



Concord Army List V3.0

CONCORD 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	4-6	0-2	0	0-1
Combat Force	1,000	4-6	1-4	0-1	0-2
Battle Force	1,250	5-7	2-5	0-2	0-2
Offensive Force	1,500	5-8	2-6	0-3	0-3
Invasion Force	1,750	5-9	2-7	0-4	0-3
Conquest Force	2,000	5-10	2-8	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

C3 STRIKE COMMAND SQUAD

<i>Infantry Command Unit</i>	<i>Points Value: 110</i>						Limited Choice
Unit: C3 Strike Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Strike Commander with plasma carbine, X-sling, HL armour	5	6	5	5(7)	7	9	Command, Follow, Leader 2
2 x Strike Trooper with plasma carbine, HL armour	5	6	5	5(7)	7	8	-
Options							
•Include Spotter Drone in unit@10pts				•Upgrade Strike Commander to Leader 3 @10pts			
•Include Medi-Drone in unit @20pts				•Give unit Plasma Grenades @2pts per model			
•Include Synchroniser Drone in unit @20pts				•Give Strike Commander SlingNet Ammo @5pts			
•Add up to 2 Strike Troopers to unit @22pts each							

NUHU MANDARIN

<i>Infantry Command Unit</i>	<i>Points Value: 130</i>						Limited Choice
Unit: NuHu Commander	Ag	Acc	Str	Res	Init	Co	Special
1 x NuHu Mandarin with plasma pistol, IMTel stave	5	6	4	4(7)	9	9	Command, Hero, Follow, Leader 3
1 x Nano Drone	-	-	-	-	-	-	-
Options							
•Include up to 2 Spotter Drones in unit @10pts each				•Include up to 2 Shield Drones in unit @10pts each			
•Include Medi-Drone in unit @20pts				•Include up to 2 Gun Drones with Plasma Carbines in unit @14pts each			

C3 DROP COMMAND SQUAD

Infantry Command Unit

Points Value: 132

Limited Choice

Special: You can only include Drop Squads in your force if you also include a Drop Command Squad

Unit: C3 Drop Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Drop Commander with plasma carbine, X-sling, HL armour, AG Chute	5(6)	6	5	5(7)	7	9	Command, Follow, Leader 2
2 x Drop Trooper with plasma carbine, X-sling, HL armour, AG Chute	5(6)	6	5	5(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 Drop Troopers to unit @30pts each
- Give unit Plasma Grenades @2pts per model
- Give Drop Commander SlingNet Ammo @5pts
- Upgrade Drop Commander to Leader 3 @10pts

CONCORD DRONE COMMANDER

Weapon Drone Command Unit

Points Value: 51

Limited Choice

Nano-probe Net. If your force includes one or more Drone Commanders you can take one additional sharded unit: a nano-probe net. A nano-probe net does not count as a choice towards your force selector, a Drone Commander and nano-probe net count as one choice, even though they are two separate units

Unit: Drone Commander	Ag	Acc	Str	Res	Init	Co	Special
1 x Drone Commander	7	6	1	8	8	9	Command, Follow, Leader
0 x C3D1 Light Support Drone with plasma light support	7	6	1	8	8	8	-

Options

- Include Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Include Synchroniser Drone in unit @20pts
- Include up to 2 Shield Drones in unit @10pts each
- Include up to 2 C3D1 Weapon Drones in unit @59pts each
- Upgrade Drone Commander to Leader 2 @10pts
- Take Nano-probe Net @30pts see separate entry
- Give Drone Commander and all C3D1 Drones Self Repair rule @10pts per model

NANO-PROBE NET

Probe Unit

Points Value: 30

Special: You can only include a nano-probe net if you have included a Drone Commander in the force. A nano-probe net does not count separately towards your force selector choices, the Drone Commander and nano-probe net count as one choice together.

Unit: Nano-probe Net	Ag	Acc	Str	Res	Init	Co	Special
4 x Nano-probes	-	-	-	5	-	-	Shard

Options

- Add up to 2 Nano-probes to sharded unit @ 5pts each

C3 STRIKE SQUAD

Infantry Unit

Points Value: 112

Unit: C3 Strike Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Strike Leader with plasma carbine, X-sling, HL armour	5	5	5	5(7)	7	8	Leader
4 x Strike Trooper with plasma carbine, HL armour	5	5	5	5(7)	7	8	-

Options

- Include Spotter Drone in unit @10pts
- Include Synchroniser Drone in unit @20pts
- Add up to 3 Strike Troopers to unit @20pts each
- Give Strike Leader SlingNet Ammo @5pts
- Give unit Plasma Grenades @2pts per model
- Exchange 1 Strike Trooper's Plasma Carbine for a Plasma Lance @3pts
- Upgrade Strike Leader to Leader 2 @10pts

C3 DROP SQUAD

Infantry Unit

Points Value: 151

Special: You can only include Drop Squads in your force if you also include a Drop Command Squad

Unit: C3 Drop Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Drop Leader with plasma carbine, X-sling, HL armour, AG Chute	5(6)	5	5	5(7)	7	8	Leader
3 x Drop Trooper with plasma carbine, X-sling, HL armour, AG Chute	5(6)	5	5	5(7)	7	8	-
1 x Drop Trooper with plasma lance, HL armour, AG Chute	5(6)	5	5	5(7)	7	8	-

Options

- Include Spotter Drone in unit @10pts
- Include Synchroniser Drone in unit @20pts
- Add up to 3 Drop Troopers with Plasma Carbine and X-Sling to unit @28pts each
- Give Drop Leader SlingNet Ammo @5pts
- Upgrade Drop Leader to Leader 2 @10pts
- Upgrade Drop Leader to Leader 3 @20pts
- Exchange 1 Drop Trooper's Plasma Carbine and X-Sling for a Plasma Lance @1pts
- Give unit Plasma Grenades @2pts per model

C3 KRASZ ASSAULT SQUAD

Infantry Unit

Points Value: 110

Special: You cannot have more Assault Squads in your force than you have Strike Squads

Unit: C3 Krasz Assault Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Krasz Assault Leader with plasma carbine, X-sling, HL armour	5	5	7	6(8)	6	8	Leader, Assault Weapon*
3 x Krasz Trooper with plasma carbine, X-sling, HL armour	5	5	7	6(8)	6	8	Assault Weapon*

Options

- Include Spotter Drone in unit @10pts
- Include Synchroniser Drone in unit @20pts
- Add up to 3 Assault Troopers to unit @25pts each
- Give Assault Leader SlingNet Ammo @5pts
- Give unit Plasma Grenades @2pts per model
- Upgrade Assault Leader to Leader 2 @10pts
- Exchange 1 Assault Trooper's Plasma Carbine and X-Sling for a Plasma Lance with the Assault Weapon rule @1pt

*Note: Krasz carry plasma carbines and plasma lances modified to suit their robust frame and extreme strength. In hand-to-hand combat Krasz Assault Weapons are considered to be hand weapons.

SUPPORT

C3 INTERCEPTOR COMMAND SQUAD

Mounted Command Unit

Points Value: 165

Limited Choice

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

Unit: Interceptor Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Interceptor Commander with plasma carbine, HL armour, Interceptor Bike with HL booster, twin plasma carbines	5	5	5	5(8)	7	9	Command, Follow, Leader 2, Fast, Large
2 x Interceptor Trooper with plasma carbine, HL armour, Interceptor Bike with HL booster, twin plasma carbines	5	5	5	5(8)	7	8	Fast, Large
Options							
<ul style="list-style-type: none"> •Include Spotter Drone in unit @10pts •Upgrade Interceptor Commander to Leader 3 @10pts •Exchange any or all twin Plasma Carbines for Plasma Lance @Free 				<ul style="list-style-type: none"> •Include Compactor Drone in unit @5pts OR •Include Compactor Drone with compacted Plasma Cannon @ 25pts* <p><i>*Note this is a discounted value because it's an either/or unit choice for a weapon that already carries a 'premium weapon' points adjustment</i></p>			

C3 INTERCEPTOR SQUAD

Mounted Unit

Points Value: 133

Special: You can only include more than one Interceptor Squad in your force if you also include a Interceptor Command Squad

Unit: Interceptor Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Interceptor Leader with plasma carbine, HL armour, Interceptor Bike with HL booster, twin plasma carbines	5	5	5	5(8)	7	8	Leader, Fast, Large
2 x Interceptor Trooper with plasma carbine, HL armour, Interceptor Bike with HL booster, twin plasma carbines	5	5	5	5(8)	7	8	Fast, Large
Options							
<ul style="list-style-type: none"> •Include Spotter Drone in unit @10pts •Upgrade Interceptor Leader to Leader 2 @10pts •Exchange any or all twin Plasma Carbines for Plasma Lance @Free 				<ul style="list-style-type: none"> •Include Compactor Drone in unit @5pts OR •Include Compactor Drone with compacted Plasma Cannon @ 25pts* <p><i>*Note this is a discounted value because it's an either/or unit choice for a weapon that already carries a 'premium weapon' points adjustment</i></p>			

C3 STRIKE SUPPORT TEAM

Weapon Team Unit

Points Value: 40

Unit: Strike Support Team	Ag	Acc	Str	Res	Init	Co	Special
2 x Strike Trooper crew with plasma pistol, HL armour	5	5	5	5(7)	7	8	-
Weapon Options							
<p>The Strike Support Team must be armed with one of the following light support weapons at the points cost shown.</p> <ul style="list-style-type: none"> •X-launcher @Free •Plasma Cannon @35pts <p>•Give X-launcher team any of the following munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each OR 15pts for all</p>							
Options							
<ul style="list-style-type: none"> •Include Spotter Drone in unit @10pts •Include Batter Drone in unit @20pts •Add 1 Strike Trooper crew to unit @15pts 				<ul style="list-style-type: none"> •Promote 1 Strike Trooper to Leader @10pts •Upgrade Leader to Leader 2 @10pts 			

CONCORD C3D1 LIGHT SUPPORT DRONE

Weapon Drone Unit

Points Value: 59

Unit: Concord Light Support Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Weapon Drone with plasma light support	7	6	1	8	8	8	-

Options

- Include Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Include up to 2 Shield Drones in unit @10pts each
- Include Synchroniser Drone in unit @20pts
- Add up to 2 Weapon Drones to unit @59pts each
- Give Weapon Drone Self Repair rule @10pts per model

CONCORD T7 TRANSPORTER DRONE

Vehicle Unit

Points Value: 96

Special: You cannot include more T7 Transporter Drones as Support Choices than you have C3 Strike Command Squads, C3 Drop Command Squads, C3 Strike Squads and C3 Drop Squads in total. You can include T7 Transporter Drones 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: Concord Transporter Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x T7 Transporter Drone with fixed-emission armour and transport pod	5	5	1	11	7	7	MOD2, Transport 10, Large

Options

The Transporter Drone can be equipped with one of the following light support weapons or the equivalent at the points cost shown.

- Plasma Light Support @40pts
- Sensor Module @30pts
- Include Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Give Transporter Drone enhanced Machine Intelligence capability @10pts increasing Acc to 6, Init to 8 and Co to 8
- Include up to 2 Shield Drones in unit @10pts each
- Give Transporter Drone Self Repair rule @10pts
- Give Transporter Drone kinetic armour upgrade @48pts increasing Res to 13

CONCORD C3D2 MEDIUM SUPPORT DRONE

Weapon Drone Unit

Points Value: 83

Unit: Concord Medium Support Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Weapon Drone with plasma light support	7	6	1	10	8	8	-

Weapon Options

The Weapon Drone is armed with a Plasma Light Support at no points cost. The Plasma Light Support can be exchanged for any of the following light support weapons at the points cost shown.

- Plasma Cannon @5pt
- Fractal Cannon @10pts
- Compression Cannon @10pts
- Fractal DBC @Free

Options

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

STRATEGIC

C3 STRIKE HEAVY SUPPORT TEAM

Weapon Team Unit

Points Value: 110

Unit: Heavy Support Team	Ag	Acc	Str	Res	Init	Co	Special
3 x Strike Trooper crew with plasma pistol, HL armour	5	5	5	5(7)	7	8	Large, Slow
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

The Strike Heavy Support Team must be armed with one of the following heavy support weapons at the points cost shown.

- X-Howitzer @Free
- Plasma Bombard @10pts
- Give X-Howitzer team any of the following munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each **OR** 15pts for all

Options

- Add up to 2 Strike Trooper crew to unit @15pts each
- Promote 1 Strike Trooper to Leader @10pts
- Include additional Spotter Drone in unit @10pts
- Upgrade Leader to Leader 2 @10pts
- Include Batter Drone in unit @20pts

CONCORD C3M4 COMBAT DRONE

Vehicle Unit

Points Value: 249

Unit: Concord Combat Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Combat Drone with plasma light support and plasma cannon	5	6	1	13	8	8	MOD2, Large
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

The Combat Drone is armed with a Plasma Light Support and Plasma Cannon at no points cost. The Plasma Cannon can be exchanged for either of the following light support weapons at the points cost shown.

- Compression Cannon @5pts
- Fractal Cannon @5pts

Options

- Include 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 Drone Self Repair rule @10pts

CONCORD C3M25 HEAVY COMBAT DRONE

Vehicle Unit

Points Value: 418

Unit: Heavy Combat Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Heavy Combat Drone with plasma light support and plasma bombard	5	6	1	15	8	8	MOD3, Slow, Large
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

The Heavy Combat Drone is armed with a Plasma Light Support and Plasma Bombard at no points cost. The Plasma Bombard can be exchanged for the following heavy weapon at the points cost shown.

- Compression Bombard @25pts

Options

- Include additional 1 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 Heavy Combat Drone Self Repair rule @10pts

CONCORD C3M50 HEAVY SUPPORT DRONE

Vehicle Unit

Points Value: 408

Unit: Heavy Support Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Heavy Support Drone with plasma light support and X-howitzer	5	6	1	15	8	8	MOD3, Slow, Large
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

The Heavy Support Drone is armed with a Plasma Light Support and X-Howitzer at no points cost. The X-Howitzer can be exchanged for a Fractal Bombard at the points cost shown. The unit can be equipped with the special munitions indicated if armed with a X-Howitzer

- Fractal Bombard @25pts
- Give X-Howitzer any of the following special munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each **OR** 15pts for all

Options

- Include additional 1 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 Heavy Support Drone Self Repair rule @10pts

CONCORD C3M407 (CS) CLOSE SUPPORT DRONE

Vehicle Unit

Points Value: 240

Unit: Concord Close Support Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Close Support Drone with 2 twinned plasma carbines and 1 plasma light support	5	6	1	13	8	8	MOD2, Large
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

1 turret can replace twinned Plasma Carbines with a Plasma Light Support (PLS) @22pts adding the Plasma Fade rule to all PLS shots (see below)

2 turrets can replace twinned Plasma Carbines with Plasma Light Supports (PLS) @44pts adding the Critical Plasma Fade rule to all PLS shots (see below)

Options

- Include additional 1 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 Close Support Drone Self Repair rule @10pts

*Note: Drones with 2 Plasma Light Support turrets suffer from Plasma Fade: if any Acc test to hit from PLS's rolls 10 the unit's current order is changed to down once its action is complete. It does not matter how many 10s are rolled, the rule applies the same whether 1, 2 or more 10's are rolled by PLS shooting. Drones with 3 Plasma Light Support turrets suffer from Critical Plasma Fade. This is the same as plasma fade plus the drone suffers 1 pin in addition.

AUXILIARY

TARGETER PROBE SHARD

<i>Probe Unit</i>		<i>Points Value: 20</i>					
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							

MEDI-PROBE SHARD

<i>Probe Unit</i>		<i>Points Value: 40</i>					
Unit: Medi-Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Medi-Probes	-	-	-	5	-	-	Shard
Options							
•Add up to 2 Medi-Probes to sharded unit @10pts each							

SCOUT PROBE SHARD

<i>Probe Unit</i>		<i>Points Value: 40</i>					
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							

CONCORD ISO-DRONE

<i>Weapon Drone Unit</i>		<i>Points Value: 25</i>					
Unit: Concord 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

CONCORD C3D1/GP GENERAL PURPOSE DRONE

<i>Weapon Drone Unit</i>		<i>Points Value: 20</i>					
Unit: Concord GP Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x General Purpose Drone	7	0	1	8	8	8	-
Options							
•Include Spotter Drone in unit @10pts				•Give GP Drone breaching kit (to become breaching drone) @10pts			
•Include Batter Drone in unit @20pts				•Give GP Drone Subverter Matrix @20pts			
•Include up to 2 Shield Drones in unit @10pts each				•Give GP Drone Self Repair rule @10pts			
•Include Synchroniser Drone in unit @20pts							

VARIANT FORCE SELECTORS

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

CONCORD DRONE FORCE

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

- Your Drone Force can include any number of Weapon Drone units, Vehicle units, and Probe units within the limits as shown on the selector.
- Your Drone Force cannot include other units unless it also includes a NuHu Mandarin. If the force includes a NuHu Mandarin it can include Infantry and/or Mounted Units, up to a maximum of 25% of the total number of units in the force including the Mandarin unit itself.
- No Limited Choice restrictions. The usual restriction on the number of Limited Choice units does not apply in this list.
- You can spend up to 10% of your points on Army Options

Note on Transporters taken as Support options

Bear in mind that forces that don't include qualifying infantry units can't take transporters as support choices. Transporters can still be taken as strategic choices, however, in which case they count as a strategic choice on your selector. Transporters are useful fighting vehicles in their own right, so they are often worth including in this role, especially where points are tight. This is true of the Drone Force and Rapid Reaction lists, for example, where it is possible a force won't include any infantry units at all.

CONCORD RAPID REACTION FORCE

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

- Your Rapid Reaction Force can include any number of Mounted units, Weapon Drone units, Vehicle units, and Probe units within the limits as shown on the selector except as noted below.
- Your Rapid Reaction Force cannot include infantry apart from Drop Command Squads and Drop Squads. Note that it is still necessary to include a Drop Command Squad if you wish to include Drop Squads.
- Your Rapid Reaction Force cannot include any other choices. For example, it cannot include other tactical choices aside from Drop and Drop Command Squads, and it cannot include any weapon teams as either support or strategic choices.
- Your Rapid Reaction Force cannot include any units that have the Slow special rule regardless of type.
- 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.