

Name	Role	Size	SR	Move	Move Type	Points	Special	Special	Special	Special
Legionary Principes	Personnel	1	4	4	Foot	1	Defender	Cover		
Legionary Triarii	Personnel	1	4	4	Foot	1	Defender	Cover		
Legionary Armiger	Personnel	1	4	4	Foot	1	Defender			
Exo Suit Allectus	Personnel	1	5	4	Foot	2	Defender			
Draco	Materiel	5	4	6	Track	3	Bombard	Indirect Fire		
Onager	Materiel	5	4	6	Track	3	Bombard	Indirect Fire		
Octoris Incendia	Materiel	4	4	8	Track	2	360 Degree Attack			
Octoris Falx	Materiel	4	4	8	Track	2	360 Degree Attack			
Exarch Tank	Materiel	5	6	7	Track	3	360 Degree Attack			
Venator Tank	Materiel	5	6	7	Track	3	360 Degree Attack			
Centurion	Personnel	1	4	4	Foot	1	Defender	Cover	Command 4	Pop Smoke
Decurion Allecti	Personnel	1	6	3	Foot	2	Defender	Command 4	Pop Smoke	
Optio Loricati	Materiel	5	6	7	Track	3	360 Degree Attack	Command 4	Pop Smoke	
Optio Falx	Materiel	4	4	8	Track	2	360 Degree Attack	Command 4	Pop Smoke	
Tribune	Materiel	4	4	8	Track	3	360 Degree Attack	Command 4		

Range Bands												
	0-4			4-9			9-24			24-48		
Name	AP	AM	S	AP	AM	S	AP	AM	S	AP	AM	S
Legionary Principes	6	6	3	4	4	2	2	2	1	-	-	-
Legionary Triarii	5	7	3	4	4	2	2	2	1	-	-	-
Legionary Armiger	4	2	1	6	4	3	5	3	1	-	-	-
Exo Suit Allectus	5	7	2	6	4	3	5	3	1	-	-	-
Draco	3	2	1	3	2	1	5	3	3	5	3	3
Onager	3	2	1	3	2	1	4	4	3	4	4	3
Octoris Incendia	7	3	3	6	2	2	5	1	1	-	-	-
Octoris Falx	3	3	2	4	4	2	5	5	2	-	-	-
Exarch Tank	3	3	2	7	5	2	7	5	2	-	-	-
Venator Tank	3	3	2	6	6	2	6	6	2	-	-	-
Centurion	6	6	3	4	4	2	2	2	1	-	-	-
Decurion Allecti	5	7	2	6	4	3	5	3	1	-	-	-
Optio Loricati	3	3	2	6	6	2	6	6	2	-	-	-
Optio Falx	4	4		4	4		4	4		-	-	-
Tribune	4	4	2	4	4	2	4	4	2	-	-	-

Name	Role	Size	SR	Move	Move Type	Points	Special	Special	Special	Special
Alpha Team	Personnel	1	4	3	Foot	1	Defender	Cover		
Bravo Team	Personnel	1	4	3	Foot	1	Defender	Cover		
Sniper Team	Personnel	1	4	3	Foot	1	Defender	Cover	Camouflage	
Interdict Marines	Personnel	1	5	8	Jump	2	Defender			
Coyote	Materiel	5	4	6	Track	3	Bombard	Indirect Fire		
Buffalo	Materiel	5	4	6	Track	3	Bombard	Indirect Fire		
Direwolf	Materiel	4	4	8	Track	2	360 Degree Attack			
Bigfoot	Materiel	4	4	8	Track	2	360 Degree Attack			
Broadsword Tank	Materiel	5	6	7	Track	3	360 Degree Attack			
Blade Tank	Materiel	5	6	7	Track	3	360 Degree Attack			
Direwolf Platoon Leader	Materiel	4	4	8	Track	2	360 Degree Attack	Command 4	Pop Smoke	
Bigfoot Platoon Leader	Materiel	5	4	9	Track	2	361 Degree Attack	Command 4	Pop Smoke	
VDF Lieutenant	Personnel	1	4	3	Jump		Defender	Command 4	Command	Pop Smoke
Interdict Lieutenant	Personnel	1	5	8	Track	2	Defender	Command 4	Pop Smoke	
Tank Lieutenant	Materiel	5	6	7	Track	3	360 Degree Attack	Command 4	Pop Smoke	
Captain	Materiel	4	4	8	Track	3	360 Degree Attack	Command 4		

Range Bands												
	0-4			4-9			9-24			24-48		
Name	AP	AM	S	AP	AM	S	AP	AM	S	AP	AM	S
Alpha Team	3	3	2	5	4	2	5	4	2	-	-	-
Bravo Team	3	3	2	4	5	2	4	5	2	-	-	-
Sniper Team	2	2	1	2	2	1	5	5	3	6	6	-
Interdict Marines	6	4	2	6	4	2	6	4	2	-	-	-
Coyote	2	2	1	3	3	1	3	5	3	3	5	3
Buffalo	2	2	1	3	3	1	4	4	3	4	4	3
Direwolf	3	3	2	6	3	2	6	3	2	-	-	-
Bigfoot	3	3	1	4	4	3	5	5	2	-	-	-
Broadsword Tank	3	3	2	6	6	2	6	6	2	-	-	-
Blade Tank	3	3	2	4	8	2	4	8	2	-	-	-
Direwolf Platoon Leader	5	3	2	5	3	2	5	3	2	-	-	-
Bigfoot Platoon Leader	3	3	1	4	4	3	5	5	2	-	-	-
VDF Lieutenant	3	3	2	5	4	2	5	4	2	-	-	-
Interdict Lieutenant	6	4	2	6	4	2	6	4	2	-	-	-
Tank Lieutenant	3	3	2	6	6	2	6	6	2	-	-	-
Captain	5	3	2	5	3	2	5	3	2	-	-	-

Syntha Core Bases

Name	Role	Size	SR	Move	Move Type	Points	Special	Special	Special	Special	Special
Tactical Cell	Personnel	1	4	3	Foot	1	Defender	Cover	SPOMM		
Point Cell	Personnel	1	4	3	Foot	1	Defender	Cover	SPOMM		
Tactical Teratosynths	Personnel	2	5	4	Foot	2	Defender	Bombard	SPOMM		
M-Synth	Materiel	3	5	6	Foot	2	SPOMM				
Drone Carrier	Materiel	5	4	6	Hover	3	Bombard	Indirect Fire	SPOMM		
Plasma Cannon	Materiel	5	4	6	Hover	3	Bombard	Indirect Fire	SPOMM		
Persephone Transport	Materiel	4	4	8	Hover	2	360 Degree Attack	SPOMM			
Demeter Transport	Materiel	4	4	8	Hover	2	360 Degree Attack	SPOMM			
Nemesis Grav Tank	Materiel	5	6	7	Hover	3	360 Degree Attack	SPOMM			
Hades Grav Tank	Materiel	5	6	7	Hover	3	360 Degree Attack	Bombard	Indirect Fire	SPOMM	
Tactical Beta	Personnel	1	4	3	Foot	1	Defender	Cover	SPOMM	Command 3	Pop Smoke
Point Beta	Personnel	1	4	3	Foot	1	Defender	Cover	SPOMM	Command 3	Pop Smoke
T-Synth Beta	Personnel	2	5	4	Foot	2	Defender	SPOMM	Command 3	Pop Smoke	
M-Synth Beta	Materiel	3	5	4	Foot	2	SPOMM	Command 3	Pop Smoke	Pop Smoke	
Nemesis Beta	Materiel	5	6	7	Hover	3	360 Degree Attack	SPOMM	Command 3	Pop Smoke	
Hades Beta	Materiel	5	6	7	Hover	3	360 Degree Attack	Bombard	Indirect Fire	SPOMM + Pop Smoke	Command 3
Persephone Beta	Materiel	4	4	8	Hover	2	360 Degree Attack	SPOMM	Command 3	Pop Smoke	Command 3
Mechanised Alpha	Materiel	4	4	8	Hover	3	360 Degree Attack	SPOMM	Command 3		

Syntha Core Bases

Syntha Core Bases

Range Bands											
	0-4			4-9			9-24			24-48	
Name	AP	AM	S	AP	AM	S	AP	AM	S	AP	AM
Tactical Cell	3	3	2	4	4	2	5	5	2	-	-
Point Cell	6	4	3	5	3	2	4	2	1	-	-
Tactical Teratosynths	4	4	2	4	4	2	5	5	2	4	4
M-Synth	5	5	2	5	5	2	5	5	2	-	-
Drone Carrier	2	3	1	2	3	1	4	4	3	4	4
Plasma Cannon	2	3	1	2	3	1	3	5	3	3	5
Persephone Transport	3	3	2	4	4	2	5	5	2	-	-
Demeter Transport	3	7	3	3	7	2	1	3	1	-	-
Nemesis Grav Tank	3	3	2	8	4	2	8	4	2	-	-
Hades Grav Tank	3	3	1	3	3	1	5	5	3	5	5
Tactical Beta	3	3	2	4	4	2	5	5	2	-	-
Point Beta	6	4	3	5	3	2	4	2	1	-	-
T-Synth Beta	4	4	2	4	4	2	5	5	2	4	4
M-Synth Beta	5	5	2	5	5	2	5	5	2	-	-
Nemesis Beta	3	3	2	4	8	2	4	8	2	-	-
Hades Beta	3	3	1	3	3	1	5	5	3	5	5
Persephone Beta	4	4	2	4	4	2	4	4	2	-	-

Syntha Core Bases

Mechanised Alpha	4	4	2	4	4	2	4	4	2	-	-
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Syntha Core Bases

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Name	Role	Size	SR	Move	Move Type	Points	Special	Special	Special	Special	Special
SART	Personnel	1	3	3	Foot	1	Defender	Cover			
SAMS	Personnel	1	3	3	Foot	1	Defender	Cover			
Disperser Team	Personnel	1	3	3	Foot	1	Defender	Cover			
Black Legion	Personnel	1	3	8	Jump	2	Defender				
Triglav	Materiel	5	3	6	Wheeled	3	Bombard	Indirect Fire			
Alkonost	Materiel	5	3	6	Wheeled	3	Bombard	Indirect Fire			
BMD-9 Bear	Materiel	4	3	8	Wheeled	2	360 Degree Attack				
BMD-11 Eagle	Materiel	4	3	8	Wheeled	2	360 Degree Attack				
KV-18 Ikon	Materiel	5	4	7	Track	3	360 Degree Attack				
KV-90 Red Hammer	Materiel	5	4	7	Track	3	360 Degree Attack	Bombard	Indirect Fire		
Suppressor Lieutenant	Personnel	1	3	3	Foot	1	Defender	Cover	Command 4	Pop Smoke	
Black Legion Lieutenant	Personnel	1	2	8	Jump	2	Defender	Command 4	Pop Smoke		
BMD-9 Lieutenant	Materiel	4	3	8	Wheeled	2	360 Degree Attack	Command 4	Pop Smoke		
Red Hammer Lieutenant	Materiel	5	4	7	Track	3	360 Degree Attack	Bombard	Indirect Fire	Command 4	Pop Smoke
Ikon Lieutenant	Materiel	5	4	7	Track	3	360 Degree Attack	Command 4	Pop Smoke		
Motorised Captain	Materiel	4	3	8	Wheeled	3	360 Degree Attack	Command 4			

Range Bands											
	0-4			4-9			9-24			24-48	
Name	AP	AM	S	AP	AM	S	AP	AM	S	AP	AM
SART	4	4	2	4	4	2	4	4	2	-	-
SAMS	4	6	2	4	3	2	4	3	2	-	-
Disperser Team	2	2	3	6	4	2	6	4	1	-	-
Black Legion	5	5	3	5	5	2	5	5	1	-	-
Triglav	3	2	1	3	2	1	5	3	3	5	3
Alkonost	3	2	1	3	2	1	4	4	3	4	4
BMD-9 Bear	3	3	2	4	4	2	5	5	2	-	-
BMD-11 Eagle	3	3	2	5	4	2	5	4	2	-	-
KV-18 Ikon	4	2	2	6	6	2	6	6	2	-	-
KV-90 Red Hammer	4	2	2	3	3	2	5	5	2	5	5
Suppressor Lieutenant	4	4	2	4	4	2	4	4	2	-	-
Black Legion Lieutenant	5	5	3	5	5	2	5	5	1	-	-
BMD-9 Lieutenant	4	4	2	4	4	2	4	4	2	-	-
Red Hammer Lieutenant	4	2	2	3	3	2	5	5	2	5	5
Ikon Lieutenant	4	2	2	6	6	2	6	6	2	-	-
Motorised Captain	4	4	2	4	4	2	4	4	2	-	-

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