

Xenoc Aggressor Construct Horde

There are, in truth, many nasty aliens with plans for universal domination. Some like to send out fleets of battleships and try to conquer their opponents' home worlds directly. Others won't bother with this costly, risky and above all, boring (interstellar travel tends to be the epitome of that) approach. Instead of coming over personally, they load small slow probes with von Neumann nanofactories and launch them at systems populated by rival civilizations. Once there, perhaps millennia later, the nanites create a ravening horde of deadly warrior constructs from any available material. When these have destroyed or at least severely weakened the local defenses, the true invasion can begin...

Force list authored by Jouni Pohjola, version date Monday, December 04, 2006

This list is intended primarily for use with Rackham's prepainted AT-43 Therian miniatures, but should be generic enough to be used with various other companies mini lines with minor conversions

Genre modifications: Organic

See pg. 115-116 of Defiance: Vital Ground rulebook for full details of the Organic Genre

Tech Level: 3

Strategy Rating: 20

Tactical Rating: 10

<u>Tactical Aspect</u>	<u>Value</u>	<u>TR Cost</u>
Maximum Unit Size	10 (mob)	+2
Maximum Ad Hoc Units	50%	+3
Maximum Elite Units	25%	0
Maximum Vehicle Units	25%	0
Initial ADR	11	+6
Tactical Advantage	n/a	0
Failed Figure Morale Test	Group Selection	-1
Failed Unit Morale Test	Communication Breakdown	0

Frame Rating: 10

<u>Frame Aspect</u>	<u>Limitation</u>	<u>FR Cost</u>
Maximum Frames	15	0
Maximum SI Weapon Cost	20	0
Maximum PI Weapon Cost	100	+3
Maximum VE Weapon Cost	120	+1
Maximum Phase Weapon Cost	100 (200)	+3
Minimum Armor Rating	-1	+1
Maximum PI Speed	6+	+1
Minimum Field Save	n/a	0
Maximum HTH Cost	20 (30)	+1
Maximum IF Area of Effect	2"	0

Victory Point Advantage

Attrition: at the end of the game, player receives an *extra* +1 VP for each full 400 points of enemy figures eliminated (but not shaken or broken).

Augmentations = 12 (maximum 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: Extra CDWs (see pg. 86 of Defiance: Vital Ground rulebook)

Rigged To Pop (PV cost included in the frame costs)

This is the same as Corrosive Blood special augmentation listed under Organic Genre rules. All infantry frames in the army have this augmentation and it is in use even when augmentations are not normally used. When any infantry figure is eliminated, it automatically triggers a Meltdown CDW before being removed; apply the effects immediately. Other frames from this army list ignore the effect on 6+/D10.

Infantry Indiv: Bionic Limb (+15 PV per figure)
Command Armor (+70 PV per figure)
Data Net (+30 PV per primary commander)
Personal EMS Computer (+20 PV per figure per point of damage capacity)

Infantry Unit: Honed Blade (+2 PV per Combat Construct)
Portable Field Generator (+5 PV per Puppeteer)
Superheated Tip (+5 PV per Assault Construct)
Weapon Immunity: Stun (+2 PV per Puppeteer)
Weapon Link (+35 PV per Support Construct per Particle Beamer)

Vehicle: Electrified Hull (+20 PV per Spider Strider)
Field Generator (+60 PV per Spider Strider)

STANDARD INFANTRY

N/A

POWERED INFANTRY

Advanced Construct – 49

The gestalt consciousness of some constructs may be elevated due to special design or simply by extended periods of maintaining constant software link. Such constructs evolve towards higher levels of intelligence, usually at cost of developing rudimentary self preservation instinct in the process. Some may even start showing traces of individuality.

Type	PI
Size	2
Quality	Linked
Move	5S
Armor Rating	0
Damage Capacity	1
Field Save	n/a
HTH Rating	3@6+ [17]
Reflex	+2
Agility	8
Officer	1L (+35) OR 2L (+50)
Hero Cost	n/a
Covert Operations	3 (+5)

Primary Weapon: Slug Farm
Support Weapon: Sonic Blaster OR Particle Beamer
Side Arm: Black Smoker Pod OR Shrieker CDW
Augmentation: n/a

Assault Construct – 74

Often exotic in design, resembling huge arachnids or insects, these constructs are the specialized shock troops of the xenoc hordes.

Type	PI
Size	3
Quality	Matrix

Move	5
Armor Rating	-1
Damage Capacity	2
Field Save	n/a
HTH Rating	2@5+B
Reflex	+1
Agility	6
Officer	1F (+30) OR 2F (+60)
Hero Cost	+68
Covert Operations	1 (+3)

Primary Weapon: Sonic Blaster OR Particle Beamer
Support Weapon: Phase Ablator
Side Arm: Blighter Pod OR Shrieker CDW
Augmentation: Superheated Tip

Combat Construct – 44

This type of construct is the closest xenoc hordes come to a basic infantry lineman. What the Combat Constructs lack in tactical intelligence and survivability they make up in tenacity and ferocity.

Type	PI
Size	2
Quality	Matrix
Move	5S
Armor Rating	0
Damage Capacity	1
Field Save	n/a
HTH Rating	3@6+
Reflex	+2
Agility	8
Officer	1F (+30) OR 2F (+60)
Hero Cost	n/a
Covert Operations	2 (+4)

Primary Weapon: Slug Farm
Support Weapon: Sonic Blaster OR Particle Beamer
Side Arm: Blighter Pod OR Shrieker CDW
Augmentation: Honed Blade

Microconstruct – 19

Most small constructs of the xenoc horde work in menial tasks and normally lack mental capacity for aggression. Still, they are far from harmless as they apparently can be rebooted in a combat mode and send forward in large swarms to overrun the enemy positions by sheer strength of numbers. Their small size and low energy signature also allows them to hide very easily, making them good infiltrators.

Type	PI
Size	1
Quality	Matrix
Move	4
Armor Rating	+1
Damage Capacity	1
Field Save	n/a
HTH Rating	1@8+
Reflex	0
Agility	4
Officer	1F (+30)
Hero Cost	n/a
Covert Operations	4I (+12)

Primary Weapon: Meltdown CDW
Support Weapon: Black Smoker Pod OR Blighter Pod
Side Arm: n/a
Augmentation: n/a

Puppeteer¹ – 87 (no command level) OR 147 (1C) OR 182 (2C)

Most constructs are relatively simple designs that must form into hordes or swarms to achieve Turing scale intelligence via software networking. Some higher intelligence is however required in order to wage a war on a planetary or star system scale, and hence some nanofactories are programmed to invest their creations with a higher degree of decisiveness, creating a controller or overseer construct capable of making strategic and tactical decisions at or above human capacity.

¹) Up to 1 per force; must be purchased as a Hero and can have either 1C or 2C Command Level – cost listed above. While the Puppeteer is alive, all unit morale checks of the army have a +1 bonus; if it is eliminated, they have a -1 penalty. This is the Queen frame as per Organic Genre rules, see pg. 116 of Defiance: Vital Ground rulebook for full discussion.

Type	PI
Size	2
Quality	Matrix
Move	5S
Armor Rating	-1
Damage Capacity	1
Field Save	n/a
HTH Rating	3@5+
Reflex	+2
Agility	8
Officer	see 1 above
Hero Cost	see 1 above
Covert Operations	4 (+6)

Primary Weapon: Slug Farm OR Sonic Blaster
Support Weapon: Particle Beamer OR Phase Ablator
Side Arm: Shrieker CDW
Augmentation: Portable Field Generator, Weapon Immunity: Stun

Support Construct – 63

Hulking and lumbering, these construct are designed to provide the xenoc hordes with heavy fire support. They lack the specialization of human anti-personnel and anti-vehicle kill teams, however.

Type	PI
Size	3
Quality	Matrix
Move	4
Armor Rating	-1
Damage Capacity	2
Field Save	n/a
HTH Rating	2@5+K
Reflex	+1
Agility	5
Officer	1F (+30) OR 2F (+60)
Hero Cost	+57
Covert Operations	0

Primary Weapon: Sonic Blaster OR Particle Beamer
Support Weapon: Matter Cannon
Side Arm: Black Smoker Pod OR Shrieker CDW
Augmentation: Weapon Link (Particle Beamer)

VEHICLES

Spider Strider – 291

These huge multi-limbed constructs scuttle across the battlefield, as agile as living beings and as heavily armed as any vehicle.

Type	Anime Mecha
Size	5
Quality	Vehicle
Move	6S
Armor Rating	-1
Damage Capacity	3
Field Save	n/a
HTH Rating	2@4+KV
Reflex	-1
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon:	Ablator Cannon OR Death Cloud CDW
Secondary Weapon:	Matter Cannon OR Shrieker++ CDW
Augmentation:	Electrified Hull, Field Generator

STANDARD INFANTRY WEAPONS

N/A

POWERED INFANTRY WEAPONS

Matter Cannon – 78

It is not known where this large weapon gets the energy it must require to propel its ammunition consisting of small slivers of metallic helium to relativistic velocities (or to keep the helium frozen at the metallic state, for that matter). This doesn't stop it from being a superbly effective anti-vehicle weapon, although firing it in any kind of atmosphere does reduce its effective range drastically.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AV	1U	10	20	30	40	-	-	6	-	un

Particle Beamer – 35

A much lighter version of the Matter Cannon, the Particle Beamer fires a charged beam of particles instead of macroscopic slugs.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1U	5	15	25	35	-	-	2	-	un

Slug Farm – 48

This weapon gets its quaint name from the fact that it literally grows its own ammunition in an incorporated active nanofactory, apparently from any material available in the environment. While the mixed quality of the ammo doesn't provide for great penetration, the production method enables considerable feed rate.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	3	10	20	30	40	-	-	-	-	un

Phase Ablator – 56

The theoretical basis of how this dreaded weapon works is not understood by human scientists. However for the purposes of facing one in battle, it's sufficient to know that it does, and upon doing causes things to happen to the structure of space-time that you don't want to see, much less feel, occurring. Luckily, even the xenocs seem to be able to construct them only with some difficulty, so they are not overtly common.

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

Sonic Blaster (parallel combo weapon¹) – 100

This sonic weapon remains at present a much more versatile and longer ranged piece of ordinance than the human Sonic Gun it “inspired”.

¹May fire in either Beam or Pulse mode. Bearer must choose before target declaration.

Beam

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1BC ²	-	10	20	30	-	-	-	-	un

²) Counts as a Corrosive Spray weapon, template is half the normal width of the Cone template and the ranges are doubled as listed above; see pg. 116 of Defiance: Vital Ground rulebook for full discussion

Pulse

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	2V	5	15	25	35	-	-	-	-	un

VEHICLE WEAPONS

Ablator Cannon – 115

A much larger and more effective version of the Phase Ablator guns carried by some smaller constructs, this weapon is thankfully too heavy to be mounted on anything but the largest, vehicle-class members of the horde.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1P	20	40	60	-	-	-	2	-	un

GRENADES AND CLOSE DEFENSE WEAPONS

Black Smoker Pod – 6

Some xenoc constructs are able to “shed” active nanoswarms. Some can even fire pods of these in ballistic trajectories much like a human throws a grenade. Black Smokers are passive defense nanoswarms producing electromagnetic disturbance on a variety of wavelengths, obviously enough including visible light.

Grenade: 3”,-2 LOS¹

¹) This effect lasts until the resolution phase of the second turn after use; keep the template on table

Blighter Pod – 25

Blighter swarms are altogether nastier than Black Smoker swarms, blindly attempting to convert anything they come into contact with into “gray goo”.

Grenade: 2”,1@5+B¹

¹) Poison effect, see pg. 43 of Defiance: Vital Ground rulebook

Death Cloud CDW – 42/141

Combining the endearing effects of Black Smokers and Blighters, this form of nanocloud fortunately seems to be limited to the arsenal of the largest constructs.

Vehicle CDW: 2”,1@5+B¹, -2 LOS²

¹) Poison effect, see pg. 40 of Defiance: Vital Ground rulebook

²) This effect lasts until the resolution phase of the following turn; keep the template on table

Meltdown CDW – 4

As a last ditch measure, a xenoc construct can overload its power source, causing itself to explode violently. This also happens automatically when a construct is forcibly shut down i.e. destroyed.

Infantry kamikaze¹ CDW: 1”,1@3+

¹) The firing figure is eliminated once the damage rolls have been performed

Shrieker CDW – 7/21

By inducing high frequency vibrations in their structure, some xenoc constructs are able to release deafening sonic bursts well capable of disabling poorly protected troops.

Infantry CDW: 2”,1@5+S

Shrieker++ CDW – 28/93

This is simply what bigger constructs are capable of when they set themselves up to “shriek”.

Vehicle CDW: 4”,2@5+S

TOTAL FRAMES = 12 (maximum of 15)

6 Unique Infantry Frames

6 Unique Weapons

STANDARD UNITS = 12 (maximum of 15)

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

Advanced Horde (exclusive)¹

4-10(20) Advanced Constructs

¹) counts as being Elite quality for the purposes of army creation as per Organic Genre modifications – see pg. 116 of Defiance: Vital Ground rulebook for full details

Allsorts Horde (exclusive)

1-2(4) Assault Constructs

2-4(8) Combat Constructs

2(4) Microconstructs

1-2(4) Support Constructs

Assault Horde (exclusive)

6-10(20) Assault Constructs

Combat Horde

6-10(20) Combat Constructs

Heavyweights Horde (exclusive)

3-5(10) Assault Constructs

3-5(10) Support Constructs

Lightweights Horde (exclusive)

2-5(10) Combat Constructs

4-5(10) Microconstructs

Microconstruct Swarm

6-10(20) Microconstructs

Mixed Assault Horde (exclusive)

2-5(10) Assault Constructs

4-5(10) Combat Constructs

Mixed Firepower Horde (exclusive)

4-5(10) Combat Constructs

2-5(10) Support Constructs

Puppeteer (exclusive)¹

1 Puppeteer

¹) This is the Queen frame as per Organic Genre modifications – see pg. 116 of Defiance: Vital Ground rulebook for full details

Spider Strider Cluster (exclusive)

2-10(20) Spider Striders

Support Horde (exclusive)

6-10(20) Support Constructs