

# P.O.U's - Righteous & Equal Militurgy

## THE MILITURGY

**Standing as the vanguard of the POU, the Militurgy fights every war, every battle no matter the odds of failure. A faceless horde of conscripts led by some of the most praised leaders of the Galaxy.**

At first glance, the Militurgy may seem like a single, cohesive force, but in reality, it is anything but. Each Division is raised from a specific subsector, and as a result, its members often identify more with their home culture than with the army to which they are assigned, or even the core POU. Consequently, each Division has its own distinct appearance, behavior, and combat style. Divisions are typically led by a Noble General, and several divisions from the same sector are often combined into a flotilla, commanded by a Lord General. Multiple armies are then organized into a Battle Cluster, overseen by a Master General or higher.

Notable examples of sectoral Militurgy organizations include the fearless Stratoras-Basilar, led by the renowned Master General Theodoras Lillia, and the battle-hardened Korellan Guard, commanded by Master General Admiral Teltus.

### **Voice of Righteousness**

*Officers of the Righteous & Equal Military (REM) command their forces with grand propaganda of moral superiority.*

If your Army Faction is the P.O.U's Righteous & Equal Military (REM), Officer troops with this ability can issue Orders. Each Officer's catalogue will specify how many Orders it can issue and which formations are eligible to receive those Orders. Each time an Officer troop issues an Order, select one of the Orders below, then select one eligible friendly formation within 6" of that Officer troop to issue it to. Officer troops can issue Orders in your Manoeuvre Phase, and at the end of a phase in which they disembarked from a Transport.

Until the start of your next Manoeuvre phase, the formation you selected is affected by that Order. Unless otherwise stated, a formation can only be affected by one Order at a time. If a formation is being affected by an Order, and becomes Battle-Fatigued, that Order ceases to affect the formation.

#### **Move! For Freedom!**

Add 3" to the Move statistic of troops in this formation.

#### **Fight! For Prosperity!**

Improve the Melee skill statistics of melee weapons equipped by troops in this formation by +1.

#### **Aim! For Equality!**

Improve the Ranged Skill statistic of ranged weapons equipped by troops in this unit by +1.

#### **Volley! Fire For Victory!**

Improve the Swiftness statistic of Rapid Fire weapons by troops in this formation by 1.

#### **Duck! For Uracil!**

Improve the Defence statistic of troops in this formation by 1 (This cannot improve the Defence Statistic better than 3+).

#### **Duty! For Independence!**

Improve the Battle Effectiveness and Heroism statistics of troops in this formation by +1.

# P.O.U's - Righteous & Equal Militurgy Doctrine Rule

If your Army is the Righteous & Equal Military (REM), you can use one of these Combined Regiment Doctrine rules.

## **Soldiers Forever**

*Freedom, it's what we are all taught to desire in our most dire moments, and it's what we will all fight for in our final moments.*

If an REM formation is below half Starting Strength, they add 1 to Hit rolls. If a formation has a Starting Strength of 1, this rule still takes effect if the troop has less than half its wounds remaining.

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## **Skolurgists Favour**

*The POU relies on its great companions of freedom, the Hinode Skolurgists who help design our weapons. Our army is luckily blessed to come from a sector with large Skolury Fabricators, allowing our quality to be a bar above most.*

All REM INFANTRY formations gain +4" added to the Range statistic of their ranged weapons.

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## **Soldiers of Uracil United**

*All of the POU despite its flaws has one uniting ideal, that all beings should be free.*

If two REM BATTLELINE formations are within 6" of one another they gain a +1 bonus to their RS. This effect cannot stack.

## **THE BRILLIANCE OF URACIL**

**In the last days before the death of the Cent'Irum a great rift tore across the skies of Gai, a bright light of hope was kindled within the heart of the Republic of Humanity, Uracil, First and last Kosmark was born. Uracil's coming would herald a great change for the galaxy.**

When the Cent'Irum vanished from the annals of history, darkness descended upon the galaxy. As humanity's Republic of Humanity took its first steps into the stars, a great rift tore across the skies, revealing the red hues of a burning galaxy—the Heart of Robura. This cosmic rupture sent shockwaves throughout the galaxy, threatening to engulf all in its path. Yet, humanity was spared by a mysterious figure who emerged from the common people.

This man, known only as Uracil, raised his hand to the sky and commanded Robura to settle, to sleep. His intervention saved humanity from the fate that had befallen the Cent'Irum. Uracil called himself nothing more than the guide of humanity and the harbinger of prosperity. From that day forward, the Republic was led by this great leader, who was hailed as the Kosmark.

The world of Gairee, once scorched by Robura's flames, was rebuilt. Its towers were erected taller and stronger than ever before, culminating in the construction of the Parliament of Life, a grand palace symbolizing the Republic's resurgence. Within its winding walls, Uracil and the Federative Assembly convened, declaring their mission to explore the stars and recover the lost history of the Cent'Irum.

On the fringes of known Republic territory, Uracil's gaze fell upon a small, weak technocracy. This fragile empire, known as the Hinode, was saved by Uracil from the ravages of Robura and brought into the Republic's fold. In gratitude, the Hinode agreed to merge with the Republic, becoming the Conciliar Skolury. Under Uracil's protection, the Skolury flourished, offering tribute, love, and technological advancements in return.

Though Uracil lived for millennia, death eventually came for the Kosmark. On the eve of a great war against the Heart of Robura, Uracil was consumed by death, leaving the Federative Assembly without its leader. Only the Premier Minister remained steadfast. In his final moments, Uracil spoke few words to the Assembly, but those words anointed its members as Lords, entrusted with carrying on his legacy.

In honor of Uracil, the Federative Assembly established the Prestige of Uracil, a binding creed that solidified the alliance with the Hinode. Those present at Uracil's last words became the Lords and Ladies Elected, founding the POU—Parliament of Uracil—a lasting testament to his guidance and the enduring strength of the Republic.

# P.O.U's - Righteous & Equal Militurgy Enhancements

If you are using the Voice of Righteousness Army rule, you can use these Enhancements.

## **Drills of Freedom**

*Expertly guiding their elite soldiers' fire, this officer's orders reinforce years of propaganda drills concerning the relentless application of long ranged righteousness.*

Officer troops only. While the bearer is leading a formation, each time a troop in the bearer's formation makes a ranged attack, a critical hit is scored on an unmodified roll of 5+.

## **Grand Strategy**

*Having commanded troops on all fronts from Long to Unfixed, this veteran officer has become witness to the manifold of the practices of war. They have perfected just as many strategic responses, and bark out a constant stream of rapidly evolving orders.*

Officer troops only. In your Manoeuvre phase, the bearer can issue one additional Order.

## **Political Commander**

*This commander is well versed in the world of the P.O.U's politics and can expertly command the public's opinion on where funding should go. Towards themselves, and their fronts.*

Officer troops only. In your Manoeuvre phase whilst your bearer is alive and on the warfield, roll a D6: On a 5+ you gain an additional MP point.

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If you are using the Soldiers Forever Doctrine rule, you can use these Enhancements.

## **Inspired Strength**

*This commander's presence is so angelic they inspire pure and brutal strength in all their men around them.*

Officer troops only. All REGIMENT troops within 12" of the bearer have their Battle-Effectiveness and Heroism increased by 1.

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If you are using the Skolurgists Favour Doctrine rule, you can use these Enhancements.

## **Pulse Amplification Generator**

*The Officer guiding these troops is equipped with a unique item which boosts the output energy of infantry weapons nearby.*

Officer troops only. All REGIMENT troops within 6" of the bearer which have the HEAVY ability, always gain the benefit of the Heavy ability, as if they had remained stationary.

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# P.O.U's - Righteous & Equal Militurgy Enhancements

If you are using the Soldiers of Uracil United Doctrine rule, you can use these Enhancements.

## **Parade Formation**

*Many officers within the POU have never fought a day in their life, although they are well trained in the art of parading their soldiers in front of a crowd.*

Officer troops only. All troops within the bearers formation gain +3" to their Movement statistics and both their Advance and Assault rolls.

## **THE BATTLE OF KORELLA**

The most challenging time of the POU came about during a period of political upheaval, a decades-long span in which the POU fought not only the aliens but also its own political landscape, the entire Federation was nearly torn asunder. Across the scope of the POU this time of war and bloodshed is known by many names, but in the records of the Bureau Curalury it is referred to as The Battle of Korella.

In the late 20th Millennium, Spylios Myrotis seized the positions of Lord Elected of Korella and Lord Curalist of the Ramus Sector through a mix of bribery, coercion, blackmail, and outright murder. His actions granted him unprecedented power, which he exploited by siphoning wealth from the federal services of the POU to fund personal vendettas and lavish indulgences. As a result, billions suffered under the rule of a tyrant, forced into extreme poverty as they labored under increasingly oppressive conditions.

Myrotis demanded ever-higher outputs from the mining worlds, forge worlds, and agricultural planets, imposing harsh conditions and reducing regulations. Many were driven into inhuman working conditions enforced by Myrotis' soldiers. Although resources became more abundant, the people suffered and died at alarming rates. Entire worlds were reduced to mere numbers, unmonitored by any Curalist.

Meanwhile, on the fringes of the POU's territories, a storm of machine power began to stir. Over the course of a hundred years, the outer regions of the Ramus Sector were stripped of their minerals, their populations vanishing, and their planets left desolate. Michanikos Iordanis of the Skolury noticed the devastation and requested that Myrotis involve the Militury of the POU in investigating the situation. Myrotis, however, ignored these warnings, distracted by his opulent lifestyle.

Myrotis only took notice when his local guard's transport fleet was attacked en route to Korella, with only one ship returning to tell tales of the Machines of Light and Gravity. With his forces weakened, underfunded, and riddled with corruption, Myrotis was powerless to uncover or combat the encroaching machine threat. He concealed this from the Federative Assembly, attributing the reduction in tithes to pirate raids and wreath storms, all while his territory was slowly overtaken by a machine empire.

It was Michanikos Iordanis on the Data World of Scientia who finally forced the hand of Ramus Sector's politicians. His world came under siege by a massive fleet led by an unstoppable machine. Thousands of Hinode soldiers and Lobomites perished in defense of the planet. Frustrated by Myrotis' inaction, Iordanis appealed to the Federative Assembly, pleading for assistance against the mechanical horde. Yet, the Assembly was more concerned with the recent election of Lord Minister Thyia Cytosine and the challenges of her reformist agenda. They sent only a small flotilla from the Basilar Sector, led by the lowly Lord General Salamis Teltus.

As Teltus' flotilla investigated the region, they encountered a previously unknown machine empire—the Autereium—described only in the cryptic warnings of Cent'Irum tombs. Teltus quickly prepared a defense but found his forces flanked and overwhelmed by a secret incursion from the Kolkatan Empire and the Rassa-Moxol Alliance, who had allied with the Autereium.

Despite being outnumbered and outgunned, Teltus fought valiantly, ultimately losing Korella and its sun. The tenuous alliance between the Autereium and the other Star Nations began to fracture, but even as Teltus' tactical genius and steadfast defense were celebrated, Myrotis found himself increasingly sidelined. In his rage, Myrotis initiated the early stages of political insurrection within the Federative Assembly, leading to what would later be known as the Epoch of Sedition.

# P.O.U's - Righteous & Equal Militurgy

## Battle-Manoeuvres

If you are using the Combined Regiment Detachment rule, you can use these Combined Regiment Battle-Manoeuvres.

### EMERGENCY REINFORCEMENTS

POU - Stratagem - 2MP

*The P.O.U has hundreds of billions, we will simply call on more.*

**When:** Any Phase.

**Target:** One REGIMENT formation from your army that was just destroyed. You can use this Battle-Manoeuvre on that formation even though it was just destroyed.

**Effect:** The destroyed formation is placed into your Strategic Reserves at its original Starting Strength and with all its Wounds remaining..

**Restrictions:** This Battle-Manoeuvre cannot be used on a Character attached to formations.

### PIN THEM DOWN

POU - Stratagem - 1MP

*When soldiers are instructed to concentrate their fire in repeated volleys, they effectively immobilise their adversaries.*

**When:** Your shooting phase.

**Target:** One REM Infantry formation that has not been selected to shoot this phase, and one enemy formation (excluding those with the MONSTROUS and VEHICLE Keywords).

**Effect:** If your REM formation scores one or more hits against the enemy formation this phase, until the end of the round, each time a troop in that enemy formation makes an attack, subtract 1 from the Hit roll.

### BOMBARDMENT EXPERTS

POU - Stratagem - 1MP

*Our REM personnel undergo training emphasising the importance of visual confirmation before aiming, enhancing their proficiency as Bombardiers.*

**When:** Start of your shooting phase.

**Target:** One REM formation containing a Character troop.

**Effect:** Until the end of the phase, each time an REM troop from your army makes an attack using a weapon with the INDIRECT keyword, add 1 to the Hit roll, unless the target of an attack is visible to the formation.

# P.O.U's - Righteous & Equal Militurgy

## Battle-Manoeuvres

### MASS-PRODUCED GRENADES

POU - Gear - 2MP

*Priming their hand-held projectiles, the soldiers of the POU are issued with so many Frags they can blow entire trench lines apart.*

**When:** Your shooting phase.

**Target:** Up to three POU Grenades formations from your army that are not within Threat Range of any enemy formations and have not yet been selected to shoot this phase.

**Effect:** Select up to three enemy formations that are not within Threat Range of any formations from your army and are within 8" of and visible to your Grenades formation. Roll six D6: for each 4+, that enemy formation suffers 1 mortal wound.

### ORBITAL ARTILLERY

POU - Stratagem - 2MP

*The P.O.U strategically deploys its vast fleet to bolster and fortify its frontline positions, unleashing a relentless barrage of artillery shells upon any who dare to oppose their advance. With each thunderous detonation, they seek to shatter the resolve of their adversaries and pave the way for their own triumph on the battlefield.*

**When:** Your opponents Shooting phase, just after an enemy formation has selected its targets.

**Target:** The opponents formation which was selected to make an attack.

**Effect:** Your opponent rolls a D6 per troop in the attacking formation: On a 1-2 that troop suffers 1 Mortal Wound.

**Restrictions:** This Battle-Manoeuvre cannot be used on an enemy formation within Threat Range of a friendly formation.

### ENGINES OF FREEDOM

POU - gear - 2MP

*"MAY THY ARMOUR CHIP AND SHATTER!" ~ A dead Armour Commander*

**When:** Your opponents Shooting phase, just after an enemy formation has selected its targets.

**Target:** One REM Vehicle formation from your army that was selected as the target of one or more attacks.

**Effect:** Until the end of the phase, each time an attack is allocated to your formation, subtract 1 from the Damage statistic of that attack.

# P.O.U's - Righteous & Equal Militurgy

## Troop-Catalogue

### Troop Costs

#### Master General Admiral Teltus

1 Troop - 125 pts

#### Lord Captain Kythira

1 Troop - 115 pts

#### Armour Commander

Any Troop - 240 pts

#### Ground Command Squad

5 Troop - 75 pts

#### Conscript Squad

9-10 Troops - 65 pts

18-20 Troops - 130 pts

#### Juggernaut Squad

4 Troops - 60 pts

8 Troops - 120 pts

#### Shell-Shockers

5 Troops - 40 pts

10 Troops - 80 pts

#### Basilar Stormers

5 Troops - 75 pts

10 Troops - 150 pts

#### Freedom Pattern Scouting

1 Troops - 60 pts

2 Troops - 120 pts

3 Troops - 180 pts

#### Electoral Pattern Scout Tank

1 Troops - 120 pts

#### Constitution Pattern Battle Tank

1 Troops - 195 pts

#### Prudence Pattern Hunter Tank

1 Troops - 220 pts

#### Regent Pattern Super Tank

1 Troops - 485 pts

#### Suzerain Pattern Super Tank

1 Troops - 475 pts

#### Delegate Pattern Super Tank

1 Troops - 475 pts

#### March Pattern Artillery

1 Troops - 110 pts

#### Sovereignty Pattern Mobile Artillery

1 Troops - 135 pts

#### Supremacy Pattern Battle Transport

1 Troops - 85 pts

#### Flying Flag Pattern Aircraft

1 Troops - 200 pts

# MASTER GENERAL ADMIRAL, TELTUS

M V DE W HE BE  
6" 4 3+ 8 6+ 2

## RANGED WEAPONS

RANGE	SW	RS	S	AP	D
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Unity Sidekick [SIDEARM]

12"	2	2+	8	-2	2
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## MELEE WEAPONS

RANGE	SW	MS	S	AP	D
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Sword of Equity

Melee	6	2+	6	-2	2
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## ABILITIES

CORE: Leader

FACTION: Voice of Righteousness

**The Master of Korella:** At the start of your Manoeuvre phase, if this troop is on the Warfield, you gain 1MP.

**Strategic Redeployment:** After both players have deployed their armies, select up to three REM formations from your army and redeploy them. When doing so, you can set those formations up in Strategic Reserves if you wish, regardless of how many formations are in Strategic Reserves.

## ORDERS

This OFFICER can issue up to three Orders to other REM formations.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, POU, OFFICER, MASTER GENERAL ADMIRAL TELTUS

FACTION KEYWORDS:  
REM

# MASTER GENERAL ADMIRAL, TELTUS

*Elysian Teltus stands as one of the POU's most illustrious commanders, commanding a significant portion of the POU's central military with mastery and finesse. Renowned as both a distinguished scholar and a brilliant strategist, the Master General Admiral strides confidently onto the Warfield, armed with a unique phase sword and pistol. Directly engaging alongside his soldiers in battle, he leads by example, inspiring courage and rallying his troops to victory with his unmatched leadership and valour.*

## GEAR OPTIONS

- None.

## UNIT COMPOSITION

- 1 Master General Admiral, Teltus – Epic Hero

This troop is equipped with: Unity Sidekick; Sword of Equity.

## LEADER

This troop can be attached to the following units:

- Conscript Squad
- Juggernaut Squad
- Shell-Shockers
- Basilar Stormers

## SUPREME GENERAL

If this troop is in your army, it must be your General.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, POU, OFFICER, MASTER GENERAL  
ADMIRAL TELTUS

FACTION KEYWORDS:  
REM

# LORD CAPTAIN, KYTHIRA

M	V	DE	W	HE	BE
6"	3	3+	4	6+	1

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Anode SideKick [SIDEARM]	18"	1	3+	6	-1	2
Anode Overcharged [SIDEARM] [RAPID FIRE 1] [HAZARD]	18"	1	3+	8	-3	2
Anode Carbine [STORM]	18"	3	3+	4	-2	2

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Independence Sword [ANTI-VEHICLE 4+]	Melee	6	2+	6	-2	2

## ABILITIES

CORE: Leader; Scouts 6"

FACTION: Voice of Righteousness

**Follow Captain Kythira:** While this troop is leading a formation, melee weapons equipped by troops in that formation have the [DEVASTATING] ability.

**Basilar Born Efficiency:** Once per round, one formation from your army within 12" of this troop can be targeted with a Battle-Manoeuvre for OMP.

## ORDERS

This OFFICER can issue up to 2 Orders to other REM formations.

## INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, POU, OFFICER, LORD CAPTAIN, KYTHIRA

FACTION KEYWORDS:  
REM

# LORD CAPTAIN, KYTHIRA

*Lord Captain Kythira was born and raised on the war-torn planet of Ulna in the Basilar Sector. Amid the relentless conflict against the Rassa, she enlisted in the REM at a young age. Through her heroic acts in battle, she quickly rose through the ranks, ultimately achieving the esteemed position of Lord Captain of the Basilar Corps.*

## GEAR OPTIONS

- This trooper's Anode SideKick may be replaced with 1 Anode Carbine.

## UNIT COMPOSITION

- 1 Lord Captain Kythira

This trooper is equipped with: Anode Sidekick; Independence Sword.

## LEADER

This trooper can be attached to the following units:

- Conscript Squad
- Basilar Stormers

KEYWORDS: INFANTRY, CHARACTER, POU, OFFICER, LORD CAPTAIN, KYTHIRA

FACTION KEYWORDS:  
REM

# ARMOUR COMMANDER

M	V	DE	W	HE	BE
10"	11	2+	13	7+	3

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Amnesty Cannon [VOLATILE]	48"	D6+3	4+	10	-1	3
Liberty Devastator Cannon [VOLATILE]	36"	D6+3	4+	10	-1	5
Eradicator Anode Cannon - Standard [VOLATILE]	48"	D6+3	4+	10	-1	3
Eradicator Anode Cannon - Charged [VOLATILE] [HAZARD]	48"	D6+3	4+	12	-3	4
Heavy Executioner	36"	3	4+	5	-1	2
Heavy Blaze Sprayer [IGNORES COVER] [DESTRUCTIVE]	12"	D6	N/A	5	-1	1
Slave-Seeker Missile [ONE-SHOT]	48"	1	4+	14	-3	D6

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Grinding Tracks	Melee	6	4+	7	-0	1

KEYWORDS: VEHICLE, CHARACTER, POU, OFFICER, ARMOUR COMMANDER

## ABILITIES

CORE: Deadly Demise D3

FACTION: Voice of Righteousness

**Radio-Network:** Each time this trooper issues an Order, it can issue it to an eligible formation up to 12" away.

**Self-Determined Death:** When this formation is destroyed, roll one D6: on a 2+, do not remove it from play – it can after the attacking trooper's formation has finished making its attacks, shoot as if it were your Shooting Phase, and as if it had its full wounds remaining. This trooper is then removed from play.

## ORDERS

This OFFICER can issue up to one Orders to other Squadron formations.

## DAMAGED: 1-4 WOUNDS REMAINING

While this trooper has 1-4 wounds remaining, each time this trooper makes an attack, subtract 1 from the Hit Roll.

FACTION KEYWORDS:  
REM

# ARMOUR COMMANDER

Armour Commanders assume leadership over squadrons of armored vehicles, commanding from within their Battle Tanks. Their role encompasses directing gunner fire, identifying and targeting enemy formations with precision, and providing guidance to drivers, ensuring cohesive and effective maneuvering on the battlefield.

## GEAR OPTIONS

- This trooper's Amnesty Cannon can be replaced with one of the following:
  - 1 Liberty Devastator Cannon
  - 1 Eradicator Anode Cannon
  
- This trooper's Heavy Executioner can be replaced with one of the following:
  - 1 Heavy Blaze Sprayer
  - 1 Slave-Seeker Missile
  - 1 Radio-Box

## FORMATION COMPOSITION

- 1 Armour Commander

This trooper is equipped with: Amnesty Cannon; Heavy Executioner; Grinding Tracks.

## GEAR ABILITIES

**Radio-Box:** Each time the bearer's formation issues an Order, it can be issued to an eligible formation up to 24" away.

KEYWORDS: VEHICLE, CHARACTER, POU, OFFICER, ARMOUR COMMANDER

FACTION KEYWORDS:  
REM

# GROUND COMMAND SQUAD

M	V	DE	W	HE	BE
6"	3	5+	3	7+	1
6"	3	5+	1	7+	1

Ground Commander

M	V	DE	W	HE	BE
6"	3	5+	2	7+	2

Veteran Heavy Weapons Team

Veteran Soldier

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Pulse Gun [RAPID FIRE 1]	24"	1	4+	3	-0	1
FaceMelter [INFERNO 2]	12"	1	4+	9	-4	D6
Grenade Launcher [VOLATILE]	36"	3	4+	4	-0	1
Executioner [HEAVY] [SUSTAINED FIRE 1]	36"	3	5+	5	-1	2
Mortar [VOLATILE] [HEAVY] [INDIRECT]	48"	D6	5+	5	-0	1
Pulsar Cannon [HEAVY]	48"	1	5+	12	-3	D6+1
Sidekick [SIDEARM]	12"	1	2+	3	-0	1

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Democratic Blade	Melee	4	4+	3	-0	1
Side Blade	Melee	1	4+	3	-0	1

## ABILITIES

CORE: Leader

FACTION: Voice of Righteousness

**Commanding Aura [Aura]:** While a friendly Regiment formation is within 6" of this formation, you can target that formation with a Battle-Manoeuvre even while its Battle-Fatigued.

## ORDERS

This OFFICER can issue up to one Orders to other Regiment formations.

## LEADER

This formation can be attached to the following formations:

- Conscript Squad
- Juggernaut Squad
- Shell-Shockers
- Basilar Stormers

KEYWORDS – ALL MODELS: INFANTRY, POU, GRENADES, REGIMENT

GROUND COMMAND SQUAD | GROUND COMMANDER: CHARACTER; OFFICER

FACTION KEYWORDS:  
REM

# GROUND COMMAND SQUAD

Officers of the POU are bestowed with various titles, yet all share a common trait: mastery in tactics. Trained to leverage their individual strengths to dismantle adversaries, they stand as formidable leaders on the battlefield.

Throughout the ranks of the REM, commanding officers are often accompanied by a regiment of seasoned veterans, ensuring their leadership is backed by experienced and skilled soldiers.

## GEAR OPTIONS

- Any number of Veteran Soldiers may have their Pulse Gun replaced by one of the following.\*
  - 1 FaceMelter
  - 1 Grenade Launcher
  - 1 Democratic Blade
- Any Veteran Soldier equipped with a Democratic Blade can be equipped with one of the following:
  - 1 Medi-Pack
  - 1 Righteous Standard
  - 1 Radio-Box
- Any Veteran Heavy Weapons Team may have their Executioner replaced by one of the following:
  - 1 Mortar
  - 1 Pulsar Cannon

\*Excluding the Democratic Blade, you cannot select the same weapon from this list more than once.

## UNIT COMPOSITION

One of the following:

- 1 Ground Commander and 4 Veteran Soldiers
- Or
- 1 Ground Commander, 2 Veteran Soldiers and 1 Veteran Heavy Weapons Team.

**The Ground Commander is equipped with:** SideKick; Democratic Blade.

**Every Veteran Soldier is equipped with:** Pulse Gun; SideKick; Side Blade.

**The Veteran Heavy Weapons Team is equipped with:** Executioner; SideKick; Democratic Blade.

## GEAR ABILITIES

**Radio-Box:** Each time the bearers formation issues an Order, it can be issued to an eligible formation up to 24" away.

**Medi-Pack:** The bearers formation has the Reinforced Health 6+ ability.

**Righteous Standard:** Add 1 to the Battle Effectiveness statistic of all troops in the bearers formation.

KEYWORDS – ALL MODELS: INFANTRY, POU, GRENADES, REGIMENT

GROUND COMMAND SQUAD | GROUND COMMANDER: CHARACTER; OFFICER

FACTION KEYWORDS:  
REM

# CONSCRIPT SQUAD

M	V	DE	W	HE	BE	
6"	3	5+	1	7+	2	Soldier
6"	3	5+	2	7+	4	Heavy Weapons Team

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Pulse Gun [RAPID FIRE 1]	24"	1	4+	3	-0	1
FaceMelter [INFERNO 2]	12"	1	4+	9	-4	D6
Grenade Launcher [VOLATILE]	36"	3	4+	4	-0	1
Executioner [HEAVY] [SUSTAINED FIRE 1]	36"	3	5+	5	-1	2
Mortar [VOLATILE] [HEAVY] [INDIRECT]	48"	D6	5+	5	-0	1
Pulsar Cannon [HEAVY]	48"	1	5+	12	-3	D6+1
Thrall-Thrasher Missiles – Frag [VOLATILE] [HEAVY]	48"	D6	5+	3	-1	1
Thrall-Thrasher Missiles – AP [HEAVY]	48"	1	5+	9	-3	3

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Side Blade	Melee	1	4+	3	-0	1
Democratic Blade	Melee	4	4+	3	-0	1

## ABILITIES

**Defenders of All:** Each time a ranged attack targets this formation, if this formation is within range of an Objective Marker you control, troops in this formation have the Benefit of Cover.

KEYWORDS: INFANTRY, BATTLELINE, POU, GRENADES, REGIMENT, CONSCRIPT SQUAD

FACTION KEYWORDS: REM

# CONSCRIPT SQUAD

*The backbone of the expansive REM is the humble Conscript Squad, made up of 8-20 Soldiers armed with the standard issue Pulse Gun, and supplemented with a Heavy Weapon Team or two, they hold defensive lines, and conduct massive frontal assaults into no man's land.*

## GEAR OPTIONS

- For every 10 troops in this formation, 1 Soldier may have their Pulse Gun replaced by one of the following:
  - 1 FaceMelter
  - 1 Grenade Launcher
- For every 10 troops in this formation, 1 Soldier may be equipped with a Targeting-Box (that troops Pulse Gun cannot be replaced).
- Any Heavy Weapons Team may have their Executioner replaced by one of the following:
  - 1 Mortar
  - 1 Pulsar Cannon
  - 1 Thrall-Thrasher Missiles
- For every 5 troops in this formation, 1 may replace their Side Blade for 1 Democratic Blade.

## FORMATION COMPOSITION

One of the following:

- 10 Soldiers
- 8 Soldiers and 1 Heavy Weapons Team
- 20 Soldiers
- 16 Soldiers and 2 Heavy Weapons Teams

**Every Soldier is equipped with;** Pulse Gun; Side Blade.  
**Every Heavy Weapons Team is equipped with;**  
Executioner; Side Blade.

## GEAR ABILITIES

**Targeting-Box:** Each time you target the bearing formation with a Battle-Manoeuvre, roll one D6: on a 6+, the MP cost of that Battle-Manoeuvre is reduced by 1MP.

KEYWORDS: INFANTRY, BATTLELINE, POU, GRENADES, REGIMENT, CONSCRIPT SQUAD

FACTION KEYWORDS:  
REM

# JUGGERNAUT SQUAD

M	V	DE	W	HE	BE
6"	5	4+	2	6+	1

## RANGED WEAPONS

RANGE SW RS S AP D

Heavy Pulse Gun [RAPID FIRE 3]	24"	3	4+	4	-0	1
Executioner [HEAVY] [SUSTAINED FIRE 1]	36"	3	5+	5	-1	2
Thrall-Thrasher Missiles – Frag [VOLATILE] [HEAVY]	48"	D6	5+	3	-1	1
Thrall-Thrasher Missiles – AP [HEAVY]	48"	1	5+	9	-3	3

## MELEE WEAPONS

RANGE SW MS S AP D

Side Blade	Melee	1	4+	3	-0	1
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## ABILITIES

CORE: Reinforced Health 6+

**Men of at the Front:** Each time a trooper in this formation makes a ranged attack that targets the closest eligible target, improve the Armour Penetration statistic of that attack by 1.

KEYWORDS: INFANTRY, BATTLELINE, POU, GRENADES, REGIMENT,  
JUGGERNAUT SQUAD

FACTION KEYWORDS:  
REM

# JUGGERNAUT SQUAD

*Juggernauts are heavy soldiers deployed alongside the common troops of the REM. Equipped with heavy armor and powerful weapons, they serve as essential breakthrough units on the battlefield.*

## GEAR OPTIONS

- Each Heavy Juggernaut may replace their Executioner with 1 Thrall-Thrasher Missile.

## FORMATION COMPOSITION

One of the following:

- 3 Juggernauts & 1 Heavy Juggernaut
- 6 Juggernauts & 2 Heavy Juggernauts

**Every Juggernaut is equipped with;** Heavy Pulse Gun;  
Side Blade.

**Every Heavy Juggernaut is equipped with;**  
Executioner; Side Blade.

KEYWORDS: INFANTRY, BATTLELINE, POU, GRENADES, REGIMENT,  
JUGGERNAUT SQUAD

FACTION KEYWORDS:  
REM

# SHELL-SHOCKERS

M	V	DE	W	HE	BE
6"	3	5+	1	7+	2
6"	3	4+	2	7+	4

Shell-Shockers

Armoured Shell-Shockers

## RANGED WEAPONS

RANGE	SW	RS	S	AP	D
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Pulse Gun [RAPID FIRE 1]	24"	1	4+	3	-0	1
FaceMelter [INFERNO 2]	12"	1	4+	9	-4	D6
Grenade Launcher [VOLATILE]	36"	3	4+	4	-0	1
SideKick [SIDEARM]	12"	1	4+	3	-0	1

## MELEE WEAPONS

RANGE	SW	MS	S	AP	D
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Side Blade	Melee	1	4+	3	-0	1
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## ABILITIES

CORE: Reserve Troop

**Orbital Deployment:** This formation can be deployed from Reserves onto the Warfield anywhere that is 9" away from any enemy formation.

KEYWORDS: INFANTRY, BATTLELINE, POU, GRENADES, REGIMENT, SHELL-SHOCKERS

FACTION KEYWORDS:  
REM

# SHELL-SHOCKERS

*Shell-Shockers represent the REM's elite forces, meticulously trained from a young age for their crucial role on the battlefield. Deployed as the vanguard, they spearhead assaults to capture objectives and swiftly eliminate enemy formations before reinforcements can intervene.*

## GEAR OPTIONS

- For every 10 troops in this formation, 1 Shell-Shocker may have their Pulse Gun replaced by one of the following:
  - 1 FaceMelter
  - 1 Grenade Launcher
- For every 10 troops in this formation, 1 Shell-Shocker may be equipped with a Targeting-Box (that troops Pulse Gun cannot be replaced).

## FORMATION COMPOSITION

One of the following:

- 1 Armoured Shell-Shocker and 4 Shell-Shockers
- 2 Armoured Shell-Shockers and 8 Shell-Shockers.

**Every Shell-Shocker is equipped with;** Pulse Gun; SideKick; Side Blade.

**The Armoured Shell-Shocker is equipped with;** Pulse Gun; SideKick; Side Blade.

## GEAR ABILITIES

**Targeting-Box:** Each time you target the bearing formation with a Battle-Manoeuvre, roll one D6: on a 6+, the MP cost of that Battle-Manoeuvre is reduced by 1MP.

KEYWORDS: INFANTRY, BATTLELINE, POU, GRENADES, REGIMENT, SHELL-SHOCKERS

FACTION KEYWORDS:  
REM

# BASILAR STORMERS

M	V	DE	W	HE	BE
6"	3	4+	1	6+	1
6"	3	4+	1	7+	1

Basilar Sergeant

Basilar Stormer

## RANGED WEAPONS

		RANGE	SW	RS	S	AP	D
→	Anode Rifle [RAPID FIRE 1]	24"	1	3+	8	-1	2
→	Anode Overcharged [RAPID FIRE 1] [HAZARD]	24"	1	3+	8	-3	2
	FaceMelter [INFERNO 2]	12"	1	4+	9	-4	D6
	Grenade Launcher [VOLATILE]	36"	3	4+	4	-0	1
	Blaze Sprayer [IGNORES COVER] [DESTRUCTIVE]	12"	D6	N/A	4	-0	1
	SideKick [SIDEARM]	12"	1	4+	3	-0	1

## MELEE WEAPONS

		RANGE	SW	MS	S	AP	D
	Democratic Blade	Melee	4	4+	3	-0	1
	Civil Bludgeon	Melee	3	4+	6	-2	2

→ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS : INFANTRY, POU, GRENADES, REGIMENT, BASILAR, STORMERS

## ABILITIES

CORE: Reserve Troop

**Born in War:** Each time a troop in this formation targets an enemy formation for an attack which is within 6" of an Objective Marker, add 1 to the Hit Roll.

FACTION KEYWORDS:  
REM

# BASILAR STORMERS

The Basilar Stormers are an elite cadre of soldiers handpicked from the front lines of the Basilar Sector. Clad in the distinctive Hinode Aegis-Shield Armor, they stand as formidable warriors on the battlefield. Armed with the potent Anode Rifles, they are unparalleled in their lethality, capable of dispatching foes with ruthless efficiency.

## GEAR OPTIONS

- For every 5 troops in this formation, 1 troops may have their Anode Rifle replaced by one of the following:
  - 1 FaceMelter
  - 1 Grenade Launcher
  - 1 Blaze Sprayer
- One troop may replace their Sidekick for a Targeting-Box or 1 Civil Bludgeon [That troops Anode Rifle cannot be replaced]

## UNIT COMPOSITION

- 1 Basilar Sergeant
- 4-9 Basilar Stormers

**Every troop is equipped with;** Anode Rifle; Sidekick; Democratic Blade.

## GEAR ABILITIES

**Targeting-Box:** Each time you target the bearing formation with a Battle-Manoeuvre, roll one D6: on a 6+, the MP cost of that Battle-Manoeuvre is reduced by 1MP.

KEYWORDS : INFANTRY, POU, GRENADES, REGIMENT, BASILAR, STORMERS

FACTION KEYWORDS:  
REM

# FREEDOM PATTERN SCOUTERS

M V DE W HE BE  
 9" 8 3+ ? 7+ 2

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Heavy Executioner	36"	3	4+	5	-1	2
Pulsar Cannon [HEAVY]	48"	1	4+	12	-3	D6+1
Heavy Blaze Sprayer [IGNORES COVER] [DESTRUCTIVE]	12"	D6	N/A	5	-1	1
Slave-Seeker Missile [ONE-SHOT]	48"	1	4+	14	-3	D6

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Bludgeon	Melee	1	4+	6	-0	1
Autarchy Phase-Blade	Melee	3	4+	6	-1	1

## ABILITIES

CORE: Deadly Demise 1; Scouts 3"

**Hunter-Killer:** When this formation makes an attack that targets a Monstrous or Vehicle formation, you can re-roll Wound rolls of 1.

KEYWORDS: VEHICLE, WALKER, POU, REGIMENT, SQUADRON, SMOKE, FREEDOM PATTERN SCOUTERS

FACTION KEYWORDS:  
REM

# FREEDOM PATTERN SCOUTERS

*The Freedom Pattern Scouting units serve as straightforward machines, empowering their pilots to conduct reconnaissance along enemy frontlines. Functioning as agile hunter-killers, they excel not only in gathering intelligence but also in neutralizing enemy vehicles, fortified bunkers, and formidable creatures that roam the galaxy.*

## GEAR OPTIONS

- Any number of troops in this formation can have their Heavy Executioner replaced by one of the following:
  - 1 Pulsar Cannon
  - 1 Heavy Blaze Sprayer
- Any number of troops in this formation can have one of the following:
  - 1 Slave-Seeker Missile
  - 1 Autarchy Phase-Blade

## UNIT COMPOSITION

- 1-3 Freedom Pattern Scouting units

**Every Freedom Pattern Scouting unit is equipped with:**  
Heavy Executioner; Bludgeon.

KEYWORDS: VEHICLE, WALKER, POU, REGIMENT, SQUADRON, SMOKE, FREEDOM PATTERN SCOUTERS

FACTION KEYWORDS:  
REM

# ELECTORAL PATTERN SCOUT TANK

M V DE W HE BE  
12" 10 2+ 10 7+ 4

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Heavy Pulsar Cannon [HEAVY] [SUSTAINED FIRE 1]	48"	1	4+	12	-3	D6+2
Heavy Executioner	36"	3	4+	5	-1	2
Thrall-Thrasher Missiles – Frag [VOLATILE] [HEAVY]	48"	D6	5+	3	-1	1
Thrall-Thrasher Missiles – AP [HEAVY]	48"	1	5+	9	-3	3
Heavy Blaze Sprayer [IGNORES COVER] [DESTRUCTIVE]	12"	D6	N/A	5	-1	1

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Grinding Tracks	Melee	6	4+	7	-0	1

## ABILITIES

CORE: Deadly Demise 3; Firing Deck 6

**Bulldozer:** This formation can move through Ruins as if it were an Infantry formation.

## DAMAGED: 1-4 WOUNDS REMAINING

While this troop has 1-4 wounds remaining, each time this troop makes an attack, subtract 1 from the Hit Roll.

KEYWORDS: VEHICLE, POU, TRANSPORT, SQUADRON, SMOKE, ELECTORAL PATTERN SCOUT TANK

FACTION KEYWORDS:  
REM

# ELECTORAL PATTERN SCOUT TANK

The Electoral Pattern Scout Tank is an armoured fighting vehicle not commonly employed by the POU, as many Lord Generals consider it "weak" and "unable to scare foes" despite its powerful cannon and fast speed. Built on the mass-produced hull of the Supremacy Pattern Transport, each unit costs only as much as a standard group of Freedom Scouting. However, Lord Captain Kythira has developed a fondness for this small yet deadly tank, making it a mainstay in her forces.

## GEAR OPTIONS

- Any number of troops in this formation can have their Heavy Executioner replaced with 1 Heavy Blaze Sprayer

## FORMATION COMPOSITION

- 1 Electoral Pattern Scout Tank

Every Electoral Pattern Scout Tank is equipped with; Heavy Pulsar Cannon; Heavy Executioner; Thrall-Thrasher Missiles; Grinding Tracks.

## TRANSPORT

This troop has a capacity of 6 POU troops. Each Heavy Weapons Team and Veteran Heavy Weapons Team counts as 2 troops.

KEYWORDS: VEHICLE, POU, TRANSPORT, SQUADRON, SMOKE, ELECTORAL PATTERN SCOUT TANK

FACTION KEYWORDS:  
REM

# CONSTITUTION PATTERN BATTLE TANK

M	V	DE	W	HE	BE
10"	11	2+	13	7+	3

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Amnesty Cannon [VOLATILE]	48"	D6+3	4+	10	-1	3
Liberty Devastator Cannon [VOLATILE]	36"	D6+3	4+	10	-1	5
Eradicator Anode Cannon - Standard [VOLATILE]	48"	D6+3	4+	10	-1	3
Eradicator Anode Cannon - Charged [VOLATILE] [HAZARD]	48"	D6+3	4+	12	-3	4
Heavy Executioner	36"	3	4+	5	-1	2
Heavy Blaze Sprayer [IGNORES COVER] [DESTRUCTIVE]	12"	D6	N/A	5	-1	1
Slave-Seeker Missile [ONE-SHOT]	48"	1	4+	14	-3	D6

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Grinding Tracks	Melee	6	4+	7	-0	1

KEYWORDS: VEHICLE, POU, SQUADRON, SMOKE, CONSTITUTION PATTERN BATTLE TANK

## ABILITIES

CORE: Deadly Demise 3

**Armoured Ram:** Each time this troop makes an attack that targets an enemy formation, re-roll a Hit Roll of 1 and, if that formation is within range of an Objective Marker, you do not control, you can re-roll the Hit roll instead.

## DAMAGED: 1-4 WOUNDS REMAINING

While this troop has 1-4 wounds remaining, each time this troop makes an attack, subtract 1 from the Hit Roll.

FACTION KEYWORDS:  
REM

# CONSTITUTION PATTERN BATTLE TANK

*The Constitution Battle Tank stands as the core of the REM's spearheads, wielding formidable armaments that leave little room for adversaries to withstand its might. Those who do not succumb to its heavy firepower will find themselves swiftly crushed beneath the relentless advance of its 60-tonne frame. This versatile vehicle is capable of equipping three different turrets, allowing it to adapt seamlessly to the ever-changing demands of the battlefield.*

## GEAR OPTIONS

- Any number of troops in this formation can have their Heavy Executioner replaced by one of the following:
  - 1 Slave-Seeker Missile
  - 1 Heavy Blaze Sprayer
- Any number of troops in this formation can have their Amnesty Cannon replaced by one of the following:
  - 1 Liberty Devastator Cannon
  - 1 Eradicator Anode Cannon

## FORMATION COMPOSITION

- 1 Constitution Pattern Battle Tank

**Every Constitution Pattern Battle Tank is equipped with;** Amnesty Cannon; Heavy Executioner; Grinding Tracks.

KEYWORDS: VEHICLE, POU, SQUADRON, SMOKE, CONSTITUTION PATTERN BATTLE TANK

FACTION KEYWORDS:  
REM

# PRUDENCE PATTERN HUNTER TANK

M	V	DE	W	HE	BE
10"	11	2+	13	7+	3

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Prudence Cannon [HEAVY]	72"	1	4+	18	-4	D6+6
Pulsar Cannon [HEAVY]	48"	1	4+	12	-3	D6+1
Heavy Executioner	36"	3	4+	5	-1	2
Heavy Blaze Sprayer [IGNORES COVER] [DESTRUCTIVE]	12"	D6	N/A	5	-1	1
Slave-Seeker Missile [ONE-SHOT]	48"	1	4+	14	-3	D6

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Grinding Tracks	Melee	6	4+	7	-0	1

## ABILITIES

CORE: Deadly Demise 3

**Hunter-Killer:** When this formation makes an attack that targets a Monstrous or Vehicle formation, you can re-roll Wound rolls of 1.

## DAMAGED: 1-4 WOUNDS REMAINING

While this troop has 1-4 wounds remaining, each time this troop makes an attack, subtract 1 from the Hit Roll.

KEYWORDS: VEHICLE, POU, SQUADRON, PRUDENCE PATTERN BATTLE TANK

FACTION KEYWORDS:  
REM

# PRUDENCE PATTERN HUNTER TANK

*For many campaigns, the POU endured the absence of a dedicated Hunter tank, a glaring deficiency in their arsenal. In response, the esteemed engineers of the Hinode faction deliberated on a cost-effective solution. Their conclusion? To enhance the capabilities of the Constitution pattern tank by affixing a larger cannon to its chassis.*

## GEAR OPTIONS

- Any number of troops in this formation can have their Heavy Executioner replaced by one of the following:
  - 1 Slave-Seeker Missile
  - 1 Heavy Blaze Sprayer

## UNIT COMPOSITION

- 1 Prudence Pattern Battle Tank

**Every Prudence Pattern Battle Tank is equipped with;**  
Prudence Cannon; Pulsar Cannon; Heavy Executioner;  
Grinding Tracks.

KEYWORDS: VEHICLE, POU, SQUADRON, PRUDENCE PATTERN BATTLE TANK

FACTION KEYWORDS:  
REM

# REGENT PATTERN SUPER TANK

M	V	DE	W	HE	BE
9"	13	2+	24	7+	8

## RANGED WEAPONS

		RANGE	SW	RS	S	AP	D
Regent Cannon	[VOLATILE]	72"	3D6	4+	12	-1	3
Liberty Devastator Cannon	[VOLATILE]	36"	D6+3	4+	10	-1	5
Pulsar Cannon	[HEAVY]	48"	1	4+	12	-3	D6+1
Twin Heavy Executioner	[TWIN-WEAPON]	36"	3	4+	5	-1	2
Twin Heavy Blaze Sprayer	[IGNORES COVER] [DESTRUCTIVE] [TWIN-WEAPON]	12"	D6	N/A	5	-1	1

## MELEE WEAPONS

		RANGE	SW	MS	S	AP	D
Grinding Tracks		Melee	6	4+	8	-0	2

KEYWORDS: VEHICLE, POU, TITANIC, SMOKE, REGENT PATTERN SUPER TANK

## ABILITIES

CORE: Deadly Demise D6+1

**Armoured Monster:** This troop reduces incoming damage from attacks by 1, if it is within range of an Objective Marker.

## DAMAGED: 1-8 WOUNDS REMAINING

While this troop has 1-8 wounds remaining, each time this troop makes an attack, subtract 1 from the Hit Roll, and 4 from its Battle-Effectiveness.

FACTION KEYWORDS:  
REM

# REGENT PATTERN SUPER TANK

*The Regent transcends mere vehicular status, resembling more of a rolling fortress on the battlefield. Despite its seemingly simplistic design, it is a formidable amalgamation of parts from four Constitutions, resulting in a colossal 240-tonne tank. Crafted to serve as a walking monument of Uracillian prestige, the Regent stands as a perfect all-rounder, capable of dominating any battlefield with its versatile capabilities.*

## GEAR OPTIONS

This troops 2 Twin Heavy Executioner may be replaced with 2 Twin Heavy Blaze Sprayer.

## UNIT COMPOSITION

- 1 Regent Pattern Super Tank

**Every Regent Pattern Super Tank is equipped with;**  
Regent Cannon; Liberty Devastator Cannon; 2 Pulsar Cannon; 2 Twin Heavy Executioner; Grinding Tracks.

KEYWORDS: VEHICLE, POU, TITANIC, SMOKE, REGENT PATTERN SUPER TANK

FACTION KEYWORDS:  
REM

# SUZERAIN PATTERN SUPER TANK

M	V	DE	W	HE	BE
9"	13	2+	24	7+	8

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Suzerain Cannon [VOLATILE] [IGNORES COVER]	30"	4D6	4+	8	-1	2
Liberty Devastator Cannon [VOLATILE]	36"	D6+3	4+	10	-1	5
Pulsar Cannon [HEAVY]	48"	1	4+	12	-3	D6+1
Twin Heavy Executioner [TWIN-WEAPON]	36"	3	4+	5	-1	2
Twin Heavy Blaze Sprayer [IGNORES COVER] [DESTRUCTIVE] [TWIN-WEAPON]	12"	D6	N/A	5	-1	1

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Grinding Tracks	Melee	6	4+	8	-0	2

KEYWORDS: VEHICLE, POU, TITANIC, SMOKE, SUZERAIN PATTERN SUPER TANK

## ABILITIES

CORE: Deadly Demise D6+1

**Close-Quarters Monster:** This troop can make Ranged Attacks while enemy formations are within Threat Range.

## DAMAGED: 1-8 WOUNDS REMAINING

While this troop has 1-8 wounds remaining, each time this troop makes an attack, subtract 1 from the Hit Roll, and 4 from its Battle-Effectiveness.

FACTION KEYWORDS:  
REM

# SUZERAIN PATTERN SUPER TANK

The Suzerain transcends the conventional notion of a vehicle, resembling more of a rolling fortress on the battlefield. Derived from the Regent, it forgoes the Regent's flexibility in favour of an Anti-Infantry specialization. Equipped with the formidable Suzerain Cannon, a rapid-firing pulse cannon, it stands ready to unleash devastating barrages upon enemy infantry with unparalleled efficiency.

## GEAR OPTIONS

- This troops Pulsar Cannon may be replaced with one of the following:
  - 1 Twin Heavy Blaze Sprayer
  - 1 Twin Heavy Executioner

## UNIT COMPOSITION

- 1 Suzerain Pattern Super Tank

**Every Suzerain Pattern Super Tank is equipped with;**  
Suzerain Cannon; Liberty Devastator Cannon; Pulsar Cannon; 2 Twin Heavy Executioner; 2 Twin Heavy Blaze Sprayer; Grinding Tracks.

KEYWORDS: VEHICLE, POU, TITANIC, SMOKE, SUZERAIN PATTERN SUPER TANK

FACTION KEYWORDS:  
REM

# DELEGATE PATTERN SUPER TANK

M	V	DE	W	HE	BE
8"	12	2+	24	7+	8

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Rescinded Gatling-Executioner [SUSTAINED FIRE 2]	48"	20	4+	6	-1	2
Holograph Cannon [RAPID FIRE 3]	36"	3	4+	12	-0	1
Twin Heavy Executioner [TWIN-WEAPON]	36"	3	4+	5	-1	2
Twin Heavy Blaze Sprayer [IGNORES COVER] [DESTRUCTIVE] [TWIN-WEAPON]	12"	D6	N/A	5	-1	1

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Grinding Tracks	Melee	6	4+	8	-0	2

KEYWORDS: VEHICLE, POU, TITANIC, SMOKE, TRANSPORT, DELEGATE PATTERN SUPER TANK

## ABILITIES

CORE: Deadly Demise D6+3; Firing Deck 20

**Rolling Bunker:** If this troop made a Normal Move, it can still disembark current embarked formations as if it Remained Stationary.

## DAMAGED: 1-10 WOUNDS REMAINING

While this troop has 1-8 wounds remaining, each time this troop makes an attack, subtract 1 from the Hit Roll, and 4 from its Battle-Effectiveness.

FACTION KEYWORDS:  
REM

# DELEGATE PATTERN SUPER TANK

The Delegate Pattern Super Tank stands out as one of the POU's most valuable conversions in deployment. By repurposing the cannon from a modified Suzerain Pattern, itself derived from a modified Regent Pattern, this tank sacrifices some of its engine power and armor strength in exchange for a significantly enlarged crew compartment capable of accommodating up to two squads of Conscripts.

## GEAR OPTIONS

- This trooper 2 Holograph Cannons may be replaced with 2 Twin Heavy Blaze Sprayer.

## UNIT COMPOSITION

- 1 Delegate Pattern Super Tank

**Every Delegate Pattern Super Tank is equipped with;**  
Rescinded Gatling-Executioner; 2 Holograph Cannons; 2 Twin Heavy Executioners; Grinding Tracks.

## TRANSPORT

This trooper has a capacity of 40 POU troops. Each Heavy Weapons Team and Veteran Heavy Weapons Team counts as 2 troops.

KEYWORDS: VEHICLE, POU, TITANIC, SMOKE, TRANSPORT, DELEGATE PATTERN SUPER TANK

FACTION KEYWORDS:  
REM

# MARCH PATTERN ARTILLERY

M V DE W HE BE  
4" 9 3+ 11 7+ 3

RANGED WEAPONS		RANGE	SW	RS	S	AP	D
PlanetCracker Cannon	[VOLATILE] [HEAVY] [INDIRECT]	240"	D6+3	4+	8	-2	2
MELEE WEAPONS		RANGE	SW	MS	S	AP	D
Grinding Tracks		Melee	6	4+	7	-0	1

## ABILITIES

CORE: Deadly Demise 3

**PlanetCracker Round:** In your Shooting Phase, after this troop has shot, if one or more of those attacks scored a hit against enemy Infantry formations, those formations until the end of the round are shaken. While a formation is shaken, subtract 2" from its Move statistic, and 2 from any Assault or Advance rolls made for it.

## DAMAGED: 1-4 WOUNDS REMAINING

While this troop has 1-4 wounds remaining, each time this troop makes an attack, subtract 1 from the Hit Roll.

KEYWORDS: VEHICLE, ARTILLERY, POU, MARCH PATTERN ARTILLERY

FACTION KEYWORDS:  
REM

# MARCH PATTERN ARTILLERY

*March Artillery stands as colossal 380mm guns, unleashing devastation with Near-Nuclear shells that reverberate to the very core of the earth. Positioned behind friendly lines, their immense firepower is matched only by their vulnerability, lacking defense mechanisms and necessitating some form of escort for protection.*

## GEAR OPTIONS

- None.

## UNIT COMPOSITION

- 1 March Pattern Artillery

The March Pattern Artillery is equipped with:  
PlanetCracker Cannon; Grinding Tracks.

KEYWORDS: VEHICLE, ARTILLERY, POU, MARCH PATTERN ARTILLERY

FACTION KEYWORDS:  
REM

# SOVEREIGNTY PATTERN MOBILE ARTILLERY

M	V	DE	W	HE	BE
10"	10	3+	11	7+	3

## RANGED WEAPONS

		RANGE	SW	RS	S	AP	D
Freedom Finder Missile	[VOLATILE] [ONE SHOT] [NEAR NUCLEAR WARHEAD]	N/A	2D6	2+	16	-4	1
Heavy Executioner		36"	3	4+	5	-1	2

## MELEE WEAPONS

		RANGE	SW	MS	S	AP	D
Grinding Tracks		Melee	6	4+	7	-0	1

## ABILITIES

### CORE: Deadly Demise 6

**Near Nuclear Warhead:** The bearer can only shoot with this weapon in your Shooting phase, and only if it Remained Stationary this round, and you did not use its Freedom Finder ability to Designate a Target or Adjust Target this phase. When the bearer shoots with this weapon, do not select a target. Instead, resolve this weapon's attacks, rolling for each formation within 6" of the centre of its Freedom Finder Target marker individually.

**Freedom Finder:** In your Shooting phase, each time this trooper is selected to shoot, if it has not shot with its Freedom Finder missile this battle, you can do one of the following in addition to resolving this trooper's ranged attacks,

- **Designate Target:** If this trooper does not have a Freedom Finder target marker on the Warfield, place a Freedom Finder target marker for this trooper anywhere on the battlefield.
- **Adjust Target:** If this trooper has a Freedom Finder Target marker on the Warfield, move that marker to anywhere else on the Warfield.

## DAMAGED: 1-4 WOUNDS REMAINING

While this trooper has 1-4 wounds remaining, each time this trooper makes an attack, subtract 1 from the Hit Roll.

KEYWORDS: VEHICLE, ARTILLERY, POU, SQUADRON, SOVEREIGNTY PATTERN MOBILE ARTILLERY

FACTION KEYWORDS:  
REM

# SOVEREIGNTY PATTERN MOBILE ARTILLERY

*The utilization of a Freedom Finder Missile is frequently deemed as "Extreme and Unnecessary" due to the horrific fatalities it inflicts upon all caught within its umbrella of Near Nuclear Death. The devastating effects of this weapon leave no room for mercy, resulting in unspeakable suffering and widespread destruction upon both enemy combatants and innocent bystanders alike. As such, its deployment is often regarded with apprehension and condemnation, reflecting the moral dilemmas and ethical concerns surrounding the use of such indiscriminate and catastrophic weaponry on the Warfield.*

## GEAR OPTIONS

- None.

## UNIT COMPOSITION

- 1 Sovereignty Pattern Mobile Artillery

**The March Pattern Artillery is equipped with:** Freedom Finder Missile; Heavy Executioner; Grinding Tracks.

KEYWORDS: VEHICLE, ARTILLERY, POU, SQUADRON, SOVEREIGNTY PATTERN MOBILE ARTILLERY

FACTION KEYWORDS:  
REM

# SUPREMACY PATTERN BATTLE TRANSPORT

M	V	DE	W	HE	BE
10"	10	3+	11	7+	3

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Pulsar Cannon [HEAVY]	48"	1	4+	12	-3	D6+1
Heavy Blaze Sprayer [IGNORES COVER] [DESTRUCTIVE]	12"	D6	N/A	5	-1	1
Slave-Seeker Missile [ONE-SHOT]	48"	1	4+	14	-3	D6

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Grinding Tracks	Melee	6	4+	?	-0	1

## ABILITIES

CORE: Deadly Demise 3; Firing Deck 2

**Mobile Comms Centre:** In your Manoeuvres phase, one Officer troop embarked within this Transport can issue Orders even though it is not on the Warfield, when doing so measure distances to and from the Transport.

## DAMAGED: 1-4 WOUNDS REMAINING

While this troop has 1-4 wounds remaining, each time this troop makes an attack, subtract 1 from the Hit Roll.

KEYWORDS: VEHICLE, DEDICATED TRANSPORT, TRANSPORT, POU, SQUADRON,  
SUPREMACY PATTERN BATTLE TRANSPORT

FACTION KEYWORDS:  
REM

# SUPREMACY PATTERN BATTLE TRANSPORT

*The Supremacy stands as a dependable workhorse of the Infantry, a rugged and pragmatic armoured fighting vehicle designed to transport squads into the heart of combat. While embarked, its passengers take control of the tank's integrated Pulsar Cannon and Communications centre, leveraging its firepower and communication capabilities to support their comrades in battle.*

## GEAR OPTIONS

- This trooper's Pulsar Cannon may be replaced with one of the following:
  - 2 Slave-Seeker Missiles
  - 1 Heavy Blaze Sprayer

## UNIT COMPOSITION

- 1 Supremacy Pattern Battle Transport

**The Supremacy Pattern Battle Transport is equipped with:** Pulsar Cannon; Grinding Tracks.

## TRANSPORT

This trooper has a capacity of 14 POU troops. Each Heavy Weapons Team and Veteran Heavy Weapons Team counts as 2 troops.

KEYWORDS: VEHICLE, DEDICATED TRANSPORT, TRANSPORT, POU, SQUADRON, SUPREMACY PATTERN BATTLE TRANSPORT

FACTION KEYWORDS:  
REM

# FLAG PATTERN AIRCRAFT

M	V	DE	W	HE	BE
20+"	10	2+	14	7+	0

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Pulsar Cannon [HEAVY]	48"	1	4+	12	-3	D6+1
Slasher Beam [ANTI-FLY 2+]	36"	1	4+	10	-3	3
Slave-Seeker Missile [ONE-SHOT]	48"	1	4+	14	-3	D6
Gatling Slasher	36"	D6+4	4+	6	-1	1

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Bludgeon	Melee	1	4+	6	-0	1

## ABILITIES

CORE: Deadly Demise 6; Hover

## DAMAGED: 1-5 WOUNDS REMAINING

While this troop has 1-5 wounds remaining, each time this troop makes an attack, subtract 1 from the Hit Roll.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, POU, SQUADRON, FLYING FLAG PATTERN AIRCRAFT

FACTION KEYWORDS:  
REM

# FLAG PATTERN AIRCRAFT

*Flags are formidable gunships boasting robust armament and Armor, manned by seasoned crews. Pilots adeptly navigate through enemy anti-aircraft defences to provide close support payloads for the loyal troops of the POU on the ground. Renowned for their agility and effectiveness, these machines stand among the elite in the Military.*

## GEAR OPTIONS

- This troops Slasher Beams may be replaced with:
  - 2 Slave-Seeker Missiles
  - 1 Gatling Slasher

## FORMATION COMPOSITION

- 1 Flag Pattern Aircraft

**The Flag Pattern Aircraft is equipped with;** Pulsar Cannon; Slashing Beam; Bludgeon.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, POU, SQUADRON, FLYING FLAG PATTERN AIRCRAFT

FACTION KEYWORDS:  
REM