

The Edenites

A *Strike Legion*® Army List

These rules have been written for the Exodus Wars Edenites line of miniatures. Please visit the Exodus Wars website (<http://www.exoduswars.com>) for figure images and brief descriptions.

Version 1.1 12/20/10

New Attributes

Contagion: At the conclusion of any CC, roll a d10 for each element or team of a squad that does *not* have the Contagion attribute that suffered a K result. On a roll equal to or higher than the number in parentheses next to the name of the attribute, one team (or one hit of one Herd team) of the type that 'began' the contagion is placed on the table under the control of the 'Contagion player'. These teams/hits may be used to 'resurrect' eliminated friendly Contagion units/elements.

Large Organic or Hybrid elements that have received K or damage results in CC also roll for Contagion. If one or more successful Contagion roll occurs, continue making Contagion rolls in the End Phase of the turn for all remaining hits/Damage points at the rate of one die roll per hit/Damage point each turn. If the number of successful Contagion rolls equals or exceeds the number of remaining hits/Damage points, that element immediately acquires the Contagion attribute (with the same success number as the original Contagion element/unit) and falls under the control of the 'Contagion player'.

Should both players field elements with the Contagion attribute, only elements with the higher Contagion success number are susceptible to Contagion.

Units/Elements with the Contagion attribute always are always considered Trained and In Command. *DL2; 75 points per team/element. The success number may be reduced to a minimum of 7+ for an additional 50 points per point of reduction in the success number.*

Regenerate: uses the same rule as that found in *Strike Legion: The Genome Gambit* but applied to Herd teams. *Cost: 75 points per team.*

Slow/Foot: This mobility type may never use Double Time orders. *Cost: 3 points per inch of movement.*

Unit Organization

Infantry and Infiltrators: three squads per platoon.

Assault, Carrion Birds, Heavy Support, and Zombies: four squads per platoon.

Tank Platoon: three Revenant and/or Reaver tanks (may be mixed platoons).

Mechanized Platoon: three Heavy Support or Infiltrator squads; each squad is mounted in a Reaper.

Company Organizations

Infantry Company: four platoons, two of which must be Infantry platoons. The third and fourth platoons of the company may be any mix of Assault, Heavy Support, Infantry, or Infiltrator platoons.

Carrion Swarm: four Carrion Bird platoons.

Zombie Horde: four Zombie platoons.

Mechanized Company: one Tank platoon and two Mechanized platoons.

Tank Company: three Tank platoons.

Personality Limitations

One Assault Sergeant may be taken for each two platoons in a force.

Training

Assault, Assault Sergeant, Heavy Support, and Infantry units are *Trained*, Carrion Birds and Zombies are *Green*; Infiltrators are *Veteran*.

C2

Carrion Birds and Zombies have *Poor C2* ratings. All other units have *Average C2* ratings.

ASSAULT SQUAD (4 TEAMS)

PV: 182

MV: 6" /Foot

Defense: 9

APT (d8) 5/10/17/25

NOTES
Personnel Target

ATTRIBUTES

CCW
Fearless
Fearsome

HEAVY SUPPORT SQUAD (2 TEAMS)

PV: 123

MV: 6" /Foot

Defense: 9

AP (d8) 4/8/14/20
APT (d8) 5/10/17/25

NOTES
Personnel Target

ATTRIBUTES

Fearless

INFANTRY SQUAD (4 TEAMS)

PV: 124

MV: 6" /Foot

Defense: 8

AP (d8) 4/8/14/20

NOTES
Personnel Target

ATTRIBUTES

Fearless

INFILTRATORS (2 TEAMS)

PV: 81

MV: 6" /Foot

Defense: 8

AP (d8) 4/8/14/20

NOTES
Personnel Target

ATTRIBUTES

Active Camouflage 1
CCW
Fearless
Stealth

ZOMBIES (4 TEAMS)

PV: 197

MV: 6" Slow/Foot

Defense: 6

AP (d6) 0/0/0/0

NOTES
Herd Target
(2 hits per base)

ATTRIBUTES

Contagion (9+)
Fearless
Fearsome
Regenerate

CARRION BIRDS (4 TEAMS)

PV: 158

MV: 12" /Flight

Defense: 6

AP (d6) 0/0/0/0

NOTES
Herd Target
(2 hits per base)

ATTRIBUTES

Fearless
Fearsome

ASSAULT SERGEANT

PV: 186

MV: 6" /Foot

Defense: 9

APT (d8) 5/10/17/25

NOTES
Personality
2 Hits OO

ATTRIBUTES

CCW
Fearless
Fearsome

TRAITS

Leader Team
Save (5+)
Superior Tactician 1

ASSAULT SERGEANT

PV: 186

MV: 6" /Foot

Defense: 9

APT (d8) 5/10/17/25

NOTES
Personality
2 Hits OO

ATTRIBUTES

CCW
Fearless
Fearsome

TRAITS

Leader Team
Save (5+)
Superior Tactician 1

REVENANT

PV: 138

MV: 8"/Tracked Sig: 3 EW: 6 Def: 10

AT Gauss (d10)(T) 8/16/28/40
AP (d4)(T) 4/8/14/20Active Armor
T: 6/6/5
H: 6/5/4**SYSTEMS**CDS
CFC
Smoke Mortar (2)**NOTES**Smoke
1. 00
2. 00
3. 00**REAYER**

PV: 118

MV: 8"/Tracked Sig: 3 EW: 6 Def: 10

Dual AT (d8)(T) 6/12/21/30

Active Armor
T: 6/6/5
H: 6/5/4**SYSTEMS**CDS
CFC
Smoke Mortar (2)**NOTES**Smoke
1. 00
2. 00
3. 00**REAPER**

PV: 106

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

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

Active Armor
T: 6/6/5
H: 6/5/4**SYSTEMS**Troop Bay (2)
Smoke Mortar (2)**NOTES**Smoke
1. 00
2. 00
3. 00

*Fixed DEW