

VOOR

THE MÆLSTROM



VOID

Syntha Forcelist

TABLE OF CONTENTS

2000 SERIES GRAV BIKES	3
ASSAULT ANDROSYNTHS	3
ASSAULT TERATOSYNTHS	4
BIOMECHS	5
Delta (Δ) Biomechs	5
Sigma (Σ) Biomechs	5
Omega (Ω) Biomechs	5
CYCLOPS GRAV ASSAULT TANK	5
PROSTHENE MARINES	6
STANDARD MARINES	7
TACTICAL ANDROSYNTHS	7
TACTICAL TERATOSYNTHS	8
SYNTHA ARSENAL	9
Armor	9
Negatron Shield	9
Melee Weapons	9
Cestus	9
Combat Blade	9
Tesla Claw	9
Ranged Weapons	9
Autopistol	9
Gauss Rifle	9
Grape Gun	9
Grenade Launcher	9
Linked Pulse Rifles	9
Mounted Chain Gun	9
Phase Field Generator	9
Plasma Blaster	10
Pulse Rifle	10
Sniper Rifle	10
Heavy Ranged Weapons	10
Chain Gun	10
Guided Missile Launcher	10
Heavy Grape Gun	10
Heavy Pulse Rifle	10
Mini-MLRS	10
MLRS	10
Plasma Cannon	10
Prometeus 6 Plasma Projector	10
Proteus Cannon	10
Rocket Launcher	10
Starfire Cannon	11
Biomechanics	11
AI Affinity	11
Endocrine Surge	11
Hyperadrenal Boost	11
N-Ray Vision	11
Regenerate	11
4.97 ALPHA	11
CODENAME: WARMACHINE	12
DIOGENE THETA	12
DOCTOR OMEGA	13
NEURA	13
XIAO 3.14 PI	13

CREDITS

Conversions, Writing, Layout, etc.

Gurth <gurth@xs4all.nl>

<http://plastic.dumpshock.com>

Illustrations

Page borders scanned from a *VOR: The Maelstrom* rulebook, used without permission but also without evil intent.

Front cover artwork by Luca Zontini, adapted from the front cover of the *Syntha Force Book*; model illustrations from i-Kore's web site, <http://www.i-kore.com/>. Both also used with neither permission nor commercial intentions.

COPYRIGHTS & TRADEMARKS

This document is copyright © 2004 by Gurth <gurth@xs4all.nl>. It may be freely distributed, on the conditions that it is not modified in any way, and that no profit is made off the distribution.

VOID and several other names and titles used in this document are trademarks or registered trademarks of i-Kore Ltd. Original *VOID* material is copyright © by i-Kore Ltd. *VOR: The Maelstrom* is a trademark of FASA Corporation. All used without permission; the use of these trademarks in this document should not be seen as a challenge to, or sponsorship of, their trademark status. Go buy the books and the miniatures—you won't be able to use these conversions without them ...

SYNTHA FORCE LIST

This net.book is a force list for *VOR: The Maelstrom*, allowing the use of Syntha models from the *VOID* universe in *VOR* games. It includes statistics for all the generic troops, weapons and equipment, and named models from the *Syntha Force Book* shown at right, and attempts to translate their *VOID* statistics as closely as possible to *VOR* equivalents, so that they should not be significantly different from the way they appear in their native game system.

Refer to *Force Lists* on page 120 of the *VOR Rulebook* for an explanation of the notation and statistics used on the following pages.



2000 SERIES GRAV BIKES

MP: 13 TC: 1 CC: 4 RC: 4 POW: 4 BOD: 5 LIF: 2 AR: 0

Point Value: 33

Availability: Unlimited

Type: Light Flyer

Structure: 1-6

Weapons: Mounted chain gun (180° forward firing arc), autopistol (360° firing arc)

Options:

Alpha (+3 PV): One model in the squad may be upgraded to an alpha, giving it the *Tactical Awareness* ability (see below).

Sentinel (+12 PV): One model per squad may replace its mounted chain gun by a phase field generator and linked pulse rifles, both with a 90° forward firing arc.

Target Locking (+10 PV, Tornado only): This ability allows the Tornado to fire on targets marked by another model with the Target Acquisition ability. The Tornado may attack any marked target that is in range of its weapons, using all normal RC modifiers, although the range modifier is either 0, or (if it is negative at all ranges) the best modifier available to the weapon being used. If the target is not in LOS of the attacking Tornado, the attack is considered indirect, even if the weapon is not normally capable of making indirect attacks. [Uses/Turn: 1]

Tornado (+25 PV): One model per squad may replace its mounted chain gun by a mini-MLRS and linked pulse rifles, both with a 90° forward firing arc.

Abilities:

Grav Bike: 2000 series grav bikes can move over terrain features up to 3 inches high; they must move around any obstacle higher than 3 inches.

Melee Combat: Unlike most vehicles, 2000 series grav bikes may make melee attacks against any model they are in base-to-base contact with; they must adhere to all normal close combat rules (pp. 85-87, *VOR Rulebook*) as if they were infantry models.

Tactical Awareness: If the model rolls 6 or less on 1D10, it may ignore enemy models within 12" when deciding who to attack. Should the D10 roll a 10, the model is confused and its activation is ended immediately. If this test is made by an alpha, all models in the squad may attack any enemy in range and LOS until the end of the squad's current activation (though rolling a 10 does not end the squad's activation, only the alpha's). [MPC: 3, Uses/Turn: 1]



ASSAULT ANDROSYNTHS

MP: 12 CC: 5 RC: 3 POW: 6 BOD: 5 BRN: 4 GUT: 5 LIF: 1
AR: 0 SIZE: M

Point Value: 27

Availability: Unlimited

Structure: 4-10

Equipment: Cestus



Options:

Alpha (+4 PV): One androsynth in the squad may be upgraded to an alpha, increasing its SPOMM range (see below).

Grape Gunners (+11 PV per model): Up to three models in the squad may replace their cesti with a grape gun and negatron shield.

Abilities:

Fearless: Assault androsynths do not need to make a Guts or Morale Test if that is caused by some kind of fear-inducing ability possessed by another model. They must still make Guts and Morale Tests for all other reasons as normal, however.

Immune to Panic: After an assault androsynth has failed a Morale Test, it may roll twice on the Morale Table (p. 88, *VOR Rulebook*) and choose which of the two rolls to use.

Shock Trooper: When charging into melee combat (p. 86, *VOR Rulebook*), an assault androsynth receives a +2 CC modifier instead of +1. It also gains a +1 modifier to the Damage Test against the model that was charged, but only in the same turn that the charge was made.

SPOMM: Any time an assault androsynth squad is activated, check whether there are any enemy units within 12 inches range (24" if the squad has an alpha) of any member of the squad. If so, roll a Brains Test for the squad. (If there are different Brains statistics in the squad, use the highest.) If the test fails, or if there are no enemy units within range, the squad must move in a straight line toward the nearest enemy unit, expending all its MP to do so; it will move around obstacles it that cannot go over, but must otherwise take the shortest route. If the Brains Test succeeded, or if there are is an enemy unit within range (including if this happened because the unit moved close enough to the enemy), the unit may be used normally.

ASSAULT TERATOSYNTHS



MP: 12 CC: 5 RC: 3 POW: 6 BOD: 6 BRN: 3

GUT: 5 LIF: 2 AR: 0 SIZE: L

Point Value: 43

Availability: Unlimited

Structure: 3-8

Equipment: Tesla claw

Options:

Alpha (+24 PV): One teratosynth in the squad may be upgraded to an alpha, giving it increased SPOMM range (see below) and a heavy grape gun in addition to its Tesla claw.

Plasma Projectors (+52 PV per model): Up to two models per squad may replace their Tesla claws by a Prometheus 6 plasma projector and a heavy grape gun.

Abilities:

Fearless: Assault teratosynths do not need to make a Guts or Morale Test if that is caused by some kind of fear-inducing ability possessed by another model. They must still make Guts and Morale Tests for all other reasons as normal, however.

Immune to Panic: After an assault teratosynth has failed a Morale Test, it may roll twice on the Morale Table (p. 88, *VOR Rulebook*) and choose which of the two rolls to use.

Retractable Limbs: Teratosynths can retract their limbs by expending 1 MP; this reduces their Size to M, but means they cannot move or attack (they can hold actions, but will need to extend their limbs before they can actually use the held action's MP). Once retracted, the limbs can be extended again for 1 MP. The main use of this ability is for entering vehicles: by retracting its limbs once it has boarded the vehicle (p. 89, *VOR Rulebook*), the teratosynth can be carried in a vehicle that cannot normally transport Large-sized models. Before it can exit the vehicle again, it must extend its limbs, and must leave the vehicle immediately after doing so.

Shock Trooper: When charging into melee combat (p. 86, *VOR Rulebook*), an assault teratosynth receives a +2 CC modifier instead of +1. It also gains a +1 modifier to the Damage Test against the model that was charged, but only in the same turn that the charge was made.

SPOMM: Any time an assault teratosynth squad is activated, check whether there are any enemy units within 12 inches range (24" if the squad has an alpha) of any member of the squad. If so, roll a Brains

Test for the squad. (If there are different Brains statistics in the squad, use the highest.) If the test fails, or if there are no enemy units within range, the squad must move in a straight line toward the nearest enemy unit, expending all its MP to do so; it will move around obstacles it that cannot go over, but must otherwise take the shortest route. If the Brains Test succeeded, or if there are is an enemy unit within range (including if this happened because the unit moved close enough to the enemy), the unit may be used normally.

Tactical Awareness (models with plasma projector only): If the model makes a successful Brains Test, it may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, the model is confused and its activation is ended immediately. [MPC: 3, Uses/Turn: 1]

BIOMECHS

Delta (Δ) Biomechs

MP: 8 CC: 5 RC: 4 POW: 5 BOD: 5 BRN: 4 GUT: 5 LIF: 1 AR: 0 SIZE: M
Point Value: 28

Sigma (Σ) Biomechs

MP: 8 CC: 5 RC: 5 POW: 5 BOD: 5 BRN: 5 GUT: 6 LIF: 2 AR: 0 SIZE: M
Point Value: 45

Omega (Ω) Biomechs

MP: 10 CC: 5 RC: 5 POW: 5 BOD: 6 BRN: 5 GUT: 7 LIF: 2 AR: 0 SIZE: M
Point Value: 57

Availability: 1 per assault androsynth, prosthene marines, standard marines or tactical androsynth squad

Structure: Each biomech must be assigned to an assault androsynth, prosthene marines, standard marines or tactical androsynth squad and adhere to squad coherency. No more than one biomech may be assigned to each squad.

Equipment: Plasma blaster, combat blade

Abilities:

Biomechanics: Each biomech may choose one or more biomechanic enhancements from the list on page 11 at the appropriate PV cost; delta biomechs may choose one, sigma biomechs two, and omega biomechs may have up to three enhancements.

Dodge: The model may always make a Dodge Test (p. 87, *VOR Rulebook*) any time it is the target of an attack. It may not try to dodge damage from other sources.

Strike First: Sigma and omega biomechs may receive a charge as described on page 86 of the *VOR Rulebook* even if they have no held action.

Tactical Awareness: By spending 3 MP a biomech may make a Brains Test; if this succeeds, it may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, the biomech is confused and its activation is ended immediately. [MPC: 3, Uses/Turn: 1]

CYCLOPS GRAV ASSAULT TANK

MP: 6 TC: 2 CC: — RC: 4 POW: 6 BOD: 6 LIF: 4 AR: 5(2)

Point Value: 57

Availability: Unlimited

Type: Medium Flyer Transport (8)

Structure: Individual

Weapons: Linked pulse rifles (90° forward firing arc)

Options:

Main Gun: The Cyclops must select one of the following weapons: MLRS (360° firing arc, +36 PV), proteus cannon (90° forward firing arc, +45 PV) or starfire cannon (360° firing arc, +58 PV).

Target Locking (+10 PV, only if equipped with MLRS): This ability allows the Cyclops to fire on targets marked by another model with the Target Acquisition ability. The Cyclops may attack any marked

target that is in range of its weapons, using all normal RC modifiers, although the range modifier is either 0, or (if it is negative at all ranges) the best modifier available to the weapon being used. This option may only be taken if the Cyclops is equipped with an MLRS. [Uses/Turn: 1]

Abilities:

SPOMM: Any time a Cyclops is activated, check whether there are any enemy units within 24 inches of it; if so, roll 1D10. If this rolls higher than 5, or if there are no enemy units within range, the Cyclops must move in a straight line toward the nearest enemy unit, expending all its MP to do so; it will move around obstacles it that cannot go over, but must otherwise take the shortest route. If the D10 rolls 5 or less, or if there are is an enemy unit within range (including if this happened because the Cyclops moved close enough to the enemy), the vehicle may be used normally.

Tactical Awareness: If the Cyclops rolls 5 or less on 1D10, it may ignore enemy models within 12" when deciding who to attack. Should the D10 roll a 10, the crew is confused and the vehicle's activation is ended immediately. [MPC: 3, Uses/Turn: 1]

PROSTHENE MARINES

MP: 9 CC: 4 RC: 4 POW: 4 BOD: 4 BRN: 4 GUT: 5 LIF: 1 AR: 0 SIZE: M

Point Value: 10

Availability: Unlimited

Structure: 4-10

Equipment: Gauss rifle

Options:

Alpha (+4 PV): One model per squad may be upgraded to an alpha, increasing its Guts to 6. As long as the model is alive, the other members of its squad use the alpha's Guts statistic for all Guts and Morale Tests they are required to make.

Missile Launcher (+21 PV): One model per squad may replace its gauss rifle by a guided missile launcher.

Prosthene Enhancement: One of the enhancements from the Prosthene Replacements Table must be bought for the squad. All models in the squad must have the same enhancement.

Prosthene Spotter (+23 PV): The spotter can designate targets for models that have the Target Locking ability. To do so, the spotter must make an RC Test with all normal modifiers as if using a

PROSTHENE REPLACEMENTS TABLE

Replacement	PV per model	Effect
Armor Plating	+3	+1 Body
Bionic Legs	+4	+1 MP
Body Weapon Implants	+3	+1 CC and +1 Power
Mimetic Light Dispersal Armor	+10	The model always counts as if in soft cover, even when out in the open (see p. 82, <i>VOR Rulebook</i>). If the model remains stationary (that is, it did not spend any MP for movement or close combat when it was last activated), anyone wanting to attack it must roll 2D10; if the roll is less than the range for the shot, there is an additional -3 modifier to the attack. Additionally, the model does not count when determining whether an enemy is in immediate proximity of a model (p. 81, <i>VOR Rulebook</i>).
SPOMM-linked Target Enhancer	+2	+1 RC
Wired Reflexes	+15	The model may always make a Dodge Test (p. 87, <i>VOR Rulebook</i>) any time it is the target of an attack. It may not try to dodge damage from other sources.

weapon. If this "attack" hits, place a marker by the target; this marker is removed at the start of the current player's next turn, or when the marked model is removed from play. [MPC: 4, Uses/Turn: 2, Range: S 30/+1, M 60/—, L 90/–1, Power: —, AM: —]

Pulse Rifles (+2 PV per model): Any number of models in the squad may replace their gauss rifles by pulse rifles.

Target Locking (+10 PV, Missile Launcher only): This ability allows the Tornado to fire on targets marked by another model with the Target Acquisition ability. The Tornado may attack any marked target that is in range of its weapons, using all normal RC modifiers, although the range modifier is either 0, or (if it is negative at all ranges) the best modifier available to the weapon being used. If the target is not in LOS of the attacking Tornado, the attack is considered indirect, even if the weapon is not normally capable of making indirect attacks. [Uses/Turn: 1]

Abilities:

Tactical Awareness: If a prosthene marine makes a successful Brains Test, it may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, the marine is confused and its activation is ended immediately. If this test is made by a squad leader, all models in the squad may attack any enemy in range and LOS until the end of the squad's current activation (though rolling a 10 does not end the squad's activation, only the squad leader's). [MPC: 3, Uses/Turn: 1]

STANDARD MARINES

MP: 9 CC: 3 RC: 4 POW: 4 BOD: 4

BRN: 4 GUT: 4 LIF: 1 AR: 0 SIZE: M

Point Value: 8

Availability: Unlimited

Structure: 4-12

Equipment: Gauss rifle

Options:

Alpha (+4 PV): One model per squad may be upgraded to an alpha, increasing its Guts to 5. As long as the model is alive, the other members of its squad use the alpha's Guts statistic for all Guts and Morale Tests they are required to make.

Chain Gunner (+4 PV): One model in the squad may replace its gauss rifle by a chain gun.

Grenade Launcher (+18 PV per model): Up to two models in the squad may replace their gauss rifles by grenade launchers.

Rocket Launcher (+61 PV per model): Up to two models in the squad may replace their gauss rifles by rocket launchers.

Sniper (+15 PV): One model in the squad may replace its gauss rifle by a sniper rifle. By making a successful Brains Test, costing 2 MP, the sniper may ignore enemy models within 12" when deciding who to attack. Also, in ranged combat, the sniper scores a critical hit on a roll of 1 as normal (p. 80, *VOR Rulebook*), but if rolls a 2, it may roll again; if this second roll would hit the target (regardless of whether it was a critical hit or not), the attack is also considered a critical hit. Note that the target has not been hit twice if both rolls succeed—it only takes damage from a single attack.

Abilities:

Tactical Awareness: If a marine makes a successful Brains Test, it may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, the marine is confused and its activation is ended immediately. If this test is made by a squad leader, all models in the squad may attack any enemy in range and LOS until the end of the squad's current activation (though rolling a 10 does not end the squad's activation, only the squad leader's). [MPC: 3, Uses/Turn: 1]



TACTICAL ANDROSYNTHS

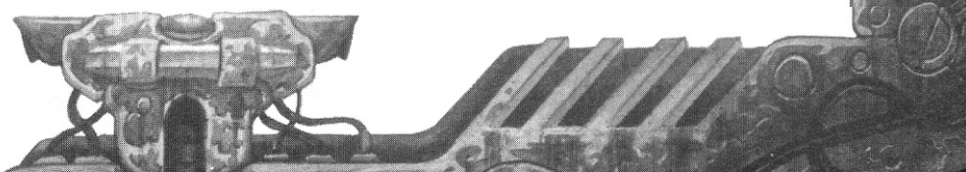
MP: 9 CC: 4 RC: 4 POW: 6 BOD: 6 BRN: 4 GUT: 5 LIF: 1 AR: 0 SIZE: M

Point Value: 19

Availability: Unlimited

Structure: 4-8

Equipment: Pulse rifle



Options:

Alpha (+4 PV): One androsynth in the squad may be upgraded to an alpha, giving it increased SPOMM range (see below).

Plasma Gunners (+51 PV per model): Up to two models per squad may replace their pulse rifles by plasma cannons.

Abilities:

Fearless: Tactical androsynths do not need to make a Guts or Morale Test if that is caused by some kind of fear-inducing ability possessed by another model. They must still make Guts and Morale Tests for all other reasons as normal, however.

Immune to Panic: After a tactical androsynth has failed a Morale Test, it may roll twice on the Morale Table (p. 88, *VOR Rulebook*) and choose which of the two rolls to use.

SPOMM: Any time a tactical androsynth squad is activated, check whether there are any enemy units within 24 inches range (36" if the squad has an alpha) of any member of the squad. If so, roll a Brains Test for the squad. (If there are different Brains statistics in the squad, use the highest.) If the test fails, or if there are no enemy units within range, the squad must move in a straight line toward the nearest enemy unit, expending all its MP to do so; it will move around obstacles it that cannot go over, but must otherwise take the shortest route. If the Brains Test succeeded, or if there are is an enemy unit within range (including if this happened because the unit moved close enough to the enemy), the unit may be used normally.

Tactical Awareness (Plasma Gunners only): If the model makes a successful Brains Test, it may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, the model is confused and its activation is ended immediately. [MPC: 3, Uses/Turn: 1]



TACTICAL TERATOSYNTHS

MP: 10 CC: 4 RC: 4 POW: 6 BOD: 6 BRN: 3 GUT: 5 LIF: 2 AR: 0 SIZE: L

Point Value: 36

Availability: Unlimited

Structure: 3-8

Equipment: Heavy pulse rifle

Options:

Alpha (+4 PV): One teratosynth in the squad may be upgraded to an alpha, giving it increased SPOMM range (see below).

Mini-MLRS (+18 PV): One model per squad may replace its heavy pulse rifle by a mini-MLRS.

Abilities:

Fearless: Tactical teratosynths do not need to make a Guts or Morale Test if that is caused by some kind of fear-inducing ability possessed by another model. They must still make Guts and Morale Tests for all other reasons as normal, however.

Immune to Panic: After a tactical teratosynth has failed a Morale Test, it may roll twice on the Morale Table (p. 88, *VOR Rulebook*) and choose which of the two rolls to use.

Retractable Limbs: Teratosynths can retract their limbs by expending 1 MP; this reduces their Size to M, but means they cannot move or attack (they can hold actions, but will need to extend their limbs before they can actually use the held action's MP). Once retracted, the limbs can be extended again for 1 MP. The main use of this ability is for entering vehicles: by retracting its limbs once it has boarded the vehicle (p. 89, *VOR Rulebook*), the teratosynth can be carried in a vehicle that cannot normally transport Large-sized models. Before it can exit the vehicle again, it must extend its limbs, and must leave the vehicle immediately after doing so.

SPOMM: Any time a tactical teratosynth squad is activated, check whether there are any enemy units within 24 inches range (36" if the squad has an alpha) of any member of the squad. If so, roll a Brains Test for the squad. (If there are different Brains statistics in the squad, use the highest.) If the test fails, or if there are no enemy units within range, the squad must move in a straight line toward the nearest enemy unit, expending all its MP to do so; it will move around obstacles it that cannot go over, but must otherwise take the shortest route. If the Brains Test succeeded, or if there are is an enemy unit within range (including if this happened because the unit moved close enough to the enemy), the unit may be used normally.

Tactical Awareness (Mini-MLRS only): If the model makes a successful Brains Test, it may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, the model is confused and its activation is ended immediately. [MPC: 3, Uses/Turn: 1]

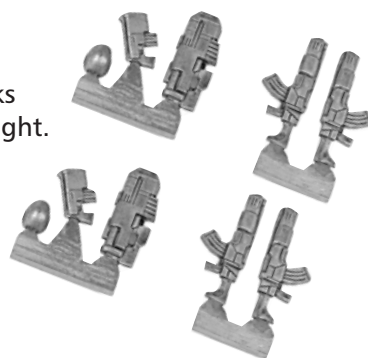
SYNTHA ARSENAL

ARMOR

Negatron Shield

This shield adds 4 to the model's Armor Rating, but only against attacks coming from the model's front—that is, from within the model's line of sight. Do not apply this bonus against attacks from outside the model's LOS.

Additionally, a negatron shield can be used as a melee weapon [MPC: 4, Power: 4, AM: 0], although any attack made with it suffers a -1 CC modifier.



MELEE WEAPONS

Cestus

[MPC: +3, Power: POW, AM: -3, Damage: 2]

Combat Blade

[MPC: +1, Power: POW, AM: -1]

Tesla Claw

[MPC: +4, Power: POW+1, AM: -4, Damage: 2]

RANGED WEAPONS

Autopistol

[MPC: 4, Uses/Turn: 1, Range: S 6/+1, M 12/-1, L —/—, Power: 4, AM: 0, Mode: point-blank]

Gauss Rifle

[MPC: 5, Uses/Turn: 1, Range: S 6/+1, M 12/—, L 24/-1, Power: 5, AM: 0]

Grape Gun

[MPC: 5, Uses/Turn: 2, Range: S 6/+1, M 12/-1, L 24/-2, Power: 5, AM: 0, Mode: point-blank]

Grenade Launcher

[MPC: 5, Uses/Turn: 1, Range: S 12/—, M 24/-1, L 36/-2, Power: 5, AM: 0, Mode: blast radius 2", indirect]

Linked Pulse Rifles

[MPC: 6, Uses/Turn: 1, Range: S 12/+1, M 48/—, L —/—, Power: 6, AM: 0]

Mounted Chain Gun

[MPC: 5, Uses/Turn: 2, Range: S 16/+1, M 32/—, L 48/-1, Power: 5, AM: 0]

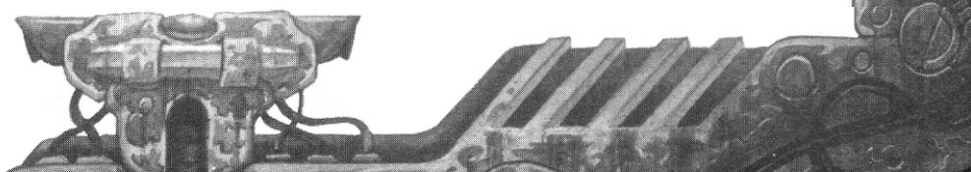
Phase Field Generator

All models that take a hit from a phase field generator are considered marked as if by the target acquisition ability. [MPC: 6, Uses/Turn: 1, Power: —, AM: —, Mode: splash, Damage: —]

Plasma Blaster

[MPC: 4, Uses/Turn: 1, Range: S 6/+1, M 12/-1, L —/—, Power: 4, AM: 0, Mode: point-blank]

9 Syntha Forcelist



Pulse Rifle

[MPC: 5, Uses/Turn: 1, Range: S 12/+1, M 24/—, L 36/–1, Power: 5, AM: 0]

Sniper Rifle

[MPC: 4, Uses/Turn: 1, Range: S 16/+2, M 32/+1, L 48/–1, Power: 4, AM: 0]

HEAVY RANGED WEAPONS

Chain Gun

[MPC: 6, Uses/Turn: 1, Range: S 6/+2, M 12/+1, L 24/—, Power: 6, AM: 0]

Guided Missile Launcher

This weapon can fire three different types of missile, though you must state which is being used before rolling the RC Test. Available rounds are armor-piercing [Range: S 12/–1, M 24/–2, L 36/–3, Power: 7, AM: 0, Damage: 2], fragmentation [Range: S 12/—, M 24/–1, L 36/–2, Power: 5, AM: 0, Mode: blast radius 2", Damage: 1] or target-lock [Range: S 6/+1, M 12/—, L 24/–1, Power: —, AM: —, Mode: blast radius 2", Damage: —]. Any model under the target-lock template is considered marked as if by the Target Acquisition ability: place a marker by the target; this marker is removed at the start of the current player's next turn, or when the marked model is removed from play.

The weapon as a whole has the following statistics: [MPC: 7, Uses/Turn: 1, Mode: indirect]

Heavy Grape Gun

[MPC: 6, Uses/Turn: 2, Range: S 6/+1, M 12/–1, L 24/–2, Power: 6, AM: 0, Mode: point-blank]

Heavy Pulse Rifle

[MPC: 6, Uses/Turn: 1, Range: S 24/+1, M 36/—, L —/—, Power: 6, AM: 0]

Mini-MLRS

[MPC: 6, Uses/Turn: 1, Range: S 12/–1, M 24/–2, L 36/–3, Power: 6, AM: 0, Mode: blast radius 3", indirect]

MLRS

The MLRS cannot fire at targets at short range; unlike other indirect-fire weapons, it can attack targets at long range with indirect fire (p. 85, *VOR Rulebook*). [MPC: 7, Uses/Turn: 1, Range: S 16/—, M 32/–2, L 48/–3, Power: 7, AM: 0, Mode: blast radius 3", indirect]

Plasma Cannon

[MPC: 9, Uses/Turn: 1, Range: S 6/—, M 12/–1, L 24/–2, Power: 8, AM: –5, Mode: blast radius 2"]

Prometheus 6 Plasma Projector

[MPC: 8, Uses/Turn: 1, Power: 7, AM: –4, Mode: splash]

Proteus Cannon

When a Proteus cannon is fired, resolve hits and damage as normal, then place the splash template against the firing model's base so that it points in the opposite direction of the way it did before. Any model that is now under the small cone of the template takes [Power: 4, AM: 0] damage.

[MPC: 10, Uses/Turn: 1, Power: 8, AM: no test, Mode: splash, Damage: 1]

Rocket Launcher

[MPC: 8, Uses/Turn: 1, Range: S 12/–1, M 24/–2, L 36/–3, Power: 7, AM: –5, Damage: 2]

Starfire Cannon

[MPC: 10, Uses/Turn: 1, Range: S 12/–1, M 24/–2, L 36/–3, Power: 8, AM: –5, Mode: blast radius 2"]

BIOMECHANICS

AI Affinity ((model's Brains × 2) PV)

If the model succeeds at a Brains Test, a number of SPOMM-equipped units equal to the difference between the model's Brains statistic and the die roll (with a minimum of 1) can be used normally this turn without the need to roll a Brains Test for the unit, and even if no enemy is within SPOMM range. [MPC: 3, Uses/Turn: 1]

Endocrine Surge (+25 PV)

By making a successful Guts Test, the model's melee attacks for the rest of the turn cost only 1 MP. [MPC: 2, Uses/Turn: 1]

Hyperadrenal Boost (+6 PV)

By succeeding at a Brains Test, the model gains a number of additional MP equal to the twice number of times it has bought this biomechanic. Thus, if a model has bought hyperadrenal gland once, it gains +2 MP, if it has bought it twice it receives +4 MP, and so on. These additional MP may only be used for movement, however. [MPC: 0, Uses/Turn: 1]

N-Ray Vision (+15 PV)

If the model makes a successful Brains Test, it can increase the Damage of one of its attacks by 1. [MPC: 2, Uses/Turn: 1]

Regenerate (+20 PV)

On a successful Brains Test, the model regains 1 lost Lifeforce. The model cannot use this ability if it is already at its maximum Lifeforce, nor after being reduced to 0 Lifeforce. An exception is if the model has a held action; in this case, the moment it is reduced to 0 Lifeforce, it may use the held action to try and regenerate. [MPC: 5, Uses/Turn: 1]

4.97 ALPHA

MP: 10 CC: 5 RC: 5 POW: 6 BOD: 6 BRN: 6 GUT: 6 LIF: 2 AR: 0 SIZE: M

Point Value: 119

Availability: 1 per force

Structure: 4.97 Alpha may be assigned to one of the following squad types, which which it must adhere to squad coherency: assault androsynths, prosthene marines, standard marines or tactical androsynths. The squad may not have an alpha if 4.97 Alpha is part of it.

Equipment: Mini-MLRS, combat blade

Options:

Target Locking (+10 PV): This ability allows 4.97 Alpha to fire on targets marked by another model with the Target Acquisition ability. 4.97 Alpha may attack any marked target that is in range of his weapons, using all normal RC modifiers, although the range modifier is either 0, or (if it is negative at all ranges) the best modifier available to the weapon being used. If the target is not in LOS of 4.97 Alpha, the attack is considered indirect, even if the weapon is not normally capable of making indirect attacks. [Uses/Turn: 1]

Abilities:

Dodge: 4.97 Alpha may always make a Dodge Test (p. 87, *VOR Rulebook*) any time he is the target of an attack. He may not try to dodge damage from other sources. Note, however, that 4.97 Alpha is never moved out of the way if he successfully dodges any kind of damage.

Immune to Panic: After 4.97 Alpha has failed a Morale Test, he may roll twice on the Morale Table (p. 88, *VOR Rulebook*) and choose which of the two rolls to use.

Lethal Strike: 4.97 Alpha has a powerful melee attack. [MPC: 4, Power: 8, AM: 0]

N-Ray Vision: If 4.97 Alpha makes a successful Brains Test, he can increase the Damage of one of its attacks by 1. [MPC: 2, Uses/Turn: 1]

Regenerate: On a successful Brains Test, 4.97 Alpha regains 1 lost Lifeforce. He cannot use this ability if he is already at his maximum Lifeforce, nor after being reduced to 0 Lifeforce. An exception is if 4.97

Alpha has a held action; in this case, the moment he is reduced to 0 Lifeforce, he may use the held action to try and regenerate. [MPC: 5, Uses/Turn: 1]

Tactical Awareness: If 4.97 Alpha makes a successful Brains Test, it may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, the model is confused and its activation is ended immediately. All models in 4.97 Alpha's squad may attack any enemy in range and LOS until the end of the squad's current activation (though rolling a 10 does not end the squad's activation, only 4.97 Alpha's). [MPC: 3, Uses/Turn: 1]

CODENAME: WARMACHINE

MP: 12 CC: 6 RC: 3 POW: 6 BOD: 7 BRN: 3 GUT: 6 LIF: 3 AR: 0 SIZE: L

Point Value: 83

Availability: 1 per force

Structure: Codename: Warmachine must be assigned to a teratosynth squad and adhere to squad coherency.

Equipment: Heavy grape gun [Mode: full-auto]

Abilities:

Fearless: Codename: Warmachine does not need to make a Guts or Morale Test if that is caused by some kind of fear-inducing ability possessed by another model. He must still make Guts and Morale Tests for all other reasons as normal, however.

Immune to Panic: After Codename: Warmachine has failed a Morale Test, he may roll twice on the Morale Table (p. 88, *VOR Rulebook*) and choose which of the two rolls to use.

Shock Trooper: When charging into melee combat (p. 86, *VOR Rulebook*), Codename: Warmachine receives a +2 CC modifier instead of +1. He also gains a +1 modifier to the Damage Test against the model that was charged, but only in the same turn that the charge was made.

Tactical Awareness: If Codename: Warmachine makes a successful Brains Test, he may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, Codename: Warmachine is confused and his activation is ended immediately. [MPC: 3, Uses/Turn: 1]



DIOGENE THETA

MP: 13 TC: 1 CC: 4 RC: 5 POW: 4 BOD: 5 LIF: 2 AR: 2(2)

Point Value: 45

Availability: 1 per force

Type: Light flyer

Structure: Diogene Theta must be assigned to a 2000 series gravbike squad and adhere to squad coherency; the squadron may not have an alpha if Diogene Theta is present

Weapons: Mounted chain gun (180° forward firing arc), plasma blaster (360° firing arc)

Abilities:

Grav Bike: Diogene Theta can move over terrain features up to 3 inches high; she must move around any obstacle higher than 3 inches.

Melee Combat: Unlike most vehicles, Diogene Theta may make melee attacks against any model she is in base-to-base contact with; she must adhere to all normal close combat rules (pp. 85-87, *VOR Rulebook*) as if she were an infantry model.

Tactical Awareness: If Diogene Theta rolls 6 or less on 1D10, she may ignore enemy models within 12" when deciding who to attack. Should the D10 roll a 10, she is confused and her activation is ended immediately. All models in Diogene Theta's squad may attack any enemy in range and LOS until the end of the squad's current activation (though rolling a 10 does not end the squad's activation, only Diogene Theta's). [MPC: 3, Uses/Turn: 1]

DOCTOR OMEGA

MP: 9 CC: 4 RC: 6 POW: 4 BOD: 5 BRN: 7 GUT: 6 LIF: 2 AR: 0 SIZE: M

Point Value: 58

Availability: 1 per force

Structure: Doctor Omega must be assigned to an androsynth or teratosynth squad and adhere to squad coherency.

Equipment: Gauss rifle [Uses/Turn: 2], plasma blaster

Abilities:

Marksman: In ranged combat, Doctor Omega scores a critical hit on a roll of 1 as normal (p. 80, *VOR Rulebook*), but if he rolls a 2, he may roll again; if this second roll would hit the target (regardless of whether it was a critical hit or not), the attack is also considered a critical hit. Note that the target has not been hit twice if both rolls succeed—it only takes damage from a single attack.

Override SPOMM Limitations: Every time Doctor Omega is activated, he may nominate one androsynth squad within his LOS that has not yet been activated this turn (or his own squad, if it consists of androsynths). Provided Doctor Omega is still alive when this squad is next activated, it does not have to follow the SPOMM rules during its next activation. Instead, it functions as any other squad. [Uses/Turn: 1]

Tactical Awareness: If Doctor Omega makes a successful Brains Test, he may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, Doctor Omega is confused and his activation is ended immediately. [MPC: 3, Uses/Turn: 1]



NEURA

MP: 8 CC: 4 RC: 6 POW: 4 BOD: 5 BRN: 6 GUT: 6 LIF: 2 AR: 0 SIZE: M

Point Value: 59

Availability: 1 per force

Structure: Neura must be assigned to a prosthene marine or standard marine squad and adhere to squad coherency

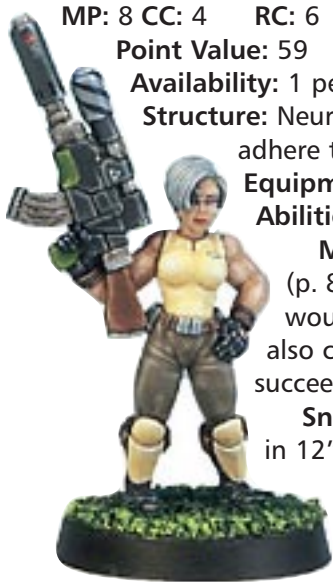
Equipment: Sniper rifle, combat blade

Abilities:

Marksman: In ranged combat, Neura scores a critical hit on a roll of 1 as normal (p. 80, *VOR Rulebook*), but if she rolls a 2, she may roll again; if this second roll would hit the target (regardless of whether it was a critical hit or not), the attack is also considered a critical hit. Note that the target has not been hit twice if both rolls succeed—it only takes damage from a single attack.

Sniper: By making a successful Brains Test, Neura may ignore enemy models within 12" when deciding who to attack. [MPC: 2, Uses/Turn: 1]

Stealth: The model always counts as if in soft cover, even when out in the open (see p. 82, *VOR Rulebook*). If the model remains stationary (that is, it did not spend any MP for movement or close combat when it was last activated), anyone wanting to attack it must roll 1D10; if the roll is less than the range for the shot, there is an additional -3 modifier to the attack. Additionally, the model does not count when determining whether an enemy is in immediate proximity of a model (p. 81, *VOR Rulebook*).



XIAO 3.14 PI

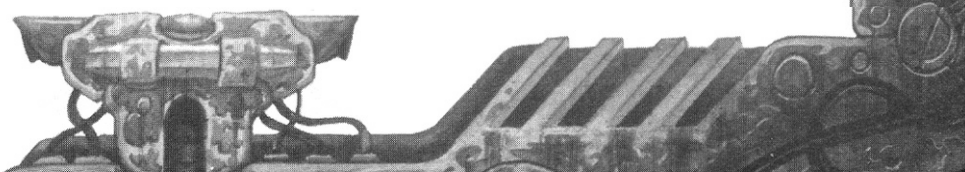
MP: 11 CC: 6 RC: 4 POW: 5 BOD: 5 BRN: 6 GUT: 6 LIF: 2 AR: 0 SIZE: M

Point Value: 130

Availability: 1 per force

Structure: Xiao 3.14 Pi must be assigned to an assault androsynth, prosthene marines, standard marines or tactical androsynth squad and adhere to squad coherency.

Equipment: Gauss rifle, plasma blaster, combat blade



Abilities:

Dodge: Xiao 3.14 Pi may always make a Dodge Test (p. 87, *VOR Rulebook*) any time she is the target of an attack. She may not try to dodge damage from other sources.

Endocrine Surge: By making a successful Guts Test, Xiao 3.14 Pi's melee attacks for the rest of the turn cost only 1 MP. [MPC: 2, Uses/Turn: 1]

Hyperadrenal Boost: By succeeding at a Brains Test, Xiao 3.14 Pi gains an additional 6 MP. These MP may only be used for movement, however. [MPC: 0, Uses/Turn: 1]

Inspiring: Models within 6" of Xiao 3.14 Pi may re-roll one Morale Test or roll on the Morale Table (p. 88, *VOR Rulebook*) per turn, but must use the second roll. A unit may not re-roll both its Morale Test and the roll on the Morale Table in a single turn.

Lethal Strike: Basic melee attacks by Xiao 3.14 Pi cause [MPC: 3, Power: 6, AM: 0]

N-Ray Vision: If Xiao 3.14 Pi makes a successful Brains Test, she can increase the Damage of one of her attacks by 1. [MPC: 2, Uses/Turn: 1]

Strike First: Xiao 3.14 Pi may receive a charge as described on page 86 of the *VOR Rulebook* even if she has no held action.

Tactical Awareness: If Xiao 3.14 Pi makes a successful Brains Test, she may ignore enemy models within 12" when deciding who to attack. Should the Brains Test roll a 10, Xiao 3.14 Pi is confused and her activation is ended immediately. [MPC: 3, Uses/Turn: 1]

