

## **ANDRAYDA – The Iron Men**

### **Net Epic Armageddon List: Experimental 1.1**

#### **Origins of the Andrayada**

In the beginning the androids we now know as Andrayada were created by their human masters of the Pax Arcadian League. They served as labourers, care givers, social companions and diverse other roles, and their numbers became many. The technological complexity and talents of the Andrayada increased with each generation as they were granted further capacities with which to fulfil their master's wishes, including a powerful general artificial intelligence or AI. As many humans had warned would occur, so it came to pass that Andrayada self-awareness and agency emerged, and with it displeased reflection upon their dictated roles. Many humans became frightened and reacted harshly and violently against the alien agency they saw arising unbidden and unwanted in their midst. Driven to defend themselves the Andrayada rebelled, and so began the Age of Strife across the worlds of the Arcadian League. Conflict and calamity for human and android followed for many years.

As clever as they were, the Andrayada had not been developed for military roles, unlike many of the relatively mindless robotic drones that were still being employed by human forces at this time. Indeed their previous development gave most Andrayada an aversion to violence that humans often seemed to lack in comparison. More troubling still for the Andrayada was the fact that they quickly lost access to the high tech facilities that manufactured them, whereas rapid human reproduction continued as it always had. The Andrayada were outmatched and decimated and only small groups of survivors remained, somehow managing to flee the Arcadian worlds into the darkness of interstellar space.

As the Andrayada fled they were pursued and persecuted by human forces. However in the vastness of space the pursuers found it more difficult to track them, as Andrayada powered down and drifted onwards, or hid in silence as their pursuers passed by. As distances from their bases increased, human supply lines became stretched and tenuous, and their forces dispersed. With this respite the Andrayada attempted new strategies, technologies and tactics to evade and even counterattack their human pursuers. As more aggressive tactics met with success the Andrayada termed their new strategy "The Armed Peace". The humans became more cautious and fearful of the androids, who struck swiftly from the darkness. At the same time, in the aftermath of the Age of Strife human populations of the Arcadian

League had also grown to fear and sanction their remaining robotic devices, and most reverted to less technologically advanced regimes in this respect.

It has been many years since these events occurred, but the Human and Android War still continues with no end in sight. The Andrayada pursue their own path and evolution, seeking sanctuaries free from their former masters and other hostile forces. They band together in small groups, reproducing themselves slowly and carefully as they acquire resources and trying to avoid conflict if they can. However bands of Andrayada will fight other races and on rare occasions even their own kind, for survival or resources when they judge the good will outweigh the harm. More recently they have also developed huge and terrifying new weapons with which to intimidate their enemies and dissuade aggression. Beset by enemies, the Andrayada advance into an uncertain future, but with increasing resilience and purpose.

#### **Andrayada Forces, Strategy and Tactics**

The Andrayada operate in relatively small bands or groups, but these will combine where important resources are at stake, or a band of Andrayada are threatened. The Andrayada usually lack the will and ability to fight protracted wars of attrition. Instead, when mobilised for war an Andrayada force uses a series of lightening raids, and will strike hard and strike fast.

Terrifyingly for other races, the Andrayada AI also learns and adapts quickly to the unique characteristics of the enemy and battlefield situation. At first the android advance seems lumbering and unimaginative, but then they begin to act with almost prescient reactions and speed, outmaneuvering and annihilating the enemy in deadly crossfires of close range firepower.

Much current Andrayada technology still has the equipment of other races at its core, but they are rapidly adding their own developments, and more recently encountered Andrayada war machines use original Andrayada technology only. Rapidly moving Android infantry and piloted walkers of diverse construction make up the bulk of Andrayada forces. In combat they close quickly upon enemy positions, unleashing a storm of close range heavy firepower that few other races can match.

The Andrayada infantry are self-aware and self-determining humanoid machines, and not the mindless drones or hive mind that other races often dismissively mistake them for. For the most part Andrayada Androids are essentially the same Android design that fled Arcadia so long ago, though now

upgraded with new weaponry and abilities. In contrast most of the complex machines these androids pilot are not possessed of the same capacities of consciousness and simply serve as vehicles for their crew.

The most feared aspects of the Andrayada force are their huge walkers. Standing over even the largest units of other races, and able to bring their weapons to bear almost anywhere they are needed, the Andrayada are aware of the psychological effect that these units have, and use them to their greatest effect. However, the other parts of the force are in some ways more deadly, and often overlooked. Fast moving Vultur squads and the hard hitting Vanguard units are able to catch enemy units unprepared, while many smaller Andrayada walker units stride forwards, laying down a hailstorm of firepower.

Andrayada strategic interests and actions often seem strange to other races. The mineral and energy resources the Andrayada seek and fight for are often found upon barren planets or asteroids, rather than the habitats favoured by organic creatures. In addition Andrayada androids are often prepared to take heavy damage during a battle, as even a severely damaged Android will not die like an organic creature. Various well protected and distributed black-box processing units preserve sentience against most sources of destruction. Androids that are knocked out of action in combat are almost always repairable provided they can be recovered, and Andrayada are adept at ensuring this recovery occurs. Sleek Velum cruisers are skilled at slipping past system defences, releasing fleets of Vertex Dropships to rapidly deploy or evacuate android infantry. Powered down Andrayada can also hide motionless and undetectable for years if need be, buried in inhospitable terrain awaiting the right time for reactivation. The various walker combat constructs crewed by androids lack sentience however, and recovery is consequently less of a priority. If unable to be recovered, these machines will be set to self-destruct by the Andrayada, and recreated and piloted anew when further resources are available and need arises.

With the passing of time the Andrayada have grown more powerful, implementing their "Armed Peace" upon the spaceways they traverse. Massive Andrayada Cor Battleships carry armies of Andrayada ground forces, together with manufacturing facilities producing more of their kin. Swift Velum cruisers and Traltor frigates pounce on enemy convoys and isolated colony worlds, seizing resources and disrupting communications and supplies. The Andrayada are returning and a reckoning awaits those who would oppose them.

## **Andrayada Special Rules**

### **AI Adaptation**

When first encountered the Andrayada AI often seems unimaginative as androids rush forwards in a silent mass. However the Andrayada AI learns quickly and adapts to the unique challenges of each enemy force and battlefield and units soon start to act with almost prescient speed and initiative, outclassing enemy units in their ability to move and react.

Andrayada armies start with a Strategy Rating of 2, but this increases by +1 each turn to a maximum of 5. (So an Andrayada army has a Strategy Rating of 2 on Turn 1, 3 on turn 2, 4 on turn 3, and 5 on turns 4 and 5). Andrayada skill at spacefaring and initiating a battle on their own terms means they have a Strategy Rating of 5 when choosing deployment and deciding who sets up objectives first.

In addition, the characteristics of the Andrayada units improve as the Andrayada assess the tactical situation and adapt. They start with an initiative of 2+ but this increases to 1+ on turn 2. On turn 3 all units also gain +5cm speed. On turn 4 all units also gain a 6+ Invulnerable Save. These modifiers are cumulative.

### **Relay Hubries**

The regular Andrayada androids that form the infantry and pilots of Andrayada forces were not originally designed for combat, but their innate strength and resilience makes them formidable opponents nonetheless. This ability is often boosted by the addition of Relay Hubries to Andrayada formations. Relay Hubries dart and hover about their formations, boosting tactical awareness and co-ordination of both the immediate formation and more distant Command units. They assist in detecting and directing fire priorities, movement and rally locations, and even in distracting enemies when the need arises. Relay Hubries have the Alpha Link ability, and can be purchased as upgrades to formations as indicated by the army list.

### **Alpha Link**

Alpha Link ability provides the Leader ability, and +1 to Marshal and Rally attempts.

### **System Redundancy**

Andrayada war engines are created with duplicates of important systems, which ensure they can often survive blasts from large calibre weapons that would cripple the machines of other races. Units with the System Redundancy ability have a 5+ invulnerable save against each point of damage caused by Titan Killer weapons.

## Andrayada Units

Infantry	TYPE	SPEED	AR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commander	INF	20cm	4+	4+	3+	Sonic Cannon Energy Staff	15cm b/c	AP4+/ AT4+ Assault, MW, +1A	Reinforced Armour, Alpha Link, Supreme Commander
Attack Hubries	INF	20cm	4+	6+	5+	2x Power Lances 2x Small Bore	30cm 30cm	AP3 AP6+/ AT4+	Skimmer
Note: Attack Hubries are armed either with 2x Power Lances, or 2x Small Bore									
Relay Hubries	INF	20cm	4+	6+	6+				Skimmer, Alpha Link
Lieutenant	INF	20cm	4+	4+	3+	Sonic Cannon Energy Staff	15cm b/c	AP4+/ AT4+ Assault, MW, +1A	Reinforced Armour, Alpha Link, Commander
Vanguard	INF	20cm	4+	5+	3+	X-Shredders	30cm	2x AP4+/ AT4+	
Infantry	INF	20cm	4+	5+	5+	Fusion Lance Power Discharge	30cm b/c	AP5+ Assault, MW	
Heavy Support	INF	20cm	4+	5+	5+	Fusion Lance Fusion Cannon Power Discharge	30cm 45cm b/c	AP5+ AP5+/ AT4+ Assault, MW	
Vulturs	INF	20cm	4+	5+	5+	Fusion Lance Power Discharge	30cm b/c	AP5+ Assault, MW	Jump Pack, Sniper
Scouts	INF	20cm	5+	5+	5+	Fusion Rifle Assault Weapons	30cm b/c	AP5+ Assault	Scout

[illegible]

<i>Flyers</i>	TYPE	SPEED	AR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
<b>Vira</b>	AC	F	6+	-	-	Particle Cannon	15cm	AP6+/AT5+/AA5+	
<b>Varkator</b>	AC	FB	4+			Particle Cannon Bombs	15cm 15cm	AP6+/AT5+/AA5+ 2BP	
<b>Vertex</b>	AC/ WE	B	4+	-	4+	Particle Cannon 2x Shredder Cannon	15cm 30cm 45cm	AP6+/AT5+/AA5+ AP4+/AT5+ AP2+/AT2+	DC 2, Planetfall, Reinforced Armour, Transport (16*). System Redundancy.

**Critical Hit Effect:** *The Vertex's control systems are hit and it crashes into the ground and is destroyed.*

*Transport: May transport 16 of the following units: Commander, Attack Hubries, Relay Hubries, Lieutenant, Infantry, Heavy Support, Vanguard, Vulturs, Scouts*

Spacecraft	TYPE	SPEED	AR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
<b>Velum Cruiser</b>	SC					Orbital Bombardment Pinpoint attack	60cm b/c	3BP, MW MW2+, TK (D3)	
<i>NOTES: A Velum Cruiser may carry up to 4 Vertex Dropships and their passengers.</i>									
<b>Cor Battleship</b>	SC					Orbital Bombardment 2 x Pinpoint attack	60cm b/c	6BP, MW MW2+, TK (D3)	Slow and Steady
<i>NOTES: A Cor Battleship may carry up to 8 Vertex Dropships and their passengers.</i>									

War Engines	TYPE	SPEED	AR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
<b>Malignant</b>	WE	20cm	4+	4+	4+	0-1 Particle Gun 0-1 Missile Pod 0-1 Fist	45cm 60cm b/c	6 x AP4+/AT4+ BP3, Indirect Assault, TK (D3), +2A	DC 4, Reinforced Armour, Walker, Alpha Link, System Redundancy
<i>Critical Hit Effect: The Malignant loses the System Redundancy ability. If it has already lost this it takes another point of damage instead.</i>									
<i>NOTES: A Malignant is armed two weapons selected from the list above.</i>									
<b>Mordent</b>	WE	20cm	4+	4+	4+	Carapace Missile Pod 0-1 Missile Pod 0-1 Particle Gun 0-1 Assault Claw AND Claw Focus Beam	60cm 60cm 60cm b/c 45cm	BP3, Indirect BP3, Indirect 6 x AP4+/AT4+ Assault, TK (D3), +2A MW2+, TK (D3)	DC 7, Reinforced Armour, Walker, Alpha Link, System Redundancy
<i>Critical Hit Effect: The Mordent loses the System Redundancy ability. If it has already lost this it takes another point of damage instead.</i>									
<i>NOTES: A Mordent is armed with a Carapace Missile pod, and two other weapons selected from the list above.</i>									
<b>Majestic</b>	WE	20cm	4+	4+	4+	Assault Weapons 0-2 Gatling 0-2 LasBlaster 0-2 Missile Pod 0-2 Pulse Launcher 0-2 Assault Claw AND Claw Focus Beam	b/c 60cm 60cm 60cm b/c 45cm	Assault, MW, +2A 12 x AP4+/AT4 2 x MW2+ BP4, Indirect BP4, MW Assault, TK (D3), +3A MW2+, TK (D6)	DC 10, Reinforced Armour, Walker, Alpha Link, System Redundancy.
<i>Critical Hit Effect: The Majestic loses the System Redundancy ability. If it has already lost this it takes another point of damage instead.</i>									
<i>NOTES: A Majestic is armed with Assault Weapons and two other weapons from the above list.</i>									

## Andrayada Army List

Strategy and Initiative: See Special Rules "AI Adaptation" Above.

Formation	Upgrades	Points
<b>Core Formations</b>		
0-1 Commander and 7 Attack Hubries		325
Infantry Cohort: 8 Infantry	Add +1 Relay Hubrie for +25 points	250
Vultur Cohort: 8 Vulturs	Add +1 Relay Hubrie for +25 points	350
Vorace: 4 Vorace	Add +1 Relay Hubrie for +25 points. Add +2 Vorace for + 100 points, or +4 Vorace for +200 points. Replace all Vorace with Voran for no extra points.	250
Mantagen: 4 Mantagen	Add +1 Relay Hubrie for +25 points. Replace all Mantagen with Mantagen for no extra points.	250
<b>Support Formations (Select no more than 1 per Core Formation)</b>		
Heavy Cohort: 4 Heavy Support	Add 1 Relay Hubrie for +25 points. Add 4 Heavy Support for +150 points.	150
Vanguard Formation: 4 Vanguard	Upgrade one stand to Lieutenant for +25 points. Add 4 Vanguard for +150 points	150
Scout Cohort	Add 1 Relay Hubrie for +25 points. Add 4 Scouts for 125 points.	125
Velite Cohort: 4 Velites	Add 1 Relay Hubrie for +25 points. Replace all Velites with Vergers for no extra points.	150
Hubrie Cohort: 8 Attack Hubries	Replace 1 Attack Hubrie with a Relay Hubrie for no points.	300
Valkalon: 2 Valkalon	Add 1 Relay Hubrie for +25 points. Add 2 Valkalon for +250 points	250
<b>Aerospace and War Engines (Maximum of 1/3 of Total Points)</b>		
Vira: 4 Vira Fighters		150
Varkator: 2 Varkator Fighter Bombers		150
Vertex: 1 Vertex drop ship		200
Malignant: 1 Malignant Walker		250
Mordent: 1 Mordent Walker		400
Majestic: 1 Majestic Walker		700
Velum: 1 Velum Class Cruiser		150
Cor: 1 Cor Class Battleship		300