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I'm Peter (Universal Head). For 10 years I've been hosting my famous rules summaries and entertaining, informative videos about games on the EOG.

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v3

Feb 2020

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.
- v3** Added summary sheets and changed to layout to fit on fewer sheets. Updated Assault Golem and Assault Medusa images. Fixed support and bunker teams. Incorporated flamer cost into points cost on relevant cards. Fixed Kraken Golgoth unit type.

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Created by Peter Gifford 'Universal Head'
The Esoteric Order of Gamers



THERIAN

HEROES (Add cost to unit; add hero to unit but does not count towards the number of fighters in the unit)

	Cost	Authority	Ldrship	# Bonus	Officer of
Alpha Atis-Astarte	+55	2	2	0	Grim Golem unit only
Sigma Urash	+100	5	7	2	Storm Golem unit only
Sigma Urash + Nimit-Urash	+450	5	7	0	Solo SFV
Omega Tiamat	+445	6	9	0	Solo SFV
Nina Zero	+150	3	5	0	Any Bane Goliath unit
Nina Zero + Babylon Zero	+475	3	5	0	Solo AFV

OFFICERS (Add cost to unit; officer replaces a standard fighter)

	Cost	Authority	Ldrship	# Bonus
1. Alpha	+10	2	2	0
2. Delta	+15	2	3	1
3. Omicron	+25	3	4	2
4. Sigma	+50	5	6	2
5. Omega	+65	6	8	2

SOLDIERS

Assault Golems	**	Std (6)	Max (9)	Extra	Officers
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STD: 6 troopers incl 1 special weapon + 0-1 officer.

MAX: 9 troopers incl 3 special weapons + 0-1 officer.

Basic (Nucleus rifle, reaper blades)	275	425	+20	All
+ relay	280	430	+45	
+ nanostorms	305	470	+50	
+ nanostorms & relay	310	475	+50	
+ flamer (equip all bearers)	+25	+25		

Grim Golems	**	Std (6)	Max (9)	Extra	Officers
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STD: 6 troopers incl 1 special weapon + 0-1 officer.

MAX: 9 troopers incl 3 special weapons + 0-1 officer.

Basic (Reaper blades x2)	250	450	+35	All
+ relay	255	455	+35	

Storm Golems	**	Std (6)	Max (9)	Extra	Officers
--------------	----	---------	---------	-------	----------

STD: 6 troopers incl 1 special weapon + 0-1 officer.

MAX: 9 troopers incl 3 special weapons + 0-1 officer.

Basic (Nanoblaster, reaper blades)	250	400	+40	All
+ relay	255	405	+40	
+ nanostorms	280	445	+45	
+ nanostorms & relay	285	450	+45	
+ flamer (equip all bearers)	+25	+25		

Storm Arachns	*	Std (8)	Max (12)	Extra	Officers
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STD: 8 troopers.

MAX: 12 troopers.

Basic (Reaper blades)	175	250	+20	None
+ relay	180	255	+20	

Assault Medusas	**	Std (4)	Max (7)	Extra	Officers
-----------------	----	---------	---------	-------	----------

STD: 4 troopers incl 1 special weapon.

MAX: 7 troopers incl 3 special weapons.

Basic (Electrolash, nucleus rifle)	225	425	+55	None
+ relay	230	430	+55	

Assault Goliaths	***	Std (3)		Officers
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3 troopers.

Basic (Nucleus gun, sonic gun)	375			None
+ relay	380			

Bane Goliaths	***	Std (3)		Officers
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3 troopers.

Basic (Nucleus gun x2)	375			None
+ relay	380			

AFVs

		1 AFV	3 AFVS	Extra	Officers
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Hekat Golgoth	*	200	400	+200	Alph (+15)
+ relay		205	405	+200	

Succubus Golgoth	*	225	675	+225	Alph (+15)
		230	680	+225	

Wraith Golgoth	**	350			Alph (+15)
+ relay		355			

+ upgrade to med nuc cannon 2.0		+50			
Poltergeist Golgoth	**	375			Alph (+15)
		380			

Incubus Golgoth	**	350			Alph (+15)
+ relay		355			

+ upgrade to med nuc cannon 2.0		+50			
Baal Golgoth	***	675			Omi (+40)
		680			

VEHICLES

		1 Vehicle			Officers
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Kraken Golgoth	*	250	-	-	Sgt (+15)
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SAMPLE DESIGNATION: **STD 175 . 20/**

'STANDARD SIZED UNIT WITH A COST OF 175 AP + 20 AP PER EXTRA FIGHTER'

THERIAN SUPPORT UNITS

SUPPORT UNITS

Flamer Golems	**	Std (3)	Extra	Officers
Assault or Grim Golems (Flamer)		200	+70	None
+ optical cameo		215	+75	
Nucleus Golems	**	Std (3)	Extra	Officers
Assault Golems (Nucleus gun)		175	+55	None
+ nanostorms		190	+60	
Nucleus Medusas	**	Std (3)	Extra	Officers
Assault medusas (Nucleus gun)200		+65	None	
Sonic Golems	**	Std (3)	Extra	Officers
Storm Golems (Sonic gun)		175	+55	None
+ nanostorms		190	+60	

BUNKER SUPPORT UNITS *(Fortified support unit; requires a bunker)*

Assault Golem Bunker	**	Std (2)	Max (6)	Extra	Officers
STD: 2 troopers incl 2 special weapons. MAX: 6 troopers incl 5 special weapons + 1 overseer.					
Basic (Nucleus gun)		100	350	—	All
Flamer		+50	+50	-	
Storm Golem Bunker	**	Std (2)	Max (6)	Extra	Officers
STD: 2 troopers incl 2 special weapons. MAX: 6 troopers incl 5 special weapons + 1 overseer.					
Basic (Sonic gun)		100	350	—	All
Flamer		+50	+50	-	

BUNKER SUPPORT UNIT OFFICERS *(Add cost to unit; officer replaces a standard fighter)*

	Cost	Authority	Ldrship	# Bonus
1. Alpha	+10	2	2	0
2. Delta	+15	2	3	1
3. Omicron	+25	3	4	2
4. Sigma	+50	5	6	2
5. Omega	+65	6	8	2

A **support unit** may fill an **infantry** or **support** slot.

They are considered rank 3 units for morale (ie, make a morale test when 1 fighter of the team remains).


When a company includes a **bunker support unit**, all bunkers on the battlefield become neutral **drop points** that can only be used by bunker support units. A bunker support unit requires a bunker; it can only be deployed through bunker drop points and **cannot leave its bunker**.


A bunker support 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.


THERIAN PLATOON PATTERNS


ONLY ONE PLATOON PATTERN CAN BE USED AT A TIME



A **Soldier** slot may be used to field a unit of Soldiers .

A **Support** 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 .

○ 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.

STANDARD ORGANIZATION THERIAN



Platoon Pattern

Unit of soldiers (★★)!

Unit of soldiers (★★)

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

Unit of soldiers (★★★) or Strider unit (★) or a Vehicle unit (★)

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.

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 (★★ / ★★★)

Soldier unit (★ / ★★ / ★★★)

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 (★★ / ★★★)

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.

150 OFFICER OF ANY BANE GOLIATH UNIT

NINA ZERO

>>> OMICRON



3 5 -
18 - 10 5

Standard Ranged

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

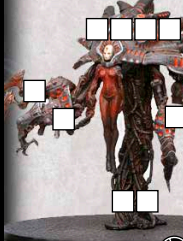
Equipment & Abilities

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)

445 SOLO AFV UNIT

TIAMAT

>>>> OMEGA



6 9 2
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.

100 OFFICER OF A STORM GOLEM UNIT ONLY

URASH

>>>> SIGMA



5 7 2
18 - 6 5

Standard Ranged

Nanoblaster 3 1/1 - 5/1

Close Combat

Reaper blades 6 1/0 - 7/1

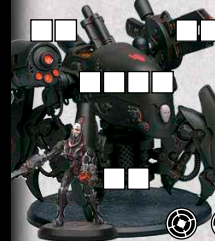
Equipment & Abilities

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 of the same rank (even in different units) and replace with a new one of the next highest type (not an overseer).

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 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 of the same rank (even in different units) and replace with a new one of the next highest type (not an overseer).
Heroic pilot

+10

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.

+15

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.

+25

ASSAULT GOLEM ★

>>> OMICRON



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.

+50

ASSAULT GOLEM ★

>>>> SIGMA



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.

+65

ASSAULT GOLEM ★

>>>>> OMEGA



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.

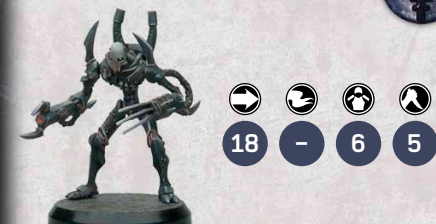
Dash (2 LP) Rush movement: up to 30cm.

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.

STD 300 . 45/

6 ASSAULT GOLEMS ★



Standard Ranged

Nucleus rifle 6 1/0 - 6/1

Close Combat

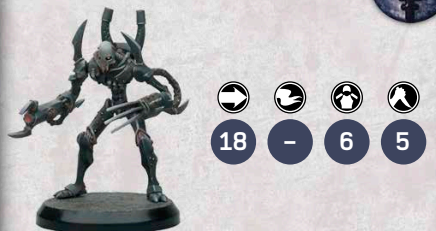
Reaper blades 6 1/0 - 7/1

1 Special Weapon

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

STD 275 . 45/

6 ASSAULT GOLEMS ★



Standard Ranged

Nucleus rifle 6 1/0 - 6/1

Close Combat

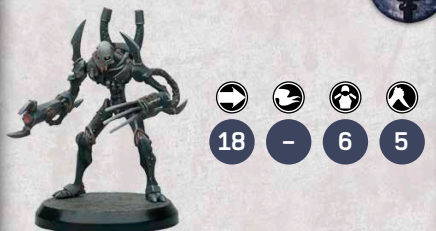
Reaper blades 6 1/0 - 7/1

1 Special Weapon

Nucleus gun 8 1/1 - 14/1

MAX 450 . 45/

9 ASSAULT GOLEMS ★



Standard Ranged

Nucleus rifle 6 1/0 - 6/1

Close Combat

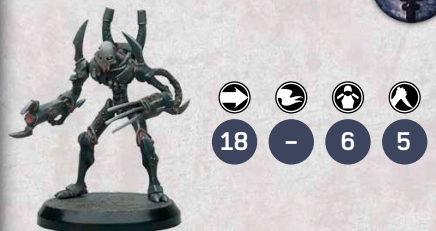
Reaper blades 6 1/0 - 7/1

3 Special Weapons

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

MAX 425 . 45/

9 ASSAULT GOLEMS ★



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

+10

GRIM GOLEM ★

> ALPHA



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

>>> DELTA

+15

★



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

>>> OMICRON

+25

★



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

>>>> SIGMA

+50

★



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

>>>>> OMEGA

+65

★



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.

6 GRIM GOLEMS

STD 250 . 35/

★



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

Equipment & Abilities

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

9 GRIM GOLEMS

MAX 450 . 35/

★



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

Equipment & Abilities

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

6 STORM ARACHNS

STD 150 . 25/

★



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.

12 STORM ARACHNS

MAX 300 . 25/

★



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.

● +10 STORM GOLEM > ALPHA



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.

● +15 STORM GOLEM >> DELTA



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.

● +25 STORM GOLEM >>> OMICRON



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.

● +50 STORM GOLEM >>>> SIGMA



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.

● +65 STORM GOLEM >>>>> OMEGA



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

Abilities / Equipment as per unit

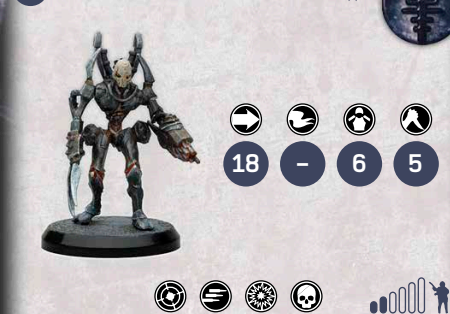
Transfer (1 LP) Replace a soldier with one already eliminated.

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.

STD 275 . 40/ 6 STORM GOLEMS

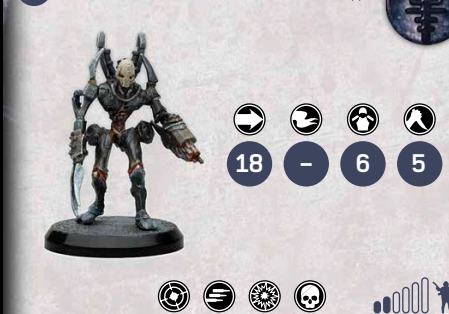


Standard Ranged					
Nanoblaster	3	1/1	-	5/1	
Close Combat					
Reaper blades	6	1/0	-	7/1	

1 Special Weapon

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

STD 250 . 40/ 6 STORM GOLEMS

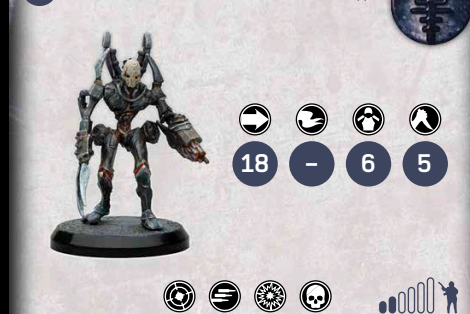


Standard Ranged					
Nanoblaster	3	1/1	-	5/1	
Close Combat					
Reaper blades	6	1/0	-	7/1	

1 Special Weapon

Sonic gun 5 3/0 - 8/1

MAX 425 . 40/ 9 STORM GOLEMS



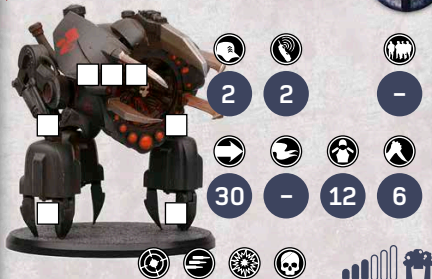
Standard Ranged					
Nanoblaster	3	1/1	-	5/1	
Close Combat					
Reaper blades	6	1/0	-	7/1	

3 Special Weapons

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

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 ★



Close Combat

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

HEKAT GOLGOTHS ★

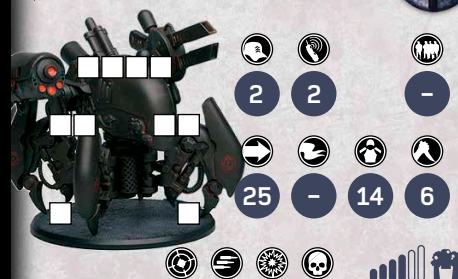


Close Combat

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

WRAITH GOLGOTH ★

> ALPHA



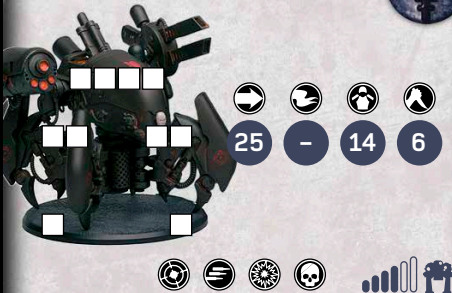
Standard Ranged

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 ★

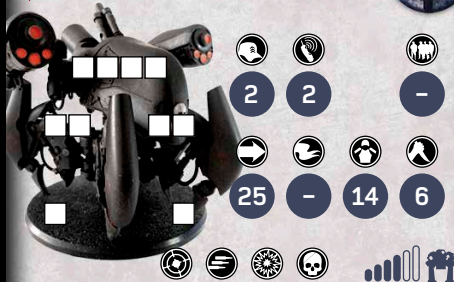


Standard Ranged

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

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 ★

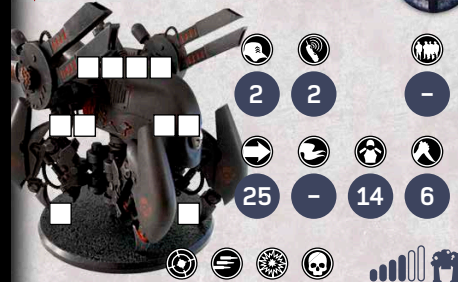


Standard Ranged

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

INCUBUS GOLGOTH ★

> ALPHA



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.

STD 250

1 **KRAKEN GOLGOTH**

25

-

14

6

8

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.

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 +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

+ 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

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

Relay 0 1/0 1 5/1 Indirect fire

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

+ 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

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

Relay 0 1/0 1 5/1 Indirect fire

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 ZOF are ignored. Cannot be used in Overwatch. May choose target of each impact among the visible fighters of the targeted unit (if an AFV, 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 ZOF are ignored. Cannot be used in Overwatch. May choose target of each impact among the visible fighters of the targeted unit (if an AFV, 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 ZOF are ignored. Cannot be used in Overwatch. May choose target of each impact among the visible fighters of the targeted unit (if an AFV, 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

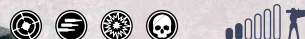
Relay
This equipment can only be given to a unit leader. Activating a unit with a relay doesn't cost any LP. This equipment is lost when the unit's leader is eliminated.



Flamer	[25]	1/0	4	9/1	Indirect fire Projection
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Nucleus gun	9	1/1	-	14/1
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Nucleus gun	9	1/1	-	14/1
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18 - 6 5



Sonic gun	5	3/0	-	8/1
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2	2	-
		
18	-	6
		5



Nucleus rifle	6	1/0	-	6/1
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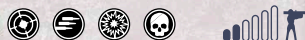
Reaper blades	6	1/0	-	7/1
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Transfer (1 LP) Replace a soldier with one already eliminated.

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.



Nucleus rifle	6	1/0	-	6/1
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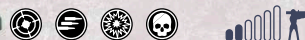
Reaper blades	6	1/0	-	7/1
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Transfer (1 LP) Replace a soldier with one already eliminated.

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.



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

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.



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

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 ★
 >>>> OMEGA



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.

STD 100
ASSAULT GOLEM BUNKER ★
 ASSAULT GOLEMS



Special Weapon					
Nucleus gun	8	1/1	-	14/1	

Abilities / Equipment as per unit

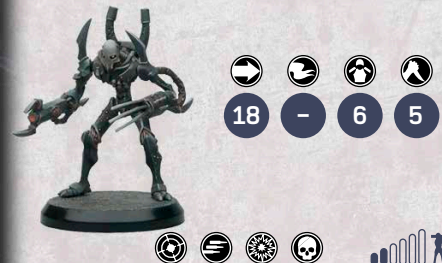
Transfer (1 LP) Replace a soldier with one already eliminated.

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.

STD 150
ASSAULT GOLEM BUNKER ★
 ASSAULT GOLEMS



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

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.

MAX 350
ASSAULT GOLEM BUNKER ★
 ASSAULT GOLEMS



Special Weapon					
Nucleus gun	8	1/1	-	14/1	

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.

MAX 400
ASSAULT GOLEM BUNKER ★
 ASSAULT GOLEMS



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

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



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.

● +15
STORM GOLEM BUNKER ★
 >> DELTA



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.

● +25
STORM GOLEM BUNKER ★
 >>> OMICRON



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.

◉ +50

STORM GOLEM BUNKER

▶▶▶ SIGMA



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.

◉ +65

STORM GOLEM BUNKER

▶▶▶ OMEGA



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.

STD 100

2 ASSAULT GOLEM BUNKER

STORM GOLEMS



2 Special Weapon

Sonic gun 5 3/0 - 8/1

STD 150

2 ASSAULT GOLEM BUNKER

STORM GOLEMS



2 Special Weapon

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

6 ASSAULT GOLEM BUNKER

MAX 350



5 Special Weapon

Sonic gun 5 3/0 - 8/1

6 ASSAULT GOLEM BUNKER

MAX 400



5 Special Weapon

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

BUNKER

ROOF

STRUCTURE



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.

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