

Pax Arcadian Stat Lists

Army Traits and Special Rules:

Moridian Launcher / Black Gnat Missile

To Fire the Black Gnat Missile:

Activate the Moridian Launcher formation as normal.

Nominate a target for each launcher firing this turn individually, which will be the centre of the strafe template attack.

The Black Gnat is artillery, so does not need line of site to target. Unlike most artillery, the missile is guided during flight, so never deviates.

Roll a training test (3+). If passed, place the template as you wish with any alignment over the target.

If failed, the pilot has misjudged their attack vector. Roll a D10 and use the point of the die to determine the angle of attack in the same manner as you do with deviation. Rotate the strafe template over the nominated target to line up with the point.

Any unit (friend or foe) under the template is then subject to an attack roll as normal, using the Strafe and Pinning Fire special rules.

The Black Gnat is a one-shot weapon and each launcher may only fire once per game. Remove the Launcher figures once they have been fired. They do not count as casualties, but play no further part in the battle.

Castellian Exterminator:

Even with the onboard power plant for charging the Goliath cannon, the Castellian still needs all available power to fire the massive weapon and thus must keep manoeuvres to a minimum. The Castellian Exterminator may only fire its Goliath cannon on Suppression Fire or Reactive Stance. It cannot move and shoot.

Pax Arcadian Infantry

Commander									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	8	4	3	3	2	5	5	6
Special Abilities: Commander									
Weapon		Range	AI/AV	Notes	TAV				
PA12 Impulse Rifle		20cm	3/-	AF	7/-				
Assault Weapons		Base	4/5	AW	7/8				

Veteran Shock Troops									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	8	4	3	3	2	5	5	6
Special Abilities: None									
Weapon		Range	AI/AV	Notes	TAV				
PA12 Impulse Rifle		20cm	3/-	AF	7/-				
Assault Weapons		Base	4/5	AW	7/8				

Shock Troops									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	Inf	7	3	2	2	2	4	4	5
Special Abilities: None									
Weapon		Range	AI/AV	Notes	TAV				
PA12 Impulse Rifle		20cm	3/-	AF	6/-				
Assault Weapons		Base	4/5	AW	6/7				

Pax Arcadian Infantry Continued

Medium Fire Support										
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale	
15cm	Inf	7	3	2	2	2	4	4	5	
Special Abilities: None										
Weapon		Range	AI/AV	Notes				TAV		
2 x Heavy Sorensen		50cm	4/-	AF				7/-		
Assault Weapons		Base	3/5	AW				5/7		

Heavy Fire Support										
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale	
15cm	Inf	7	3	2	2	2	4	4	5	
Special Abilities: None										
Weapon		Range	AI/AV	Notes				TAV		
2 x Dragon ML		50cm	-/6					-/9		
Assault Weapons		Base	3/5	AW				5/7		

Scouts										
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale	
15cm	Inf	8	4	3	3	2	5	5	6	
Special Abilities: Advanced Deployment, Spotter (40)										
Weapon		Range	AI/AV	Notes				TAV		
PA12 Impulse Rifle		20cm	3/-	AF				7/-		
Assault Weapons		Base	4/5	AW				7/8		

Sniper										
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale	
15cm	Inf	8	5	1	4	2	6	3	6	
Special Abilities: Sniper, Independent Unit, Advanced Deployment										
Weapon		Range	AI/AV	Notes				TAV		
Sniper Rifle		45cm	5/-	Pinning Fire				10/-		
Knife		Base	4/-	AW				5/-		

Pax Arcadian Reconnaissance

Javelin										
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale	
35cm	SftVh	8	2	2	2	3	5	5	5	
Special Abilities: Spotter (40), Highly Manoeuvrable, Anti Grav										
Weapon		Range	AI/AV	Notes				TAV		
Dragoon SG		30cm	4/5					6/7		

Pax Arcadian Reconnaissance Continued

Buggies									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
35cm	SftVh	7	3	2	2	3	5	5	5
Special Abilities: Highly Manoeuvrable, Spotter (40)									
Weapon	Range	AI/AV	Notes						TAV
Crew weapons	Base	3/-	AW						5/-
Unit either carries 2 PA56 Gatling Guns or 2 MPLGs									
2 x PA56 Gatling Gun	30cm	4/2	RoF(2)						7/5
2 x MPLG	45cm	-/5							-/8

Lance									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
35cm	ArmVh	8	3	0	2	4	6	4	5
Special Abilities: Anti-Grav									
Weapon	Range	AI/AV	Notes						TAV
Dual Laser	40cm	-/5							-/8
Sorenson Battery	30cm	4/-	RoF(3), AF						7/-
Rocket Pod	40cm	3/2	AoE(4)						6/5

Pax Arcadian Light Armour

Valiant IFV									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
30cm	ArmVh	7	3	1	2	5	7	6	5
Special Abilities: LT(2)									
Weapon	Range	AI/AV	Notes						TAV
2 x Hvy Sorensen	50cm	4/-	AF						7/-

Hammerjack IFV									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	ArmVh	7	3	1	2	6	8	7	5
Special Abilities: LT(1)									
Weapon	Range	AI/AV	Notes						TAV
PaxRat 90 Howitzer	40cm	6/4							9/7
Sorensen 13	30cm	4/-	AF						7/-

Ramjack									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
35cm	ArmVh	7	3	1	2	5	7	6	5
Special Abilities: LT(2)									
Weapon	Range	AI/AV	Notes						TAV
Hvy Sorensen	50	4/-	AF						7/-
Electrified Hull	Base	6/-	AW						7/-

Pax Arcadian Light Armour Continued

Hunter									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
35cm	ArmVh	6	2	1	2	3	5	4	5
Special Abilities: None									
Weapon	Range	AI/AV	Notes						TAV
BP14	30cm	5/4							7/6
Sorensen 13	30cm	4/-	AF, RoF(2)						6/-

Cruiser									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
30cm	ArmVh	7	3	1	2	4	6	5	5
Special Abilities: Highly Manoeuvrable									
Weapon	Range	AI/AV	Notes						TAV
Moridian Gun	40cm	5/3	RoF(2)						8/6
Mardier MG	40cm	4/-	AF						7/-

Tiger									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
35cm	ArmVh	8	4	1	3	4	7	5	5
Special Abilities: Highly Manoeuvrable									
Weapon	Range	AI/AV	Notes						TAV
Moridian Gun	40cm	5/3	RoF(2)						9/7
Mardier MG	40cm	4/-	AF						8/-

Pax Arcadian Heavy Armour

Mammoth									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	6	2	0	1	7	8	7	5
Special Abilities: None									
Weapon	Range	AI/AV	Notes						TAV
"Bruiser" BV156	40cm	-/9							-/11
Hvy Sorensen	50cm	4/-	AF						7/-

Chasseur Heavy Tank									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	8	3	1	2	7	9	8	6
Special Abilities: None									
Weapon	Range	AI/AV	Notes						TAV
30G Impulse Cannon	50cm	-/7	RoF(2)						-/10
Sorensen 13	30cm	4/-	AF						7/-

Pax Arcadian Heavy Armour Continued

Rampart									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	ArmVh	8	3	1	3	7	10	8	6
Special Abilities: None									
Weapon	Range	AI/AV	Notes						TAV
S100 SMC	40cm	-/7	RoF(3)						-/10
Sorensen	30cm	4/-	AF						7/-

Bastion									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	ArmVh	7	3	1	2	7	9	8	6
Special Abilities: None									
Weapon	Range	AI/AV	Notes						TAV
2 x Hvy Moridian Gun	65cm	-/7							-/10
Sorensen	30cm	4/-	AF						7/-

Pax Arcadian Artillery & AA

Firewall									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	8	4	0	1	8	9	8	6
Special Abilities: Highly Manoeuvrable									
Weapon	Range	AI/AV	Notes						TAV
"AG Rain" turret	45cm	-/3	RoF (5) AA only						-/7

Petard									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
30cm	ArmVh	7	3	1	1	6	7	7	5
Special Abilities: Highly Manoeuvrable									
Weapon	Range	AI/AV	Notes						TAV
Dragonfly Missiles	45cm	-/7	AA only						-/10
Sorensen MG	30cm	4/-	AF						4/-

Intruder SP Mortar									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	ArmVh	7	3	1	2	6	8	7	5
Special Abilities: None									
Weapon	Range	AI/AV	Notes						TAV
Mortar	50cm	5/5	AoE(4), RoF(2), Artillery						8/8
Sorensen 13	30cm	4/-	AF						7/-

Pax Arcadian Artillery & AA Continued

Firemouth									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	7	3	0	1	6	7	6	5
Special Abilities: Pinning Fire(ArmVh)									
Weapon		Range	AI/AV	Notes					TAV
Firemouth Cannon		100cm	5/6	AoE (12), Artillery					8/9

Thunderstrike									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	ArmVh	7	3	0	1	5	6	5	5
Special Abilities: None									
Weapon		Range	AI/AV	Notes					TAV
Thunder Cannon		120cm	3/4	AoE (4), RoF (2) Artillery					6/7

Moridian Launcher									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	ArmVh	7	3	0	1	5	6	5	5
Special Abilities: See notes									
Weapon		Range	AI/AV	Notes					TAV
Black Gnat Missile		150cm	7/7	Artillery, Strafe Only, Pinning Fire, See notes.					10/10

Pax Arcadian Aircraft

Piranha									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
0cm	Fighter	8	2	-	2	3	5	-	6
Special Abilities: VTOL									
Weapon		Range	AI/AV	Notes					TAV
SL15 Cannon		30cm	5/6	RoF (2)					7/8
SLM Pods		30cm	4/7	RoF (2), LFA					6/9

Cavalier Cargo Helicopter									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
0cm	Fighter	7	2	-	2	4	6	-	5
Special Abilities: Light Transport (4), Firing Ports (2LS, 2RS, 1R), VTOL									
Weapon		Range	AI/AV	Notes					TAV
Sorenson		30cm	4/-						6/-

Pax Arcadian War Machines

Ravaline Dropship									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
25cm	Dropship	8	3	-	1	7	8	7	5
Size	1-4 Structure		5-7 Systems			8-10 Weapons			
5	OO		OO			O			
	Destroyed = Armour Halved		Destroyed = No Turning - May only move in a straight line			Destroyed = Ranged Weapons gone			
Special Abilities: LT (16),									
Weapon		Range	AI/AV	Notes				TAV	
Quake Bomb Payload		30cm	5/6	AoE(12), RoF (2)				8/9	

Castellian Exterminator									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
15cm	WM	8	3	0	1	9	10	9	6
Size	1-3 Structure		4-7 Systems			8-10 Weapons			
4	OO		OO			OO			
	Destroyed = Armour Halved		Destroyed = No movement or melee			Destroyed = Ranged Weapons gone			
Special Abilities: None									
Weapon		Range	AI/AV	Notes				TAV	
Moridian Gun		40cm	5/3	RoF(3)				8/6	
Mardier MG		40cm	4/-	AF				7/-	
Goliath Cannon		75cm	-11	See Notes				-/14	

Trident									
Move	Class	Training	Firing	Melee	Defence	Armour	FDV	MDV	Morale
20cm	WM	8	3	1	2	8	10	9	6
Size	1-3 Structure		4-7 Systems			8-10 Weapons			
4	OO		OO			OO			
	Destroyed = Armour Halved		Destroyed = No movement or melee			Destroyed = Ranged Weapons gone			
Special Abilities: None									
Weapon		Range	AI/AV	Notes				TAV	
Dual 40G Impulse Cannon		60cm	-/7	RoF(4)				-/10	
Dual Moridian Gun		40cm	5/3	RoF(4)				9/7	