

Andrayada Stat Lists

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.

Andrayada Infantry

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									
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 Power Lances		25cm	4/-	AF					6/-
2 small bore		30cm	2/5						4/7

Relay Hubries									
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
-		-	-	-					-
Assault Weapons		Base	3/4	AW					4/5

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, Lieutenant									
Weapon		Range	AI/AV	Notes					TAV
Sonic Cannon		20	3/3	RoF(2), AF					7/7
Energy Staff		Base	6/9	AW					8/11

Andrayada Infantry continued

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

Infantry

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					6/9

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

Andrayada Infantry continued

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

Andrayada Vehicles

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	AoE(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

Andrayada Walkers

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

Andrayada Walkers continued

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					TAV
Missile Salvo		30cm	3/5	RoF(2)					5/7
Inferno Cannon		30cm	-/7						-/9

Voran

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

Mantagen

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

Andrayada Aircraft

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									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Bomber	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	AoE(4), bombs					8/11
Particle Cannon		20cm	2/4	AA					6/10

Vertex									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	Dropship	7	3	1	2	6	8	7	7
Size	1-4 Structure		5-8 Systems			9-10 Weapons			
5	○○○		○○			○○○○			
	Destroyed = Armour Halved		Destroyed = No Turning - if airbourne move in a straight line. If on the ground, may not move or take off			Destroyed = Ranged Weapons gone			
Special Abilities: VTOL, Firing ports (LS4, RS4, F2) – (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)					6/6
2 x Shredders		30cm	3/3	RoF(2), Rear 180°					6/6
Cannon		45cm	4/4	RoF(4)					6/9
Particle Cannon		20cm	2/4	AA					5/7

Andrayada Mega Walkers

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	○○○○○		○○○○			○○○○			
	Destroyed = Armour Halved		Destroyed = No movement or melee			Destroyed = Ranged Weapons gone			
Special Abilities: Commander, Alpha Link, Walker									
Weapon		Range	AI/AV	Notes				TAV	
Assault Weapons		Base	6/10	AW, RoF(5)				8/12	
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	AoE (12), Artillery				8/9	
Assault Claw		60cm	-/12	Focus Beam Mode				10/15	
		Base	6/10	Close Assault Mode, RoF(6), AW				9/13	
Pulse Launcher		60cm	6/7	Strafe only				9/10	

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	○○○		○○			○○○○			
	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:									
Cannon		45cm	4/4	RoF(6)				7/7	
Pod		60cm	3/4	AoE(12)				6/7	
Fist		Base	7/9	AW, RoF(2)				9/11	

Andrayada Mega Walkers continued

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	AoE(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	AoE(12)				6/7	
Cannon		45cm	4/4	RoF(6)				7/7	
Claw Beam		40cm	5/10					8/12	