

1.0 ANDRAYADA ARMY LIST

Special Abilities

Commander: Primaria's chosen to lead the Andrayada. Any formation within the command radius of either a Commander or Lieutenant may use that comptroller's training and morale stat.

Command Relay: Hubries are a matrix relay which are designed so that they have a direct link to the comptrollers. If a formation is joined by a Hubrie stand, then it may be up to 15cm outside the command radius of either a lieutenant or a commander & still benefit from using their training value for activations. Please note that only one Hubrie stand is capable of joining a formation and is extra to the formation's size and does not count as having weapons. When destroyed in assault the Hubries counts as a casualty.

Single power cell: Andrayada formations that elect to move no more than one half their normal movement rate may redirect the unused energy to boost their attacks, adding +1 to their Firing rating for the turn. This rule does not apply to War Machines.

2.0 Units

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, 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

Hubries									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	Inf	6	2	1	2	4	6	5	Special
Special Abilities: Command Relay									
Weapon		Range	AI/AV	Notes					TAV
Unit either has 2 Fusion Lances or 2 small bore									
2 Power Lances		25cm	4/-	AF					6/-
2 small bore		30cm	2/5						4/7

Lieutenant									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	Inf	8	4	2	2	4	6	6	4
Special Abilities: Commander									
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									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	Inf	7	4	1	2	4	6	5	5
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
X Shredders		30cm	3/3	RoF(3), AF					7/7

Units Continued

Infantry 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 Lances		25cm	3/-	AF					7/-
Power Discharge		Base	5/8	AW					6/9

Heavy 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 Lances		25cm	3/-	AF					7/-
Fusion Cannon		45cm	4/6	AW					8/10
Assault Weapons		Base	3/4	AW					4/5

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

Skimmers

Valkalon									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	6	3	1	1	6	7	7	5
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

Walkers

Vorace									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
30cm	ArmVh	6	3	1	1	3	4	4	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									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	6	2	2	1	4	5	6	6
Special Abilities: Walker									
Weapon		Range	AI/AV	Notes					TAV
Inferno Gun		20cm	4/-	AF					6/-
Powered Maul		Base	5/8						7/10

Verger									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	6	2	2	1	4	5	6	6
Special Abilities: Walker									
Weapon		Range	AI/AV	Notes					TAV
Missile Salvo		30cm	3/5	RoF(2)					5/7
Inferno Cannon		30cm	-/7						-/9

Units Continued

Vorán									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
30cm	ArmVh	6	3	3	1	4	5	7	6
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						5/8

Mantagen									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	6	3	1	2	5	7	6	6
Special Abilities: Walker									
Weapon		Range	AI/AV	Notes					TAV
Unit equipped with 2 Arm Weapon selections:									
0-2 x Small Bore		30cm	2/5	RoF(3), Arm Weapon					5/8
0-2 x Fusion Blaster		30cm	5/-	RoF(2), AF, Arm Weapon					8/-
0-2 x Assault Fist		Base	5/8	AW, Arm Weapon					6/9
2 x Shredder		30cm	3/3	RoF(2), AF					6/6

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

Air Units

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

Units Continued

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 90° 2									
Weapon		Range	AI/AV	Notes					TAV
Particle Cannon		20cm	2/4	AA					6/8

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 movement or melee			Destroyed = Ranged Weapons gone			
Special Abilities: 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)									
Weapon		Range	AI/AV	Notes					TAV
2 x Shredders		30cm	3/3	RoF(2) Front 180°					6/6
2 x Shredders		30cm	3/3	RoF(2) Rear 180°					6/6
Cannon		45cm	4/4	RoF(4) Front 180°					6/9
Particle Cannon		20cm	2/4	AA					5/7

War Machines

Majestic									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	WM	8	3	2	1	8	9	10	8
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: Commander									
Weapon		Range	AI/AV	Notes					TAV
Gatling		60cm	5/5	RoF(12), Front 180°					8/8
Lasblaster		60cm	-/7	RoF(4), Front 180°					-/10
Assault Weapons		Base	6/10	AW, RoF(5)					8/12

Units Continued

Malignant									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	WM	7	3	2	1	7	8	9	7
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: None									
Weapon		Range	AI/AV	Notes					TAV
Use up to two weapons of the following:									
Cannon		45cm	4/4	RoF(6)					7/7
Pod		60cm	3/4	RoE(12)					6/7
Fist		Base	7/9	AW, RoF(2)					9/11

Mordent									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	WM	7	3	2	1	8	9	10	7
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: None									
Weapon		Range	AI/AV	Notes					TAV
Carapace Barrage		60cm	3/4	RoE(12)					6/7
Upper Claw		Base	6/10	RoF(4), AW					8/12
Use up to two weapons from the following:									
Pod		60cm	3/4	RoE(12)					6/7
Cannon		45cm	4/4	RoF(6)					7/7
Claw Beam		40cm	5/10						8/12