

#YDRISSIAN

Hydrissians are a highly intelligent, reptilian species recently encountered by Human Confederacy. They are slightly more technologically advanced than humans, and appear to be no strangers to aggression and war on their home world, Hydris Prime. Their limited understanding of phase technology has confined them to the Hydris and a few nearby star systems.

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This list is intended primarily for use with Hydrissian miniatures from Alpha Forge Games

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Tech Level: 3

Strategy Rating: 20

Tactical Rating: 9

<u>Tactical Aspect</u>	<u>Value</u>	<u>TR Cost</u>
Maximum Unit Size	9	-2
Maximum Ad Hoc Units	25%	0
Maximum Elite Units	50%	+3
Maximum Vehicle Units	25%	0
Initial ADR	11	+6
Tactical Advantage	Hard To Shake	+2
Failed Figure Morale Test	Shame	0
Failed Unit Morale Test	Regroup	0

Frame Rating: 11

<u>Frame Aspect</u>	<u>Limitation</u>	<u>FR Cost</u>
Maximum Frames	15	0
Maximum SI Weapon Cost	80	+3
Maximum PI Weapon Cost	100	+3
Maximum VE Weapon Cost	160	+2
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating	-1	+1
Maximum PI Speed	5	0
Minimum Field Save	n/a	0
Maximum HTH Cost	20 (30)	+1
Maximum IF Area of Effect	4"	+1

Victory Point Advantage

Diplomacy: see pg. 73 of the Defiance: Vital Ground rulebook

Augmentations (12 of 12)

General: Access to Enemy Weaponry (Multiply weapon cost by 2)
 - replaces any one standard weapon per game
 Access to Non-standard Weaponry (Multiply weapon cost by 1.5)
 - replaces any one standard weapon per game

Army: -

Infantry Indiv: Command Armor (+70 PV per model)
 Personal EMS Computer (+20 PV per model per point of DC)
 Unit Banner (+80 PV per figure)

Infantry Unit: Honed Blade (+2 PV per Arbaiter Drone)
 Improved Weapon Feed (+5 PV per Spider Artillerist per Super Mini Gun)

Phase Blade (+5 PV per Noble)
 Portable Field Generator (+5 PV per Noble)
 Satchel Charge (+10 PV per Hoplite)
 Superheated Tip (+5 PV per Sentinel)
 Suture Kit (+10 PV per Peltast)
 Weapon Immunity: Knockback (+1 PV per Hoplite)

Vehicle: Field Generator (+40 PV per Gorgon)

STANDARD INFANTRY

Peltast – 12

The majority of the Hydrissian infantry is made up of these light troops. A Peltast trooper is still well armed and armored as befits a member of the military of a technologically advanced race.

Type	SI
Size	2
Quality	Regular
Move	5
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	1 @8+
Reflex	0
Agility	7
Officer	2L (+50) OR 2L/1C (+110)
Hero Cost	+17
Covert Operations	1 (+3)

Primary Weapon: Dissembler OR Machine Pistol
Support Weapon: Heavy Dissembler
Side Arm: Plasma Grenade
Augmentation: Suture Kit

Noble – 33

While first and foremost trained as diplomats and negotiators, Hydrissian Nobles are also quite capable of leading a military action from the front when the situation so demands. Equipped with various rare and exotic items of ordinance, including ornate Staffs of Office disguising close combat weapons sheathed in Dissembler particle fields, their damage dealing capacity is belied by their baroque appearance.

Type	SI
Size	2
Quality	Elite
Move	5
Armor Rating	+2
Damage Capacity	1
Field Save	8+
HTH Rating	2 @8+U
Reflex	+1
Agility	8
Officer	1L/2C (+95) OR 2L/2C (+145)
Hero Cost	N/A
Covert Operations	3 (+5)

Primary Weapon: Dissembler Lance
Support Weapon: Heavy Disrupter OR Neurowave Generator
Side Arm: Dissembler Blast CDW
Augmentation: Phase Blade, Portable Field Generator

Spider Artillerist – 14

Select few Peltast troopers receive training in the use of a more complex human invention, Spider Artillery Platform. Several different heavy weapons can be mounted on the ubiquitous device, which enables the Artillerist teams to act in a variety of battle field roles from anti-infantry defense to light artillery support.

Type	SI
Size	2
Quality	Veteran
Move	4
Armor Rating	+1
Damage Capacity	1
Field Save	n/a
HTH Rating	1 @8+
Reflex	-1
Agility	5
Officer	2L (+50) OR 2L/1C (+110)
Hero Cost	N/A
Covert Operations	0
Primary Weapon:	Dissembler OR Machine Pistol
Support Weapon:	Nova Bombard OR Super Mini Gun
Side Arm:	-
Augmentation:	Improved Weapon Feed (for Super Mini Gun)

POWERED INFANTRY

Arbaiter Drone – 48

These strange looking robotic drones with multiple tool-mounting tentacles are propelled by antigrav engines and thus bring to mind a floating metal octopus. They are not designed for military application, but can be upgraded with primitive FOF recognition and hand-to-hand combat subroutines when serving at dangerous frontline duties. Thus outfitted, they are sometimes used as a last-ditch defense measure or simply as fire soaks.

Type	PI
Size	3
Quality	Matrix
Move	5J
Armor Rating	+1
Damage Capacity	2
Field Save	n/a
HTH Rating	4 @10+
Reflex	-2
Agility	4
Officer	1F (+30) OR 2F (+60)
Hero Cost	+60
Covert Operations	0
Primary Weapon:	-
Support Weapon:	-
Side Arm:	-
Augmentation:	Honed Blade

Hoplite – 35

Humans have named the heavy infantry of Hydrissia is named after the heavy infantry of ancient Greece. Both Hoplites' armor features large shields as ablative protection, although in the case of the Hydrissian Hoplites these are usually fixed into the massive

armor frame itself. Hoplites are not often fielded, apparently specifically due to the exorbitant cost of these armored suits. When they show up, they most often fulfill tank hunting and similar demanding roles.

Type	PI
Size	2
Quality	Veteran
Move	5
Armor Rating	-1
Damage Capacity	1
Field Save	n/a
HTH Rating	2@6+K
Reflex	-1
Agility	4
Officer	2L (+50) OR 2L/1C (+110)
Hero Cost	+27
Covert Operations	0

Primary Weapon: Heavy Dissembler OR Thumper
Support Weapon: -
Side Arm: Dissembler Blast CDW OR Plasma Grenade
Augmentation: Satchel Charge, Weapon Immunity: Knockback

Sentinel – 53

The Sentinel Flight Pack is considered by human analysts to be even more expensive per trooper than the Hoplite heavy infantry armor. The other associated combat gear is exotic as well, consisting of lances, rending artificial talons and ablative shields. The warriors thus outfitted are handpicked by the Nobles outfitting a particular force and represent the very elite of the Hydrissian soldiery.

Type	PI
Size	2
Quality	Elite
Move	5F
Armor Rating	0/+1
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+
Reflex	+2
Agility	8
Officer	3L (+95) OR 4L (+110)
Hero Cost	N/A
Covert Operations	2I (+8)

Primary Weapon: Dissembler Lance
Support Weapon: Machine Pistol
Side Arm: Dissembler Blast CDW OR Plasma Grenade
Augmentation: Superheated Tip

VEHICLES

Gorgon Recon Fighter – 168

The Gorgon is used widely by the Hydrissian military for reconnaissance duties. Although lightly armored and armed, it has the ability to engage enemy scouting parties and deny the enemy valuable forward intelligence. Some versions of the Gorgon fighter also make use of Hydrissian's expanding knowledge on phase technology and have phase field generators available as an upgrade.

Type	Light Vehicle
Size	4
Quality	Vehicle
Move	14F
Armor Rating	+1

Damage Capacity	2
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Heavy Dissembler OR Thumper
Secondary Weapon: Heavy Dissembler OR Thumper
Augmentation: Field Generator

STANDARD INFANTRY WEAPONS

Dissembler Gun / Dissembler Lance – 15

The Hydrissian Dissembler projects a beam of exotic particles that literally breaks normal baryonic matter apart at quantum level and recombines it into elements of lower atomic mass, usually down to helium and hydrogen. Infantry armor offers little or no protection against the Dissembler Gun, vaporizing upon impact, but the weapon lacks the punch to cut into deeper layers of metal and composites that protect military vehicles. The Dissembler Lance is a rare version of the weapon where the Dissembler projector is built into the haft of a close combat pole arm. Ranged combat capabilities of both weapons are the same.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1U	-	5	15	25	35	-	1	-	un

Heavy Dissembler – 77

A larger version of the much feared Hydrissian Dissembler, the Heavy Dissembler has higher rate of fire, longer range and better success rate against vehicles at a cost of making it somewhat harder to track infantry targets with.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2V	-	15	30	45	60	-	2	-	un

Machine Pistol – 15

Hydrissians trade extensively with humans and several common human weapon designs have been replicated for use of their military – the Hydrissian weapons, while effective, are more expensive to produce in terms of construction time and materials than the somewhat more primitive human ones. The Machine Pistol is one example of this “cultural exchange”.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	-	20	30	40	-	-	-	un

Nova Bombard [parallel combo¹ crew served weapon] – 143

Another weapon based off of a human design, the Nova Bombard fires balls of searing plasma that rapidly expand on impact to engulf nearby targets. The Hydrissian design features two barrels that can be fired one at a time or simultaneously, allowing a degree of control over the blast radius. *Note that as per FAQ answer, a crew served weapon only counts as a support weapon for **one** of the crew members.*

¹May fire in either single or dual mode. The player must choose before target declaration.

Dual Mode

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	UN	-	-	-	4",7+A	-	yes	3

Single Mode

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	UN	-	-	-	2",7+A	-	yes	6

Neurowave Generator – 63

Worn on the head like a bizarre ceremonial helmet, Neurowave Generator is in fact quite a sophisticated device that picks up the wearer’s brainwaves, then enhances them and projects them outwards in a palpable wave of energy. It enables a trained user, almost invariably a Hydrissian Noble, to literally hurl his hatred and disdain at the enemy. The negative energy overloads the target’s nervous

system, causing paralysis, intense agony and loss of bladder control. The victims of the Neurowave Generator seldom die, but often wish they would.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1CS	5	10	15	-	-	-	-	-	un

Super Mini Gun [parallel combo¹ crew served weapon] – 138

The Super Mini Gun is yet another example of a human weapon adapted by the Hydrissians for use on the Spider Artillery Platforms. It has an unusual double gatling design and both sets of barrels can fire either separately or simultaneously. The latter option doubles the already considerable fire rate of the weapon, although at a risk of overheating the ammo feeds and causing stoppage. *Note that as per FAQ answer, a crew served weapon only counts as a support weapon for **one** of the crew members.*

¹May fire in either single or dual mode. The player must choose before target declaration.

Dual Mode

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1(4)V	-	15	30	45	60	-	1	-	un

Single Mode

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2V	-	15	30	45	60	-	1	-	un

POWERED INFANTRY WEAPONS

Thumper – 98

Named after the distinctive sound it produces when firing its large armor piercing shells, the Thumper is the Hydrissian infantry's primary anti-vehicle weapon.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AV	2	-	30	UN	-	-	-	2	-	un

VEHICLE WEAPONS

N/A.

GRENADES AND CLOSE DEFENSE WEAPONS

Plasma Grenade – 4

An unusually effective anti-personnel grenade. Plasma Grenade's core overheats into a searing plasma cloud upon detonation.

Grenade: 2"/1@7+

Dissembler Blast CDW – 14/49

Another intricate technical device often concealed as an ornament (such as a part of a staff of office), Dissembler Blast CDW fires off dozens of low-energy dissembler beams in a random pattern to saturate the area around the wielder. Nearby soft targets literally vanish in puffs of smoke (mostly helium and hydrogen with some trace elements to be exact) when the weapon is fired. This, combined with the appearance of the Hydrissians, has led certain Humans inclined to gallows humor to nicknaming this weapon the "Magic Dragon Breath".

Infantry CDW: 2"/1@3+, -1 LOS¹

¹The LOS effect lasts until the following turn's resolution phase (keep template on table)

TOTAL FRAMES = 13 (maximum of 15)

6 Unique Infantry Frames

7 Unique Weapons

STANDARD UNITS = 8 (maximum of 15)

At least 50% of the army's point value must be made up of units purchased from the following list.

Arbaiter Maniple (exclusive)

6-9 Arbaiter Drones

Artillery Bale

5-9 Spider Artillerists

Gorgon Wing (exclusive)

2-9 Gorgon Recon Fighters

Heavy Infantry Bale

4-9 Hoplites

Home Guard Bale (exclusive)

4-6 Hoplites

0-3 Spider Artillerists

Light Infantry Bale

5-9 Peltasts

Noble Bale (exclusive)

4-9 Nobles

Sentinel Wing

4-9 Sentinels