

MAELSTROM'S EDGE
V2 BETA FACTION FORCE LISTS
The Artarian Remnant



PLEASE NOTE: This is a beta version of the Maelstrom's Edge second edition rules. As such, images and layout are not final, background fiction is not yet in place, and there may be changes to the rules before final publication, based on player feedback and internal playtesting. This list may also include some units and/or options for which models are not yet available – These are in the production queue, but feel free to use suitable proxy models in the meantime.

We welcome any feedback on your games with these rules. Visit us at the Comm Guild Facebook group, or in the Maelstrom's Edge discussion section on the Dakka Dakka forums.

www.dakkadakka.com

www.facebook.com/groups/MaelstromsEdge

Version 2.0-Beta02 - 25 April 2022 – Updated to include Militus Holista

THE ARTARIAN REMNANT

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

OVERCHARGE

Models with Loric 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, improve a champion's weapon by +1 SHO for that round, up to a maximum of +2 SHO per weapon.
- **Vent Heat:** This overcharge does not raise the champion's suppression level. During a champion's activation, lower its suppression level by -1, and a further -1 level for each Vent System the champion has equipped. Vent heat may not be utilized during a round of shooting.

CROWD FAVORITES

For every 3 **LORICAN CHAMPIONS** you have on the table during a command phase, gain +1 additional CP.

DESIGNATORS

LORICAN CHAMPION

Despite being piloted by a human, a **LORICAN CHAMPION** is considered to be an inorganic model (for attacks, abilities, etc. that specify they affect inorganic models).

UNITS

<i>MILITUS WARRIOR PRIME</i>	2
<i>MILITUS SKYRUNNER PRIME</i>	3
<i>NIMBUS PATHFINDER PRIME</i>	4
<i>NIMBUS LONGSHOT PRIME</i>	5
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MILITUS WARRIOR PRIME

POINTS: 18

The most versatile Remnant Prime, able to calmly survey the battle and react when necessary.



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

UNIT SIZE: 1 Militus Warrior Prime.

EQUIPMENT: 2 Incursion Rifles, Lorican Armor.

ABILITIES: Aerial Insertion, Command (1), Prime Ability – Counterattack.



DAMAGED
<ul style="list-style-type: none"> • At FOR 4-5, this model can fire a max of 2 weapons. • At FOR 1-3, this model can fire a max of 1 weapon.

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

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: +4 pts.
 - Conflagration Launcher: +6 pts.
 - Incursion Blaster: +4 pts.
 - Incursion Rifle: +4 pts.
 - Lorican Field Generator: +5 pts.
- May be equipped with Defensive Countermeasures: +2 pts.

- May be equipped with up to 2* of the following:
 - Prime Array: +4 pts each.
 - Target Tracker: +1 pt each.
 - Vent System: +3 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.

ABILITY AND EQUIPMENT SUMMARY

AERIAL INSERTION: See pg 1 for details.

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

COMMAND (1): Generates (1) extra CPs per turn. Each turn during its activation, can issue (1) orders to friendly units within 18".

DEFENSIVE COUNTERMEASURES: An enemy unit that charges this unit must immediately take a WP test. If passed, the charging unit's suppression level is raised by +1. If failed, the charging unit's suppression level is raised by +2.

LORICAN ARMOR: See pg 1 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 hits when blocked by the **FIELD** ability.

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: (maximum of 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: (maximum of 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 this ability value by -1 for the round of shooting.

VENT SYSTEM: When performing a Shake-off, lower this unit's suppression level by an extra -1, or an extra -2 if equipped with 2 Vent Systems, regardless of whether the WP test is passed or not.

UNIT DESIGNATORS: Lorican Champion, Militus, Prime



MILITUS SKYRUNNER PRIME

POINTS: 23

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



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

UNIT SIZE: 1 Militus Skyrunner Prime.

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

ABILITIES: Aerial Insertion, Command (1), Prime Ability - Mobile Strike.



DAMAGED
• At FOR 1-3, this model can fire a max of 1 weapon.

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

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: +2 pts.
- May be equipped with up to 2 of the following:
 - Vent System: +3 pts each.
- This detachment may include the following additional units:



1-2



0-1



0-2



0-1

ABILITY AND EQUIPMENT SUMMARY

AERIAL INSERTION: See pg 1 for details.

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

COMMAND (1): Generates (1) extra CPs per turn. Each turn during its activation, can issue (1) orders to friendly units within 18".

DEFENSIVE COUNTERMEASURES: An enemy unit that charges this unit must immediately take a WP test. If passed, the charging unit's suppression level is raised by +1. If failed, the charging unit's suppression level is raised by +2.

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

LORICAN ARMOR: See pg 1 for details.

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

MOBILE: Ignore the wild firing penalty for shooting after making a Dash action, but this unit cannot perform both Aim and Take Cover actions during the same activation.

PHASE: Each hit counts as 2 hits 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: When performing a Shake-off, lower this unit's suppression level by an extra -1, or an extra -2 if equipped with 2 Vent Systems, regardless of whether the WP test is passed or not.

UNIT DESIGNATORS: Lorican Champion, Militus, Prime



NIMBUS PATHFINDER PRIME

POINTS: 11

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Nimbus Pathfinder Prime	7(9)	4(5)	5	4	2	6	2+	Infantry

UNIT SIZE: 1 Nimbus Pathfinder Prime.

EQUIPMENT: Incursion Blaster, Lorican Armor, Pinpoint Scanner.

ABILITIES: Active Scan, Aerial Insertion, Command (1), Prime Ability - Strike & Vanish, Scout.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Arc Splitter	18"	3	3	1	4+	Short Ranged	Arc
Incursion Blaster	18"	1	5	3	5+	Short Ranged	Phase

OPTIONS:

- Incursion Blaster may be replaced with Arc Splitter: +0 pts.
- May be equipped with 1 of the following:
 - Cloak Generator: +4 pts.
 - Lorican Boostpack: +5 pts.
- May be equipped with up to 2* of the following:
 - Hologram Projector: +1 pt each.
 - Prime Array: +4 pts each.
 - Thermal Tracker: +3 pts each.
 - Vent System: +3 pts each.
- This detachment may include the following additional units:



1-2



0-1



0-2



0-1

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

ABILITY AND EQUIPMENT SUMMARY

ACTIVE SCAN: Status action - Place a Painted token on this unit, as well as each visible 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 pg 1 for details.

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

COMMAND (1): Generates (1) extra CPs per turn. Each turn during its activation, can issue (1) 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: (maximum of 1 per model) When this unit is declared as a charge target, immediately reduce the charge distance by D6+1". If this reduction means the target cannot be reached, the enemy makes a Move action instead.

LORICAN ARMOR: See pg 1 for details.

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

MOBILE: Ignore the wild firing penalty for shooting after making a Dash action, but this unit cannot perform both Aim and Take Cover actions during the same activation.

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

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

PRIME ABILITY – STRIKE & VANISH: Once per turn, when a friendly unit within 24" that is not in contact with the enemy activates, it may opt to perform the following 3 actions (and only those 3 actions, though Free actions may still be performed), in this precise order: Aim, Fire, Move.

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

SCOUT: When deploying your force, this unit may 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: (maximum of 1 per model) This unit may draw line of sight entirely through area terrain features as though they were not there.

VENT SYSTEM: When performing a Shake-off, lower this unit's suppression level by an extra -1, or an extra -2 if equipped with 2 Vent Systems, regardless of whether the WP test is passed or not.

UNIT DESIGNATORS: Lorican Champion, Nimbus, Prime



NIMBUS LONGSHOT PRIME

POINTS: 15

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
Nimbus Longshot Prime	7(9)	4(5)	5	4	2	6	2+	Infantry

UNIT SIZE: 1 Nimbus Longshot Prime.

EQUIPMENT: Lorican Armor, Torus Sniper Rifle.

ABILITIES: Aerial Insertion, Command (1), Prime Ability - Focus Fire, Scout.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Torus Sniper Rifle	72"	1	6	3	2+		Armor Piercing, Phase, Sniper

OPTIONS:

- May be equipped with 1 of the following:
 - Cloak Generator: +4 pts.
 - Lorican Boostpack: +5 pts.
- May be equipped with up to 2* of the following:
 - Hologram Projector: +1 pt each.
 - Prime Array: +4 pts each.
 - Target Tracker: +1 pt each.
 - Thermal Tracker: +5 pts each.
 - Vent System: +3 pts each.

- This detachment may include the following additional units:



1-2



0-2



0-1



0-1

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

ABILITY AND EQUIPMENT SUMMARY

AERIAL INSERTION: See pg 1 for details.

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

COMMAND (1): Generates (1) extra CPs per turn. Each turn during its activation, can issue (1) 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: (maximum of 1 per model) When this unit is declared as a charge target, immediately reduce the charge distance by D6+1". If this reduction means the target cannot be reached, the enemy makes a Move action instead.

LORICAN ARMOR: See pg 1 for details.

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

MOBILE: Ignore the wild firing penalty for shooting after making a Dash action, but this unit cannot perform both Aim and Take Cover actions during the same activation.

PHASE: Each hit counts as 2 hits 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: (maximum of 1 per model) This model's **COMMAND** ability value is improved by (+1).

SCOUT: When deploying your force, this unit may 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 +1 SKL dice flip penalty to change a hit roll result from '5' to '6'.

TARGET TRACKER: (maximum of 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 this ability value by -1 for the round of shooting.

THERMAL TRACKER: (maximum of 1 per model) This unit may draw line of sight entirely through area terrain features as though they were not there.

VENT SYSTEM: When performing a Shake-off, lower this unit's suppression level by an extra -1, or an extra -2 if equipped with 2 Vent Systems, regardless of whether the WP test is passed or not.

UNIT DESIGNATORS: Lorican Champion, Nimbus, Prime



MILITUS WARRIOR

POINTS: 15

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



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

UNIT SIZE: 1 Militus Warrior.

EQUIPMENT: 2 Incursion Rifles, Lorican Armor.

ABILITIES: Aerial Insertion.



DAMAGED
<ul style="list-style-type: none"> At FOR 4-5, this model can fire a max of 2 weapons. At FOR 1-3, this model can fire a max of 1 weapon.

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

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: +4 pts.
 - Conflagration Launcher: +6 pts.
 - Incursion Blaster: +4 pts.
 - Incursion Rifle: +4 pts.
 - Lorican Field Generator: +5 pts.
 - May be equipped with:
 - Defensive Countermeasures: +2 pts.
 - Mark of the Initiate: -5 pts.
 - May be equipped with 2* of the following:
 - Enhanced Targeter: +2 pts.
 - Target Tracker: +1 pt.
 - Vent System: +3 pts.
- * If equipped with 3 weapons, only 1 item may be chosen from this list.

ABILITY AND EQUIPMENT SUMMARY

AERIAL INSERTION: See pg 1 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 charges this unit must immediately take a WP test. If passed, the charging unit's suppression level is raised by +1. If failed, the charging unit's suppression level is raised by +2.

ENHANCED TARGETER: (maximum of 1 per model) This model has +1 SKL.

LORICAN ARMOR: See pg 1 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.

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 hits when blocked by the **FIELD** ability.

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

TARGET TRACKER: (maximum of 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 this ability value by -1 for the round of shooting.

VENT SYSTEM: When performing a Shake-off, lower this unit's suppression level by an extra -1, or an extra -2 if equipped with 2 Vent Systems, regardless of whether the WP test is passed or not.

UNIT DESIGNATORS: Lorican Champion, Militus



MILITUS HOLISTA

POINTS: 15

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



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

UNIT SIZE: 1 Militus Holista.

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

ABILITIES: Aerial Insertion, Tagged for Retrieval.

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

OPTIONS:

- 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: +2 pts.
 - Mark of the Initiate: -3 pts.
- May be equipped with 1 of the following:
 - Lorican Boostpack: +5 pts.
 - Lorican Field Generator: +3 pts..

ABILITY AND EQUIPMENT SUMMARY

AERIAL INSERTION: See pg 1 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 charges this unit must immediately take a WP test. If passed, the charging unit's suppression level is raised by +1. If failed, the charging unit's suppression level is raised by +2.

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 during the same activation it performs this action.

LORICAN ARMOR: See pg 1 for details.

LORICAN BOOSTPACK: This model has +2 MV, may move dynamically (see main rulebook) 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.

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

REFLEX SHIELD: You may force enemy melee weapon hits to be re-rolled during CQ Fighting that targets 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: When performing a Shake-off, lower this unit's suppression level by an extra -1, or an extra -2 if equipped with 2 Vent Systems, regardless of whether the WP test is passed or not.

UNIT DESIGNATORS: Lorican Champion, Militus



MILITUS SKYRUNNER

POINTS: 20

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



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

UNIT SIZE: 1 Militus Skyrunner.

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

ABILITIES: Aerial Insertion.



DAMAGED
<ul style="list-style-type: none"> At FOR 1-3, this model can fire a max of 1 weapon.

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

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: +2 pts.
 - Mark of the Initiate: -5 pts.
- May be equipped with up to 2 of the following:
 - Vent System: +3 pts each.

ABILITY AND EQUIPMENT SUMMARY

AERIAL INSERTION: See pg 1 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 charges this unit must immediately take a WP test. If passed, the charging unit's suppression level is raised by +1. If failed, the charging unit's suppression level is raised by +2.

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

LORICAN ARMOR: See pg 1 for details.

LORICAN BOOSTPACK: This model has +2 MV, may move dynamically (see main rulebook) 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 after making a Dash action, but this unit cannot perform both Aim and Take Cover actions during the same activation.

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

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

VENT SYSTEM: When performing a Shake-off, lower this unit's suppression level by an extra -1, or an extra -2 if equipped with 2 Vent Systems, regardless of whether the WP test is passed or not.

UNIT DESIGNATORS: Lorican Champion, Militus



MILITUS DOMINATOR

POINTS: 15

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
Militus Dominator	6	4	4	5	2	7	3+	Behemoth

UNIT SIZE: 1 Militus Dominator.

EQUIPMENT: 2 Incursion Rifles, Lorican Armor.

ABILITIES: Aerial Insertion.



DAMAGED
<ul style="list-style-type: none"> At FOR 4-5, this model can fire a max of 2 weapons. At FOR 1-3, this model can fire a max of 1 weapon.

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

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.
- Must be equipped with 2 of the following:
 - Arc Splitter: +4 pts.
 - Conflagration Launcher: +6 pts.
 - Incursion Blaster: +4 pts.
 - Incursion Rifle: +4 pts.
- May be equipped with:
 - Defensive Countermeasures: +2 pts.
 - Mark of the Initiate: -5 pts.

ABILITY AND EQUIPMENT SUMMARY

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

AERIAL INSERTION: See pg 1 for details.

DEFENSIVE COUNTERMEASURES: An enemy unit that charges this unit must immediately take a WP test. If passed, the charging unit's suppression level is raised by +1. If failed, the charging unit's suppression level is raised by +2.

LORICAN ARMOR: See pg 1 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 hits when blocked by the **FIELD** ability.

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

UNIT DESIGNATORS: Lorican Champion, Militus



NIMBUS PATHFINDER

POINTS: 8

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Nimbus Pathfinder	7(9)	4(5)	4	4	2	5	3+	Infantry

UNIT SIZE: 1 Nimbus Pathfinder.

EQUIPMENT: Incursion Blaster, Lorican Armor, Pinpoint Scanner.

ABILITIES: Active Scan, Aerial Insertion, Scout.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Arc Splitter	18"	3	3	1	4+	Short Ranged	Arc
Incursion Blaster	18"	1	5	3	5+	Short Ranged	Phase

OPTIONS:

- Incursion Blaster may be replaced with Arc Splitter: +0 pts.
 - May be equipped with 1 of the following:
 - Cloak Generator: +4 pts.
 - Lorican Boostpack: +5 pts.
 - May be equipped with Mark of the Initiate: -3 pts.
 - May be equipped with up to 2* of the following:
 - Hologram Projector: +1 pt each.
 - Pathfinder Array: +1 pt each.
 - Thermal Tracker: +3 pts each.
 - Vent System: +3 pts each.
- * If equipped with a Lorican Boostpack, only Vent Systems may be chosen from this list.

ABILITY AND EQUIPMENT SUMMARY

ACTIVE SCAN: Status action - Place a Painted token on this unit, as well as each visible 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 pg 1 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: (maximum of 1 per model) When this unit is declared as a charge target, immediately reduce the charge distance by D6+1". If this reduction means the target cannot be reached, the enemy makes a Move action instead.

LORICAN ARMOR: See pg 1 for details.

LORICAN BOOSTPACK: This model has +2 MV, may move dynamically (see main rulebook) 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 after making a Dash action, but this unit cannot perform both Aim and Take Cover actions during the same activation.

PATHFINDER ARRAY: 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 hits when blocked by the **FIELD** ability.

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

SCOUT: When deploying your force, this unit may 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: (maximum of 1 per model) This unit may draw line of sight entirely through area terrain features as though they were not there.

VENT SYSTEM: When performing a Shake-off, lower this unit's suppression level by an extra -1, or an extra -2 if equipped with 2 Vent Systems, regardless of whether the WP test is passed or not.

UNIT DESIGNATORS: Lorican Champion, Nimbus



NIMBUS LONGSHOT

POINTS: 12

A Nimbus Longshot attacks from great distance with its lethal Torus Sniper Rifle, confounding the enemy advance.



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Nimbus Longshot	7(9)	4(5)	4	4	2	5	3+	Infantry

UNIT SIZE: 1 Nimbus Longshot.

EQUIPMENT: Lorican Armor, Torus Sniper Rifle.

ABILITIES: Aerial Insertion, Scout.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Torus Sniper Rifle	72"	1	6	3	2+		Armor Piercing, Phase, Sniper.

OPTIONS:

- May be equipped with 1 of the following:
 - Cloak Generator: +4 pts.
 - Lorican Boostpack: +5 pts.
 - May be equipped with Mark of the Initiate: -3 pts.
 - May be equipped with up to 2* of the following:
 - Enhanced Targeter: +2 pts each.
 - Hologram Projector: +1 pt each.
 - Target Tracker: +1 pt each.
 - Thermal Tracker: +5 pts each.
 - Vent System: +3 pts each.
- * If equipped with a Lorican Boostpack, only Vent Systems may be chosen from this list.

ABILITY AND EQUIPMENT SUMMARY

AERIAL INSERTION: See pg 1 for details.

ARMOR PIERCING: AV dice flips against this attack cost 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: (maximum of 1 per model) This model has +1 SKL.

HOLOGRAM PROJECTOR: (maximum of 1 per model) When this unit is declared as a charge target, immediately reduce the charge distance by D6+1". If this reduction means the target cannot be reached, the enemy makes a Move action instead.

LORICAN ARMOR: See pg 1 for details.

LORICAN BOOSTPACK: This model has +2 MV, may move dynamically (see main rulebook) 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 after making a Dash action, but this unit cannot perform both Aim and Take Cover actions during the same activation.

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

SCOUT: When deploying your force, this unit may 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 +1 SKL dice flip penalty to change a hit roll result from '5' to '6'.

TARGET TRACKER: (maximum of 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 this ability value by -1 for the round of shooting.

THERMAL TRACKER: (maximum of 1 per model) This unit may draw line of sight entirely through area terrain features as though they were not there.

VENT SYSTEM: When performing a Shake-off, lower this unit's suppression level by an extra -1, or an extra -2 if equipped with 2 Vent Systems, regardless of whether the WP test is passed or not.

UNIT DESIGNATORS: Lorican Champion, Nimbus

ARTARIAN REMNANT FACTION OBJECTIVES

Battles undertaken by the Remnant are often broadcast to vast stadiums aboard the Artarian world ships, 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 *favored champion* for that turn. During its activation, a favored champion gets 1 free overcharge which does not require that you expend a CP to use (though it still raises the champion's suppression level as usual).

- During its activation, if your favored champion causes at least one injury on an enemy model, you gain +1 CP.
 - 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 CP when your favored champion causes at least one injury.
-

EPIC HERO

A champion occasionally reaches legendary status, becoming an epic hero not only 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, your epic hero does not have to expend CPs in order to overcharge, with the exception of Vent Heat, though these free overcharges still raise the unit's suppression level as usual.
 - 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 feastdays, 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: +2 CPs.
- Your second activation of the turn: +1 CP.

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