Drop Troops of the Algoryn Hazard Vector

The strike capsule shook violently as it screamed through the upper ionosphere. Commander Ro'Car breathed smoothly, relaxing his mind and body to prepare himself for what was to come. The capsule intoned descent velocity and proximity anchor information directly through his helmet feed. Ro'Car calmly absorbed the information whilst running over his personal orders.

Ess Ma Rahq herself had pulled him aside after the mission briefing. "Commander Ro'Car," she said. He pulled himself to attention. "You have additional orders." She handed over a dataslab. "When you hit dirt I want you to take your command to the location I've marked. If you find anything, hold the position, no matter what comes at you. Report immediately anything you find and we will reinforce you."

Her expression turned grim and her eyes flashed. "This is vital Ro'Car – do not lose that position!"

Ro'Car snapped to alertness as the AI confirmed a solid proximity anchor to the other strike capsules. All were intact and on vector Alpha. So far, so good.

"Impact in 10, 9, 8"—Ro'Car felt the descent braking thrusters kick in—"7, 6, 5..." An external holovid feed sprang to life on his helmet's display: the landing zone, littered with rock and sulphurous debris, seemingly devoid of life. He already knew the planet had a corrosive atmosphere and unknown dangers, hence his hazard squads' deployment ahead of the main force. The capsule's feed droned on. "2, 1..." Thrusters roared, the capsule slammed to the dirt.

Then quiet, the familiar silence before the storm.

SPECIAL DIVISION HAZARD ARMOUR

Developed by the Algoryn's elite Special Division (SD), troops equipped with Hazard armour are extraordinarily effective. Such effectiveness comes at a cost, the more complicated plasma weaponry and integrated power systems requiring extensive maintenance, making Hazard Vectors completely unsuitable for lengthy deployments.

Instead, the Hazard Vectors typically form a spearhead, assault troops that are intended to smash through enemy formations in any environment, their role being to clear a path for the more conventional vector formations to follow. Hazard troops are most commonly deployed as drop troops in personalised capsules accompanied by armour slicing down the homer beams established by the dropped troops on hyperlight envelopes and via transmat.

Algoryn Hazard Command Squad
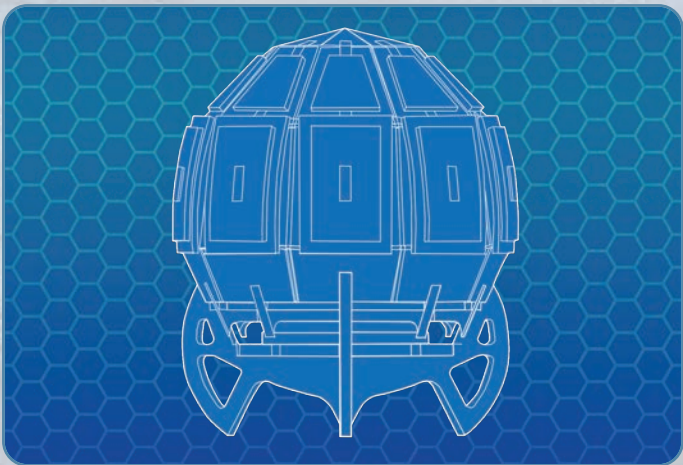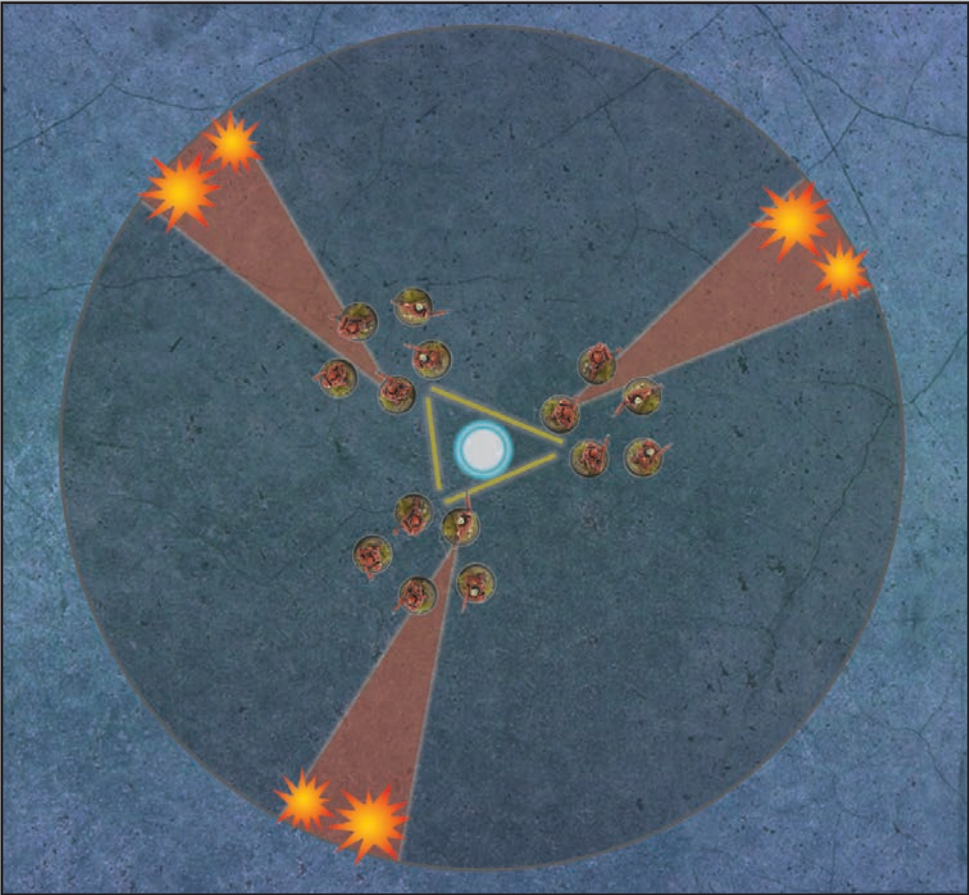
Armoury Update

Hazard Strike Capsule

The strike capsule has been specifically designed for surgical insertion of a single Hazard suit. Employed by the SD in selective operations, the individual trooper is synced to external holovids and sensor array feeds, allowing for advanced combat readiness. A proximity anchor is also available to maintain a capsule coherency throughout insertion, helping to reduce casualties from any enemy counter-ordnance or alien nanospore. The strike capsule's design also incorporates localised transmat beacons as well as upgrades to a compacted squad support weapon.

A typical Hazard Vector formation might comprise 15 suits (Command and two to four units) in strike capsules, occasionally with Hazard drone landers – depending on mission parameters – and sometimes accompanied by an attached weapon drone lander.

In the primary drop pattern, three Hazard squads land in a triangular pattern. On impact, each capsule's petals are propelled outward allowing the Hazard trooper within to move into immediate action, the outermost troopers of each unit effectively covering the full 360° front fire arc. Squad commander capsules carry a homer beacon to stabilise incoming hyperlight envelopes and strengthen transmat carrier beams, whilst a second pod in each squad decompacts a support weapon to become a drone lander, effectively breaking up enemy formations.

Unlike most other drop capsules, the Hazard strike capsules do count towards the points cost of a Hazard squad as they have a larger footprint than most, have additional equipment and can be used offensively (see *The Chryseis Shard*, page 88). They can also be upgraded to carry a highly effective, compacted support unit, the Hazard Drone Lander.

HAZARD STRIKE CAPSULE							
Drop Capsule		*Points Value: 10*					*Unit Upgrade*
Unit: Strike Capsule	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
3-5 x Drop Capsules	–	–	–	–	–	–	Individual Drop Capsule, Transport 1 Hazard Trooper
Options							
• Add homer beacon to squad leader's capsule @10pts							
Special Rule							
If your force includes a Hazard unit equipped with strike capsules, you can upgrade one capsule in each squad to contain a compacted Hazard Drone Lander with a MLS. This acts as an additional unit with its own dice and counts towards your force selector. Refer to the Hazard Drone Lander, on page 4.							

Deploying and Using Groups of Drop Capsules

Strike capsules are specialised drop pods so use the same rules as drop pods from *The Chryseis Shard* (pages 90-91). The difference is that the strike capsules are a group of small pods acting as a single larger pod for rule purposes. The process is fundamentally the same, but for clarity we break it down here:

1. Use a marker, such as a dice, to represent the centre of the formation of drop capsules, including any that have been upgraded to capsule/drone lander status. The impact point of the formation is calculated like any other drop pod. If it has to move, because of being on top of a building or objective, do so as normal. Similarly, if it ends up moving off table, the whole squad has landed off table.

2. When the landing point has been calculated, use this as the centre point around which the capsules are deployed.

3. Each capsule must be deployed within 1" of at least two other capsules. This automatically produces the Hazard Vector preferred formations (triangle, square, pentagon).

4. Use the group of capsules just like a single drop pod hitting the ground to work out damage and units or other pods being forced out of the way as normal (*The Chryseis Shard*, page 91).

5. Deploy the individual suits by measuring from the centre of the leader's capsule, rather than from each capsule. Individual Hazard suits may only be moved the minimum distance from their squad to get them into unit coherency (within 1" of other members of the unit). As a strike capsule formation may be more than 5" across, this may mean some suits are deployed further than an 'M' move from their own capsules, but we assume they scramble into position.

Algoryn Hazard Squad

One capsule in each Hazard squad can be upgraded to have a homer beacon (see *The Chryseis Shard*, page 90). Given the vehicle transmatting onto the homing beacon must appear within 1" of the homer beacon, the rest of the Hazard unit will have had to evacuate their capsules before the homer beacon is activated to ensure the 1" unit separation is maintained.

A second capsule in each squad can also be upgraded to be a Hazard Drone Lander. The weapon is contained with a single-use compactor unit on the capsule. As soon as the Hazard squad vacates the immediate proximity and allows normal unit separation (1"), the support weapon is decompacted onto the roof of the lander. If this does not occur before the start of the game (perhaps because the Hazard squad was unable to move more than 1" away), the order dice for the Hazard Drone Lander is treated like any other compacted unit (see the *Beyond the Gates of Antares* rulebook, page 111) and only appears when the Drone Lander is deployed.

Once deployed on the table, a unit of Hazard strike capsules are treated as rocky pinnacles, dense terrain that blocks line of sight, is not difficult going, but is impassable to large models and confers cover Res+2.

Algoryn Support Teams in action.

Hazard Drone Lander

Hazard Drone Landers are deployed with a group of Hazard strike capsules carrying Hazard troopers, and are treated just like any other Hazard strike capsule. However, the Hazard Drone Lander is a compacted unit that is automatically unloaded as soon as the Hazard squad exits the capsules. The compactor aboard the Hazard drone lander is a specialised, single-use item of equipment that plays no further part in the game once the lander's weapons and control mechanisms are unloaded.

HAZARD DRONE LANDER							
Weapon Drone Unit			*Points Value: 28*				*Support Option*
Special: *The Hazard Drone Lander is a compacted unit that can only be selected and deployed with a squad of Hazard troops who have deployed using Hazard strike capsules. The compactor is unusable once the Hazard Drone Lander is unloaded.*							
Unit: Strike Capsule/Drone Lander	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Support Drone	–	6	1	8	8	8	Transport 1 Hazard Trooper, Support Drone Lander (Weapon Drone)
Weapon Options							
The Hazard Drone Lander can be armed with any of the following support weapons at the points cost shown.							
• Mag light support @Free • Plasma light support @30pts							
Options							
• Add Self-Repair to Hazard Drone Lander @10pts							

Support Drone Lander

A Support Drone Lander may accompany drop capsules in a Hazard Vector. The standard Support Drone Lander is treated just like any other pod when calculating the impact point, the effect on deployed troops and line of sight. *The Battle for Xilos* (page 78) provides rules for its use in a preprepared, balanced scenario. However, when Support Drone Landers are included in a standard, generalised force for use in a other scenarios, use the rules in *The Chryseis Shard¸* pages 90-91, and refer to the army list entry below.

ALGORYN SUPPORT DRONE LANDER							
Weapon Drone Unit			*Points Value: 86*				*Support Option*
Unit: Support Drone Lander	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Support Drone	–	6	1	12	8	8	Support Drone Lander
Weapon Options							
The Lander can be armed with any of the following support weapons at the points cost shown.							
• Mag cannon @Free				• Plasma light support @20pts			
• Twin mag light support @5pts				• Plasma cannon @25pts			
Options							
• Include Spotter Drone in unit @10pts • Include Batter Drone in unit @20pts • Add Self-Repair to Support Drone Lander @10pts							

Typical Hazard Vector Formations

Hazard troops normally use the Algoryn Spearhead Formation (see *The Chryseis Shard*, page 98). The following are typical Hazard Vector Combat Forces (1,000 points).

STRIKE FORCE

This force is used to aggressively seize control of an area and establish immediate dominance.

Hazard Command Squad: 262pts, Support

- 1 x Hazard Commander: plasma carbine, D-spinner, Hazard armour – Command, Follow, Leader 2
- 2 x Hazard Troopers: plasma carbine, D-spinner, Hazard armour @138pts
- 2 x Hazard Troopers: plasma carbine, D-spinner, Hazard armour @64pts
- 5 x strike capsules plus homer beacon upgrade @20 pts
- 1 x Medi Drone @20pts
- 1x Synchroniser Drone @20pts

Hazard Squad: 200pts, Support

- 1 x Hazard Leader: plasma carbine, D-spinner, Hazard armour – Leader
- 2 x Hazard Troopers: plasma carbine, D-spinner, Hazard armour @100pts
- 2 x Hazard Troopers: plasma carbine, D-spinner, Hazard armour @60pts
- 5 x strike capsules plus homer beacon upgrade @20 pts
- 1x Synchroniser Drone @20pts

Hazard Squad: 190pts, Support

- 1 x Hazard Leader: plasma carbine, D-spinner, Hazard armour – Leader
- 2 x Hazard Troopers: plasma carbine, D-spinner, Hazard armour @100pts
- 2 x Hazard Troopers: plasma carbine, D-spinner, Hazard armour @60pts
- 5 x strike capsules @10pts
- 1x Synchroniser Drone @20pts

Avenger Attack Skimmer: 153pts, Support

- 1 x Avenger Attack Skimmer with twin mag light support – MOD2, Large @153pts

Avenger Attack Skimmer: 168pts, Support

- 1 x Avenger Attack Skimmer with mag cannon – MOD2, Large @138pts
- 1 x Spotter Drone @10pts
- 1 x Batter Drone @20pts

Targeter Probe Shard: 20pts, Auxiliary

- 4 x Targeter Probes

Total 993pts, 8 dice

At 993 points, you will have a coordinated, devastating and aggressive combat force that will send shivers up you opponent's spine. This list can be extended, too, not only with the addition of a targeter or an army option such as *Block!* to the basic list, but through optimisation of the Buddy Drones taken on each squad.

CRITICAL CONTROL FORCE

With largely the same troops as the Strike Force, the Critical Control Force is intended to quickly establish control over a drop zone such that regular Algoryn formations can deploy with relatively safety. Though exact disposition is erratic due to the buffeting the capsules take during descent, once the force hits the ground and deploys, it instantly creates a defensive fire position that is difficult to overrun.

Hazard Command Squad: 158pts, Support
- 1 x Hazard Commander: plasma carbine, D-spinner, Hazard armour – Command, Follow, Leader 2
- 2 x Hazard Troopers: plasma carbine, D-spinner, Hazard armour @138pts
- 3 x strike capsules plus homer beacon upgrade @20 pts

Hazard Squad: 120pts, Support
- 1 x Hazard Leader: plasma carbine, D-spinner, Hazard armour – Leader
- 2 x Hazard Troopers: plasma carbine, D-spinner, Hazard armour @100pts
- 3 x strike capsules plus homer beacon upgrade @20 pts

3 x Hazard Squad @ 110 points: 330pts, Support
- 1 x Hazard Leader: plasma carbine, D-spinner, Hazard armour – Leader
- 2 x Hazard Troopers: plasma carbine, D-spinner, Hazard armour @100pts
- 2 x strike capsules: @10 pts
- 1 x strike capsule upgraded to Hazard Drone Lander (see below)

3 x Hazard Drone Lander@ 28pts: 84pts, Support
- 1 x Hazard Drone Lander with mag light support

1 x Algoryn Support Drone Lander@ 116pts, Support
- 1 x Strike Support Drone Lander with mag cannon
- 1 x Spotter Drone
- 1 x Batter Drone

Avenger Attack Skimmer: 172pts, Support
- 1 x Avenger Attack Skimmer with mag cannon – Hyperlight Boosters, MOD2, Large
- 1 x Spotter Drone @10pts

Targeter Probe Shard: 20 points, Auxiliary
- 4 x Targeter probes

Total 1,000pts, 11 dice (10 Support, 1 Auxiliary)

Algoryn Hazard Command Squad

Hazard Scenarios

If you wish for a challenging scenario then look no further than 'Scenario 3 – Target Chryseis Base' in the *The Chryseis Shard* campaign supplement, pages 28 to 37. The game represents the attack on the incomplete Ghar surface base on Chryseis 3 by Algoryn drop forces. The Ghar are caught by surprise and try to muster a credible defence while the Algoryn attempt to overrun their construction works. The Ghar must prevent their base falling into enemy hands. The Algoryn must wrest control of the base from their hated foe.

The scenario introduces powerful fixed defences that must be bypassed by the attackers to reach their objective. This is the first scenario that takes place on Chryseis 3, the planet that is home to the Locus itself, and is the first contact between the Locus and Algoryn. The Locus is represented in the game by a single Chryseis Drone that attempts to collect data on the newcomers by infiltrating their combat shards.

Scourer fire blazed overhead and splattered off the armoured hulls of the strike capsules. The familiar rumble of disruptor detonations was accompanied by the flare of ordnance against the squads' enhanced mass sinks. Ro'Car made a quick scan of the situation and his battle-attuned senses instinctively analysed the initial drop's effectiveness. There was only a single casualty, caused by a proximity anchor failure. He adjusted position as his suit warned of incoming ordinance...

His troopers had already pinpointed the source of the Ghar defensive fire and were in the process of destroying its effectiveness. Ro'Car checked progress elsewhere: in moments, the transmat beam would stabilise and they would have Avenger support:

It was time to break out and neutralize the threat.

Heavily armoured Algoryn Hazard troopers attack.