

# Automatons

A *Strike Legion*® Army List

## New Systems, Weapons, And Attributes

### **Personality Traits**

**Repair Field:** Increases the Personnel Auto-Repair success roll to a 4+ for all units within the Personality's Command range. Cost: 25 points.

**Self-Healing:** An Autonomous Personality may make an Autonomous repair die roll if it is reduced to zero hits. If successful, it remains in play with one hit remaining. Cost: 25 points.

**Teleport Device:** Allows the Personality and any one Necromaton Personnel unit to teleport in place of normal movement. Teleport movement is limited to 18" and is not subject to Overwatch fire. Cost: 50 points.

### **New Systems**

**Create:** Allows creation of 1 base of between 1 and 4 hits of Beetle Swarms that is considered part of the creating element's unit. Create may not be used by a Suppressed element.

The creating element must use Intensive Fire orders for the turn, and rolls a d4 at the beginning of its activation when creating a swarm. The die result is the number of hits created. Hits are added to each base until a base has 4 hits, at which time a new base is created with any hits in excess of 4 being assigned to it. The Scarab Swarm unit may detach itself from the creating element's unit when at least 2 bases with 4 hits each have been created; multiple vehicles may use Create to make a single Scarab Swarm unit. Cost: 150 points; 2 System Points. TL6.

**Repairs:** Allows a vehicle to use the Auto-Repair system on itself or another vehicle that is within 1" of a vehicle with this system. Cost: 2 x BHV; 2 System Points. TL6. Also increases the Personnel Auto-Repair success roll to 4+ for one unit within 2" of the vehicle. If both the Create and Repair systems are part of the same element, only one of these systems may be used in a single activation.

### **Automaton Personnel Unit Organizations:**

**Infantry Platoon:** 4 Warrior squads.

**Elite Platoon:** 2 to 4 Veteran Warrior squads.

**Assault Platoon:** 2 Unclean squads.

**Scout Platoon:** 2 to 4 Skin Job squads.

**Stealth Platoon:** 2 Snakes squads.

**Destructor Platoon:** 3 Destructor squads.

**Heavy Destructor Platoon:** 2 Heavy Destructor squads.

**Beetle Swarm:** 2 to 4 bases of Beetles.

### **Company Organizations**

**Personnel:** A minimum of two Infantry Platoons, plus up to two other platoons types of any except Destructor, Heavy Destructor, and Beetle Swarms.

**Destructor Companies:** 2 to 4 Destructor and/or Heavy Destructor platoons.

**Beetle Swarms** operate as independent platoons, with a platoon consisting of one or two Swarms. There is a maximum of one Swarm per at-start Personnel Company in play. All Swarms in play share a single activation in each game turn.

One Personality may be added per Personnel Company.

### **Vehicle Organizations**

**Obelisk Company:** two to four platoons of two or three Obelisks each.

**Pyramid Company:** two to four platoons of one Pyramid each.

**Mixed Battalion:** up to four companies, in any combination, of Pyramids and Obelisks.

**Repair Section:** Two Repair Spiders. One section is available for each Personnel Company or each two vehicle companies in play.

All other vehicles operate as independent, single-vehicle platoons.

### **Automaton Special Rules**

All Automaton units may enter play via Teleporting when using Orbital Insertion rules; vehicles and Flayed Ones may enter play via the Teleport rule even when not using the Orbital Insertion rules. When deployed thusly, no unit or element may enter the game within 6" of an enemy unit/element.

Unclean units, as well as any friendly Personnel unit even partially within 4" of an Unclean unit cannot be affected by Psychic attacks.

No Personality may have traits that affect or could potentially effect the operation of vehicles.

All Automaton Personnel formations have Lacking C2 ratings; all vehicle formations have Average C2 ratings. All Automatons use the *Trained* Training rating.

Teleport Platforms do not move units/elements into a vehicle without Troop Bays. Instead, place the unit in base-to-base contact with the teleporting element. Units being teleported from the vehicle to another destination measure the distance from the vehicle itself and must begin the teleport move in base-to-base contact with the element that will initiate the teleport movement.

Lords and Destroyer Lords use their Save trait instead of the Self-Repair attribute. Their Save may never be improved past the value printed on the card.

The two Automaton NCL are Fearsome, have the Teleport Device Trait and the Repair system, and cannot be affected by Psychic attacks. Use of the Teleport Device requires an allocation of two Life Points per Team being teleported. The Repair system requires an allocation of 4 Life Points per use. Both of these allocations may be made at any time during the NCL's activation, and there is no limit to the number of times each may be used, save those imposed by the rules governing the use of Life Points.

NOTES:

1. APT weapons mounted on vehicles have the same AP weapon cost modifier as Personnel Support Weapon APT (+50%).
2. Automaton vehicles have turreted weapons (but no turret hit locations). This was done to reflect the characteristics of the vehicles in the source materials; no additional point costs are incurred for this design feature.

**WARRIOR SQUAD** PV: \*\*

MV: 6"/Foot Defense: 10

APT (d8) 4/8/14/20 Personnel Target

**ATTRIBUTES**Autonomous  
Power Armor  
Self-Repair  
Weak**NOTES**\*\*2 Teams: 80 points  
\*\*3 Teams: 120 points  
\*\*4 Teams: 160 points**VETERAN WARRIORS (2 TEAMS)** PV: 200

MV: 6"/Foot Defense: 10

2 x APT (d8) 6/12/21/30 Personnel Target

**ATTRIBUTES**Autonomous  
Power Armor  
Rapid Fire  
Self-Repair  
Weak**NOTES****THE UNCLEAN (2 TEAMS)** PV: 214

MV: 6"/Foot Defense: 10

2 x APT (d8) 6/12/21/30 Personnel Target

**ATTRIBUTES**CCW  
Fearsome  
Power Armor  
Power Weapon  
Rapid Fire**NOTES****SKIN JOBS (2 TEAMS)** PV: 56

MV: 6"/Foot Defense: 10

APT (d8) 0/0/0/0 Personnel Target

**ATTRIBUTES**Autonomous  
Fearsome  
Power Armor  
Self-Repair**NOTES****SNAKES (2 TEAMS)** PV: 66

MV: 8" Assist/Hover Defense: 10

2 x AP (d12) 0/0/0/0 Personnel Target

**ATTRIBUTES**Autonomous  
Personnel Shield (5)  
Power Armor  
Self-Repair**NOTES****BEETLE SWARM** PV: \*\*

MV: 8" Assist/Hover Defense: 8

APT (d6) 0/0/0/0 Herd Target  
4 hits per base**ATTRIBUTES**

Autonomous

**NOTES**\*\*2 Teams: 62 points  
\*\*3 Teams: 93 points  
\*\*4 Teams: 124 points**DESTRUCTOR** PV: \*\*

MV: 12" Assist/Grav Defense: 11

2 x APT (d8) 6/12/21/30 Personnel Target

**ATTRIBUTES**Autonomous  
Power Armor  
Rapid Fire  
Self-Repair  
Weak**NOTES**\*\*2 Teams: 214 points  
\*\*3 Teams: 321 points**HEAVY DESTRUCTOR (2 Teams) PV: 126**

MV: 12" Assist/Grav Defense: 11

ATR Disr (30EW)(d8) 6/12/21/30 Personnel Target  
ATR Disr (30EW)(d8) 6/12/21/30  
AP (d6) 0/0/0/0**ATTRIBUTES**Autonomous  
Power Armor  
Self-Repair**NOTES**

**LORD** **PV: 400**MV: 6"/Foot Defense: 11APT (d8) 4/8/14/20Personality  
3 Hits: 000**ATTRIBUTES**Autonomous  
Power Armor  
Power Weapon  
Rapid Fire  
Self-Repair**Traits:**Fights Dirty  
Repair Field  
Teleport Device  
Save (3+)  
Superior Tactician 2**DESTRUCTOR LORD** **PV: 404**MV: 12" Assist/Grav Defense: 12APT (d8) 4/8/14/20Personality  
3 Hits: 000**ATTRIBUTES**Autonomous  
Power Armor  
Power Weapon  
Rapid Fire  
Self-Repair**Traits:**Fights Dirty  
Repair Field  
Save (3+)  
Self-Healing  
Superior Tactician 2**THE DARK HARVESTER** **PV: 2100****Starting Life Points:****ALLOCATIONS**Mobility Allocation:  
x 3 =  
Movement for turn:**EW Allocation**OEW DEW**LIFE POINTS**0000000000  
0000000000 REGENERATE: 5d6  
  
0000000000  
0000000000 REGENERATE: 4d6  
  
0000000000  
0000000000 REGENERATE: 3d6  
  
0000000000  
0000000000 REGENERATE: 2d6  
  
0000000000  
0000000000 REGENERATE: d6**THE TRICKSTER** **PV: 1700****Starting Life Points:****ALLOCATIONS**Mobility Allocation:  
x 3 =  
Movement for turn:**EW Allocation**OEW DEW**LIFE POINTS**0000000000  
0000000000 REGENERATE: 4d6  
  
0000000000  
0000000000 REGENERATE: 3d6  
  
0000000000  
0000000000 REGENERATE: 2d6  
  
0000000000  
0000000000 REGENERATE: d6**REPAIR SPIDER** **PV: 111**MV: 12"/Grav Sig: 4 EW: 6 Def: 8APT (d8)(FF) 2/4/7/10  
2x Ph Slashing (d12)(F)\* 0/0/0/0Sharmor  
H: 4/4/4**SYSTEMS**Autonomous  
Create  
\*Power Weapon x2  
Repair**NOTES****PYRAMID** **PV: 417**MV: 8"/Grav Sig: 0 EW: 10 Def: 12VAR Disr (14)(T) 10/20/35/50  
Pulse APT (d8)(T) 6/12/21/30Sharmor  
H: 6/6/6**SYSTEMS**Autonomous  
Imaging Field (+2)  
Teleport Platform (4)

Primary	Secondary
1-2: 2ndary (roll)	1-7: None
3-4: Mobility 000 (3)	8: Teleport
5-6: Wpns 000 (2)	9-10: Cloak
7-8: EW 000 (4)	
9: Crew 000	
10: Critical (2d10)	

**OBELISK** **PV: 218**MV: 10"/Grav Sig: 2 EW: 10 Def: 10Pulse APT (d8)(T) 6/12/21/30  
Pulse APT (d8)(T) 6/12/21/30Sharmor  
H: 5/5/5**SYSTEMS**Autonomous  
CDS  
Imaging Field (+2)

Primary	Secondary
1-2: 2ndary (roll)	1-7: None
3-4: Mobility 00 (5)	8: CDS
5-6: Wpns 00 (2)	9-10: Cloak
7-8: EW 00 (4)	
9: Crew 00	
10: Critical (2d10)	

**PYLON** **PV: 551**MV: 0"/Grav ; 8"/12" Dspl Sig: -1 EW: 12 Def: 12VAR Disr (26)(T) 10/20/35/50Sharmor  
H: 7/7/7**SYSTEMS**Autonomous  
CDS  
Cloaking Field (+4)

Primary	Secondary
1-2: 2ndary (roll)	1-7: None
3-4: Mobility 000 (3)	8: CDS
5-6: Wpns 000 (2)	9-10: Cloak
7-8: EW 000 (4)	
9: Crew 000	
10: Critical (2d10)	

**ABATTOIR**

PV: 1047

MV: 8"/Grav ; 8"/12" Dspl Sig: -3 EW: 12 Def: 12

VAR Disr (18)(T) 10/20/35/50  
 Ph Slashing (d12)(LF)(RF)\* 0/0/0/0  
 Ph Slashing (d12)(LR)(RR)\* 0/0/0/0

Sharmor  
 H: 7/7/7

**SYSTEMS**

Autonomous  
 CDS  
 Invisibility Field (+6)  
 Teleport Platform (8)

\* 2 weapons

Primary	Secondary
1-2: 2ndary (roll)	1-6: None
3-4: Mobility 0000 (2)	7: CDS
5-6: Wpns 0000 (2)	8: Teleport
7-8: EW 0000 (3)	9-10: Cloak
9: Crew 0000	
10: Critical (2d10)	

**ÆONIC ORB**

PV: 726

MV: 8"/Grav ; 8"/12" Dspl Sig: -2 EW: 12 Def: 12

VAR Disr (32)(T) 10/20/35/50

Sharmor  
 H: 7/7/7

**SYSTEMS**

Autonomous  
 CDS  
 Cloaking Field (+4)

Primary	Secondary
1-2: 2ndary (roll)	1-7: None
3-4: Mobility 0000 (2)	8: CDS
5-6: Wpns 0000 (2)	9-10: Cloak
7-8: EW 0000 (3)	
9: Crew 0000	
10: Critical (2d10)	

**WARBARQUE**

PV: 848

MV: 8"/Grav ; 8"/12" Dspl Sig: -2 EW: 12 Def: 12

VAR Disr (20)(T) 10/20/35/50  
 Pulse APT (d8)(T) 6/12/21/30  
 Pulse APT (d8)(T) 6/12/21/30

Sharmor  
 H: 7/7/7

**SYSTEMS**

Autonomous  
 CDS  
 Cloaking Field (+4)  
 Teleport (8)

Primary	Secondary
1-2: 2ndary (roll)	1-6: None
3-4: Mobility 0000 (2)	7: CDS
5-6: Wpns 0000 (2)	8: Teleport
7-8: EW 0000 (3)	9-10: Cloak
9: Crew 0000	
10: Critical (2d10)	

**TOMB COMPLEX**

PV: 1310

MV: 0/Immobile Sig: -4 EW: 12 Def: 12

VAR Disr (32)(T) 10/20/35/50  
 Pulse APT (d8)(T) 6/12/21/30  
 Pulse APT (d8)(T) 6/12/21/30

Sharmor  
 H: 7/7/7

**SYSTEMS**

Autonomous  
 Invisibility Field (+6)  
 Teleport Platform (16)

Primary	Secondary
1-2: 2ndary (roll)	1-6: None
3-4: Mobility 0000 (-)	7: CDS
5-6: Wpns 0000 (2)	8: Teleport
7-8: EW 0000 (3)	9-10: Cloak
9: Crew 0000	
10: Critical (2d10)	

**NECROMATON ORTILLERY**

TYPE	DMG	AoE	AVOID	COST EA
CRUISER	d12	2"	2	245
BATTLESHIP	d12+1	3"	3	395

Strikes:

SC: 00

BB: 00

Maximum of 2 strikes per game per ship, and may not be on consecutive turns from the same ship.

All Necromaton Ortilery is resolved as if an FSO has LOS to the target.

