

THE AUTOMAN EMPIRE

Clockwork: This unit suffers 1 damage whenever it is given a Charge or At the Double order.

Clockwork units may be moved by a friendly Surge spell.

All units in the army have the Iron Resolve special ability unless otherwise specified

MECHANITORS

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
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Troop (10)	5	5+	-	4+	8	10/12	80
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Mechanitors are the corps of engineers who traverse the battlefield, charging capacitors and winding clockworks.

Special: Surge (4)

Options: May purchase Heal (2) for 20 pts.

Brass Sentinels Infantry

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
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Regiment (20)	5	5+	-	4+	15	-/16	75
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Horde (40)	5	5+	-	4+	30	-/23	125
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Legion (60)	5	5+	-	4+	40	-/29	180
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Brass Sentinels are the most basic war-forms of the Automan Empire. They carry swords into battle, sometimes trading them for spear

Special: Clockwork

Options: May purchase Spears to gain Phalanx for 20 pts.

Brass Guard Infantry

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
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Troop (10)	5	5+	5+	4+	8	-/13	100
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Regiment (20)	5	5+	5+	4+	10	-/17	140
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Horde (40)	5	5+	5+	4+	20	-/24	230
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Brass Guard are the shotte to the Brass Sentinels' pike. Pew pew pew.

Special: Clockwork, Carbines, Piercing (1)

Options: May trade Carbines and Piercing (1) for Rifles, Piercing (2), and Reload!

Bronze Hoplites Infantry (25mm)

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
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Troop (10)	5	4+	-	4+	10	-/13	75
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Regiment (20)	5	4+	-	4+	12	-/18	125
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Horde (40)	5	4+	-	4+	25	-/22	180
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Bronze Hoplites are bigger, stronger, and tougher than Brass war-forms. They are heavily armored to stand on the front lines of battle.

Special: Shambling, Big Shields

Iron Dervishes Large Infantry

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
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Regiment (3)	4	3+	-	5+	10	-/14	135
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Horde (6)	4	3+	-	5+	20	-/17	210
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Constructs covered in spikes and wielding deadly blades, they shower their enemies in blood and gore.

Special: Clockwork, Brutal, Vicious, Height 3

Iron Wreckers Large Infantry

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
Regiment (3)	4	4+	-	6+	9	-/14	135
Horde (6)	4	4+	-	6+	18	-/17	210
Wreckers wield smashing fists and bashing hammers. They turn armored foes into pulp and scrap.							
Special: Clockwork, Crushing Strength (2), Height 3							
Iron Fusiliers * Large Infantry							
Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
Regiment (3)	4	4+	5+	5+	7	-/14	155
Armed with expensive, powerful guns, Iron Fusiliers unload a rain of deadly slugs into their adversaries.							
Special: Clockwork, Long Rifles, Piercing (2), Reload!, Height 3							
Iron Immolars * Large Infantry							
Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
Regiment (3)	4	4+	-	5+	7	-/14	160
Wielding lightning guns, flamethrowers, and corrosive chemical sprays, Immolars plod forward with implacable determination.							
Special: Clockwork, Piercing (1), Breath Weapons (15), Height 3							
Options: May replace Breath Weapons with Lightning (10) for 20 points. The Lightning has Piercing (2) instead of Piercing (1)							
Automan Janissaries Large Infantry							
Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
Regiment (3)	5	3+	-	6+	9	-/14	170
Horde (6)	5	3+	-	6+	18	-/17	255
The elite guard of the Automan Empire, Janissaries are capable of reassembling themselves and their allies even in the midst of battle							
Special: Shambling, Crushing Strength (1), Elite, Regeneration (5+), Height 3							
Cogborn Hunters Cavalry							
Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
Troop (5)	8	5+	-	4+	8	-/11	85
Regiment (10)	8	5+	-	4+	16	-/14	135
Mechanical simulacra meant to imitate the beasts of field and forest, Cogborn Hunters dart across the battlefield with alacrity and grace							
Special: Clockwork, Thunderous Charge (1), Nimble							
Ornithopters * Large Cavalry							
Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
Regiment (3)	10	5+	4+	3+	6	-/14	135
Horde (6)	10	5+	4+	3+	12	-/17	210
Ornithopters can be mechanical birds, gyrocopters, or even flying insects							
Special: Clockwork, Nimble, Pistols, Fly							
Automan Titan Monster							
Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	4	3+	-	5+	5	-/17	150
Even bigger than the Automan Janissaries, Automan Titans tower over the battlefield, never stopping until they are destroyed.							
Special: Crushing Strength (2), Brutal, Inspiring, Shambling							
Options:							
Heavy steam boiler. Increase Speed to 6, remove Shambling, grant Clockwork for +30							

Armored Hull. Grants Big Shield for +15							
Giant Weapon. Increase CS to 3 and Attacks to 7 for +30							
Arm-mounted Cannon. Grant Lightning (8) for +30							
Arm-Mounted Flamethrower. Grant Breath Weapon (15) for +1							
Cog Colossus	Monster						
Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	7	4+	-	6+	12	-/22	225
Just as Cogborn are imitations of animals, Cog Colossi are imitations of the fiercest monsters.							
Special: Crushing Strength 4, Clockwork, Strider							
Options:							
Fly +30pts							
Vicious +30pts							
Breath Weapon (8) +20pts							
Capacitor Coil	War Machine						
Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	4	-	-	4+	-	-/11	135
These great electrical generators provide the Automan Empire's armies with unwonted strength and speed							
Special: Bane Chant 2, Heal 4, Surge 6, Clockwork							
Thunder Tower	War Machine						
Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	4	-	5+	4+	2	-/11	75
These siege machines are mounted on sturdy wagons and brought to bear against the toughest enemies.							
Special: Storm Coil (Range 24") Piercing (2), Blast (1d3+1), Reload!, Clockwork							
Clockwork Gun	War Machine						
Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	4	-	5+	4+	12	-/11	75
Unlike the powerful blasts of the Thunder Tower, the Clockwork Gun unleashes hundreds of bullets, shredding flesh and bone.							
Special: Reload!, Range 24", Vicious, Clockwork							
Mechanitor Architek	Hero (inf)						
Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	5+	5+	5+	1	10/12	100
The supervisors of the Mechanitor Choirs, Architektes are the supreme priests of the Automan religion							
Special: Surge (6), Individual, Pistol, Piercing (1)							
Options:							
Heal (4) for 30 pts.							
Bane Chant (2) for 20 pts.							
Mount on a Cogborn Mount, increasing Speed to 8, granting Nimble, and becoming Hero (Cav)							
Mount on an Ornithopter, gaining Move 10 and Fly, but losing Individual and becoming Hero (Large Cav)							
Automan Nexus	Hero (Inf)						
Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	4+	-	4+	1	-/11	65

Serving the same purpose as standard-bearers in normal armies, Automan Nexi form rallying points for their mechanical kin

Special: Individual, Clockwork, Very Inspiring

Bronze Captain Hero (Inf)

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
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1	5	4+	-	4+	3	-/11	50
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The champions of the Automan regulars, Bronze Captains will gladly be destroyed if it advances the Empire's goals.

Special: Individual, Crushing Strength (1), Shambling

Automan Coglord [1] Hero (Large Inf)

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
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1	4	3+	4+	5+	5	-/14	140
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The prototypes upon which the Janissaries were based, and among the strongest warriors in the Automan empire.

Special: Individual, Shambling, Regeneration (5+) Pistol

Options:

Upgrade Pistol to Carbine for Range 18" and Piercing (1) OR replace Pistol with Big Shield

Upgrade Iron Fist to: Iron Blade for Vicious and Brutal OR Iron Hammer for Crushing Strength (2)