

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

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 Swiftiness 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 4+).

Duty! For Independence!

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

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Doctrine Rule

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

Stratoras-Korellan

Those who fight within the Ramus sector under the guiding eye of the great and popular Teltus have a unique amount of strength and heroism, even in the most dire circumstances.

If an REM formation is below half Starting Strength, Improve the formations Heroism and Ranged Skill (RS) statistics by +1. If a formation has a Starting Strength of 1, this rule still takes effect if the troop has less than half its wounds remaining.

Stratoras-Nefelomian

Stratoras-Nefelomian is the name given to the soldiers of the Nefelomian Sector, being homed within the heart of all the Skolurgy's greatest production worlds and smartest minds. Naturally these soldiers are better equipped than those on the front lines.

REM INFANTRY have their Ranged Weapons, Range statistic improved by +4”.

Stratoras-Basilar

Under Lillia the soldiers of the Basilar Sector are taught in difficult and brutal war how to win a war. To lose men is to allow the Basilar Elite to win the battle.

BASILAR troops within your army cannot be Battle-Fatigued. Additionally once per round you may use the Deployment Order Battle-Maneuver for OMP on a BASILAR formation.

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Enhancements

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

Fighters 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 7+.

Strategic Mind

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.

Politically Tied

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.

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 improved by +1.

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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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.

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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.

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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: Roll a D6 per troop in the attacking formation: on a 5+ that formation 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.

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Troop-Catalogue

Troop Costs

Master General Admiral Teltus

1 Troop - 125 pts

Master General Theodoras Lilla

1 Troop - 125 pts

Lord Captain Kythira

1 Troop - 115 pts

Skolurgy Attache

1 Troop - 65 pts

Armour Commander

Any Troop - 240 pts

Ground Command Squad

5 Troop - 75 pts

Conscript Squad

9-10 Troops - 60 pts

18-20 Troops - 120 pts

Assault Squad

10 Troops - 65 pts

20 Troops - 130 pts

Shell-Shockers

5 Troops - 60 pts

10 Troops - 120 pts

Basilar Stormers

5 Troops - 60 pts

10 Troops - 120 pts

Freedom Pattern Scouters

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

Flag Pattern Gunship

1 Troops - 200 pts

Vexillum Pattern Warjet

1 Troops - 225 pts

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

Lexicon

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, behaviour, 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 organised into a Battle Cluster, overseen by a Master General or higher.

Notable examples of sectoral Militurgy organisations 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.

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 symbolising 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 Skolurgy. Under Uracil's protection, the Skolurgy 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

Lexicon

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 scape of the POU this time of war and bloodshed is known by many names, but in the records of the Bureau Curalurgy 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 syphoning 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 laboured 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 inhumane 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 Skolurgy noticed the devastation and requested that Myrotis involve the Militurgy 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 wreathe 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 defence 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 defence 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 defence 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.

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Armoury Lexicon

PULSE RIFLE

The standard issue weapon for the REM's conscripts is the ever reliable Pulse Rifle. It's a jack of all trades master of none, but makes up for this mediocrity in sheer volume.

Pulse Rifles are reliable, and easy to produce. They have light powerpacks and lots of shots. Focusing a beam of light powered from a large battery to produce a powerful high energy pulse which produces a small explosion upon impact with a surface is it vaporises the air around it.

FACEMELTER

The common infantryman's anti-armour weapon is the 'FaceMelter' Inferno Rifle. A heavily modified and retooled variant of the Pulse Rifle.

FaceMelters are a retooled variant of the Pulse Rifle, firing a hyperconcentrated pulse of energy which focuses all its power into a single point. A capable armour melter it trades the Pulse Rifles range and ammo capacity for sheer power. The Inferno Rifle's nickname originates from the weapons tendency to melt off an uneducated conscript's face during the cleaning process.

ANODE RIFLE

Anode Rifles are rare and difficult to produce weapons which make use of the Apollium effect. Throwing out positively charged pulses of energy capable of tearing up foes.

Anode Rifles are specialised weapons that utilise a multi-fuel cell to concentrate Apollium fuel into a powerful pulse of light. While these rifles are superior to the standard issue in terms of firepower, their high production cost and unreliable performance—often requiring them to be undervolted—make them less favoured by the traditional leaders of the REM. Despite their potential, these drawbacks have kept Anode Rifles from widespread use.

FREEDOM PATTERN SCOUT

A unique walker based off of a modified Skolurgy Battlesuit, this weapon has long legs and two interchangeable arms which can carry a variety of heavy infantry weapons.

Freedom Pattern Scouters also known as 'Chicken Scouts' are long spindly looking walkers roughly approximating the appearance of a bipedal humanoid. Based off of early Aoroi prototypes this machine is stripped and modified into a cheap and versatile scout unit. The entire machine operates a small Apollium reactor which allows it to move at a swift pace.

PRUDENCE PATTERN HUNTER TANK

A modified Constitution Pattern, the Prudence pattern mounts a heavy cannon capable of punching through almost any target.

The Prudence Pattern is equipped with a massive Osmium cannon, powered by a Phaetium reactor borrowed from the Regent Pattern. This reactor drives both the cannon and the vehicle's powertrain, though the immense energy demands necessitate the removal of most hull-mounted crew members, leaving only the driver. This modification allows for the addition of a coaxial Pulsar Cannon luckily. The Osmium cannon fires enormous 300kg shells along a Pulse-Rail, enabling it to penetrate nearly any armour with devastating force.

MASTER GENERAL ADMIRAL, TELTUS

M

6"

V

4

DE

4+

W

6

HE

6+

BE

2

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Equality's Pistol

[SIDEARM]

18"

2

3+

8

-2

2

— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Blade of Perle

MELEE

6

3+

6

-2

2

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

— 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.

Against All Odds:

While this troop is leading a formation, that formation can be affected by up to two different Orders at the same time.

— ORDERS —

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

— INVULNERABLE DEFENCE —

5+

FACTION REM
KEYWORDS:

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.

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

—FORMATION COMPOSITION—

- 1 MASTER GENERAL ADMIRAL, TELTUS – EPIC HERO
- This troop is equipped with: Equality's Pistol; Blade of Perle.

—LEADER—

This formation can be attached to the following formations:

- *CONSCRIPT SQUAD*
- *ASSAULT SQUAD*
- *SHELL-SHOCKERS*

—GENERAL—

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

FACTION REM
KEYWORDS:

MASTER GENERAL, LILLIA

M

6"

V

4

DE

5+

W

6

HE

6+

BE

2

—INVULNERABLE DEFENCE—

5+

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Basilar's Duty [SIDEARM]	12"	4	4+	5	-2	1
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— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Bludgeon of the Basilar [ANTI-VEHICLE-3+]	MELEE	4	4+	7	-2	1
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— ABILITIES —

CORE: LEADER

FACTION: VOICE OF RIGHTEOUSNESS

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.

Close Quarters Expert: Once per round during your Shooting phase, you may select one friendly formation, every troop in that formation gains the SIDEARM ability on all ranged weapons until the end of the phase.

— ORDERS —

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

KEYWORDS: INFANTRY, CHARACTER, EPIC-CHARACTER, POU, OFFICER, MASTER GENERAL LILLIA

FACTION REM
KEYWORDS:

MASTER GENERAL, LILLIA

Theodoras Lillia, a lion-hearted warrior and head of the Stratoras-Basilar, mentored Salamis Teltus in modern strategy, but their alliance fractured over differing military philosophies. Teltus advocates for focusing on the Autereium and expanding elite units, while Theodoras pushes for a centralized elite force backed by large fodder armies. Their rivalry deepened during the "Idol Crusade," where Theodoras secretly supported a pirate-led campaign, achieving a significant victory against the Rassa-Moxol. However, this success inadvertently allowed the Kolkata and Autereium to gain ground, intensifying the tension between the two former allies.

— GEAR OPTIONS —

- None.

KEYWORDS: INFANTRY, CHARACTER, EPIC-CHARACTER, POU, OFFICER, MASTER GENERAL LILLIA

—FORMATION COMPOSITION—

- **1 MASTER GENERAL, LILLIA – EPIC HERO**
- **This troop is equipped with:** Basilar's Duty; Bludgeon of the Basilar.

—LEADER—

This formation can be attached to the following formations:

- *CONSCRIPT SQUAD*
- *ASSAULT SQUAD*
- *BASILAR STORMERS*

—GENERAL—

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

FACTION REM
KEYWORDS:

LORD CAPTAIN, KYTHIRA

M

6"

V

3

DE

4+

W

4

HE

6+

BE

2

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Kythria's Carbine [STORM]		18"	3	4+	5	-2	2
▶ Anode Pistol – Standard [SIDEARM]		12"	1	4+	4	-1	1
▶ Anode Pistol – Overcharged [SIDEARM, HAZARD]		12"	1	4+	8	-3	2
— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Basilar Honour Sword [ANTI-CHARACTER-3+]		MELEE	6	4+	6	-2	2

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

— 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 Battle, 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 two Orders to other REM formations.

— INVULNERABLE DEFENCE —

5+

FACTION REM
KEYWORDS:

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 Third Basilar Corp, which often finds itself fighting both against the Rassa and Auterieum.

— GEAR OPTIONS —

- None.

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

—FORMATION COMPOSITION—

- **1 LORD CAPTAIN, KYTHIRA**
- **This troop is equipped with:** Kythira's Carbine; Anode Pistol; Basilar Honour Sword.

—LEADER—

This formation can be attached to the following formations:

- *ASSAULT SQUAD*
- *SHELL-SHOCKERS*
- *BASILAR STORMERS*

FACTION REM
KEYWORDS:

SKOLURGY ATTACHE

M	V	DE	W	HE	BE	M	V	DE	W	HE	BE
6"	3	5+	3	7+	1	6"	3	6+	1	8+	1

Skolurgist Coherentist

Lobomite Guard

RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
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Twin Pulse Carbines [TWIN-WEAPON]	20"	4	5+	5	-0	1
Executioner [HEAVY 1, SUSTAINED FIRE 1]	36"	3	6+	5	-1	2
Tri-Pulse Melters [HEAVY 1, IMPACT 2]	12"	3	6+	9	-4	3
Anode Fusil – Standard [HEAVY 1, VOLATILE]	36"	D3	6+	5	-2	1
Anode Fusil – Overcharged [HEAVY 1, VOLATILE, HAZARD]	36"	D6	6+	8	-2	3

MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
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Auto-Blade	MELEE	1	6+	3	-0	1
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KEYWORDS – ALL TROOPS: INFANTRY, POU, GRENADES, REGIMENT, GROUND COMMAND SQUAD

KEYWORDS – GROUND COMMANDER: CHARACTER

ABILITIES

CORE: LEADER; REINFORCED HEALTH 6+

FACTION: VOICE OF RIGHTEOUSNESS

Skolurgist Insight: In your Manoeuvres phase, select one friendly POU Vehicle troop within 6" of this troop. That Vehicle has Invulnerable Defence 5+, and Reinforced Health 5+ until the end of the round. This ability cannot be used on the same troop more than once.

Consul Attaché: At the beginning of your Shooting phase, select one friendly POU troop within 12" of this formation. That troop has 1 added to its Wound Rolls until the end of the phase.

FACTION REM
KEYWORDS:

SKOLURGY ATTACHE

Hinode are on occasion sent from the Skolurgy in order to advise and oversee operations of the frontline, where an entire Library Fleet cannot operate. Often these attachés are assisted by a few Lobomites in order to make the Hinode feel at home.

— GEAR OPTIONS —

- Any number of Lobomite Guard may replace their Executioner with one of the following:
 - 1 Tri-Pulse Melters
 - 1 Anode Fusil

KEYWORDS — ALL TROOPS: INFANTRY, POU, REGIMENT, SKOLURGY ATTACHE

KEYWORDS — GROUND COMMANDER: CHARACTER; HINODE

— FORMATION COMPOSITION —

- 1 Skolurgist Coherentist & 2 Lobomite Guard**
- The Skolurgist Coherentist is equipped with:** Pulse Carbine; Auto-Blade.
- The Lobomite Guard are equipped with:** Executioner; Auto-Blade.

— LEADER —

This formation can be attached to the following formations:

- CONSCRIPT SQUAD*
- ASSAULT SQUAD*
- SHELL-SHOCKERS*
- BASILAR STORMERS*

FACTION REM
KEYWORDS:

ARMOUR COMMANDER

M

10"

V

11

DE

3+

W

13

HE

7+

BE

3

— RANGED WEAPONS —

	RANGE	SW	RS	S	AP	D
--	-------	----	----	---	----	---

Amnesty Battle Cannon [VOLATILE]	48"	D6+3	5+	10	-1	3
Liberty Devastator Cannon [VOLATILE]	36"	D6+3	5+	10	-1	5
✶ Eradicator Anode Cannon – Standard [VOLATILE]	48"	D6+3	5+	10	-1	2
✶ Eradicator Anode Cannon – Overcharged [VOLATILE, HAZARD]	48"	D6+3	5+	12	-3	4
Heavy Executioner	36"	3	5+	5	-1	2
Heavy Blaze Sprayer [IGNORES COVER, DEVASTATING]	12"	D6	N/A	5	-1	1
Slave-Seeker Missile [ONE-SHOT]	48"	1	5+	14	-3	D6

— MELEE WEAPONS —

	RANGE	SW	MS	S	AP	D
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Grinding Tracks	MELEE	6	5+	7	-0	1
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KEYWORDS: VEHICLE, CHARACTER, POU, OFFICER, ARMOUR COMMANDER

— ABILITIES —

CORE: DEADLY DEMISE D3

FACTION: VOICE OF RIGHTEOUSNESS

Asyrmatos-Network: This troop may issue an Order 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 troops formation has finished making its attacks, shoot as if it were your Shooting Phase, and as if it had its full wounds remaining. This troop is then removed from play.

— ORDERS —

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

FACTION REM
KEYWORDS:

ARMOUR COMMANDER

Armour Commanders assume leadership over squadrons of armoured 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 manoeuvring on the battlefield.

— GEAR OPTIONS —

- This troops Amnesty Cannon can be replaced with one of the following:
 - 1 Liberty Devastator Cannon
 - 1 Eradicator Anode Cannon
- This troop may replace its Heavy Executioner with 1 Heavy Blaze Sprayer.
- This troop may be equipped with one of the following:
 - 1 Slave-Seeker Missile
 - 1 Asyrmatos Relay

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

—FORMATION COMPOSITION—

- **1 ARMOUR COMMANDER**
- **This troop is equipped with:** Amnesty Battle Cannon; Heavy Executioner; Grinding Tracks.

—DAMAGED: 1-4—

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

—GEAR ABILITIES—

Asyrmatos Relay: Each time the bearers formation issues an Order, it can be issued to an eligible formation up to 24” away.

FACTION REM
KEYWORDS:

GROUND COMMAND SQUAD

M6"

V3

DE6+

W3

HE7+

BE1

M6"

V3

DE6+

W1

HE7+

BE1

M6"

V3

DE6+

W2

HE7+

BE2

Ground CommanderVeteran SoldierVeteran Heavy Weapons Team

— RANGED WEAPONS —						
	RANGE	SW	RS	S	AP	D
PulseGun [RAPID FIRE 1]	24"	1	5+	3	-0	1
SideKick [SIDEARM]	12"	1	5+	3	-0	1
Executioner [RAPID FIRE 3]	36"	3	6+	4	-0	2
— MELEE WEAPONS —						
	RANGE	SW	MS	S	AP	D
SideBlade	MELEE	1	5+	3	-0	1
Democratic Blade	MELEE	4	5+	3	-0	1

KEYWORDS — ALL TROOPS: INFANTRY, POU, GRENADES, REGIMENT, GROUND COMMAND SQUAD

KEYWORDS — GROUND COMMANDER: CHARACTER; OFFICER

— ABILITIES —

CORE: LEADER

FACTION: VOICE OF RIGHTEOUSNESS

Aura of Command [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 Order to other Regiment formations.

— LEADER —

This formation can be attached to the following formations:

CONSCRIPT SQUAD

ASSAULT SQUAD

FACTION REM

KEYWORDS:

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 FragLauncher**
 - 1 Blaze Sprayer**
 - 1 Democratic Blade
- Any Veteran Soldier equipped with a Democratic Blade can be equipped with one of the following:
 - 1 Medi-Pack
 - 1 Uracillian Standard
 - 1 Asymatos Relay
- Any Veteran Heavy Weapons Team may have their Executioner replaced by one of the following:
 - 1 Tremor Mortar**
 - 1 Pulsar Cannon**

**Excluding the Democratic Blade, you cannot select the same weapon from this list more than once.
**All optional weapons are found in the REM Armoury Lexicon at the bottom of this Army Lexicon.*

KEYWORDS — ALL TROOPS: INFANTRY, POU, GRENADES, REGIMENT, GROUND COMMAND SQUAD

KEYWORDS — GROUND COMMANDER: CHARACTER; OFFICER

— FORMATION COMPOSITION —

- **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:** PulseGun; SideKick; Democratic Blade.
- **The Veteran Soldiers are equipped with:** PulseGun; SideKick; SideBlade.
- **The Veteran Heavy Weapons Team is equipped with:** Executioner; SideBlade.

— GEAR ABILITIES —

Asymatos Relay: 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 bestowed upon every troop.

Uracillian Standard: Add 1 to the Battle Effectiveness statistic of all troops in the bearer’s formation. Additionally, the bearers formation has a minimum Battle Effectiveness of 1..

FACTION REM

KEYWORDS:

CONSCRIPT SQUAD

M6"

V3

DE6+

W1

HE7+

BE2

M6"

V3

DE6+

W2

HE7+

BE4

SoldierHeavy Weapons Team

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
PulseGun	[RAPID FIRE 1]	24"	1	5+	3	-0	1
Executioner	[RAPID FIRE 3]	36"	3	6+	4	-0	2
Pulsar Cannon	[HEAVY 1]	48"	1	6+	4	-0	D6+1
Tremor Mortar	[HEAVY 1, VOLATILE, INDIRECT]	48"	D6	6+	4	-0	1
Thall-Thrasher Missile - Frag		48"	D6	6+	3	-1	1
Thall-Thrasher Missile - Pen		48"	1	6+	9	-3	3

— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
SideBlade		MELEE	1	5+	3	-0	1

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

— ABILITIES —

FACTION: VOICE OF RIGHTEOUSNESS

Soldiers on the Front: 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.

FACTION REM
KEYWORDS:

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 FragLauncher
- 1 Blaze Sprayer
- For every 10 troops in this formation, 1 Soldier may be equipped with 1 Latticom Uplink.
- Any Heavy WeaponsTeam may have their Executioner replaced by one of the following:
 - 1 Tremor Mortar
 - 1 Pulsar Cannon
 - 1 Thrall-Thrasher Missile

**All optional weapons are found in the REM Armoury Lexicon at the bottom of this Army Lexicon.*

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

—FORMATION COMPOSITION—

- One of the following:**
- 10 Soldiers
 - 8 Soldiers and 1 Heavy Weapons Teams
 - 20 Soldiers
 - 16 Soldiers and 2 Heavy Weapons Teams
- **Every Soldier is equipped with:** PulseGun; SideBlade.
- **Every Heavy Weapons Team is equipped with:** Executioner; SideBlade.

—GEAR ABILITIES—

Latticom Uplink: Each time you target the bearer's formation with a Battle-Manoeuvre, roll a D6: on a 6+, the MP cost of that Battle-Manoeuvre is reduced by 1.

FACTION REM
KEYWORDS:

ASSAULT SQUAD

M6"

V3

DE6+

W1

HE7+

BE2

M6"

V3

DE6+

W2

HE6+

BE2

Assault SoldierAssault Sergeant

RANGED WEAPONS

RANGE

SW

RS

S

AP

D

Neo-PulseCarbine	18"	2	5+	4	-0	1
Volley PulseGun [RAPID FIRE 2]	24"	2	5+	3	-0	1
▶ Anode Rifle – Standard [RAPID FIRE 1]	24"	1	5+	4	-1	1
▶ Anode Rifle – Overcharged [RAPID FIRE 1, HAZARD]	24"	1	5+	8	-3	2
SideKick [SIDEARM]	12"	1	5+	3	-0	1
▶ Anode Pistol – Standard [SIDEARM]	12"	1	5+	4	-1	1
▶ Anode Pistol – Overcharged [SIDEARM, HAZARD]	12"	1	5+	8	-3	2

MELEE WEAPONS

RANGE

SW

MS

S

AP

D

SideBlade	MELEE	1	5+	3	-0	1
Democratic Blade	MELEE	4	5+	3	-0	1

KEYWORDS: INFANTRY, BATTLELINE, POU, SMOKE, REGIMENT, ASSAULT SQUAD

ABILITIES

FACTION: VOICE OF RIGHTEOUSNESS

Close the Gap: During your Shooting phase, after this formation has shot, it is eligible to make a Normal Move, although they cannot enter an enemy formations Threat Range if they move in this way.

FACTION REM
KEYWORDS:

ASSAULT SQUAD

Those enlisted men- and women deployed alongside the conscripts of the P.O.U, better equipped and better led, these soldiers are tasked with fighting in close combat with specialized weapons, all in order to hold and achieve tactical objectives.

— GEAR OPTIONS —

- For every 10 troops in this formation, 2 Assault Soldiers may have their Neo-Pulse Carbine replaced by one of the following:*
 - 1 FaceMelter
 - 1 FragLauncher
 - 1 Blaze Sprayer
 - 1 Anode Rifle
-
- Any number of troops in this formation may have their Neo-Pulse Carbine replaced with 1 Volley PulseGun.
-
- Any number of Assault Sergeants may replace their Democratic Blade and Sidekick with 1 Anode Pistol.
-
- For every 10 troops in this formation, 1 Assault Soldier may be equipped with 1 Latticom Uplink.
-
- Any number of Assault Sergeants may replace their Anode Rifle with one of the following:*
 - 1 FaceMelter
 - 1 FragLauncher
 - 1 Blaze Sprayer

**Some optional weapons are found in the REM Armoury Lexicon at the bottom of this Army Lexicon.*

KEYWORDS: INFANTRY, BATTLELINE, POU, SMOKE, REGIMENT, ASSAULT SQUAD

— FORMATION COMPOSITION —

- One of the following:**
- **1 Assault Sergeants and 9 Assault Soldiers**
 - **2 Assault Sergeants and 18 Assault Soldiers**
-
- **Every Assault Soldier is equipped with:** Neo-PulseCarbine; SideBlade.
 - **Every Assault Sergeant is equipped with:** Anode Rifle; Sidekick; Democratic Blade.

— GEAR ABILITIES —

Latticom Uplink: *Each time you target the bearer's formation with a Battle-Manoeuvre, roll a D6: on a 6+, the MP cost of that Battle-Manoeuvre is reduced by 1.*

FACTION REM
KEYWORDS:

SHELL-SHOCKERS

M6"

V4

DE5+

W1

HE7+

BE1

M6"

V4

DE5+

W2

HE6+

BE1

Shell-ShockerShell-Shocker Sergeant

RANGED WEAPONS

RANGE

SW

RS

S

AP

D

PulseCarbine	18"	2	5+	3	-0	1
PulseGun [RAPID FIRE 1]	24"	1	5+	3	-0	1
SideKick [SIDEARM]	12"	1	5+	3	-0	1
Anode Pistol – Standard [SIDEARM]	12"	1	5+	4	-1	1
Anode Pistol – Overcharged [SIDEARM, HAZARD]	12"	1	5+	8	-3	2

MELEE WEAPONS

RANGE

SW

MS

S

AP

D

SideBlade	MELEE	1	5+	3	-0	1
Democratic Blade	MELEE	4	5+	3	-0	1

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

ABILITIES

CORE: RESERVE TROOP

FACTION: VOICE OF RIGHTEOUSNESS

Orbital Target: At the start of the battle, you can set up one Orbital Target token for this formation anywhere on the Warfield that is not in your opponent's deployment zone. If you do, once per battle you can target this formation with the Deployment Order Battle-Maneuverer for OMP, but when resolving that BM, you must set this formation up within 6" of that token and not within 9" of any enemy troops. That token is then removed.

FACTION REM

KEYWORDS:

SHELL-SHOCKERS

Shell-Shockers are the Korellian Guard's answer to the renowned Basilar Stormers. These elite troops earned their name for their signature strategy of deploying directly from orbital ships, allowing them to swiftly enter the battlefield and secure key objectives as a vanguard force. Their rapid deployment and aggressive tactics make them a formidable alternative to the Basilar Stormers

GEAR OPTIONS

- For every 5 troops in this formation, 1 Shell-Shocker may have their Pulse Carbine replaced by one of the following:▪ 1 FaceMelter▪ 1 FragLauncher▪ 1 Blaze Sprayer
- Any number of troops in this formation may have their Pulse Carbine replaced with 1 PulseGun.
- For every 5 troops in this formation, 1 Shell-Shocker may be equipped with one of the following:▪ 1 Latticom Uplink▪ 1 FaceMelter Mine

**All optional weapons are found in the REM Armoury Lexicon at The bottom of this Army Lexicon.*

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

FORMATION COMPOSITION

- One of the following:**
- 1 Shell-Shocker Sergeant and 4 Shell-Shockers**
 - 1 Shell-Shocker Sergeant and 9 Shell-Shockers**
- Every Shell-Shocker is equipped with:** PulseCarbine; SideKick; SideBlade.
- Every Shell-Shocker Sergeant is equipped with:** PulseCarbine; Anode Sidekick; Democratic Blade.

GEAR ABILITIES

Latticom Uplink: Each time you target the bearer's formation with a Battle-Manoeuvre, roll a D6: on a 6+, the MP cost of that Battle-Manoeuvre is reduced by 1.

FaceMelter Mine: At the beginning of the battle, select one enemy formation on the board to be the target of this formations FaceMelter Mine. Once per battle, at the beginning of any phase and when the bearers formation is within 12" of its target, you may roll a D6: on a 2+ the enemy formation suffers D3 Mortal Wounds, or 2D3 if it is a VEHICLE formation.

FACTION REM
KEYWORDS:

BASILAR STORMERS

M6"

V4

DE5+

W1

HE7+

BE1

M6"

V4

DE5+

W2

HE6+

BE1

Basilar Stormer

Basilar Sergeant

RANGED WEAPONS

RANGE

SW

RS

S

AP

D

Anode Rifle – Standard	[RAPID FIRE 1]	24"	1	5+	4	-1	1
Anode Rifle – Overcharged	[RAPID FIRE 1, HAZARD]	24"	1	5+	8	-3	2
Anode Carbine – Standard		18"	2	5+	4	-1	1
Anode Carbine – Overcharged	[HAZARD]	18"	2	5+	8	-3	2
SideKick	[SIDEARM]	12"	1	5+	3	-0	1
Anode Pistol – Standard	[SIDEARM]	12"	1	5+	4	-1	1
Anode Pistol – Overcharged	[SIDEARM, HAZARD]	12"	1	5+	8	-3	2

MELEE WEAPONS

RANGE

SW

MS

S

AP

D

Civil Bludgeon	MELEE	3	5+	6	-1	2
Democratic Blade	MELEE	4	5+	3	-0	1

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

ABILITIES

CORE: RESERVE TROOP

FACTION: VOICE OF RIGHTEOUSNESS

Capture the Point: 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 REM
KEYWORDS:

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 Basilar Stormer may have their Anode Rifle replaced by one of the following:*
- 1 FaceMelter
- 1 FragLauncher
- 1 Blaze Sprayer
- Any number of troops in this formation may have their Anode Rifle replaced with 1 Anode Carbine.
- Any number of Basilar Sergeants may replace their Democratic Blade with 1 Civil Bludgeon.
- For every 5 troops in this formation, 1 Basilar Stormer may be equipped with 1 Latticom Uplink.

**Some optional weapons are found in the REM Armoury Lexicon at the bottom of this Army Lexicon.*

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

—FORMATION COMPOSITION—

- One of the following:**
- **1 Basilar Sergeant and 4 Basilar Stormers**
 - **2 Basilar Sergeant and 8 Basilar Stormers**
- **Every Basilar Stormer is equipped with:** Anode Rifle; SideKick; Democratic Blade.
- **Every Basilar Sergeant is equipped with:** Anode Rifle; Anode SideKick; Democratic Blade.

—GEAR ABILITIES—

Latticom Uplink: Each time you target the bearer's formation with a Battle-Manoeuvre, roll a D6: on a 6+, the MP cost of that Battle-Manoeuvre is reduced by 1.

FACTION REM
KEYWORDS:

FREEDOM PATTERN SCOUTERS

M

9"

V

8

DE

4+

W

7

HE

7+

BE

2

RANGED WEAPONS

RANGE

SW

RS

S

AP

D

Heavy Executioner		36"	3	5+	5	-1	2
Heavy Blaze Sprayer	[IGNORES COVER, DEVASTATING]	12"	D6	N/A	5	-1	1
Pulsar Cannon	[HEAVY 1]	48"	1	5+	12	-3	D6+1
Slave-Seeker Missile	[ONE-SHOT]	48"	1	5+	14	-3	D6

MELEE WEAPONS

RANGE

SW

MS

S

AP

D

Bludgeon	MELEE	1	5+	6	-0	1
Autarchy Phase-Blade	MELEE	3	5+	8	-1	1

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

ABILITIES

CORE: DEADLY DEMISE 1; SCOUTS 9"

FACTION: VOICE OF RIGHTEOUSNESS

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

FACTION REM
KEYWORDS:

FREEDOM PATTERN SCOUTERS

The Freedom Pattern Scouters 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 may have their Heavy Executioner replaced by one of the following:
 - 1 Pulsar Cannon
 - 1 Heavy Blaze Sprayer
- This troop may be equipped with one of the following:
 - 1 Slave-Seeker Missile
 - 1 Autarchy Phase-Blade

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

—FORMATION COMPOSITION—

- 1-3 Freedom Pattern Scouters**
- This troop is equipped with:** Heavy Executioner; Bludgeon.

FACTION REM
KEYWORDS:

ELECTORAL PATTERN SCOUT TANK

M

10"

V

10

DE

3+

W

10

HE

7+

BE

4

— RANGED WEAPONS —						
	RANGE	SW	RS	S	AP	D
Pulsar Cannon [HEAVY 1]	48"	1	5+	12	-3	D6+1
Heavy Executioner	36"	3	5+	5	-1	2
Heavy Blaze Sprayer [IGNORES COVER, DEVASTATING]	12"	D6	N/A	5	-1	1
Thall-Thrasher Missile - Frag	48"	D6	6+	3	-1	1
Thall-Thrasher Missile - Pen	48"	1	6+	9	-3	3

— MELEE WEAPONS —						
	RANGE	SW	MS	S	AP	D
Grinding Tracks	MELEE	6	5+	5	-0	1

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

— ABILITIES —

CORE: DEADLY DEMISE 3; FIRING DECK 6

FACTION: VOICE OF RIGHTEOUSNESS

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

— DAMAGED: 1-4 —

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

FACTION REM
KEYWORDS:

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 Scouts. However, Lord Captain Kythira has developed a fondness for this small yet deadly tank, making it a mainstay in her forces.

— GEAR OPTIONS —

- This troops Heavy Executioner may be replaced with 1 Heavy Blaze Sprayer.

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

—FORMATION COMPOSITION—

- **1 Electoral Pattern Scout Tank**
- **This troop is equipped with:** Pulsar Cannon; Heavy Executioner; Thrall-Thrasher Missile; Grinding Tracks.

—TRANSPORT—

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

FACTION REM
KEYWORDS:

CONSTITUTION PATTERN BATTLE TANK

M

10"

V

11

DE

3+

W

13

HE

7+

BE

3

RANGED WEAPONS

RANGE

SW

RS

S

AP

D

Amnesty Battle Cannon [VOLATILE]	48"	D6+3	5+	10	-1	3
Liberty Devastator Cannon [VOLATILE]	36"	D6+3	5+	10	-1	5
✦Eradicator Anode Cannon – Standard [VOLATILE]	48"	D6+3	5+	10	-1	2
✦Eradicator Anode Cannon – Overcharged [VOLATILE, HAZARD]	48"	D6+3	5+	12	-3	4
Heavy Executioner	36"	3	5+	5	-1	2
Heavy Blaze Sprayer [IGNORES COVER, DEVASTATING]	12"	D6	N/A	5	-1	1
Slave-Seeker Missile [ONE-SHOT]	48"	1	5+	14	-3	D6

MELEE WEAPONS

RANGE

SW

MS

S

AP

D

Grinding Tracks	MELEE	6	5+	7	-0	1
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KEYWORDS: VEHICLE, POU, SQUADRON, SMOKE, CONSITUTION PATTERN BATTLE TANK

ABILITIES

CORE: DEADLY DEMISE D3

FACTION: VOICE OF RIGHTEOUSNESS

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

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

FACTION REM
KEYWORDS:

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 —

- This troops Amnesty Cannon can be replaced with one of the following:
 - 1 Liberty Devastator Cannon
 - 1 Eradicator Anode Cannon
- This troop may replace its Heavy Executioner with 1 Heavy Blaze Sprayer.
- This troop may be equipped with 1 Slave-Seeker Missile

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

— FORMATION COMPOSITION —

- **1 Constitution Pattern Battle Tank**
- **This troop is equipped with:** Amnesty Battle Cannon; Heavy Executioner; Grinding Tracks.

FACTION REM
KEYWORDS:

PRUDENCE PATTERN HUNTER TANK

M

10"

V

11

DE

3+

W

13

HE

7+

BE

3

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

— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Grinding Tracks		MELEE	6	5+	7	-0	1

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

— ABILITIES —

CORE: DEADLY DEMISE D3

FACTION: VOICE OF RIGHTEOUSNESS

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 —

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

FACTION REM
KEYWORDS:

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 Skolurgy 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 —

- This troop may replace its Heavy Executioner with 1 Heavy Blaze Sprayer.
- This troop may be equipped with 1 Slave-Seeker Missile

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

— FORMATION COMPOSITION —

- **1 Prudence Pattern Hunter Tank**
- **This troop is equipped with:** Prudence Hunter Cannon; Pulsar Cannon; Heavy Executioner; Grinding Tracks.

FACTION REM
KEYWORDS:

REGENT PATTERN SUPER TANK

M

8"

V

13

DE

3+

W

24

HE

7+

BE

8

—

RANGED WEAPONS

—

RANGE

SW

RS

S

AP

D

Regent Breaker Cannon	[VOLATILE]	72"	3D6	5+	12	-1	3
Liberty Devastator Cannon	[VOLATILE]	36"	D6+3	5+	10	-1	5
Pulsar Cannon	[HEAVY 1]	48"	1	5+	12	-3	D6+1
Twin Heavy Executioner	[TWIN-WEAPON]	36"	3	5+	5	-1	2
Twin Heavy Blaze Sprayer	[IGNORES COVER, DEVASTATING, TWIN-WEAPON]	12"	D6	N/A	5	-1	1

—

MELEE WEAPONS

—

RANGE

SW

MS

S

AP

D

Grinding Tracks	MELEE	6	5+	8	-0	2
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KEYWORDS: VEHICLE, POU, TITANIC; SQUADRON, SMOKE, REGENT PATTERN SUPER TANK

—

ABILITIES

—

CORE: DEADLY DEMISE D6+1

FACTION: VOICE OF RIGHTEOUSNESS

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

—

DAMAGED: 1-8

—

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

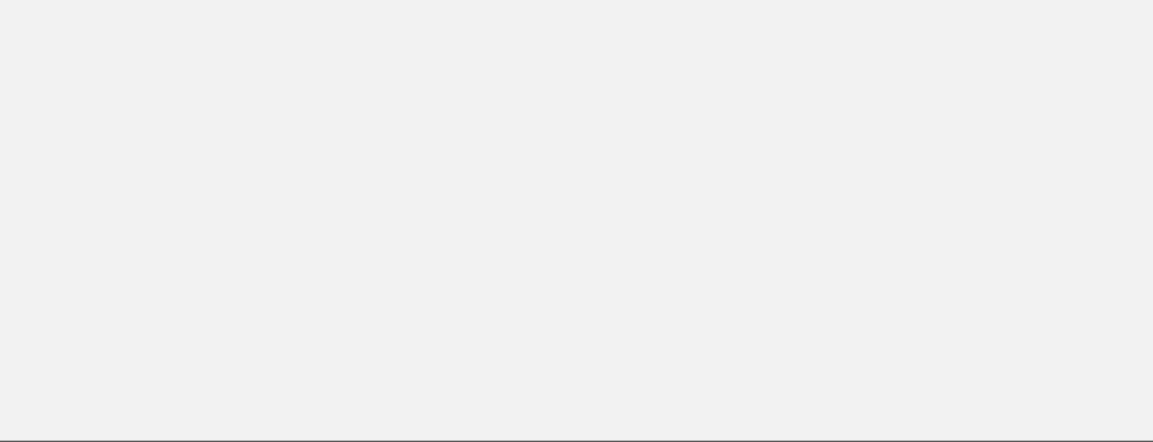
FACTION REM
KEYWORDS:

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 —

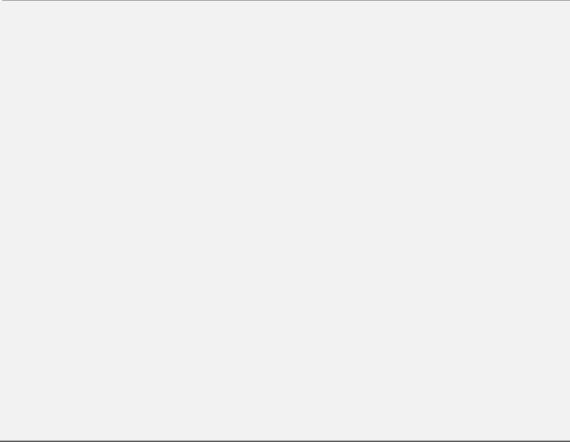
- This troops 2 Twin Heavy Executioner may be replaced with 2 Twin Heavy Blaze Sprayer.



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

—FORMATION COMPOSITION—

- **1 Regent Pattern Super Tank**
- **This troop is equipped with:** Regent Breaker Cannon; Liberty Devastator Cannon; 2 Pulsar Cannon; 2 Twin Heavy Executioner; Grinding Tracks.



FACTION REM
KEYWORDS:

SUZERAIN PATTERN SUPER TANK

M

8"

V

13

DE

3+

W

24

HE

7+

BE

8

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Suzerain Hail Cannon	[VOLATILE, IGNORES COVER]	36"	4D6	5+	8	-1	2
Liberty Devastator Cannon	[VOLATILE]	36"	D6+3	5+	10	-1	5
Pulsar Cannon	[HEAVY 1]	48"	1	5+	12	-3	D6+1
Twin Heavy Executioner	[TWIN-WEAPON]	36"	3	5+	5	-1	2
Twin Heavy Blaze Sprayer	[IGNORES COVER, DEVASTATING, TWIN-WEAPON]	12"	D6	N/A	5	-1	1
— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Grinding Tracks		MELEE	6	5+	8	-0	2

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

— ABILITIES —

CORE: DEADLY DEMISE D6+1

FACTION: VOICE OF RIGHTEOUSNESS

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

— DAMAGED: 1-8 —

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

FACTION REM
KEYWORDS:

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

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

—FORMATION COMPOSITION—

- **1 Suzerain Pattern Super Tank**
- **This troop is equipped with:** Suzerain Hail Cannon; Liberty Devastator Cannon; Pulsar Cannon; 2 Twin Heavy Executioner; 2 Twin Heavy Blaze Sprayer; Grinding Tracks.

FACTION REM
KEYWORDS:

DELEGATE PATTERN SUPER TANK

M

8"

V

13

DE

3+

W

24

HE

7+

BE

8

— RANGED WEAPONS —						
	RANGE	SW	RS	S	AP	D
Rescinded Gatling Cannon	[SUSTAINED FIRE 2]	48"	20	5+	6	-1 2
Holograph Cannon	[RAPID FIRE 3]	36"	3	5+	12	-0 1
Twin Heavy Executioner	[TWIN-WEAPON]	36"	3	5+	5	-1 2
Twin Heavy Blaze Sprayer	[IGNORES COVER, DEVASTATING, TWIN-WEAPON]	12"	D6	N/A	5	-1 1
— MELEE WEAPONS —						
	RANGE	SW	MS	S	AP	D
Grinding Tracks	MELEE	6	5+	8	-0	2

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

FACTION REM
KEYWORDS:

— ABILITIES —

CORE: DEADLY DEMISE D6+1; FIRING DECK 20

FACTION: VOICE OF RIGHTEOUSNESS

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

— DAMAGED: 1-8 —

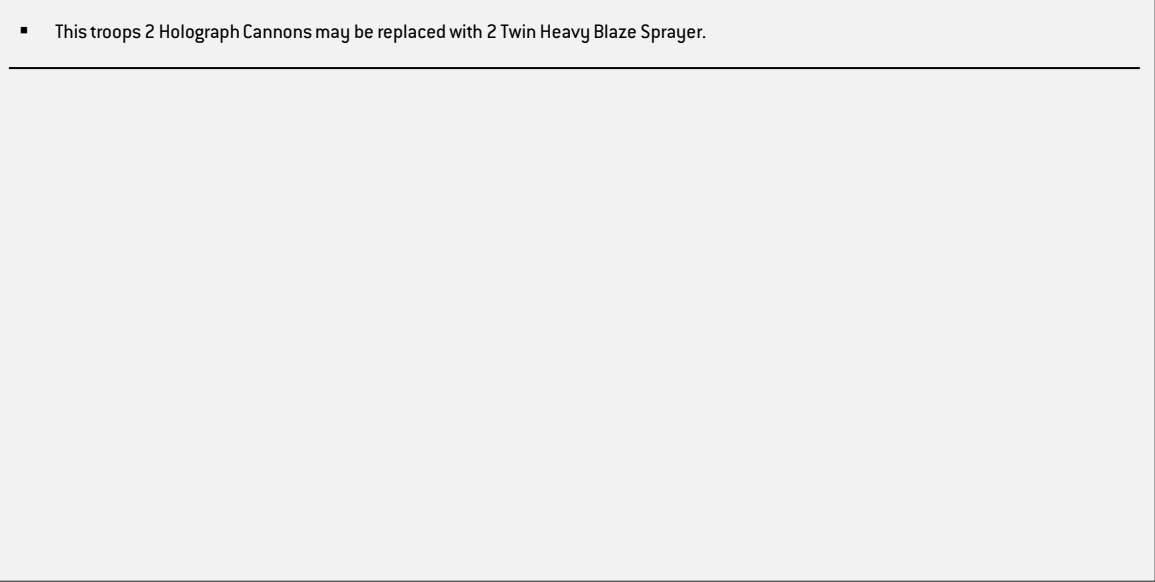
While this troop has 1-8 wounds remaining, each time a troop makes an attack, subtract 1 from the Hit roll, and 4 from its Battle-Effectiveness.

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 —

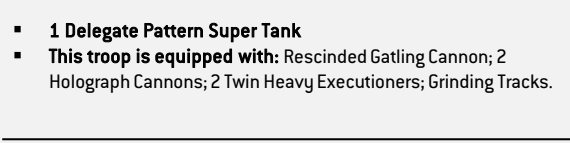
- This troops 2 Holograph Cannons may be replaced with 2 Twin Heavy Blaze Sprayer.



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

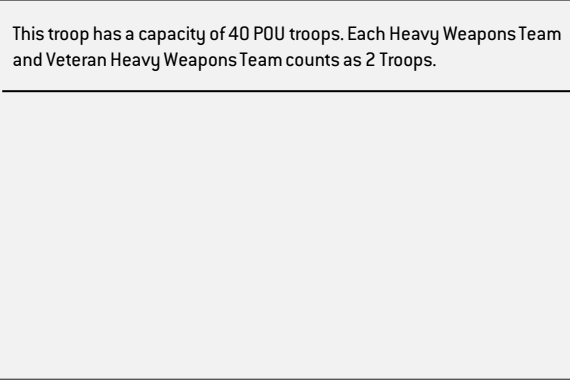
—FORMATION COMPOSITION—

- **1 Delegate Pattern Super Tank**
- **This troop is equipped with:** Rescinded Gatling Cannon; 2 Holograph Cannons; 2 Twin Heavy Executioners; Grinding Tracks.



—TRANSPORT—

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



FACTION REM
KEYWORDS:

MARCH PATTERN ARTILLERY

M

4"

V

9

DE

4+

W

11

HE

7+

BE

3

—

RANGED WEAPONS

—

RANGE

SW

RS

S

AP

D

PlanetCracker Cannon	[HEAVY 1, VOLATILE, INDIRECT]	144"	D6+3	5+	8	-2	2
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—

MELEE WEAPONS

—

RANGE

SW

MS

S

AP

D

Grinding Tracks	MELEE	6	5+	7	-0	1
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KEYWORDS: VEHICLE, ARTILLERY, POU, MARCH PATTERN ARTILLERY

—

ABILITIES

—

CORE: DEADLY DEMISE 3

FACTION: VOICE OF RIGHTEOUSNESS

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

—

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

FACTION REM
KEYWORDS:

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.

KEYWORDS: VEHICLE, ARTILLERY, POU, MARCH PATTERN ARTILLERY

—FORMATION COMPOSITION—

- **1 March Pattern Artillery**
- **This troop is equipped with:** PlanetCracker Cannon; Grinding Tracks.

FACTION REM
KEYWORDS:

SOVEREIGNTY PATTERN MOBILE ARTILLERY

M

10"

V

10

DE

4+

W

11

HE

7+

BE

3

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Freedom Finder Missile	[VOLATILE, ONE-SHOT, NEAR NUCLEAR WARHEAD]	48"	1	5+	12	-3	D6+1
Heavy Executioner		36"	3	5+	5	-1	2

— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Grinding Tracks		MELEE	6	5+	5	-0	1

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

— ABILITIES —

CORE: DEADLY DEMISE 6

FACTION: VOICE OF RIGHTEOUSNESS

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 troop 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 troops ranged attacks,

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

— DAMAGED: 1-4 —

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

FACTION REM
KEYWORDS:

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.

— FORMATION COMPOSITION —

- 1 Sovereignty Pattern Mobile Artillery
- **This troop is equipped with:** Freedom Finder Missile; Heavy Executioner; Grinding Tracks.

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

FACTION REM
KEYWORDS:

SUPREMACY PATTERN BATTLE TRANSPORT

M

10"

V

10

DE

4+

W

10

HE

7+

BE

4

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Holograph Cannon	[RAPID FIRE 3]	36"	3	5+	12	-0	1
Heavy Executioner		36"	3	5+	5	-1	2
Heavy Blaze Sprayer	[IGNORES COVER, DEVASTATING]	12"	D6	N/A	5	-1	1

— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Grinding Tracks		MELEE	6	5+	5	-0	1
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KEYWORDS: VEHICLE, DEDICATED TRANSPORT, TRANSPORT, POU, SQUADRON, SUPREMACY PATTERN BATTLE TRANSPORT

— ABILITIES —

CORE: DEADLY DEMISE 3; FIRING DECK 6

FACTION: VOICE OF RIGHTEOUSNESS

Mobile Comms Center: 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 from the Transport.

— DAMAGED: 1-4 —

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

FACTION REM
KEYWORDS:

SUPREMACY PATTERN BATTLE TRANSPORT

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 Scouts. However, Lord Captain Kythira has developed a fondness for this small yet deadly tank, making it a mainstay in her forces.

— GEAR OPTIONS —

- This troops Heavy Executioner may be replaced with 1 Heavy Blaze Sprayer.

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

—FORMATION COMPOSITION—

- **1 Supremacy Pattern Battle Transport**
- **This troop is equipped with:** Holograph Cannon; Heavy Executioner; Grinding Tracks.

—TRANSPORT—

This troop has a capacity of 12 POU troops. Each Heavy Weapons Team and Veteran Heavy Weapons Team counts as 2 Troops.

FACTION REM
KEYWORDS:

FLAG PATTERN GUNSHIP

M

20+”

V

10

DE

3+

W

14

HE

7+

BE

0

— RANGED WEAPONS —

RANGE

SW

RS

S

AP

D

Annulment Gatling Cannon	24”	16	5+	6	-0	1
Twin Holograph Cannon	[RAPID FIRE 3, TWIN-WEAPON] 36”	3	5+	12	-0	1
Heavy Executioner	36”	3	5+	5	-1	2

— MELEE WEAPONS —

RANGE

SW

MS

S

AP

D

Bludgeon	MELEE	1	5+	6	-0	1
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KEYWORDS: VEHICLE, FLY, AIRCRAFT, TRANSPORT, POU, SQUADRON, FLAG PATTERN GUNSHIP

— ABILITIES —

CORE: DEADLY DEMISE D6; HOVER

FACTION: VOICE OF RIGHTEOUSNESS

Warfield Deployments: When a troop Disembarks from this Transport after it has made a Normal Move, the Disembarked formation may also make a Normal move.

— DAMAGED: 1-5 —

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

FACTION REM
KEYWORDS:

FLAG PATTERN GUNSHIP

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 —

- None.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, TRANSPORT, POU, SQUADRON, FLAG PATTERN GUNSHIP

—FORMATION COMPOSITION—

- **1 Flag Pattern Gunship**
- **This troop is equipped with:** Annulment Gatling Cannon; Twin Holograph Cannon; Heavy Executioner; Bludgeon.

—TRANSPORT—

This troop has a capacity of 12 POU troops. Each Heavy Weapons Team and Veteran Heavy Weapons Team counts as 2 Troops.

FACTION REM
KEYWORDS:

VEXILLUM PATTERN WARJET

M

20+”

V

10

DE

3+

W

12

HE

7+

BE

0

— RANGED WEAPONS —		RANGE	SW	RS	S	AP	D
Blaze Rollers	[IGNORES COVER] [DISMEMBERING]	24”	12	N/A	8	-1	1
Twin Heavy Executioner	[RAPID FIRE 3] [TWIN-WEAPON]	36”	3	5+	5	-1	2
Twin Slasher Lynchers	[TWIN-WEAPON] [ANTI-FLY 3+]	36”	3	5+	5	-1	2

— MELEE WEAPONS —		RANGE	SW	MS	S	AP	D
Bludgeon		MELEE	1	5+	6	-0	1

KEYWORDS: VEHICLE, FLY, AIRCRAFT, POU, SQUADRON, VEXILLUM PATTERN WARJET

— ABILITIES —

CORE: DEADLY DEMISE D6+3

FACTION: VOICE OF RIGHTEOUSNESS

Rolling Blaze: During this unit's Shooting phase, if the target of your Blaze Rollers weapon was moved over by this unit during its Movement phase, you gain +6 Swiftess on attacks made with the Blaze Rollers weapon until the end of the turn.

— DAMAGED: 1-6 —

While this troop has 1-6 wounds remaining, each time a troop makes an attack, subtract 1 from the Hit roll.

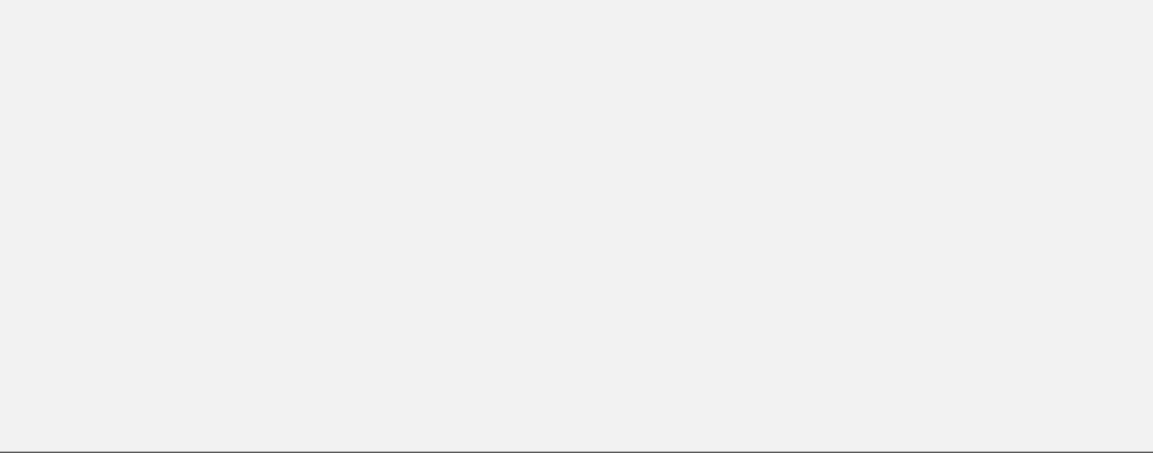
FACTION REM
KEYWORDS:

VEXILLUM PATTERN WARJET

Vexillum Warjets are a cornerstone of any POU Close Air Support doctrine. These sleek, fast, low-flying bombers carry massive tanks of volatile incendiary fluid, which they unleash in sweeping sprays over enemy formations. The resulting blaze engulfs foes in searing blue flames, reducing them to smouldering ash beneath a haunting, eerie glow.

— GEAR OPTIONS —

- This troop may replace its Twin Heavy Executioner with 1 Twin Slasher Lynchers.



KEYWORDS: VEHICLE, FLY, AIRCRAFT, POU, SQUADRON, VEXILLUM PATTERN WARJET

—FORMATION COMPOSITION—

- **1 VEXILLUM PATTERN WARJET**
- **This troop is equipped with:** Blaze Rollers; Twin Heavy Executioner; Bludgeon.



FACTION REM
KEYWORDS:

REM INFANTRY ARMOURY

— LIGHT WEAPONS —

RANGE	SW	RS	S	AP	D
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Pulse Gun	[RAPID FIRE 1]	24"	1	5+	3	-0	1
FaceMelter	[IMPACT 2]	12"	1	5+	9	-4	D6
FragLauncher	[VOLATILE]	36"	3	5+	4	-0	1
Blaze Sprayer	[VOLATILE, IGNORES COVER]	12"	D6	N/A	3	-0	1
Pulse Carbine		18"	2	5+	3	-0	1

— HEAVY WEAPONS —

RANGE	SW	MS	S	AP	D
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Executioner	[RAPID FIRE 3]	36"	3	6+	4	-0	2
Pulsar Cannon	[HEAVY 1]	48"	1	6+	4	-0	D6+1
Tremor Mortar	[HEAVY 1, VOLATILE, INDIRECT]	48"	D6	6+	4	-0	1
Thall-Thrasher Missile - Frag	[VOLATILE, HEAVY 1]	48"	D6	6+	3	-1	1
Thall-Thrasher Missile - Pen	[HEAVY 1]	48"	1	6+	9	-3	3

MELEE WEAPONS

RNG	SW	RS	S	AP	D
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SideBlade	Melee	1	5+	3	-0	1
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