

ANTARES 2 ARMY LIST

PANHUMAN CONCORD

V2.011 P

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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 suspended 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 Command, 15pts)

Concord NuHu have the equivalent of an HL Booster over hyperlight armour from their nano-buddy symbiote

Unit complement	M	Ag	Acc	Str	Res	Init	Co	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 Galeymous 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, 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 Galeymous @ 1pt
- Upgrade one NuHu Mandarin in a force to NuHu Mandarin-General @ 2pts

Unit/Force Restrictions – All: 0–FL

Strike Command (Infantry Command, 12pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Strike Commander with plasma carbine, x-sling with slingnet, plasma grenades; hyperlight armour	5	5	6	5	5(7)	8	9	Command, Follow, Tough 2
0 × Commander Josen, Aan Four with plasma carbine, x-sling with slingnet, grenade bandolier; hyperlight armour, Integrated HL Booster	5	5	6	5	5(7)	9	9	Command, Follow, Hero 15", Tough 2, Unique Wound
0 × Strike Marshal with plasma carbine, x-sling with slingnet; plasma grenades; hyperlight armour	5	5	6	5	5(7)	9	10	Command, Follow, Hero, Tough 2, Unique, Wound
0 × Kamrana Josen, CiC XEF with plasma pistol, x-sling with slingnet; plasma grenades; hyperlight armour	5	5	6	5	5(7)	9	10	Army Options(Well Prepared×2, Get Up×2, IMTel Boost), Command, Follow, Hero 15", 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:								
<ul style="list-style-type: none"> • 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 <i>Limited Choice</i>								

Drone Commander (Drone Command, 15pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × C3 Drone Commander with tool appendages, x-sling + slingnet, plasma grenades, twin plasma carbines	6	7	6	5	11	8	9	Ace, Assault, Command, Follow, Self-Repair, Suspensored, Transport Space 3
1 × Spotter buddy	–	–	–	–	–	–	–	–
2 × Gun buddy with plasma carbine	–	–	(6)	–	–	–	–	–
1 × Batter buddy	–	–	–	–	–	–	–	–
Upgrade Options:								
<ul style="list-style-type: none"> • 0–1 additional batter buddy @ 2pts 								
Unit/Force Restrictions – All: 0–1 <i>Limited Choice</i>								

Strike Squad (PanHuman Infantry, 10pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Strike Leader with plasma carbine, x-sling with slingnet, plasma grenades; hyperlight armour	5	5	5	5	5(7)	7	8	Tough
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:								
<ul style="list-style-type: none"> • 0–3 Strike Troopers @ 2 pts each 								
Unit/Force Restrictions – Strike: FL+ Drop: 0–FL								

Strike Support Team (PanHuman Weapon Team, 8pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
0 × Strike Crew Leader with plasma pistol; hyperlight armour	5	5	5	5	5(7)	7	8	Tough
2 × Strike Crew with plasma pistol; hyperlight armour	5	5	5	5	5(7)	7	8	–
1 × Spotter buddy	–	–	–	–	–	–	–	–
1 × Batter buddy	–	–	–	–	–	–	–	–
1 × Plasma Cannon	5	–	–	–	11	–	–	–
Upgrade Options:								
<ul style="list-style-type: none"> • 0–1 Strike Crew Leader @ 2pts • 0–1 additional spotter buddy @ 1pt • Replace plasma cannon with x-launcher and special munitions arc, blur, grip, scoot, scrambler, suspensor net @ 2 pts 								
Unit/Force Restrictions – Strike: 0–FL Drop: 0–½×FL								

Krasz Assault Squad (PanHuman Infantry, 14pts)								
Core Strike Squads can be upgraded to Krasz Assault Squads providing 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 carbine, x-sling with slingnet, plasma grenades; hyperlight armour	5	5	5	7	6(8)	6	8	Tough 2, Savage Strike
3 × Krasz Troopers with Krasz assault carbine, plasma grenades; hyperlight armour	5	5	5	7	6(8)	6	8	Savage Strike
1 × Krasz Lancer with Krasz assault lance, plasma grenades; hyperlight armour	5	5	5	7	6(8)	6	8	Savage Strike
1 × Spotter buddy	–	–	–	–	–	–	–	–
Upgrade Options:								
<ul style="list-style-type: none"> • 0–3 Krasz Troopers @ 2pts each • Give all members of unit fractal charges @ 1pt in total 								
Unit/Force Restrictions – All: 0–1 per Strike Squad in any force type								

RAPID STRIKE (DROP) INFANTRY AND SKIMMERS

Drop Command (Infantry Command, 14pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Drop Commander with plasma carbine and underslung x-sling with slingnet, plasma grenades; hyperlight armour with S-Chute	7	5(6)	6	6	5(7)	8	9	Command, Follow, Suspensored, Tough 2
2 × Drop Escort with plasma carbine and underslung x-sling, plasma grenades; hyperlight armour with S-Chute	7	5(6)	6	6	5(7)	7	8	Suspensored
1 × Spotter buddy	–	–	–	–	–	–	–	–
1 × Medi-buddy	–	–	–	–	–	–	–	–
Upgrade Options:								
<ul style="list-style-type: none"> • 0–2 Drop Escort @ 2pts each • Give all members of unit fractal charges @ 1pt in total 								
Unit/Force Restrictions – Strike: 0–1 Drop: 0–FL Limited Choice								

Drop Squad (PanHuman Infantry, 14pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Drop Leader with plasma carbine and underslung x-sling with slingnet, 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, plasma grenades; hyperlight armour with S-Chute	7	5(6)	5	6	5(7)	7	8	Suspensored
2 × Drop Lancers with plasma lance, plasma grenades; hyperlight armour with S-Chute	7	5(6)	5	6	5(7)	7	8	Suspensored
1 × Spotter buddy	-	-	-	-	-	-	-	
Upgrade Options:								
<ul style="list-style-type: none"> • 0–3 Drop Troopers @ 2pts each • Replace any Drop Lancer’s plasma lance with plasma carbine with x-sling @ Free • Give all members of unit fractal charges @ 1pt in total 								
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 (PanHuman Mounted Command, 15pts)

Dismounts as Strike Command or Strike Support Team with Command sub-type.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Interceptor Commander with plasma carbine; hyperlight armour on ST500 Interceptor	10	5	5	5	5(8)	7	9	Command, Follow, Tough 2
2 × Interceptor Troopers with plasma carbine; hyperlight armour on ST500 Interceptor	10	5	5	5	5(8)	7	8	-
1 × Compactor buddy	-	-	-	-	-	-	-	
Upgrade Options:								
<ul style="list-style-type: none"> • 0–1 Interceptor Trooper @ 3pts • Replace any squad member’s plasma carbine with plasma pistol @ Free • Add spotter buddy and compacted plasma cannon @ 1pt • Replace twin plasma carbines with plasma lance on any or all ST500s @ Free 								
Unit/Force Restrictions – All: 0–1 Limited Choice								

Interceptor Squad (PanHuman Mount, 13pts)								
Dismounts as Strike Squad or Strike Support Team								
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:								
<ul style="list-style-type: none"> • 0–1 Interceptor Trooper @ 3pts • Replace any squad member's plasma carbine with plasma pistol @ Free • Add spotter buddy and compacted plasma cannon @ 1pt • Replace twin plasma carbines with plasma lance on any or all ST500s @ Free 								
Unit/Force Restrictions – Strike: 0–FL Drop: 0–1/Drop Squad								

WEAPON, TRANSPORT AND COMBAT DRONES

C3D1 Squad Support Drone (Drone, 7pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × D1 Squad Support Drone with plasma light support	6	7	6	–	8	8	8	Self-Repair, Suspensored, Transport Space 2
Upgrade Options:								
<ul style="list-style-type: none"> • 0–1 spotter buddy @ 1pt • 0–1 batter buddy @ 2pts 								
Unit/Force Restrictions – All: 0–1 per Infantry unit or Drone Commander unit								

C3D2 Medium Drone (Drone, 10pts)								
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:								
<ul style="list-style-type: none"> • 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 								
Unit/Force Restrictions – All: 0–2×FL								

Strike Heavy Weapons Team (PanHuman Weapon Team, 10pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
0 × Strike Crew Leader with plasma pistol; 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	–	–	–
Upgrade Options:								
<ul style="list-style-type: none"> • 0–1 additional spotter buddy @ 1pt • 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 <i>Minimum FL 2+</i>								

C3T7 Transport Drone (Vehicle, 18pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × C3T7L Transport drone with plasma light support	5	5	6	–	11	7	7	Large, Self-Repair, MOD2, Suspended, Transport 10
0 × C3T7H Transport drone with plasma light support	5	5	6	–	13	8	8	Large, Self-Repair, MOD2, Suspended, Transport 10
1 × Spotter buddy	–	–	–	–	–	–	–	–
1 × Batter buddy	–	–	–	–	–	–	–	–

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.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × M4 Pulsar Combat Drone with plasma light support and plasma cannon	5	5	6	–	13	8	8	Large, MOD2, Self-Repair, Suspended
0 × Obsolete M407 Assault Drone with plasma light support and 2×twin plasma carbine turrets	5	5	5	–	12	7	8	Large, MOD2, Self-Repair, Suspended
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 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, Suspended
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	Co	Special
1 × D1/GP drone with subverter matrix module* and breaching kit	6	7	–	–	8	8	8	Self-Repair, Suspensored, Transport Space 2
1 × Batter Buddy	–	–	–	–	–	–	–	–
* The subverter matrix counts as a weapon for damage table purposes								
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	Co	Special
4 × Scout probes	10	–	–	–	5	–	–	Probe
Upgrade Options:								
• 0–FL×2 Scout probes @ 1pt each								
Unit/Force Restrictions –	All:		0–1 <i>Unique</i>					

Targeter Probe Shard (Probe, 5pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
4 × Targeter probes	10	–	–	–	5	–	–	Probe
Upgrade Options:								
• 0–FL Targeter probes @ 1pt each								
Unit/Force Restrictions –	All:		0–1 <i>Unique</i>					

Medi-Probe Shard (Probe, 6pts)

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 <i>Unique</i>					

Hound Probe Shard (Probe, 5pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
4 × Hound probes	10	–	–	–	5	–	–	Probe
Upgrade Options:								
• 0–FL×2 Hound probes @ 1pt each								
Unit/Force Restrictions –	All:		0–1 <i>Unique</i>					

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).

Unit/Squad	Base Points	Limited Choice	Min. FL	Strike Force	Drop Force
NuHu Mandarin	15	N	1	0-FL	0-FL
Drone Commander	15	Y	1	0-1	0-1
Strike Command	12	Y	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	Y	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 or Drone Commander ^{CS}	
C3D2 Medium Drone	10	N	1	0-2×FL	0-2×FL ^{CD}
Interceptor Command	15	Y	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	<i>T7L</i> 18	N	1	0-1/Infantry unit	0-1/Infantry unit
<i>T7H Upgrade</i>	+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

Army Option	Points Cost	Maximum Number	Summary
Block	1	2×FL	Return drawn Order dice to bag
Countershards+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

		— Range —					
Standard Weapon	Mode	Effv	Long	Ext	Shots	Attacks	Special
Krasz Assault Carbine	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		– HtH Only –			–	2×SV1	–
X-Sling	Direct	10	20	–	Spec	Spec	Inaccurate; Spec: As grenade OR Slingnet
	Overhead	(5)10	20	–	Spec	–	OH; Spec: As grenade
		----- Range -----					
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	–	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	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
		----- Range -----					
Heavy Weapon		Effv	Long	Ext	Shots	Attacks	Special (all Heavy, Crew 3, Res 13 unless stated)
Compression Bombard		30	80	150	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
		----- Range -----					
Grenade		Effv	Long	Ext	Shots	Attacks	Special
Plasma Grenade		5	–	–	1×SV1	1×SV1	Compound SV
Fractal Charge		5	–	–	1×SV3	1×SV3	Breaching, Hazardous HtH, Compound SV
Josen's Grenade Bandoleer		5	–	–	–	5×SV1	Compound SV, Hazardous HtH
Special Munitions	Summary of effect						
Arc	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						
Grip	Turn-to-turn; 3" radius; Units within or moving within must take an Ag test and on failure, halt						
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						
Suspensor Net	Instant; Blast template; 3" radius; Raises pins to 1D3+1 (Support weapons) or 1D5+1 (heavy weapons), divided equally amongst units hit – halve pins on targets that force rerolls of hits						

CONCORD SPECIAL RULES QUICK REFERENCE

Ace [<i>n</i>]	<i>n</i> defaults to 1. Add +/- ' <i>n</i> ' to Damage Chart results after attacker's modifications.
Agile [(<i><weapon></i>)]	Use Ag instead of Str in HtH; if <i><weapon></i> is stated, only when using that weapon.
Army Option(<i><option></i>)	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 <i>Dn</i>	Roll the dice specified to determine to number of hits on a successful attack (shot or strike).
Breaching [SVx [<i>+y</i>]]	Weapon ignores a structure's damage threshold; if stated, inflicts damage <i>x</i> against structures, increasing by <i>y</i> 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 [<i>n</i> "]	<i>n</i> " defaults to 10". Friendly units within <i>n</i> " can use model's 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.
Critical Fade	As for Fade but the model also receives a pin for each Acc test fail of a 10.
Cumbersome	Suffers an additional pin on failing command tests.
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 rerolled.
Follow [<i>n</i> "]	<i>n</i> " defaults to 5". Can instruct friendly unit in <i>n</i> " 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	<i>Weapon</i> . Requires 3 crew; shoots only on Fire order with no bonus; Normally has: No PBS, Res 13, M4, Large.
Hero [<i>n</i> "]	<i>n</i> " defaults to 10". Friendly units within <i>n</i> " 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.
Hyperlight Armour	+1 Res vs shots 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-	Gain a Res reroll for each source of Medic or medi- rerolls in 5"; Humongous Beasts gain Ace 1.
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).
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.
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	<i>Weapon rule</i> . Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium.
Suspended	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 Galeyou 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 [<i>n</i>]	<i>n</i> defaults to 1. Model may reroll <i>n</i> failed Res saves.
Transport <i>n</i>	Can transport <i>n</i> medium-sized models.
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.
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 by a non-removable pin on the model's unit.