one of the shooters, determined as for other OH shooting. Each shot from a *fire team*, can be patch sighting from a combat array in the squad.

Storm mode has the Fire Team attribute, so two to four Vorl can combine to shoot in *storm* mode at the same time. This means a squad of five Vorl would need to split into two fire teams or have one member shoot a different weapon (or not shoot).

Storm 2 (two Vorl shooting in *storm* mode) can be used to launch special munitions. If not using special munitions, *storm* mode is an OH shot with nebuliser shells having a number of hits depending on the numbers shooting, as follows:

- with *Storm 2* (two Vorl), damage is Blast D4+1;
- with *Storm 3* (three Vorl), damage is Blast D5+2; and
- with *Storm 4* (four Vorl), damage is Blast D6+3.

> *For example, a squad of five Vorl could allocate two to* Storm 2 *mode and three to* Storm 3 *mode. The first fire team could shoot special munitions and the second a blast D5+2. Both shots would have to be at the same target, however,*

S-Sling

The Vorl S-sling is a hand-weapon in the same way panhuman troopers would use a plasma pistol or mag pistol. It is similar in usage and effect to a panhuman's x-sling, but uses suspensor fields to launch its micro-grenades rather than x-fields.

S-Slings can be used to launch slingnet by those Vorl issued with such munitions, but is normally used to throw, or launch, nebuliser shells.

VEHICLE WEAPONS

It is believed the Vorl combat skimmers used by the Technician class cephalites have a up to three plasma projectors, allowing it to switch between *Coalesce 3* and *Diffuse* (with 3 shots @ SV2). However, few Vorl vehicles have been captured as all have pheremonal and DNA-coupled fail-safes that cause the vehicle to disintegrate if drivers or handlers not from its manufacturing Ordo attempt to use or alter the vehicle's capabilities. Luckily, a fair number of coupled-together suspensor platforms have been discovered at combat sites, seeming to suggest that Vorl use couple suspensor platforms with additional hyperlight boosters and kinetic dampeners as combat vehicles.

ARMOUR

Though a little larger than a standard panhuman and largely covered by an exoskeleton, the Vorl symbiosis can be somewhat fragile. As a result, Vorl have put a lot of effort into armour field development.

Synthesis Armour

At its core, synthesis armour is a type of reflex shielding that extends around the individual wearing it. The Vorl implementation extends the basic reflex shielding such that it can be enhanced through a meld with others nearby. It uses the individual power plants to merge the shield of each to provide an overlapping zone of protection that does not overly burden any single trooper.

Synthesis armour grants a +1 bonus to Res stat to a model wearing synthesis armour for every model in the unit who has synthesis armour, up to a maximum bonus of +4 (for four Vorl). It can be suppressed by enemy Scrambler munitions.

As the armour bonus can vary, the Res given in brackets in the unit stats blocks is the default Res for the unit given the numbers in the base unit. So a four-strong unit will show a Res of 5(9) whilst a two-strong unit Res 5(7): increases in squad numbers will change the latter by +1 for each Vorl added (up to +4 bonus), but not the former.

Mist Armour

This is given to Vorl in Mist Hunter units to allow them to act as infiltration specialists or scouts. It is identical to synthesis armour with the addition of a camo-field projector. This acts the same as a camo-buddy except that it is centred on the Vorl model wearing the mist armour and not on a separate buddy drone model.

Kinetic Dampeners

A kinetic dampener effectively acts as a weak batter field. The dampener has some drawbacks, not least of which is a tendency to overload when hit by high-powered weapons. Experiments to extend the dampeners to individual troopers or to remove the risks of overload have apparently met with little success or severe distress to the squad using the dampener.

A unit with one or more kinetic dampeners can generate a **single** kinetic dampener shield. The shield is represented by a **batter shield** template, no part of which can be more than 5" from the Vorl in the squad who is carrying a kinetic dampener and projecting the dampener field. The field can be shifted, raised or shut down when the unit is given any order or reacts, even when forced Down by failed Command Tests or effect dice. Direct fire shots through any number of kinetic dampener fields suffer a total Acc penalty of -1 (in a similar fashion to batter shields).

When a model equipped with an active kinetic dampener is hit and falls casualty, the dampener collapses in an impressive display of pyrotechnics. Whilst this increases the visibility of the unit for scenarios that rely on poor visibility, there is no other effect.

Kinetic dampeners are affected by enemy Scrambler munitions as if a batter-buddy.

SPECIAL MUNITIONS/GRENADES

Vorl technology may be based on Gatebuilder artefacts, but their focus is more on disabling or manipulating enemy rather that other effects. The Vorl have access to the following special munitions as standard for their pulsers, all of which must be fired in the pulser's *Storm* mode:

- Grip
- Vorl Suspensor Net (1D4+1 pins)
- Scrambler
- Scoot

In addition to firing nebuliser shells, Vorl S-Slings and the S-Slings given to Askar can use:

- Slingnet (+1 pin up to max 4, OH or direct fire)

Vorl Suspensor Net

Vorl make great use of suspensor technology so it comes as no surprise that the suspensor net munitions fired from their pulsers in *Storm* mode inflict up to **1D4+1** total pins on a target. Vorl suspensor net is otherwise identical to other suspensor net munitions.

Nebuliser Shells

These are a type of grenade that can also be launched from Vorl pulsers or S-Slings. The shells combine a wide-area fractal blast with a delayed release biocide that dissolves non-Vorl vegetation.

The shells normally have a strike value of one (SV1) but are Breaching SV3, like Fractal Charges, and are also Hazardous HtH. Those caught in the explosion are treated as being attacked with a Blast effect weapon. As Grenades, the shells may be placed as mines and inherit the Compound SV special rule as normal for grenades.

> **Advanced Option only:**
>
> As an option, if the target falls casualty or suffers a Wound then players may like to have any vegetation within 1.5" of that target destroyed (use the blast template). This can lead to complex patterns and templates or markers can be useful.
>
> Use of this option should be agreed between the players at the start of a game.

EQUIPMENT

Vorl do not use drones, preferring real people (or Vorl) instead. They have the equivalent to hound and targeter probes in the form of cephalites in suspensor cradles or living creatures whose brains have been partially replaced with control circuitry – much like the Boromites and their lavan species.

Askar in Vorl service are completely integrated with the Vorl combat shard so may patch to, or have their spotters patched from, Vorl combat arrays and may also use Vorl lifeseeker probes.

Combat Array

Vorl have combat arrays that give them a connection to the Ordo's command, control, intelligence and predictive systems. Such technology acts as a spotter buddy for the unit: if one or more Vorl in the unit have a combat array and have LoS to the target, one model shooting at that target may reroll one missed shot.

A Vorl combat array also provides all the functionality of a spotter buddy, including OH patch sighting to/from another combat array or lifeseeker within 20". Like spotter buddies, patch sighted shots cannot be rerolled!

Like other technology, combat arrays can be suppressed by enemy Scrambler munitions.

PROBES

Lifeseeker Probes

Whilst these are physically manifested in a number of ways depending on the Ordo, all lifeseekers operate in the same way. Some lifeseekers are cephalites technicians in suspensor cradles equipped with am upgraded sensor array, whilst other lifeseekers are built from insect-like creatures that have parts of their brain replaced with, or enhanced by, an artificial neural net with additional sensors.

A lifeseeker probe can operate as a scout probe with regard to direct or overhead patch sighting. The patch can be to any Vorl with a combat array or to an Askar spotter buddy within 20".

If **not** used for patch sighting, a lifeseeker gives a +1 bonus for all shots from friendly units against enemy within 5" of the lifeseeker that consists of, or which contains or carries, one or more **living** beings. This bonus cannot be used in conjunction with any other probe bonus but it does stack per lifeseeker as for targeters: up to +3 for direct fire; +1 for overhead fire.

ARMY OPTIONS

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

- Block! – 1pt.
- Countershard+2 – 2 of for 1pt.
- Get Up – 2pts.
- Pull Yourself Together – 1pt.
- Superior Shard – 2pts.
- Well Prepared – 1pt.

In addition Vorl have access to their own Army Option:

- Strength in Numbers – 1pt, max 2×FL, first free.

Strength in Numbers

Cost: 1 pt, first free

Maximum: 2×FL

Together, the Vorl feel strong and confident. When making an **Order** Test, a Vorl infantry squad that has not yet taken any casualties automatically succeeds on a roll of 1-9 regardless of the value that would otherwise be tested against. A roll of a 10 is still a fail, as normal. As soon as a squad suffers any casualties, it cannot use this army option.

Use once and discard.

VORL CORE SELECTOR

Refer to the *Playing the Game* supplement for details of core selections.

At present, only the Leading Claw formation (Claw) is provided, reflecting the composition of Vorl advance scouting groups seen in the Aan Shard and elsewhere. When vehicles and combat skimmers become available, further selectors will become available.

> **A quick note on Vorl unit sizes**
>
> The unit sizes here should be seen as the absolute minimum the Vorl are likely to field. However, given their capability increases with more Vorl, we have to point out that experience shows the Vorl are much more effective with at least one more Vorl in each squad and a full-sized squad can be highly effective. As ever, we leave the choice between tactical flexibility (more order dice) and increased capability (more Vorl) to the player.

LEADING CLAW CORE UNITS

All Claw forces must have a number of squad equal to the Force Level plus one (FL+1) from: **Command Hearth**, **Fire Warrior Hearth** or **Storm Warrior Hearth**. This is in addition to any other selection limitations.

> **A note on Vorl costs**
>
> The Vorl weaponry breaks the normal usage usage of weapons in Antares so has become extraordinarily difficult to cost in terms of points. We have had to make a judgement call BUT if play suggests a revision, then feedback is welcomed.

VORL UNIT DEFINITIONS

All armour is shown with the number of Vorl in the base squad: synthesis armour still increases up to its maximum if additional Vorl are introduced into the squad.

Command Hearth (Infantry Command, 12pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Nest-Mother with plasma projector, nebuliser shells, S-sling with slingnet, Vorl combat array, kinetic dampener; synthesis armour	5	4	6	6	5(8)	7	9	Command, Follow, Hero, Tough, Wound
0 × War-Chief with plasma projector, nebuliser shells, S-sling with slingnet, Vorl combat array; synthesis armour	5	4	6	6	5(8)	8	10	Command, Follow, Hero, Tough 2, Wound, Unique
2 x Fire Warrior Bodyguard with plasma projector, S-sling, nebuliser shells; synthesis armour	5	4	6	6	5(8)	5	8	Loyal Bodyguard

Upgrade Options:
- 0–2 Bodyguard @ 3pts each
- Give any Bodyguard a combat array and kinetic dampener @ +1pt each
- Upgrade Nest-Mother to War-Chief in one squad @ +1pts

Selection Restrictions –   **Claw:**   0–½×FL

Fire Warrior Hearth (Infantry, 10pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Hearth-Mother with plasma projector, S-sling with slingnet, nebuliser shells, Vorl combat array and kinetic dampener; synthesis armour	5	4	5	6	5(9)	5	8	–
3 x Fire Warriors with plasma projector, S-sling, nebuliser shells; synthesis armour	5	4	5	6	5(9)	5	8	–

Upgrade Options:
- 0–2 Fire Warriors @ 2pts each
- Give one Fire Warrior a combat array and kinetic dampener @ +1pt

Selection Restrictions –   **Claw:**   Any

Storm Warrior Hearth (Infantry, 10pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Hearth-Mother with pulser; S-sling with slingnet; nebuliser shells; Vorl combat array and kinetic dampener, synthesis armour	5	4	5	6	5(8)	5	8	–
2 × Storm Warriors with pulser; S-sling; nebuliser shells; synthesis armour	5	4	5	6	5(8)	5	8	–
Special munitions for squad: grip, scoot, scrambler, suspensor net								

Upgrade Options:
- 0–3 Storm Warriors @ 2pts each
- Give any Storm Warrior a combat array and kinetic dampener @ +1pt

Selection Restrictions –   **Claw:**   Any

Mist Hunter Hearth (Infantry, 7pts)

Mist Hunters are the elite warriors of Vorl society and are given additional field training in scouting and concealment but are also given camo-field projectors in their mist armour.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Mist Hunter with plasma projector, S-sling, nebuliser shells, Vorl combat array and kinetic dampener; mist armour	5	4	5	6	5(7)	6	8	Infiltrator
1 × Mist Warrior with plasma projector; S-sling, nebuliser shells; synthesis armour	5	4	5	6	5(7)	6	8	Infiltrator

Upgrade Options:
• 0–2 Mist Warriors @ 2pts
• Upgrade any Mist Warrior to Mist Hunter @ 1pt each

Selection Restrictions –   **Claw:**   0–FL+1

VORL DRONES/PROBES

The Vorl find the ranks of artificial probes and buddy drones in panhuman armies offensive to their sensibility – and only just tolerate buddy drones amongst their askar. Their own probes are creatures with implanted or carefully tailored neural systems.

Lifeseeker Probe Shard (Probe, 5pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
4 × Lifeseeker probes	10	–	–	–	5	–	–	Probe, Small

Upgrade Options:
• 0–2×FL Lifeseeker probes @ 1pt each

Unit/Force Restrictions –   **Claw:**   0–1   *Unique*

Hound Probe Shard (Probe, 4pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
4 × Hound probes	10	–	–	–	5	–	–	Probe , Small

Upgrade Options:
• 0–2×FL Hound probes @ 1pt per 2 probes

Unit/Force Restrictions –   **Claw:**   0–1   *Unique*

ASKAR UNITS

Askar Protector-Warrior Command (Infantry Command, 13pts)

As fantastic fighters as they are, the Askar sometimes struggle with imaging and responding to situations that they cannot foresee. Whilst their more experienced warriors have overcome this reticence to some degree, they are still better at position action rather than reacting to events on the battlefield.

Unit Complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Askar Protector-Commander with compression carbine, S-sling with slingnet, mag pistol, nebuliser shells, maglash; reflex armour	6	7	5	6	6(7)	7	9	Command, Follow, Tough 3
2 x Askar Protector-Warriors with compression carbine, mag pistol, nebuliser shells, maglash; reflex armour	6	7	5	6	6(7)	5	7	–
1 × Spotter Buddy	–	–	–	–	–	–	–	–
1 × Medi-Buddy	–	–	–	–	–	–	–	(Askar species only)

Upgrade Options:
• 0–2 Protector-Warriors @2pts each
• Replace all Mag Pistols with Plasma Pistols @1pt

Selection Restrictions   **Claw:**   0–FL

An Askar Protector-Warrior Command unit must be taken if 3 or more Askar Infantry squads are taken

Askar Protector-Warrior Squad (Infantry, 11pts)

Unit Complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Askar Protector-Leader with compression carbine, S-sling with slingnet, nebuliser shells, mag pistol, maglash; reflex armour	6	7	5	6	6(7)	5	8	Tough
3 x Askar Protector-Warriors with compression carbine, mag pistol, nebuliser shells, maglash; reflex armour	6	7	5	6	6(7)	5	7	–
1×Spotter Buddy	–	–	–	–	–	–	–	–

Upgrade Options:

• 0–3 Protector-Warriors @2pts each

• Upgrade all Mag Pistols to Plasma Pistols @1pt

Selection Restrictions: **Claw:** 0–2×FL

An Askar Protector-Warrior Command unit must be taken if 3 or more Askar Infantry squads are taken

VORL UNIT SELECTOR SUMMARY

• In a **Leading Claw** force, there must be at least **1+FL** squads from **Command Hearth, Fire Warrior Hearth** or **Storm Warrior Hearth,** in addition to any other selection limitations (indicated by [Core]).

Unit/Squad	Base Points	Unique/ Ltd.Ch.	Min. FL	Claw
Command Hearth	12	N	1	1–½×FL [Core]
Fire Warrior Hearth	10	N	1	Any [Core]
Storm Warrior Hearth	10	N	1	Any [Core]
Mist Hunter Hearth	7	N	1	0–FL+1
Hound Probe Shard (4 of)	4	Unique,N	1	0–1
Lifeseeker Probe Shard (4 of)	5	Unique,N	1	0–1
Askar Protector-Warrior Command*	13	N	1	0–FL
Askar Protector-Warrior	11	N	1	0–2×FL

* An Askar command squad must be taken if 3 or more Askar Protector-Warrior squads are taken.

VORL ARMY OPTIONS

Army Option	Points Cost	Maximum Number	Summary
Block	1	2×FL	Return drawn Order dice to bag.
Countershard+2	2 for 1	2×FL	Counter opponent's IMTel dice @ +3 bonus.
Get Up!	2	FL	Succeed Recovery Test on 1-9.
Pull Yourself Together	1	FL (1/turn)	Remove 1 pin from unit.
Strength in Numbers	1 (First free)	2×FL	A Vorl infantry squad with no casualties automatically succeeds at an Order Test on a roll of 1-9. A 10 is still a fail.
Superior Shard	2	1 (1/turn)	Remove one enemy order dice for a turn.
Well Prepared	1	2×FL	Add +2 to any single Re-roll.

VORL WEAPONS IN USE

Vorl Weapons

Standard Weapon	Mode	— Range — Effv	Long	Extr	Shots	Attacks	Special
Hand-to-hand	*Torsite*	–	–	–	–	1/Vo@Spec	Spec: SV0 or nebuliser shells or weapon
	Torsite & Cephalite	–	–	–	–	2/Vo@Spec	Unwieldy (-1 Str); Spec: SV0 or nebuliser shells
Plasma Projector	*Diffuse*	20	30	50	1/Vo@SV2	–	(One shot per Vorl shooting)
	Coalesce (all)	30	50	80	1@SV2/Vo	–	Fire Team, Choose Target, Max. 4 Vorl
	Coalesce 2	30	50	80	1@SV4	–	Fire Team, Choose Target
	Coalesce 3	30	50	80	1@SV6	–	Fire Team, Choose Target
	Coalesce 4	30	50	80	1@SV8	–	Fire Team, Choose Target
Pulser	*Stream*	20	30	–	2/Vo@SV1	–	Blast, No Cover, Compound SV, RF (two shots per Vorl)
	Storm (all)	(10)30	50	80	1@SV1	–	Fire Team (one shot per fire team), OH
	Storm 2	(10)30	50	80	1@SV1	–	OH, Fire Team; EITHER Blast D4+1, No Cover, Compound SV, Breaching SV3 OR Special Munitions
	Storm 3	(10)30	50	80	1@SV1	–	OH, Fire Team, Blast D5+2, No Cover, Compound SV, Breaching SV3
	Storm 4	(10)30	50	80	1@SV1	–	OH, Fire Team, Blast D6+3, No Cover, Compound SV, Breaching SV3
Vorl S-Sling	*Direct*	10	20	–	Spec	Spec	1/Vo; Inaccurate, Unwieldy; Spec: As nebuliser shell OR slingnet
	Overhead	(5)10	20	–	Spec	–	1/Vo; OH; Spec: As nebuliser shell OR slingnet

Grenade	Effv	Long	Ext	Shots	Attacks	Special
Nebuliser Shell	5	–	–	1/Vo@SV1	1/Vo@SV1	Grenade (Compound SV, mines), Blast, No Cover, Breaching SV3, Hazardous HtH

ASKAR WEAPONS IN USE

Askar weapons are panhuman in origin so use the normal representation method for their stats.

Standard Weapon	Mode	— Range — Effv	Long	Extr	Shots	Attacks	Special
Compression Carbine		10	30	50	1×SV3/2/1	–	No Cover
Maglash		10	–	–	1×SV1	2×SV1	–
Mag Pistol		10	20	30	1×SV1	1×SV1	–
Plasma Pistol		10	20	30	1×SV2	1×SV2	–

Special Munitions	Summary of effect
Grip	Turn-to-turn; 3" radius; units within, or moving into, the effect take Ag test: on **success**, move is halved; on **failure**, the unit cannot move
Scrambler	Turn-to-turn; 3" radius; Nullifies armour fields, buddies, probes; -2 armour on drones, vehicles, humongous beasts
Scoot	Turn-to-turn; 3" radius; Living creatures & Scramble Proof units starting within area can only use or react with Run or Down orders
Slingnet	+1 extra pin
Suspensor Net	Instant; Blast template; Raises pins to 1D4+1 (pulser), divided equally amongst units hit – halve pins on targets that force rerolls of hits

VORL SPECIAL RULES QUICK REFERENCE

Ace [n]	n defaults to 1. Add +/- 'n' to Damage Chart results after attacker's modifications.
Blast [Dx+y]	Hit has Blast effect. Dx+y specifies a dice to roll and bonus to roll for actual number of hits on successful shot or strike.
Breaching [SVx [+y]]	Weapon ignores a structure's damage threshold; if stated, inflicts damage x against structures, increasing by y or 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.
Command [n"]	n" defaults to 10". Friendly units within n" can use model's Co stat for Co-based tests.
Compound SV	After all hits have been allocated, merge all hits into one with an SV of the total SV from all those hits.
Cumbersome	Suffers an additional pin on failing Agility tests.
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.
Hero [n"]	n" defaults to 10". Friendly units within n" can use model's Init stat for Init-based tests.
Inaccurate	Weapon suffers -1 on Acc tests when shooting in specified mode.
Infiltrator	Make single Run move and/or place mines in own half of table (if any) before start of game (no closer than 10" to enemy)
Large/Extra-Large	+1 to opponent's Acc (note all models may draw LoS over smaller units).
Lifeseeker	Direct and OH patch sighting as for targeters, otherwise +1/Lifeseeker on shots vs living enemy within 10" up to maximum +3 (direct fire) or +1 (overhead).
Loyal Bodyguard	Model with Command or Follow in same unit can reallocate hits or Ag saves before Lucky Hits are allocated.
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 does not count as shooting in RF mode.
PBS	Support or Heavy weapon can shoot in PBS.
Reflex Armour	+1 Res
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). Probes are Small.
Suspensored	No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures, deep water, stream obstacles, and similar.
Synthesis Armour	+1 Res/Vo in squad with synthesis armour
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	Attack from weapon/mode suffers -1 on Str tests.
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.