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 susurration 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 Lorican Champions you have either on the table or in reserve, gain +1 additional CP.

Overcharge: Models with Lorican 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
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 (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
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.

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.

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, Lorican Champion, Militus, Prime.

Ver: 2.0

Militus Skyrunner Prime

20 Points

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 (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:

1-2 0-1 0-2 0-1

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
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: 2.0

Nimbus Pathfinder Prime — 9 Points

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	4	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 (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 pt.
  - Thermal Tracker: +2 pts.
  - Vent Systems: +2 pts each.
- May be equipped with 1 of the following:
  - Cloak Generator: +3 pts.
  - Lorican Boostpack: +4 pts.
- 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.*

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

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.

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.

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, Lorican Champion, Nimbus, Prime.

Ver: 2.0

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
Nimbus Longshot Prime	7	4	5	4	2	6	2+	Infantry

UNIT SIZE: 1 Nimbus Longshot Prime.

EQUIPMENT: Lorican 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.
  - Lorican 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:

1-2	0-2	0-1	0-1

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

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

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.

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 - 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, Lorican Champion, Nimbus, Prime.

Ver: 2.0

Brutus Vanquisher Prime

21 Points

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

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, Lorican 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:
  - Lorican Field Generator: +4 pts.
  - Stabilizer Rig: +3 pts.
- May be equipped with Defensive Countermeasures: +1 pt.
- This detachment may include the following additional units:

1-2	0-1	0-1	0-2

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.

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.

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 weapon.

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

Ver: 2.0

Brutus Breacher Prime — 18 Points

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

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

UNIT SIZE: 1 Brutus Breacher Prime.

EQUIPMENT: Arena Shield, Breach Hammer, Lorican Armor.

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

OPTIONS:

- May be equipped with 1 of the following:
  - Lorican 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:

1-2	0-1	0-1	0-2

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.

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.

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, Lorican Champion, Prime.

Ver: 2.0

Militus Warrior

13 Points

The core of the Remnant fighting force; tough, versatile gladiators trained 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.

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.
  - Lorican 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
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.

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.

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, Lorican Champion, Militus.

Ver: 2.0

Militus Holista

9 Points

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

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, 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 1 of the following:
  - Lorican Boostpack: +4 pts.
  - Lorican Field Generator: +2 pts.
- May be equipped with:
  - Defensive Countermeasures: +1 pt.
  - Mark of the Initiate: -1 pt.

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: 2.0

Militus Skyrunner

17 Points

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

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.

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

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.

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, Lorican Champion, Militus.

Ver: 2.0

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
Militus Dominator	6	4	4	5	2	7	3+	Behemoth

UNIT SIZE: 1 Militus Dominator.

EQUIPMENT: 2 Incursion Rifles, Lorican 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.
- 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.
- 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.

LORICAN 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, Lorican Champion, Militus.

Ver: 2.0

Nimbus Pathfinder

6 Points

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	4	4	4	2	5	3+	Infantry

UNIT SIZE: 1 Nimbus Pathfinder.

EQUIPMENT: Incursion Blaster, Lorican 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.
  - Lorican Boostpack: +4 pts.
- May be equipped with Mark of the Initiate: -2 pts.

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

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

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.

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.

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, Lorican Champion, Nimbus.

Ver: 2.0

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
Nimbus Longshot	7	4	4	4	2	5	3+	Infantry

UNIT SIZE: 1 Nimbus Longshot.

EQUIPMENT: Lorican Armor, Torus Sniper Rifle.

ABILITIES: Aerial Insertion, Scout.

OPTIONS:

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

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

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

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.

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.

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, Lorican Champion, Nimbus.

Ver: 2.0

Brutus Vanquisher

16 Points

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

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

UNIT SIZE: 1 Brutus Vanquisher.

EQUIPMENT: 2 Fodina Heavy Lasers, Lorican 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:
  - Lorican 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
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.

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.

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, Lorican Champion.

Ver: 2.0

Brutus Breacher

13 Points

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

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

UNIT SIZE: 1 Brutus Breacher.

EQUIPMENT: Arena Shield, Breach Hammer, Lorican Armor.

ABILITIES: Aerial Insertion, Mission Specialist.

OPTIONS:

- May be equipped with 1 of the following:
  - Lorican 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
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.

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.

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.

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, Lorican Champion.

Ver: 2.0

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 *favored 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 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: +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.

Artarian Remnant Equipment

Artarian Remnant Weapons

As Remnant weaponry is designed for use both on the battlefield and in their gladiatorial tournaments, they tend to favor energy-based weapons that kill or disable a foe with minimal damage to their surroundings. These weapons are large and brutal, in keeping with the Lorican armor of their bearers.

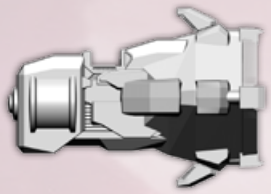
Arc Weapons

Arc weapons use a focused laser to ionize a path to the target. A fraction of a second later, a powerful electric current is sent down this path, arcing directly into the target and then jumping to anything conductive that happens to be nearby. This results in a rapid and gruesome superheating effect on, burning flesh and frying electronics, and making them ideal for clearing out whole squads of lightly armored foes.

Arc Splitter

Flechette Weapons

Remnant flechettes are the envy of other factions in the spiral arm, many of whom have tried and failed to reverse engineer the technology. Each of the thousands of flechettes loaded into the weapon are razor thin, but also contain miniaturized technology, allowing the flying blades to subtly shift their flight angle and track targets out of sight that have been marked by Nimbus Pathfinders.



Heavy Flechette Launcher

Incursion Weapons

The most common type of weapon used throughout the Remnant, Incursion technology uses electromagnetic coils to fire beams of highly charged particles, releasing lethal amounts of radiation and heat upon impact. This radiation ionizes electronics and kills organic cells instantly, while leaving other materials and protective energy fields intact.

Incursion Blaster

Incursion Rifle

Torus Sniper Rifle

Laser Weapons

Laser technology is used in both civilian and military roles. Supercharged laser cannons like the Fodina are just as effective at burning a hole in armor and flesh as they are in welding ship hulls or clearing micro-meteorites. The Fodina's weight and energy demands mean that only a Brutus Suit is able to carry it.

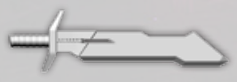
Fodina Heavy Laser

Remnant Melee Weapons

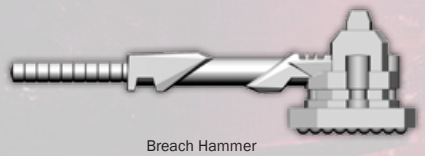
Militus pilots that want to get up close and personal with the enemy rely on the simple, yet effective, Combat Gauntlet, allowing them to harness the power of their suit to punch and tear through any enemy with ease. Some also opt for a Reflex Shield, a small, wrist-mounted energy generator which can deflect incoming melee attacks. Militus Primes sometimes carry a rare Aruval Phase Blade, a melee weapon with incursion technology that can pass effortlessly through enemy defensive fields. Brutus Breachers wield a powerful hammer designed to smash apart enemy tanks and fortifications, whilst protecting themselves with an Arena Shield, a traditional buckler married with built-in energy field projectors.

Arena Shield

Combat Gauntlet



Aruval Phase Blade



Breach Hammer

Reflex Shield

Plasma Weapons

Conflagration Launchers fire globs of pure superheated plasma. Upon impact, this deadly substance splashes across its target, melting through heavy armor and flesh with ease. Though plasma weapons have to be reloaded quite often, they are a favorite amongst Lorican Champions as they have no other weaknesses, being able to destroy both light infantry and enemy armor equally.

Conflagration Launcher

Artarian Remnant Support Equipment

Arrays

Used for multiple purposes by every class of Lorican Champion, arrays boost the signal from a Champion back to their fleet, allowing them to both send and receive information at a faster rate. In the case of Primes, their array grants them updated real-time orbital imagery of the battle, making them a more effective commander. Nimbus Pathfinder Arrays are a waypoint to allow orbital reinforcements to land more accurately. Brutus Breacher Arrays are a targeted short ranged broadcaster, blasting disruptive signals that temporarily disrupt enemy command channels.

Array

Back-Mounted Equipment

Lorican suits have a hardpoint on their back that can be used to mount various pieces of support equipment. While this increases the weight and power requirements on their suit, the added tactical flexibility more than makes up for it. Most commonly used, particularly for the Militus sub-class, is a boostpack for increased mobility or a defensive field generator. Nimbus suits lack the power supply to support a field generator, instead using a cloak generator that makes them nearly invisible to radar and enemy targeting systems. Brutus suits, too heavy to be lifted by a boostpack, mount more specialized equipment, such as the Stabilizer Rig, that allows a Vanquisher to move and fire its heavier weapons without penalty and the Breacher's Sonic Disruptor, whose targeted high-pitched sonic vibrations can freeze the enemy in their tracks as they writhe in agony.

Cloak Generator

Lorican Boostpack

Lorican Field Generator

Stabilizer Rig

Sonic Disruptor

Defensive Countermeasures

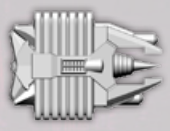
Champions often add additional defensive protection to help give them a slight edge against enemies that get past their guns and try to disable them at close quarters, where the few weak spots in Lorican armor can be exploited. Militus and Brutus suits feature micro-rockets that explode a few meters away, filling the air with deadly mini-flechettes. Nimbus suits instead rely upon a hologram projector to confuse and distract would-be attackers, giving them precious seconds with which they can escape.

Defensive Countermeasures

Hologram Projector

Heat Exchange

Developed from the same technology used to cool the massive plasma engines on Remnant ships, Heat Exchanges are carried exclusively by Holistas. Forgoing their chance to mount more destructive equipment, the Holista helps keep other Fire Team members operational by using a Heat Exchange to siphon away excess heat from other Champions and then expel it using their own Vent Systems. Serving as Holista comes at a considerable cost to the Champion's chances of personal glory, but they are an incredibly valued part of a Fire Team.



Heat Exchange

Inhibitor Mine Launcher

Used by Breachers who like to create a spectacle, Inhibitor mines project a non-lethal, arcing field of electrical energy that scrambles equipment and disorients troops. Deployed via a shoulder mounted launcher, these mines are used to channel an enemy advance, forcing them within range of the Champion's massive Breach Hammer.

Inhibitor Mine Launcher

Rank Badges

Along with their personal and House heraldry, a Prime wears a badge denoting their rank within the team. While the design of these differs between fleets, they always become more elaborate as the Prime grows in status and experience. A novice Champion is marked with a plain shield, either as a badge or painted sigil, denoting their lesser status within the team. Gaining sufficient glory and favor to remove this badge is a significant milestone for a fledgling Champion.

Mark of the Initiate

Mark of the Prime

Mark of the Glorious Prime

Targeters & Trackers

The Enhanced Targeter is a sensor package combined with a dedicated targeting computer, allowing a Champion to more effectively identify and hit their targets. In most cases, this is an external shoulder-mounted piece of equipment, though Primes have a miniaturized, internal version built into their suits. A Target Tracker is the choice for a Champion looking to engage and destroy agile enemies, granting their weapons a nearly god-like ability to predict movement vectors. A Thermal Tracker makes a Nimbus able to effectively target enemies through intervening terrain, while a Pinpoint Scanner paints enemy units for the attention of other Champions carrying heavier firepower.

Enhanced Targeter

Target Tracker

Thermal Tracker

Pinpoint Scanner

Vent Systems

The greatest enemy of Lorican Champions is not any foe they face on the battlefield, but rather the heat that builds up as they constantly push the limits of what their suits can manage. More forward thinking Champions eschew mounting a weapon or support system on one or both of their shoulders and instead take a Vent System, providing them with a simple way to more effectively dissipate heat.

Vent Systems

Artarian Remnant Sample Roster 1 – 120 Points

Militus Warrior Prime — 22 Pts
- Aruval Phase Blade & Incursion Rifle
- Target Tracker
- Prime Array
- Defensive Countermeasures
- Lorican Field Generator

Militus Warrior — 22 Pts
- 2 x Incursion Rifle
- 2 x Vent Systems
- Defensive Countermeasures
- Lorican Field Generator

Militus Warrior — 21 Pts
- 2 x Conflagration Launcher
- Incursion Rifle
- Enhanced Targeter

Militus Holista — 14 Pts
- Incursion Rifle
- Heat Exchange
- 2 x Vent Systems
- Defensive Countermeasures
- Lorican Boostpack

Militus Skyrunner — 19 Pts
- Arc Splitter, Combat Shield & Reflex Shield
- 2 x Vent Systems
- Lorican Boostpack

Militus Dominator — 22 Pts
- 2 x Incursion Rifle
- 2 x Conflagration Launcher

Artarian Remnant Sample Roster 2 – 120 Points

Militus Skyrunner Prime — 22 Pts
- Aruval Phase Blade & Incursion Blaster
- 2 x Vent Systems
- Defensive Countermeasures
- Lorican Boostpack

Militus Warrior — 22 Pts
- 2 x Conflagration Launcher
- Incursion Rifle
- Vent Systems

Militus Warrior — 10 Pts
- Incursion Blaster & Combat Gauntlet
- 2 x Vent Systems
- Mark of the Initiate

Nimbus Longshot — 18 Pts
- Torus Sniper Rifle
- Enhanced Targeter
- Thermal Tracker
- Cloak Generator

Militus Skyrunner — 21 Pts
- 2 x Arc Splitter
- 2 x Vent Systems
- Lorican Boostpack

Brutus Vanquisher — 27 Pts
- 2 x Fodina Heavy Laser
- 2 x Conflagration Launcher
- Stabilizer Rig

We are the Champions

What Remnant fire teams lack in numbers, they make up for with their combat skills and the ability of their massive weaponry to pump out damage. Whichever suits are included in a force, their goals and tactics are focused by the choice of commander, with their associated Prime ability, and selection of faction objective.

The first roster above is led by a Warrior Prime, whose Prime ability encourages champions to counterattack against nearby enemy units, while the Holista keeps the team's suppression under control. Combined with the Favor of the Crowd faction objective granting a selected champion a free Overcharge, this fire team can surgically remove targets from objectives or break through enemy lines.

The second roster focuses on mobility, using Boostpacks, Overcharging and the Scout ability to get Champions where they need to be. Backed up by the Vanquisher's firepower, this fire team is suited to The Great Hunt faction objective.