

# P.O.U- Conciliar Skolurgy

*The Skolurgy has long acted at the forefront of the POU's interests as one of its core federative states, comprising a collection of ice-dwelling aliens known as the Hinode. The Hinode classify themselves as the most patriotic followers of Uracil, believing he was a great Hinode man who united them and humanity to form the most powerful empire, in order to explore the unknowns of the galaxy. Although this belief counters the core POU's Martyr story, it is tolerated to keep the Skolurgy and its Hinode content.*

*Within the doctrine walls of the Skolurgy, intelligence and administration are considered the most important aspects of life, leading them to despise the Lord Minister of the POU, Thyia Cytosine. All this operates under the rule of their 'true heir of Uracil,' Consul Nician, head of the Skolurgy Conciliar's Council of Uracil.*

## **Accede Lobomite's**

At the beginning of your Manoeuvres phase, you may select a number of LOBOMITE formations equal to the number of ARTICULATOR formations you have.

Each selected LOBOMITE and its associated ARTICULATOR, which must be within 18" of each other, gain one of the following Accede Directives until the end of the round.

The Articulator to an Acceded formation is known as an Acceded Articulator.

### **Accede Directive: Your Love**

*Manipulating the minds of the Lobomites, they have nothing but love for their masters, and would die to save them.*

All attacks directed towards the Articulator's formation are automatically targeted towards its Acceded formation instead, as if it were Escorting the Articulator.

### **Accede Directive: Your Stamina**

*Draining the Lobomites of their stamina, using it to move our soldiers faster.*

The Acceded formation becomes Battle-Fatigued, its Articulators formation gains 3" bonus to its Movement Statistic, additionally it also gains +1 to its Vigour statistic.

### **Accede Directive: Your Energy**

*The battery of the Lobomite is drained on the spot in order to overcharge our weapons, killing it.*

The Acceded formation takes a D3 Mortal Wounds and its associated Articulator gains a +1 bonus added to all Ranged Weapons Range Skill and Damage statistics.



# P.O.U- Conciliar Skolurgy

## Doctrine Rule

If your Army is the Conciliar Skolurgy, you can use one of these Combined Regiment Doctrine rules.

### Warfield Adaptation

*The Skolurgy was permitted long ago its near independence, and with it we have taken to more unique, and less conscious strategies of winning engagements. The longer a battle lasts, the more we may experiment.*

From the third battle round onwards, all ranged weapons equipped by non Lobomite troops in your army have the [SUSTAINED FIRE 1] ability. On the fifth battle round onwards, that bonus becomes [SUSTAINED FIRE 2].

### Air Superiority

*Some in the Skolurgy believe that airpower is the most useful thing on the battlefield.*

All troops with Aircraft in your army have  $\frac{1}{2}$  Point Cost in terms of calculating Strategic Reserves points. Additionally, all troops with FLY have +1 added to Hit Rolls against enemy formations without the FLY keyword.



# P.O.U- Conciliar Skolurgy

## Enhancements

If you are using the Accede Lobomites Army rule, you can use these Enhancements.

### **Research Through Destruction**

*The finest Articulators of the field of war have determined the art of overwhelming firepower to be of the utmost superiority, unmatched by others.*

Character troops only. While the bearer is leading a formation, all ranged weapons gain 1 added to their swiftness, and if the formation becomes Acceded in any way all ranged weapons also gain the [DESTRUCTIVE] ability.

### **Science Team**

*Many Articulators see the battle, not of their taste, instead they prefer to use it as a backdrop to more important scientific study.*

Articulator troops only. The bearer during the Manouverers phase may forgo making any actions throughout the Shooting, Assault and Brawl phase to allow the player to roll a D3: On a 1, the player may recover 3 wounds on up to 3 troops in his army; On a 2, the player gains 1 MP; On a 3, the player may choose one Battle-Maneuverer from their enemies list to be denied use until the end of the round.

### **Freedom Of Uracil**

*The Hinode simply act within the POU, using its resources where possible. Their flawed ethos is not of our concern, instead we shall harness all the knowledge we can to please his greatness, Uracil.*

Articulator troops only. While the bearer is within range of an Objective Marker you control at the start of the Manouverers Phase you may choose to forgo gaining Tactical Points offered by that Objective to instead grant up to three formations within 12" of the bearer Reinforced Health 5+ until the end of the round.

# P.O.U- Conciliar Skolurgy

## Battle-Manoeuvres

### LIQUID VIGOUR

Skolurgy - Stratagem - 1MP

*The Skolurgy cannot lose one of its own, they are far too important, in turn most are equipped with a syrup of liquid vigour, to be injected in the most dire moments.*

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

**Target:** One Non Lobomite formation from your army that was selected as the target of one or more of the attacking formations attacks.

**Effect:** Until the end of the phase, troops in that formation have the Reinforced Health 6+ ability.

### TACTICAL WITHDRAW

Skolurgy - Battle Tactic - 1MP

*We acknowledge most Hinode are incapable of hand to hand combat, and in such situations we have informed them on how to swiftly get away in order to not impede their ability to fire back.*

**When:** Your Movement phase.

**Target:** One Infantry formation within Threat range of an enemy formation.

**Effect:** The selected Infantry formation may Retreat and still make Ranged Attacks this round.

### LETHAL ADMINISTRATION

Skolurgy - Battle Tactic - 2MP

*Our finest Hoplites are equipped with weaponry which has spent many a decade in Radi-Forges, overcharging their power cells and certifying their ability to administer certain death.*

**When:** Your Shooting phase.

**Target:** One Skolurgy formation from your army that has not been selected to shoot this phase.

**Effect:** Until the end of the phase, each time a troop in your formation makes a ranged attack that targets an enemy formation, add 1 to the Wound roll.

### LOBOMITE WAVE

Skolurgy - Battle Tactic - 2MP

*Lobomites are the fodder of the Hinode, capable of being a vanguard to consume bullets.*

**When:** Your enemies Movement phase.

**Target:** Up to three Lobomite Infantry formations within 6" of one another and one enemy formation within 12".

**Effect:** The selected Infantry formations may make a Normal Move towards the chosen enemy formation.

## P.O.U- Conciliar Skolurgy

# Battle-Manoeuvres

### VANGUARDS OATH

Skolurgy - Battle Tactic - 1MP

*Those at the forefront of our expeditions are often equipped with Ion Shield Emitters capable of bestowing a temporary invulnerability upon those bereft of cover.*

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

**Target:** One Lobomite or Hoplite formation from your army that was selected as the target of one or more of those enemy formations attacks.

**Effect:** Until the end of the turn, troops in your formation have 4+ Invulnerable Saves.

# P.O.U- Conciliar Skolurgy

## Troop-Catalogue

### Consul Nician

1 Troop - 120 pts

### Strike Surveyor

1 Troop - 120 pts

### Strike Operator

1 Troop - 60 pts

### Hinode Surveyor

1 Troop - 90 pts

### Sklavos Helots

3 Troops - 30 pts

6 Troops - 60 pts

10 Troops - 120 pts

### Sklavos Peltasts

5 Troops - 50 pts

10 Troops - 100 pts

### Sklavos Migmatan

5 Troops - 60 pts

### Hoplite Phalanx

10 Troops - 120 pts

### Hoplite Epariti

10 Troops - 140 pts

### Lathraian Battleforce

2 Troops - 60 pts

4 Troops - 120 pts

### Coherantist Battleforce

3 Troops - 180 pts

6 Troops - 360 pts

### Archaio Battleforce

1 Troop - 110 pts

2 Troops - 220 pts

3 Troops - 330 pts

### Aoroi Battlesuit

1 Troop - 180 pts

### Eurybian Battlesuit

1 Troop - 445 pts

### Daedalus Bomber

1 Troop - 220 pts

### Ceto Greatwing

1 Troop - 500 pts

# CONSUL NICIAN

M	V	DE	W	HE	BE
10"	6	3+	6	6+	2

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
High-Energy Pulse Cannon	36"	3	2+	8	-3	2
Light Pulse Carbine [SIDEARM] [RAPID FIRE 2]	12"	2	2+	4	-0	1

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Pulse Blade – Strike	Melee	5	2+	10	-2	3
Pulse Blade – Sweep	Melee	10	2+	6	-1	1

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

KEYWORDS: VEHICLE, WALKER, FLY, POU, CHARACTER, ARTICULATOR, EPIC-HERO, BATTLESUIT, CONSUL NICIAN

## ABILITIES

CORE: Leader; Reserve Troop

FACTION: Accede Lobomites

**Consul of Uracil [Aura]:** While a friendly SKOLURGY formation is within 6" of this troop, each time a trooper in that formation makes a ranged attack, re-roll a Hit roll of 1.

**Hidden Malware:** While this trooper is within 3" of one or more other friendly SKOLURGY formations, this trooper's formation cannot be the target of attacks made from more than 12" away.

## GEAR ABILITIES

**Pulsar Shield:** The bearer gains 4+ Invulnerable Saves.

## INVULNERABLE SAVE

5+

FACTION KEYWORDS:  
SKOLURGY

# CONSUL NICIAN

*The ever-rebellious Consol of Uracil, Nician'Karthé, stands as the master of the greater Hinode's Concilliar Skolurgist. A warrior and scientist, he wields a Coherentist Battlesuit and a strong will, gliding across the battlefield alongside his Hoplites and confronting enemies head-on.*

## GEAR OPTIONS

- This troop may replace their Light Pulse Carbine with 1 Pulsar Shield.

## FORMATION COMPOSITION

- 1 Consul Nician

This troop is equipped with: High-Energy Pulse Cannon; Light Pulse Carbine; Pulse Blade.

## LEADER

This troop can be attached to the following units:

- Coherentist Battleforce
- Lathraian Battleforce

## SUPREME GENERAL

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

KEYWORDS: VEHICLE, WALKER, FLY, POU, CHARACTER, ARTICULATOR, EPIC-HERO, BATTLESUIT, CONSUL NICIAN

FACTION KEYWORDS:  
SKOLURGY

# STRIKE SURVEYOR /IN COHERANTIST BATTLESUIT

M	V	DE	W	HE	BE
10"	5	3+	6	6+	2

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Twin-Pulse Cannon [TWIN-WEAPON]	24"	3	3+	8	-2	2
Twin-Pulsar Melters [TWIN-WEAPON] [INFERNO 2]	12"	2	3+	9	-4	3
Twin-Pulse Carbines [TWIN-WEAPON] [RAPID-FIRE 4]	24"	4	3+	5	-0	1
Twin-Pulsar Sprayers [TWIN-WEAPON] [IGNORES COVER]	12"	3	N/A	4	-0	1

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Battlesuit Fist	Melee	3	4+	5	-0	1

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

KEYWORDS: VEHICLE, WALKER, FLY, POU, CHARACTER, ARTICULATOR, BATTLESUIT, STRIKE SURVEYOR

## ABILITIES

CORE: Leader; Infiltrator

FACTION: Accede Lobomites

**Quickstrike:** All SKOLURGY troops in this leader's formation have 1 added to their Ranged Weapon statistics.

## GEAR ABILITIES

**Pulsar Shield:** The bearer gains 4+ Invulnerable Saves.

**Targeting Array:** Each time the bearer makes a Ranged attack, add 1 to the Hit Roll.

FACTION KEYWORDS:  
SKOLURGY

# STRIKE SURVEYOR /IN COHERANTIST BATTLESUIT

The Strike Surveyor can most easily be compared to a Warfield captain within the REM, leading a section of forces. However, members of the Surveyor corep are not only skilled technicians but also accomplished scientists and warriors.

## GEAR OPTIONS

- This troop may replace their Twin-Pulse Cannon with one of the following:
  - 1 Twin-Pulsar Melter
  - 1 Twin-Pulse Carbine
  - 1 Twin-Pulsar Sprayer
- This troop may be equipped with one of the following:
  - 1 Twin-Pulse Cannon
  - 1 Twin-Pulsar Melter
  - 1 Twin-Pulse Carbine
  - 1 Twin-Pulsar Sprayer
- This troop may replace their Pulsar Shield with 1 Targeting Array.

## FORMATION COMPOSITION

- 1 Strike Surveyor in Coherantist Battlesuit

This troop is equipped with: Twin-Pulse Cannon; Pulsar Shield; Battlesuit Fist.

## LEADER

This troop can be attached to the following units:

- Coherantist Battleforce

KEYWORDS: VEHICLE, WALKER, FLY, POU, CHARACTER, ARTICULATOR, BATTLESUIT, STRIKE SURVEYOR

FACTION KEYWORDS:  
SKOLURGY

# STRIKE OPERATOR /IN COHERANTIST BATTLESUIT

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

## RANGED WEAPONS

		RANGE	SW	RS	S	AP	D
Twin-Pulse Cannon	[TWIN-WEAPON]	24"	3	3+	8	-2	2
Pulse Cannon		24"	3	3+	8	-2	2
Pulsar Melter	[INFERNO 2]	12"	2	3+	9	-4	3
Airburst Missile Pod	[INDIRECT] [VOLATILE] [ANTI-FLY 4+]	36"	D6	3+	3	-0	1
Pulse Missile Pod	[VOLATILE]	30"	2	3+	8	-1	2

## MELEE WEAPONS

		RANGE	SW	MS	S	AP	D
Battlesuit Fist		Melee	3	4+	5	-0	1

KEYWORDS: VEHICLE, WALKER, POU, CHARACTER, BATTLESUIT, STRIKE OPERATOR

## ABILITIES

CORE: Leader; Reserve Troop

FACTION: Accede Lobomites

**Fullstrike:** All SKOLURGY troops in this leader's formation have the [STORM] ability added to their Ranged Weapons.

## GEAR ABILITIES

**Pulsar Shield:** The bearer gains 4+ Invulnerable Saves.

**Targeting Array:** Each time the bearer makes a Ranged attack, add 1 to the Hit Roll.

**Gravi-Pack:** This troop gains the FLY keyword and a Movement Statistic of 10".

FACTION KEYWORDS:  
SKOLURGY

# STRIKE OPERATOR /IN COHERANTIST BATTLESUIT

The Strike Operators can most easily be compared to a Warfield NCO within the REM, leading a group of forces. An experienced Hoplite given a place within the upper echelon of the Skolurgists forces.

## GEAR OPTIONS

- This troop may replace their Twin-Pulse Cannon with one of the following:
  - 1 Airburst Missile Pod
  - 1 Pulse Missile Pod
- This troop may replace their Pulse Cannon with 1 Pulsar Melter.
- This troop may replace their Pulsar Shield with one of the following:
  - 1 Targeting Array
  - 1 Gravi-Pack

## FORMATION COMPOSITION

- 1 Strike Operator in Coherantist Battlesuit

This troop is equipped with: Twin-Pulse Cannon; Pulsar Cannon; Pulsar Shield; Battlesuit Fist.

## LEADER

This troop can be attached to the following units:

- Coherantist Battleforce

KEYWORDS: VEHICLE, WALKER, POU, CHARACTER, BATTLESUIT, STRIKE OPERATOR

FACTION KEYWORDS:  
SKOLURGY

# HINODE FIELD ANALYST

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

## RANGED WEAPONS

Pulse Carbine [RAPID FIRE 2]	RANGE	SW	RS	S	AP	D
	36"	2	3+	5	-0	2

## MELEE WEAPONS

Progressive Side Blade	RANGE	SW	MS	S	AP	D
	Melee	2	4+	3	-1	1

## ABILITIES

CORE: Leader; Reserve Troop

FACTION: Accede Lobomites

**Analyse Battlefield:** During your Shooting Phase this trooper may forgo attacking in order to Analyse the Battlefield. Doing so, choose one target enemy formation within 18" of this trooper's formation. All attacks made against that formation have 1 added to their Wound Rolls until the end of the phase.

**Exsintech Beacon:** If deployed from reserves this trooper's formation may be deployed into range of an Objective Marker, it may not deploy into Threat Range of an enemy formation.

KEYWORDS: INFANTRY, POU, CHARACTER, ARTICULATOR, GRENADES, HINODE, FIELD ANALYST

FACTION KEYWORDS:  
SKOLURGY

# HINODE FIELD ANALYST

*Field Analysts are the heart of the Skolurgists research force. Deployed directly onto the field, these scientists are assigned to quickly enter the Warfield, capture their objective and or act as observers to aid other troops.*

## GEAR OPTIONS

- None.

## FORMATION COMPOSITION

- 1 Hinode Field Analyst

This troop is equipped with: Pulse Carbine; Progressive Side Blade.

## LEADER

This troop can be attached to the following units:

- Sklavos Migmatan
- Hoplite Phalanx
- Hoplite Epariti

KEYWORDS: INFANTRY, POU, CHARACTER, ARTICULATOR, GRENADES, HINODE, FIELD ANALYST

FACTION KEYWORDS:  
SKOLURGY

# SKLAVOS HELOTS

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

## MELEE WEAPONS

Flagrum Flails [TWIN-WEAPON] [SUSTAINED FIRE 2]

RANGE SW MS S AP D

Melee	3	4+	4	-0	1
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## ABILITIES

CORE: Reinforced Health 5+

FACTION: Accede Lobomites

**Nerve Charge:** Once per battle, when this formation is selected to brawl you may choose to overcharge their neurons. If you do so, until the end of the phase, Flagrum Flails equipped by the formation have their Swiftness statistic increased to 6 and the [HAZARD] ability.

KEYWORDS: INFANTRY, POU, LOBOMITE, SKLAVOS HELOTS

FACTION KEYWORDS:  
SKOLURGY

# SKLAVOS HELOTS

*Sklavos Helots serve as the vanguard of the Skolurgy. These criminals, fitted with nerve staples and cybernetic flails in place of arms, are driven into battle with high doses of electrical stimulation. This increases their speed and aggression at the cost of their own health.*

## GEAR OPTIONS

- None.

## FORMATION COMPOSITION

- 3-10 Sklavos Helots

This troop is equipped with: Flagrum Flails.

KEYWORDS: INFANTRY, POU, LOBOMITE, SKLAVOS HELOTS

FACTION KEYWORDS:  
SKOLURGY

# SKLAVOS PELTAST

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

## MELEE WEAPONS

Xiphos Sklavos [DEVASTATING]	RANGE	SW	MS	S	AP	D
	Melee	2	4+	6	-3	1

## ABILITIES

CORE: Reinforced Health 4+

FACTION: Accede Lobomites

**Manipulation Staples:** While this formation is within 12" of an ARTICULATOR troop, you can re-roll the Hit, Wound, and Assault rolls.

KEYWORDS: INFANTRY, POU, LOBOMITE, SKLAVOS PELTAST

FACTION KEYWORDS:  
SKOLURGY

# SKLAVOS PELTAST

*The Peltast often serve as auxiliary guards for the Articulators of the Skolurgy. They are equipped with large phase blades capable of slashing through heavily armoured troops.*

## GEAR OPTIONS

- None.

## FORMATION COMPOSITION

- 5 or 10 Sklavos Peltasts

This troop is equipped with: Xiphos Sklavos.

KEYWORDS: INFANTRY, POU, LOBOMITE, SKLAVOS PELTAST

FACTION KEYWORDS:  
SKOLURGY

# SKLAVOS MIGMATAN

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

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Executioner [HEAVY] [SUSTAINED FIRE 1]	36"	3	6+	5	-1	2
Tri-Pulsar Melter [HEAVY] [INFERNO 2]	12"	3	6+	9	-4	3
Anode Cannon [HEAVY] [VOLATILE] [HAZARD]	36"	D3	6+	8	-3	2

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Auto-Blade	Melee	1	5+	3	-0	1

## ABILITIES

CORE: Reinforced Health 6+

FACTION: Accede Lobomites

**Migmatan Staples:** While an ARTICULATOR troop is leading this formation, improve its RS and MS statistics by 1 for the Sklavos Migmatan troops.

KEYWORDS: INFANTRY, POU, LOBOMITE, SKLAVOS MIGMATAN

FACTION KEYWORDS:  
SKOLURGY

# SKLAVOS MIGMATAN

*The Migmatan are the heavy servants of the Skolurgy, typically tasked with carrying heavy goods or repairing dangerous machinery. Many also see Warfield service alongside their Articulator overlords, equipped with heavy weapons to support in battle.*

## GEAR OPTIONS

- You may choose up to 2 troops in this formation to replace their Executioner with one of the following:
  - 1 Tri-Pulsar Melter
  - 1 Anode Cannon

## FORMATION COMPOSITION

- 5 Sklavos Migmatan

This troop is equipped with: Executioner; Auto-Blade.

KEYWORDS: INFANTRY, POU, LOBOMITE, SKLAVOS MIGMATAN

FACTION KEYWORDS:  
SKOLURGY

# HOPLITE PHALANX

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

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Ampere Carbine [RAPID FIRE 2]	28"	2	4+	4	-0	1
Ampere Rifle	32"	1	4+	6	-1	1
Anode Mortar [INDIRECT] [VOLATILE]	32"	3	4+	5	-1	2

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Auto-Blade	Melee	1	5+	3	-0	1

KEYWORDS: INFANTRY, POU, GRENADES, HOPLITE, PHALANX

## ABILITIES

CORE: Scouts 6"

FACTION: Accede Lobomites

**Phalanx Scouts:** At the beginning of your Maneuvers phase if this formation is within range of an Objective Marker, that Objective Remains under your control until you either gain a Tactical Point from it or it comes under enemy control.

## GEAR ABILITIES

**Ampere Shield:** The bearers formation gains 5+ Invulnerable Saves.

**Scouting Sphere:** Each time this formation is dealt damage by an enemy attack, roll a D6: on a 5+ you gain 1MP.

FACTION KEYWORDS:  
SKOLURGY

# HOPLITE PHALANX

*The Phalanx are the rangers of the Skolurgy's Hoplites, equipped with powerful rifles, carbines, and mortars. These troops are designed to be deployed directly to their objectives ahead of the heavier Skolurgy forces, establishing a frontline with their versatile armament.*

## GEAR OPTIONS

- You may choose one of the troops in this formation to be equipped with one of the following:
  - 1 Anode Mortar
  - 1 Ampere Shield
  - 1 Scouting Sphere
- Each troop in this formation may replace their Ampere Carbine with 1 Ampere Rifle.

## FORMATION COMPOSITION

- 10 Phalanx Hoplites

This troop is equipped with: Ampere Carbine; Auto-Blade.

KEYWORDS: INFANTRY, POU, GRENADES, HOPLITE, PHALANX

FACTION KEYWORDS:  
SKOLURGY

# HOPLITE EPARITI

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

## RANGED WEAPONS

RANGE SW RS S AP D

Ampere Carver	24"	2	4+	8	-2	2
Emanation Rifle [EMISSION] [ANTI-INFANTRY 3+]	18"	3	4+	3	-2	1
Arkreepage Rifle [ANTI-VEHICLE 4+] [ANNIHILATION]	18"	2	4+	8	-1	3

## MELEE WEAPONS

RANGE SW MS S AP D

Auto-Blade	Melee	1	5+	3	-0	1
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## ABILITIES

CORE: Reserve Troop

FACTION: Accede Lobomites

**Data Obscuration:** While an enemy formation (excluding INFANTRY) are further than 18" of this formation, subtract 1 from the Ranged Skill statistic of that formation's attacks which target this formation.

## GEAR ABILITIES

**Ampere Shield:** The bearers formation gains 5+ Invulnerable Saves.

**Scouting Sphere:** Each time this formation is dealt damage by an enemy attack, roll a D6: on a 5+ you gain 1MP.

KEYWORDS: INFANTRY, POU, GRENADES, HOPLITE, EPARITI

FACTION KEYWORDS:  
SKOLURGY

# HOPLITE EPARITI

*The Epariti are the breachers of the Skolurgy's Hoplites, wielding heavy weapons capable of blasting through enemy vehicles and infantry lines with devastating force.*

## GEAR OPTIONS

- You may choose one of the troops in this formation to be equipped with one of the following:
  - 1 Ampere Shield
  - 1 Scouting Sphere
- Each troop in this formation may replace their Ampere Carbine with 1 Ampere Rifle.
- You may choose of the troops in this formation to replace their Ampere Carbine with one of the following:
  - 1 Emanation Rifle
  - 1 Arkreepage Rifle

*\*This troop cannot be equipped with the Ampere Shield or Scouting Sphere.*

## FORMATION COMPOSITION

- 10 Epariti Hoplites

This troop is equipped with: Ampere Carbine; Auto-Blade.

KEYWORDS: INFANTRY, POU, GRENADES, HOPLITE, EPARITI

FACTION KEYWORDS:  
SKOLURGY

# LATHRAIAN STEALTHFORCE

M	V	DE	W	HE	BE
8"	4	3+	2	7+	1

## RANGED WEAPONS

		RANGE	SW	RS	S	AP	D
Pulse Carbine		24"	4	4+	5	-0	1
Pulsar Melter	[INFERNO 2]	12"	2	4+	9	-4	3

## MELEE WEAPONS

		RANGE	SW	MS	S	AP	D
Battlesuit Fist		Melee	3	4+	5	-0	1

KEYWORDS: INFANTRY, POU, BATTLESLUIT, LATHRAIAN STEALTHFORCE

## ABILITIES

CORE: Scouts 4"; Stealth

FACTION: Accede Lobomites

**Battlefield Observations:** At the end of your Maneuverers phase you may select one enemy formation within 12" of this troop. Until the end of the round, all troops within 12" of this formation can re-roll Hit rolls of 1 against the target enemy formation.

## GEAR ABILITIES

**Pulsar Shield:** The bearer gains 4+ Invulnerable Saves.

**Ingress Beacon:** The bearers formation gains the Infiltrator ability.

**Gravi-Pack:** The bearers formation gains the FLY keyword and a Movement Statistic of 12".

FACTION KEYWORDS:  
SKOLURGY

# LATHRAIAN STEALTHFORCE

*Lathraian Battlesuits are used much less frequently than their heavier counterparts. Equipped with lighter armor and inbuilt stealth field projectors, these suits are often deployed as frontline directors of battle, coordinating and leading troops with agility and precision.*

## GEAR OPTIONS

- Any number of troops may replace their Pulse Cannon with 1 Pulsar Melter.
- All troops in this formation may replace their Pulsar Shield with one of the following:
  - 1 Ingress Beacon
  - 1 Gravi-Pack

## FORMATION COMPOSITION

- 2-4 Lathraian Battlesuit

All troops are equipped with: Pulsar Carbine; Pulsar Shield; Battlesuit Fist.

KEYWORDS: INFANTRY, POU, BATTLESUIT, LATHRAIAN STEALTHFORCE

FACTION KEYWORDS:  
SKOLURGY

# COHERANTIST BATTLEFORCE

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

## RANGED WEAPONS

		RANGE	SW	RS	S	AP	D
Twin-Pulse Cannon	[TWIN-WEAPON]	24"	3	4+	8	-2	2
Pulse Cannon		24"	3	4+	8	-2	2
Pulsar Melter	[INFERNO 2]	12"	2	4+	9	-4	3
Airburst Missile Pod	[INDIRECT] [VOLATILE] [ANTI-FLY 4+]	36"	D6	4+	3	-0	1
Pulse Missile Pod	[VOLATILE]	30"	2	4+	8	-1	2

## MELEE WEAPONS

		RANGE	SW	MS	S	AP	D
Battlesuit Fist		Melee	3	4+	5	-0	1

KEYWORDS: VEHICLE, WALKER, POU, BATTLESUIT, COHERANTIST BATTLEFORCE

## ABILITIES

CORE: Reserve Troop

FACTION: Accede Lobomites

**Science of Harassment:** At the end of your Movement phase, select one enemy formation within 16" of this formation; that formation must make a Battle-Fatigue test.

## GEAR ABILITIES

**Pulsar Shield:** The bearer gains 4+ Invulnerable Saves.

**Targeting Array:** Each time the bearer makes a Ranged attack, add 1 to the Hit Roll.

**Gravi-Pack:** This troop gains the FLY keyword and a Movement Statistic of 10".

FACTION KEYWORDS:  
SKOLURGY

# COHERANTIST BATTLEFORCE

*The standard Coherentist Battlesuit is the centrepiece of the Skolurgy's technical prowess, integrating many advanced technologies. This suit often makes the Generals and leaders of the POU envious, as they wonder why they can't afford or distribute these suits as readily as they do their own men.*

## GEAR OPTIONS

- Any number of troops may replace their Twin-Pulse Cannon with one of the following:
  - 1 Airburst Missile Pod
  - 1 Pulse Missile Pod
- Any number of troops may replace their Pulse Cannon with 1 Pulsar Melter.
- All troops in this formation may replace their Pulsar Shield with one of the following:
  - 1 Targeting Array
  - 1 Gravi-Pack

## FORMATION COMPOSITION

- 3-6 Coherentist Battlesuit

All troops are equipped with: Twin-Pulse Cannon; Pulsar Cannon; Pulsar Shield; Battlesuit Fist.

KEYWORDS: VEHICLE, WALKER, POU, BATTLESUIT, COHERANTIST BATTLEFORCE

FACTION KEYWORDS:  
SKOLURGY

# ARCHAIO BATTLEFORCE

M	V	DE	W	HE	BE
5"	6	2+	8	6+	2

## RANGED WEAPONS

RANGE	SW	RS	S	AP	D
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Quasar-Anode Cannon [HEAVY] [DEVASTATING]	64"	2	4+	12	-4	D3+3
Pulsar Missile Pods	32"	3	4+	8	-2	3
Quasar Missile [ONE-SHOT]	48"	1	4+	14	-4	D6+1
Twin-Pulse Cannon [TWIN-WEAPON]	24"	3	4+	8	-2	2
Twin-Pulsar Sprayers [TWIN-WEAPON] [IGNORES COVER]	12"	3	N/A	4	-0	1

## MELEE WEAPONS

RANGE	SW	MS	S	AP	D
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Battlesuit Fist	Melee	3	4+	5	-0	1
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## ABILITIES

**FACTION:** Accede Lobomites

**Sacrificial Armour Panels:** Once per battle, this troop may choose to ignore damage from one attack.

## GEAR ABILITIES

**Pulsar Shield:** The bearer gains 4+ Invulnerable Saves.

**Targeting Array:** Each time the bearer makes a Ranged attack, add 1 to the Hit Roll.

KEYWORDS: VEHICLE, WALKER, POU, BATTLESUIT, ARCHAIO BATTLEFORCE

FACTION KEYWORDS:  
SKOLURGY

# ARCHAIO BATTLEFORCE

*Archaio's are the walking tanks of the Skolurgy, equipped with heavy accelerator cannons adapted from Autereium technology. These formidable weapons can blast holes through anything, while the battlesuit's auxiliary weapons clear away smaller foes, ensuring nothing stands in their towering path.*

## GEAR OPTIONS

- Any number of troops may be equipped with up to two the following:
  - 1 Pulsar Missile Pods
  - 1 Quasar Missile
  - 1 Twin-Pulse Cannons
  - 1 Twin-Pulsar Sprayers
- All troops in this formation may replace their Pulsar Shield with 1 Targeting Array.

## FORMATION COMPOSITION

- 1-3 Archaio Battlesuit

All troops are equipped with: Quasar-Anode Cannon; Pulsar Shield; Battlesuit Fist.

KEYWORDS: VEHICLE, WALKER, POU, BATTLESUIT, ARCHAIO BATTLEFORCE

FACTION KEYWORDS:  
SKOLURGY

# AOROI BATTLESUIT

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

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Pulsar Javelin [HEAVY] [DEVASTATING]	48"	4	4+	8	-2	3
Quasar Ram – Burst [INFERNO 1]	36"	8	4+	6	-0	1
Quasar Ram – Charged [HAZARD] [INFERNO 3]	36"	2	4+	14	-2	3
Twin-Pulse Cannon [TWIN-WEAPON]	24"	3	4+	8	-2	2
Twin-Pulsar Sprayers [TWIN-WEAPON] [IGNORES COVER]	12"	3	N/A	4	-0	1

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Heavy Battlesuit Fist	Melee	3	4+	7	-0	1
Progressive Blade – Strike	Melee	4	4+	10	-3	3
Progressive Blade – Sweep	Melee	8	4+	5	-1	1

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

KEYWORDS: VEHICLE, WALKER, POU, SMOKE, BATTLESUIT, AOROI

## ABILITIES

FACTION: Accede Lobomites

Smoke Trails (Aura): Friendly INFANTRY formations majority within 3" of this troop have the Stealth ability.

## GEAR ABILITIES

Ingress Beacon: The bearer gains the Infiltrator ability.

Stealth Field: The bearer gains the Stealth ability.

FACTION KEYWORDS:  
SKOLURGY

# AOROI BATTLESUIT

*This hulking suit is a marvel of Hinode stealth technology. It can move along the battlefield completely unnoticed while simultaneously obscuring all nearby infantry with large plumes of opaque smoke.*

## GEAR OPTIONS

- This troop may replace their Pulsar Javelin with 1 Quasar Ram.
- This troop may replace their Twin-Pulse Cannons with one of the following:
  - 1 Twin-Pulsar Sprayers
  - 1 Progressive Blade
- This troop may replace their Stealth Field with 1 Ingress Beacon.

## FORMATION COMPOSITION

- 1 Aoroi Battlesuit

All troops are equipped with: Pulsar Javelin; Twin-Pulsar Cannons; Stealth Field; Battlesuit Fist.

KEYWORDS: VEHICLE, WALKER, POU, SMOKE, BATTLESUIT, AOROI

FACTION KEYWORDS:  
SKOLURGY

# EURYBIAN BATTLESUIT

M V DE W HE BE  
8" 10 2+ 20 7+ 6

## RANGED WEAPONS

		RANGE	SW	RS	S	AP	D
→	M-Type Cluster Rockets [VOLATILE] [HEAVY]	48"	4D6	4+	5	-0	1
→	B-Type Devastator Rockets [DEVASTATING] [HEAVY]	48"	2	4+	12	-4	8
→	Quasar Rail Cannon – Burst [HEAVY]	72"	D6+2	4+	8	-2	4
→	Quasar Rail Cannon – Charged [HEAVY] [DEVASTATING]	72"	2	4+	16	-4	12
→	M-Type Pulse Cannon [TWIN-WEAPON]	32"	6	4+	8	-2	2
→	K-Type Pulsar Cannon [HEAVY] [ANNIHILATION]	48"	3	4+	11	-3	D6+2
→	B-Type Pulsar Sprayer [TWIN-WEAPON] [IGNORES COVER]	24"	2D6	N/A	4	-0	1
→	K-Type Comet Carbine [RAPID FIRE 8]	48"	8	4+	5	-1	1

## MELEE WEAPONS

		RANGE	SW	MS	S	AP	D
→	Heavy Battlesuit Fist	Melee	3	4+	7	-0	1

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

KEYWORDS: VEHICLE, TITANIC, TOWERING, WALKER, POU, ARTICULATOR, BATTLESUIT, EURYBIAN

## ABILITIES

CORE: Deadly Demise D6+3

FACTION: Accede Lobomites

**Thunderous Footfalls:** This troop can walk over troops (excluding Towering and Titanic troops) and terrain features under 4" in height as if they were not there..

FACTION KEYWORDS:  
SKOLURGY

# EURYBIAN BATTLESUIT

*This vast ballistic battlesuit is a walking fire support unit. Equipped with myriad rockets and a massive Quasar Cannon, it can strike down even the toughest foes in a single moment. Piloted by an Articulator, it is deemed a worthy Boyar even by the Kolkata.*

## GEAR OPTIONS

- This troop may replace its M-Type Pulse Cannon with 1 B-Type Pulsar Sprayer.
- This troop may replace its K-Type Pulsar Cannon with 1 K-Type Comet Carbine.

## FORMATION COMPOSITION

- 1 Eurybian Battlesuit

All troops are equipped with: M-Type Cluster Rockets; B-Type Devastator Rockets; Quasar Rail Cannon; M-Type Pulse Cannon; K-Type Pulsar Cannon; Heavy Battlesuit Fist.

KEYWORDS: VEHICLE, TITANIC, TOWERING, WALKER, POU, ARTICULATOR, BATTLESUIT, EURYBIAN

FACTION KEYWORDS:  
SKOLURGY

# DAEDALUS BOMBER

M	V	DE	W	HE	BE
20"+	8	3+	10	7+	0

## RANGED WEAPONS

RANGE	SW	RS	S	AP	D
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Moonlight Missile Pod [TWIN-WEAPON]	32"	3	4+	6	-1	2
Twin-Heavy Pulse Carbines [TWIN-WEAPON]	32"	3	4+	5	-0	1
Ion Cannon [DEVASTATING]	24"	3	4+	8	-2	2

## MELEE WEAPONS

RANGE	SW	MS	S	AP	D
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Flying Ram	Melee	3	5+	6	-0	1
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## ABILITIES

FACTION: Accede Lobomites

**N2 Bombs:** Each time this troop ends a Normal move, you can select one enemy formation it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, POU, SMOKE, DAEDALUS BOMBER

FACTION KEYWORDS:  
SKOLURGY

# DAEDALUS BOMBER

*The Daedalus is equipped with a unique microfabrication plant, enabling it to prepare and deploy L-Type N2 (Non-Nuclear) bombs on any troops standing in its way.*

## GEAR OPTIONS

- None.

## FORMATION COMPOSITION

- 1 Daedalus Bomber

All troops are equipped with: Moonlight Missile Pod; Twin- Heavy Pulse Carbines; Ion Cannon; Flying Ram.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, POU, SMOKE, DAEDALUS BOMBER

FACTION KEYWORDS:  
SKOLURGY

# CETO GREATWING

M	V	DE	W	HE	BE
20"+	10	3+	20	7+	0

## RANGED WEAPONS

	RANGE	SW	RS	S	AP	D
Moonlight Deconstruction Beams [ANTI-FLY 2+] [TWIN-WEAPON]	48"	D6	4+	2	-4	2
Twin-Ion Carbine [DESTRUCTIVE] [TWIN-WEAPON]	24"	4	4+	5	-2	1
Ion Bomb [DESTRUCTIVE] [VOLATILE]	12"	2D6	4+	7	-1	2
N3 Mine [ONE-SHOT] [N3 Mine]	N/A	D6+1	2+	18	-5	3

## MELEE WEAPONS

	RANGE	SW	MS	S	AP	D
Flying Giant	Melee	3	5+	8	-0	1

KEYWORDS: VEHICLE, AIRCRAFT, FLY, POU, CETO GREATWING

## ABILITIES

### FACTION: Accede Lobomites

**N3 Mine:** The bearer can only shoot with this weapon in your shooting phase, and only if you have made a Normal move this round, and you did not use its N3 Munition 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 weapons attacks, rolling for each formation within 12" of the centre of its N3 Mine Target marker individually.

**N3 Munition:** In your shooting phase, each time this troop is selected to shoot, if it has not shot with its N3 Mine 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 N3 Mine Target marker on the Warfield, place a marker for this troop anywhere within 36" of this troop.
- **Adjust Target:** If this troop has an N3 Mine target marker on the Warfield, move that marker to anywhere within 36" of this troop.

FACTION KEYWORDS:  
SKOLURGY

# CETO GREATWING

*The Ceto Greatwing is essentially a bomb with wings, capable of delivering some of the most powerful munitions in the Skolurgy's arsenal. It drops the devastating N3 annihilation bomb, capable of wiping all life from the face of a battlefield.*

## GEAR OPTIONS

- None.

## FORMATION COMPOSITION

- 1 Ceto Greatwing

All troops are equipped with: Moonlight Deconstruction Beams; Twin-Ion Carbine; Ion Bomb; N3 Mine; Flying Ram.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, POU, CETO GREATWING

FACTION KEYWORDS:  
SKOLURGY