

Untitled Army

PHR

3143pts : 500pts

Last Updated: Tue Sep 29 2020 23:07:19 GMT-0500 (Central Daylight Time)



Command -- 616pts

 	1 X Type-2 Zeus				81pts		 1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
2"	A, P3+	15	2	Walker	Command Centre			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Railgun	-	F/S	∞	24"	1	2+	11	
Minigun	-	F/S	36"	12"	2	3+	4	

Retinue: At the start of the game, before deployment, if this squad only has a single unit, it may join any other squad of PHR Walkers. For all purposes it is treated as part of their squad and Battlegroup, taking on their Category too (although a Commander may still be mounted in it due to the Command Centre special rule).

 	1 X Tiamat				190pts			
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	16"	A	11	6	Aircraft	Large		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Super Heavy Rail Cannon	4"	F	∞	24"	1	3+	13	Devastator-2 (Vehicle),Strafe-2
Stealth Missile Battery	9"	F	36"	12"	1	3+	7	Penetrative

 	1 X Nemesis Command Walker				190pts		 6	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	4"	A	14	8	Walker	Large		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Light Railgun	-	F/S (Left)	∞	24"	1	2+	10	
Light Railgun	-	F/S (Right)	∞	24"	1	2+	10	
Nemesis Laser	-	F/S	∞	∞	1	2+	12	Devastator-2 (Vehicle)

 	1 X Hera				80pts		 1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
6"	A, E+3	14	3	Walker	Command Centre			
Light Railgun Pair	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	12"	F/S	∞	24"	2	2+	10	

Thrusters: The Hera's jump jets can only be run intermittently and cannot be used in sustained flight. When making a Moving action on a turn that it hasn't disembarked, this unit may move 18", ignoring scenery pieces up to 6" high. Enemy AA weapons may choose to Reaction Fire against a Hera when it does this, counting it as an Aircraft with Armour 11. Additionally, when disembarking from an Aerial Transport, the Transport may move its full distance and does not have to land.

Retinue: At the start of the game, before deployment, if this squad only has a single unit, it may join any other squad of PHR Walkers. For all purposes it is treated as part of their squad and Battlegroup, taking on their Category too (although a Commander may still be mounted in it due to the Command Centre special rule).

 	1 X Proteus Mobile Command Post				75pts			
	Move	Counter Measures	Armour	Damage Points	Type	Special		
16"	A	12	3	Aircraft				
Disruption Overcharge	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	8"	F/S	∞	∞	1	2+	-	Disruptor

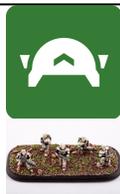
EM Disruption Field Generator: Enemy weapons have a +2 Accuracy penalty if they fire when within 6" of this unit or target a unit within 6" of this unit. Enemy units can be affected by multiple instances of this rule, even twice with the same unit (for example if an enemy is targeting the Proteus from within 6", they would suffer a +4 penalty!).

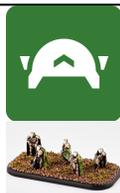
Command Post: When this unit is landed, increase its Command Radius by 6".

Disruptor: On a successful hit, the target unit's squad suffers a +2 Accuracy penalty until the end of the round. This weapon may only be used when the Proteus is landed.

Selected Transports and Auxiliary Squads

**Troops -- 154pts**

	2 X Immortals				64pts	 1			
	Move 2"	Counter Measures -	Armour 8	Damage Points 5	Type Infantry 2+	Special			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Assault Rifles	1"	F/S/R	24"	9"	8	3+	3	RW-2	
Longreach Rifle	0"	F/S/R	∞	24"	1	2+	7	Cover (Soft, Body), Penetrative	
Close Assault Rifles	-	F/S/R	CQ	CQ	10	-	3	RW-2	

	2 X Immortal AM Rifle Team				90pts	 1			
	Move 2"	Counter Measures E+2	Armour 8	Damage Points 5	Type Infantry 2+	Special Rare			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Longreach Rifle	0"	F/S/R	∞	24"	5	3+	7	Cover (Soft, Body), Penetrative, RW-1	
Sidearms	-	F/S/R	CQ	CQ	5	-	1	RW-1	

Selected Transports and Auxiliary Squads**Exotic -- 200pts**

 	1 X Medusa				100pts	 1		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	9"	E+4	6	10	Infantry 2+	Rare,Resilient		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Nanomachine Surge	-	F/S/R	9"	9"	10	2+	6	Focus-2,RW-1,Flame
Nanomachines	-	F/S/R	CQ	CQ	10	-	3	RW-1

Levitated: This unit may move over scenery pieces up to 8" inches high.

White Nanomachines: Once per activation pick one friendly damaged Vehicle within 9" and replace one Damage point lost from that Vehicle.

 	2 X Sirens				100pts	 1		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	3"	-	6	3	Infantry 2+	Dodge 2+,Rapid Insertion 6"		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Autosensing Magnums	-	F/S/R	12"	6"	6	2+	5	RW-2
Assault Magnums	-	F/S/R	CQ	CQ	6	-*	5	RW-2

Selected Transports and Auxiliary Squads

 **Standard -- 200pts**

 	1 X Type-1 Ares				40pts		 1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
3"	A	14	2	Walker				
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Railgun	-	F/S	∞	24"	1	2+	11	
Minigun	-	F/S	36"	12"	2	3+	4	

Scanning Array: If this unit hasn't disembarked this turn, its Accuracy may not be modified by more than +1 total.

 	1 X Type-1 Phobos				60pts		 1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
3"	A	14	2	Walker				
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Rail Repeater	-	F/S	∞	24"	3	2+	7	AA-2
Minigun	-	F/S	36"	12"	2	3+	4	

 	1 X Type-1 Menchit				45pts		 1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
3"	A	14	2	Walker				
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Flamethrower	-	F/S	9"	9"	8	3+	4	Flame
Minigun Triad	-	F/S	36"	12"	6	3+	4	

 		1 X Type-1 Menchit A2			55pts		 1		
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		3"	A	14	2	Walker			
		M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Flamethrower	-	F/S	9"	9"	8	3+	4	4	Flame
Minigun	-	F/S	36"	12"	2	3+	4	4	
Foeslayer Missiles	-	F/S	48"	12"	1	3+	10	10	Devastator-2 (Vehicle)

Selected Transports and Auxiliary Squads

Heavy -- 793pts

 		1 X Bellona Type-4 Walker			200pts		 6		
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		4"	A	14	8	Walker	Large		
		M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Light Railgun	-	F/S (Left)	∞	24"	1	2+	10	10	
Light Railgun	-	F/S (Right)	∞	24"	1	2+	10	10	
Vanquisher Cannon	4"	F/S	∞	18"	1	2+	13	13	Devastator-3 (All)

 	1 X Type-2 Odin				65pts		 1		
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	2"	A, P5+	15	2	Walker				
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Railgun Pair	-	F/S	∞	24"	2	2+	11		
Minigun	-	F/S	36"	12"	2	3+	4		

 	1 X Type-2 Enyo				65pts		 1		
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	2"	A, P5+	15	2	Walker				
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Smoothbore Pair	-	F/S	∞	12"	2	3+	10	Devastator-2 (Scenery)	
Minigun	-	F/S	36"	12"	2	3+	4		

 	1 X Type-2 Hyperion				59pts		 1		
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	2"	A, P5+	15	2	Walker				
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Battlefield Laser	-	F/S	∞	∞	1	2+	11	Destroyer-6	
Minigun	-	F/S	36"	12"	2	3+	4		

 	1 X Hades Type-4 Walker				190pts		 6	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
4"	A	14	8	Walker	Large,Rare			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Super-Heavy Rail Repeater	-	F/S	∞	36"	1	2+	12	Articulated,Strafe-3
Minigun	-	F/S (Left)	48"	18"	3	2+	6	
Minigun	-	F/S (Right)	48"	18"	3	2+	6	
Black Nanomachine Swarm	-	F/S/R	18"	18"	1	2+	10	Indirect,Area,Tech Killer

White Nanomachines: Once per activation pick one friendly damaged Vehicle within 9". That Vehicle replenishes one Damage point.

 	2 X Thor Bombard				104pts		 1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
6"	A	12	2	Tank				
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Artillery System	0"	F/S/R	36"	36"	1	3+	11	Indirect,Area

 	1 X Njord Assault Dropship				110pts		 4	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	16"	A	11	6	Aircraft			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Heavy Stealth Missile Battery	9"	F/S/R	36"	12"	2	+3	10	Penetrative
Heavy Stealth Missile Battery	9"	F/S/R	36"	12"	2	3+	10	Penetrative
Stealth Missile Battery	9"	F	36"	12"	1	3+	7	Penetrative

Selected Transports and Auxiliary Squads

 **Scout -- 170pts**

 	2 X Type-S Janus				40pts		 1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6"	A	13	1	Walker			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Stealth Missiles	-	F	36"	12"	1	3+	7	AA-2, Penetrative
Minigun	-	F	36"	12"	2	3+	4	

 	2 X Mercury Scout Drone			30pts	 1	
	Move	Counter Measures	Armour	Damage Points	Type	Special
6"	A	9	1	Aircraft-S	Rapid Insertion 0"	
Scanner: This unit may make Scan actions as if it were a Transport, counting as only a single action for the round						

 	2 X Valkyries			100pts	 1			
	Move	Counter Measures	Armour	Damage Points	Type	Special		
9"	E+3	7	5	Infantry 2+	Dodge 5+,Rapid Insertion 0"			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Submachine Guns	-	F/S/R	18"	9"	10	2+	4	RW-2
Combat Submachne Guns	-	F/S/R	CQ	CQ	10	-	4	RW-2
Jump-Jet Pack: This unit may move over scenery pieces up to 8" inches high. In addition, this unit may choose to retain its full MV distance when exiting a Garrison, although cannot embark into a Transport if it does so.								

Selected Transports and Auxiliary Squads

 **Support -- 690pts**

 	1 X Persephone Type-4 Walker				190pts		 6	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
4"	A	14	8	Walker	Large			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Minigun	-	F/S (Right)	48"	18"	3	2+	6	
Minigun	-	F/S (Right)	48"	18"	3	2+	6	
Helion Nanomachine Swarm	-	F/S/R	18"	18"	3	3+	9	Area,Indirect,Tech Killer,Alt-1
Helion Nanomachine Surge	-	F/S/R	9"	9"	9	3+	6	Flame,Tech Killer,Alt-1

White Nanomachines: Once per activation pick up to two friendly damaged Vehicles within 9". Each of those Vehicles replenishes one Damage point.

 	1 X Apollo Strike Walker				40pts		 1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
6"	A	13	2	Walker				
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Anti-Material Gun	-	F/S	36"	36"	1	2+	8	Destroyer 5+,Cover (All)

Thrusters: The Apollo's jump jets can only be run intermittently and cannot be used in sustained flight. When making a Moving action on a turn that it hasn't disembarked, this unit may move 18", ignoring scenery pieces up to 6" high. Enemy AA weapons may choose to Reaction Fire against an Apollo when it does this, counting it as an Aircraft with Armour 11. Additionally, when disembarking from an Aerial Transport, the Transport may move its full distance and does not have to land.

May swap Anti-Material Gun with Railgun for +5pts.

	2 X Erebos Strike Walker				80pts	 1		
	Move 6"	Counter Measures A	Armour 13	Damage Points 2	Type Walker	Special		
Anti-Material Gun	M&F -	Arc F/S	R(F) 36"	R(C) 36"	Shots 1	Acc 2+	E 8	Special Destroyer 5+,Cover (All)

EM Disruption Field Generator: Enemy weapons have a +2 Accuracy penalty if they fire when within 6" of this unit or target a unit within 6" of this unit. Enemy units can be affected by multiple instances of this rule, even twice with the same unit (for example if an enemy is targeting the Proteus from within 6", they would suffer a +4 penalty!).
May swap Anti-Material Gun with Railgun for +5pts.

	2 X Aether Jetskimmer				90pts	 1		
	Move 6"	Counter Measures A, E+2	Armour 13	Damage Points 2	Type Skimmer	Special		
Black Nanomachine Surge	M&F 6"	Arc F/S/R	R(F) 18"	R(C) 18"	Shots 1	Acc 2+	E 10	Special Indirect,Area,Tech Killer

	2 X Helios Jetskimmer				120pts		 1	
	Move	Counter Measures	Armour	Damage Points	Type		Special	
	6"	A, E+2	13	2	Skimmer			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Galaxy Missile Launcher	-	F/S/R	36"	12"	3	3+	6	AA-2, Penetrative
Galaxy Missile Launcher	-	F/S/R	36"	12"	3	3+	6	AA-2, Penetrative

	2 X Taranis				110pts		 1	
	Move	Counter Measures	Armour	Damage Points	Type		Special	
	6"	A	12	2	Tank			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Constellation Missile (High Explosive)	0"	F	∞	18"	1	2+	10	Alt-1, Indirect, Devastator-3 (Scenery)
Constellation Missile (Penetrator)	0"	F	∞	18"	1	2+	12	Alt-1, Indirect, Destroyer 5+
Constellation Missile (Daisy Cutter)	0"	F	∞	18"	1	2+	5	Alt-1, Indirect, Area, Devastator-4 (Flammable Scenery)

 	1 X Angelos Jetskimmer				30pts		 1  1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
6"	A, E+2	13	2	Skimmer				
Smoothbore	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
-		F/S/R	∞	12"	1	2+	10	Devastator-2 (Scenery)

 	1 X Angelos A2 Jetskimmer				30pts		 1  1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
6"	A, E+2	13	2	Skimmer				
Flamethrower	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
-		F/S/R	6"	6"	6	3+	4	Flame

Selected Transports and Auxiliary Squads

 Auxiliary -- 0pts

Selected Transports and Auxiliary Squads

	1 X Poseidon				70pts	 6		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	16"	A	11	6	Aircraft			
Stealth Missile Twin Battery	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
9"	F	36"	12"	2	3+	7		Penetrative

	1 X Neptune				38pts	 2		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	16"	A	11	3	Aircraft			
Stealth Missile Battery	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
9"	F	36"	12"	1	3+	7		Penetrative

	1 X Juno				15pts	 2  1		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6"	A	13	2	Tank			
Twin Miniguns	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
-	F	36"	12"	4	3+	4		

May swap Miniguns with Huntsman Cannon for +5pts.

	1 X Triton A1				29pts		 2	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	20"	A	11	1	Aircraft			
Miniguns	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
-		F	36"	12"	4	3+	4	

May take Stealth Missile Battery for +5pts.

	1 X Triton A2				18pts		 2	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	20"	A	11	1	Aircraft			
Miniguns	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
12"		F	36"	12"	4	3+	4	

May take Stealth Missile Battery for +5pts, and/or may replace Miniguns with Skyhammer Missiles.
 Mercury Sensor Suite: This weapon may only fire if the target is in line of sight of a friendly Mercury Scout Drone.

	1 X Triton X				40pts		 1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	20"	A	11	2	Aircraft			
Nanomachine Wave	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
10"		F/S/R	12"	12"	1	3+	10	Indirect, Tech Killer

May take Miniguns for +5pts.
 White Nanomachine Wave: Once per activation pick one friendly damaged Medusa within 9". That Medusa replenishes one Damage point.

	1 X Athena				110pts			
	Move 24" - 48"	Counter Measures A, E+4	Armour 11	Damage Points 2	Type Aircraft	Special Fast,Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Rail Repeaters	-	F	∞	24"	6	4+	7	AA-3
Stealth Cruise Missile	-	F	∞	12"	1	2+	12	Devastator-3 (Scenery),L-2
Stealth Missile Battery	-	F	36"	12"	1	3+	7	Penetrative
Supercruise: If this unit moves over 30", all of its weapons and any enemy weapons targeting it suffer a +1 Accuracy modifier this round.								

Auxiliary Group

1 x Poseidon
 1 x Neptune
 1 x Juno
 1 x Triton A1
 1 x Triton A2
 1 x Triton X
 1 x Athena