

The Andrayada

A Strike Legion© Army List

These rules have been written for Dark Real Miniatures' Andrayada line of miniatures. Please visit the DRM website (<http://www.darkrealmminiatures.com/>) for vehicle images and brief descriptions.

New System

Droid Control Channel: Each Droid Control Channel is used to modify the combat characteristics of up to eight Personnel teams or vehicles that have the Autonomous attribute and are within 24" of the element with the system. Affected squads/teams may increase their Training die by one type for the duration of the turn OR increase their movement allowance by 2" (prior to any other modifications). The teams/squads to be affected during the turn are assigned a control channel and selected attribute increased at the end of the UW segment of the game turn. All teams of a squad must use the same attribute increase during a single game turn, but each team/squad may have a different attribute modified from turn to turn.

A control channel may also be assigned to increase the range of up to three other control channels originating from the same element by 12", to a maximum of 36", for the duration of the turn. *TL3. Cost: 80 points per channel. Each channel uses one System Point or takes one 'weapon slot' if part of an Autonomous Personnel team. If used as part of a Personnel team, use of a control channel counts as the use of a support (SAW/ATR/ATM/AAM) weapon.*

Andrayada Special Rules

Hubries Relay and Lieutenant Teams activate as if they were Personalities, and must share an activation with another friendly unit within C2 Command range.

Unit Organizations

Andrayada forces have flexible organizational structures for each of their combat Priorities. All Priorities must contain one Alpha Priority, and must contain from four to eight Beta Priorities.

Alpha Priority: one platoon of four Hubries-AP, and/or Hubries-AT squads. Each Hubries AP/AT squad may be replaced by one Hubries Relay team.

Beta Priorities

Infantry Phalanx: one platoon of four Phalanx Squads and one Lieutenant Team, and up to three additional platoons chosen from the following:

Heavy Platoon: four Heavy Phalanx Squads.

Infantry Platoon: four Phalanx Squads. May add a Lieutenant Team.

Support Platoon: four Velite or four Verger walkers. All walkers must be of the same type.

Transport Section: one Vertex Dropship.

Vanguard Platoon: four Vanguard Squads.

Vorace Phalanx: one platoon of four Vorace Walkers and up to three additional platoons chosen from the following:

AA Section: two Valkalon AA tanks. Only one platoon of this type may be chosen per Phalanx.

Armor Support: two Valkalon AT, AA, or ART tanks. Both must be of the same type, and one platoon of this type may be chosen per Phalanx.

Heavy Air Support: four Varkator Fighters.

Mantagen Platoon: four Mantagen Walkers. All walkers must be of the same type.

Mantragan Platoon: four Mantragan Walkers. All walkers must be of the same type.

Vorace Platoon: four Vorace Walkers.

Voran Platoon: four Voran Walkers.

Vultur Phalanx: one platoon of four Vultur Squads and up to three additional platoons chosen from the following:

Air Support: four Vira Fighters.

Hubries Platoon: four Hubries-AP or Hubries AT Squads.

Scout Platoon: four Scout Squads.

Transport Section: one Vertex Dropship.

Vultur Platoon: four Vultur Squads.

Megawalker Phalanx: one Malignant, one Mordent, or one Majestic Megawalker and up to two additional Malignant and one additional Mordent Megawalkers.

C2

All Andrayada units have Superior C2 ratings.

MANTAGEN-AT

PV: 193

MV: 8"/Walker Sig: 3 EW: 8 Def: 10

APT (d6)(FF) 6/12/21/30
AT Laser (d6)(F) 6/12/21/30
AP (d4)(F) 6/12/21/30

Sharmor
F: 5/5/5
R: 5/5/5

SYSTEMS

Autonomous
Imaging Field (+2)

NOTES

MANTAGEN-CS

PV: 192

MV: 8"/Walker Sig: 3 EW: 8 Def: 10

APT (d6)(FF) 6/12/21/30
AT Laser (d6)(F) 6/12/21/30
Ph Bludgeon (d8) 0/0/0/0

Sharmor
F: 5/5/5
R: 5/5/5

SYSTEMS

Autonomous
Imaging Field (+2)

NOTES

MANTRAGAN-AT

PV: 201

MV: 8"/Walker Sig: 3 EW: 8 Def: 10

Ph Bludgeon (d10-1) 0/0/0/0
AP (d6)(F) 6/12/21/30
4x MPM 6/12/21/30

Sharmor
F: 5/5/5
R: 5/4/4

SYSTEMS

Autonomous
CDS
Imaging Field (+2)

NOTES

MPM
1. 0000
2. 0000
3. 0000
4. 0000

MANTRAGAN-CS

PV: 172

MV: 8"/Walker Sig: 3 EW: 6* Def: 10

2x Ph Bludgeon (d10-1) 0/0/0/0
AP (d6)(F) 6/12/21/30

Sharmor
F: 5/5/5
R: 5/4/4

SYSTEMS

Autonomous
CDS
Imaging Field (+2)

NOTES

*Fixed DEW

VALKALON-ART

PV: 194

MV: 8"/Grav Sig: 3 EW: 8* Def: 10

Dual ART (d6)(T) Range: 50/75 AoE: 2"

Sharmor
T: 6/5/5
H: 6/5/5

SYSTEMS

Autonomous
CDS
Imaging Field (+2)

NOTES

*Fixed DEW

VALKALON-AA

PV: 197

MV: 8"/Grav Sig: 3 EW: 10 Def: 10

Dual AA Particle (d8)(T) 6/12/21/30

Sharmor
T: 6/5/5
H: 6/5/5

SYSTEMS

Autonomous
CDS
Imaging Field (+2)

NOTES

VALAKLON-AP

PV: 173

MV: 8"/Grav Sig: 3 EW: 8* Def: 10

AP (d8)(T) 6/12/21/30

Sharmor
T: 6/5/5
H: 6/5/5

SYSTEMS

Autonomous
CDS
Imaging Field (+2)

NOTES

*Fixed DEW

VALKALON-AT

PV: 265

MV: 8"/Grav Sig: 3 EW: 10 Def: 10

Pulse AT Disr (d12)(T) 8/16/28/40

Sharmor
T: 6/5/5
H: 6/5/5

SYSTEMS

Autonomous
CDS
Imaging Field (+2)

NOTES

VARKATOR

PV: 203

MV: 24"/Air Sig: 3 EW: 10 Def: 10

AA Particle (d6)(FF) 4/8/14/20
4x HYMP (d10) Range: 20/30* AoE: 1"

Sharmor
5

SYSTEMS

Autonomous
Imaging Field (+2)
Streamlined

NOTES

HYMP
1. 0000
2. 0000

*6/12/21/30

VELITE

PV: 120

MV: 8"/Walker Sig: 4 EW: 8* Def: 10

AP (d6)(F) 6/12/21/30
Ph Bludgeon (d10-1) 0/0/0/0
Ph Slashing (d8) 0/0/0/0

Sharmor
F: 4/4/4
R: 4/4/4

SYSTEMS

Autonomous
CDS
Imaging Field (+2)

NOTES

*Fixed DEW

VERGER

PV: 129

MV: 8"/Walker Sig: 4 EW: 8 Def: 10

AT Disruptor (d8)(F) 6/12/21/30
2x MPM (d8) 6/12/21/30

Sharmor
F: 4/4/4
R: 4/4/4

SYSTEMS

Autonomous
CDS
Imaging Field (+2)

NOTES

MPM
1. 00
2. 00
3. 00
4. 00

VIRA

PV: 125

MV: 30"/Air Sig: 4 EW: 10 Def: 8

AA Particle (d6)(FF) 4/8/14/20

Sharmor
5

SYSTEMS

Autonomous
Imaging Field (+2)
Streamlined

NOTES

Turn Mode: 2

VORACE

PV: 201

MV: 12"/Walker Sig: 3 EW: 10 Def: 10

AT Particle (d8)(T) 8/16/28/40
APT (d6)(FF) 6/12/21/30

Sharmor
F: 5/4/4
R: 5/4/4

SYSTEMS

Autonomous
CDS
Imaging Field (+2)

NOTES

VORAN

PV: 169

MV: 12"/Walker Sig: 3 EW: 10 Def: 10

APT (d6)(FF) 6/12/21/30
AP (d4)(FF) 5/10/17/25

Sharmor
F: 4/4/4
R: 4/4/4

SYSTEMS

Autonomous
CDS
Imaging Field (+2)

NOTES

HUBRIES-AT (2 TEAMS)

PV: 144

MV: 8" Assist/Grav Defense: 10

ATR Laser (d8)(30EW) 6/12/21/30
ATR Laser (d8)(30EW) 6/12/21/30

NOTES
Personnel Target

ATTRIBUTES

Autonomous
Power Armor

HUBRIES-AP (2 TEAMS)

PV: 153

MV: 8" Assist/Grav Defense: 10

AP SAW (d8) 5/10/17/25
AP SAW (d8) 5/10/17/25

NOTES
Personnel Target

ATTRIBUTES

Autonomous
Power Armor

HUBRIES RELAY TEAM

PV: 24

MV: 8" Assist/Grav

Defense: 10

NOTES

Personnel Target

ATTRIBUTESAutonomous
Droid Control Channel
Power Armor**LIEUTENANT'S TEAM**

PV: 154

MV: 8"/Foot

Defense: 10

APT (d8)

4/8/14/20

NOTESPersonality
2 Hits OO**TRAITS:**Leader Team
Superior Tactician 2**ATTRIBUTES**Autonomous
CCW
Control Channel
Power Armor
Self-Repair**VANGUARD SQUAD (2 TEAMS)**

PV: 81

MV: 8"/Foot

Defense: 9

APT (d6)

6/12/21/30

NOTES

Personnel Target

ATTRIBUTES

Autonomous

PHALANX SQUAD (4 TEAMS)

PV: 124

MV: 8"/Foot

Defense: 9

AP (d6)

5/10/17/25

NOTES

Personnel Target

ATTRIBUTESAutonomous
CCW**HEAVY PHALANX SQUAD (2 TEAMS)**

PV: 113

MV: 8"/Foot

Defense: 9

AP (d6)

5/10/17/25

ATR Disr (d8)(30EW)

8/16/28/40

NOTES

Personnel Target

ATTRIBUTESAutonomous
CCW**VULTURS SQUAD (2 TEAMS)**

PV: 82

MV: 12" Assist/Hover

Defense: 9

AP (d6)

6/12/21/30

NOTES

Personnel Target

ATTRIBUTESAutonomous
CCW
Sniper**VERTEX DROPSHIP**

PV: 1054

MV: 20"/STOVL

Sig: -4

EW: 12

Def: 12

AA Particle (d6)(FF)

4/8/14/20

AT Particle (d8)(FF)

8/16/28/40

APT (d6)(LF+RF)*

6/12/21/30

Sharmor

6

SYSTEMSAutonomous
Chaff (3) 000
Cloaking Field (+4)
Stabilizers
Streamlined
Troop Bay (32)Primary
1-2: 2ndary (roll)
3-4: Mobility 0000 (5)
5-6: Wpns 0000 (2)
7-8: EW 0000 (3)
9: Crew 0000
10: Critical (2d10)**Secondary**1-5: No Damage
6: Cloak
7: Chaff
8: Stabilizers
9-10: Troop Bay**SCOUT SQUAD (2 TEAMS)**

PV: 73

MV: 8"/Foot

Defense: 8

AP (d4)

6/12/21/30

NOTES

Personnel Target

ATTRIBUTESAutonomous
CCW
FSO
Stealth

MALIGNANT MEGAWALKER

PV: 421

MV: 8"/Walker Sig: 0 EW: 12 Def: 12

APT (d8)(F) 8/16/28/40
ART (d8)(F) Range: 40/60 AoE: 2"Sharmor
F: 6/6/6
R: 6/6/6**SYSTEMS**Auto-Repair
Autonomous
Cloaking Field (+4)
StabilizersPrimary
1-2: 2ndary (roll)
3-4: Mobility 000 (3)
5-6: Wpns 000 (2)
7-8: EW 000 (4)
9: Crew 000
10: Critical (2d10)Secondary
1-6: No Damage
7: Cloak
8: Stabilizers
9-10: Auto-Repair**MALIGNANT MEGAWALKER**

PV: 421

MV: 8"/Walker Sig: 0 EW: 12 Def: 12

APT (d8)(F) 8/16/28/40
ART (d8)(F) Range: 40/60 AoE: 2"Sharmor
F: 6/6/6
R: 6/6/6**SYSTEMS**Auto-Repair
Autonomous
Cloaking Field (+4)
StabilizersPrimary
1-2: 2ndary (roll)
3-4: Mobility 000 (3)
5-6: Wpns 000 (2)
7-8: EW 000 (4)
9: Crew 000
10: Critical (2d10)Secondary
1-6: No Damage
7: Cloak
8: Stabilizers
9-10: Auto-Repair**MALIGNANT-CS MEGAWALKER**

PV: 417

MV: 8"/Walker Sig: 0 EW: 12 Def: 12

APT (d8)(F) 8/16/28/40
Ph Slashing (d12) 0/0/0/0
Ph Bludgeon (d10-1) 0/0/0/0Sharmor
F: 6/6/6
R: 6/6/6**SYSTEMS**Auto-Repair
Autonomous
Cloaking Field (+4)
StabilizersPrimary
1-2: 2ndary (roll)
3-4: Mobility 000 (3)
5-6: Wpns 000 (2)
7-8: EW 000 (4)
9: Crew 000
10: Critical (2d10)Secondary
1-6: No Damage
7: Cloak
8: Stabilizers
9-10: Auto-Repair**MALIGNANT-CS MEGAWALKER**

PV: 417

MV: 8"/Walker Sig: 0 EW: 12 Def: 12

APT (d8)(F) 8/16/28/40
Ph Slashing (d12) 0/0/0/0
Ph Bludgeon (d10-1) 0/0/0/0Sharmor
F: 6/6/6
R: 6/6/6**SYSTEMS**Auto-Repair
Autonomous
Cloaking Field (+4)
StabilizersPrimary
1-2: 2ndary (roll)
3-4: Mobility 000 (3)
5-6: Wpns 000 (2)
7-8: EW 000 (4)
9: Crew 000
10: Critical (2d10)Secondary
1-6: No Damage
7: Cloak
8: Stabilizers
9-10: Auto-Repair**MORDENT MEGAWALKER**

PV: 630

MV: 8"/Walker Sig: -2 EW: 12 Def: 12

2x ART (d8)(F) Range: 40/60 AoE: 2"
Ph Bludgeon (d10) 0/0/0/0
AT Particle (d8)(F) 8/16/28/40Sharmor
F: 7/7/6
R: 7/6/6**SYSTEMS**Auto-Repair
Autonomous
Invisibility Field (+6)
StabilizersPrimary
1-2: 2ndary (roll)
3-4: Mobility 0000 (2)
5-6: Wpns 0000 (2)
7-8: EW 0000 (3)
9: Crew 0000
10: Critical (2d10)Secondary
1-6: No Damage
7: Invisibility
8: Stabilizers
9-10: Auto-Repair**MORDENT MEGAWALKER**

PV: 630

MV: 8"/Walker Sig: -2 EW: 12 Def: 12

2x ART (d8)(F) Range: 40/60 AoE: 2"
Ph Bludgeon (d10) 0/0/0/0
AT Particle (d8)(F) 8/16/28/40Sharmor
F: 7/7/6
R: 7/6/6**SYSTEMS**Auto-Repair
Autonomous
Invisibility Field (+6)
StabilizersPrimary
1-2: 2ndary (roll)
3-4: Mobility 0000 (2)
5-6: Wpns 0000 (2)
7-8: EW 0000 (3)
9: Crew 0000
10: Critical (2d10)Secondary
1-6: No Damage
7: Invisibility
8: Stabilizers
9-10: Auto-Repair**MORDENT-AT MEGAWALKER**

PV: 680

MV: 8"/Walker Sig: -2 EW: 12 Def: 12

2x ART (d8)(F) Range: 40/60 AoE: 2"
AT Disruptor (d12)(F) 8/16/28/40
AT Particle (d8)(F) 8/16/28/40Sharmor
F: 7/7/6
R: 7/6/6**SYSTEMS**Auto-Repair
Autonomous
Invisibility Field (+6)
StabilizersPrimary
1-2: 2ndary (roll)
3-4: Mobility 0000 (2)
5-6: Wpns 0000 (2)
7-8: EW 0000 (3)
9: Crew 0000
10: Critical (2d10)Secondary
1-6: No Damage
7: Invisibility
8: Stabilizers
9-10: Auto-Repair**MORDENT-AT MEGAWALKER**

PV: 680

MV: 8"/Walker Sig: -2 EW: 12 Def: 12

2x ART (d8)(F) Range: 40/60 AoE: 2"
AT Disruptor (d12)(F) 8/16/28/40
AT Particle (d8)(F) 8/16/28/40Sharmor
F: 7/7/6
R: 7/6/6**SYSTEMS**Auto-Repair
Autonomous
Invisibility Field (+6)
StabilizersPrimary
1-2: 2ndary (roll)
3-4: Mobility 0000 (2)
5-6: Wpns 0000 (2)
7-8: EW 0000 (3)
9: Crew 0000
10: Critical (2d10)Secondary
1-6: No Damage
7: Invisibility
8: Stabilizers
9-10: Auto-Repair

MAJESTIC MEGAWALKER

PV: 948

MV: 8"/Walker Sig: -4 EW: 12 Def: 12

Ph Bludgeon (d12) 0/0/0/0
 AT Particle* (d12)[F] 12/24/42/60
 AT Laser (d10)[F] 12/24/42/60

Sharmor
 F: 7/7/6
 R: 7/6/6

SYSTEMS

Auto-Repair
 Autonomous
 Control Channel
 Invisibility Field (+6)
 Stabilizers

Primary
 1-2: 2ndary (roll)
 3-4: Mobility 0000 (2)
 5-6: Wpns 0000 (2)
 7-8: EW 0000 (3)
 9: Crew 0000
 10: Critical (2d10)

Secondary
 1-5: No Damage
 6: Control Channel
 7: Invisibility
 8: Stabilizers
 9-10: Auto-Repair

*Pulse Weapon

MAJESTIC MEGAWALKER

PV: 948

MV: 8"/Walker Sig: -4 EW: 12 Def: 12

Ph Bludgeon (d12) 0/0/0/0
 AT Particle* (d12)[F] 12/24/42/60
 AT Laser (d10)[F] 12/24/42/60

Sharmor
 F: 7/7/6
 R: 7/6/6

SYSTEMS

Auto-Repair
 Autonomous
 Control Channel
 Invisibility Field (+6)
 Stabilizers

Primary
 1-2: 2ndary (roll)
 3-4: Mobility 0000 (2)
 5-6: Wpns 0000 (2)
 7-8: EW 0000 (3)
 9: Crew 0000
 10: Critical (2d10)

Secondary
 1-5: No Damage
 6: Control Channel
 7: Invisibility
 8: Stabilizers
 9-10: Auto-Repair

*Pulse Weapon

MAJESTIC-CS MEGAWALKER

PV: 958

MV: 8"/Walker Sig: -4 EW: 12 Def: 12

Ph Bludgeon (d12) 0/0/0/0
 Dual ART (d10)[F] Range: 40/60 AoE: 2"
 APT (d10)[F] 12/24/42/60

Sharmor
 F: 7/7/6
 R: 7/6/6

SYSTEMS

Auto-Repair
 Autonomous
 Control Channel
 Invisibility Field (+6)
 Stabilizers

Primary
 1-2: 2ndary (roll)
 3-4: Mobility 0000 (2)
 5-6: Wpns 0000 (2)
 7-8: EW 0000 (3)
 9: Crew 0000
 10: Critical (2d10)

Secondary
 1-5: No Damage
 6: Control Channel
 7: Invisibility
 8: Stabilizers
 9-10: Auto-Repair

MAJESTIC-CS MEGAWALKER

PV: 958

MV: 8"/Walker Sig: -4 EW: 12 Def: 12

Ph Bludgeon (d12) 0/0/0/0
 Dual ART (d10)[F] Range: 40/60 AoE: 2"
 APT (d10)[F] 12/24/42/60

Sharmor
 F: 7/7/6
 R: 7/6/6

SYSTEMS

Auto-Repair
 Autonomous
 Control Channel
 Invisibility Field (+6)
 Stabilizers

Primary
 1-2: 2ndary (roll)
 3-4: Mobility 0000 (2)
 5-6: Wpns 0000 (2)
 7-8: EW 0000 (3)
 9: Crew 0000
 10: Critical (2d10)

Secondary
 1-5: No Damage
 6: Control Channel
 7: Invisibility
 8: Stabilizers
 9-10: Auto-Repair