

# ANTARES 2 ARMY LIST

## ISORIAN SENATEX

V2.011 R

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### ISORIAN SENATEX RULES

The military forces of the Isorian Senatex use a mix of baseline panhumans and Tsan Ra (see *Antares 2: The Universe*). The Senatex is the most advanced panhuman civilisation on Antares so the IMTel well-being and optimisation routines naturally gravitate towards Isorian technology, and the following rules, technology and equipment are specific to the Senatex.

### ISORIAN SQUAD NAMES

Isorians refer to their squads in their own, Tsan-influenced language. Tsan communication has far more nuances and complexity than panhuman language through contextual pheromone undertones and limb positioning – which makes translations to or from their language somewhat vague and imprecise. The core to their language is seen in the unit names, though the language components are necessarily limited and IMTel assistance needed for a better translation.

For simplicity, we refer to units by both their Isorian and English names/descriptions.

### SENATEX SPECIAL RULES

#### Monitor (Shard Monitor)

Rather than focus on veteran leaders to lead a squad, the Isorian IMTel considers veterans to be the lucky survivors of previous conflicts rather than exceptionally skilled. Instead, the Isorian IMTel ensures greater survivability on the battlefield by embedding a shard monitor within each squad or team.

The shard monitor has enhanced medical and IMTel interfaces and receive sensory and health feeds from each member of the shard. The monitors are able to analyse and react quickly to dangers to the individual, prioritising the shard's medical intervention and confirming or optimising the medical attention given by their highly advanced phase armour. Monitors become so effective that they have been known to have an individual's phase armour react before an incoming strike so the effects of damage are avoided completely!

A unit containing one or more models with the Monitor special rules can re-roll a single failed **Res** test on a living member each time it is hit by shooting or struck in hand-to-hand. This includes the monitor and riders on pulse bikes.

Isorian-Tsan	Approximate English
Nar / Nra / N'ra	panhuman (an extension of 'ra' referring to the human species re-creation of itself).
Vanra	enhanced panhuman
Ra	reborn (Tsan Ra = reborn/humanised Tsan)
Vesh	intense heat/ roaring flame
Var / Va	command / superior
Mahr/Mahra/Mahran	impact/impacting (Mahran = surprising or sudden impact: see 'an, below)
Dash	supporting/assisting
Hasa	whispering, quiet, use of subterfuge
Han/ 'an	mounted or upon/sudden or surprising
Tak	fast
Takhanra	fast-mounted-panhuman

A Monitor re-roll stacks with Tough but not with re-rolls from medi-buddies or medi-probes. So an individual with Tough and Monitor who fails two Res rolls could elect to reroll one through their Tough ability and another through their Monitor ability.

### WEAPONS

Weapon stats are given overleaf.

#### Tsan Compressor Torus

The compressor torus is designed around the Tsan Ra's strength and physiology. It is based upon the same principal as hyper-compressed material technology but oscillates between the decompression and compression phases. The torus is sensitive to atmospheric compression as for other compression weapons, but enjoys the same advantages when it comes to crunching its way through cover.

#### Phase Rifle

Phase rifles are the ultimate merge of Tsan phaseshift and Isorian chronophasic technologies in weapon form. The phase rifle is a relatively large weapon with great range and the ability to fold time, enabling its symbiotic, sniper-operator to shoot multiple times at the same moment. In the hands of such geneered and implanted snipers, the weapon is deadly.

### Phaseshift Projector

The phaseshift projector is a specialised, field engineering weapon based on Tsan phaseshift technology. It temporarily phases out physical structures enabling similarly phased Isorian troopers to move through. It has not been able to be replicated outside an Isorian nanosphere.

### SPECIAL MUNITIONS

The Senatex 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

The Senatex uses the most advanced equipment available, much using variations of its Tsan-inspired, phasing technology.

#### Phaseshift (Phase) Armour

**Type:** Worn, full-body, sealed

Isorian phaseshift armour combines a hyperlight field with Isorian phase shifting technology. This de-synchronises the wearer's position in real-space, so isolating the target from harm, but it must then re-synchronise for the wearer to interact with the environment. In practice, the phase field is in constant flux, and to be most effective the wearer must expand the time phased out, reducing the overall amount of active time.

This technology is unique to the Isorians. The following rules apply to troops equipped with phaseshift armour:

- At ranges of 10" or less the armour adds +1 to the target's resist (Res) value. This includes all point blank shooting during assaults and all hand-to-hand fighting.
- At ranges of greater than 10" the armour adds +2 to the target's Res.
- A unit equipped with phase armour can make a Go Down reaction even if it already has an order dice – i.e. the unit can Go Down when shot at regardless of whether it is currently making an action or not. This is the player's choice in the same way as any other Go Down reaction. If the unit has an order dice already flip this over to down. If

the unit has no order this turn (or if it is a MOD unit with dice remaining) take an order dice from the dice bag and give the unit a down order.

Some mounted troops like Takhan Pulse Bikes 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 5(7) without a booster.

### Phaseshift Shields

**Type:** Vehicle Equipment Module

Whilst infantry and smaller machines can be equipped with the phaseshift shield implements the phase shifting technology to larger machines such as combat drones. The shielding enables a vehicle to de-synchronise its position in real-space isolating it from harm but rendering the machine itself temporarily inactive.

A phaseshift shield must be activated before the attacker rolls on the Damage Chart and has the following rules:

- The unit must have an order die in hand or must have an order die allocated to it that is not Down.
- Take an order die from the bag, or if there are no die in the bag the most current order die, and turn it to Down.
- The final calculated result on the damage table is improved by +2 after any adjustments made by the attacker (e.g. a result of 5 is increased to 7). This does not 'stack' with other modifiers, such as from Ace – only one adjustment of +2 can be made and the adjustment is fixed.
- The phaseshift lasts for the current bout of shooting only.

*For example, if a MOD2 Tograh transport has used both its order dice, one to Run and the most current to Advance, it can still respond to a successful hit with its phaseshift shield. The most recent order die (Advance) is turned to Down and it is able to add +2 to the final result on the damage chart. If it is then shot at and hit again, it must then turn its previous (Run) die to Down, but then cannot use its phaseshift shield again that turn as it has used all its order dice.*

Weapon	Mode	— Range —			Shots	Attacks	Special
		Effv	Long	Extr			
Compressor Torus		10	20	30	2×SV3/1/0	2×SV3	RF (shooting), No Cover
Phase rifle	Single-shot	20	30	100	1×SV2	–	No Cover, Symbiote
	Phased	20	30	50	D6×SV2	–	RF, Fire order only
Phaseshift Projector		20	30	50	2×SV3	–	RF, Phased Synchronisation, Breaching, Support, Res 11, M5, Crew 2

**Fire Order only.** The phased fire mode can only be used when making a Fire action and results in D6 shots, each of which should be resolved as normal and all are classed as rapid fire. Only the single-shot mode receives No Cover.

**Phased synchronisation:** When the projector hits a building, physical object or obstacle, not only does the target take damage but a single, friendly unit within 10" of the target that has phase armour can make an immediate, Advance or Run action to move straight through the location hit as if it were an open door (it helps if it is marked in some way): take an order dice from the bag, make an order test if needed, then move the synchronised unit. If any model in the synchronised unit ends its movement within solid material, the unit takes a pin for each model and the model is destroyed at the end of its action – this may trigger a Break Test!

## ARMY OPTIONS

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

- Block! - 1pt.
- Countershard+2 – 2 of for 1pt.
- Extra Shot - 2pts.
- Get Up - 1pts.
- IMTel Boost – 2pts.
- Marksman – 3pts.
- Pull Yourself Together - 2pts.
- Superior Shard - 2pts.
- Well Prepared – 1 pt.

## SENATEX CORE SELECTOR

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

There is only one, flexible, selector for the forces of the Isorian Senatex and this is the Phase selector. The overriding structural military doctrine of the Isorian IMTel emphasises speed and

flexibility – hence their lack of heavy armour and the wide range of options between panhumans, Tsan Ra and the ready availability of Takhan Dash pulse bikes.

In total, there must be at least **two plus the Force Level (2+FL)** infantry squads of the following types in a Phase force:

- Nar Var (PanHuman Command),
- Tsan Var (Tsan Command),
- Nar Vesh (PanHuman Phase),
- Tsan Vesh (Tsan Phase), and
- Tsan Mahra (Tsan Assault).

The mix of squads can be any of these three. Other, unit restrictions must still be followed, such as Limited Choice for the Command Squads.

*For example, at FL2 four (2+FL2) of these squads are required. This could be two PanHuman and two Tsan Phase Squads, or two Tsan Vesh and two Tsan Assault Squads, or even one of each Tsan and two PanHuman Phase Squads.*

## SENATEX UNIT DEFINITIONS

### NuHu Senatexis (NuHu Infantry Command, 18pts)

Isorian NuHu have the equivalent of an HL Booster over phase armour from their nano-buddy symbiote.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × NuHu Senatexis 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, Monitor, Tough, Wound
2 × Nar Vesh (PanHuman Phase) Escort with plasma carbine, plasma grenades; phase armour	5	5	6	5	5(7)	7	8	–
0 × Tsan Vesh (Tsan Ra Phase) with plasma duocarb, plasma grenades; phase armour	6	5	5	7	6(8)	6	8	–
1 × Spotter buddy	–	–	–	–	–	–	–	–
2 × Gun buddy with plasma carbine	–	–	(6)	–	–	–	–	–
1 × Batter buddy	–	–	–	–	–	–	–	–

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

#### Upgrade Options:

- 0–1 additional batter buddy @ 2pts
- 0–1 additional spotter buddy @ 1pt
- 0–1 additional Nar Vesh @ 2pts each
- Upgrade any/all Nar Vesh to Tsan Vesh @ 1pt each
- Make one NuHu a Veteran Senatexis with Wound 2, Unique and Co 10 @ 3pts

**Unit/Force Restrictions – Phase:** 0–½×FL

### Nar Var (PanHuman Command) Squad (Infantry Command, 10pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Senatex Commander with plasma carbine, x-sling with slingnet ammo; phase armour	5	5	6	5	5(7)	8	9	Command, Follow, Monitor
0 × Commander of Isor with plasma carbine or Plasma pistol; phase armour	5	5	6	5	5(7)	9	10	Command, Follow, Hero, Monitor, Tough, Unique, Wound
2 × Nar Vesh (PanHuman) Escort with plasma carbine, plasma grenades; phase armour	5	5	6	5	5(7)	7	8	–
1 × Spotter buddy	–	–	–	–	–	–	–	–

#### Upgrade Options:

- 0–2 Escort troopers @ 2pts each
- 0–1 Batter Buddy @ 2pts
- Upgrade one Senatex Commander to Commander of Isor @ +2pts

**Unit/Force Restrictions – Phase:** 0–½×FL

*Limited Choice*

**Tsan Var (Tsan Command) Squad (Infantry Command, 12pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Tsan Ra 64-Commander with plasma duocarb, x-sling and slingnet, Plasma grenades; phase armour	6	5	5	7	6(8)	6	9	Command, Follow, Monitor, Tough
0 × Tsan Ra 256-Commander with plasma duocarb, x-sling with slingnet, plasma grenades; phase armour	6	5	5	7	6(8)	8	9	Command, Hero, Follow, Monitor, Tough 2, Unique
2 × Tsan Vesh (Tsan Ra) Escort with plasma duocarb, plasma grenades; phase armour	6	5	5	7	6(8)	6	8	–
1 × Spotter buddy	–	–	–	–	–	–	–	–
<b>Upgrade Options:</b>								
• 0–2 Escort @ 3pts each								
• Upgrade one 64-Commander to 256-Commander @ +2pts								
<b>Unit/Force Restrictions – Phase:</b> 0–½×FL <i>Limited Choice</i>								

**Isorian Drone Commander (Drone Command, 15 pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Isorian Drone Commander with tool appendages, x-sling with slingnet and plasma grenades; twin plasma carbines	6	7	6	5	11	8	9	Ace, Assault, Command, Follow, Self-Repair, Suspensored, Phaseshift Shields, Transport Space 3
0 × <b>Drone Commander Xan Tu</b> with tool appendages, x-sling with slingnet and plasma grenades; twin plasma carbines	6	7	6	5	11	8	10	Ace 2, Assault, Command, Follow, Self-Repair, Suspensored, Phaseshift Shields, Transport Space 3, Unique
1 × Spotter buddy	–	–	–	–	–	–	–	–
1 × Batter buddy	–	–	–	–	–	–	–	–
2 × Gun buddy with plasma carbine	–	–	(6)	–	–	–	–	–
<b>Upgrade Options:</b>								
• 0–1 additional batter buddy @ 2pts								
• Replace Drone Commander with Drone Commander Xan Tu @ 2pts								
<b>Unit/Force Restrictions – Phase:</b> 0–1								

**Vanra Hasa (Phase Sniper) (Infantry, 8pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Vanra Hasa (Phase Sniper) with phase rifle symbiote, plasma pistol; phase armour	5	6	7	5	5(7)	8	8	Monitor, Sniper
1 × Spotter buddy	–	–	–	–	–	–	–	–
1 × Camo buddy	–	–	–	–	–	–	–	–
<b>Upgrade Options:</b>								
• 0–1 additional spotter buddy @ +1pt								
• 0–1 Batter Buddy @ 2pts								
<b>Unit/Force Restrictions – Phase:</b> 0–½×FL								

**Nar Vesh (PanHuman Phase) Squad (Infantry, 11pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Nar Vesh Phase Monitor with plasma carbine, x-sling with slingnet ammo, plasma grenades; phase armour	5	5	5	5	5(7)	7	8	Monitor
3 × Nar Vesh Phase Troopers with plasma carbine, plasma grenades; phase armour	5	5	5	5	5(7)	7	8	–
1 × Nar Veshmahr Lance Trooper with plasma lance, plasma grenades; phase armour	5	5	5	5	5(7)	7	8	–
1 × Spotter buddy	–	–	–	–	–	–	–	–
<b>Upgrade Options:</b>								
• 0–3 Nar Vesh Phase Troopers @ 2pts each								
• Replace Veshmahr Lance Trooper's plasma lance with a plasma rifle as a Veshva Sharpshooter @ Free								
<b>Unit/Force Restrictions – Phase:</b> 1+FL+ – jointly among Nar Vesh, Tsan Vesh and Tsan Mahra								

**A reminder on the plasma rifle**

The plasma rifle has the Choose Target and Exploit special rules. Choose Target allows the sharpshooter to fire at a different target than the rest of the squad, Exploit allows any hit from the rifle to be allocated to an enemy buddy drone whether or not a Lucky Hit is scored. The hit itself is not normally a Lucky Hit (unless a one is rolled, of course!), so must otherwise undergo any rerolls as normal. If not allocated to a buddy drone, a hit from the plasma rifle is allocated according to the normal rules for hit allocation.

**Tsan Vesh (Tsan Ra Phase) Squad (Infantry, 13pts)**

**Note on Tsan squad sizes:** Tsan Ra squads operate on the Tsan's base8 preference. Tactically, and on the table, four Tsan Ra have been found to be significantly more effective than three, hence these squad sizes despite the default box sizes. Players without suitable models may reduce the number of Tsan Vesh by one and the points cost to 10pts.

**Unit complement**

	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Tsan Vesh Monitor with plasma duocarb, x-sling with slingnet ammo, plasma grenades; phase armour	6	5	5	7	6(8)	6	8	Monitor
3 × Tsan Vesh Troopers with plasma duocarb, plasma grenades; phase armour	6	5	5	7	6(8)	6	8	–
1 × Spotter buddy	–	–	–	–	–	–	–	–

**Upgrade Options:**

- 0–1 Tsan Vesh Trooper @ 3pts

**Unit/Force Restrictions – Phase:** 1+FL+ – jointly among Nar Vesh, Tsan Vesh and Tsan Mahra

**Tsan Mahra (Tsan Ra Assault) Squad (Infantry, 13pts)**

Players without suitable models may reduce the number of Tsan Mahra by one and the points cost to 10pts.

**Unit complement**

	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Tsan Mahra Monitor with compressor torus, x-sling with slingnet ammo; phase armour	6	5	5	7	6(8)	6	8	Monitor
3 × Tsan Mahra Troopers with compressor torus; phase armour	6	5	5	7	6(8)	6	8	–
1 × Spotter buddy	–	–	–	–	–	–	–	–

**Upgrade Options:**

- 0–1 Tsan Mahra Trooper @ 3pts

**Unit/Force Restrictions – Phase:** 1+FL+ – jointly among Nar Vesh, Tsan Vesh and Tsan Mahra

**A note on Takhan Dash**

The Takhan Dash entries became rather clogged so to enhance legibility we make a note here to the effect of rules common to all Takhan pulse bikes:

- Transport Space 2, with an extra space required for the rider to total 3 spaces;
- a HL Booster module;
- twin plasma carbines;
- the Special Rules Fast, Hit and Run and Suspended.

**Takhan Vardash (Pulse Bike Command) Squad (Mounted Command, 15pts)**

Dismounts as Nar Var (PanHuman Command) or Nar Dash (Support Team) with Command sub-type and Co stats as shown.

**Unit complement**

	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Takhan Dash Commander with plasma carbine; phase armour on Takhan pulse bike	10	5	5	5	5(8)	7	9	Command, Follow, Monitor, Tough
2 × Takhan Dash Troopers with plasma carbine; phase armour on Takhan pulse bike	10	5	5	5	5(8)	7	8	–
1 × Compactor buddy	–	–	–	–	–	–	–	–

**Upgrade Options:**

- 0–1 Takhan Dash Troopers @ 3pts each
- Give any or all squad members plasma pistol instead of plasma carbine @ Free
- Add spotter buddy and either compacted plasma cannon or compacted phase-shift projector@1pt
- Replace twin plasma carbines with plasma lance on any or all pulse bikes @ Free

**Unit/Force Restrictions – Phase:** 0– ½×FL

*Limited Choice*

**Takhan Dash (Pulse Bike) Squad (Mounted, 13pts)**

Dismounts as Nar Vesh (PanHuman Phase) Squad or Nar Dash (Support Team) and Co stats as shown.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Takhan Dash Monitor with plasma carbine; phase armour on Takhan pulse bike	10	5	5	5	5(8)	7	8	Monitor
2 × Takhan Dash Troopers with plasma carbine; phase armour on Takhan pulse bike	10	5	5	5	5(8)	7	8	-
1 × Compactor buddy	-	-	-	-	-	-	-	-

**Upgrade Options:**

- 0-1 Takhan Dash Trooper @ 3pts
- Give any or all squad members plasma pistol instead of plasma carbine @ Free
- Add spotter buddy and either compacted plasma cannon or compacted phase-shift projector@1pt
- Replace twin plasma carbines with plasma lance on any or all pulse bikes @ Free

**Unit/Force Restrictions - Phase:** 0-2×FL

**Nhamak Support Drone (Drone, 8 pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Nhamak Support Drone with plasma light support	6	7	6	-	8	8	8	Self-Repair, Suspensored, Transport Space 2, Phaseshift Shields

**Upgrade Options:**

- 0-1 Spotter Buddy @ 1pt
- 0-1 Batter Buddy @ 2pts

**Unit/Force Restrictions - Phase:** 0-FL

**Andhak Medium Drone (Drone, 11 pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Andhak medium drone with plasma cannon	6	7	6	-	10	8	8	Self-Repair, Suspensored, Transport Space 3, Phaseshift Shields
1 × Spotter buddy	-	-	-	-	-	-	-	-
1 × Batter buddy	-	-	-	-	-	-	-	-

**Upgrade Options:**

- Replace plasma cannon with plasma light support or fractal cannon or phaseshift projector @ Free
- Replace plasma cannon with compression cannon (Andhak Vavesh) @ 1pt
- 0-1 additional spotter buddy @ 2pts

**Unit/Force Restrictions - Phase:** 0-2×FL

**Nar Dash (PanHuman Support) Team (Weapon Team, 8pts)**

Note: Tsan Ra are considered too valuable as infantry to be used as support weapon crew. If players wish to do so – perhaps after a lengthy and injury-ridden deployment – all the panhuman crew in a Nar Dash and Nar Madash weapon teams may be upgraded to Tsan Vesh with plasma pistols at +1pt each but if they do so, no panhuman infantry can be taken other than Phase Snipers.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
2 × Nar Dash (weapon team) Crew with plasma pistol; phase armour	5	5	5	5	5(7)	7	8	-
1 × Spotter buddy	-	-	-	-	-	-	-	-
1 × Batter buddy	-	-	-	-	-	-	-	-
1 × Plasma Cannon	5	-	-	-	11	-	-	Support

**Upgrade Options:**

- 0-1 Crew @ 2pts
- 0-1 additional spotter buddy @ 1pt
- Replace plasma cannon with phaseshift projector @ Free
- Replace plasma cannon with x-launcher and special munitions arc, blur, grip, scoot, scrambler, suspensor net @ 2pts

**Unit/Force Restrictions - Phase:** 0-FL

Nar Madash (PanHuman Heavy Weapons) Team (Weapon Team, 10pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
3 × Nar Dash (weapon team) Crew with plasma pistol; phase armour	5	5	5	5	5(7)	7	8	–
1 × Spotter buddy	–	–	–	–	–	–	–	–
1 × Batter buddy	–	–	–	–	–	–	–	–
1 × Plasma Bombard	4	–	–	–	13	–	–	Heavy
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• 0–1 Crew @ 2pts</li> <li>• 0–1 additional spotter buddy @ 1pt</li> <li>• 0–1 additional batter buddy @ 2pts</li> <li>• Replace plasma bombard by x-howitzer and special munitions arc, blur, grip, scoot, scrambler, suspensor net @ 2pts</li> </ul>								
<b>Unit/Force Restrictions – Phase:</b> 0–FL <b>Minimum FL2+</b>								

Tograh Transport Drone (Vehicle, 21 pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Tograh MV2 Transport drone with plasma light support	5	5	6	–	13	8	8	Large, MOD2, Phaseshift Shields, Self-Repair, Suspended, Transport 8
1 × Batter buddy	–	–	–	–	–	–	–	–
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• 0–1 Spotter Buddies @ 1pt each</li> <li>• 0–1 additional batter buddy @ 2pts</li> </ul>								
<b>Unit/Force Restrictions – Phase:</b> 0–1 per infantry unit <b>Minimum FL2+</b>								

Mahran Vesh Combat Drone (Vehicle, 24 pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Mahran Vesh MV5 Combat Drone with plasma light support and plasma cannon	5	5	6	–	13	8	8	Large, MOD2, Phaseshift Shields, Self-Repair, Suspended
1 × Spotter buddy	–	–	–	–	–	–	–	–
1 × Batter buddy	–	–	–	–	–	–	–	–
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• Replace plasma cannon with fractal cannon to produce MV5-02 Engineering variant @ Free</li> <li>• Replace plasma cannon with compression cannon to produce MV5-04 (Mahran Vavesh variant) @ 1pt</li> <li>• 0–1 additional batter buddy @ 2pts</li> <li>• 0–1 additional spotter buddy @ 1pt</li> </ul>								
<b>Unit/Force Restrictions – Phase:</b> 0–1+FL <b>Minimum FL2+</b>								

Scout Probe Shard (Probe, 4 pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
4 × Scout probes	10	–	–	–	5	–	–	Probe
<b>Upgrade Options:</b>								
• 0–FL Scout probes @ 1pt each								
<b>Unit/Force Restrictions – Phase:</b> 0–1 <b>Unique</b>								

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

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

## ISORIAN SENATEX FORCES REFERENCE

## SENATEX UNIT SELECTOR SUMMARY

- In a Phase force, there must be at least 2+FL infantry squads in total from: **Nar Var** (PanHuman Command); **Tsan Var** (Tsan Command); **Nar Vesh** (PanHuman Phase); **Tsan Vesh** (Tsan Phase); or **Tsan Mahra** (Tsan Assault). Other selection restrictions must also be followed. These units are designated by the word <sup>Core</sup>.

Unit/Squad	Base Points	Limited Choice	Min. FL	Phase Force
NuHu Senatexis	18	N	1	0-1/2×FL
Nar Var (PanHuman Command)	10	Y	1	0-1/2×FL <sup>Core</sup>
Tsan Var Command	12	Y	1	0-1/2×FL <sup>Core</sup>
Isorian Drone Commander	15	Y	1	0-1
Vanra Hasa (Phase Sniper)	8	N	1	0-1/2×FL
Nar Vesh (PanHuman Phase)	11	N	1	1+FL or more across core units <sup>Core</sup>
Tsan Vesh (Tsan Ra Phase)	13	N	1	1+FL or more across core units <sup>Core</sup>
Tsan Mahra (Tsan Ra Assault)	13	N	1	1+FL or more across core units <sup>Core</sup>
Takhan Dash (Pulse Bike) Command	15	Y	1	0-1/2×FL
Takhan Dash (Pulse Bike)	13	N	1	0-2×FL
Nhamak Support Drone	8	N	1	0-FL
Andhak Medium Drone	11	N	1	0-2×FL
Nar Dash Support Weapon Team	8	N	1	0-FL
Nar Madash Heavy Weapons Team	10	N	2	0-FL
Tograh MV2 Transport Drone	21	N	2	0-1/Infantry
Mahran Vesh MV5 Combat Drone	24	N	2	0-1+FL
Hound Probe Shard	6	N, Unique	1	0-1
Scout Probe Shard	4	N, Unique	1	0-1
Targeter Probe Shard	5	N, Unique	1	0-1

## SENATEX ARMY OPTIONS

Army Option	Points Cost	Maximum Number	Summary
<b>Block</b>	1	2×FL	Return drawn Order dice to bag
<b>Countershield+2</b>	2 for 1	FL×2	Counter opponent's IMTel dice @ +2 bonus
<b>Extra Shot</b>	2	FL	Luck Hit grants extra shot
<b>Get Up!</b>	1	FL	Succeed Recovery Test on 1-9
<b>IMTel Boost</b>	2	1	Extra order dice is IMTel dice to: add +1 tn to a test; recover; dummy
<b>Marksman</b>	3	1	Reroll all dice from one shooting
<b>Pull Yourself Together</b>	2	FL (1/turn)	Remove 1 pin at end of turn
<b>Superior Shard</b>	2	1 (1/turn)	Remove one enemy order dice for a turn
<b>Well Prepared</b>	1	2×FL	Add +2 to any single Re-roll



## SENATEX WEAPONS IN USE

		— Range —					
Standard Weapon	Mode	Effv	Long	Extr	Shots	Attacks	Special
Compressor Torus		10	20	30	1×SV3/2/1	2×SV3	No Cover
NuHu Stave		10	20	30	3×SV3	3×SV6	Blast, No Cover
Phase Rifle	<i>Single-shot</i>	20	30	100	1×SV2	–	No Cover, Symbiote
	<i>Phased</i>	20	30	50	D6×SV2	–	RF, Fire order only
Plasma Carbine	<i>Scatter</i>	20	30	–	2×SV0	–	RF
	<i>Focused</i>	20	30	50	1×SV2	–	–
Plasma Duocarb	<i>Scatter</i>	20	30	–	2×SV1	–	RF, Tsan Ra only
	<i>Focused</i>	20	30	50	1×SV3	–	Tsan Ra only
Plasma Lance	<i>Scatter</i>	20	30	–	2×SV0	–	RF
	<i>Focused</i>	20	30	50	1×SV2	–	–
	<i>Lance</i>	20	30	–	1×SV4	–	Inaccurate, Breaching, Choose Target
Plasma Pistol		10	20	30	1×SV2	1×SV2	–
Plasma Rifle		20	30	80	1×SV2	–	Choose Target, Exploit
Tool Appendages		– HtH Only –			–	2×SV1	–
X-Sling	<i>Direct</i>	10	20	–	Spec	Spec	Inaccurate; Spec: As grenade, if issued OR Slingnet
	<i>Overhead</i>	(5)10	20	–	Spec	–	OH; Spec: As grenade, if issued
		----- Range -----					
Support Weapon		Effv	Long	Extr	Shots	Attacks	Special (all Support, Crew 2, Res 11, M5 unless stated)
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
Phaseshift Projector		20	30	50	2×SV3	–	RF, Phased Synchronisation, Breaching
Plasma Cannon		30	40	80	1×SV7	–	–
Plasma Light Support		30	40	80	3×SV3	–	RF, PBS, Power Drain
Twin Plasma Carbines	<i>Scatter</i>	20	30	–	4×SV0	–	RF, PBS, Power Drain
	<i>Focused</i>	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, Suspensor Net, Scrambler, Scoot
		----- Range -----					
Heavy Weapon		Effv	Long	Extr	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, Suspensor Net, Scrambler, Scoot
		----- Range -----					
Grenade		Effv	Long	Extr	Shots	Attacks	Special
Plasma Grenade		5	–	–	1×SV1	1×SV1	Compound SV
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						

## SENATEX SPECIAL RULES QUICK REFERENCE

Ace [n]	n defaults to 1. Add +/-n to Damage Chart results after attacker's modifications.
Agile [(weapon)]	Use Ag instead of Str in HtH - if weapon is stated, only when using stated weapon.
Army Option(<option>)	Receive one 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]	Blast effect hit; if Dn specified, roll dice 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 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 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, weapon fails: turn <b>current</b> order to Down; if already Down, turn/draw MOD Down.
Fast	Can retain Run order and move before dice draw in following turn; opponents hits must be rerolled.
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 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 next shot)
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; unless stated is 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 fighting.
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).
MOD n	Unit has n Order dice.
Monitor	Monitor's unit gains a Res reroll.
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.
Nucleus	Scrambler effect within 3"; nullify enemy scramblers in 3"; immune to subverter attacks.
PBS	Support or Heavy weapon can shoot in PBS.
Phase Armour	+1 Res vs shots < 10"; +2 Res vs shots >= 10"; may go Down as an automatic reaction to shooting
Phaseshift Shields	Activate before attacker rolls on Damage Chart: dice-in-hand/turn non-Down die to Down; DC result increased by +2 (does not stack with Ace); acts vs current bout of shooting only.
Phased synchronisation	Target building takes damage and a single, friendly unit with phase armour within 10" of the target can make an immediate, Advance or Run action to move straight through the location hit as if it were an open door: take an order dice from the bag, make an order test if needed, then move the synchronised unit.
Power Drain	If two or more weapons with Power Drain 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 the hit.
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).
Sniper	If scenario allocates table edges or halves, can deploy within 20" of table edge, even with no other deployment.
Support	Weapon rule. 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 time; cannot be targeted separately.
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.
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.