BEYOND THE GATES OF ANTARES

Algoryn Army List V1

ALGORYN FORCE SELECTOR

Force Size	Points Value	Combat Level			
		Tactical	Support	Strategic	Auxiliary
Scouting Force	500	3-4	0-1	0	0-1
Skirmish Force	750	4-7	0-3	0	0-1
Combat Force	1,000	4-8	1-5	0-1	0-2
Battle Force	1,250	5-9	2-6	0-2	0-2
Offensive Force	1,500	6-10	3-8	0-3	0-3
Invasion Force	1,750	6-11	3-9	0-4	0-3
Conquest Force	2,000	6-12	3-10	0-5	0-3
Each 250+ after	+250	Same/+1	Same/+1	Same/+1	Same

- No more than 1 in 4 (25%) of units can be Limited Choices
- You can spend up to 10% of your points on Army Options

TACTICAL

AI COMMAND SQUAD

Infantry Command Unit			*Points Value: 104*				**Limited Choice**
Unit: AI Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x AI Commander with plasma carbine, X-sling, reflex armour	5	5	5	6(7)	7	9	Command, Follow, Leader 2
2 x AI Trooper with plasma carbine, reflex armour	5	5	5	6(7)	7	8	-

Options	
•Include Spotter Drone in unit@10pts	•Upgrade AI Commander to Leader 3 @10pts
•Include Medi-Drone in unit @20pts	•Give AI Commander Overload Ammo @5pts
•Include Synchoniser Drone in unit @20pts	•Give AI Commander SlingNet Ammo @5pts
•Add up to 2 AI Troopers to unit @20pts each	•Give unit Plasma Grenades @2pts per model

AI ASSAULT COMMAND SQUAD

Infantry Command Unit			Points Value: 119				**Limited Choice**

Special: You can only include more than 1 Assault Squad in your force if you also include an Assault Command Squad

Unit: Assault Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x AI Assault Commander with plasma carbine, X-sling, reflex armour, D-spinner	5	5	5	6(7)	7	9	Command, Follow, Leader 2
2 x AI Assault Trooper with plasma carbine, reflex armour, D-spinner	5	5	5	6(7)	7	8	-

Options

- Include Spotter Drone in unit @10pts
- Include Medi-Drone in unit @20pts
- Include Synchroniser Drone in unit @20pts
- Add up to 2 Assault Troopers to unit @25pts each

- Upgrade AI Assault Commander to Leader 3 @10pts
- Give AI Assault Commander Overload Ammo @5pts
- Give AI Assault Commander SlingNet Ammo @5pts
- Give unit Plasma Grenades @2pts per model

AI SQUAD

Infantry Unit			Points Value: 94				

Unit: AI Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x AI Leader with mag pistol, X-sling, reflex armour	5	5	5	6(7)	7	8	Leader
3 x AI Trooper with mag gun, reflex armour	5	5	5	6(7)	7	8	-
1 x AI Trooper with micro-X launcher, reflex armour	5	5	5	6(7)	7	8	-

Options

- Include Spotter Drone in unit @10pts
- Include Synchroniser Drone in unit @20pts
- Add up to 3 AI Troopers with Mag Gun to unit @17pts each
- Exchange 1 AI Trooper's weapon for a Mag Gun, Mag Repeater, or Micro-X Launcher @Free
- Give unit Plasma Grenades @2pts per model

- Upgrade AI Leader to Leader 2 @10pts
- Give AI Leader Mag Gun or Mag Repeater instead of Mag Pistol @3pts
- Give unit SlingNet Ammo for all X-Sling/Micro-X Launchers @5pts per model
- Give unit Overload Ammo for all X-Sling/Micro-X Launchers @5pts per model

AI ASSAULT SQUAD

Infantry Unit			Points Value: 120				

Special: You can only include more than 1 Assault Squad in your force if you also include an Assault Command Squad

Unit: AI Assault Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x AI Assault Leader with mag repeater, D-spinner, reflex armour	5	5	5	6(7)	7	8	Leader
4 x AI Assault Trooper with mag repeater, D-spinner, reflex armour	5	5	5	6(7)	7	8	-

Options

- Include Spotter Drone in unit @10pts
- Include Synchroniser Drone in unit @20pts
- Add up to 3 AI Assault Troopers to unit @22pts each

- Upgrade AI Assault Leader to Leader 2 @10pts
- Give unit Homer Drone @15pts

AI INFILTRATION SQUAD

Infantry Unit				Points Value: 119			
Unit: AI Infiltration Squad	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x AI Infiltrator Leader with mag pistol, X-sling, reflex armour	5	5	5	6(7)	7	8	Leader, Infiltrator
4 x AI Infiltrator Trooper with mag repeater, reflex armour	5	5	5	6(7)	7	8	Infiltrator
1 x Spotter Drone	-	-	-	-	-	-	-

Options

- Include additional 1 Spotter Drone in unit @10pts
- Include Synchroniser Drone in unit @20pts
- Include Camo Drone in unit @10pts each
- Include Homer Drone in unit @15pts each
- Add up to 3 AI Infiltrator Troopers to unit @18pts each
- Give AI Infiltrator Leader SlingNet Ammo @5pts

- Give AI Infiltrator Leader Overload Ammo @5pts
- Give AI Infiltrator Leader Mag Repeater instead of Mag Pistol @3pts
- Upgrade AI Infiltrator Leader to Leader 2 @10pts
- Give unit Plasma Grenades @2pts per model
- Give unit Solar Charges @3pts per model

SUPPORT

AI INTRUDER SKIMMER COMMAND SQUAD

Mounted Command Unit				Points Value: 186			**Limited Choice**
Special: You can only include more than 1 Intruder Skimmer Squad in your force if you also include an Intruder Skimmer Command Squad							
Unit: Intruder Skimmer Command	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x AI Intruder Commander with plasma carbine, reflex armour, Intruder Skimmer with HL booster, twin mag repeaters	5	5	5	6(8)	7	9	Command, Follow, Leader 2, Large, Fast
2 x AI Intruder Trooper with plasma carbine, reflex armour, Intruder Skimmer with HL booster, twin mag repeaters	5	5	5	6(8)	7	8	Large, Fast

Options

- Include Spotter Drone in unit @10pts
- Upgrade AI Intruder Commander to Leader 3 @10pts

- Include Compactor Drone in unit @5pts **OR**
- Include Compactor Drone with compacted Mag Light Support @15pts
- Exchange compacted Mag Light Support for Mag Cannon @10pts

AI INTRUDER SKIMMER SQUAD

Mounted Unit				Points Value: 106			
Special: You can only include more than 1 Intruder Skimmer Squad in your force if you also include an Intruder Skimmer Command Squad							
Unit: Intruder Skimmer	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x AI Intruder Leader with mag repeater, reflex armour, Intruder Skimmer with HL booster, twin mag repeaters	5	5	5	6(8)	7	8	Leader, Large, Fast
2 x AI Intruder Trooper with mag repeater, reflex armour, Intruder Skimmer with HL booster, twin mag repeaters	5	5	5	6(8)	7	8	Large, Fast

Options

- Include Spotter Drone in unit @10pts
- Include Compactor Drone in unit @5pts **OR**

- Include Compactor Drone with compacted Mag Light Support @15pts
- Exchange compacted Mag Light Support for Mag Cannon @10pts

AI SUPPORT TEAM

Weapon Team Unit				Points Value: 38			
Unit: AI Support Team	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
2 x AI Trooper Crew with mag pistol, reflex armour	5	5	5	6(7)	7	8	-

Weapon Options

The Support Team can be armed with any of the following support weapons at the points cost shown.

- Mag Light Support @Free
- Mag Cannon @10pts
- X-Launcher @Free
- Give X-Launcher team any of the following munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each **OR** 15pts for all

Options

- Include Spotter Drone in unit @10pts
- Add 1 AI Trooper Crew to unit @14pts
- Promote 1 AI Trooper Crew to Leader @10pts
- Give all crew either Mag Guns or Mag Repeaters instead of Mag Pistols @3pts per model

AI SPECIALIST SUPPORT TEAM

Weapon Team Unit				Points Value: 68			Limited Choice
Unit: AI Specialist Support Team	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
2 x AI Trooper Crew with mag pistol, reflex armour	5	5	5	6(7)	7	8	-

Weapon Options

The Specialist Support Team can be armed with any of the following support weapons at the points cost shown.

- Plasma Light Support @Free
- Plasma Cannon @5pts
- Fractal Cannon @10pts
- Compression Cannon @10pts

Options

- Include Spotter Drone in unit @10pts
- Add 1 AI Trooper Crew to unit @14pts
- Promote 1 AI Trooper Crew to Leader @10pts
- Give all crew Mag Guns or Mag Repeaters instead of Mag Pistols @3pts per model

ALGORYN HAZARD COMMAND SQUAD

Infantry Command Unit				Points Value:			Limited Choice
Unit: Hazard Command Squad	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**

COMING SOON

ALGORYN HAZARD SQUAD

Infantry Unit					Points Value:		
Unit: Hazard Command Squad	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**

COMING SOON

AVENGER ATTACK SKIMMER

Vehicle Unit					Points Value: 128		
Unit: Avenger Attack Skimmer	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Avenger Skimmer with mag light support	5	5	5	11	7	8	MOD2, Large

Options

- Give Avenger HL Booster @24pts increasing Res to 12
- Include Batter Drone in unit @20pts
- Include Spotter Drone in unit @10pts
- Exchange Mag Light Support for Mag Cannon @10pts
- Exchange Mag Light Support for twin Mag Light Support @25pts

STRATEGIC

AI HEAVY SUPPORT TEAM

Weapon Team Unit					Points Value: 97		
Unit: AI Heavy Support Team	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
3 x AI Trooper Crew with mag pistol, reflex armour	5	5	5	6(7)	7	8	Large, Slow
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

The Heavy Support Team can be armed with any of the following heavy weapons at the points cost shown.

- Mag Heavy Support @Free
- Mag Mortar @10pts
- Heavy Mag Cannon @10pts
- X-Howitzer @10pts
- Give X-Howitzer/Mag Mortar team any of the following munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each **OR** 15pts for all

Options

- Include 1 additional Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Add 1 AI Trooper Crew to unit @14pts
- Promote 1 AI Trooper Crew to Leader @10pts
- Give all crew Mag Guns or Mag Repeaters instead of Mag Pistols @3pts per model

AI SPECIALIST HEAVY SUPPORT TEAM

Weapon Team Unit			Points Value: 117				Limited Choice
Unit: AI Specialist Heavy Support Team	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
3 x AI Trooper Crew with mag pistol, reflex armour	5	5	5	6(7)	7	8	Large, Slow
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

The Specialist Heavy Support team can be armed with any of the following heavy weapons at the points cost shown.

- Plasma Bombard @Free
- Fractal Bombard @15pts
- Compression Bombard @25pts

Options

- Include 1 additional Spotter Drone in unit @10pts
- Promote 1 AI Trooper Crew to Leader @10pts
- Include Batter Drone in unit @20pts
- Give all crew Mag Guns or Mag Repeaters instead of Mag Pistols @3pts per model
- Add 1 AI Trooper Crew to unit @14pts

LIBERATOR COMBAT SKIMMER X01 HI-MAG

Vehicle Unit			Points Value: 194				
Unit: Liberator X01 Hi-Mag	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Combat Skimmer with 2 mag light support	5	6	1	13	8	8	MOD2, Large

Weapon Options

The Liberator X01 Hi-Mag is armed with two Mag Light Supports at no cost. A single Mag Light Support can be replaced with either of the following support weapons at the points cost shown.

- Mag Cannon @10pts
- Twin Mag Light Support @25pts

Options

- Include up to 2 Spotter Drones in unit @10pts each
- Include up to 2 Shield Drones in unit @10pts each
- Include up to 2 Batter Drones in unit @20pts each
- Give Combat Skimmer Self Repair rule @10pts

LIBERATOR COMBAT SKIMMER X06 PLASMA DESTROYER

Vehicle Unit			Points Value: 234				
Unit: Liberator X06 Plasma Destroyer	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Combat Skimmer with 2 plasma light support	5	6	1	13	8	8	MOD2, Large

Weapon Options

The Liberator X06 Plasma Destroyer is armed with two Plasma Light Supports at no cost. A single Plasma Light Support can be replaced with the following support weapon at the points cost shown.

- Plasma Cannon @5pts

Options

- Include up to 2 Spotter Drones in unit @10pts each
- Include up to 2 Shield Drones in unit @10pts each
- Include up to 2 Batter Drones in unit @20pts each
- Give Combat Skimmer Self Repair rule @10pts

LIBERATOR COMBAT SKIMMER X10 SPECIAL

Vehicle Unit				*Points Value: 234*			
Unit: Liberator X10 Special	Ag	Acc	Str	Res	Init	Co	Special
1 x Combat Skimmer with mag light support and fractal cannon	5	6	1	13	8	8	MOD2, Large
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

The Liberator X10 Special is armed with a Fractal Cannon and a Mag Light Support at no cost. The Fractal Cannon can be replaced with the following support weapon at the points cost shown.

•Compression Cannon @Free

Options

•Include 1 additional Spotter Drone in unit @10pts

•Include up to 2 Batter Drones in unit @20pts each

•Include up to 2 Shield Drones in unit @10pts each

•Give Combat Skimmer Self Repair rule @10pts

DEFIANT TRANSPORT SKIMMER

Vehicle Unit				*Points Value: 174*			
Unit: Defiant Transport Skimmer	Ag	Acc	Str	Res	Init	Co	Special
1 x Transport Skimmer with mag light support	5	6	1	13	8	8	MOD2, Large, Transport 10

Options

•Include Spotter Drone in unit @10pts

•Include Batter Drone in unit @20pts

•Include up to 2 Shield Drones in unit @10pts each

•Give Transport Skimmer Self Repair rule @10pts

BASTION HEAVY COMBAT SKIMMER

Vehicle Unit				*Points Value: 388*			
Unit: Heavy Combat Skimmer	Ag	Acc	Str	Res	Init	Co	Special
1 x Heavy Combat Skimmer with mag light support and heavy mag cannon	5	6	1	15	8	8	MOD3, Large, Slow
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

The Bastion Heavy Combat Skimmer is armed with a Mag Light Support and Heavy Mag Cannon. The Mag Light Support can be replaced with either of the following support weapons at the points cost shown.

•Twin Mag Light Support @25pts

•Plasma Light Support @20pts

Options

•Include 1 additional Spotter Drone in unit @10pts

•Include up to 2 Batter Drones in unit @20pts each

•Include up to 2 Shield Drones in unit @10pts each

•Give Combat Skimmer Self Repair rule @10pts

AUXILIARY

TARGETER PROBE SHARD

Probe Unit				*Points Value: 20*			
Unit: Target Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Targeter Probes	-	-	-	5	-	-	Shard

Options

•Add up to 2 Targeter Probes to sharded unit @5pts each

SCOUT PROBE SHARD

Probe Unit						Points Value: 40	
Unit: Scout Probe	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
4 x Scout Probes	-	-	-	5	-	-	Shard
Options							

• Add up to 2 Scout Probes to sharded unit @10pts each

AI MEDIC TEAM

Infantry Unit						Points Value: 30	
Unit: Medic Team	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
2 x Algoryn Medic with mag pistol, reflex armour	5	5	5	6(7)	7	8	Medic
Options							

• Give all Medics either Mag Gun or Mag Repeater instead of Mag Pistol @3pts per model

• Give unit Medi-drone @20pts

• Give unit Spotter Drone @10pts

ISO-DRONE

Weapon Drone Unit						Points Value:	
Unit: Iso-Drone	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**

COMING SOON