



THE ESOTERIC ORDER OF GAMERS

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EsotericOrderGamers

v2.4

Jan 2017



Game: **AT-43**

Publisher: **Rackham Entertainment (2006)**

THERIAN unit cards

- v1** initial release
- v1.1** Heroes updated with info on which units they can lead
- v1.2** Succubus Golgoth image added, Storm Arachns updated
- v1.3** Fixes to Cypher platoon pattern, Storm Golem infantry, Nina & Babylon Zero, Urash, and all AFVs overseers; added Company Commander card; added medium nucleus cannon 2.0 option
- v1.4** Fixes to all Therian heroes, Medusa max. unit fixed
- v1.5** Bane and Assault Goliaths fixed
- v2** Added support teams
- v2.1** Company commander card and strider overseer routines fixed
- v2.2** Urash cards fixed
- v2.3** Added Arachns to relay cards
- v2.4** Added correct photos of Therian Grim Golem and Assault Golem overseers, Incubus golgoth and Poltergeist golgoths

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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THERIAN PLATOON PATTERNS

ONLY ONE PLATOON PATTERN CAN BE USED AT A TIME

- INDICATES FIGURE IS ADDED TO UNIT BUT DOES NOT COUNT IN THE NUMBER OF FIGHTERS (SO IT IS POSSIBLE TO EXCEED THE MAXIMUM NUMBER OF FIGHTERS).
- INDICATES FIGURE REPLACES A STANDARD FIGHTER.
- IN BOTH CASES THE FIGURE'S COST IS ADDED TO THAT OF THE UNIT.

- A **Soldier** slot may be used to field a unit of Soldiers.
- A **Support** unit slot may be used to field a Support unit.
- An **Infantry** slot may be used to field either a unit of Soldiers or a Support unit.
- A **Strider** slot may be used to field a unit of Striders.
- A **Vehicle** slot may be used to field a unit of Vehicles.
- An **AFV** slot may be used to field either a unit of Striders or a unit of Vehicles.

STANDARD ORGANIZATION THERIAN



Platoon Pattern

Unit of soldiers (★★)!

Unit of soldiers (★★)

Unit of soldiers (★★ / ★★★) or support unit (★★)

Unit of soldiers (★★★) or combat strider unit (★) or a vehicle unit (★)

Combat strider unit (★★ / ★★★) or vehicle unit (★★ / ★★★)

General Notes

An **Officer** replaces a standard fighter; his cost is added.

All the **Special Weapon Bearers** in a unit must carry the same weapon.

Each **Specialist** replaces a standard fighter for free.

Extra Fighters:

- cost of each fighter added to the standard number without exceeding the maximum number
- cost of each fighter to exceed the maximum number when there is an officer in the unit. Officer's numbers bonus (○) is the most that can be added.
- a unit must be at its maximum number of fighters in order to have more than one special weapon bearer.

PLATOON PATTERN CYPHERS



Advantage

A Cypher Commander may use any of the infantry overseer routines on any infantry unit in his company, and any of the AFV overseer routines on any AFV in his company.

Disadvantage

The player may not wager LP before the Authority test.

Platoon Pattern

AFV unit (★ / ★★ / ★★★)!

AFV unit (★★ / ★★★)

Unit of soldiers (★ / ★★ / ★★★)

Infantry unit (★★)

Infantry unit (★★)

COMPANY COMMANDER



Infantry Company Commander Routines

A Commander in an infantry unit may execute these routines on any of the company's infantry units.

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

AFV Company Commander Routines

A Commander in an AFV unit may execute these routines on any of the company's AFV units.

Repair (1 LP) Regain 1 SP in a location chosen by the player.

Dash (2 LP) Rush movement: up to 50cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Creation (4 LP) Type 1 strider created in contact with the overseer and its card placed in the sequence next round.

Fusion (4 LP) Destroy 2 striders and replace with one of the next highest type.

PLATOON PATTERN WARRIORS



Advantage

Each unit can change a standard fighter into an overseer alpha for free.

Disadvantage

A unit of fighters equipped with melee weapons must always engage an opposing unit if the movement mode chosen allows it to.

Platoon Pattern

Infantry unit (★★)!

Infantry unit (★★)

Infantry unit (★ / ★★ / ★★★)

AFV unit (★)

AFV unit (★★ / ★★★)

PLATOON PATTERN H/BABEL



Advantage

H/Babel overseers benefit from the hero rules.

Disadvantage

Activating H/Babel units without an overseer or a relay costs 2 LP.

Platoon Pattern

Infantry unit (★★★)!

Infantry unit (★ / ★★)

Infantry unit (★ / ★★★)

AFV unit or infantry unit (★★ / ★★★)

AFV unit (★ / ★★)

PLATOON PATTERN WEB STRIDERS



Advantage

Each routine costs 1 LP less than usual.

A routine will always cost at least 1 LP.

Disadvantage

The fighters of this army lose their **Nerves of Steel** ability.

Consider them to have Morale 8.

Platoon Pattern

Infantry unit (★★★)!

Infantry unit (★ / ★★ / ★★★)

Infantry unit (★ / ★★ / ★★★)

AFV unit (★)

AFV unit (★★ / ★★★)

ALPHA ATIS-ASTARTE

MUST BE THE OFFICER OF A GRIM GOLEM UNIT
ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

55 OFFICER OF A GRIM GOLEM UNIT ONLY

ATIS-ASTARTE

> ALPHA

2

2

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18

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6

5

Close Combat

Reaper blades 161/0-7/1

Reaper blades 261/0-7/1

Equipment & Abilities

Optical camo module **Stealth**: any shot/locked shot targeting her from beyond range 1 is an automatic failure.

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

Combat teleportation (3 LP) Instead of moving, can move in contact (followed by her unit) with any enemy unit in sight.

SIGMA URASH

MUST BE THE OFFICER OF A STORM GOLEM UNIT
ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

100 OFFICER OF A STORM GOLEM UNIT ONLY

URASH

>>> SIGMA

5

7

2

18

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Standard Ranged

Nanoblaster31/1-5/1

Close Combat

Reaper blades61/0-7/1

Equipment & Abilities

Transfer (1 LP) Replace a soldier in his company with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

Fusion (4 LP) Destroy any 2 striders and replace with a new one of the next highest type (not an overseer).

NINA ZERO

OFFICER OF ANY BANE GOLIATH UNIT
ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

150 OFFICER OF ANY BANE GOLIATH UNIT

NINA ZERO

>>> OMIGRON

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18

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5

Standard Ranged

Nucleus gun 181/1-14/1

Nucleus gun 281/1-14/1

Equipment & Abilities

Zero fire (1 LP) Cover, and fighters caught in the ZOF, are ignored. Choose target of each impact from among the visible fighters of the target unit (or location on an AFV)

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

Lady in red The company can contain one Red Blok unit (no heroes, officer cannot be commander)

OMEGA TIAMAT

SOLO AFV UNIT

445 SOLO AFV UNIT

TIAMAT

>>>> OMEGA

6

9

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30

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15

6

Close Combat

Lt. Grim scythe 182/0-13/1

Lt. Grim scythe 282/0-13/1

Lt. Grim scythe 382/0-13/1

Lt. Grim scythe 482/0-13/1

Equipment & Abilities

Body hacking (1 LP) Each time Tiamat is destroyed, may replace the closest overseer miniature with her miniature.

Repair (1 LP) Regain 1 SP in a location chosen by player.

Dash (2 LP) Rush movement: up to 50cm.

Hyper nanonucleus (2 LP) Can reroll all its failed Damage tests once.

URASH 'ABOARD' NIMIT-URASH

SOLO AFV UNIT

450 SOLO AFV UNIT

NIMIT-URASH

>>>> SIGMA

5

7

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25

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14

6

Standard Ranged

M. Sonic cannon64/0-9/1

M. Nucleus cannon91/1-15/1

Sniper

Equipment & Abilities

Repair (1 LP) Regain 1 SP in a location chosen by player.

Transfer (1 LP) Replace a soldier in his company with one already eliminated.

Dash (2 LP) Rush movement: up to 50cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Fusion (4 LP) Destroy any 2 striders and replace with a new one of the next highest type (not an overseer).

Heroic pilot

NINA ZERO 'ABOARD' BABLON ZERO

SOLO AFV UNIT

475 SOLO AFV UNIT

BABYLON ZERO

>>> OMICRON

3

5

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25

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14

6

Standard Ranged

M. Nuc. cannon 2.092(1*)/1-15/1

M. Nuc. cannon 2.092(1*)/1-15/1

*Sniper

*Sniper

Equipment & Abilities

Zero fire (1 LP) Cover, and fighters caught in the ZOF, are ignored. Choose target of each impact from among the visible fighters of the target unit (or location on an AFV)

Repair (1 LP) Regain 1 SP in a location chosen by player.

Dash (2 LP) Rush movement: up to 50cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Lady in red The company can contain one Red Blok unit (no heroes, officer cannot be commander)

Heroic Pilot

ASSAULT GOLEM INFANTRY MAX UNIT

9 GOLEMS INCLUDING 3 SPECIAL WEAPON + 0-1 OFFICER

ASSAULT GOLEM INFANTRY STD UNIT

6 GOLEMS INCLUDING 1 SPECIAL WEAPON + 0-1 OFFICER

6 FIGHTERS
425
EXTRA FIGHTER 45


6 FIGHTERS
275
EXTRA FIGHTER 45

MAX 425 .45/

6 ASSAULT GOLEMS

+25

★ ★



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18 - 6 5

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Standard Ranged					
Nucleus rifle	6	1/0	-	6/1	
Close Combat					
Reaper blades	6	1/0	-	7/1	
1 Special Weapons					
Flamer	[25]	1/0	4	9/1	Indirect fire Projection

MAX 425 .45/

9 ASSAULT GOLEMS

+25

★ ★



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18 - 6 5

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Standard Ranged					
Nucleus rifle	6	1/0	-	6/1	
Close Combat					
Reaper blades	6	1/0	-	7/1	
3 Special Weapons					
Nucleus gun	8	1/1	-	14/1	

STD 275 .45/

6 ASSAULT GOLEMS

+25

★ ★



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18 - 6 5

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Standard Ranged					
Nucleus rifle	6	1/0	-	6/1	
Close Combat					
Reaper blades	6	1/0	-	7/1	
1 Special Weapon					
Flamer	[25]	1/0	4	9/1	Indirect fire Projection

STD 275 .45/

6 ASSAULT GOLEMS

+25

★ ★



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18 - 6 5

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Standard Ranged					
Nucleus rifle	6	1/0	-	6/1	
Close Combat					
Reaper blades	6	1/0	-	7/1	
1 Special Weapon					
Nucleus gun	8	1/1	-	14/1	

+10

GRIM GOLEM

> ALPHA

2

2

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18

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6

5

Close Combat

Reaper blades 161/0-7/1

Reaper blades 261/0-7/1

Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

+15

GRIM GOLEM

>> DELTA

2

3

1

18

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5

Close Combat

Reaper blades 161/0-7/1

Reaper blades 261/0-7/1

Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

+25

GRIM GOLEM

>>> OMICRON

3

4

2

18

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6

5

Close Combat

Reaper blades 161/0-7/1

Reaper blades 261/0-7/1

Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

+50

GRIM GOLEM

>>>> SIGMA

5

6

2

18

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6

5

Close Combat

Reaper blades 161/0-7/1

Reaper blades 261/0-7/1

Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

+65

GRIM GOLEM

>>>>> OMEGA

6

8

2

18

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6

5

Close Combat

Reaper blades 161/0-7/1

Reaper blades 261/0-7/1

Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

GRIM GOLEMS INFANTRY
MAXIMUM UNIT

9 FIGHTERS INCLUDING
3 SPECIAL WEAPONS + 0-1 OFFICER

9 FIGHTERS 450
EXTRA FIGHTER 35

MAX 450 . 35/

9 GRIM GOLEMS

18-65

Close Combat

Reaper blades 1	6	1/0	-	7/1
Reaper blades 2	6	1/0	-	7/1

3 Special Weapons

Flamer	[25]	1/0	4	9/1	Indirect fire Projection
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Equipment & Abilities

Optical camo module **Stealth**: any shot/locked shot targeting the unit from beyond range 1 is a failure.

GRIM GOLEMS INFANTRY
STANDARD UNIT

6 FIGHTERS INCLUDING
1 SPECIAL WEAPON + 0-1 OFFICER

6 FIGHTERS 250
EXTRA FIGHTER 35

STD 250 . 35/

6 GRIM GOLEMS

18-65

Close Combat

Reaper blades 1	6	1/0	-	7/1
Reaper blades 2	6	1/0	-	7/1

1 Special Weapon

Flamer	[25]	1/0	4	9/1	Indirect fire Projection
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Equipment & Abilities

Optical camo module **Stealth**: any shot/locked shot targeting the unit from beyond range 1 is a failure.

STORM ARACHNS INFANTRY
MAXIMUM UNIT

12 FIGHTERS

12 FIGHTERS 300
EXTRA FIGHTER 25

MAX 300 . 25/

12 STORM ARACHNS

18-44

Close Combat

Reaper blades	5	1/0	-	7/1
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Equipment & Abilities

Explosive Charge

Autodestruct: One or more arachn may be sacrificed during the unit's activation. The explosion has an area ⚙ of 2 centered on each of the sacrificed figures and a Penetration/Damage ⚙ of 12/1.

Group Sacrifice

When all the arachns of a unit use Explosive Charge, the player rolls as many dice for the Damage test as there are arachns in the unit. If at least one die is a success each enemy fighter in contact with an arachn of this unit suffers as many damage points as there were arachns.

STORM ARACHNS INFANTRY
STANDARD UNIT

6 FIGHTERS

6 FIGHTERS 150
EXTRA FIGHTER 25

STD 150 . 25/

6 STORM ARACHNS

18-44

Close Combat

Reaper blades	5	1/0	-	7/1
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Equipment & Abilities

Explosive Charge

Autodestruct: One or more arachn may be sacrificed during the unit's activation. The explosion has an area ⚙ of 2 centered on each of the sacrificed figures and a Penetration/Damage ⚙ of 12/1.

Group Sacrifice

When all the arachns of a unit use Explosive Charge, the player rolls as many dice for the Damage test as there are arachns in the unit. If at least one die is a success each enemy fighter in contact with an arachn of this unit suffers as many damage points as there were arachns.

+10

STORM GOLEM

> ALPHA

2

2

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6

5

Standard Ranged

Nanoblaster31/1-5/1

Close Combat

Reaper blades61/0-7/1

Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

+15

STORM GOLEM

>> DELTA

2

3

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Standard Ranged

Nanoblaster31/1-5/1

Close Combat

Reaper blades61/0-7/1

Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

+25

STORM GOLEM

>>> OMICRON

3

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5

Standard Ranged

Nanoblaster31/1-5/1

Close Combat

Reaper blades61/0-7/1

Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

+50

STORM GOLEM

>>>> SIGMA

5

6

2

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5

Standard Ranged

Nanoblaster31/1-5/1

Close Combat

Reaper blades61/0-7/1

Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

+65

STORM GOLEM

>>>>> OMEGA

6

8

2

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Standard Ranged

Nanoblaster31/1-5/1

Close Combat

Reaper blades61/0-7/1

Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

STORM GOLEMS INFANTRY
MAXIMUM UNIT

9 FIGHTERS INCLUDING
3 SPECIAL WEAPONS + 0-1 OFFICER

STORM GOLEMS INFANTRY
STANDARD UNIT

6 FIGHTERS INCLUDING
1 SPECIAL WEAPON + 0-1 OFFICER


9 FIGHTERS 400
EXTRA FIGHTER 40

MAX 400 . 40/

6

STORM GOLEMS

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Standard Ranged					
Nanoblaster	3	1/1	-	5/1	
Close Combat					
Reaper blades	6	1/0	-	7/1	
1 Special Weapons					
Flamer	[25]	1/0	4	9/1	Indirect fire Projection

MAX 400 . 40/

9

STORM GOLEMS

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Standard Ranged					
Nanoblaster	3	1/1	-	5/1	
Close Combat					
Reaper blades	6	1/0	-	7/1	
3 Special Weapons					
Sonic gun	5	3/0	-	8/1	


6 FIGHTERS 250
EXTRA FIGHTER 40

STD 250 . 40/

6

STORM GOLEMS

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Standard Ranged					
Nanoblaster	3	1/1	-	5/1	
Close Combat					
Reaper blades	6	1/0	-	7/1	
1 Special Weapon					
Flamer	[25]	1/0	4	9/1	Indirect fire Projection

STD 250 . 40/

6

STORM GOLEMS

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Standard Ranged					
Nanoblaster	3	1/1	-	5/1	
Close Combat					
Reaper blades	6	1/0	-	7/1	
1 Special Weapon					
Sonic gun	5	3/0	-	8/1	

ADDITIONAL EQUIPMENT

PLACE UNDER UNIT CARD / NOTE NEW COST OF EXTRA FIGHTERS

ADDITIONAL EQUIPMENT
OPTIONS

+ RELAY

NO CHANGE TO EXTRA FIGHTER COST

STORM ARACHNS +5
ASSAULT GOLEMS +5
GRIM GOLEMS +5
STORM GOLEMS +5
ASSAULT MEDUSAS +5
ASSAULT GOLIATHS +5
BANE GOLIATHS +5
GOLGOTHS

Additional Equipment

Relay
This equipment can only be given to a unit leader.
Activating a unit with a relay doesn't cost any LP.
This equipment is lost when the unit's leader is eliminated.

ADDITIONAL EQUIPMENT
OPTIONS

+ NANOSTORMS

EACH EXTRA FIGHTER ADDED NOW 50/
6 ASSAULT GOLEMS +30
EACH EXTRA FIGHTER ADDED NOW 50/
9 ASSAULT GOLEMS +45
EACH EXTRA FIGHTER ADDED NOW 45/
6 STORM GOLEMS +30
EACH EXTRA FIGHTER ADDED NOW 45/
9 STORM GOLEMS +45

Additional Equipment

Nanostorms 0 1/0 1 5/1 Indirect fire
Relay
This equipment can only be given to a unit leader.
Activating a unit with a relay doesn't cost any LP.
This equipment is lost when the unit's leader is eliminated.

ADDITIONAL EQUIPMENT
OPTIONS

+ NANOSTORMS
+ RELAY

EACH EXTRA FIGHTER ADDED NOW 50/
6 ASSAULT GOLEMS +35
EACH EXTRA FIGHTER ADDED NOW 50/
9 ASSAULT GOLEMS +50
EACH EXTRA FIGHTER ADDED NOW 45/
6 STORM GOLEMS +35
EACH EXTRA FIGHTER ADDED NOW 45/
9 STORM GOLEMS +50

Additional Equipment

Nanostorms 0 1/0 1 5/1 Indirect fire
Relay
This equipment can only be given to a unit leader.
Activating a unit with a relay doesn't cost any LP.
This equipment is lost when the unit's leader is eliminated.

ADDITIONAL EQUIPMENT
OPTIONS

+ RELAY

NO CHANGE TO EXTRA FIGHTER COST

STORM ARACHNS +5
ASSAULT GOLEMS +5
GRIM GOLEMS +5
STORM GOLEMS +5
ASSAULT MEDUSAS +5
ASSAULT GOLIATHS +5
BANE GOLIATHS +5
GOLGOTHS

Additional Equipment

Relay
This equipment can only be given to a unit leader.
Activating a unit with a relay doesn't cost any LP.
This equipment is lost when the unit's leader is eliminated.

ADDITIONAL EQUIPMENT
OPTIONS

+ NANOSTORMS

EACH EXTRA FIGHTER ADDED NOW 50/
6 ASSAULT GOLEMS +30
EACH EXTRA FIGHTER ADDED NOW 50/
9 ASSAULT GOLEMS +45
EACH EXTRA FIGHTER ADDED NOW 45/
6 STORM GOLEMS +30
EACH EXTRA FIGHTER ADDED NOW 45/
9 STORM GOLEMS +45

Additional Equipment

Nanostorms 0 1/0 1 5/1 Indirect fire
Relay
This equipment can only be given to a unit leader.
Activating a unit with a relay doesn't cost any LP.
This equipment is lost when the unit's leader is eliminated.

ADDITIONAL EQUIPMENT
OPTIONS

+ NANOSTORMS
+ RELAY

EACH EXTRA FIGHTER ADDED NOW 50/
6 ASSAULT GOLEMS +35
EACH EXTRA FIGHTER ADDED NOW 50/
9 ASSAULT GOLEMS +50
EACH EXTRA FIGHTER ADDED NOW 45/
6 STORM GOLEMS +35
EACH EXTRA FIGHTER ADDED NOW 45/
9 STORM GOLEMS +50

Additional Equipment

Nanostorms 0 1/0 1 5/1 Indirect fire
Relay
This equipment can only be given to a unit leader.
Activating a unit with a relay doesn't cost any LP.
This equipment is lost when the unit's leader is eliminated.

ADDITIONAL EQUIPMENT

PLACE UNDER UNIT CARD / NOTE NEW COST OF EXTRA FIGHTERS

ADDITIONAL EQUIPMENT
OPTIONS

UPGRADE MEDIUM NUCLEUS CANNON
TO MEDIUM NUCLEUS CANNON 2.0

COST PER GOLGOTH

WRAITH GOLGOTH +50
INCUBUS GOLGOTH +50

Additional Equipment

Med. Nucleus cannon 2.0 9 2(1*)/1 - 15/1
*Sniper Can only be used if the fighter does not move at all during his activation. Cover and fighters in the ZDF are ignored. Cannot be used in Overwatch. May choose target of each impact among the visible fighters of the targeted unit (if an APV may choose the location of each impact).

ADDITIONAL EQUIPMENT
OPTIONS

UPGRADE MEDIUM NUCLEUS CANNON
TO MEDIUM NUCLEUS CANNON 2.0

COST PER GOLGOTH

WRAITH GOLGOTH +50
INCUBUS GOLGOTH +50

Additional Equipment

Med. Nucleus cannon 2.0 9 2(1*)/1 - 15/1
*Sniper Can only be used if the fighter does not move at all during his activation. Cover and fighters in the ZDF are ignored. Cannot be used in Overwatch. May choose target of each impact among the visible fighters of the targeted unit (if an APV may choose the location of each impact).

ADDITIONAL EQUIPMENT
OPTIONS

UPGRADE MEDIUM NUCLEUS CANNON
TO MEDIUM NUCLEUS CANNON 2.0

COST PER GOLGOTH

WRAITH GOLGOTH +50
INCUBUS GOLGOTH +50

Additional Equipment

Med. Nucleus cannon 2.0 9 2(1*)/1 - 15/1
*Sniper Can only be used if the fighter does not move at all during his activation. Cover and fighters in the ZDF are ignored. Cannot be used in Overwatch. May choose target of each impact among the visible fighters of the targeted unit (if an APV may choose the location of each impact).

ADDITIONAL EQUIPMENT
OPTIONS

+ RELAY

NO CHANGE TO EXTRA FIGHTER COST

+5 STORM ARACHNS
+5 ASSAULT GOLEMS
+5 GRIM GOLEMS
+5 STORM GOLEMS
+5 ASSAULT MEDUSAS
+5 ASSAULT GOLIATHS
+5 BANE GOLIATHS
+5 GOLGOTHS

Additional Equipment

Relay
This equipment can only be given to a unit leader.
Activating a unit with a relay doesn't cost any LP.
This equipment is lost when the unit's leader is eliminated.

ADDITIONAL EQUIPMENT
OPTIONS

+ RELAY

NO CHANGE TO EXTRA FIGHTER COST

+5 STORM ARACHNS
+5 ASSAULT GOLEMS
+5 GRIM GOLEMS
+5 STORM GOLEMS
+5 ASSAULT MEDUSAS
+5 ASSAULT GOLIATHS
+5 BANE GOLIATHS
+5 GOLGOTHS

Additional Equipment

Relay
This equipment can only be given to a unit leader.
Activating a unit with a relay doesn't cost any LP.
This equipment is lost when the unit's leader is eliminated.

ADDITIONAL EQUIPMENT
OPTIONS

+ RELAY

NO CHANGE TO EXTRA FIGHTER COST

+5 STORM ARACHNS
+5 ASSAULT GOLEMS
+5 GRIM GOLEMS
+5 STORM GOLEMS
+5 ASSAULT MEDUSAS
+5 ASSAULT GOLIATHS
+5 BANE GOLIATHS
+5 GOLGOTHS

Additional Equipment

Relay
This equipment can only be given to a unit leader.
Activating a unit with a relay doesn't cost any LP.
This equipment is lost when the unit's leader is eliminated.

ASSAULT MEDUSAS MAXIMUM UNIT
4 MEDUSAS INCLUDING 3 SPECIAL WEAPONS
7 FIGHTERS 425
EXTRA FIGHTER 55

MAX 425 .55/

7 ASSAULT MEDUSAS ★★



10

-

8

6

Standard Ranged

Nucleus rifle71/0-6/1

Close Combat

Electrolash92/0-4/1

3 Special Weapons

Nucleus gun91/1-14/1

ASSAULT MEDUSAS STANDARD UNIT
4 MEDUSAS INCLUDING 1 SPECIAL WEAPON
4 FIGHTERS 225
EXTRA FIGHTER 55

STD 225 .55/

4 ASSAULT MEDUSAS ★★



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Standard Ranged

Nucleus rifle71/0-6/1

Close Combat

Electrolash92/0-4/1


1 Special Weapon

Nucleus gun91/1-14/1

ASSAULT GOLIATHS STANDARD UNIT
3 GOLIATHS
3 FIGHTERS 375

STD 375

3 ASSAULT GOLIATHS ★★



18

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10

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Standard Ranged

Nucleus gun81/1-14/1

Sonic gun53/0-8/1

BANE GOLIATHS STANDARD UNIT
3 GOLIATHS
3 FIGHTERS 375

STD 375

3 BANE GOLIATHS ★★



18

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Standard Ranged

Nucleus gun 181/1-14/1

Nucleus gun 281/1-14/1


HEKAT GOLGOTH OFFICER
OFFICER REPLACES A STANDARD FIGHTER

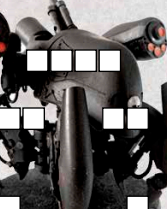
POLTERGEIST GOLGOTH OFFICER
OFFICER REPLACES A STANDARD FIGHTER


● +15


POLTERGEIST GOLGOTH


> ALPHA

















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
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
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Standard Ranged

M.Sonic cannon	6	4/0	-	9/1
M.Sonic cannon	6	4/0	-	9/1

Vehicle Overseer Routines (affect unit only)

Repair (1 LP) Regain 1 SP in a location chosen by the player.

Dash (2 LP) Rush movement: up to 50cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Creation (4 LP) Type 1 strider created in contact with the overseer and its card placed in the sequence next round.

Fusion (4 LP) Destroy 2 striders and replace with one of the next highest type.

POLTERGEIST GOLGOTH STD UNIT
1 GOLGOTH INCLUDING 0-1 OFFICER

STD 375

1 POLTERGEIST GOLGOTH

25

-

14

6


Standard Ranged




Medium sonic cannon	6	4/0	-	9/1
Medium sonic cannon	6	4/0	-	9/1


























BAAL GOLGOTH OFFICER
OFFICER REPLACES A STANDARD FIGHTER

+BAAL GOLGOTH

>>> OMICRON



							
					3	4	-
							
					20	-	16
							
							

Standard Ranged

Heavy flamer	[25]	1/0	7	9/1	IF, Projection
Hvy. particle acc.	8	3/0	-	18/2	

Vehicle Overseer Routines (affect unit only)

Advanced nanoresource administrator
AFV routines cost 1 fewer LP than usual (min 0 LP).

Repair [1 LP] Regain 1 SP in a location chosen by the player.
Dash [2 LP] Rush movement: up to 50cm.
Hyper nanonucleus [2 LP] Unit can reroll all its failed Damage tests once.


Creation [4 LP] Type 1 strider created in contact with the overseer and its card placed in the sequence next round.
Fusion [4 LP] Destroy 2 striders and replace with one of the next highest type.

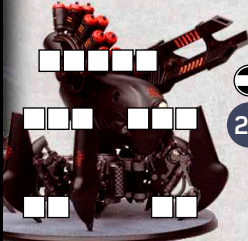
BAAL GOLGOTH STANDARD UNIT
1 GOLGOTH INCLUDING 0-1 OFFICER


STD 675

1 BAAL GOLGOTH


★★★









20




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16





6












Standard Ranged					
Heavy flamer	[25]	1/0	7	9/1	Indirect Fire Projection
Heavy particle Accelerator	8	3/0	–	18/2	

KRAKEN GOLGOTH ★★


> ALPHA





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

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Standard Ranged					
L. nucleus cannon 1	9	1/1	-	14/1	
L. nucleus cannon 2	9	1/1	-	14/1	

Abilities & Equipment

Relay Can only be given to a unit leader: Activating a unit with a relay doesn't cost any LP. Relay is lost when the unit's leader is eliminated.

Mobile nanogenerator Routines used by or on friendly units within Range cost 1 LP fewer to a minimum of 0. The passengers and pilot always benefit from this ability.

1 VEHICLE

STD 250

1 KRAKEN GOLGOTH

25

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14

6

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Standard Ranged

L. nucleus cannon 1 9 1/1 - 14/1

L. nucleus cannon 2 9 1/1 - 14/1

Abilities & Equipment

Relay Can only be given to a unit leader. Activating a unit with a relay doesn't cost any LP. Relay is lost when the unit's leader is eliminated.

Mobile nanogenerator Routines used by or on friendly units within Range cost 1 LP fewer to a minimum of 0. The passengers and pilot always benefit from this ability.

NUCLEUS GOLEMS SUPPORT TEAM

2 GOLEMS WITH 3 NUCLEUS GUNS

2 FIGHTERS 200
EXTRA FIGHTER 70

3

STD 175 .55/

ASSAULT GOLEMS

SUPPORT TEAM

18

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6

5

Standard Ranged

Nucleus rifle61/0-6/1

Close Combat

Reaper blades61/0-7/1

3 Special Weapons

Nucleus gun81/1-14/1

FLAMER GOLEMS SUPPORT TEAM

3 GOLEMS WITH 3 FLAMERS

2 FIGHTERS 200
EXTRA FIGHTER 70

3

STD 200 .70/

ASSAULT GOLEMS

SUPPORT TEAM

18

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Standard Ranged

Nucleus rifle61/0-6/1

Close Combat

Reaper blades61/0-7/1

3 Special Weapons

Flamer[25]1/049/1Indirect fire
Projection

SONIC GOLEMS SUPPORT TEAM

3 GOLEMS WITH 3 SONIC GUNS

3 FIGHTERS 175
EXTRA FIGHTER 55

3

STD 175 .55/

STORM GOLEMS

SUPPORT TEAM

18

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Standard Ranged

Nanoblaster31/1-5/1

Close Combat

Reaper blades61/0-7/1

3 Special Weapons

Sonic gun53/0-8/1

THERIAN SUPPORT TEAMS

A SUPPORT TEAM MAY FILL AN 'INFANTRY' SLOT
CONSIDERED RANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)

FLAMER GOLEMS SUPPORT TEAM

3 GOLEMS WITH 3 FLAMERS

2 FIGHTERS 200
EXTRA FIGHTER 70

3

STD 200 .70/

GRIM GOLEMS

SUPPORT TEAM

18

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Close Combat

Reaper blades161/0-7/1

Reaper blades261/0-7/1

3 Special Weapons

Flamer[25]1/049/1Indirect fire
Projection

NUCLEUS MEDUSAS SUPPORT TEAM

3 ASSAULT MEDUSAS WITH 3 NUCLEUS GUNS

3 FIGHTERS 200
EXTRA FIGHTER 65

3

STD 200 .65/

ASSAULT MEDUSAS

SUPPORT TEAM

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Standard Ranged

Nucleus rifle71/0-6/1

Close Combat

Electrolash92/0-4/1

3 Special Weapons

Nucleus gun91/1-14/1

THERIAN SUPPORT TEAMS
 ADDITIONAL EQUIPMENT OPTIONS
 PLACE UNDER UNIT CARD / NOTE NEW COST OF EXTRA FIGHTERS

ADDITIONAL EQUIPMENT
 OPTIONS **SUPPORT TEAMS**
 + **OPTICAL CAMO**

EACH EXTRA FIGHTER ADDED NOW 75/
3 **FLAMER GOLEM TEAM** **+15**

Additional Equipment
 Optical camo module **Stealth**, any shot/locked shot targeting the unit from beyond range 1 is a failure.

ADDITIONAL EQUIPMENT
 OPTIONS **SUPPORT TEAMS**
 + **OPTICAL CAMO**

EACH EXTRA FIGHTER ADDED NOW 75/
3 **FLAMER GOLEM TEAM** **+15**

Additional Equipment
 Optical camo module **Stealth**, any shot/locked shot targeting the unit from beyond range 1 is a failure.

ADDITIONAL EQUIPMENT
 OPTIONS **SUPPORT TEAMS**
 + **OPTICAL CAMO**

EACH EXTRA FIGHTER ADDED NOW 75/
3 **FLAMER GOLEM TEAM** **+15**

Additional Equipment
 Optical camo module **Stealth**, any shot/locked shot targeting the unit from beyond range 1 is a failure.

ADDITIONAL EQUIPMENT
 OPTIONS **SUPPORT TEAMS**
 + **NANOSTORMS**

EACH EXTRA FIGHTER ADDED NOW 60/
3 **NUCLEUS GOLEMS TEAM** **+15**
 EACH EXTRA FIGHTER ADDED NOW 60/
3 **SONIC GOLEMS TEAM** **+15**

Additional Equipment
 Nanostorms 0 1/0 1 5/1 Indirect fire

ADDITIONAL EQUIPMENT
 OPTIONS **SUPPORT TEAMS**
 + **NANOSTORMS**

EACH EXTRA FIGHTER ADDED NOW 60/
3 **NUCLEUS GOLEMS TEAM** **+15**
 EACH EXTRA FIGHTER ADDED NOW 60/
3 **SONIC GOLEMS TEAM** **+15**

Additional Equipment
 Nanostorms 0 1/0 1 5/1 Indirect fire

ADDITIONAL EQUIPMENT
 OPTIONS **SUPPORT TEAMS**
 + **NANOSTORMS**

EACH EXTRA FIGHTER ADDED NOW 60/
3 **NUCLEUS GOLEMS TEAM** **+15**
 EACH EXTRA FIGHTER ADDED NOW 60/
3 **SONIC GOLEMS TEAM** **+15**

Additional Equipment
 Nanostorms 0 1/0 1 5/1 Indirect fire


ASSAULT GOLEM BUNKER OFFICERS
OFFICER REPLACES A STANDARD FIGHTER

⬤ +10

ASSAULT GOLEM BUNKER

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➤ ALPHA



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Standard Ranged

Nucleus rifle61/0—6/1

Close Combat

Reaper blades61/0—7/1

Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

⬤ +15

ASSAULT GOLEM BUNKER

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➤➤ DELTA



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Standard Ranged

Nucleus rifle61/0—6/1

Close Combat

Reaper blades61/0—7/1

Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

⬤ +25

ASSAULT GOLEM BUNKER

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➤➤➤ OMICRON



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Standard Ranged

Nucleus rifle61/0—6/1

Close Combat

Reaper blades61/0—7/1

Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

⬤ +50

ASSAULT GOLEM BUNKER

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➤➤➤➤ SIGMA



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Standard Ranged

Nucleus rifle61/0—6/1

Close Combat

Reaper blades61/0—7/1

Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

⬤ +65

ASSAULT GOLEM BUNKER

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➤➤➤➤➤ OMEGA



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Standard Ranged

Nucleus rifle61/0—6/1

Close Combat

Reaper blades61/0—7/1

Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

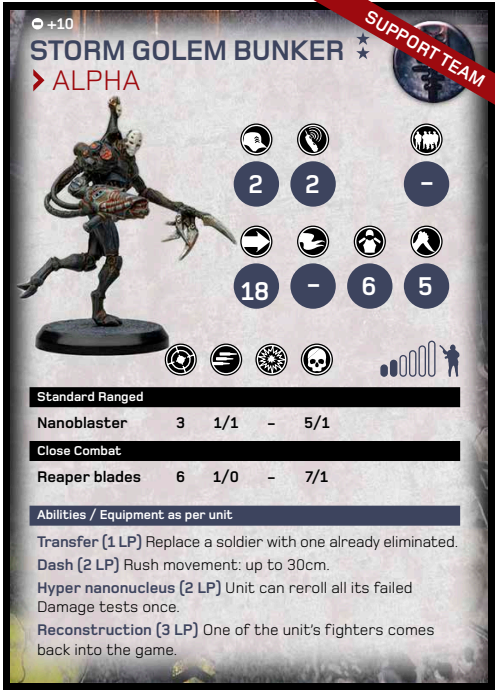
Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

⚡ +10

STORM GOLEM BUNKER ★

➤ ALPHA



Support Team

2 2 -

18 - 6 5

Standard Ranged

Nanoblaster	3	1/1	-	5/1
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Close Combat

Reaper blades	6	1/0	-	7/1
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Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

⚡ +15

STORM GOLEM BUNKER ★

➤➤ DELTA



Support Team

2 3 1

18 - 6 5

Standard Ranged

Nanoblaster	3	1/1	-	5/1
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Close Combat

Reaper blades	6	1/0	-	7/1
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Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

⚡ +25

STORM GOLEM BUNKER ★

➤➤➤ OMICRON



Support Team

3 4 2

18 - 6 5

Standard Ranged

Nanoblaster	3	1/1	-	5/1
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Close Combat

Reaper blades	6	1/0	-	7/1
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Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

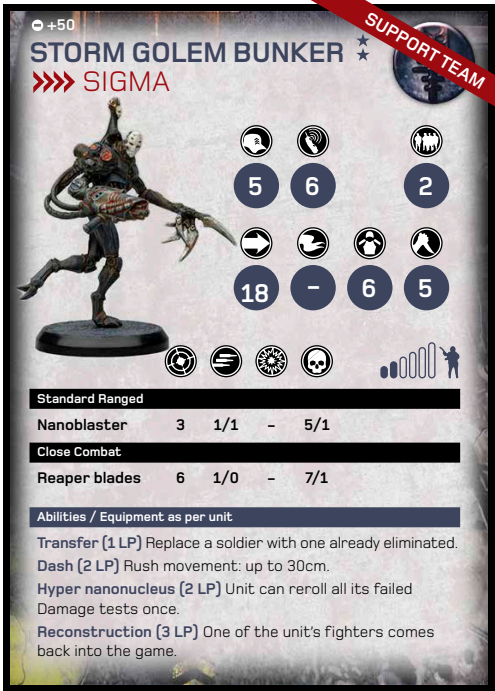
Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

⚡ +50

STORM GOLEM BUNKER ★

➤➤➤➤ SIGMA



Support Team

5 6 2

18 - 6 5

Standard Ranged

Nanoblaster	3	1/1	-	5/1
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Close Combat

Reaper blades	6	1/0	-	7/1
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Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

⚡ +65

STORM GOLEM BUNKER ★

➤➤➤➤➤ OMEGA



Support Team

6 8 2

18 - 6 5

Standard Ranged

Nanoblaster	3	1/1	-	5/1
-------------	---	-----	---	-----

Close Combat

Reaper blades	6	1/0	-	7/1
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Abilities / Equipment as per unit

Transfer (1 LP) Replace a soldier with one already eliminated.

Dash (2 LP) Rush movement: up to 30cm.

Hyper nanonucleus (2 LP) Unit can reroll all its failed Damage tests once.

Reconstruction (3 LP) One of the unit's fighters comes back into the game.

THERIAN BUNKER TEAMS

CONSIDERED RANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)
WHEN A COMPANY INCLUDES A BUNKER UNIT, ALL BUNKERS ON THE
BATTLEFIELD BECOME NEUTRAL DROP POINTS THAT CAN ONLY BE USED
BY BUNKER UNITS. BUNKER UNITS CAN ONLY BE DEPLOYED THROUGH
BUNKER DROP POINTS AND CANNOT LEAVE THEIR BUNKER.

A BUNKER UNIT CAN INCLUDE SEVERAL TYPES OF SPECIAL WEAPONS
BUT ONLY ONE TYPE OF WEAPON IS FIRED EACH ROUND IN THE SAME
SALVO. FLAMERS STILL FIRE ONE AFTER THE OTHER.

WHEN A THERIAN UNIT IS DEPLOYED IN A BUNKER, DEPLOY A FREE
NANOGENERATOR ON TOP OF IT.

BUNKER

ROOF

STRUCTURE

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Only fighters of Size 2 or smaller can enter a bunker.
A unit in a bunker cannot be issued the **Take Cover!** drill.
Each bunker has a single access to the rear. The loophole allows a unit to shoot, but not fight in close combat.

Abilities

Improved Cover A unit in a bunker gets 3+ cover tests. This also applies to artillery strikes and indirect fire weapons, except **Projection** weapons.

Secured A bunker cannot be **Sabotaged**.

Damage

If the general structure of a bunker is destroyed, the whole bunker is destroyed. If the roof is destroyed, Improved Cover and Secured rules no longer apply and bunker weapons are destroyed.

Damage Location: **1-2** Roof; **3-5** General; **6** Weapon chosen by player, or roof if bunker is not armed.

ASSAULT GOLEM BUNKER MAXIMUM 6 GOLEMS INCLUDING 5 SPECIAL WEAPON BEARERS + 1 OVERSEER

6 FIGHTERS 350

ASSAULT GOLEM BUNKER STANDARD 2 GOLEMS INCLUDING 2 SPECIAL WEAPON BEARERS

2 FIGHTERS 100

MAX 350

6 BUNKER TEAM

ASSAULT GOLEMS

18

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6

5

Standard Ranged

Nucleus rifle 6 1/0 - 6/1

Close Combat

Reaper blades 6 1/0 - 7/1

5 Special Weapon

Nucleus gun 8 1/1 - 14/1

STD 100

2 BUNKER TEAM

ASSAULT GOLEMS

18

-

6

5

Standard Ranged

Nucleus rifle 6 1/0 - 6/1

Close Combat

Reaper blades 6 1/0 - 7/1

2 Special Weapon

Nucleus gun 8 1/1 - 14/1

MAX 350

6 BUNKER TEAM

ASSAULT GOLEMS

18

-

6

5

Standard Ranged

Nucleus rifle 6 1/0 - 6/1

Close Combat

Reaper blades 6 1/0 - 7/1

5 Special Weapon

Flamer [25] 1/0 4 9/1 Indirect fire Projection

STD 100

2 BUNKER TEAM

ASSAULT GOLEMS

18

-

6

5

Standard Ranged

Nucleus rifle 6 1/0 - 6/1

Close Combat

Reaper blades 6 1/0 - 7/1

2 Special Weapon

Flamer [25] 1/0 4 9/1 Indirect fire Projection

THERIAN BUNKER TEAMS

CONSIDERED RANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)
WHEN A COMPANY INCLUDES A BUNKER UNIT, ALL BUNKERS ON THE
BATTLEFIELD BECOME NEUTRAL DROP POINTS THAT CAN ONLY BE USED
BY BUNKER UNITS. BUNKER UNITS CAN ONLY BE DEPLOYED THROUGH
BUNKER DROP POINTS AND CANNOT LEAVE THEIR BUNKER.

A BUNKER UNIT CAN INCLUDE SEVERAL TYPES OF SPECIAL WEAPONS
BUT ONLY ONE TYPE OF WEAPON IS FIRED EACH ROUND IN THE SAME
SALVO. FLAMERS STILL FIRE ONE AFTER THE OTHER.

WHEN A THERIAN UNIT IS DEPLOYED IN A BUNKER, DEPLOY A FREE
NANOGENERATOR ON TOP OF IT.

STORM GOLEM BUNKER MAXIMUM 6 GOLEMS INCLUDING 5 SPECIAL WEAPON BEARERS + 1 OVERSEER

6 FIGHTERS 350

MAX 350

2 BUNKER TEAM

STORM GOLEMS

18

-

6

5

Standard Ranged

Nucleus rifle31/0-6/1

Close Combat

Reaper blades61/0-7/1

5 Special Weapon

Sonic gun53/0-8/1



MAX 350

6 BUNKER TEAM

STORM GOLEMS

18

-

6

5

Standard Ranged

Nucleus rifle61/0-6/1

Close Combat

Reaper blades61/0-7/1

5 Special Weapon

Flamer[25]1/049/1Indirect fire
Projection



STORM GOLEM BUNKER STANDARD 2 GOLEMS INCLUDING 2 SPECIAL WEAPON BEARERS

2 FIGHTERS 100

STD 100

2 BUNKER TEAM

STORM GOLEMS

18

-

6

5

Standard Ranged

Nanoblaster31/1-5/1

Close Combat

Reaper blades61/0-7/1

2 Special Weapon

Sonic gun53/0-8/1



STD 100

2 BUNKER TEAM

STORM GOLEMS

18

-

6

5

Standard Ranged

Nanoblaster31/1-5/1

Close Combat

Reaper blades61/0-7/1

2 Special Weapon

Flamer[25]1/049/1Indirect fire
Projection

