

MAELSTROM'S EDGE

REMNANT ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: (exclusive ability) When performing a Dash action from reserve, this unit can make an unlimited range dynamic move, but cannot end within 6" of the enemy or be on the move. If ending this dynamic move touching an obstacle or area terrain, it gains +2D3 STs. When returning to the game as a reinforcement, this unit may only utilize aerial insertion if you expend 1 command point (from your command point pool).

CLOAK GENERATOR: This champion's EVS characteristic is improved by +2 and it gains the **Dug-in (+1)** ability.

COMMAND (X): This model generates +X command point each turn into your command point pool. Command points can be allocated to this model, not exceeding its WP. This model can issue an order to a unit within 18" when that unit is activated, removing STs from the unit equal to the command points expended. This model can issue up to X order per turn.

CROWD FAVORITES:

- During each command phase, a Remnant player generates an additional +1 command point for every 3 Loricans Champions they have on the table.
- Loricans Champions may have command points allocated onto them during each command phase, as though they had the **COMMAND** ability. Unless a Loricans Champion actually has the **COMMAND** ability, it may not use its command points to issue orders.

DEFENSIVE COUNTERMEASURES: This champion may re-roll misses when firing defensively, including defensive fire that is wild.

DODGE (X): Ignore X hit each round of shooting. Cannot be used the same round that cover or another ability ignores hits.

DUG-IN (+X): The unit gains an additional bonus to their cover value while pinned, with (X) being the modifier.

DYNAMIC MOVE: This model can move dynamically.

ENHANCED TARGETER: This champion has +1 SKL. Maximum of 1 Enhanced Targeter per champion.

FIELD (X): Ignore (X) hits each round of shooting. Cannot be used the same round that cover or another ability ignores hits.

FIRE ASSIST (+X): A model with this ability is able to fire (+X) more weapons during each round of shooting than they are normally allowed. Note that when a model is not allowed to fire at all, this ability does not allow them to.

HEART OF THE REMNANT: This champion does not have the **Kill Mission** ability, despite being a behemoth.

HEAT EXCHANGE: Before a Holista shakes-off its STs during an Advance & Fire or Dash action, you may transfer any number of STs from a single friendly champion within 6" onto the Holista. This cannot be used to give the Holista more than 16 STs in total. Instead of transferring STs, the Holista may attempt to heal the other champion if it is injured. In this case, roll a D6. On a result of 5+, the other champion heals 1 injury.

HOLOGRAM PROJECTOR: When this unit is declared as a charge target, immediately reduce that charge distance by D6+1". If this reduction means the target cannot be reached, then the enemy may perform a different main action instead. Maximum of 1 Hologram Projector per champion.

LORICAN BOOSTPACK: This champion has the **MOBILE** designator and the **DYNAMIC MOVE** ability. Its MV characteristic is improved by +2 and its EVS characteristic is improved by +1.

LORICAN FIELD GENERATOR: This champion has the **Field (1)** ability.

MARK OF THE INITIATE: This champion has -2 SKL, -1 FOR and -1 WP. No more than one champion per detachment may have Mark of the Initiate.

OVERCHARGE: A champion may expend their command points to boost their performance:

- **BOOST MOVEMENT:** Add +2 to the champion's MV characteristic for one move. Costs 1 command point and adds 2 STs to the champion per use. This cannot improve the champion's MV by more than +4.

- **BOOST WEAPON:** Add +1 to the SHO characteristic of the champion's weapon for one round of shooting. Costs 1 command point and adds STs to the champion equal to that weapon's DAM characteristic, per use. This cannot improve a weapon's SHO by more than double its unmodified value.

- **BOOST DODGE/FIELD:** Add +1 to a champion's existing **DODGE**, **DUG-IN** or **FIELD** ability value for one round of enemy shooting, after seeing the enemy's rolls to hit. Costs 1 command point and adds 2 STs to the champion per use.

- **VENT HEAT:** Remove STs from the champion right before it takes a Discipline Check. Costs 1 command point per ST removed.

PAINT (X+): When (X+) is rolled to successfully hit, then after that round of shooting, the target is painted for the rest of the turn. Painted units have -1 cover value, or -2 if painted from their rear arc. Wild fire cannot paint its target. This ability is cumulative, but only to a max of -2.

PHASE: Cannot be ignored by a **FIELD**.

PINPOINT SCANNER: This model has the **Paint (2+)** ability on all its non-CQ attacks.

PRIME ABILITY - MOBILE STRIKE: Once per turn, when an active friendly unit within 24" that is on the move shoots, it ignores the usual wild fire penalty for being on the move for that round of shooting.

PRIME ABILITY - COUNTERATTACK: Once per turn when an active friendly unit within 24" shoots at the enemy unit that last activated, that friendly unit gets +2 SKL for the round of shooting.

PRIME ABILITY - FOCUS FIRE: Each turn, if this unit shoots during its main action and the next friendly activation after that shoots at the same primary target, that targeted enemy unit gains an additional +D3 STs.

PRIME ABILITY - STRIKE & VANISH: Once per turn, when a friendly unit within 24" that is not in contact with the enemy performs either an Advance & Fire or Dash action, it may choose to shoot first and then move.

PRIME ARRAY: The model's Command ability value is improved by +1. Maximum of 1 Prime Array per champion.

REFLEX SHIELD: This champion may force enemy melee weapon hits to be re-rolled during CQ fighting that targets this unit.

SCOUT: This unit may deploy in no-man's land, but must be entirely in the owning player's table half. It may instead make a flanking maneuver when held in reserve.

TAGGED FOR RETRIEVAL: Anytime one of your champions is voluntarily destroyed while within 3" of one or more friendly Holistas, you gain +2 CPs into your command point pool.

TARGET TRACKER: The **Dodge** ability may not ignore hits caused by this champion. Maximum of 1 Target Tracker per champion to be re-rolled during CQ fighting that targets this unit.

THERMAL TRACKER: This unit may draw line of sight entirely through area terrain features as though they were not there. Maximum of 1 Thermal Tracker per champion.

VENT SYSTEM: When this champion shakes off STs, remove an additional D3 STs for each Vent System that is equipped. When venting heat via the **OVERCHARGE** ability, for each command point spent, remove 1 extra ST for each Vent System that is equipped.

REMNANT WEAPONS SUMMARY

Name	RNG	SHO	PEN	DAM	Special
Arc Splitter	18"	3	3	1	Burst (6+), Short Ranged
Aruval Phase Blade	CQ	-	+2	1	Melee, Phase
Combat Gauntlet	CQ	-	+2	1	Melee
Conflagration Launcher	24"	1+SB	5	3	AoE(SB)
Incursion Blaster	18"	2	5	3	Phase, Short Ranged
Incursion Rifle	24"	3	4	2	Phase
Torus Sniper Rifle	36"(72")	1	6	3	Long Ranged(+36"), Phase, Sniper(3+)

MAELSTROM'S EDGE

EPIC HERO (FACTION OBJECTIVE)

The crowd's attention often flits from champion to champion throughout the battle with each pilot looking to make an impression that will make their name and get the noticed.

The first Lorican Champion unit you activate each turn your favored champion for the turn. During its activation, your favored champion gets 1 free overcharge which does not require that you expend a command point to use (though it still adds STs to the unit as usual).

If your favored champion causes at least one injury on an enemy model, you gain +1 command point.

The first time one of your favored champions destroys an enemy unit, you also gain +3 VPs, but after that you no longer gain +1 command point when your favored champion causes at least one injury.

FAVOR OF THE CROWD (FACTION OBJECTIVE)

A champion occasionally reaches legendary status, becoming an epic hero not only amongst the people of their world ship, but often putting a mark on their head that their enemies come looking to collect.

When declaring this as your faction objective, choose one of your Lorican Champion models to be your epic hero. Each turn during its activation, your epic hero gets up to 3 free overcharges, which do not require that you expend command points to use (though they still add STs to the unit as usual).

Each turn during its activation, if your epic hero destroys an enemy unit, you gain +1 VP. If your epic hero is destroyed, your opponent gains +1 VP. A unit's epic hero status no longer applies if it returns to play as a reinforcement.

THE GREAT HUNT (FACTION OBJECTIVE)

In battles that occur on an Artarian holiday, the crowd is granted the privilege of voting in real-time which target should be destroyed next. Champions jockey with each other to destroy the nominated enemy first, in order to bring honor to their house.

Each turn when activating your first unit, nominate one enemy unit to be the great hunt target for the turn. A great hunt target immediately gains D3 STs, and increases the result needed to pass discipline checks by 1 (so if the unit normally needed a 3+ to pass its discipline check it would now need a 4+).

Whenever your great hunt target is destroyed, you gain +1 VP and additional command points based on which of your units managed to destroy the great hunt target:

- Your first activation of the turn: +2 command points.
- Your second activation of the turn: +1 command point.

Once you have gained +3 VPs from this objective, the hunt has ended and you may not select any further great hunt targets.

