

|             |                              |            |              |                    |   |
|-------------|------------------------------|------------|--------------|--------------------|---|
| <b>Name</b> | <i>The Protolene Khanate</i> | <b>By:</b> | Robert Avery | <b>Tech Level:</b> | 2 |
|-------------|------------------------------|------------|--------------|--------------------|---|

| <b>Infantry</b>       |                |            |                 |                  |          |          |          |          |          |   |
|-----------------------|----------------|------------|-----------------|------------------|----------|----------|----------|----------|----------|---|
| <b>Infantry Squad</b> | <b>Role</b>    | <b>No.</b> | <b>Weight</b>   | <b>Expertise</b> | <b>0</b> | <b>1</b> | <b>2</b> | <b>3</b> | <b>4</b> | <b>Equipment</b>                                |
| <i>Hunter</i>         | <i>Leg</i>     | 8          | <i>Standard</i> | <i>Regular</i>   | 1, 2, 3  | 4        | 5        | 6, 7, 8  | ~        | <i>Tech 2 Armour</i>                            |
| <i>Scout</i>          | <i>Recon</i>   | 8          | <i>Standard</i> | <i>Veteran</i>   | 1, 2     | 3        | 4        | 5, 6, 7  | 8        | <i>Tech 2 Armour<br/>Carbines -1D6 &gt; 18"</i> |
| <i>Predator</i>       | <i>Assault</i> | 8          | <i>Light</i>    | <i>Elite</i>     | 1        | 2        | 3        | 4, 5     | 6, 7, 8  | <i>Tech 2 Armour<br/>Pistols -1D6 &gt; 9"</i>   |
| <i>Mercenary</i>      | <i>Leg</i>     | 8          | <i>Standard</i> | <i>Regular</i>   | 1, 2, 3  | 4        | 5        | 6, 7, 8  | ~        | <i>Tech 2 Armour</i>                            |

| <b>Support Weapons</b> |             |           |            |             |                  |              |
|------------------------|-------------|-----------|------------|-------------|------------------|--------------|
| <b>Support Weapon</b>  | <b>Role</b> | <b>SV</b> | <b>TGT</b> | <b>Load</b> | <b>Expertise</b> | <b>Notes</b> |
|                        |             |           |            |             |                  |              |

| <b>Vehicles</b>              |                     |             |                |                  |               |  |  |
|------------------------------|---------------------|-------------|----------------|------------------|---------------|--|--|
| <b>Vehicle</b>               | <b>Role</b>         | <b>Crew</b> | <b>Move</b>    | <b>Expertise</b> | <b>Armour</b> | <b>Weapons</b>   | <b>Notes</b>                                     |
| <b>AYAME BATTLESUITS</b>     |                     |             |                |                  |               |  |  |
| <i>Scout</i>                 | <i>Recon</i>        | C           | <i>WLK (F)</i> | <i>Veteran</i>   | 2             | <i>2 x SV2 DF Autoguns (3 barrels)</i>   |  |
| <i>Scout Assault</i>         | <i>Recon</i>        | C           | <i>WLK (F)</i> | <i>Veteran</i>   | 3             | <i>2 x SV2 DF Autoguns (3 barrels)<br/>2 x SV2 DF Boom</i>                         |  |
| <i>Scout Comms</i>           | <i>Specialist</i>   | C           | <i>WLK (F)</i> | <i>Veteran</i>   | 2             | <i>2 x SV2 DF Autoguns (3 barrels)</i>   | <i>EWSO</i>                                      |
| <i>Hunter</i>                | <i>AFV</i>          | C           | <i>WLK</i>     | <i>Regular</i>   | 3             | <i>2 X SV3 DF Boom</i>   |  |
| <i>Hunter Assault</i>        | <i>AFV</i>          | C           | <i>WLK</i>     | <i>Regular</i>   | 4             | <i>2 X SV3 DF Boom<br/>2 x SV4 DF Both</i>   |  |
| <i>Hunter Comms</i>          | <i>Specialist</i>   | C           | <i>WLK</i>     | <i>Regular</i>   | 3             | <i>2 X SV3 DF Boom</i>   | <i>EWSO</i>                                      |
| <i>Predator</i>              | <i>AFV</i>          | C           | <i>WLK</i>     | <i>Elite</i>     | 4             | <i>Close Combat Capable</i>  | <i>Infantry Anti-Tank Capable at 2"</i>          |
| <i>Predator Assault</i>      | <i>AFV</i>          | C           | <i>HOV</i>     | <i>Elite</i>     | 5             | <i>Close Combat Capable<br/>1 x SV2 DF Autogun (3 barrels)</i>                     |  |
| <i>Predator Comms</i>        | <i>Specialist</i>   | C           | <i>WLK</i>     | <i>Elite</i>     | 4             | <i>Close Combat Capable</i>  | <i>Infantry Anti-Tank Capable at 2"<br/>EWSO</i> |
| <i>Mortar Assault</i>        | <i>SP Artillery</i> | C           | <i>WLK</i>     | <i>Regular</i>   | 3             | <i>Close Combat Capable<br/>1 x SV3 IF Boom<br/>1 x SV2 DF Autogun (3 barrels)</i> |  |
| <b>MARROCK BATTLESUITS</b>   |                     |             |                |                  |               |  |  |
| <i>Scout</i>                 | <i>Recon</i>        | C, G        | <i>WLK</i>     | <i>Veteran</i>   | 4             | <i>2 x SV4 DF Autoguns (3 barrels)</i>   |  |
| <i>Hunter</i>                | <i>AFV</i>          | C, G        | <i>WLK</i>     | <i>Regular</i>   | 5             | <i>2 X SV6 DF Boom</i>   |  |
| <i>Predator</i>              | <i>AFV</i>          | C, G        | <i>WLK</i>     | <i>Elite</i>     | 6             | <i>Close Combat Capable</i>  | <i>Infantry Anti-Tank Capable at 4"</i>          |
| <b>OKAMI BATTLESUITS</b>     |                     |             |                |                  |               |  |  |
| <i>Assault Walker</i>        | <i>AFV</i>          | C, G        | <i>WLK</i>     | <i>Regular</i>   | 7             | <i>Twin SV4 DF Autoguns</i>  |  |
| <b>HEAVY ASSAULT B'SUITS</b> |                     |             |                |                  |               |  |  |
| <i>Tamaska</i>               | <i>AFV</i>          | C, G        | <i>WLK</i>     | <i>Regular</i>   | 8             | <i>Twin SV6 DF Boom</i>  |  |
| <i>Fenrir Carrier</i>        | <i>APC</i>          | C, G        | <i>WLK</i>     | <i>Regular</i>   | 8             | <i>Twin SV6 DF Boom</i>  | <i>Can carry 8 infantry</i>                      |

| <b>Specialists</b>               |
|----------------------------------|
| <i>Scout Snipers; Ayame EWSO</i> |

| <b>Off-Table Support</b> |
|--------------------------|
|                          |

| <b>Characteristic Cards</b>  |
|--|
| <i>Any: Scan (Ayame EWSO only);</i>  |
| <i>Scouts: Rapid Deployment; Recon; Dynamic Commander</i>                            |
| <i>Hunters: Rally (sometimes); Charge! (sometimes); Heroic Commander (sometimes)</i> |
| <i>Predators: Rapid Deployment; Rally; Charge!; Heroic Commander</i>                 |

| <b>Chrome</b> |
|---------------|
|               |



| Order of Battle   |  |  |
|---|--|--|
| <b>Scout Platoon</b>  | <b>Hunter Platoon</b>  | <b>Predator Platoon</b>  |
| HQ: 1 x Big Man; 1 x Sniper   | HQ: 1 x Big Man  | HQ: 1 x Big Man  |
| 3 x Scout Squad   | 3 x Hunter Squad   | 3 x Predator Squad   |
| (1 x Command; 1 x Hvy Assault Laser; 1 x Particle Cannon; 5 x Laser Carbine)  | (1 x Command; 1 x Heavy Assault Laser; 1 x Particle Cannon; 5 x Laser Rifle)                       | (1 x Command; 7 x Laser Pistol)  |
| A role-specific company consists of an HQ of a Big Man; three platoons of infantry; and one Ayame squad of three battlesuits. As the newer Ayame EWSO variants have come in, one has been added to the official roster for a Company HQ, but many Companies are still waiting for their's to arrive.  |  |  |
| A Protolene Infantry Regiment consists of three of the same role-specific Companies and one of each other type of Company i.e. a Hunter Regiment consists of three Hunter companies, a Scout company, and a Predator company. Each Regiment also has a company of role-specific Marrock battlesuits assigned to it. Each Regiment assigns its assets as mission-required, but only usually within the regiment i.e. it is very rare for one regiment's assets to be lent to another regiment. Most Protolene Regiments are Hunters. |  |  |
| <b>Marrock Walker Platoon</b>   | <b>Assault or Heavy Walker Platoon</b>   | <b>Latest Usage Report</b>   |
| 3 x Marrock Battlesuits   | 3 x Okami or Tamaska or Fenrir Battlesuits   | As more Ayame battlesuits roll off the production line, it is quite common for any infantry squad in a company's roster to be replaced by a squad of three Ayame. There is no set pattern to this: as Ayame's are assigned to a Regiment, those infantry squads that cannot muster at least six men are assigned three Ayame battlesuits. Any spare men would drive battlesuits in other squads. |
| A Marrock Company is an HQ of two walkers plus three platoons   | Assault & Heavy walkers are grouped into independent companies of 15 platoons plus a small HQ unit |  |
| A Marrock Regiment is three role-specific Marrock Companies, plus one of each other type of company, plus a role-specific infantry company  |  |  |

Figures from: All Figures from *Critical Mass Games*

| Points                | BM: Level x 20         | EWSO: 40                  | Sniper: 30                | Medic: 10 | Drone Op or FO: 20 |
|-----------------------|------------------------|---------------------------|---------------------------|-----------|--------------------|
| <b>Infantry Squad</b> | <b>Support Weapons</b> | <b>Vehicles</b>           | <b>Cards &amp; Chrome</b> |           |                    |
| Hunter 26             |                        | Ayame Scout 32            | <b>Ayame Scout Comms</b>  |           |                    |
| Scout 34              |                        | Ayame Scout Assault 42    | Scan                      | 40        |                    |
| Predator 36           |                        | Ayame Scout Comms 70      | <b>Scouts/Predators</b>   |           |                    |
| Mercenary 26          |                        | Ayame Hunter 24           | Rapid Deployment          | 40        |                    |
|                       |                        | Ayame Hunter Assault 58   | <b>Scouts</b>             |           |                    |
|                       |                        | Ayame Hunter Comms 64     | Recon                     | 40        |                    |
|                       |                        | Ayame Predator 22         | Dynamic Cmmdr             | 40        |                    |
|                       |                        | Ayame Predator Assault 32 | <b>Hunters/Predators</b>  |           |                    |
|                       |                        | Ayame Predator Comms 62   | Rally                     | 40        |                    |
|                       |                        | Ayame Mortar Assault 28   | Charge!                   | 40        |                    |
|                       |                        | Marrock Scout 44          | Heroic Cmmdr              | 40        |                    |
|                       |                        | Marrock Hunter 42         |                           |           |                    |
|                       |                        | Marrock Predator 28       |                           |           |                    |
|                       |                        | Okami Assault Walker 36   |                           |           |                    |
|                       |                        | Tamaska Heavy Assault 46  |                           |           |                    |
|                       |                        | Fenrir Carrier 46         |                           |           |                    |

**Tabletop Stats**

| Infantry       |         |     |          |           |         |   |   |         |         |               |
|----------------|---------|-----|----------|-----------|---------|---|---|---------|---------|---------------|
| Infantry Squad | Role    | No. | Weight   | Expertise | 0       | 1 | 2 | 3       | 4       | Firing        |
| Hunter         | Leg     | 8   | Standard | Regular   | 1, 2, 3 | 4 | 5 | 6, 7, 8 | ~       | +4            |
| Scout          | Recon   | 8   | Standard | Veteran   | 1, 2    | 3 | 4 | 5, 6, 7 | 8       | +4 (-1D6>18") |
| Predator       | Assault | 8   | Light    | Elite     | 1       | 2 | 3 | 4, 5    | 6, 7, 8 | +4 (-1D6>9")  |
| Mercenary      | Leg     | 8   | Standard | Regular   | 1, 2, 3 | 4 | 5 | 6, 7, 8 | ~       | +4            |

| Infantry Squad | Miss  | Shock | Dead | Save |
|----------------|-------|-------|------|------|
| Hunter         | 1,2,3 | 4,5   | 6    | ~    |
| Scout          | 1,2,3 | 4,5   | 6    | ~    |
| Predator       | 1,2,3 | 4,5   | 6    | ~    |
| Mercenary      | 1,2,3 | 4,5   | 6    | ~    |

|  | Open | Light | Heavy | Imp   |
|--|------|-------|-------|-------|
|  | ~    | -1/D6 | -2/D6 | -4/D6 |
|  | ~    | -1/D6 | -2/D6 | -4/D6 |
|  | ~    | -1/D6 | -2/D6 | -4/D6 |
|  | ~    | -1/D6 | -2/D6 | -4/D6 |

| AT: 0-4" | 4-8" | 8-12" |
|----------|------|-------|
| 4        | 2    | ~     |
| 4        | 2    | ~     |
| 4        | 2    | ~     |
| 4        | 2    | ~     |

**Support Weapons**

| Support Weapon | SV | TGT | vs Inf | vs Veh |
|----------------|----|-----|--------|--------|
|                |    |     |        |        |
|                |    |     |        |        |

**Vehicles**

| Vehicle                          | Gunner | Exp.    | Arm. |      | vs Inf   | vs Veh                     | CI Cmbt |
|----------------------------------|--------|---------|------|------|--|----------------------------|---------|
| <b>AYAME BATTLESUITS</b>         |        |         |      |      |  |                            |         |
| Scout                            | 0      | Vet (4) | 2    |      | 2 x DF: 2D6+10 & Pin   | DF 1                       | No      |
| Scout Assault                    | 0      | Vet (4) | 3    |      | 2 x DF: 2D6+10 & Pin<br>2 x DF: 2D6+4 & Pin, miss on one 1               | DF 1<br>DF 2               | No      |
| Scout Comms                      | 0      | Vet (4) | 2    | EWSO | 2 x DF: 2D6+10 & Pin   | DF 1                       | No      |
| Hunter                           | 0      | Reg (3) | 3    |      | 2 x DF: 3D6+4 & Pin miss on two 1s                                       | DF 3                       | No      |
| Hunter Assault                   | 0      | Reg (3) | 4    |      | 2 x DF: 3D6+4 & Pin miss on two 1s<br>2 x DF: 4D6+4 & Pin miss on two 1s | DF 3<br>DF 8               | No      |
| Hunter Comms                     | 0      | Reg (3) | 3    | EWSO | 2 x DF: 3D6+4 & Pin miss on two 1s                                       | DF 1                       | No      |
| Predator                         | 0      | Elt (5) | 4    |      | ~  | DF 4 up to 2"              | Yes     |
| Predator Assault                 | 0      | Elt (5) | 5    |      | ~  | DF 4 up to 2"              | Yes     |
| Predator Comms                   | 0      | Elt (5) | 4    | EWSO | ~  | DF 4 up to 2"              | Yes     |
| Mortar Assault                   | 0      | Elt (5) | 4    | EWSO | IF: 3D6+4 & Pin, miss on two 1s<br>DF: 2D6+10 & Pin                      | Indirect Fire only<br>DF 1 | Yes     |
| <b>MARROCK BATTLESUITS</b>       |        |         |      |      |  |                            |         |
| Scout                            | x1     | Vet (4) | 4    |      | 2 x DF: 4D6+10 & Pin   | DF 2                       | No      |
| Hunter                           | x1     | Reg (3) | 5    |      | 2 x DF: 6D6+4 & Pin miss on three 1s                                     | DF 6                       | No      |
| Predator                         | x1     | Elt (5) | 6    |      | ~  | DF 4 up to 4"              | Yes     |
| <b>OKAMI BATTLESUITS</b>         |        |         |      |      |  |                            |         |
| Assault Walker                   | x1     | Reg (3) | 7    |      | 2 x DF: 4D6+10 & Pin   | DF 2                       | No      |
| <b>HEAVY ASSAULT BATTLESUITS</b> |        |         |      |      |  |                            |         |
| Tamaska                          | x1     | Reg (3) | 8    |      | 2 x DF: 6D6+4 & Pin miss on three 1s                                     | DF 6                       | No      |
| Fenrir Carrier                   | x1     | Reg (3) | 8    |      | 2 x DF: 6D6+4 & Pin miss on three 1s                                     | DF 6                       | No      |

| Vehicle                | Type    | Open        | Light       | Heavy       | Imp         |
|------------------------|---------|-------------|-------------|-------------|-------------|
| Ayame Scout            | WLK (F) | +1D6, +1/D6 | +1D6, -1/D6 | +1D6, -2/D6 | +1D6, -4/D6 |
| Ayame Scout Assault    | WLK (F) | +1D6, +1/D6 | +1D6, -1/D6 | +1D6, -2/D6 | +1D6, -4/D6 |
| Ayame Scout Comms      | WLK (F) | +1D6, +1/D6 | +1D6, -1/D6 | +1D6, -2/D6 | +1D6, -4/D6 |
| Ayame Hunter           | WLK     | +1/D6       | -1/D6       | -2/D6       | -4/D6       |
| Ayame Hunter Assault   | WLK     | +1/D6       | -1/D6       | -2/D6       | -4/D6       |
| Ayame Hunter Comms     | WLK     | +1/D6       | -1/D6       | -2/D6       | -4/D6       |
| Ayame Predator         | WLK     | +1/D6       | -1/D6       | -2/D6       | -4/D6       |
| Ayame Predator Assault | HOV     | x2          | 2(-1/D6)    | 2(-2/D6)    | 2(-4/D6)    |
| Ayame Predator Comms   | WLK     | +1/D6       | -1/D6       | -2/D6       | -4/D6       |
| Ayame Mortar Assault   | WLK     | +1/D6       | -1/D6       | -2/D6       | -4/D6       |
| Marrock Scout          | WLK     | +1/D6       | -1/D6       | -2/D6       | -4/D6       |
| Marrock Hunter         | WLK     | +1/D6       | -1/D6       | -2/D6       | -4/D6       |
| Marrock Predator       | WLK     | +1/D6       | -1/D6       | -2/D6       | -4/D6       |
| Okami Assault Walker   | WLK     | +1/D6       | -1/D6       | -2/D6       | -4/D6       |
| Tamaska Heavy Assault  | WLK     | +1/D6       | -1/D6       | -2/D6       | -4/D6       |
| Fenrir Carrier         | WLK     | +1/D6       | -1/D6       | -2/D6       | -4/D6       |