

The Khazari

A *Strike Legion*® Army List

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

New Systems

Advanced Shields: act as both shields and armor, with an armor rating two points lower than its shield rating. Advanced Shields are immune to the effects of Ion weapons. *TL7. Cost: 100% of BHV per point of shielding. Maximum shield rating is 8, and each point of shielding uses 1/2 System Point.*

Advanced Area Shields function as Area Shields with the Advanced Shields properties. *TL7. Cost is 30 x shield AoE x shield rating.*

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.*

New Attributes

Self-Destruct: Personnel with the Autonomous and Self-Destruct traits may choose to self-destruct as their CC/CA attack instead of making their normal attacks. Use of Self-Destruct must be announced at the beginning of a round of CC (or a CA).

Self-destructing elements ignore their normal AP Damage die and all other attributes that modify their normal CC/CA attacks. Instead, each team rolls a d12 Damage die for resolution of the combat in question. All teams that choose to Self-Destruct are removed at the end of the CC round/CA regardless of the outcome of the attack. *TL6. Cost: 25 points per team.*

Unit Organizations

Controller Section: one Droid Controller carrying two platoons of War Droids.

Cycle Company: three or four platoons of three Trike or Road Warrior squads in any combination, plus two Leader Teams.

Droid Company: four platoons of 4 squads of War Droid or Suicide Droid Squads in any combination. The entire company may be mounted in a Mining Machine transport.

Fyrd Company: four Fyrd platoons. Each platoon consists of three Fyrd Squads and one Fyrd Mortar Squad plus two Leader Teams. The entire company may be mounted in a Mining Machine transport.

Radier Company: three Raider platoons. Each platoon consist of one Raider-S and three Raider-M OR three Raider-P vehicles.

Valkyrie Section: two Valkyrie, Valkyrie-P, or Valkyrie-M gunships.

Training

All Khazari units are *Trained*. Up to 15% (rounded up) of the number of non-Droid Khazari units in play may be given *Veteran* Training ratings by increasing the cost of the unit by 10%.

C2

All Khazari units use *Superior* C2 ratings.

DROID CONTROLLER

PV: 1158

MV: 14"/Grav Sig: -4 EW: 10 Def: 12

4x AT Plasma (d10)* 10/20/35/50
 AA Plasma (d8)(T) 10/20/35/50
 AP (d6)(T) 7/14/24/35

Advanced Shields
 8 (6)

SYSTEMS

Antigen System (3)
 Droid Control Channels (4)
 Troop Bay (12)
 Streamlined Vulcan III

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

Secondary
 1-5: No Damage
 6: Vulcan III
 7: Antigen
 8: Droid Control
 9-10: Troop Bay
 *LF/RF/LR/RR

MINING MACHINE

PV: 362

MV: 8"/Walker Sig: -3 EW: 8* Def: 12

AP (d8)(F) 6/12/21/30
 4x Ph Slashing (d12) 0/0/0/0

Active Armor
 H: 6/6/6

SYSTEMS

Stabilizers
 Troop Bay (16)

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

Secondary
 1-7: No Damage
 8: Stabilizers
 9-10: Troop Bay

*Fixed DEW

RAIDER-M

PV: 90

MV: 12"/Wheeled Sig: 4 EW: 6 Def: 8

4x MPM (d8) 6/12/21/30

Soft Target

SYSTEMS

Reload Rack (2)
 (2x MPM each)
 Smoke Mortar (2)

NOTES

MPM	Smk	Reload
1. 0000	00	00
2. 0000	00	00
3. 0000	00	00

RAIDER-P

PV: 50

MV: 12"/Wheeled Sig: 4 EW: 6 Def: 8

AT Plasma (d8)(FF) 6/12/21/30

Soft Target

SYSTEMS

Smoke Mortar (2)

NOTES

Smoke
 1. 00
 2. 00
 3. 00

RAIDERS-S

PV: 83

MV: 12"/Wheeled Sig: 4 EW: 6 Def: 8

AP (d6)(FF) 3/6/10/15

OR

AT Gauss (d6)(FF) 3/6/10/15

Soft Target

SYSTEMS

Advanced Area Shield (5)(3")

NOTES**VALKYRIE**

PV: 163

MV: 24"/STOVL Sig: 3 EW: 10 Def: 9

AT Plasma (d6)(FF) 6/12/21/30

Advanced Shields
 6 (4)

SYSTEMS

Stabilizers

NOTES**VALKYRIE-P**

PV: 198

MV: 24"/STOVL Sig: 3 EW: 10 Def: 9

AT Plasma (d6)(FF) 6/12/21/30

AT Plasma (d8)(F) 8/16/28/40

Advanced Shields
 6 (4)

SYSTEMS

Stabilizers

NOTES**VALKYRIE-M**

PV: 221

MV: 24"/STOVL Sig: 3 EW: 10 Def: 9

AT Plasma (d6)(FF) 6/12/21/30

6x MPM (d8) 8/16/28/40

Advanced Shields
 6 (4)

SYSTEMS**NOTES**

