

The Guild

A Strike Legion© Army List

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

New Munitions Type

Fueled Air Explosives (FAE): FAE are always fired as a Barrage attack and are Persistent, with effects expiring on a d6 roll of 6. Roll two Damage dice against any Personnel or Soft target in the attack's AoE; use the single highest roll for resolving the attack. *TL3; Cost: 75 points per inch of AoE. Depletion number is 6, which may be lowered to a minimum of 4 at a cost of 50 points per point of reduction.*

Myrmidon Detachments

The Gladius Armored Transports each carry a single Myrmidon team. These teams, when dismounted, form a single, independent Myrmidon squad.

Unit Organizations

Armored Company: three platoons of 3 Achilles MBT each, plus one Agamemnon Command Vehicle.

Assault Company: three platoons of 3 Assault Squads, plus two Leader Teams.

Mercenary Company: two or three Bounty Hunter or Mounted Bounty Hunter squads, plus one Leader Team.

Myrmidon Company: three platoons of 3 Myrmidon Squads and two Leader Teams, mounted in either Hector or Paris IFV (one per squad), plus one Agamemnon Command Vehicle.

Legionnaire Company: three platoons of 3 Legionnaire squads and one platoon of 3 Legionnaire Support Squads plus two Leader Teams mounted in Phalanx APC (one per squad), and one Agamemnon Command Vehicle.

Orbital Assault Company: two platoons of 4 Legionnaire Squads, one platoon of 4 Legionnaire Support Squads, and one platoon of 4 Myrmidon Squads, with each squad mounted in a Heracles Orbital Deployment Pod.

Prefect Precinct: four platoons of 4 Prefect squads plus two leader teams, mounted in Hoplon Transports (one per squad).

Rapid Response Patrol: three platoons of 2 Rapid Response squads plus one Leader Team.

Support Detachments

Anti-Air Section: three Icharus Self-Propelled AA Guns.

Infantry Support Section: three Prometheus Flame Tanks *or* three Gladius *or* Gladius-B Armored Transports with one Myrmidon team each *or* one Myrmidon platoon mounted in either Hector or Paris IFV (one per team), plus one Leader Team.

Fire Support Section: three Apollo SPA *or* three Cerberus MLR *or* three Cyclops Heavy Mortar vehicles.

Gun Battery: three or four G9 Howitzers, H64 Heavy Repeating Lasers, or M613 Laser Cannons plus one Hoplon Transport per gun. All guns in a Gun Section must be of the same type.

Heavy Section: three Enforcer Heavy Tanks *or* three Exterminator Heavy Tanks.

Siege Support Section: three Trident Tank Hunters.

Sniper Section: three Sniper Squads.

Training

All Myrmidon, Prefect, and Assault units are *Veteran*, all Bounty Hunter units are *Green*; all other units are *Trained*.

C2

All Myrmidon, Prefect, and Heavy Sections have *Superior* C2; all Bounty Hunter units have *Lacking* C2; all other units have an *Average* C2 rating.

ACHILLES MBT

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**AGAMEMNON COMMAND VEHICLE**

PV: 183

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

AT Gauss (d6)(T) 5/10/17/25
AP (d6)(T) 4/8/14/20Active Armor
T: 5/5/4
H: 5/4/4**SYSTEMS**CDS
CFC
CMD
FSO
Viral Infector (R25)
Viral Disruptor
*Viral Jammer***NOTES****APOLLO SELF-PROPELLED ARTILLERY**

PV: 102

MV: 8"/Tracked Sig: 3 EW: 4* Def: 9

ART (d10)(T) Range: 40/60 AoE: 2"

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

*Fixed DEW

CERBERUS MLR

PV: 119

MV: 9"/Tracked Sig: 3 EW: 4* Def: 9

ART (d10)(T) Range: 30/45 AoE: 2"
AP (d4)(T) 4/8/14/20Active Armor
T: 5/5/4
H: 5/4/3**SYSTEMS**CDS
Munitions:
FAE (D4) 0
Smoke Mortar (2)**NOTES**Smoke:
1. 00
2. 00
3. 00
May only fire FAE
*Fixed DEW**CYCLOPS HEAVY MORTAR VEHICLE**

PV: 91

MV: 8"/Tracked Sig: 3 EW: 4* Def: 9

ART (d12)(FF) Range: 30/45 AoE: 2"

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

*Fixed DEW

GLADIUS ARMORED TRANSPORT

PV: 97

MV: 9"/Tracked Sig: 3 EW: 6* Def: 9

Dual AP (d8)(T) 5/10/17/25

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

*Fixed DEW

GLADIUS-B ARMORED TRANSPORT

PV: 123

MV: 9"/Tracked Sig: 3 EW: 6* Def: 9

Dual AP (d8)(T) 5/10/17/25

Active Armor
T: 5/5/4
H: 5/4/3**SYSTEMS**Gas Deployment System (2)
3" Debilitating (d10) each
Smoke Mortar (2)
Troop Bay (1)**NOTES**

Gas1(")	Gas 2(")	Smoke
1. 000	000	00
2. 000	000	00
3. 000	000	00

*Fixed DEW

HECTOR IFV

PV: 120

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

AT Particle (d8)(T) 6/12/21/30
AP (d6)(T) 4/8/14/20Active Armor
T: 6/5/4
H: 6/4/3**SYSTEMS**CDS
Smoke Mortar (2)
Troop Bay (3)**NOTES**Smoke
1. 00
2. 00
3. 00

ICHARUS SELF-PROPELLED AA GUN PV: 122

MV: 9"/Tracked Sig: 3 EW: 8 Def: 9

AA Gauss (d8)* 10/20/35/50

Active Armor
T: 5/5/4
H: 5/4/3

SYSTEMS
CDS
Smoke Mortar (2)

NOTES
Smoke
1. 00
2. 00
3. 00
*Rapid Fire

HERACLES ORBITAL DEPLOYMENT POD PV: 71

MV: 0/Special Sig: 3 EW: 6 Def: 10

APT (d8)(F+SL+SR) 6/12/21/30

Basic Sharmor
H: 5/5/5

SYSTEMS
Braking Jets
Troop Bay (3)

NOTES

PARIS IFV PV: 114

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

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

AP (d6)(T) 4/8/14/20

Active Armor
T: 6/5/4
H: 6/4/3

SYSTEMS
CDS
Smoke Mortar (2)
Troop Bay (3)

NOTES
Smoke
1. 00
2. 00
3. 00

PHALANX APC PV: 84

MV: 10"/Tracked Sig: 3 EW: 6* Def: 9

Dual AP (d8)(T) 5/10/17/25

Active Armor
T: 5/4/3
H: 4/3/3

SYSTEMS
CDS
Smoke Mortar (2)
Troop Bay (3)

NOTES
Smoke
1. 00
2. 00
3. 00
*Fixed DEW

PROMETHEUS FLAME TANK PV: 83

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

Active Armor
T: 5/4/3
H: 4/3/3

SYSTEMS
CDS
Smoke Mortar (2)
Vehicle FT (2)

NOTES
Smoke FT
1. 00 00
2. 00 00
3. 00 00
*Fixed DEW

TRIDENT TANK HUNTER PV: 125

MV: 8"/Tracked Sig: 3 EW: 6 Def: 9

AT Gauss (d10)(FF) 10/20/35/50

Active Armor
T: 6/6/5
H: 6/5/4

SYSTEMS
CDS
CFC
Smoke Mortar (2)

NOTES
Smoke
1. 00
2. 00
3. 00

HOPLON TRANSPORT PV: 53

MV: 12"/Wheeled Sig: 3 EW: 4* Def: 9

AP (d6)(F) 4/8/14/20

Active Armor
H: 4/4/3

SYSTEMS
Tow Package (d12)
Troop Bay (2)

NOTES
*Fixed DEW

SNIPER SQUAD (2 TEAMS) PV: 72

MV: 6"/Foot Defense: 8

AP (d8) 5/10/17/25

NOTES

ATTRIBUTES
Sniper
Stealthy

ASSAULT SQUAD (4 TEAMS)

PV: 134

MV: 12" Assist/Hover

Defense: 8

AP (d8) 4/8/14/20

NOTESSmoke
1.0
2.0
3.0**ATTRIBUTES**CCW
Power Weapons
Smoke Grenades**BOUNTY HUNTERS (2 TEAMS)**

PV: 74

MV: 6"/Foot

Defense: 7

AP (d8) 5/10/14/25

NOTES**ATTRIBUTES**CCW
Power Weapons
Stealthy**MOUNTED BOUNTY HUNTERS (4 TEAMS)**

PV: 158

MV: 10" Assist/Mounted

Defense: 8

AP (d8) 5/10/14/25

NOTES**ATTRIBUTES**CCW
Power Weapons
Stealthy**LEGIONNAIRE SQUAD (3 TEAMS)**

PV: 90

MV: 6"/Foot

Defense: 8

AP (d8) 4/8/14/20

MPM (d6)[20EW] 6/12/21/30

NOTESSmoke
1.0
2.0
3.0**ATTRIBUTES**CCW
Smoke Grenades**LEGIONNAIRE SUPORT SQUAD (2 TEAMS)**

PV: 86

MV: 6"/Foot

Defense: 8

AP (d8) 4/8/14/20

MPM (d6)[20EW] 6/12/21/30

AP SAW (d10) 5/10/17/25

NOTESSmoke
1.0
2.0
3.0**ATTRIBUTES**

Smoke Grenades

MYRIMIDON SQUAD (3 TEAMS)

PV: 167

MV: 6"/Foot

Defense: 9

AP (d8) 4/8/14/20

MPM (d6)[20EW] 6/12/21/30

AP SAW (d10) 5/10/17/25

NOTESSmoke
1.0
2.0
3.0**ATTRIBUTES**CCW
Combat Shields (2)
Power Weapons
Rapid Fire
Smoke Grenades
Stealthy**PREFECT SQUAD (2 TEAMS)**

PV: 53

MV: 6"/Foot

Defense: 9

AP (d8) 2/4/7/10

NOTESSmoke
1.0
2.0
3.0**ATTRIBUTES**CCW
Combat Shields (2)
Power Weapons
Smoke Grenades**RAPID RESPONSE SQUAD (4 TEAMS)**

PV: 154

MV: 12" Assist/Wheeled

Defense: 9

AP (d8) 4/8/14/20

NOTES**ATTRIBUTES**CCW
Combat Shields (2)
Power Weapons

M613 HEAVY LASER CANNON PV: 62

MV: 0/Limbered EW: 6 Def: 10

AT Laser (d10)(FF) 8/16/28/40

Personnel Target

SYSTEMS

Limber

NOTES

H64 HEAVY REPEATING LASER PV: 41

MV: 0/Limbered Def: 10

Quad AP (d10)(FF) 7/14/24/35

Personnel Target

SYSTEMS

Limber

NOTES

M9 HOWITZER PV: 51

MV: 0/Limbered Def: 10

ART (d10)(FF) Range: 50/75 AoE: 2"

Personnel Target

SYSTEMS

Limber

NOTES

ENFORCER HEAVY TANK PV: 450

MV: 6"/Tracked Sig: -3 EW: 10 Def: 12

AT Gauss (d12)(T) 10/20/35/50

Basic Sharmor

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

7/6/5

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

6/6/5

Dual ART (d6)(FF) Rng: 30/45 AoE: 1"

SYSTEMS

CDS
CFC
Smoke Mortar (2)

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

1-6: No Damage
7: Smoke
8: CFC
9-10: CDS
Smoke: 00

EXTERMINATOR HEAVY TANK PV:

MV: 6"/Tracked Sig: -3 EW: 10 Def: 12

Quad APT (d10)(T) 8/16/28/40

Basic Sharmor

Quad AP (d8)(FF) 6/12/21/30

7/6/5

Dual ART (d6)(FF) Rng: 30/45 AoE: 1"

6/6/5

SYSTEMS

CDS
CFC
Smoke Mortar (2)

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

1-6: No Damage
7: Smoke
8: CFC
9-10: CDS
Smoke: 00

ENFORCER HEAVY TANK PV: 450

MV: 6"/Tracked Sig: -3 EW: 10 Def: 12

AT Gauss (d12)(T) 10/20/35/50

Basic Sharmor

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

7/6/5

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

6/6/5

Dual ART (d6)(FF) Rng: 30/45 AoE: 1"

SYSTEMS

CDS
CFC
Smoke Mortar (2)

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

1-6: No Damage
7: Smoke
8: CFC
9-10: CDS
Smoke: 00

EXTERMINATOR HEAVY TANK PV: 445

MV: 6"/Tracked Sig: -3 EW: 10 Def: 12

Quad APT (d10)(T) 8/16/28/40

Basic Sharmor

Quad AP (d8)(FF) 6/12/21/30

7/6/5

Dual ART (d6)(FF) Rng: 30/45 AoE: 1"

6/6/5

SYSTEMS

CDS
CFC
Smoke Mortar (2)

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

1-6: No Damage
7: Smoke
8: CFC
9-10: CDS
Smoke: 00

ENFORCER HEAVY TANK PV: 450

MV: 6"/Tracked Sig: -3 EW: 10 Def: 12

AT Gauss (d12)(T) 10/20/35/50

Basic Sharmor

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

7/6/5

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

6/6/5

Dual ART (d6)(FF) Rng: 30/45 AoE: 1"

SYSTEMS

CDS
CFC
Smoke Mortar (2)

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

1-6: No Damage
7: Smoke
8: CFC
9-10: CDS
Smoke: 00