

ASTERIANS

Unit	Qty	Pts
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CYPHER PRIME

SP	RA	FI	SV	AR	HP	SZ	Bs
1-2	4+	4+	5+	1	1	1	25mm

Construct, Energy Shield (3), Gas Cloud (Toxic(3)), Hacker, Recon 5+, Tactician (1), Overcharge

VP:2 Leader 1 22

Weapon	Range	AP	Keywords
LightBlade	CC	AP2	-
Noh Pistol	R3	-	-

MARIONETTE

SP	RA	FI	SV	AR	HP	SZ	Bs
1-2	5+	6+	5+	-	2	1	25mm

Construct

VP:1 Troop 2 9

Weapon	Range	AP	Keywords
Noh Rifle	R5	-	-

MARIONETTE

SP	RA	FI	SV	AR	HP	SZ	Bs
1-2	5+	6+	5+	-	2	1	25mm

Construct

VP:1 Troop 1 9

Weapon	Range	AP	Keywords
Phlogistor	R2	-	It Burns!

CYPHER

SP	RA	FI	SV	AR	HP	SZ	Bs
1-2	3+	5+	5+	1	1	1	25mm

Construct, Gas Cloud (Toxic(3)), Hacker

VP:3 Specialist 1 22

Weapon	Range	AP	Keywords
Light Missile Launcher	R7	AP2	-

SUPPORT DRONE

SP	RA	FI	SV	AR	HP	SZ	Bs
1-2	5+	-	6+	-	2	1	25mm

Beast, Construct

VP:1 Troop 1 12

Weapon	Range	AP	Keywords
Twin Noh Rifles	R5	-	Weight of Fire (1)

CYPHER

SP	RA	FI	SV	AR	HP	SZ	Bs
1-2	3+	5+	5+	1	1	1	25mm

Construct, Gas Cloud (Toxic(3)), Hacker

VP:2 Troop 1 15

Weapon	Range	AP	Keywords
Noh Rifle	R5	-	-
*Ammo	-	-	Ammo, One-use

Units:7 Troops:5 Specialists:(1/5) Support:(0/1) VPs:11

SPECIAL RULES

Ammo	A model may choose to use the Ammo when it makes a normal <i>Shoot</i> action. Add a +1 dice modifier for that <i>Shoot</i> action.
Beast	A model with this keyword cannot pick up, carry/use Items or Equipment, or interact with control panels. All of its weapons and equipment are either natural or have been grafted on permanently by skilled bio-technicians. A model with this keyword can still claim objective cubes.
Construct	This model is an artificial creature and as such is immune to certain keywords. Additionally, the model can never be Pinned. If hit by an attack that has effects in addition to pinning, such as <i>Blast</i> , the additional effects still apply
Energy Shield (n)	<i>Energy Shields</i> are designed to absorb the energy of incoming attacks and damage, whether this is from particle weapons or kinetic energy devices, close combat or even just falling. Shields take effect whenever the model would potentially take damage, but before any Armour or Armour Piercing is taken into account. When a model wearing this item would potentially take damage, make an (n) dice 6+ test. For each success you roll, 1 point of the potential damage is absorbed by the shield. After the roll for the shield, if any potential damage remains, adjust this by any Armour and Armour Piercing that apply before finally calculating if the model will actually lose any HP. If a model is protected by more than one Energy Shield/Shield Generator then all apply. Roll for each separately and reduce the potential damage by the total number of successes.
Gas Cloud (Toxic(n))	A model with this keyword is able to produce a <i>One-use Gas Cloud</i> . The effect varies by type. Gas Cloud (Toxic(N)): At the beginning or end of its activation, this model may place a <i>Smoke</i> marker in its cube even if there are enemy models in the same cube. (see <i>Smoke</i> on page 39). While in the cube, models are subject to the <i>Toxic (n)</i> keyword if they lose any HP – where n is the value of the <i>Toxic Gas Cloud</i> . Adjacent cubes are not affected by this Toxic effect but are affected by the smoke for LOS. Regardless of type, if the model moves away, the <i>Gas Cloud</i> remains in the cube it was deployed in. It may dissipate as normal at the end of a Round (see <i>Smoke</i> on page 39).
Hacker	A model with this keyword is skilled at accessing terminals and intel. This keyword is used in conjunction with Tactical Asset Missions and Interactive Scenery. In addition, a model with this keyword which finds an Intel item will gain an additional VP.
	Weapons with this keyword unleash indiscriminate sheets of flame, acid, or similar lethal concoctions. It Burns! weapons attack every model in the same cube as the primary target, regardless of which side they are on or whether they are visible to the Shooter. In reality, the weapon fires great gouts of flame that fill the cube, and even near-misses set things alight. Choose one visible model as the primary target and roll a 3 dice Ranged test (X) with no modifiers or re-rolls allowed of any kind. Roll a 3 dice Survive test (X) separately for each model in the target cube. Compare each individually to the attack roll to see the results as per a normal ranged attack. Whatever the result of the attack (even if it misses) all models in the target cube are set on fire (mark them with a fire marker). A model can have a

maximum of one fire marker at any one time.

It Burns! A model with a fire marker must attempt to put out the fire when it is activated. This is a free Special action that the model must take (before even a *Stand Up* action) but will not count towards its normal action limit this activation. It is resolved as follows:

The fire rolls a **3 dice 4+ test (X)**.

The target rolls a **3 dice Survive test (X)**.

Draw or Survive has more successes: The target puts out the fire before it does any real damage. The model may continue with any remaining actions as normal.

Fire has more successes: The target manages to put out the flames and is no longer on fire, but suffers damage in the process. The number of HP lost is equal to the difference in total successes. Armour can reduce damage as normal (resolved using AP0, regardless of the AP of the original attack). The model's activation ends immediately.

One-use This keyword, item, or weapon, may be used only once during a game.

Overcharge The model's Noh weapon gains Rapid Fire and Weight of Fire (2) until the end of its activation.

Recon 5+ Page 46/47

Tactician A model with this keyword is a great leader and intuitively understands how to get the most out of a combat situation. Its player adds (n) Command Dice to their Command Dice roll while the *Tactician* model remains in play (not left the game, or killed).

(n) Having more than one *Tactician* in a Strike Team provides no additional benefit beyond having a replacement if the first one is killed. Simply select the model you wish to use (probably the one that gives the most extra dice!).

Weight of A model with this keyword may re-roll (n) dice when making Ranged tests.

Fire (n) *Weight of Fire* is cumulative. If more than one *Weight of Fire* modifier applies to the test then add together the (n) value from each source.
