

FORCES OF THE ARTARIAN REMNANT

Artarian Remnant Special Rules . . .	184
Militus Warrior Prime	185
Militus Skyrunner Prime	186
Nimbus Pathfinder Prime	187
Nimbus Longshot Prime	188
Brutus Vanquisher Prime	189
Brutus Breacher Prime	190
Militus Warrior	191
Militus Holista	192
Militus Skyrunner	193
Militus Dominator	194
Nimbus Pathfinder	195
Nimbus Longshot	196

Brutus Vanquisher	197
Brutus Breacher	198



The noise of the crowd, normally a quiet susurrant in Jai's headset, spiked to an angry roar as Saska's Militus suit went down. The Epirian bot had landed a lucky blow, punching its hydraulic fist right through her suit's power unit. The Prime icon in Jai's HUD turned black as the suddenly lifeless suit collapsed to the cracked tundra, showering the dry vegetation with sparks and smoke.

The engagement had been a costly one for their fire team, and the loss of their crowd-favorite Prime would see them tumbling on the leader-boards back in the fleet. Jai, however, saw this as an opportunity to finally enhance his own status within the team. He glanced up to the comm icon, opening a channel to the fire team.

"Dinah, I'm moving in. Cover fire!"

Dinah clicked an acknowledgment, and Jai watched in his helmet display as her agile Nimbus suit moved up on the right flank, her spray of suppressive fire causing the bot to turn in her direction. Jai switched his comm array to the fleet band as he strode to the top of the hummock in front of him. He couldn't resist pausing a moment at the top, his purple and teal Militus suit catching the sun as he shouted, "For House Bautista!"

An approving rumble came back through his headset, as the crowds watching from the safety of the fleet's battle stadiums took up the chant – "Bautista! Bautista!"

Spurred on by the crowd's approval, Jai channeled additional energy to his motive systems for a burst of speed and sprinted towards the Epirian Hunter. His arc splitter crackled as it built up a charge. The bot registered his approach too soon, disregarding the hail of scattered fire from Dinah's Nimbus suit and spinning to face the more immediate threat. Jai triggered a blast from the arc splitter, but the Hunter threw off his aim by stepping forward into the charge, swinging up its hydraulic fist. Throwing himself sideways, Jai slapped the fist aside with his gauntlet, trying to bring the arc splitter to bear. Grappling with the shorter but bulkier bot, Jai keyed his suit's booster systems again to channel extra power to the gauntlet while using the length of the arc splitter to push the Hunter's machine gun arm out of the way. Heat warnings chimed. As Jai toggled the vent activation to disperse the excess heat, a laser blast seared over his shoulder, coring through the Hunter's head unit.

Spinning around as the Hunter crashed to the ground, Jai spotted Davad's Brutus suit moving out from behind the Foundation warehouse, its arm-mounted Fodina laser steaming as it bled off heat from the kill-shot.

"Dammit, Davad!" Jai yelled into the comm. "That was my kill!"

ARTARIAN REMNANT SPECIAL RULES

ABILITIES

AERIAL INSERTION: Movement action - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

LORICAN ARMOR:

Crowd Favorites: During each command phase, for every 2 Loricans Champions you have either on the table or in reserve, gain +1 additional CP.

Overcharge: Models with Loricans Armor are able to overcharge their capabilities. Each *overcharge* requires you expend 1 CP and raise the Champion's suppression level by +1. For example: When firing with one of your Champions, you could choose to overcharge each of its two weapons once, by expending 2 CPs and raising its suppression level by +2.

- **Overcharge Defense:** While being fired at, raise a Champion's existing **DODGE** or **FIELD** ability value by +1 for that round of shooting, after seeing the results of the opponent's hit roll results.
- **Overcharge Movement:** While moving, add +2 to a Champion's MV for the remainder of that move, up to a maximum of +4 MV.
- **Overcharge Weapon:** When shooting, before making hit rolls, improve a Champion's weapon by +1 SHO for that round, up to a maximum of +2 SHO per weapon.
- **Vent Heat:** During a Champion's activation, lower its suppression level by -2. Performing this overcharge does not raise the Champion's suppression level, but it may not be done during a round of shooting.

When a Champion is able to perform a *free overcharge*, this means the overcharge does not require any CPs, though it still raises their suppression level as usual.





MILITUS WARRIOR PRIME

16 Points



A Warrior Prime values versatility, preferring to carry the tools to deal with any situation over focused specialization.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Militus Warrior Prime	6	4	5	5	3	8	2+	Behemoth
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UNIT SIZE: 1 Militus Warrior Prime.

EQUIPMENT: 2 Incursion Rifles, Lorican Armor.

ABILITIES: Aerial Insertion, Command (2), Prime Ability – Counterattack.

OPTIONS:

- Either Incursion Rifle may be replaced with:
 - Arc Splitter: +0 pts each.
 - Aruval Phase Blade: -3 pts each.
 - Combat Gauntlet: -3 pts each.
 - Combat Gauntlet w/Reflex Shield: -2 pts each.
 - Conflagration Launcher: +2 pts each.
 - Incursion Blaster: +0 pts each.
- May be equipped with 1 of the following:
 - Arc Splitter: +3 pts.
 - Conflagration Launcher: +5 pts.
 - Incursion Blaster: +3 pts.
 - Incursion Rifle: +3 pts.
 - Lorican Field Generator: +4 pts.
- May be equipped with Defensive Countermeasures: +1 pt.
- May be equipped with up to 2* of the following:
 - Prime Array: +3 pts.
 - Target Tracker: +1 pt.
 - Vent System: +2 pts each.
- This detachment may include the following additional units:
 - 1-3
 - 0-1
 - 0-1
 - 0-1

* If equipped with 3 weapons, only 1 item may be chosen from this list.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
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Arc Splitter	18"	4	3	1	4+	SR	Arc
Aruval Phase Blade	CQ	+2	6	1	-	Melee	Phase
Combat Gauntlet	CQ	+2	5	2	-	Melee	
Conflagration Launcher	24"	2+SB	4	3	3+	AoE	
Incursion Blaster	18"	2	5	3	5+	SR	Phase
Incursion Rifle	24"	3	4	2	5+		Phase

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

COMMAND (2): Generates (2) extra CPs per turn. Each turn during its activation, can issue up to (2) orders to friendly units within 18".

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

LORICAN ARMOR: See page 184 for details.

LORICAN FIELD GENERATOR: This model has the **FIELD (1)** ability, which allows it to block up to (1) hits each round of shooting.

PHASE: Each hit counts as 2 when blocked by the **FIELD** ability.

DAMAGED: At FOR 4-5, this model can fire up to 2 weapons.
At FOR 1-3, this model can fire up to 1 weapon.

PRIME ABILITY - COUNTERATTACK: Once per turn when a friendly unit within 24" performs a Fire action which targets the last enemy unit to have activated, that friendly unit gets +1 SKL for the round of shooting.

PRIME ARRAY: (up to 1 per model) This model's **COMMAND** ability value is improved by +1.

REFLEX SHIELD: You may force enemy melee weapon hits to be re-rolled during CQ Fighting targeting this unit.

TARGET TRACKER: (up to 1 per model) The target of this model's shooting counts as having 1 less On the Move token than it actually has. Also, if the target has the **DODGE** ability, reduce its ability value by -1 for the round of shooting.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

UNIT DESIGNATORS: Armored, Lorican Champion, Militus, Prime.

Ver: β2.1



MILITUS SKYRUNNER PRIME

A hot-headed Prime will pilot a Militus Skyrunner, allowing them to bring the fight right to the enemy.

20 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Militus Skyrunner Prime	6(8)	4	5	5	3	8	2+	Behemoth
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UNIT SIZE: 1 Militus Skyrunner Prime.

EQUIPMENT: 2 Incursion Rifles, Lorican Armor, Lorican Boostpack.

ABILITIES: Aerial Insertion, Command (2), Prime Ability – Mobile Strike.

OPTIONS:

- Either Incursion Rifle may be replaced with:
 - Arc Splitter: +0 pts each.
 - Aruval Phase Blade: -3 pts each.
 - Combat Gauntlet: -3 pts each.
 - Combat Gauntlet w/Reflex Shield: -2 pts each.
 - Conflagration Launcher: +2 pts each.
 - Incursion Blaster: +0 pts each.
- May be equipped with Defensive Countermeasures: +1 pt.

- May be equipped with up to 2 of the following:
 - Vent System: +2 pts each.

- This detachment may include the following additional units:



WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
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Arc Splitter	18"	4	3	1	4+	SR	Arc
Aruval Phase Blade	CQ	+2	6	1	-	Melee	Phase
Combat Gauntlet	CQ	+2	5	2	-	Melee	
Conflagration Launcher	24"	2+SB	4	3	3+	AoE	
Incursion Blaster	18"	2	5	3	5+	SR	Phase
Incursion Rifle	24"	3	4	2	5+		Phase

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

COMMAND (2): Generates (2) extra CPs per turn. Each turn during its activation, can issue up to (2) orders to friendly units within 18".

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

DODGE (1): Block up to (1) hits each round of shooting.

LORICAN ARMOR: See page 184 for details.

LORICAN BOOSTPACK: This model has +2 MV, may move dynamically (see page 24), and has the **DODGE (1)** and **MOBILE** abilities.

MOBILE: Ignore the wild firing penalty for shooting and performing a Dash action during the same activation. This unit cannot perform both Aim and Take Cover actions during the same activation.

PHASE: Each hit counts as 2 when blocked by the **FIELD** ability.

PRIME ABILITY - MOBILE STRIKE: Once per turn, when a friendly unit within 24" that is on the move performs a Fire action, it gains +1 SKL for that round of shooting.

REFLEX SHIELD: You may force enemy melee weapon hits to be re-rolled during CQ Fighting targeting this unit.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

DAMAGED: At FOR 1-3, this model can fire up to 1 weapon.

UNIT DESIGNATORS: Armored, Lorican Champion, Militus, Prime.

Ver: β2.1



NIMBUS PATHFINDER PRIME

A Prime who prefers stealth and deception above all else will choose to pilot a Nimbus Pathfinder.

9 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Nimbus Pathfinder Prime	7	4	5	4	2	6	2+	Infantry
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UNIT SIZE: 1 Nimbus Pathfinder Prime.

EQUIPMENT: Incursion Blaster, Loricar Armor, Pinpoint Scanner.

ABILITIES: Active Scan, Aerial Insertion, Command (2), Prime Ability - Strike & Vanish, Scout.

OPTIONS:

- Incursion Blaster may be replaced with Arc Splitter: +0 pts.
- May be equipped with up to 2* of the following:
 - Hologram Projector: +1 pt.
 - Prime Array: +3 pts.
 - Thermal Tracker: +2 pts.
 - Vent Systems: +2 pts each.
- May be equipped with 1 of the following:
 - Cloak Generator: +3 pts.
 - Loricar Boostpack: +4 pts.
- This detachment may include the following additional units:



* If equipped with a Loricar Boostpack, only Vent Systems may be chosen from this list.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
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Arc Splitter	18"	4	3	1	4+	SR	Arc
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Incursion Blaster	18"	2	5	3	5+	SR	Phase
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ABILITY & EQUIPMENT SUMMARY

ACTIVE SCAN: Status action - Place a Painted token on this unit, as well as each enemy unit within 18". Shooting units have a +1 SKL bonus per Painted token their target has. A unit removes **all** of its Painted tokens the next time it moves.

AERIAL INSERTION: See page 184 for details.

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

COMMAND (2): Generates (2) extra CPs per turn. Each turn during its activation, can issue up to (2) orders to friendly units within 18".

CLOAK GENERATOR: This model has +1 EVS, except when the enemy is firing at short range.

DODGE (1): Block up to (1) hits each round of shooting.

HOLOGRAM PROJECTOR: (up to 1 per model) During an enemy unit's activation, if this unit is declared as either a charge target or a target for short ranged (non-CQ Fighting) shooting, it may immediately make a free, dynamic move up to D6". If this move means the unit is no longer a valid target, your opponent may select a different target or action instead.

LORICAR ARMOR: See page 184 for details.

LORICAR BOOSTPACK: This model has +2 MV, may move dynamically (see page 24), and has the **DODGE (1)** and **MOBILE** abilities.

MOBILE: Ignore the wild firing penalty for shooting and performing a Dash action during the same activation. This unit cannot perform both Aim and Take Cover actions during the same activation.

PHASE: Each hit counts as 2 when blocked by the **FIELD** ability.

PINPOINT SCANNER: After completing a Fire action against a target within 18", place 2 Painted tokens on that target (See the **ACTIVE SCAN** ability for more details about Painted tokens).

PRIME ABILITY - STRIKE & VANISH: Once per turn, choose a friendly active unit within 24". That unit may perform its movement action even if it has already completed its shooting action.

PRIME ARRAY: (up to 1 per model) This model's **COMMAND** ability value is improved by +1.

SCOUT: When deploying your force, this unit may be set up in no-man's land, provided it is still entirely on your half of the table (measured from your reserve table edge). Alternatively, scout units in reserve may make a flanking maneuver.

THERMAL TRACKER: (up to 1 per model) This unit may draw line of sight entirely through area terrain features as though they were not there, though enemy units targeted this way are never a wide open shot.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

UNIT DESIGNATORS: Armored, Loricar Champion, Nimbus, Prime.

Ver: β2.1



NIMBUS LONGSHOT PRIME

13 Points



A Prime who loves to attack from a distance, waiting to find the perfect target and decimate it with a coordinated strike.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Nimbus Longshot Prime	7	4	5	4	2	6	2+	Infantry
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UNIT SIZE: 1 Nimbus Longshot Prime.

EQUIPMENT: Loricar Armor, Torus Sniper Rifle.

ABILITIES: Aerial Insertion, Command (2), Prime Ability - Focus Fire, Scout.

OPTIONS:

- May be equipped with 1 of the following:

- Cloak Generator: +3 pts.
- Loricar Boostpack: +4 pts.

- May be equipped with up to 2* of the following:

- Hologram Projector: +1 pt.
- Prime Array: +3 pts.
- Target Tracker: +1 pt.
- Thermal Tracker: +4 pts.
- Vent Systems: +2 pts each.

- This detachment may include the following additional units:



* If equipped with a Loricar Boostpack, only Vent Systems may be chosen from this list.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
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Torus Sniper Rifle	72"	2	6	3	2+		Armor Piercing, Phase, Sniper
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ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

ARMOR PIERCING: Each AV dice flip against this attack costs 1 more than usual.

COMMAND (2): Generates (2) extra CPs per turn. Each turn during its activation, can issue up to (2) orders to friendly units within 18".

CLOAK GENERATOR: This model has +1 EVS, except when the enemy is firing at short range.

DODGE (1): Block up to (1) hits each round of shooting.

HOLOGRAM PROJECTOR: (up to 1 per model) During an enemy unit's activation, if this unit is declared as either a charge target or a target for short ranged (non-CQ Fighting) shooting, it may immediately make a free, dynamic move up to D6". If this move means the unit is no longer a valid target, your opponent may select a different target or action instead.

LORICAR ARMOR: See page 184 for details.

LORICAR BOOSTPACK: This model has +2 MV, may move dynamically (see page 24), and has the **DODGE (1)** and **MOBILE** abilities.

MOBILE: Ignore the wild firing penalty for shooting and performing a Dash action during the same activation. This unit cannot perform both Aim and Take Cover actions during the same activation.

PHASE: Each hit counts as 2 when blocked by the **FIELD** ability.

PRIME ABILITY - FOCUS FIRE: Each turn, when this unit performs a Fire action, if the next friendly activation also performs a Fire action against the same target, that enemy unit raises its suppression level by an additional +1.

PRIME ARRAY: (up to 1 per model) This model's **COMMAND** ability value is improved by +1.

SCOUT: When deploying your force, this unit may be set up in no-man's land, provided it is still entirely on your half of the table (measured from your reserve table edge). Alternatively, scout units in reserve may make a flanking maneuver.

SNIPER: Ignore the additional dice flip penalty for changing a non-critical result to a critical result (i.e. when changing a hit roll result from 5 to 6).

TARGET TRACKER: (up to 1 per model) The target of this model's shooting counts as having 1 less On the Move token than it actually has. Also, if the target has the **DODGE** ability, reduce its ability value by -1 for the round of shooting.

THERMAL TRACKER: (up to 1 per model) This unit may draw line of sight entirely through area terrain features as though they were not there, though enemy units targeted this way are never a wide open shot.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

UNIT DESIGNATORS: Armored, Loricar Champion, Nimbus, Prime.

Ver: β2.1



BRUTUS VANQUISHER PRIME

A Prime who prizes a strong defensive stronghold above all else.

21 Points



MODEL NAME MV EVS SKL AV CQA FOR WP MODEL TYPE

Brutus Vanquisher Prime 5 3 5 6 2 11 2+ Behemoth

UNIT SIZE: 1 Brutus Vanquisher Prime.

EQUIPMENT: 2 Fodina Heavy Lasers, Loricar Armor

ABILITIES: Advanced Target Acquisition, Aerial Insertion, Command (2), Mission Specialist, Prime Ability - Hold Fast.

OPTIONS:

- May replace either Fodina Laser with Heavy Flechette Launcher: +0 pts each.
- May be equipped with up to 2 of the following:
 - Conflagration Launcher: +5 pts each.
 - Incursion Rifle: +3 pts each.
 - Prime Array: +3 pts.
 - Target Tracker: +1 pt.
 - Vent System: +2 pts each.
- May be equipped with 1 of the following:
 - Loricar Field Generator: +4 pts.
 - Stabilizer Rig: +3 pts.
- May be equipped with Defensive Countermeasures: +1 pt.
- This detachment may include the following additional units:



WEAPON NAME RNG SHO PEN DAM SUP TYPE ABILITIES

Conflagration Launcher	24"	2+SB	4	3	3+	AoE	
Fodina Heavy Laser	36"	1	6	6	5+	SH	Armor Piercing, Beam
Heavy Flechette Launcher	18"	2+LB	4	1	2+	SH	Guided
Incursion Rifle	24"	3	4	2	5+		Phase

ABILITY & EQUIPMENT SUMMARY

ADVANCED TARGET ACQUISITION: When performing a Fire or Suppressive Fire action, you may select up to 2 valid enemy targets (you must declare one target for each firing weapon). Resolve each enemy target as a separate round of shooting.

AERIAL INSERTION: See page 184 for details.

ARMOR PIERCING: Each AV dice flip against this attack costs 1 more than usual.

BEAM: If this attack causes a casualty, inflict 1 additional injury on another model in the target unit.

COMMAND (2): Generates (2) extra CPs per turn. Each turn during its activation, can issue up to (2) orders to friendly units within 18".

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the Dodge ability.

LORICAR ARMOR: See page 184 for details.

LORICAR FIELD GENERATOR: This model has the **FIELD (1)** ability, which allows it to block up to (1) hits each round of shooting.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

PHASE: Each hit counts as 2 when blocked by the **FIELD** ability.

PRIME ABILITY - HOLD FAST: Each turn while this unit is activated, you may choose a friendly unit within 24" that is taking cover and add an additional Cover token to it.

PRIME ARRAY: (up to 1 per model) This model's **COMMAND** ability value is improved by +1.

STABILIZER RIG: This model ignores the **SUPERHEAVY** ability on its weapons.

TARGET TRACKER: (up to 1 per model) The target of this model's shooting counts as having 1 less On the Move token than it actually has. Also, if the target has the **DODGE** ability, reduce its ability value by -1 for the round of shooting.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

DAMAGED: At FOR 5-7, this model can fire up to up to 3 weapons.
At FOR 1-4, this model can fire up to 2 weapons.

UNIT DESIGNATORS: Armored, Brutus, Loricar Champion, Prime.

Ver: β2.1



BRUTUS BREACHER PRIME

A Prime who believes that disruption, chaos and fear are the ultimate keys to victory.

18 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Brutus Breacher Prime	5	3	5	6(7)	3	11	2+	Behemoth
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UNIT SIZE: 1 Brutus Breacher Prime.

EQUIPMENT: Arena Shield, Breach Hammer, Loricar Armor.

ABILITIES: Aerial Insertion, Command (2), Mission Specialist, Prime Ability - Battlefield Domination.

OPTIONS:

- May be equipped with 1 of the following:
 - Loricar Field Generator: +4 pts.
 - Sonic Disruptor: +2 pts.
- May be equipped with up to 2 of the following:
 - Inhibitor Mine Launcher: +2 pts.
 - Prime Array: +3 pts.
 - Vent System: +2 pts each.
- May be equipped with Defensive Countermeasures: +1 pt.
- This detachment may include the following additional units:



WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

Arena Shield	CQ	+1	4	1	-	Melee	Deflect (2), Shield (+1)
Breach Hammer	CQ	+2	6	4	-	Melee	

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

COMMAND (2): Generates (2) extra CPs per turn. Each turn during its activation, can issue up to (2) orders to friendly units within 18".

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

DEFLECT (2): Special defense - Block up to (2) melee weapon hits each round of CQ Fighting.

INHIBITOR MINE LAUNCHER: (up to 1 per model) *Free shooting action* - Place an Inhibitor Mine token within 24" of this model, but not within 6" of the enemy. The area within 6" of an inhibitor mine is dangerous ground (+D3) to enemy models. Once an inhibitor mine raises an enemy unit's suppression level, remove that mine token from the table.

LORICAR ARMOR: See page 184 for details.

LORICAR FIELD GENERATOR: This model has the **FIELD (1)** ability, which allows it to block up to (1) hits each round of shooting.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

PRIME ABILITY - BATTLEFIELD DOMINATION: Each end phase, choose a friendly unit within 24". For the duration of the phase, that unit can control an objective marker even when the enemy is contesting it. If the selected unit has the **MISSION SPECIALIST** ability, it instead ignores that ability for the duration of the phase.

PRIME ARRAY: (up to 1 per model) This model's **COMMAND** ability value is improved by +1.

SHIELD (+1): This model has (+1) AV, but only against attacks that hit its front arc.

SONIC DISRUPTOR: While within 8", all enemy units gain the **MISSION SPECIALIST** ability. In addition, when this unit charges an enemy unit, that target's suppression level is increased by +2 before it fires defensively.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

DAMAGED: At FOR 1-4, this model can fire up to 1 weapon.

UNIT DESIGNATORS: Armored, Brutus, Loricar Champion, Prime.

Ver: β2.1



MILITUS WARRIOR

The core of the Remnant fighting force; tough, versatile gladiators trained to take on any foe and win.

13 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Militus Warrior	6	4	4	5	2	7	3+	Behemoth
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UNIT SIZE: 1 Militus Warrior.

EQUIPMENT: 2 Incursion Rifles, Loricar Armor.

ABILITIES: Aerial Insertion.

OPTIONS:

- Either Incursion Rifle may be replaced with:
 - Arc Splitter: +0 pts each.
 - Combat Gauntlet: -3 pts each.
 - Combat Gauntlet w/Reflex Shield: -2 pts each.
 - Conflagration Launcher: +2 pts each.
 - Incursion Blaster: +0 pts each.
- May be equipped with 1 of the following:
 - Arc Splitter: +3 pts.
 - Conflagration Launcher: +5 pts.
 - Incursion Blaster: +3 pts.
 - Incursion Rifle: +3 pts.
 - Loricar Field Generator: +4 pts.
- May be equipped with:
 - Defensive Countermeasures: +1 pt.
 - Mark of the Initiate: -4 pts.
- May be equipped with up to 2* of the following:
 - Enhanced Targeter: +1 pt.
 - Target Tracker: +1 pt.
 - Vent System: +2 pts each.

* If equipped with 3 weapons, only 1 item may be chosen from this list.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
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Arc Splitter	18"	4	3	1	4+	SR	Arc
Combat Gauntlet	CQ	+2	5	2	-	Melee	
Conflagration Launcher	24"	2+SB	4	3	3+	AoE	
Incursion Blaster	18"	2	5	3	5+	SR	Phase
Incursion Rifle	24"	3	4	2	5+		Phase

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

ENHANCED TARGETER: (up to 1 per model) This model has +1 SKL.

LORICAR ARMOR: See page 184 for details.

LORICAR FIELD GENERATOR: This model has the **FIELD (1)** ability, which allows it to block up to (1) hits each round of shooting.

MARK OF THE INITIATE: This model has -1 SKL, -1 FOR and WP 4+. No more than one model per detachment may have the Mark of the Initiate.

PHASE: Each hit counts as 2 when blocked by the **FIELD** ability.

REFLEX SHIELD: You may force enemy melee weapon hits to be re-rolled during CQ Fighting targeting this unit.

TARGET TRACKER: (up to 1 per model) The target of this model's shooting counts as having 1 less On the Move token than it actually has. Also, if the target has the **DODGE** ability, reduce its ability value by -1 for the round of shooting.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

DAMAGED: At FOR 4-5, this model can fire up to 2 weapons.
At FOR 1-3, this model can fire up to 1 weapon.

UNIT DESIGNATORS: Armored, Loricar Champion, Militus.

Ver: β2.1



MILITUS HOLISTA

The unsung heroes of the Remnant, Holistas repair fellow Lorican Champions or tag them for retrieval when the damage is too severe.

9 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Militus Holista	6	4	4	5	2	7	3+	Behemoth
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UNIT SIZE: 1 Militus Holista.

EQUIPMENT: Heat Exchange, Lorican Armor, Incursion Rifle, 2 Vent Systems.

ABILITIES: Aerial Insertion, Tagged For Retrieval.

OPTIONS:

- Incursion Rifle may be replaced with:
 - Arc Splitter: -1 pt.
 - Combat Gauntlet: -2 pts.
 - Combat Gauntlet w/Reflex Shield: -1 pt.
 - Conflagration Launcher: +1 pt.
 - Incursion Blaster: -1 pt.
- May be equipped with:
 - Defensive Countermeasures: +1 pt.
 - Mark of the Initiate: -1 pt.
- May be equipped with 1 of the following:
 - Lorican Boostpack: +4 pts.
 - Lorican Field Generator: +2 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

Arc Splitter	18"	4	3	1	4+	SR	Arc
Combat Gauntlet	CQ	+2	5	2	-	Melee	
Conflagration Launcher	24"	2+SB	4	3	3+	AoE	
Incursion Blaster	18"	2	5	3	5+	SR	Phase
Incursion Rifle	24"	3	4	2	5+		Phase

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

DODGE (1): Block up to (1) hits each round of shooting.

HEAT EXCHANGE: Status action - Choose another friendly unit within 3". Lower that unit's suppression level by any amount, but raise this unit's suppression level by an equal amount. Alternatively, you may heal up to 2 injuries from the selected unit instead of lowering its suppression level. A unit may not Regroup the same activation it performs this action.

LORICAN ARMOR: See page 184 for details.

LORICAN BOOSTPACK: This model has +2 MV, may move dynamically (see page 24), and has the **DODGE (1)** and **MOBILE** abilities.

LORICAN FIELD GENERATOR: This model has the **FIELD (1)** ability, which allows it to block up to (1) hits each round of shooting.

MARK OF THE INITIATE: This model has -1 SKL, -1 FOR and WP 4+. No more than one model per detachment may have the Mark of the Initiate.

MOBILE: Ignore the wild firing penalty for shooting and performing a Dash action during the same activation. This unit cannot perform both Aim and Take Cover actions during the same activation.

PHASE: Each hit counts as 2 when blocked by the **FIELD** ability.

REFLEX SHIELD: You may force enemy melee weapon hits to be re-rolled during CQ Fighting targeting this unit.

TAGGED FOR RETRIEVAL: Anytime one of your Champions is retired while within 3" of one or more friendly Holistas, you gain +2 CPs.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

UNIT DESIGNATORS: Armored, Lorican Champion, Militus.

Ver: β2.1



MILITUS SKYRUNNER

Fast moving harbingers of death, Militus Skyrunters are rightly feared throughout the spiral arm.

17 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Militus Skyrunner	6(8)	4	4	5	2	7	3+	Behemoth
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UNIT SIZE: 1 Militus Skyrunner.

EQUIPMENT: 2 Incursion Rifles, Loricar Armor, Loricar Boostpack.

ABILITIES: Aerial Insertion.

OPTIONS:

- Either Incursion Rifle may be replaced with:
 - Arc Splitter: +0 pts each.
 - Combat Gauntlet: -3 pts each.
 - Combat Gauntlet w/Reflex Shield: -2 pts each.
 - Conflagration Launcher: +2 pts each.
 - Incursion Blaster: +0 pts each.
- May be equipped with up to 2 of the following:
 - Vent System: +2 pts each.
- May be equipped with:
 - Defensive Countermeasures: +1 pt.
 - Mark of the Initiate: -4 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

Arc Splitter	18"	4	3	1	4+	SR	Arc
Combat Gauntlet	CQ	+2	5	2	-	Melee	
Conflagration Launcher	24"	2+SB	4	3	3+	AoE	
Incursion Blaster	18"	2	5	3	5+	SR	Phase
Incursion Rifle	24"	3	4	2	5+		Phase

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

DODGE (1): Block up to (1) hits each round of shooting.

LORICAR ARMOR: See page 184 for details.

LORICAR BOOSTPACK: This model has +2 MV, may move dynamically (see page 24), and has the **DODGE (1)** and **MOBILE** abilities.

MARK OF THE INITIATE: This model has -1 SKL, -1 FOR and WP 4+. No more than one model per detachment may have the Mark of the Initiate.

MOBILE: Ignore the wild firing penalty for shooting and performing a Dash action during the same activation. This unit cannot perform both Aim and Take Cover actions during the same activation.

PHASE: Each hit counts as 2 when blocked by the **FIELD** ability.

REFLEX SHIELD: You may force enemy melee weapon hits to be re-rolled during CQ Fighting targeting this unit.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

DAMAGED: At FOR 1-3, this model can fire up to 1 weapon.

UNIT DESIGNATORS: Armored, Loricar Champion, Militus.

Ver: β2.1



MILITUS DOMINATOR

14 Points



Sacrificing all else for maximum firepower, Militus Dominators lay waste to any enemy stupid enough to face them head on.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Militus Dominator	6	4	4	5	2	7	3+	Behemoth
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UNIT SIZE: 1 Militus Dominator.

EQUIPMENT: 2 Incursion Rifles, Loricar Armor.

ABILITIES: Aerial Insertion.

OPTIONS:

- Either Incursion Rifle may be replaced with:
 - Arc Splitter: +0 pts each.
 - Combat Gauntlet: -3 pts each.
 - Combat Gauntlet w/Reflex Shield: -2 pts each.
 - Conflagration Launcher: +2 pts each.
 - Incursion Blaster: +0 pts each.
- May be equipped with:
 - Defensive Countermeasures: +1 pt.
 - Mark of the Initiate: -4 pts.
- Must be equipped with 2 of the following:
 - Arc Splitter: +2 pts each.
 - Conflagration Launcher: +4 pts each.
 - Incursion Blaster: +2 pts each.
 - Incursion Rifle: +2 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
-------------	-----	-----	-----	-----	-----	------	-----------

Arc Splitter	18"	4	3	1	4+	SR	Arc
Combat Gauntlet	CQ	+2	5	2	-	Melee	
Conflagration Launcher	24"	2+SB	4	3	3+	AoE	
Incursion Blaster	18"	2	5	3	5+	SR	Phase
Incursion Rifle	24"	3	4	2	5+		Phase

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

LORICAR ARMOR: See page 184 for details.

MARK OF THE INITIATE: This model has -1 SKL, -1 FOR and WP 4+. No more than one model per detachment may have the Mark of the Initiate.

PHASE: Each hit counts as 2 when blocked by the **FIELD** ability.

REFLEX SHIELD: You may force enemy melee weapon hits to be re-rolled during CQ Fighting targeting this unit.

DAMAGED: At FOR 4-5, this model can fire up to 3 weapons.
At FOR 1-3, this model can fire up to 2 weapons.

UNIT DESIGNATORS: Armored, Loricar Champion, Militus.

Ver: β2.1



NIMBUS PATHFINDER

Masters of stealth, Nimbus Pathfinders sneak into forward positions and mark the enemy.

6 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Nimbus Pathfinder	7	4	4	4	2	5	3+	Infantry
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UNIT SIZE: 1 Nimbus Pathfinder.

EQUIPMENT: Incursion Blaster, Loricar Armor, Pinpoint Scanner.

ABILITIES: Active Scan, Aerial Insertion, Scout.

OPTIONS:

- Incursion Blaster may be replaced with Arc Splitter: +0 pts.
- May be equipped with up to 2* of the following:
 - Hologram Projector: +1 pt.
 - Pathfinder Array: +0 pts.
 - Thermal Tracker: +2 pts.
 - Vent Systems: +2 pts each.
- May be equipped with 1 of the following:
 - Cloak Generator: +3 pts.
 - Loricar Boostpack: +4 pts.
- May be equipped with Mark of the Initiate: -2 pts.

* If equipped with a Loricar Boostpack, only Vent Systems may be chosen from this list.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
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Arc Splitter	18"	4	3	1	4+	SR	Arc
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Incursion Blaster	18"	2	5	3	5+	SR	Phase
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ABILITY & EQUIPMENT SUMMARY

ACTIVE SCAN: Status action - Place a Painted token on this unit, as well as each enemy unit within 18". Shooting units have a +1 SKL bonus per Painted token their target has. A unit removes **all** of its Painted tokens the next time it moves.

AERIAL INSERTION: See page 184 for details.

ARC: Critical hit - Inflict 3 hits instead of 1, provided the target contains more than 1 model.

CLOAK GENERATOR: This model has +1 EVS, except when the enemy is firing at short range.

DODGE (1): Block up to (1) hits each round of shooting.

HOLOGRAM PROJECTOR: (up to 1 per model) During an enemy unit's activation, if this unit is declared as either a charge target or a target for short ranged (non-CQ Fighting) shooting, it may immediately make a free, dynamic move up to D6". If this move means the unit is no longer a valid target, your opponent may select a different target or action instead.

LORICAR ARMOR: See page 184 for details.

LORICAR BOOSTPACK: This model has +2 MV, may move dynamically (see page 24), and has the **DODGE (1)** and **MOBILE** abilities.

MARK OF THE INITIATE: This model has -1 SKL, -1 FOR and WP 4+. No more than one model per detachment may have the Mark of the Initiate.

MOBILE: Ignore the wild firing penalty for shooting and performing a Dash action during the same activation. This unit cannot perform both Aim and Take Cover actions during the same activation.

PATHFINDER ARRAY: (up to 1 per model) Friendly units arriving via **AERIAL INSERTION** within 6" of this model do not automatically fire wildly the turn they arrive.

PHASE: Each hit counts as 2 when blocked by the **FIELD** ability.

PINPOINT SCANNER: After completing a Fire action against a target within 18", place 2 Painted tokens on that target (See the **ACTIVE SCAN** ability for more details about Painted tokens).

SCOUT: When deploying your force, this unit may be set up in no-man's land, provided it is still entirely on your half of the table (measured from your reserve table edge). Alternatively, scout units in reserve may make a flanking maneuver.

THERMAL TRACKER: (up to 1 per model) This unit may draw line of sight entirely through area terrain features as though they were not there, though enemy units targeted this way are never a wide open shot.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

UNIT DESIGNATORS: Armored, Loricar Champion, Nimbus.

Ver: β2.1



NIMBUS LONGSHOT

10 Points



A Nimbus Longshot picks out targets for its lethal Torus Sniper Rifle before the rest of the Fire Team even knows the enemy is there.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Nimbus Longshot	7	4	4	4	2	5	3+	Infantry
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UNIT SIZE: 1 Nimbus Longshot.

EQUIPMENT: Loricar Armor, Torus Sniper Rifle.

ABILITIES: Aerial Insertion, Scout.

OPTIONS:

- May be equipped with 1 of the following:
 - Cloak Generator: +3 pts.
 - Loricar Boostpack: +4 pts.
- May be equipped with up to 2* of the following:
 - Enhanced Targeter: +1 pt.
 - Hologram Projector: +1 pt.
 - Target Tracker: +0 pts.
 - Thermal Tracker: +4 pts.
 - Vent Systems: +2 pts each.

* If equipped with a Loricar Boostpack, only Vent Systems may be chosen from this list.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
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Torus Sniper Rifle	72"	2	6	3	2+		Armor Piercing, Phase, Sniper
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ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

ARMOR PIERCING: Each AV dice flip against this attack costs 1 more than usual.

CLOAK GENERATOR: This model has +1 EVS, except when the enemy is firing at short range.

DODGE (1): Block up to (1) hits each round of shooting.

ENHANCED TARGETER: (up to 1 per model) This model has +1 SKL.

HOLOGRAM PROJECTOR: (up to 1 per model) During an enemy unit's activation, if this unit is declared as either a charge target or a target for short ranged (non-CQ Fighting) shooting, it may immediately make a free, dynamic move up to D6". If this move means the unit is no longer a valid target, your opponent may select a different target or action instead.

LORICAR ARMOR: See page 184 for details.

LORICAR BOOSTPACK: This model has +2 MV, may move dynamically (see page 24), and has the **DODGE (1)** and **MOBILE** abilities.

MARK OF THE INITIATE: This model has -1 SKL, -1 FOR and WP 4+. No more than one model per detachment may have the Mark of the Initiate.

MOBILE: Ignore the wild firing penalty for shooting and performing a Dash action during the same activation. This unit cannot perform both Aim and Take Cover actions during the same activation.

PHASE: Each hit counts as 2 when blocked by the **FIELD** ability.

SCOUT: When deploying your force, this unit may be set up in no-man's land, provided it is still entirely on your half of the table (measured from your reserve table edge). Alternatively, scout units in reserve may make a flanking maneuver.

SNIPER: Ignore the additional dice flip penalty for changing a non-critical result to a critical result (i.e. when changing a hit roll result from 5 to 6).

TARGET TRACKER: (up to 1 per model) The target of this model's shooting counts as having 1 less On the Move token than it actually has. Also, if the target has the **DODGE** ability, reduce its ability value by -1 for the round of shooting.

THERMAL TRACKER: (up to 1 per model) This unit may draw line of sight entirely through area terrain features as though they were not there, though enemy units targeted this way are never a wide open shot.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

UNIT DESIGNATORS: Armored, Loricar Champion, Nimbus.

Ver: β2.1



BRUTUS VANQUISHER

Though ponderously slow, no single warrior in the spiral arm can match their offensive output.

16 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Brutus Vanquisher	5	3	4	6	2	10	3+	Behemoth
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UNIT SIZE: 1 Brutus Vanquisher.

EQUIPMENT: 2 Fodina Heavy Lasers, Loricar Armor

ABILITIES: Advanced Target Acquisition, Aerial Insertion, Mission Specialist.

OPTIONS:

- May replace either Fodina Laser with Heavy Flechette Launcher: +0 pts each.
- May be equipped with up to 2 of the following:
 - Conflagration Launcher: +4 pts each.
 - Enhanced Targeter: +1 pt.
 - Incursion Rifle: +2 pts each.
 - Target Tracker: +0 pts.
 - Vent System: +2 pts each.
- May be equipped with 1 of the following:
 - Loricar Field Generator: +4 pts.
 - Stabilizer Rig: +3 pts.
- May be equipped with:
 - Defensive Countermeasures: +1 pt.
 - Mark of the Initiate: -4 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
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Conflagration Launcher	24"	2+SB	4	3	3+	AoE	
Fodina Heavy Laser	36"	1	6	6	5+	SH	Armor Piercing, Beam
Heavy Flechette Launcher	18"	2+LB	4	1	2+	SH	Guided
Incursion Rifle	24"	3	4	2	5+		Phase

ABILITY & EQUIPMENT SUMMARY

ADVANCED TARGET ACQUISITION: When performing a Fire or Suppressive Fire action, you may select up to 2 valid enemy targets (you must declare one target for each firing weapon). Resolve each enemy target as a separate round of shooting.

AERIAL INSERTION: See page 184 for details.

ARMOR PIERCING: Each AV dice flip against this attack costs 1 more than usual.

BEAM: If this attack causes a casualty, inflict 1 additional injury on another model in the target unit.

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

ENHANCED TARGETER: (up to 1 per model) This model has +1 SKL.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the Dodge ability.

LORICAR ARMOR: See page 184 for details.

LORICAR FIELD GENERATOR: This model has the **FIELD (1)** ability, which allows it to block up to (1) hits each round of shooting.

MARK OF THE INITIATE: This model has -1 SKL, -1 FOR and WP 4+. No more than one model per detachment may have the Mark of the Initiate.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

PHASE: Each hit counts as 2 when blocked by the **FIELD** ability.

STABILIZER RIG: This model ignores the **SUPERHEAVY** ability on its weapons.

TARGET TRACKER: (up to 1 per model) The target of this model's shooting counts as having 1 less On the Move token than it actually has. Also, if the target has the **DODGE** ability, reduce its ability value by -1 for the round of shooting.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

DAMAGED: At FOR 5-7, this model can fire up to 3 weapons.
At FOR 1-4, this model can fire up to 2 weapons.

UNIT DESIGNATORS: Armored, Brutus, Loricar Champion.

Ver: β2.1



BRUTUS BREACHER

Slightly unhinged pilots favor a Breacher, which allows them to rampage through enemy lines and cause maximum havoc.

13 Points



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Brutus Breacher	5	3	4	6(7)	3	10	3+	Behemoth
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UNIT SIZE: 1 Brutus Breacher.

EQUIPMENT: Arena Shield, Breach Hammer, Loricar Armor.

ABILITIES: Aerial Insertion, Mission Specialist.

OPTIONS:

- May be equipped with 1 of the following:
 - Loricar Field Generator: +4 pts.
 - Sonic Disruptor: +2 pts.
- May be equipped with up to 2 of the following:
 - Breacher Array: +4 pts.
 - Enhanced Targeter: +1 pt.
 - Inhibitor Mine Launcher: +2 pts.
 - Vent System: +2 pts each.
- May be equipped with:
 - Defensive Countermeasures: +1 pt.
 - Mark of the Initiate: -4 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
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Arena Shield	CQ	+1	4	1	-	Melee	Deflect (2), Shield (+1)
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Breach Hammer	CQ	+2	6	4	-	Melee	
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ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: See page 184 for details.

BREACHER ARRAY: (up to 1 per model) *Status action* - If an enemy model with the **COMMAND** ability is within 18", your opponent loses -1 CP.

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

DEFLECT (2): Special defense - Block up to (2) melee weapon hits each round of CQ Fighting.

ENHANCED TARGETER: (up to 1 per model) This model has +1 SKL.

INHIBITOR MINE LAUNCHER: (up to 1 per model) *Free shooting action* - Place an Inhibitor Mine token within 24" of this model, but not within 6" of the enemy. The area within 6" of an inhibitor mine is dangerous ground (+D3) to enemy models. Once an inhibitor mine raises an enemy unit's suppression level, remove that mine token from the table.

LORICAR ARMOR: See page 184 for details.

LORICAR FIELD GENERATOR: This model has the **FIELD (1)** ability, which allows it to block up to (1) hits each round of shooting.

MARK OF THE INITIATE: This model has -1 SKL, -1 FOR and WP 4+. No more than one model per detachment may have the Mark of the Initiate.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

SHIELD (+1): This model has (+1) AV, but only against attacks that hit its front arc.

SONIC DISRUPTOR: While within 8", all enemy units gain the **MISSION SPECIALIST** ability. In addition, when this unit charges an enemy unit, that target's suppression level is increased by +2 before it fires defensively.

VENT SYSTEM: For each Vent System equipped, this model may perform 1 Vent Heat free overcharge during each of its activations.

DAMAGED: At FOR 1-4, this model can fire up to 1 weapon.

UNIT DESIGNATORS: Armored, Brutus, Loricar Champion.

Ver: β2.1

ARTARIAN REMNANT FACTION OBJECTIVES

Battles undertaken by the Remnant are often broadcast to vast stadiums aboard the Artarian fleetships, filled with throngs of adoring fans. The crowd is able to send messages of praise and encouragement to their favorite Champions in real time, driving them to perform even greater feats of heroism.

FAVOR OF THE CROWD

The crowd's attention often flits from Champion to Champion throughout the battle, with each pilot looking to impress viewers by performing spectacular feats of combat.

The first **LORICAN CHAMPION** unit you activate each turn is your *avored Champion* for that turn. During its activation, a favored Champion gets 1 free overcharge.

- During its activation, if your favored Champion causes at least one injury on an enemy model, you gain +2 CPs.
- The first time one of your favored Champions destroys an enemy unit, you also gain +3 VPs.

EPIC HERO

A Champion occasionally reaches legendary status, becoming an epic hero on their own fleetship, but also so infamous that enemies come looking to best them.

When declaring this as your faction objective, choose one of your **LORICAN CHAMPION** models to be your *epic hero*.

- During its activation, all of your epic hero's overcharges are free, with the exception of Vent Heat.
- 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

During Artarian feastedays, the crowd votes in real-time which enemy they want destroyed next. Champions jockey with each other to destroy this target first, as doing so will bring great honor to their House.

Each turn when activating your first unit, nominate one enemy unit to be the *great hunt target* for the remainder of that turn. A great hunt target immediately has its suppression level raised by +1, and has a -1 modifier to all WP tests it takes.

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

- Your first activation of the turn: +3 CPs.
- Your second activation of the turn: +2 CPs.

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