



Algoryn Army List V3.0

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

<i>Infantry Command Unit</i>	<i>Points Value: 104</i>						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							
<ul style="list-style-type: none"> •Include Spotter Drone in unit@10pts •Include Medi-drone in unit @20pts •Include Synchroniser Drone in unit @20pts •Add up to 2 AI Troopers to unit @20pts each 				<ul style="list-style-type: none"> •Upgrade AI Commander to Leader 3 @10pts •Give AI Commander Overload Ammo @5pts •Give AI Commander SlingNet Ammo @5pts •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 AI 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
- Include Homer Drone in unit @15pts
- Add up to 3 AI Assault Troopers to unit @22pts each
- Upgrade AI Assault Leader to Leader 2 @10pts

AI INFILTRATION SQUAD

Infantry Unit

Points Value: 109

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 1 additional 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: 147

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
- 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: 115

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

AI SUPPORT TEAM

<i>Weapon Team Unit</i>		<i>Points Value: 38</i>						
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 must be armed with one of the following light 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				•Promote 1 AI Trooper Crew to Leader @10pts				
•Add 1 AI Trooper Crew to unit @14pts				•Give all crew Mag Guns or Mag Repeaters instead of Mag Pistols @3pts per model				

AI SPECIALIST SUPPORT TEAM

<i>Weapon Team Unit</i>		<i>Points Value: 68</i>						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 must be armed with one of the following light support weapons at the points cost shown.								
•Plasma Light Support @Free				•Fractal DBC @Free				
•Plasma Cannon @5pts				•Fractal Cannon @10pts				
•Compression Cannon @10pts								
Options								
•Include Spotter Drone in unit @10pts				•Promote 1 AI Trooper Crew to Leader @10pts				
•Add 1 AI Trooper Crew to unit @14pts				•Give all crew Mag Guns or Mag Repeaters instead of Mag Pistols @3pts per model				

AI FIELD ENGINEER TEAM

<i>Infantry Unit</i>		<i>Points Value: 30</i>						
Unit: AI Field Engineer Team	Ag	Acc	Str	Res	Init	Co	Special	
2 x AI Engineer with implosion grenades and mag pistol, reflex armour	5	5	5	6(7)	7	8	Breaching kit	
Options								
•Include Batter Drone in unit @20pts				•Add 1 Engineer to unit @18pts				
•Give all Engineers Mag Guns or Mag Repeaters instead of Mag Pistols @3pts per model				•Upgrade 1 Engineer to Leader @10pts				

ALGORYN HAZARD COMMAND SQUAD

<i>Infantry Command Unit</i>		<i>Points Value: 138</i>					Limited Choice	
Unit: Hazard Command Squad	Ag	Acc	Str	Res	Init	Co	Special	
1 x Hazard Commander with plasma carbine, D-spinner, hazard armour	3	6	5	6(10)	5	9	Command, Follow, Leader 2	
2 x Hazard Trooper with plasma carbine, D-spinner, hazard armour	3	6	5	6(10)	5	8	-	
Options								
•Include Spotter Drone in unit @10pts			•Add up to 2 Hazard Troopers @32pts each					
•Include Medi-drone in unit @20pts			•Upgrade Hazard Commander to Leader 3 @10pts					
•Include Synchroniser Drone in unit @20pts								

ALGORYN HAZARD SQUAD

<i>Infantry Unit</i>		<i>Points Value: 100</i>						
Unit: Hazard Squad	Ag	Acc	Str	Res	Init	Co	Special	
1 x Hazard Leader with plasma carbine, D-spinner, hazard armour	3	5	5	6(10)	5	8	Leader	
2 x Hazard Trooper with plasma carbine, D-spinner, hazard armour	3	5	5	6(10)	5	8	-	
Options								
•Include Spotter Drone in unit @10pts			•Add up to 2 Hazard Troopers @30pts each					
•Include Synchroniser Drone in unit @20pts			•Upgrade Hazard Leader to Leader 2 @10pts					

AVENGER ATTACK SKIMMER

<i>Vehicle Unit</i>		<i>Points Value: 128</i>						
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			•Exchange Mag Light Support for Mag Cannon @10pts					
•Include Batter Drone in unit @20pts			•Exchange Mag Light Support for twin Mag Light Support @25pts					
•Include Spotter Drone in unit @10pts								

DEFIANT TRANSPORT SKIMMER

<i>Vehicle Unit</i>		<i>Points Value: 106</i>						
Special: You cannot include more Defiant Transport Skimmers as Support Choices than you have tactical infantry units and/or Hazard Command/Hazard Squads in total. You can include Defiant Transport Skimmers as Strategic Choices instead or in addition if you wish, in which case there is no obligation to include qualifying infantry units as described.								
Unit: Defiant Transport Skimmer	Ag	Acc	Str	Res	Init	Co	Special	
1 x Defiant Transport Skimmer	5	6	1	11	8	8	MOD2, Large, Transport 10	
Options								
The Defiant Transport Skimmer can be armed with one of the following light support weapons at the points cost shown.								
•Mag Light Support @20pts			•Mag Cannon @30pts			•Twin Mag Light Support @45pts		
Options								
•Include Spotter Drone in unit @10pts			•Give Defiant Transport Skimmer HL Booster armour upgrade @24pts increasing Res to 12					
•Include Batter Drone in unit @20pts			•Give Defiant Transport Skimmer fixed-emission armour upgrade @48pts increasing Res to 13					
•Include up to 2 Shield Drones in unit @10pts each								
•Give Defiant Self Repair rule @10pts								

STRATEGIC

AI HEAVY SUPPORT TEAM

<i>Weapon Team Unit</i>	<i>Points Value: 97</i>						Limited Choice
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 must be armed with one of the following heavy support weapons at the points cost shown.

- Mag Heavy Support @Free
- Mag Mortar @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
- Heavy Mag Cannon @10pts
- X-Howitzer @10pts

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

<i>Weapon Team Unit</i>	<i>Points Value: 117</i>						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 must be armed with one 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
- 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

LIBERATOR COMBAT SKIMMER X01 HI-MAG

<i>Vehicle Unit</i>	<i>Points Value: 194</i>						Limited Choice
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 light 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 Batter Drones in unit @20pts each
- Include up to 2 Shield Drones in unit @10pts 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 light 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 light support weapon at the points cost shown.

- Compression Cannon @Free

Options

- Include 1 additional Spotter Drone in unit @10pts
- 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

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 Heavy Mag Cannon and Mag Light Support. The Mag Light Support can be exchanged for either of the following light 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 Shield Drones in unit @10pts each
- Include up to 2 Batter Drones in unit @20pts each
- Give Combat Skimmer Self Repair rule @10pts

AUXILIARY

TARGETER PROBE SHARD

Probe Unit	Points Value: 20						
Unit: Targeter 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 Mag Gun or Mag Repeater instead of Mag Pistol @3pts per model
- Give unit Spotter Drone @10pts
- Give unit Medi-drone @20pts

ISO-DRONE

Weapon Drone Unit

Points Value: 25

Unit: Iso-Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Iso-Drone with isolator shield generator	7	0	1	10	8	8	Slow, Iso-Shield, Scramble Proof

VARIANT FORCE SELECTORS

Variant Selectors can be used in any scenarios that specify them, or in any games by mutual consent.

ALGORYN SPEARHEAD FORMATION

Force Size	Points Value	Combat Level			
		Tactical	Support	Strategic	Auxiliary
Scouting Force	500	0	3-6	0-1	0-1
Skirmish Force	750	0	4-8	0-1	0-1
Combat Force	1,000	0	5-10	0-2	0-2
Battle Force	1,250	0	6-12	0-2	0-2
Offensive Force	1,500	0	7-14	0-3	0-3
Invasion Force	1,750	0	7-16	0-4	0-3
Conquest Force	2,000	0	7-18	0-5	0-3
Each 250+ after	+250	Same	Same/+1	Same/+1	Same

- Your Spearhead Formation cannot include any units that have the Slow special rule.
- No more than 1 in 4 (25%) of your units can be Weapon Team units.
- No more than 1 in 4 (25%) of your units can be Limited Choices.
- You can spend up to 10% of your points on Army Options