

Cyber-Undead

(He's not the Deceiver, he's a very naughty boy)



Cyber-Undead Battlegroup

Troops	Arm	Move	Attacks	Assault	Hits	Save	Cost	Limit	Note
CO (CV10)	Command	60 G	3/30	-	6	6	170	-/- [1]	-
CO (Crypt Entrance CV10)	Command	-	-	-	-	3	260	-/- [1]	#1
HQ (CV9)	Command	40 F	2/30	-	4	6	90	-/3	-
HQ (Crypt Entrance CV9)	Command	-	-	-	-	4	170	-/- [1]	#1
Recce Unit (Cyber Swarm)	Recce	30 J	-	3	3 L	6	40	-/2	#2
Infantry Unit (Warriors)	Infantry	10 F	4/30	3	5 L	5 T	70	4/-	#3
Infantry Unit (Eternals)	Infantry	10 F	4/30	4	6 L	5 T	100	-/4	#3 S1
Infantry Unit (Abominations)	Infantry	10 F	4/30	6	6 L	5	110	-/2	#4 S1
Infantry Unit (Skinned Horrors)	Infantry	10 F	-	6	5 L	5 T	85	-/4	#5
Infantry Unit (Cyber Swarm)	Infantry	30 J	1/30	3	3 L	6	25	-/8	#6
Infantry Unit (Ghosts)	Infantry	30 G	-	6	4 L	4 T	105	-/4	#3
Support Unit (Skimmers)	Infantry	30 G	4/50	3	5 L	5 T	125	-/3	#7 S1
Support Unit (Heavy Skimmers)	Infantry	30 G	6/50#	2	5 L	5 T	130	-/3	#7 S1
Support Unit (Repair Drone)	Infantry	10 H	-	4	5 L	5	50	-/3	#8
Star God (Death)	Armour	20 G	6/30#	10	5 M/S	4 A	400	-/- [1]	#9 S1
Star God (Deceit)	Armour	20 G	4/30	8	5 M/S	4 A	300	-/- [1]	#10 S1
Tank Unit (Menhir)	Armour	20 G	4/60	2	5	4 T	170	-/4	#11 S1
Tank Unit (Pyramid)	Armour	10 G	4/40	4	5	3 A	230	-/2	#12 S1
Air Defence Unit (Energy Tower)	Armour	-	6/120	4	5 M/S	3 A	385	-/- [4]	#13
Superheavy Tank Unit (Slaughterer)	Armour	20 G	4/30 H	16	8 M/S	3 A	620	-/- [1]	#14 S1
Superheavy Tank Unit (Stellar Orb)	Armour	20 G	6/80	3	7 M/S	3 A	500	-/- [1]	#15 S1
Superheavy Tank Unit (War Barge)	Armour	20 G	4/60	6	6 M/S	3 A	430	-/- [1]	#16 S1

Special Rules

- Cyborg tactical doctrine & Advanced tech level
- Air Superiority: No aircraft. Always counts as having rolled a one.
- Infantry on foot and Cyber-Swarms take up one space each. All other infantry take up two spaces each. Armour may not be placed in bunkers.
- Tactical Withdrawal: Although Cyborg doctrine ignores fallback results, roll for fallback anyway and if result is any which would have knocked out the unit, place unit in the reserve pool. Otherwise ignore result as per Cyborg doctrine.
- Any number of Infantry units may be held in the reserve pool.
- Unnatural Horror: Unit exudes an aura of timeless cosmic horror, causing enemies to question their own significance in the face of an infinitely vast and uncaring universe. Add one suppression dice against target if

hits are scored by this unit – minimum of one dice even if all hits were then saved (but not if hits were blocked by shields).

- Repair: Unit can augment the self-repair abilities of nearby Infantry units. Cancel one unsaved hit on all infantry units within 5 cm for every incoming attack action, except self – hits are cancelled before being applied to unit. This ability does not stack with other Repair units (but Repair units can repair each other if within range).
- Adaptive Armour: The unit's mimetic polyalloy hull can dynamically reconfigure to counter any attack type. Unit always gets its full save irrespective of attacking weapon special abilities e.g. hypervelocity penetrators & smart missiles, or flank & rear attacks (i.e. includes the Tough/Extremely Tough attributes). Adaptive Armour is denoted by an A next to the unit's Save value.
- Quantum Tunnel: Advanced point-to-point teleportation technology. An unsuppressed unit equipped with a Quantum Tunnel has the following effects:
 - Stealth: grants the Stealth tech upgrade to all Cyber-Undead infantry units remaining within 10 cm.
 - Reserves: when calling in non-Armour reserves, a CO or HQ may deploy these from the Quantum Tunnel instead of near themselves. Any number of Infantry units may be deployed from reserve via a Quantum Tunnel but must be placed within 10 cm of the tunnel and in the front arc of the tunnel equipped unit. Any which cannot be placed must remain in reserve. Use the distance from the CO or HQ unit to the tunnel to calculate any command penalties for distance when deploying reserves in this way. If a unit being deployed has entered the reserve pool via Stealth in the current turn, command penalties from the orders already carried out will carry over to the command roll for deploying the reserves. Ignore any command penalties for the tunnel equipped unit having already carried out orders.
 - Deploying from a Quantum Tunnel is a move action so stabilised units may fire.
 - Ambush: if ambushes have been bought, the location of an ambush may be specified as Quantum Tunnel, instead of a terrain feature on the battlefield. Such an ambush may be sprung from any unsuppressed Quantum Tunnel when an enemy unit moves within 20 cm (i.e. do not use the unlimited Cyborg initiative distance). Only Infantry units may ambush from a Quantum Tunnel and must be placed within 10 cm and in the front arc of the tunnel equipped unit.

Battlegroup Selection Rules

- Max one Superheavy Tank Unit per 1000 points
- Max one Star God of any kind per battlegroup (more than one on a battlefield will ignore the enemy and fight each other, probably destroying the planet in the process).
- If Cyber-undead are the defender, one CO or HQ bunker may be a Crypt Entrance.
- If Cyber-undead are the attacker, all Massive units may deploy by teleportation.
- No bunker upgrades may be bought.

Assets

- 6 x Light Orbital Strike, 4 Attacks (40 points each)
- 3 x Heavy Orbital Strike, 8 Attacks (80 points each)
- 3 x Ambush (50 points each)

Note 1. Command Unit (CO Crypt Entrance, HQ Crypt Entrance)

- Command Bunker
- Quantum Tunnel
- 4 space capacity

Note 2. Recce Unit (Cyber Swarm)

- Adaptive Camouflage – Count as being in partial cover when in the open and under direct fire

Note 3. Infantry Unit (Warriors, Ghosts, Eternals)

- Elite – No command penalty for assaulting the enemy & deduct one die when rolling for suppression/fallback
- Tactical Withdrawal – Place unit in reserve pool if fallback result would have knocked it out

Note 4. Infantry Unit (Abominations)

- Elite – No command penalty for assaulting the enemy & deduct one die when rolling for suppression/fallback
- Unnatural Horror - Roll one more suppression dice against target if hits are scored by this unit with a minimum of one dice even if all hits were then saved

Note 5. Infantry Unit (Skinned Horrors)

- Elite – No command penalty for assaulting the enemy & deduct one die when rolling for suppression/fallback
- Tactical Withdrawal – Place unit in reserve pool if fallback result would have knocked it out
- Independent - Ignore command penalties for distance

Note 6. Infantry Unit (Cyber Swarm)

- Primary Weapon: Anti-aircraft only (swarm attack)
- Adaptive Camouflage – Count as being in partial cover when in the open and under direct fire
- Expendable – Does not count towards breakpoint

Note 7. Support Unit (Skimmer, Support Skimmer)

- Tactical Withdrawal – Place unit in reserve pool if fallback result would have knocked it out

Note 8. Support Unit (Repair Drone)

- Repair - Cancel one unsaved hit on all infantry units within 5 cm for every incoming attack action, except self – hits are cancelled before being applied to unit. This ability does not stack with other Repair units (but Repair units can repair each other if within range).
- Expendable – Does not count towards breakpoint

Note 9. Star God (Death)

- Primary Weapon: Hypervelocity Penetrator – the save of the target is reduced by one (lightning)
- Secondary Weapon: 6/20 attacks against all relevant targets, Split fire (death gaze)
- Godlike – No command penalty for assaulting the enemy & deduct two dice when rolling for suppression/fallback
- Independent – Ignore command penalties for distance
- Unnatural Horror - Roll one more suppression dice against target if hits are scored by this unit with a minimum of one dice even if all hits were then saved

Note 10. Star God (Deceit)

- Primary Weapon: Antigravity (misdirect)
- Secondary Weapon: 2/30 - Inflicts no hits. Causes automatic suppression (confusion)
- Indirect Fire (secondary weapon): Resolve as an artillery concentration.
- Godlike – No command penalty for assaulting the enemy & deduct two dice when rolling for suppression/fallback
- Independent – Ignore command penalties for distance

Note 11. Tank Unit (Menhir)

- Primary Weapon: High Impact – always hit the target on 1 less e.g. 3+ in the open (energy cannon)
- Tactical Withdrawal – Place unit in reserve pool if fallback result would have knocked it out

Note 12. Tank Unit (Pyramid)

- Primary Weapon: Plasma – nearest unit with 5 cm must test for suppression/fallback (energy blast)
- Tactical Withdrawal – Place unit in reserve pool if fallback result would have knocked it out
- Quantum Tunnel

Note 13. Air Defence Unit (Energy Tower)

- Primary Weapon: Pulse – hits each unit in line beyond target up to maximum range at cumulative -1 attacks but gets no bonus for flank or rear, Anti-Aircraft Weapon (energy beam)
- All round vision

Note 14. Superheavy Tank Unit (Slaughterer)

- Secondary Weapon: 4/30 H attacks against all relevant targets
- All Weapons: Split fire, High Impact – always hit the target on 1 less e.g. 3+ in the open
- All round vision
- Elite – No command penalty for assaulting the enemy & deduct one die when rolling for suppression/fallback
- Quantum Tunnel

Note 15. Superheavy Tank Unit (Stellar Orb)

- Primary Weapon: Flamethrower – hits all targets in line up to maximum range and treats all units as being in the open (solar ray)
- Secondary Weapon: 6/80 attacks against all relevant targets (solar flare)
- Indirect Fire (secondary weapon): Calculate as an artillery concentration
- May only fire one weapon per action
- Restricted vision
- Elite – No command penalty for assaulting the enemy & deduct one die when rolling for suppression/fallback

Note 16. Superheavy Tank Unit (War Barge)

- Primary Weapon: High Impact – always hit the target on 1 less e.g. 3+ in the open (energy cannon)
- Secondary Weapon: 4/40 attacks against all relevant targets, Plasma – nearest unit with 5 cm must test for suppression/fallback (energy blast)
- Elite – No command penalty for assaulting the enemy & deduct one die when rolling for suppression/fallback
- Independent – Ignore command penalties for distance
- Restricted vision
- Quantum Tunnel

Design Notes

Tactical Withdrawal: Cyborg doctrine was the obvious one to use but you don't survive millions of years by never retreating in the face of overwhelming odds. Tactical Withdrawal represents this. It's a unit attribute with zero cost (since it makes Cyborg doctrine slightly worse).

Unnatural Horror: Some enemies are so disquieting to face that simply knowing they are attacking you can have a psychological impact, even if the attacks themselves are not having much effect. Unnatural Horror is a unit attribute costed at 5 points (the same as Elite) and is designed to represent the various psychic or terror abilities some units should have. Why doesn't Deceit have this ability? All his ranged attacks cause automatic suppression so adding an extra suppression dice is a little extreme.

Repair: I toyed with the idea of using the Medic rules from skirmish but decided against it as (a) it involves extra bookkeeping for the number of repair points available to each unit (and those dice inevitably get picked up and thrown) and (b) putting a lot of them together would be overpowered (and I have a lot of them so didn't want to severely restrict the number you can take). Repair affects all Infantry units within a small radius so to cover a large formation you need to keep every unit very close together or buy several of them. The ability to repair each unit in range against every attack action is balanced by the fact you can only repair a single hit on each unit no matter how many repair units are nearby. Why remove hits before they are applied? Medics can only heal the living but the cyber-undead never stay cyber-dead for long. Repair is a unit attribute with a cost of 10 points (which is a guess – I've no idea what Medic costs).

Adaptive Armour: This was a fluff ability and is quite powerful since it negates enemy weapon abilities. Adaptive Armour is a tech upgrade with a base cost of 10 points per hit (to match the 10 points per attack of the weapon upgrades it negates) plus 10 points flat (the cost of Tough).

Quantum Tunnel: The major fluff ability for this army. Quantum tunnels compensate for the complete lack of any transport options in the army. With them there is a high degree of mobility possible. Without them most of the army will be walking very slowly around the battlefield. Quantum tunnels are a tech upgrade costed at 40 points (same as teleport - some more capabilities but you need two of them to move units across the battlefield and those units can't do much when they arrive). Why the ambush rules? To make assaulting a tunnel equipped unit a bit more uncertain.

Cyber-Swarms: The obvious choice for a recon unit (and the army needed one), swarm drones are highly mobile, small and stealthy with the recon version trading attack ability for enhanced sensor and communication equipment. I gave the infantry version a fairly short-ranged AA attack, partly because otherwise you are entirely dependant on large, expensive Energy Towers for air defence but also because I like the idea of swarms of drones taking off and slowly dismantling incoming aircraft. Individually they are cheap but weak so need to be taken in large formations to be effective. Why Jump and not Grav? Grav would make them harder to hit in assault.

Energy Tower: Why Pulse? For the same reason that the Stellar Orb is Flamethrower. I just like the idea of massive energy beams scouring huge trenches across the battlefield. Probably read too much manga...

Stellar Orb: Being a long range Flamethrower (or rather, a focussed beam of stellar energy), the primary weapon is enormously dangerous to everything in the way, friend or foe. Since both primary and secondary weapon modes require controlled opening of the containment field surrounding the stellar fragment powering the unit you can't fire both at once, even though it is a massive unit.

Star God: In the current epic lists these are war engines and rumour is that they will become armageddon level units in the next 40k codex so they are massive units here. Plus, a tiny god is hardly impressive, and this way they can suppress nearby units when you finally kill one and it explodes. Godlike makes them slightly more elite than Elite.