

# ANTARES 2 ARMY LIST

## ALGORYN PROSPERATE

V2.011 K

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### ALGORYN SPECIFIC RULES

The following rules, technology and equipment describe both the widely available Algoryn-specific weapons as well as the rarely-issued, secretive and experimental equipment of the Special Division (SD). Such SD equipment is often not battle-hardened or fully tested and all such is fitted with nanophage destructors capable of instantly rending the device and its nanospore components to mere atoms. SD operatives would rather die than let a secret weapon fall into enemy hands and, over the years, many had been called upon to do so.

The polarisation of the Algoryn military due to the impending civil war has led to two distinct types of formations: the long-standing Vector formations of the Progressive faction, and the advanced SD/Hazard formations of the Traditionalist faction.

Founder militia, member world defence forces and Tchath (or Tch'thax or Tchax!) units are not included in this army list. We hope such units will be addressed in subsequent lists.

### ALGORYN SPECIAL RULES

#### Hardened

The Algoryn vehicles deliberately have less machine intelligence and can operate in multiple modes, from fully AI-controlled to fully manual. When combined with the Algoryn robust approach to maximising operational durability, this reduces the vehicles susceptibility to special munitions such as Scramble.

To reflect this, all hardened vehicles lose only 1 point of Res when affected by Scrambler munitions but other effects such as disabling of buddy probes still apply.

### Inspirational

The truly elite Algoryn commanders inspire a degree of focus and tactical adaptability that other commanders can only envy. Any friendly, Algoryn unit on the battlefield without a pin can use the Inspirational model's Init stat.

The Inspirational special rule is in addition to any Hero functionality the model may have and is still subject to any alliance rules that may be in play.

### Tactical Genius

Tar Es Janar has a knack for focusing a strike where it is most needed and leads from the front to do so. If Tar Es Janar is already on the table, troops arriving onto the table within 15" of his position may use his Co stat instead of their own to test for arrival.

### WEAPONS

#### Distort Spinner

The distort spinner or D-Spinner is a standard weapon specific to Algoryn assault and Hazard troops designed specifically for hand-to-hand fighting. The forearm mounted D-spinners combine a defensive distort generator with an offensive plasma shell launcher. The distort generator creates a distortion field that makes it difficult for the enemy to close, increasing the effectiveness of the trooper's defences. Plasma shell launchers have only a very short range, but where they strike they release their energy in an intense burst capable of destroying most enemy, including heavily armoured Ghar Battle Squads.

		— Range —					
Standard Weapon	Mode	Effv	Long	Extr	Shots	Attacks	Special
Distort Spinner	<i>Distort</i>				–	2×SV0	+2 Res
	<i>Plasma Shell</i>				–	2×SV2	Compound SV, No Cover
Support Weapon		Effv	Long	Extr	Shots	Attacks	Special
Algoryn Plasma Cannon		30	40	80	1×SV7	–	Fade, Res 11, M5, Crew 2

+2 Res. A unit equipped with D-Spinners can either use its distort generator to boost its own Res by +2 (Distort mode) or its plasma shell launcher to give it a Strike Value of 2. The player must declare which mode is being used at the start of each round of fighting.

## Algoryn Plasma Cannon

The Prosperate technical capabilities and nanosphere are not as effective as the major powers. As a result, Algoryn plasma cannons are subject to the Fade special rule.

## SPECIAL MUNITIONS

The Algoryn have a far less advanced technology than the IMTel nations, despite being a nanosphere-based society. Their armed forces have access to the following special munitions as standard for weapons that can use them.

- Overload for Micro-X launchers
- Suspensor Net
- Scrambler
- Scoot

## ARMOUR & EQUIPMENT

The Algoryn Special Division have adapted reflex fields to make a heavier, powered armour.

### SD Hazard Armour

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

The standard reflex type, self-sealing armour worn by the Algoryn Vector formations offers adequate protection for most environments and situations. In dangerous situations or hazardous environments the IMTel nations tend to use drones rather than risk living creatures; in contrast, the drone-averse Algoryn use the Special Divisions Hazard suits and rely on the bravery and ingenuity of individual Algoryn.

Hazard armour consists of multiple layers of powered, nano-cored material on which is projected three, separate reflex shells. The shield separation allows light fire to be shrugged off without developing excess sink-mass – which would potentially cripple the wearer – and also offers protection against much heavier fire. The suit's substantial power systems are used to power a plasma carbine and a distort spinner, as well as enhanced strength.

The combination of upgrades makes the suits difficult to maintain, requiring regular recalibration to remain effective and making Hazard suits unsuitable for lengthy deployments. Instead, SD troops form a spearhead, clearing a path for conventional Vector troops to exploit. Although few in number compared to the vast array of Vector formations, the elite Hazard units of the SD are disproportionately effective.

The following rules apply to troopers wearing Algoryn Hazard armour:

- Troopers gain a reflex armour Resist bonus of +3 (to 9 for Algoryn). This is affected the same way as other reflex armour when it comes to weapons and munitions and the entire bonus is nullified by a scrambler.
- Hazard troopers gain Str 7. This is also annulled by scrambler munitions, reducing their Str to 5.
- The following rules apply all the time, whether or not the suit is affected by scrambler or similar munitions – the trooper is still wearing the armour!
  - Troopers suffer a reduction to Ag and Init of -1.
  - Hazard suits are hard to compact. Each Hazard Trooper takes up two (2) transport spaces. Any additional support weapons or buddies occupy space in the transport as normal.

- The sink-mass can become excessive when the Hazard armour's reflex shells are overloaded. A unit with models equipped with Hazard suits takes +1 extra pin when hit by a weapon with a strike value of 5 or greater.

The stat changes are shown in the Hazard Troopers' entries.

## ARMY OPTIONS

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

- Block! - 1pt.
- Countershard+2 – 2 of for 1pt.
- Get Up - 2pts.
- Marksman – 2pts.
- Well Prepared – 1 pt.

Algoryn also have access to the following Army Options that are unique to themselves.

### Distort Stability

**Cost:** First Free; subsequent 1pt each

**Maximum number:** Force Level

The Algoryn are used to dealing with the perils of Ghar technology and have protocols in place to limit the space-time distortion associated with that technology. If their own order dice is drawn to determine who goes Down after drawing the Ghar Distort Dice, the Algoryn force can immediately return their own dice to the bag and force another draw.

This is a standard Army Option for the Algoryn and is not reliant on the presence of a model with Army Option().

Use once and discard. This cannot be played in conjunction with, or after a *Block!*

### Courage Under Fire

**Cost:** 1pt each, dependent on a commander's Army Option(Courage Under Fire)

**Maximum number:** Force Level

Algoryn are obedient to the urgings of their commanders and are well-trained to overcome the deleterious effects of enemy action. When making a Recovery Test to put a Down order dice back into the dice bag, add +2 to a unit's final, modified Co before rolling and on a pass the unit removes 2 pins, irrespective of the score. A roll of a 10 is still a fail with no pin markers being removed, as standard.

Courage Under Fire can only be taken if a model in the army has 'Army Option(Courage Under Fire)' and the first of such options is free with the model. Use once and discard.

### Stoic

**Cost:** 1pt each, dependent on a commander's Army Option(Stoic)

**Maximum number:** Force Level, once/turn

Algoryn have a strong respect for their superiors that strengthens obedience. Before acting on a command unit's order, even if it is to go Down, this option can be played to immediately remove a pin from a single, friendly, Algoryn unit within command radius (typically 10") of the activated commander model.

This can only be taken if a model in the army has 'Army Option(Stoic)' and the first of such options is free with the model.

Use each Stoic once and discard. If all commanders in a command squad enabling the use of Stoic have fallen casualty, then it cannot be used: it is tied to the commander enabling Stoic.

### Well-laid Shot

**Cost:** 1 pt each; dependent on a commander's Army Option(Well-laid Shot)

**Maximum number:** Force Level, once/turn

The Algoryn weapon teams are superbly trained to make the best of what they have available, sometimes patching together information from a multitude of sources to successfully target an enemy against bewildering odds. A weapon team firing its single-shot support or heavy weapon may reroll a single 'to hit' roll it does not like, even a '10' or a hit.

This option can only be taken if a model in the army has 'Army Option(Well-laid Shot)' and the first of such options is free with the model.

Use once and discard. This cannot be used to reroll a reroll and cannot be rerolled.

## ALGORYN CORE SELECTOR

One of the two Algoryn selectors must be chosen: that of the social progressives – the **Vector** formations – who rely on traditional Algoryn structures and weaponry; and that of the social traditionalists, or isolationists, who – perhaps – ironically rely on the more advanced technology and weaponry of the **Special Division (SD)** formations (called **SD Hazard**, below) but include some Vector troops in SD employ.

Three core units must be taken at FL1, four at FL2 and so on. Whilst all selection limits must be observed, the core units in each selector can be upgraded as specified in the unit description.

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

### SD HAZARD FORMATION CORE UNITS

This represents the hard-hitting and much-feared units of Special Division.

Core units are a number of SD Hazard squads equal to the FL, plus two additional units selected from the following:

- Optimate Command;
- SD Hazard Squad;
- SD Hazard Command;
- SD Support Team; or
- Vector AI Squad.

*For example, in a 75pt, FL1 force we must take a SD Hazard squad (11pts) and two others. We'll take a Hazard Command (14pts) and whilst we could take a second Hazard Squad, in this instance we'll take an SD Support Team (7pts).*

*We can upgrade the SD Hazard Command to Optimate Command with Brigade Commander (another +2pts to make 16 in total), giving us an Optimate Command with a Brigade Commander, a Hazard Squad, and an SD Support Team as core units – a grand total of 34 points with 41 left to spend.*

### VECTOR FORMATION CORE UNITS

Vector formations represent the fundamental, tough and adaptable building block of the Algoryn Infantry formations throughout the Prosperate.

Core units are a number of Vector AI squads equal to the FL, plus two additional units selected from the following:

- Optimate Command;
- Vector AI Squad;
- Vector AI Command Squad;
- Reaver Assault Squad; or
- Vector Support Team.

### Sample Vector Force

A flexible starter army for 50 points (FL1) can be made up from the following at six order dice.

- 2 × Vector Squads @10pts each = 20pts (both Core)
- 1 × Vector Support Team with MLS @ 6pts = 26pts (Core)
- 1 × Vector Support Team with X-Launcher @ 7pts = 33pts
- 1 × Scout Probe Shard @ 5pts = 38pts
- 1 × Infiltrator Squad @ 12pts = 50pts
- 1 × Distort Stability Army Option @ Free

## ALGORYN UNIT DEFINITIONS

The Algoryn are renowned for being well-equipped but prefer rugged weaponry such as their mag weapons and all non-optimate command units so equipped can be built from non-command models. Any Algoryn command figure can be given and shown equipped with: a mag pistol if otherwise equipped with a standard mag weapon; or a plasma pistol if otherwise equipped with a plasma carbine. Similarly, troopers can be assumed to be carrying sidearms matching their main weapon (mag pistol for mag weapons; plasma pistols for plasma carbines). This costs nothing, unless specifically stated as costing extra. Impact webs can either be assumed or be shown as an impact cloak.

### OPTIMATE UNITS

#### Optimate Command Squad (Infantry Command, 13 pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Optimate Subcommander with plasma carbine, x-sling with implosion grenades; reflex armour, impact web	5	5	6	5	6(7)	8	9	Army Option(Stoic), Command, Follow, Tough
0 × Tactical Officer with plasma carbine, x-sling with implosion grenades; reflex armour, impact web	5	5	6	5	6(7)	8	8	Army Options(Well-laid Shot), Follow
0 × Brigade Commander with plasma carbine or plasma pistol; reflex armour, impact web	5	5	6	5	6(7)	8	10	Army Options(Stoic, Courage Under Fire), Command, Follow, Hero, Tough 2, Wound
0 × <b>SD Commander Ess Ma Rahq</b> with plasma carbine or plasma pistol; reflex armour, impact web	5	5	6	5	6(7)	8	10	Army Options(Stoic, Courage Under Fire), Command, Follow, Hero, <b>Inspirational</b> , Tough 2, Wound, Unique
0 × Councillor-General with plasma carbine or plasma pistol; reflex armour, impact web	5	5	6	5	6(7)	8	10	Army Options(Stoic×2, Courage Under Fire), Command, Follow, Hero, <b>Inspirational</b> , Tough 2, Wound 2
0 × <b>Councillor-General Tar Es Janar</b> with plasma carbine or plasma pistol; reflex armour, impact web	5	5	6	5	6(7)	9	10	Army Options(Stoic×2, Courage Under Fire), <b>Command 15"</b> , Follow, Hero, <b>Inspirational</b> , <b>Tactical Genius</b> , Tough 3, Wound 2, Unique
2 x Veteran Bodyguard with plasma carbine; reflex armour, impact web	5	5	6	5	6(7)	7	8	–
1 × Spotter Buddy	–	–	–	–	–	–	–	–
1 × Medi Buddy	–	–	–	–	–	–	–	–

#### Upgrade Options:

- 0–2 Veteran Bodyguard @ 2pts each
- 0–1 Tactical Officer @ 3pts
- Promote Optimate Subcommander to Brigade Commander @ 2pts (=15pts base unit cost)
- Replace Optimate Subcommander with Ess Ma Rahq @ 3pts (=16pts base unit cost; SD Hazard formation only)
- Promote Optimate Subcommander to Councillor-General @ 5pts (=18pts base unit cost; Vector AI formation only)
- Replace Optimate Subcommander with Tar Es Janar @ 6pts (=19pts base unit cost; Vector AI formation only)

**Unit/Force Restrictions** – **All:** 0–1 per Army **Unique**

#### Optimate Bodyguard (Infantry, 12 pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Optimate Cadet Officer with plasma carbine, X-sling with implosion grenades; reflex armour	5	5	6	5	6(7)	8	8	Tough
4 x Optimate Cadets with plasma carbine, plasma grenades; reflex armour	5	5	6	5	6(7)	7	8	–
1 x Spotter Buddy	–	–	–	–	–	–	–	–

**Unit/Force Restrictions** – **All:** 0–1 per Optimate Command Squad

## SD UNITS

## SD Hazard Command (Infantry Command, 14pts)

All Hazard troopers are Transport Space 2.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Hazard Commander with plasma carbine, distort spinner; hazard armour	5	4	6	7	6(9)	7	9	Army Option(Stoic), Command, Follow, Tough 2
0 x Hazard Tactical Officer with plasma carbine, distort spinner; hazard armour	5	4	6	7	6(9)	7	8	Army Option(Marksman), Follow, Tough
2 x Hazard Trooper with plasma carbine, distort spinner; hazard armour	5	4	6	7	6(9)	6	8	-

## Upgrade Options:

- 0–2 Hazard Troopers @ 3pts each
- 0–1 Spotter Buddy @ 1pt
- 0–1 Medi-buddy @ 2pts
- Promote one Hazard Trooper to Hazard Tactical Officer in one SD Command unit @ +2pts

Unit/Force Restrictions – Vector AI: None SD Hazard: 0–FL

Limited Choice

## SD Hazard Squad (Infantry, 11pts)

**Note on Hazard squad size:** Gameplay has shown that four Hazard suits have been found to be significantly more effective and easier to cost than three, hence these squad sizes despite the default box sizes.

Players without suitable models may reduce the number of Hazard troopers by one and the points cost to 9pts.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Hazard Leader with plasma carbine, distort spinner; hazard armour	5	4	5	7	6(9)	6	8	Tough
3 x Hazard Trooper with plasma carbine, distort spinner; hazard armour	5	4	5	7	6(9)	6	8	-

## Upgrade Options:

- 0–2 Hazard Troopers @3pts each
- 0–1 Spotter Buddy @1pt

Unit/Force Restrictions – Vector AI: None SD Hazard: FL+

## SD Support Team (Weapon Team, 7pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
2 x SD AI Crew with mag pistol; reflex armour	5	5	5	5	6(7)	7	8	-
1 x Algoryn Plasma Cannon	5	-	-	-	11	-	-	Support, Fade
1 x Spotter Buddy	-	-	-	-	-	-	-	-

## Upgrade Options:

- 0–1 AI Crew @ 2pts
- 0–1 additional spotter buddy @ 1pt
- 0–1 Batter Buddy @ 2pts
- Give all crew mag repeaters @ 1pt total
- Replace Algoryn plasma cannon with:
  - fractal cannon @ Free
  - x-launcher and special munitions scoot, scramble and suspensor net @ 1pt
  - plasma light support @ 1pt
  - compression cannon @ 2pts

Unit/Force Restrictions – Vector AI: None SD Hazard: 0–2×FL (Max 1/Infantry Squad)

**VECTOR AI UNITS**

**Vector AI Command (Infantry Command, 10pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Vector AI Subcommander with mag gun, x-sling with implosion grenades; reflex armour	5	5	5	5	6(7)	8	9	Follow, Tough
0 x Vector AI Commander with mag gun, x-sling with implosion grenades; reflex armour	5	5	5	5	6(7)	8	9	Army Option(Stoic), Command, Follow, Tough 2, Unique
2 x Vector AI Bodyguard with mag gun, plasma grenades; reflex armour	5	5	5	5	6(7)	7	8	-
1 x Spotter Buddy	-	-	-	-	-	-	-	-
1 x Medi Buddy	-	-	-	-	-	-	-	-
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• 0-2 Vector Bodyguard @2pts each</li> <li>• Promote Subcommander to Commander in one unit in a Vector force (only) @ 2pts</li> <li>• Replace any or all mag gun with mag repeaters @ Free</li> <li>• Give all members of one unit plasma carbines instead of mag guns as sponsored aspirants @ 2pts in total</li> </ul>								
<b>Unit/Force Restrictions – Vector AI:</b> 0-FL <b>SD Hazard:</b> 0-1 <span style="float: right;"><i>Limited Choice</i></span>								

**Vector AI Squad (Infantry, 10 pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Vector Leader with mag gun, x-sling with implosion grenades; reflex armour	5	5	5	5	6(7)	7	8	Tough
2 x Vector Trooper with mag gun, plasma grenades; reflex armour	5	5	5	5	6(7)	7	8	-
2 x Vector Grenadiers with micro-x plus overload, plasma grenades; reflex armour	5	5	5	5	6(7)	7	8	-
1 x Spotter buddy	-	-	-	-	-	-	-	-
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• 0-3 Vector Troopers to unit @2pts each</li> <li>• Give Leader Mag Pistol or Mag Repeater in place of Mag Gun @Free</li> <li>• Equip either or both Grenadiers with Mag Repeater or Mag Gun instead of Micro-X with overload @Free</li> </ul>								
<b>Unit/Force Restrictions – Vector AI:</b> FL+ <b>SD Hazard:</b> 0-2xFL								

**Reaver Assault Command (Infantry Command, 12pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Reaver Commander with mag repeater, distort spinner; reflex armour	5	5	5	5	6(7)	8	9	Command, Follow, Tough 2
2 x Reaver Assault Troopers with mag repeater, distort spinner; reflex armour	5	5	5	5	6(7)	7	8	-
1 x Spotter Buddy	-	-	-	-	-	-	-	-
1 x Medi Buddy	-	-	-	-	-	-	-	-
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• 0-2 Reaver Assault Troopers to unit @ 2pts each</li> <li>• Give all members of one unit plasma carbines as sponsored aspirants @2pts in total</li> </ul>								
<b>Unit/Force Restrictions – Vector AI:</b> 0-1/2xFL <b>SD Hazard:</b> None <span style="float: right;"><i>Limited Choice</i></span>								

Reaver Assault Squad (Infantry, 13 pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Reaver Leader with mag repeater, distort spinner; reflex armour	5	5	5	5	6(7)	7	8	Tough
4 x Reaver Assault Troopers with mag repeater, distort spinner; reflex armour	5	5	5	5	6(7)	7	8	-
1 x Spotter buddy	-	-	-	-	-	-	-	-
<b>Upgrade Options:</b>								
• 0-3 Reaver Assault Troopers to unit @2pts each								
<b>Unit/Force Restrictions – Vector AI:</b> 0-2×FL <b>SD Hazard:</b> None								

Infiltration Squad (Infantry, 12 pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Infiltrator Leader with mag repeater, x-sling with implosion grenades; reflex armour	5	5	5	5	6(7)	8	8	Tough, Infiltrator
4 x Infiltrator Troopers with mag repeater, implosion grenades; reflex armour	5	5	5	5	6(7)	8	8	Infiltrator
1 x Camo Buddy	-	-	-	-	-	-	-	-
1 x Spotter Buddy	-	-	-	-	-	-	-	-
<b>Upgrade Options:</b>								
• 0-3 Infiltrator Troopers to unit @ 2pts each								
• 0-1 Spotter Buddy @ 1pt								
• Replace all implosion grenades with fractal charges @ 1pt								
• Replace Infiltrator Leader's Mag Repeater with Mag Pistol @ Free								
<b>Unit/Force Restrictions – Vector AI:</b> 0-2×FL <b>SD:</b> 0-1								

Vector Support Team (Weapon Team, 6pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
2 x AI Crew with mag pistol; reflex armour	5	5	5	5	6(7)	7	8	-
1 x Mag Light Support	5	-	-	-	11	-	-	-
<b>Upgrade Options:</b>								
• 0-1 Spotter buddy @ 1pt								
• 0-1 AI Crew @ 2pts								
• Give all crew mag repeaters @ 1pt total								
• Replace mag light support with:								
◦ mag cannon @ Free								
◦ x-launcher and special munitions scoot, scramble and suspensor net @ 1pt								
◦ fractal cannon @ 1pts								
<b>Unit/Force Restrictions – Vector AI</b> 0-2×FL (Max 1/Infantry Squad) <b>SD Hazard:</b> None								

AI Medic Team (Infantry, 6 pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
2 x Vector AI Medics with mag repeater; reflex armour	5	5	5	5	6(7)	7	8	Medic
<b>Upgrade Options:</b>								
• 0-1 Spotter Buddy @ 1pt								
<b>Unit/Force Restrictions – Vector AI:</b> 0-FL <b>SD Hazard:</b> None								

**AI Heavy Weapons Team (Weapon Team, 8pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
3 x AI Crew with mag pistol; reflex armour	5	5	5	5	6(7)	7	8	–
0 x AI Artillery Commander mag pistol; reflex armour	5	5	5	5	6(7)	7	9	Army Option(Well-Laid Shot), Command, Follow, Tough, Unique
1 x Spotter buddy	–	–	–	–	–	–	–	–
1 x Batter buddy	–	–	–	–	–	–	–	–
1 x Heavy Mag Cannon	3	–	–	–	13	–	–	Heavy, Massive Damage, Large
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• 0-1 additional Spotter buddy @ 1pt</li> <li>• 0-2 AI Crew @ 2pts each</li> <li>• 0–1 AI Artillery Commander @ 4 points</li> <li>• Give all crew mag repeaters @ 1pt total</li> <li>• Replace heavy mag cannon with:                             <ul style="list-style-type: none"> <li>◦ mag heavy support, fractal bombard/disintegrator @ Free</li> <li>◦ mag mortar and special munitions scoot, scrambler and suspensor net @ 1pt</li> <li>◦ x-howitzer and special munitions scoot, scrambler and suspensor net @ 2pts</li> <li>◦ compression bombard @ 3pts (SD Force only)</li> </ul> </li> </ul>								
<b>Unit/Force Restrictions – All: 0–FL</b> <i>Minimum FL2+</i>								

**VEHICLES/SKIMMERS**

**A note on Intruder Skimmers**

The Intruder skimmer entries became irretrievably clogged so to enhance legibility we make a note here to the effect of rules common to all Intruders:

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

**Intruder Skimmer Command Squad (Mounted Command, 15pts)**

Dismounts as either Vector Command or AI Support Team with Command Sub-type and armed with mag repeaters (or plasma carbine, if taken) and Co stats as shown.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Intruder Sub-Commander with mag repeater; reflex armour on Intruder Skimmer	8	5	5	5	7(9)	7	9	Command, Follow, Tough 2
2 x Intruder Trooper with mag repeater; reflex armour on Intruder Skimmer	8	5	5	5	7(9)	7	8	–
1 x Spotter Buddy	–	–	–	–	–	–	–	–
1 x Compactor Buddy	–	–	–	–	–	–	–	–
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• Give all members of one unit plasma carbines instead of mag repeaters as sponsored aspirants @ 1pt in total</li> <li>• Give unit Compacted Mag Light Support OR Compacted Mag Cannon @ 1pt</li> </ul>								
<b>Unit/Force Restrictions – All: 0–1</b> <i>Limited Choice</i>								

**Intruder Skimmer Squad (Mounted, 13pts)**

Dismounts as Vector AI squad or AI Support Team with Co stats as shown.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Intruder Leader with mag repeater; reflex armour on Intruder Skimmer	8	5	5	5	7(9)	7	8	Tough
2 x Intruder Trooper with mag repeater; reflex armour, on Intruder Skimmer	8	5	5	5	7(9)	7	8	–
1 x Spotter Buddy	–	–	–	–	–	–	–	–
1 x Compactor Buddy	–	–	–	–	–	–	–	–
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• Give unit Compacted Mag Light Support OR Compacted Mag Cannon @ 1pt</li> </ul>								
<b>Unit/Force Restrictions – Vector AI: 0–FL+1 SD Hazard: 0–½×FL</b>								

Avenger Attack Skimmer (Vehicle, 15 pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Avenger with mag light support	7	5	5	–	11	7	8	MOD2, Large, Hardened, Suspended
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• 0–1 Spotter Buddy @ 1pt</li> <li>• 0–1 Batter Buddy @ 2pts</li> <li>• Exchange mag light support for: <ul style="list-style-type: none"> <li>◦ mag cannon @ Free</li> <li>◦ mag heavy support @ 2pts (FL2+ only)</li> </ul> </li> </ul>								
<b>Unit/Force Restrictions – All: 0–FL</b> <i>Mag Heavy Support minimum FL 2+</i>								

Defiant Transport Skimmer (Vehicle, 17 pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Defiant Light Transport with mag light support	5	5	5	–	11	7	8	MOD2, Large, Hardened, Suspended, Transport 10
0 x Defiant AI Support Vehicle (ASV) with fixed-emission HL armour, mag cannon	5	5	5	–	12	7	8	MOD2, Large, Hardened, Suspended, Transport 10
1 x Spotter buddy	–	–	–	–	–	–	–	–
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• 0–1 Batter Buddies @ 2pts</li> <li>• 0–1 additional spotter buddy @ 1pt</li> <li>• Upgrade Defiant Transport to AI Support Vehicle (Defiant ASV) @ 1pt (FL2+ only)</li> <li>• Exchange Defiant ASV's mag cannon for: <ul style="list-style-type: none"> <li>◦ mag light support @ Free</li> <li>◦ mag heavy support @ 2pts</li> </ul> </li> </ul>								
<b>Unit/Force Restrictions – All: 0–1 per infantry unit</b> <i>Defiant ASV Minimum FL2+</i>								

Liberator Combat Skimmer (Vehicle, 21 pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Liberator X01 Combat Skimmer with mag light support, mag cannon	5	5	5	–	13	7	8	MOD 2, Large, Hardened, Suspended
0 x Liberator X06-SD Plasma Combat Skimmer with plasma light support, Algoryn plasma cannon	5	5	5	–	13	7	8	MOD 2, Large, Hardened, Suspended
1 x Spotter buddy	–	–	–	–	–	–	–	–
1 x Batter buddy	–	–	–	–	–	–	–	–
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• 0–1 additional batter buddy @ 2pts</li> <li>• 0–1 additional spotter buddy @ 1pt</li> <li>• Exchange mag cannon for: <ul style="list-style-type: none"> <li>◦ mag light support @ Free</li> <li>◦ mag heavy support in X03 Hi-Mag variant @ 2pts</li> <li>◦ fractal cannon in X10E Engineering variant @ Free</li> <li>◦ compression cannon in X10C-SD variant @ 2pts (SD only)</li> </ul> </li> <li>• Upgrade Liberator X01 to Liberator X06-SD @ 2pts (SD only)</li> <li>• Exchange X06-SD's Algoryn plasma cannon to plasma light support @ 1pt (SD only)</li> </ul>								
<b>Unit/Force Restrictions – All: 0–FL</b> <i>Minimum FL2+</i>								

**Bastion Heavy Combat Skimmer (Vehicle, 26 pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Bastion Heavy Combat Skimmer with mag light support, heavy mag cannon	4	5	5	-	15	7	8	MOD 2, X-Large, Hardened, Suspensored
2 x Spotter buddy	-	-	-	-	-	-	-	-
2 x Batter buddy	-	-	-	-	-	-	-	-

**Upgrade Options:**

- Exchange mag light support for:
  - mag heavy support @ 2pts
  - plasma light support @ 1pts (SD only)

**Unit/Force Restrictions - All: 0-½×FL Minimum FL3+**

**PROBES**

**Scout Probe Shard (Probe, 5 pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	CoSpecial
4 x Scout probes	10	-	-	-	5	-	- Probe

**Upgrade Options:**

- 0-FL Scout probes @ 1pt each

**Unit/Force Restrictions - All: 0-1 Unique**

**Targeter Probe Shard (Probe, 5 pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	CoSpecial
4 x Targeter probes	10	-	-	-	5	-	- Probe

**Upgrade Options:**

- 0-FL Targeter probes @ 1pt each

**Unit/Force Restrictions - All: 0-1 Unique**

**Hound Probe Shard (Probe, 5 pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	CoSpecial
4 x Hound probes	10	-	-	-	5	-	- Probe

**Upgrade Options:**

- 0-FL Hound probes @ 1pt each

**Unit/Force Restrictions - All: 0-1 Unique**

## ALGORYN AI AND SD REFERENCE

A partially-co-operative allied force containing both AI and SD elements can be built by using the 'Friends and Foes' or 'Tense Alliance' rules in the *Playing the Game* supplement.

### ALGORYN UNIT SELECTOR SUMMARY

- In a **Vector AI Formation**, there must be at least one **Vector AI Squad** per Force Level plus two more from **Vector AI, Vector Command, Reaver Assault, Optimate Command** or **Vector Support** (indicated by <sup>VAI</sup>).
- In a **SD Hazard Formation**, there must be at least one **SD Hazard Squad** per Force Level plus two more from: **SD Hazard, SD Hazard Command, Optimate Command** or **SD Support** (indicated by <sup>SDH</sup>).

Unit/Squad	Base Points	Limited Choice	Min. FL	Vector AI Formation	SD Hazard Formation
Optimate Command	13	N, Unique	1	– 0–1 per army <sup>SDH, VAI</sup> –	
Optimate Bodyguard	12	N	1	– 0–1 per Optimate Command	–
SD Hazard Command	14	Y	1	None	0–FL <sup>SDH</sup>
SD Hazard Squad	11	N	1	None	FL+ <sup>SDH</sup>
SD Support Team	7	N	1	None	0–2×FL; Max 1/infantry squad <sup>SDH</sup>
Vector AI Command	10	Y	1	0–FL <sup>VAI</sup>	0–1
Vector AI Squad	10	N	1	FL+ <sup>VAI</sup>	0–2×FL
Vector Support Team	6	N	1	0–2×FL; Max 1/infantry squad <sup>VAI</sup>	None
Reaver Assault Command	12	Y	1	0–½×FL	None
Reaver Assault Squad	13	N	1	0–2×FL <sup>VAI</sup>	None
Infiltrator Squad	12	N	1	0–2×FL	0–1
AI Heavy Weapons Team	8	N	2	0–FL	0–FL
AI Medic Team	6	N	1	0–FL	None
Intruder Skimmer Command	15	Y	1	0–1	0–1
Intruder Skimmer Squad	13	N	1	0–FL+1	0–½×FL
Avenger Attack Skimmer	Base 15	N	1	0–FL*	0–FL*
	With MHS 17	N	2		
Defiant Transport	Light Transport 17	N	1	0–1/Infantry Squad*	0–1/Infantry Squad*
	ASV 18	N	2		
Liberator	21	N	2	0–FL <sup>SD</sup>	0–FL <sup>SD</sup>
Bastion Heavy Combat Skimmer	26	N	3	0–½×FL	0–½×FL
Hound Probe Shard	5	N, Unique	1	0–1	0–1
Scout Probe Shard	5	N, Unique	1	0–1	0–1
Targeter Probe Shard	5	N, Unique	1	0–1	0–1

**Notes:**

\* Maximums in merged entries show the maximum total of all such merged entries (e.g. 0–FL of any type of Avenger Attacker Skimmer)

<sup>SD</sup> Liberator variants X10C-SD and X06-SD can only be taken in an SD Force. Check other entries for similar restrictions on plasma and compression weapons.

### ALGORYN 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	2×FL	Counter opponent's IMTel dice @ +2 bonus.
<b>Courage Under Fire</b>	1 <sup>AO</sup>	FL	Add +2 to a unit's final, modified Co on a Recovery Test: on success, remove 2 pins as if a '1'.
<b>Distort Stability</b>	1 (First Free)	FL	Return own order dice to bag if drawn immediately after Distort Dice. Cannot be used in conjunction with or after Block.
<b>Get Up!</b>	2	FL	Succeed Recovery Test on 1-9.
<b>Marksman</b>	2	1	Reroll all dice from one bout of shooting.
<b>Stoic</b>	1 <sup>AO</sup>	FL (1/turn)	Activated command unit can remove 1 pin from friendly unit within Command radius. Only one per turn.
<b>Well-laid Shot</b>	1 <sup>AO</sup>	FL (1/turn)	Reroll a single shot from a support or heavy weapon, even if a hit or a '10'.
<b>Well Prepared</b>	1	2×FL	Add +2 to any single Re-roll.

<sup>AO</sup> Can only be taken if a model with the relevant Army Option() is taken. The first one – and only one – is free with that model.

ALGORYN WEAPONS IN USE

		— Range —					
Standard Weapon	Mode	Effv	Long	Extr	Shots	Attacks	Special
Distort Spinner	<i>Distort</i>				Hand-to-hand only	–	2×SV0 +2 Res
	<i>Plasma Shell</i>				Hand-to-hand only	–	2×SV2 Compound SV, No Cover
Mag Gun		20	30	60	1×SV1	–	–
Mag Pistol		10	20	30	1×SV1	1×SV1	–
Mag Repeater		20	30	–	2×SV0	–	RF
Micro-X Launcher	<i>Direct</i>	20	30	–	1×SV1	–	–
	<i>Overhead</i>	(10)20	30	50	1×SV0	–	OH, Blast D4, No Cover
	<i>Overload</i>	20	30	–	1×SV3	–	Inaccurate
Plasma Carbine	<i>Scatter</i>	20	30	–	2×SV0	–	RF
	<i>Focused</i>	20	30	50	1×SV2	–	–
Plasma Pistol		10	20	30	1×SV2	1×SV2	–
X-Sling	<i>Direct</i>	10	20	–	Spec	Spec	Inaccurate, Unwieldy; Spec: As grenade
	<i>Overhead</i>	(5)10	20	–	Spec	–	OH; Spec: As grenade
Support Weapon	Mode	Effv	Long	Extr	Shots	Attacks	Special (all Support, Crew 2, Res 11, M5 unless stated)
Algoryn Plasma Cannon		30	40	80	1×SV7	–	Fade
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
Mag Cannon		30	50	100	1×SV5	–	Massive Damage
Mag Light Support		30	50	100	3×SV2	–	RF, PBS
Plasma Light Support		30	40	80	3×SV3	–	RF, PBS, Power Drain
Twin Mag Repeaters	<i>RF</i>	20	30	–	4×SV0	–	RF, PBS
	<i>Single</i>	20	30	–	2×SV0	–	PBS, Not RF
X-Launcher		(10)30	60	120	1×SV1	–	OH; EITHER Blast D5, No Cover OR Special Munitions: Suspensor Net, Scrambler, Scoot
Heavy Weapon		Effv	Long	Ext	Shots	Attacks	Special (all Heavy, Crew 3, M3, Res 13 unless stated)
Compression Bombard		30	80	150	1×SV10/7/5	–	Fade, Large, M4, No Cover
Fractal Bombard/Disintegrator		50	100	200	1×SV5+3	–	Breaching SV7+4, Fractal Lock, Large
Heavy Mag Cannon		50	100	250	1×SV7	–	Large, Massive Damage
Mag Heavy Support		30	50	100	5×SV3	–	Medium, M4, RF, PBS
Mag Mortar		(10)30	40	60	1×SV2	–	Large, Cumbersome, OH; EITHER Blast D10, No Cover, Breaching OR Special Munitions: Net, Scrambler, Scoot
X-Howitzer		(20)50	100	250	1×SV2	–	Large, Cumbersome, OH; EITHER Blast D8, No Cover OR Special Munitions: Suspensor Net, Scrambler, Scoot
		----- Range -----					
Grenade		Effv	Long	Ext	Shots	Attacks	Special
Fractal Charge		5	–	–	1×SV3	1×SV3	Breaching, Hazardous H2H, Compound SV
Implosion Grenade		5	–	–	1×SV2	1×SV2	Breaching, Compound SV
Plasma Grenade		5	–	–	1×SV1	1×SV1	Compound SV
Special Munitions	Summary of effect						
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; 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						

## ALGORYN SPECIAL RULES QUICK REFERENCE

Army Option(<option>)	Receive one stated army option and have access to more of that option.
Blast [Dn]	Roll the dice specified to determine to number of hits on a successful attack (shot or strike); also No Cover.
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 <b>Fractal Lock</b> (see below).
Command [n"]	<i>n" defaults to 10"</i> . 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.
Critical Fade	As for <b>Fade</b> but the model also receives a pin for <b>each</b> Acc test fail of a 10.
Cumbersome	Suffers an additional pin on failing Agility tests.
Fade	On Acc Test roll of 10, weapon fails: turn unit's <b>current</b> order to Down; otherwise turn/ draw MOD to Down.
Fast	Can retain Run order and move before dice draw in following turn; opponents hits must be rerolled.
Follow [n"]	<i>n" defaults to 5"</i> . 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)
Hardened	Lose only 1 point of Res when attacked by Scrambler
Hazard Armour	+3 Res (to 9), Str 7, -1 Init, -1 Ag; +1 pin on unit if hit by weapon of SV5+.
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"]	<i>n" defaults to 10"</i> . 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.
Impact Cloak/Web	+1 Res in hand-to-hand.
Inaccurate	Weapon suffers -1 on Acc tests when shooting in specified mode.
Infiltrator	If deployed on-table, may: make a free, pre-game Run; place a minefield in own half of table.
Inspirational	Any friendly units in command who do not have a pin can use this model's Init stat.
Large/Extra-Large	+1 to opponent's Acc (note all models may draw LoS over smaller units).
Massive Damage	On a hit, subtract <b>one</b> from Damage Table roll (so a 2 becomes a 1) before defender's alterations.
Medic/Medi-	Gain a Res reroll for each separate source of Medic or medi- rerolls in 5".
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.
Power Drain	If two or more weapons with Power Drain shoot at same time, then both are subject to <b>Critical Fade</b> (above).
Reflex Armour	+1 Res
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).
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.
Tactical Genius	If Tar Es Janar is already on the table, troops arriving onto the table within 15" of his position may use his Co stat instead of their own.
Tough [n]	<i>n defaults to 1</i> . Model may reroll n failed Res saves.
Transport n	Can transport n medium-sized models.
Transport Space n	Occupies n spaces in a transport.
Unique	Only one of specified model or unit can appear in an army.
Unwieldy	Str -1 on hand-to-hand attacks with weapon/mode.
Wound [n]	<i>n defaults to 1</i> . 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.