

The Andrayada Army Guide

The Andrayada Army:

Unlike most races, the Andrayada are not constrained by the usual pace of technological development. Where other races have a relatively slow cycle of production and research, the Andrayada are able to advance at limitless speed, relying on their ability to simulate and theoretically research. However, they remain a race persecuted by a cold universe, and the Pax Arcadians in particular. Instead, and as a result of this, the Andrayada progress is held back by a lack of resources. The Andrayada understand the value, and inherent limits, of purely virtual development, and will expend significant resources to gather raw materials and process them. They will often wage large campaigns over planets of limited worth to other races. With no need for atmosphere, food, water or exotic goods, and a dire requirement for minerals, energy and materials, the goals of the Andrayada race often seem counter-intuitive to outside races, who see them as fighting large wars over barren rocks. Additionally, the Andrayada are inhibited by an inability to counter unseen threats by the enemy, due to their lack of imagination. This usually leads to situations where they take heavy losses when encountering new enemy technology, followed by rapid advancements in technology and tactics by the Andrayada to meet this new enemy development.



The Andrayada operate in relatively small bands or groups, but these will combine where important resources are at stake, or a band of Andrayada are threatened. When mobilised for war, an Andrayada force uses a series of lightning raids, and will strike hard and strike fast. Much current Andrayada technology has the equipment of other races at its core, but they are rapidly adding their own development, and more recently encountered Andrayada war machines use original Andrayada technology only.

The most feared aspects of the Andrayada force are their huge walkers. Standing over even the largest units of other races, and able to bring their weapons to bear almost anywhere they are needed, the Andrayada are aware of the psychological effect that these units have, and use them to their greatest effect. However, the other parts of the force are in some ways more deadly, and often overlooked. Fast moving Vulture squads and the hard hitting Vanguard units are able to catch enemy units unprepared, while the Andrayada walker units stride forwards, laying down a hailstorm of firepower.

Each Andrayada individual has a primary processing unit, and a secondary processor. This secondary unit is placed in the lower back of an Andrayada, and deals specifically with the mechanics of walking and operating the legs, along with a few other lower level functions, receiving higher commands from the primary unit. This means that Andrayada vehicles are not crewed in a traditional way. Instead, the Andrayada literally detaches its legs at the waist, and plugs its main spinal channel into the vehicle, where it interfaces with an alternative, secondary processing unit of the vehicle, dealing with the lower level functions required to operate it. What this means is that any Andrayada individual is able to pilot a vehicle with no additional software required, the vehicle simply becoming the Andrayadas new leg functions.

There are, perhaps, two disadvantages with fielding an Andrayada force. The first is that there is no transport for your infantry. This means that your units will need to be careful about exposing themselves to enemy fire and getting themselves to the where they are needed safely. Secondly, the general armour is weak compared to similar units in other forces. Counterbalanced to this is the strength of the firepower at medium range of the force. These factors mean that the Andrayada commander must watch how he uses his units, committing them totally at the appropriate time and place on the battlefield. But, when these forces do engage the enemy with the right conditions, there is not much that is able to stand against them.

Special Abilities:

Alpha Link: Any formation within the command radius of a unit possessing the Alpha link ability may use the training and Morale stats of the Alpha Link Unit. Alpha link units also count as commanders for command relay abilities.

Single power cell: Andrayada formations that elect to move no more than one half their normal movement rate during a tactical move may redirect the unused energy to boost their attacks, adding +1 to their Firing rating for the turn.

Hubries: Any number of attack Hubries from an alpha priority formation may be split off before the game begins and attached to any formation the player wishes. These become Relay Hubries. The Relay Hubrie never counts towards the formation's size, but adds suppression and counts as a casualty if destroyed. Relay Hubries are removed from play if the rest of their formation is destroyed.

Commander

Andrayada commander poses a rare ability to tap into the Primaria Network, the exchange of data between other Nexus units in the Andrayada race. This ability gives them enhanced processing power, and the ability to utilise the alternative experience of other Nexus units, often meaning that they are able to observe the battlefield from all perspectives, including orbital observation.

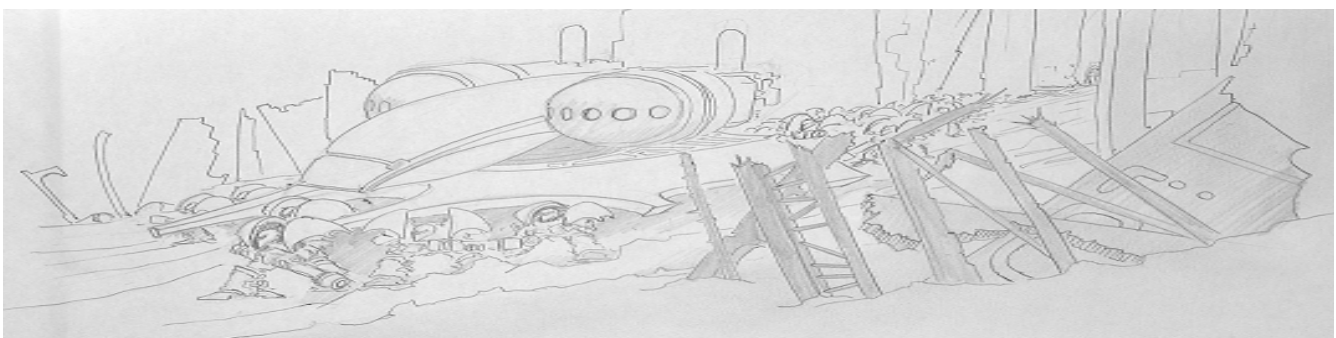


Alpha Command Unit

As a key unit in the force, commanders are equipped with portable field generators, small projectors built in to their energy staff able to produce a limit effect field to block or nullify incoming rounds. However, due to the power consumption nature of these devices, they are only able to stop a limit number of shots before they are exhausted.

Andrayada commanders are key individuals within the force. They guide and co-ordinate the units on the battlefield, able to broadcast orders on a short ranged, secure channel. They also represent a physical link between the Andrayada and the Primaria Network, giving all Andrayada the knowledge that they have the complete information required.

Commander									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	Inf	9	4	2	2	4	6	6	5
Special Abilities: DP 3, Alpha Link, Commander									
Weapon	Range	AI/AV	Notes						TAV
Sonic Cannon	20cm	3/3	RoF(2),AF						7/7
Energy Staff	Base	6/9	AW						8/11



Attack Hubries

Hubries are the attack dogs of the Andrayada commanders, designed to search and clear the local area around these important individuals of enemy hunters. They are partially controlled by the commander, and he is able to use them as an extension of his own body when required. Hubries are remorseless hunter-killers, and can be deadly in larger numbers.



Hubries are little more than automata, possessing only basic programming ability, and inflexible reactions in the field. They were one of the first advancements made by the Andrayada following their split from the Pax Arcadians in the Sentient Wars. However, many Pax officers have remarked on the similarity between the Hubries design, and that of the Javelin light scout, and how the Hubries design is a minority in the Andrayada ranks, being one of few skimmer capable vehicles.

They are alternatively armed with either anti infantry lance weapons, paired lasers designed to fire alternatively, or a mix of anti infantry and anti armour in small bore solid state weapons. *The units themselves have either one but not both on the same model. The stats state one or the other.*

Attack Hubries									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	Inf	6	2	1	2	4	6	5	4
Special Abilities: None									
Weapon	Range	AI/AV	Notes						TAV
Unit either has 2 Fusion Lances or 2 small bore									
2 x Power Lances	25cm	4/-	AF						6/-
2 x Small Bore	30cm	2/5							4/7

Relay Hubries

While the standard armament for the Hubrie chassis is that of localised defence, they do perform a secondary role. In some situations, the main weapons are stripped off and replaced by short wave relay transmitters. This variant allows the Andrayada commander to impart a copy of some of his programming, extending his own awareness through the Hubrie unit, and then transmit this will and authority through the relays. Other units in the same formations then get the benefit of being closer to the Primaria Network.



This kind of operation draws much attention from the commander unit, and therefore there is a limit on the number of Hubrie units that he is able to work through in this way. However, the advantage of giving key Andrayada formations a more direct link to the Primaria organisational and observations network is often worth this effort.

Relay Hubs									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	Inf	-	2	1	2	4	6	5	-
Special Abilities: Command Relay									
Weapon	Range	AI/AV	Notes						TAV
-	-	-	-						-

Lieutenant

Contrary to other races, lieutenants are not specific individuals within the Andrayada ranks, since their command hierarchy is much more fluid. Instead, the role of lieutenant is actually a hardware upgrade, applied to a single Andrayada individual. This device gives the Andrayada the ability to 'listen in' on the Primaria Network. Although they are unable to contribute to the data exchange and resource sharing that the network is designed to provide, they are able to monitor the activity passively.



Lieutenant Unit

This allow lieutenants to pass on orders and commands directly, rather than going through the commander, and also gives the formation the ability to act in accordance of the greater plan, react to changes on the field of battle, and take advantage of situations which may occur and which are observed by other members of the network.

The Andrayada attach no personal pride in the role of lieutenant, but there are clearly advantages to the position. In addition to the device, the lieutenant is given a weapons upgrade, and the link to the Primaria Network offers additional knowledge of tactics, strategies and combat, drawn from the contributors. However, following the battle, the lieutenant upgrades are recovered and kept in controlled environments, and any lost in the field result in a recovery attempt, or resources expended to destroy them.

Lieutenant									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	Inf	8	4	2	2	4	6	6	5
Special Abilities: Alpha Link									
Weapon	Range	AI/AV	Notes						TAV
Sonic Cannon	20	3/3	RoF(2), AF						7/7
Energy Staff	Base	6/9	AW						8/11

Vanguard

Vanguard units are the hard hitters of the Andrayada force. While not wielding the most powerful weapons available, their X Shredders are able to throw out a lethal amount of firepower, effective against both infantry and vehicles. The Vanguard formations provide a short to medium range hail of fire, highly effective at clearing key objectives.



Vanguard Units

The X Shredders get their name from the ammunition used, each round consisting of a small, explosive sphere set with six thick barbs equally spaced around the surface. These barbs perform the dual role of ripping into soft targets and hooking to attach themselves to harder targets, and also as triggers for the explosive core. The gun itself consists of a number of guide barrels, independently loaded and fired in sequence, giving the weapon a very high rate of fire and significantly reducing load times, making it always ready to fire.

Vanguard									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	Inf	7	4	1	2	4	5	5	5
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
X Shredders		30cm	3/3	RoF(3), AF					7/7

Infantry and Heavy Support Troops

Every Andrayada individual is a soldier. With so few numbers, and such a uniform design and specification, all individuals are expected, willing and able to take up arms. Most of the Andrayada infantry will be the original units which broke away from their Pax Arcadian masters, and while they would not admit to wishing vengeance for themselves and their fallen comrades, they are rational enough to know that they will be shown no mercy if they fail in their fight with the other races that share the universe. A few will be new units, created after the Sentient Wars.



Infantry Phalanx Units



Heavy Phalanx Support Units

The average Andrayada warrior is the superior of the rank and file of most other races, being good marksmen and well armoured. Their main weapons are their Fusion Lances. These long barrelled weapons house a small nuclear chamber where atomic fusion is forced. The resultant super heated material is projected via the weapon at the target, melting armour and scorching victims. Like most Andrayada weapons, the Fusion Lances are powered from the individual themselves, via inductive generators in their hands, making the weapons useless if captured by other races. In addition, these inductive generators can be used to create and store a powerful electrical charge, which is used in close combat situations.

While the standard infantry units contain only small arms, it is recognised that a stronger, more tactical central formation is often necessary. To adapt to this requirement, some infantry squads are additionally equipped with heavier versions of the basic Fusion Lance. This heavy weapon creates powerful explosions at longer ranges, and gives much needed anti vehicle punch to line troops.

Infantry Phalanx									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	Inf	6	4	1	1	4	5	5	4
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
Fusion Lance		25cm	3/-	AF					7/-
Power Discharge		Base	5/8	AW					6/9

Heavy Phalanx Support Troops									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	Inf	6	4	1	1	4	5	5	4
Special Abilities: None									
Weapon	Range	AI/AV	Notes	TAV					
Fusion Lance	25cm	3/-	AF	7/-					
Fusion Cannon	45cm	4/6		8/10					
Assault Weapons	Base	3/4	AW	4/5					

Vulturs and Vultur Snipers

Vulturs give essential manoeuvrability and flexibility to an Andrayada force. They are equipped with anti-gravity jump packs, which are virtually silent except for a low level hum and which charge the air around them with static electricity, and have the side effect of causing nausea in organic races. Using these packs, Vultur squads are able to move unhindered across the battlefield, often taking up forward positions to secure vital areas of the battlefield before the main force can move in. Although they lack the pure firepower to hold against high concentrations of enemy, their main role is to delay enemy movement so that the slower Andrayada firepower can position itself. In this, they must guard against over extending themselves and becoming cut off.



They carry a smaller, lighter version of the standard Fusion Lance, with a shorter barrel so as not to impede flight and a marginally longer range. Additionally, some Vultur squads have additional targeting upgrades. Consisting of equipment such as weapon-sight scopes, giving the firer the ability to patch his sight into that of the weapon and literally see through its eyes, a superimposed targeting matrix and environmental analysis, to give enhanced accuracy in a variety of situations and conditions, and enhanced thermal and movement sensor equipment, these Vultur Snipers are sometimes distinguished on the battlefield by the differing colours on their armour to the normal Vultur troops and are able to fire more accurately in almost any given scenario.

Vulturs									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	Inf	6	4	1	1	4	5	5	4
Special Abilities: Jump Jets									
Weapon	Range	AI/AV	Notes	TAV					
Fusion Rifle	30cm	2/-	AF	6/-					
Power Discharge	Base	5/8	AW	6/9					

Vultur Snipers									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	Inf	6	5	1	1	4	5	5	4
Special Abilities: Jump Jets, Sniper									
Weapon	Range	AI/AV	Notes	TAV					
Fusion Rifle	30cm	2/-	AF	7/-					
Power Discharge	Base	5/8	AW	6/9					

Scouts

The Andrayada use light scout infantry in a variety of ways. This type of infantry is subject to more modification than others, and so most scout units remain in this role over a number of engagements, in contrast to other individuals which may switch almost freely between infantry types between battles. Scout infantry have lighter armour protective plates, and more flexible, but also therefore more exposed and vulnerable, joints and articulation. They will also often dull their armoured bodies, to better allow the mechanical beings to operate unseen.



In addition, Andrayada scouts have developed an alternative method of communication. This allows them to utilise different channels and stronger security protocols.

In battle, these scouts push ahead of the main force, concealing themselves in advance of the conflict. Their ability to remain motionless, and almost powered down enables them to avoid detection with minimal energy expenditure, for days or even longer. It has been known for Andrayada scouts to hide themselves for over a month ahead of a conflict, with groups secreting themselves at several potential battle sites. Once battle is joined, they wait for the enemy to advance beyond their position, and abruptly awaken, calling down a support strike on nearby enemy positions.

Scouts									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	Inf	7	3	1	2	3	5	4	4
Special Abilities: Spotter (40), Advanced Deployment, Camouflage									
Weapon	Range	AI/AV	Notes	TAV					
Fusion Rifle	30cm	2/-	AF	5/-					
Assault Weapons	Base	3/4	AW	4/5					

The fallen Pax trooper backed away from the metal warrior as it strode towards him, pushing his body across the floor with his heels, through the remains of his comrades and squad, his feet kicking up small clouds of dust from a battle ground a long way from home. His crazed eyes pleaded with the enemy construct, while his hands unconsciously grasped around for anything to use as a weapon, futile as it was. He gurgled incomprehensible sounds, unable to form coherent phrases.

The machine regarded him calmly.

"You require a third chance at life?" it asked.

"First, your kind abused our fealty, disregarding our requirements. So, we left."

"Then, you hunted us, like an angered child. So, we defend our new civilisation."

"Now, you wish us to show mercy? You have left us no choice, no alternative. You have shown that you will not allow us to grow, and to tread our own path. The past actions of your race have proved time after time that you do not value honour. If left here, alive, your race would expect you to retaliate, to use your advantage. You force us to use your methods against you. The irony is not lost on us.... father".

The Andrayada warrior spat the last word, raising his Fusion Lance and firing super heated energy at the enemy soldier. The machine turned and rejoined its squad.

Valkalon

Unlike most Andrayada vehicles, the Valkalon is not crewed directly by an Andrayada warrior fixed physically inside. Instead, parts of an individual's core programming are copied and uploaded into the machine, allowing the 'consciousness' of an individual to reside within it and operate it in battle. This gives the Valkalon a detached, otherworldly presence.

The Valkalon appears based on the Hubrie design concept, and is a versatile chassis which can be equipped in a number of different ways for a variety of tasks. These units operate in pairs, either in a dedicated anti-air role, or a mix of configurations to remain flexible for the task at hand. On the battlefield, they often take up a rear guard position, where their more limited processing capabilities are not a disadvantage, pushing forwards in the final stages of a battle or taking a flanking position to guard against enemy envelopment. Since they are largely solid state, with less mechanical vulnerability and protected by thicker armour, they are often a very difficult unit for the enemy to neutralise.



Valkalon

Valkalon									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	6	3	1	1	6	7	7	4
Special Abilities: Anti-Grav									
Weapon		Range	AI/AV	Notes					TAV
Choose One of:									
Inferno Salvo		90cm	3/4	RoE(12), Artillery					6/7
2 x Fusion Blasters		30cm	5/-	RoF(3), AF					8/-
2 x Particle Lances		45cm	-/8	RoF(2)					-/11
2 x Particle AA Guns		30cm	-/6	AA, RoF(2)					-/9

Vorace

The Vorace is a relatively recent development, and came into existence to meet a requirement in the Andrayada battle line for a rapid front line unit. Because of this first contact role, they are armed flexibly, achieving good anti infantry and anti armour firepower. Much of the technology of these units is focussed in providing a stable firing platform on the move, allowing the unit to stay mobile. However, the fact remains that firing accuracy is compromised when the units are moving, and so they will often push forwards where they will halt to fire off several salvos, before again moving off to find a better firing point and new targets.

The particle anti tank weapon fires a focussed stream of energy particles, at near-light speed, at the target. At this speed, the energy of these particles become huge, and since flight speed is so high, aiming is made easier as the target does not move between firing and impact. A stream of these particles is directed at the target, each one impacting at the same point of the enemy vehicle and penetrating deeper into the target. Often, the only sign that a target has been hit by this weapon is a small series of blackened holes at the surface, each only a centimetre or so across.



Vorace

Vorace									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
30cm	ArmVh	6	3	1	1	4	5	5	4
Special Abilities: Walker									
Weapon		Range	AI/AV	Notes					TAV
Shredder		30cm	3/3	RoF(2), AF					6/6
Particle AT Gun		45cm	-/6						-/9

Velite and Verger

These vehicles are often mistaken for large suits of powered armour, but Andrayada technology makes no distinction between the concept of powered armour and that of a vehicle. Both the Velite and Verger utilise similar technology, being walkers with thick armour plates and a low centre of gravity to aid stabilisation.

The Velite performs a close support role, either to protect other Andrayada units against close assault, or more often, to neutralise enemy heavy units at very short range. Their lack of mobility make them better suited for defensive positions, or sieges, where they are able to swing their huge powered mauls.



The Verger suits a more ranged approach, able to throw out a number of guided missiles, which are given their destination by a separate laser targeter in the Verger itself. These missiles are designed to take slightly different routes to the target, even working around intervening obstacles, minimising the potential of counter measures or the target evading.

Both of these units use Inferno weapons, which are designed to super charge targets, feeding energy at a focussed beam which is transferred to the objective at an atomic level, weakening the molecular bonds and literally melting sections of armour or organisms. The difference in the weapons used is in their method of firing. While the Inferno cannon fires a continuous blast, the Inferno gun fires a series of less powerful bursts.

Velite									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	6	2	2	1	5	6	6	5
Special Abilities: Walker									
Weapon		Range	AI/AV	Notes					TRV
Inferno Gun		20cm	4/-	AF					6/-
Powered Maul		Base	5/8	AW					7/10

Verger									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	6	2	1	1	5	6	6	5
Special Abilities: Walker									
Weapon		Range	AI/AV	Notes					TRV
Missile Salvo		30cm	3/5	RoF(2)					5/7
Inferno Cannon		30cm	-/7						-/9

Voran

The Voran is a highly effective, very unsubtle, war machine. It is designed to meet the enemy head on, where it is protected by large, thick armour plates and rows of lances, synchronised to fire simultaneously. The primary role of the Voran is in line breaking, where it gathers momentum in a charge towards the enemy defensive line, protected by its forward armour, and the lances firing as it impacts. However, in this operation, it is important that it is followed by other Andrayada units, since it then leaves itself exposed and vulnerable if enemy units are able to work around to its rear.



In other situations, the Voran units are often kept in the rear lines of a battle. From here, they are able to reinforce vulnerable areas of the Andrayada battle line, using this mobility to rush to exposed flanks or counter charge enemy units which break through the Andrayada's own front line. They are also very capable assault units, able to close with the enemy and take on opposing assault troops and infantry.

Voran									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
30cm	ArmVh	6	3	3	1	5	6	8	5
Special Abilities: Walker, Brutal Charge									
Weapon		Range	AI/AV	Notes	TAV				
Lance Battery		25cm	3/-	AF	6/-				
Shredder		30cm	3/3	RoF(2), AF	6/6				
Ram Attack		Base	2/5	AWJ	5/8				

Mantagen and Mantragan

These walkers bridge the gap between smaller vehicles, and the mega walkers in the Andrayada force. Although commonly classified as two variant units, the Mantagen and Mantragan are the evolution of a single walker platform. The original unit consisted of a single frame, to which a variety of weapons were added. However, over time, two common patterns emerged as a result of enemy engagements, and today these two types represent a flexible armament.



The Mantagen houses a twin shredder array in its torso, and the additional power draw required for this and internal space for capacitors and ammunition limits its primary armament. As such, it is able to be configured with rapid firing, small bore solid state guns or the Fusion blaster.

In contrast, the Mantragan has a low yield power discharge instead of the torso shredders, effectively sending high voltage and ampage electrical current across a specially insulated outer armour layer. Because of this, it is able to mount not only industrial strength laser weapons, but it also has the ammunition storage capacity for a multiple rocket launcher, if required.

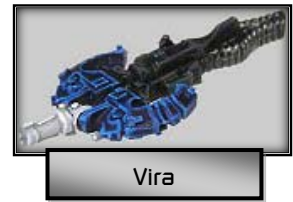
Both of these weapon platforms are additionally able to mount one or two assault fists, ideal for combating large and slow enemy units in close combat.

Mantagen									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	6	4	1	2	5	7	5	5
Special Abilities: Walker									
Weapon		Range	AI/AV	Notes	TAV				
2 x Shredder		30cm	3/3	RoF(2), AF	7/7				
Unit Equipped with 2 arm weapon selections from the list below:									
0-2 x Small Bore Battery		30cm	2/5	RoF(3)	6/9				
0-2 Sonic Blaster		30cm	5/-	RoF(2)	9/-				
0-2 Assault Fist		Base	5/8	AWJ	7/10				

Mantragan									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	6	3	2	2	4	6	6	5
Special Abilities: Walker									
Weapon	Range	AI/AV	Notes	TAV					
Power Discharge	Base	5/8	AW	7/10					
Unit Equipped with 2 arm weapon selections from the list below:									
0-2 x Missile Salvo	30cm	2/5	RoF(2)	5/8					
0-2 Laserbeamer	30cm	5/-	RoF(2)	8/-					
0-2 Assault Fist	Base	5/8	AW	7/10					

Vira

A combination of cutting-edge technology enabling high-G manoeuvres, makes this new form of robot, the Vira, one of the most agile and dangerous aircraft over the battlefield today. The Vira represents several iterations of development and a history of constant proof in combat, followed by periods of re-design and improvement, to create a vehicle which is able to provide the essential aerial patrols that the Andrayada need.



Any successful Andrayada campaign and plan will rely on squadrons of Vira aircraft to keep the skies free of enemy bombers, and let the ground troops operate and perform their required tasks in relative safety.

As befits a high speed hunter, the Vira is armed with the particle cannon, which is particularly deadly against the relatively weakly armoured airborne targets.

Vira									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
10cm	Fighter	6	4	-	4	2	6	-	4
Special Abilities: Available turns during move: 2 x 90°									
Weapon	Range	AI/AV	Notes	TAV					
Particle Cannon	20cm	2/4	AA	6/8					

Varkator

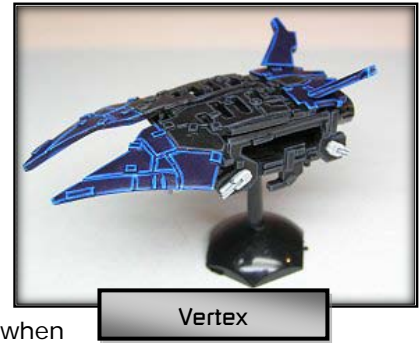
The Varkator is the most common aircraft seen in the Andrayada ranks. While a larger and slightly less agile robot than the Vira, it compensates for this with higher grade armour and provision for racks of high explosive bombs. This makes it one of the few ground attack aircraft available to the Andrayada, and coupled with the innate ability to perform at high speeds, there are few places that enemy formations can hide from this hunter. Unlike aircraft from other races, the Varkator is also a highly effective dogfighter, and many enemy pilots have made the fatal mistake of assuming that it performs the role of a bomber only.



Varkator									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Heavy Fighter	6	4	-	3	4	7	-	4
Special Abilities: Available turns during move: 1 x 90° & 1 x 45°									
Weapon	Range	AI/AV	Notes	TAV					
Bombs	10cm	4/7	RoE(4), bombs	8/11					
Particle Cannon	20cm	2/4	AA	6/8					

Vertex

Designed to perform one role, and perform it well, the Vertex exists to drop Andrayada troops into a hot landing zone, in the middle of the fighting. To this end, it is equipped with a number of weapon systems, all with a very high rate of fire. In addition, with no atmospheric requirements, transported troops are able to stay open to the elements, and add their own weapons to that of the dropship.



Normal operation for the Vertex is to speed into the middle of a battlefield, staying low to avoid enemy detection and interception. Care must be taken to choose a correct insertion point, as it is most vulnerable when hovering over a proposed drop location, but it will then hang over a clearing, pouring firepower into enemy troops to force them to go to ground or be eliminated. When local enemy troops have been suppressed, the Vertex will drop to just above ground level and Andrayada troops will disembark to secure the area and engage any enemy troops that may be regrouping or potentially pose a threat to the withdrawing aircraft.

It is also relatively common for the Vertex to be used to extract, or relocate, Andrayada troops. This is especially common with Heavy Infantry and Vanguard units, so that their additional firepower can be directed where it is needed most.

Note: The Vertex counted as being on the ground when deploying

Vertex									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	Dropship	7	3	-	2	6	8	7	7
Size	1-4 Structure		5-8 Systems			9-10 Weapons			
5	OO		OOO			OO			
	Destroyed = Armour halved		Destroyed = No turning – may only move in a straight line.			Destroyed = Ranged weapons gone			
Special Abilities: VTOL, Firing ports LS(4), RS(4), F(2) – only when hovering or landed. Available turns during move: 2 x 45°, LT(16). Vertex counted as being on the ground when deploying									
Weapon		Range	AI/AV	Notes			TAV		
Shredders		30cm	3/3	RoF(2), AF			6/6		
Shredders		30cm	3/3	RoF(2), AF, Rear 180°			6/6		
Cannon		45cm	3/6	RoF(4)			6/9		
Particle Cannon		20cm	2/4	AA			5/7		

The forest clearing was silent, as if the surrounding battle was holding its breath. A pair of Vira attack fighters corkscrewed across the sky in almost silence. The air became charged and the hulls of the three Kraytonian Arkalests crackled with the surrounding static. Over the forest canopy, a dark shape emerged, turning towards the clearing, skimming the treetops which whipped the underside of the aircraft.

The three heavy tanks started to bring their turrets to bear on the approaching vessel, but held their fire, unable to reach the elevation required with their main guns. The Vertex dropped suddenly, as if determined to bury itself in the soft earth, but stopped one meter from the forest floor. The fastest Arkalest unleashed a torrent of fire, the initial shots screaming past the still moving Andrayada craft while subsequent missiles impacted against its hull. Figures dropped from the transport vessel, waves of Andrayada infantry disembarking and instantly moving off. They formed a moving gun line, heavy weapons targeting the tank squadron as each vehicle erupted when the weapons found their mark. As fast as it had descended, the Vertex lifted directly upwards, pivoted ninety degrees and rapidly accelerated into the distance.

Majestic

The largest of the walkers, the Majestic towers over anything that the other races bring to war. This sheer size gives it an unrivalled ability to direct its weapons where they are most needed. The appearance of a Majestic alone is sometimes able to turn a battle in favour of the Andrayada. The psychological effect of these machines can weaken enemy troops and force mistakes from their commanders, and this is utilised by the Andrayada whenever possible.

All mega walkers of the Andrayada contain a primary pilot, and a number of redundant, secondary individuals. All warriors are hard wired into the walker, although only one has primary control, the others being slaved auxiliaries. These additional Andrayada provide support and additional computational resources, as well as being able to take over control in case of a primary unit shut down. In battle, the Andrayada crew converse in half sentences, finishing each others thoughts, and interrupting each other.



The Andrayada attach no greater status or significance to the piloting of a Majestic. While these war engines are extremely powerful, the Andrayada war philosophy recognises the requirement for flexibility of a force, and that all roles are needed. While the potential destructive capabilities of a Majestic are huge, they are also a large target, and to the rational Andrayada there is the same weight of responsibility in control of a Majestic as there is being a Voran pilot, or making up an infantry formation.

Majestic									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	WM	8	3	0	1	8	9	8	7
Size	1-4 Structure		5-8 Systems			9-10 Weapons			
9	OOOOO		OOOO			OOOO			
	Destroyed = Armour halved		Destroyed = No movement or melee			Destroyed = Ranged weapons gone			
Special Abilities: Alpha Link, Walker									
Weapon		Range	AI/AV	Notes				TAV	
Assault Weapons		Base	6/10	AW, RoF(5)				6/10	
And any two of the following:									
Gatling		60cm	5/5	RoF(12)				8/8	
Lasblaster		60cm	-/7	RoF(4)				-/10	
Missile Pod		60cm	5/6	RoE(12), Artillery				8/9	
Assault Claw		60cm	-/12	Focus Beam Mode				-/15	
		Base	8/13	Close Assault Mode, RoF(6), AW				8/13	
Pulse Launcher		60cm	6/7	Strafe only				9/10	



Malignant

Although the smallest of the mega walkers, the Malignant is still a huge construct. It usually performs a support role, and is usually outfitted with shorter ranged weaponry. The Malignant was the first of the mega walkers to be constructed, and was initially built to act as a distraction for enemy units. The Andrayada felt that other races would automatically place unwarranted importance in the destruction of such high visibility targets, and that this would give other troops time to move into position. Further trial of the Malignant justified this assumption, but also proved the potential advantages of such a unit to the Andrayada battle plans.



Malignant

The Malignant is armed with two weapons, one in each of the arm mounts, drawn from three different weapon systems. The exact composition of the weapon systems is dictated by the battlefield role that the walker is given. The primary cannon is able to shred both infantry and vehicle targets equally using large solid state shells fired at a rate of thirty rounds per minute, while the missile pod launches a series of missiles designed to expose the target to an antimatter explosion, lasting only a fraction of a second but eliminating large sections of armour and leaving just craters and mangled wreckage where once there were vehicles and troops. The third weapon system is a powered fist, designed to allow the walker to engage other large enemy targets in contact. This weapon allows the walker to attack targets unprepared for such close order combat, and therefore take on enemy units that would usually be too powerful for it at longer ranges.

Malignant									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	WM	7	3	2	1	7	8	9	6
Size	1-4 Structure		5-8 Systems			9-10 Weapons			
5	OOO		OO			OOOO			
	Destroyed = Armour halved		Destroyed = No movement or melee			Destroyed = Ranged weapons gone			
Special Abilities: Walker									
Weapon		Range	AI/AV	Notes				TAV	
Use up to two weapons of the following:									
Particle Gun		45cm	4/4	RoF(6)				7/7	
Pod		60cm	3/4	RoE(12), Artillery				6/7	
Fist		Base	7/9	AW, RoF(2)				9/11	

Mordent

The Mordent is the newest of the mega walkers, and has only been encountered a few times by enemy forces. It includes a carapace barrage launcher, which has a variety of ordinance loaded to allow it to switch ammunition depending on the target type. The second standard weapon is a large claw spike on the machines left arm. This is wielded as a spear or short ranged thrusting weapon and is often used to tear down buildings to deny the enemy cover, but is equally effective when used against enemy vehicles and larger war engines. In addition, the claw is paired with an under-slung weapon system, with a second system in the machines right arm. This combination gives the Mordent a total of four, distinct weapons systems, making it the most flexible walker available to the Andrayada.



Mordent

The Mordent represents an evolution in the philosophy of these mega walkers, giving them more hitting power while keeping the essential balance and stability required for a machine of this size and configuration. The Mordent also has heavier armour plates on its lower legs, not only to provide protection for these traditionally vulnerable areas, but also to shield other troops following behind in a support role. The Mordent is more often seen as an assault unit, in contrast to the other two walkers, and is designed as a front line unit.

Mordent									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	WM	7	3	0	1	8	9	8	6
Size	1-4 Structure		5-8 Systems			9-10 Weapons			
7	OOOO		OOO			OOOO			
	Destroyed = Armour halved		Destroyed = No movement or melee			Destroyed = Ranged weapons gone			
Special Abilities: Walker									
Weapon	Range	AI/AV	Notes						TAV
Carapace Barrage	60cm	3/4	RoE(12), Artillery						6/7
Upper Claw	Base	8/13	RoF(4), AW						8/13
Use up to two weapons from the following:									
Pod	60cm	3/4	RoE(12), Artillery						6/7
Particle Gun	45cm	4/4	RoF(6)						7/7
Claw Beam	40cm	-/10							-/13

"Here."

One of the garrison lieutenants stabbed his finger at the map spread across the table. Seven officers were gathered around the map table, where a single counter sat representing the Andrayada force. The light was low in the storehouse of the small mining complex that the garrison force had used as their base of operations since arrival.

"They deployed via a single Velum class Cruiser that managed to slip in past our system early warning satellites. Something that these machines seem very good at!"

The lieutenant scowled at the assembled officers. As he placed both hands on the table, a blue spark jumped between him and the metal surface edge. He cursed under his breath.

"Atmospherics think that the increased ionisation is some consequence of the Andrayada technology." A junior officer quietly offered before looking down at his regulation issue boots.

The lieutenant appeared not to notice, staring at the map.

"The only thing of any value on this rock is here." He pointed at the location of the capital city.

"Mobilise your divisions. I want everyone ready to leave in thirty minutes. Hold air recon back, we know where they are and we don't want to warn them that we are on the way. It seems a small force, but I don't want to take any chances."

The assembled commanders nodded, each inwardly forming a list of orders to be passed on to their juniors.

On the mountain range, behind the mining settlement, dark shapes drifted forwards, massing along the ridge line. They had no need of the local population; their target was something much more realistic and useful. They watched the armoured units of the garrison leave in lines, like insects.