

Another boardgame player aid by

# UniversalHead

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Game: **AT-43**

Pub: **Rackham Entertainment (2006)**

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## 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 replay cards

# v2.3

Mar 2011

For best results, print on card, laminate and trim to size.

## 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 (C) 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.

## 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 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 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 (★★)

## 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 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	-
18	-	6
5		

**Close Combat**

Reaper blades 1	6	1/0	-	7/1
Reaper blades 2	6	1/0	-	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	-	6
5		

**Standard Ranged**

Nanoblaster	3	1/1	-	5/1
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**Close Combat**

Reaper blades	6	1/0	-	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



3	5	-
18	-	10
5		

**Standard Ranged**

Nucleus gun 1	8	1/1	-	14/1
Nucleus gun 2	8	1/1	-	14/1

**Equipment & Abilities**

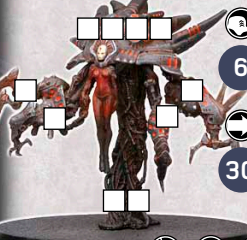
**Zero fire (1 LP)** Cover, and fighters caught in the ZOF, are ignored. Choose target of each impact from among the visible fighters of the target unit (or location on an AFV)  
**Transfer (1 LP)** Replace a soldier with one already eliminated.  
**Dash (2 LP)** Rush movement: up to 30cm.  
**Hyper 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	-
30	-	15
6		

**Close Combat**

Lt. Grim scythe 1	8	2/0	-	13/1
Lt. Grim scythe 2	8	2/0	-	13/1
Lt. Grim scythe 3	8	2/0	-	13/1
Lt. Grim scythe 4	8	2/0	-	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	-
25	-	14
6		

**Standard Ranged**

M. Sonic cannon	6	4/0	-	9/1
M. Nucleus cannon	9	1/1	-	15/1

**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** ★

>>> OMIGRON



3	5	-
25	-	14
6		


**Standard Ranged**








M. Nuc. cannon 2.0	9	2(1*)/1	-	15/1	*Sniper
M. Nuc. cannon 2.0	9	2(1*)/1	-	15/1	*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** ★  
▶ ALPHA



    
 2 2 -  
     
 18 - 6 5

Standard Ranged				
Nucleus rifle	6	1/0	-	6/1
Close Combat				
Reaper blades	6	1/0	-	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.

**ASSAULT GOLEM** ★  
▶▶ DELTA



    
 2 3 1  
     
 18 - 6 5


Standard Ranged				
Nucleus rifle	6	1/0	-	6/1
Close Combat				
Reaper blades	6	1/0	-	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.

**ASSAULT GOLEM** ★  
▶▶▶ OMICRON



    
 3 4 2  
     
 18 - 6 5


    




Standard Ranged				
Nucleus rifle	6	1/0	-	6/1
Close Combat				
Reaper blades	6	1/0	-	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.

**ASSAULT GOLEM** ★  
▶▶▶▶ SIGMA



    
 5 6 2  
     
 18 - 6 5

Standard Ranged				
Nucleus rifle	6	1/0	-	6/1
Close Combat				
Reaper blades	6	1/0	-	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.

**ASSAULT GOLEM** ★  
▶▶▶▶▶ OMEGA



    
 6 8 2  
     
 18 - 6 5

Standard Ranged				
Nucleus rifle	6	1/0	-	6/1
Close Combat				
Reaper blades	6	1/0	-	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.

**ASSAULT GOLEM INFANTRY MAX UNIT**  
9 GOLEMS INCLUDING 3 SPECIAL WEAPON + 0-1 OFFICER

6 FIGHTERS 425  
EXTRA FIGHTER 45

MAX 425 .45/ +25 ★★

### 9 ASSAULT GOLEMS



18 - 6 5

Standard Ranged

Nucleus rifle	6	1/0	-	6/1
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Close Combat


Reaper blades	6	1/0	-	7/1
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3 Special Weapons

Flamer	[25]	1/0	4	9/1	Indirect fire Projection
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MAX 425 .45/ +25 ★★

### 9 ASSAULT GOLEMS



18 - 6 5

Standard Ranged

Nucleus rifle	6	1/0	-	6/1
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Close Combat

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

3 Special Weapons


Nucleus gun	8	1/1	-	14/1
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**ASSAULT GOLEM INFANTRY STD UNIT**  
6 GOLEMS INCLUDING 1 SPECIAL WEAPON + 0-1 OFFICER

6 FIGHTERS 275  
EXTRA FIGHTER 45

STD 275 .45/ +25 ★★

### 6 ASSAULT GOLEMS



18 - 6 5

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
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STD 275 .45/ +25 ★★

### 6 ASSAULT GOLEMS



18 - 6 5

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
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**GRIM GOLEM** ★★

◉ +10  
» ALPHA



2 2 -

18 - 6 5

Close Combat

Reaper blades 1	6	1/0	-	7/1
Reaper blades 2	6	1/0	-	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 GOLEM** ★★

◉ +15  
»» DELTA



2 3 1

18 - 6 5

Close Combat

Reaper blades 1	6	1/0	-	7/1
Reaper blades 2	6	1/0	-	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 GOLEM** ★★

◉ +25  
»»» OMICRON



3 4 2

18 - 6 5

Close Combat

Reaper blades 1	6	1/0	-	7/1
Reaper blades 2	6	1/0	-	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 GOLEM** ★★

◉ +50  
»»»» SIGMA



5 6 2

18 - 6 5

Close Combat

Reaper blades 1	6	1/0	-	7/1
Reaper blades 2	6	1/0	-	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 GOLEM** ★★

◉ +65  
»»»»» OMEGA



6 8 2

18 - 6 5

Close Combat

Reaper blades 1	6	1/0	-	7/1
Reaper blades 2	6	1/0	-	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  
STANDARD UNIT**

6 FIGHTERS INCLUDING  
1 SPECIAL WEAPON + 0-1 OFFICER

6 FIGHTERS 250  
EXTRA FIGHTER 35

STD 250 .35/  
**6 GRIM GOLEMS** ★★



18 - 6 5

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.

**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 - 6 5

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.

**STORM ARACHNS INFANTRY  
STANDARD UNIT**

6 FIGHTERS

6 FIGHTERS 150  
EXTRA FIGHTER 25

STD 150 .25/  
**6 STORM ARACHNS** ★



18 - 4 4

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  
MAXIMUM UNIT**

12 FIGHTERS

12 FIGHTERS 300  
EXTRA FIGHTER 25

MAX 300 .25/  
**12 STORM ARACHNS** ★



18 - 4 4

Close Combat

Reaper blades	5	1/0	-	7/1
---------------	---	-----	---	-----

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 GOLEM** ★

▶ ALPHA



Abilities: Transfer (1 LP), Dash (2 LP), Hyper nanonucleus (2 LP), Reconstruction (3 LP)

Standard Ranged				
Nanoblaster	3	1/1	-	5/1
Close Combat				
Reaper blades	6	1/0	-	7/1

**STORM GOLEM** ★

▶▶ DELTA



Abilities: Transfer (1 LP), Dash (2 LP), Hyper nanonucleus (2 LP), Reconstruction (3 LP)

Standard Ranged				
Nanoblaster	3	1/1	-	5/1
Close Combat				
Reaper blades	6	1/0	-	7/1

**STORM GOLEM** ★

▶▶▶ OMICRON



Abilities: Transfer (1 LP), Dash (2 LP), Hyper nanonucleus (2 LP), Reconstruction (3 LP)

Standard Ranged				
Nanoblaster	3	1/1	-	5/1
Close Combat				
Reaper blades	6	1/0	-	7/1

**STORM GOLEM** ★

▶▶▶▶ SIGMA



Abilities: Transfer (1 LP), Dash (2 LP), Hyper nanonucleus (2 LP), Reconstruction (3 LP)

Standard Ranged				
Nanoblaster	3	1/1	-	5/1
Close Combat				
Reaper blades	6	1/0	-	7/1

**STORM GOLEM** ★

▶▶▶▶▶ OMEGA



Abilities: Transfer (1 LP), Dash (2 LP), Hyper nanonucleus (2 LP), Reconstruction (3 LP)

Standard Ranged				
Nanoblaster	3	1/1	-	5/1
Close Combat				
Reaper blades	6	1/0	-	7/1


**STORM GOLEMS INFANTRY**  
**STANDARD UNIT**

6 FIGHTERS INCLUDING  
 1 SPECIAL WEAPON + 0-1 OFFICER

6 FIGHTERS 250  
 EXTRA FIGHTER 40

STD 250 . 40/ +25

6 **STORM GOLEMS** ★★



18 - 6 5

Standard Ranged

Nanoblaster	3	1/1	-	5/1
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Close Combat


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

1 Special Weapon

Flamer	[25]	1/0	4	9/1	Indirect fire Projection
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STD 250 . 40/ +25

6 **STORM GOLEMS** ★★



18 - 6 5

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
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**STORM GOLEMS INFANTRY**  
**MAXIMUM UNIT**

9 FIGHTERS INCLUDING  
 3 SPECIAL WEAPONS + 0-1 OFFICER

9 FIGHTERS 400  
 EXTRA FIGHTER 40

MAX 400 . 40/ +25

9 **STORM GOLEMS** ★★



18 - 6 5

Standard Ranged

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

Close Combat


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

3 Special Weapons

Flamer	[25]	1/0	4	9/1	Indirect fire Projection
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MAX 400 . 40/ +25

9 **STORM GOLEMS** ★★



18 - 6 5

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
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# ADDITIONAL EQUIPMENT

PLACE UNDER UNIT CARD / NOTE NEW COST OF EXTRA FIGHTERS

## 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.

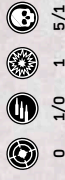
## ADDITIONAL EQUIPMENT OPTIONS

**+ NANOSTORMS**

- 6** ASSAULT GOLEMS **+30**
- 9** ASSAULT GOLEMS **+45**
- 6** STORM GOLEMS **+30**
- 9** STORM GOLEMS **+45**

### Additional Equipment

Nanostorms



0 1/0 1 5/1

Indirect fire

## ADDITIONAL EQUIPMENT OPTIONS

**+ NANOSTORMS**  
**+ RELAY**

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

**+ 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.

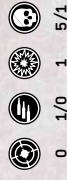
## ADDITIONAL EQUIPMENT OPTIONS

**+ NANOSTORMS**

- 6** ASSAULT GOLEMS **+30**
- 9** ASSAULT GOLEMS **+45**
- 6** STORM GOLEMS **+30**
- 9** STORM GOLEMS **+45**

### Additional Equipment

Nanostorms



0 1/0 1 5/1

Indirect fire

## ADDITIONAL EQUIPMENT OPTIONS

**+ NANOSTORMS**  
**+ RELAY**

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

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

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

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

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

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

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

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 rifle	7	1/0	-	6/1
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Close Combat

Electrolash	9	2/0	-	4/1
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3 Special Weapons


Nucleus gun	9	1/1	-	14/1
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# ASSAULT MEDUSAS STANDARD UNIT

4 MEDUSAS INCLUDING 1 SPECIAL WEAPON

4 FIGHTERS 225  
EXTRA FIGHTER 55

STD 225 .55/  
4 ASSAULT MEDUSAS ★★



10 - 8 6

Standard Ranged

Nucleus rifle	7	1/0	-	6/1
---------------	---	-----	---	-----

Close Combat

Electrolash	9	2/0	-	4/1
-------------	---	-----	---	-----

1 Special Weapon


Nucleus gun	9	1/1	-	14/1
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# ASSAULT GOLIATHS STANDARD UNIT

3 GOLIATHS

3 FIGHTERS 375

STD 375  
3 ASSAULT GOLIATHS ★★



18 - 10 5

Standard Ranged

Nucleus gun	8	1/1	-	14/1
Sonic gun	5	3/0	-	8/1

# BANE GOLIATHS STANDARD UNIT

3 GOLIATHS

3 FIGHTERS 375

STD 375  
3 BANE GOLIATHS ★★



18 - 10 5

Standard Ranged

Nucleus gun 1	8	1/1	-	14/1
Nucleus gun 2	8	1/1	-	14/1

**SUCCUBUS GOLGOTH OFFICER**  
OFFICER REPLACES A STANDARD FIGHTER

+15  
**SUCCUBUS GOLGOTH** ★  
▶ ALPHA

Standard Ranged

Lt. Sonic cannon	6	3/0	-	8/1
Lt. Virus cannon	5	1/0	-	2+/1

Jammer

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.

**SUCCUBUS GOLGOTH AFV STD UNIT**  
1 GOLGOTH INCLUDING 0-1 OFFICER

1 AFV 225  
EXTRA AFV 225

STD 225 . 225/  
1 **SUCCUBUS GOLGOTH** ★

Standard Ranged

Lt. Sonic cannon	6	3/0	-	8/1
Lt. Virus cannon	5	1/0	-	2+/1

Jammer

**SUCCUBUS GOLGOTH AFV MAX UNIT**  
3 GOLGOTHS INCLUDING 0-1 OFFICER

3 AFVs 675  
EXTRA AFV 225

MAX 675 . 225/  
3 **SUCCUBUS GOLGOTHS** ★

Standard Ranged

Lt. Sonic cannon	6	3/0	-	8/1
Lt. Virus cannon	5	1/0	-	2+/1

Jammer

**HEKAT GOLGOTH OFFICER**  
OFFICER REPLACES A STANDARD FIGHTER

+15  
**HEKAT GOLGOTH** ★  
▶ ALPHA

Close Combat

Lt. Grim scythe 1	8	2/0	-	13/1
Lt. Grim scythe 2	8	2/0	-	13/1

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.

**HEKAT GOLGOTH AFV STD UNIT**  
1 GOLGOTH INCLUDING 0-1 OFFICER

1 AFV 200  
EXTRA AFV 200

STD 200 . 200/  
1 **HEKAT GOLGOTH** ★

Close Combat

Lt. Grim scythe 1	8	2/0	-	13/1
Lt. Grim scythe 2	8	2/0	-	13/1

**HEKAT GOLGOTH AFV MAX UNIT**  
3 GOLGOTHS INCLUDING 0-1 OFFICER

3 AFVs 600  
EXTRA AFV 200

MAX 600 . 200/  
3 **HEKAT GOLGOTHS** ★

Close Combat

Lt. Grim scythe 1	8	2/0	-	13/1
Lt. Grim scythe 2	8	2/0	-	13/1

**WRAITH GOLGOTH OFFICER**  
OFFICER REPLACES A STANDARD FIGHTER

+15  
**WRAITH GOLGOTH** ★

> ALPHA

Standard Ranged

M. Nucleus cannon	9	1/1	-	15/1	Sniper
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.

**WRAITH GOLGOTH AFV STD UNIT**  
1 GOLGOTH INCLUDING 0-1 OFFICER

1 AFV 350

STD 350  
**1 WRAITH GOLGOTH** ★

Standard Ranged

Medium nucleus cannon	9	1/1	-	15/1	Sniper
Medium sonic cannon	6	4/0	-	9/1	

**POLTERGEIST GOLGOTH OFFICER**  
OFFICER REPLACES A STANDARD FIGHTER

+15  
**POLTERGEIST GOLGOTH** ★

> ALPHA

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

1 AFV 375


STD 375  
**1 POLTERGEIST GOLGOTH** ★

Standard Ranged

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

**INCUBUS GOLGOTH OFFICER**  
OFFICER REPLACES A STANDARD FIGHTER

**INCUBUS GOLGOTH** ★  
➤ ALPHA



2 2 -

25 - 14 6

Standard Ranged

M. Nucleus cannon	9	1/1	-	15/1	Sniper
M. Nucleus cannon	9	1/1	-	15/1	Sniper

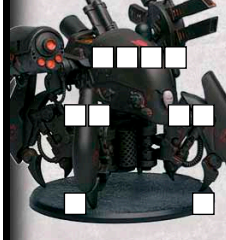
Vehicle Overseer Routines (affect unit only)

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.

**INCUBUS GOLGOTH AFV STD UNIT**  
1 GOLGOTH INCLUDING 0-1 OFFICER

1 AFV 350

STD 350  
**INCUBUS GOLGOTH** ★



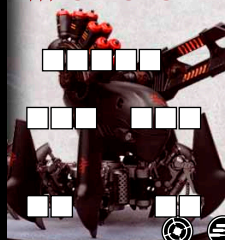
25 - 14 6

Standard Ranged

M. Nucleus cannon	9	1/1	-	15/1	Sniper
M. Nucleus cannon	9	1/1	-	15/1	Sniper

**BAAL GOLGOTH OFFICER**  
OFFICER REPLACES A STANDARD FIGHTER

**BAAL GOLGOTH** ★★  
➤➤ OMICRON



3 4 -

20 - 16 6

Standard Ranged

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

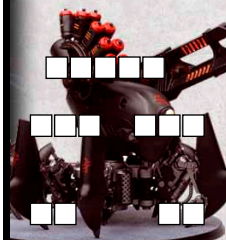
Vehicle Overseer Routines (affect unit only)

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

1 AFV 675

STD 675  
**BAAL GOLGOTH** ★★



20 - 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 OFFICER**  
OFFICER REPLACES A STANDARD FIGHTER

+15

**KRAKEN GOLGOTH** ★

> ALPHA

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.

**KRAKEN GOLGOTH AFV STD UNIT**  
1 KRAKEN INCLUDING 0-1 OFFICER

1 VEHICLE 250

STD 250

**1 KRAKEN GOLGOTH** ★

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

STD 175 .55/  
3 ASSAULT GOLEMS ★



18 - 6 5

Standard Ranged

Nucleus rifle	6	1/0	-	6/1
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Close Combat

Reaper blades	6	1/0	-	7/1
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3 Special Weapons

Nucleus gun	8	1/1	-	14/1
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SUPPORT TEAM

## FLAMER GOLEMS SUPPORT TEAM

3 GOLEMS WITH 3 FLAMERS

2 FIGHTERS 200  
EXTRA FIGHTER 70

STD 200 .70/  
3 ASSAULT GOLEMS ★



18 - 6 5

Standard Ranged

Nucleus rifle	6	1/0	-	6/1
---------------	---	-----	---	-----

Close Combat

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

3 Special Weapons

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

## SONIC GOLEMS SUPPORT TEAM

3 GOLEMS WITH 3 SONIC GUNS

3 FIGHTERS 175  
EXTRA FIGHTER 55

STD 175 .55/  
3 STORM GOLEMS ★



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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3 Special Weapons

Sonic gun	5	3/0	-	8/1
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SUPPORT TEAM

## 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

STD 200 .70/  
3 GRIM GOLEMS ★



18 - 6 5

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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SUPPORT TEAM

## NUCLEUS MEDUSAS SUPPORT TEAM

3 ASSAULT MEDUSAS WITH 3 NUCLEUS GUNS

3 FIGHTERS 200  
EXTRA FIGHTER 65

STD 200 .65/  
3 ASSAULT MEDUSAS ★



10 - 8 6

Standard Ranged

Nucleus rifle	7	1/0	-	6/1
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Close Combat

Electrolash	9	2/0	-	4/1
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3 Special Weapons

Nucleus gun	9	1/1	-	14/1
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SUPPORT TEAM

# ATHERIAN 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**

	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**

	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**

	0	1/0	1	5/1	Indirect fire
					
					

**ASSAULT GOLEM BUNKER OFFICERS**  
OFFICER REPLACES A STANDARD FIGHTER

**ASSAULT GOLEM BUNKER** ★  
▶ **ALPHA**

**SUPPORT TEAM**

2 2 -  
 18 - 6 5

**Standard Ranged**  
 Nucleus rifle 6 1/0 - 6/1  
**Close Combat**  
 Reaper blades 6 1/0 - 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.

**ASSAULT GOLEM BUNKER** ★  
▶▶ **DELTA**

**SUPPORT TEAM**

2 3 1  
 18 - 6 5

**Standard Ranged**  
 Nucleus rifle 6 1/0 - 6/1  
**Close Combat**  
 Reaper blades 6 1/0 - 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.

**ASSAULT GOLEM BUNKER** ★  
▶▶▶ **OMICRON**

**SUPPORT TEAM**

3 4 2  
 18 - 6 5

**Standard Ranged**  
 Nucleus rifle 6 1/0 - 6/1  
**Close Combat**  
 Reaper blades 6 1/0 - 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.

**ASSAULT GOLEM BUNKER** ★  
▶▶▶▶ **SIGMA**

**SUPPORT TEAM**

5 6 2  
 18 - 6 5

**Standard Ranged**  
 Nucleus rifle 6 1/0 - 6/1  
**Close Combat**  
 Reaper blades 6 1/0 - 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.

**ASSAULT GOLEM BUNKER** ★  
▶▶▶▶▶ **OMEGA**

**SUPPORT TEAM**

6 8 2  
 18 - 6 5

**Standard Ranged**  
 Nucleus rifle 6 1/0 - 6/1  
**Close Combat**  
 Reaper blades 6 1/0 - 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 GOLEM BUNKER OFFICERS**  
OFFICER REPLACES A STANDARD FIGHTER

**STORM GOLEM BUNKER** ★  
▶ ALPHA



Abilities: Transfer (1 LP), Dash (2 LP), Hyper nanonucleus (2 LP), Reconstruction (3 LP)

Standard Ranged				
Nanoblaster	3	1/1	-	5/1
Close Combat				
Reaper blades	6	1/0	-	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 GOLEM BUNKER** ★  
▶▶ DELTA



Abilities: Transfer (1 LP), Dash (2 LP), Hyper nanonucleus (2 LP), Reconstruction (3 LP)

Standard Ranged				
Nanoblaster	3	1/1	-	5/1
Close Combat				
Reaper blades	6	1/0	-	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 GOLEM BUNKER** ★  
▶▶▶ OMICRON



Abilities: Transfer (1 LP), Dash (2 LP), Hyper nanonucleus (2 LP), Reconstruction (3 LP)

Standard Ranged				
Nanoblaster	3	1/1	-	5/1
Close Combat				
Reaper blades	6	1/0	-	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 GOLEM BUNKER** ★  
▶▶▶▶ SIGMA



Abilities: Transfer (1 LP), Dash (2 LP), Hyper nanonucleus (2 LP), Reconstruction (3 LP)

Standard Ranged				
Nanoblaster	3	1/1	-	5/1
Close Combat				
Reaper blades	6	1/0	-	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 GOLEM BUNKER** ★  
▶▶▶▶▶ OMEGA



Abilities: Transfer (1 LP), Dash (2 LP), Hyper nanonucleus (2 LP), Reconstruction (3 LP)

Standard Ranged				
Nanoblaster	3	1/1	-	5/1
Close Combat				
Reaper blades	6	1/0	-	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.

## 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

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 +50 SUPPORT TEAM

### 6 BUNKER TEAM

ASSAULT GOLEMS

**Standard Ranged**

Nucleus rifle	6	1/0	-	6/1
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**Close Combat**

Reaper blades	6	1/0	-	7/1
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**2 Special Weapon**

Nucleus gun	8	1/1	-	14/1
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MAX 350 +50 SUPPORT TEAM

### 6 BUNKER TEAM

ASSAULT GOLEMS

**Standard Ranged**

Nucleus rifle	6	1/0	-	6/1
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**Close Combat**

Reaper blades	6	1/0	-	7/1
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**5 Special Weapon**

Flamer	[25]	1/0	4	9/1	Indirect fire Projection
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STD 100 +50 SUPPORT TEAM

### 2 BUNKER TEAM

ASSAULT GOLEMS

**Standard Ranged**

Nucleus rifle	6	1/0	-	6/1
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**Close Combat**

Reaper blades	6	1/0	-	7/1
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**2 Special Weapon**

Nucleus gun	8	1/1	-	14/1
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STD 100 +50 SUPPORT TEAM

### 2 BUNKER TEAM

ASSAULT GOLEMS

**Standard Ranged**

Nucleus rifle	6	1/0	-	6/1
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**Close Combat**

Reaper blades	6	1/0	-	7/1
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**2 Special Weapon**

Flamer	[25]	1/0	4	9/1	Indirect fire Projection
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## 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  
**6 BUNKER TEAM** ★  
 STORM 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  
 Sonic gun 5 3/0 - 8/1

SUPPORT TEAM

MAX 350 +50  
**6 BUNKER TEAM** ★  
 STORM 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

SUPPORT TEAM

## 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  
 Nanoblaster 3 1/1 - 5/1

Close Combat  
 Reaper blades 6 1/0 - 7/1

2 Special Weapon  
 Sonic gun 5 3/0 - 8/1

SUPPORT TEAM

STD 100 +50  
**2 BUNKER TEAM** ★  
 STORM GOLEMS



18 - 6 5

Standard Ranged  
 Nanoblaster 3 1/1 - 5/1

Close Combat  
 Reaper blades 6 1/0 - 7/1

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

SUPPORT TEAM