

GLORLONS

Eons ago, the Glorlons arose to sapience from the tide pools of their homeworld's warm, wide seas. Invested by their long and languid evolution with the ability to transfer memories and traces of personality from generation to generation in the form of biochemical heritage spores, they decided their manifest destiny was to gather and master all knowledge of the universe and perhaps eventually pass it on to the next phase of cosmic evolution.

Having studied their homeworld in excruciating detail, they created vehicles capable of traversing space and expanded beyond imagination. But in this expansion they were not alone: other species traveled through the void and contested worlds they intended to study. Oftentimes, these species were hostile to the Glorlon goals and in such cases the only logical solution was to extract their knowledge forcibly...

After all, only information can and indeed must be preserved for eternity, existence of a single species is fleeting at best and therefore complete eradication of any who resist the great work of the Glorlons is entirely justified.

Force list © Jouni Pohjola
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The list is intended for use with Glorlon miniatures of the defunct Sentinel Games. Unfortunately the fairly unusual nature of the miniatures does not facilitate for ease of use with other miniature lines, although enterprising modeler/gamer might be able to proxy with, say, Warhammer 40.000 Tyraidns or Reaper Bathalians.

Tech Level: 3
Strategy Rating: 19

Tactical Rating: 10

<u>Tactical Aspect</u>	<u>Value</u>	<u>TR Cost</u>
Maximum Unit Size	10	0
Maximum Elite Units	75%	+4
Maximum Vehicle Units	75%	+4
Initial ADR	10	0
Failed Individual Morale Test	Cool Head	+2
Failed Unit Morale Test	Communication Breakdown	0
Tactical Advantage	Precision	+2

Frame Rating: 9

<u>Frame Aspect</u>	<u>Limitation</u>	<u>FR Cost</u>
Maximum Frames	20	0
Maximum SI Weapon Cost	40	+1
Maximum PI Weapon Cost	80	+2
Maximum VE Weapon Cost	160	+2
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating	-1	+1
Maximum PI Speed	5	0
Minimum Field Save	7+	+2
Maximum HTH Cost	10 (15)	0
Maximum IF Area of Effect	4"	+1

Victory Point Advantage

Diplomacy (see pg. 73 of *Defiance: Vital Ground* rulebook)

Augmentations = 12 (maximum of 12)

General: Access to Enemy Weaponry
- multiply weapon cost by 2
- replaces any one standard weapon per game
Access to Non-standard Weaponry
- multiply weapon cost by 1.5
- replaces any one standard weapon per game
Choose melee weapon
- see pg. 9 of *Defiance: Evolution of Arms* supplement

Army: Extra CDWs: see pg. 86 of *Defiance: Vital Ground* rulebook

Infantry Indiv: Command Armor: (+70 PV)
Data Net (+30 PV per Primary Commander)
Personal Tactical Computer (+15 PV)

Infantry Unit: Craft Armor (+ 5 PV per figure per unit of Mentors)
Honed Blade (+2 PV per figure per unit of Soldiers)
Jump Jets (+ 2 PV per figure per unit of Raiders)
Torrential Fire (+67 PV per Dual Heavy Shard Rifle per figure per unit of Genociders)
Weapon Immunity – Burst (+1 PV per figure per unit of Mentors)

Vehicle: Point Defense System (+20 PV per Suppressor)
Redundant Organ Matrix [counts as On-board Mechanic] (+20 PV per Scourger)
Weapon Stabilizers (+10 PV per weapon per Lurcher)

STANDARD INFANTRY

Mentor – 124

Hailing from the ranks of respected Scholars, Mentors act not only as front line officers of the Expansion Forces but also as their culture's instructors. Like other Scholars, they aspire to continue their learning indefinitely and to advance the wisdom-based society of the Glorlons. Being both sages and warriors, Mentors' studies unsurprisingly consist of learning how to defeat the enemies of their species wherever and whomever they may be.

Type	SI
Size	3
Quality	Elite
Move	5
Armor Rating	+1
Damage Capacity	3
Field Save	7+
HTH Rating	2@6+
Reflex	0
Agility	7
Officer	1C (+60) OR 2C (+95)
Hero Cost	+34
Covert Operations	4 (+6)

Primary Weapon: Acid Annihilator
Support Weapon: Shard Rifle + Neural Disrupter OR Shard Carbine + Neurotoxin Launcher
Side Arm: Ink Cloud CDW OR Neural Disrupter Grenade
Augmentation: Craft Armor, Weapon Immunity – Burst

Raider – 51

Sometimes the best way to win a battle is not a massive assault by hordes of infantry and biomechs. Sometimes more subtle ways may be utilized. In such instances, Glorlon Raiders infiltrate the battlefield, crippling enemy supply lines, wiping out guard posts, seizing key positions and spotting for artillery ordinance.

Type	SI
Size	3
Quality	Fanatic
Move	5
Armor Rating	+1
Damage Capacity	2
Field Save	8+
HTH Rating	2@8+
Reflex	-2
Agility	5
Officer	3L (+95) OR 4L (+110)
Hero Cost	+41
Covert Operations	3I (+10)

Primary Weapon:	Dual Shard Carbine
Support Weapon:	Shard Carbine + Neural Disrupter OR Shard Carbine + Neurotoxin Launcher
Side Arm:	Acid Bomb OR Ink Cloud CDW
Augmentation:	Jump Jets

Soldier – 39

Main core of the Expansion Forces is made up of Soldiers, the most common Glorlon combat phenotype. Their preparations for battle are simple, consisting of synaptic orchestration that allows them to wield two weapons simultaneously and extruding a heritage spore to preserve their knowledge to the generations to follow on the path to enlightenment.

Type	SI
Size	3
Quality	Fanatic
Move	4
Armor Rating	+1
Damage Capacity	2
Field Save	9+
HTH Rating	2@8+
Reflex	0
Agility	6
Officer	1L (+35) OR 2L (+50)
Hero Cost	n/a
Covert Operations	2 (+4)

Primary Weapon:	Dual Shard Rifle
Support Weapon:	Shard Rifle + Neural Disrupter OR Shard Rifle + Cyst Launcher
Side Arm:	Acid Bomb OR Cyst Blast CDW
Augmentation:	Honed Blade

POWERED INFANTRY

Genocider – 59

The spearhead of the Expansion Forces, Genociders are broadly superior to other Glorlon Infantry: more resilient, better armored and capable of carrying heavier ordinance. Their heavy exoskeletons make them somewhat slower to react and poorer in hand-to-hand combat, but enemy will have to break through a hail of withering firepower to capitalize on these weaknesses.

Type	PI
Size	3
Quality	Fanatic
Move	4
Armor Rating	-1
Damage Capacity	2
Field Save	9+
HTH Rating	2@8+
Reflex	-2
Agility	2
Officer	2L (+35) OR 3L (+95)
Hero Cost	n/a
Covert Operations	1 (+3)

Primary Weapon: Dual Heavy Shard Rifle
Support Weapon: Chem Gun OR Heavy Shard Rifle + Pyro-acid Sprayer
Side Arm: Cyst Blast CDW OR Cyst Grenade
Augmentation: Torrential Fire (Dual Heavy Shard Rifle)

VEHICLES

Lurcher – 250

Few things terrify Glorlons' enemies more than seeing squadrons of Lurchers appear on the horizon. Named for their erratic flight paths, Lurchers are highly elusive targets and capable of bounding both aerial and ground targets. This flying biomech has justly earned its fearsome reputation.

Type	Light Vehicle
Size	4
Quality	Vehicle
Move	16F
Armor Rating	+1
Damage Capacity	2
Field Save	8+
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Acid Bomb Launcher OR Chem Gun
Secondary Weapon: Acid Bomb Launcher OR Cyst Burst CDW
Augmentation: Weapon Stabilizers

Scourger – 307

To create biomechs capable of fighting the most heavily armored of their enemies, the Glorlon Geneweavers restructured the genome of a species of titanic crustacean from their homeworld. Their unparalleled geneering techniques endowed the resultant creatures with layered exoskeletons similar to ablative shells on Glorlon starships and armed them with massive weapons capable of both destroying enemy armored units and annihilating entire squads of infantry with ease.

Type	Mecha
Size	6
Quality	Vehicle
Move	6
Armor Rating	0
Damage Capacity	5
Field Save	8+
HTH Rating	3@8+AK

Reflex	-2
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Shard Cannon + Pyro-acid Sprayer OR Ink Storm CDW
Secondary Weapon: Chem Gun OR Shard Cannon + Pyro-acid Sprayer
Augmentation: Redundant Organ Matrix

Suppressor – 261

Relying solely on their immense knowledge of bioengineering, the Glorlon Geneweavers created the Suppressor as a living artillery piece from scratch: no natural creature known served as a template for this biomech. Highly mobile and able to seek best lines of fire, the Suppressors launch deadly ordinance over long distances to cover Glorlon forces' advance.

Type	Anime Mecha
Size	5
Quality	Vehicle
Move	6S
Armor Rating	+1
Damage Capacity	4
Field Save	9+
HTH Rating	2@9+AK
Reflex	-1
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Acid Cannon OR Biochem Mortar
Secondary Weapon: Chem Gun OR Ink Storm CDW
Augmentation: Point Defense System

Swooper – 318

An improbably large cousin of the Lurcher flying biomech, the Swooper (or “flying whale” as it's sometimes called by humans who still recall old Earth fauna is the primary troop transport of the Glorlon Expansion Forces. It array of symbiont weaponry allows it to efficiently clear the landing zone and cover the exiting troops disgorged from a maw-like front opening.

Type	APC
Size	8
Quality	Vehicle
Move	16F
Armor Rating	+1
Damage Capacity	4(5)
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	30
Entry Arcs	F

Primary Weapon: Acid Cannon OR Ink Storm CDW
Secondary Weapon: Acid Bomb Launcher OR Cyst Burst CDW
Augmentation: n/a

STANDARD INFANTRY WEAPONS

Acid Annihilator – 17

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1V	-	-	20	30	40	-	1	-	un

Dual Shard Carbine – 22

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	5	15	25	35	-	-	-	-	un

Dual Shard Rifle – 30

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	20	30	40	-	-	-	-	un

Shard Carbine + Neural Disrupter – 37 (parallel combo weapon¹)

¹May fire as either in as Shard Carbine or Neural Disrupter. The player must declare which mode is being used before target declaration.

Neural Disrupter

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	3S	-	20	30	40	-	-	-	-	un

Shard Carbine

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	5	15	25	35	-	-	-	-	un

Shard Carbine + Neurotoxin Launcher – 15 (parallel combo weapon¹)

¹May fire as either in as Shard Carbine or Neurotoxin Launcher. The player must declare which mode is being used before target declaration.

Neurotoxin Launcher

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1G	-	5	10	15	20	-	-	-	un

Shard Carbine

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	5	15	25	35	-	-	-	-	un

Shard Rifle + Cyst Launcher – 37 (parallel combo weapon¹)

¹May fire as either in as Shard Rifle or Cyst Launcher The player must declare which mode is being used before target declaration.

Cyst Launcher

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	20	40	60	3"/5+	-	yes	5

Shard Rifle

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	20	30	40	-	-	-	-	un

Shard Rifle + Neural Disrupter – 39 (parallel combo weapon¹)

¹May fire as either in as Shard Rifle or Neural Disrupter. The player must declare which mode is being used before target declaration.

Neural Disrupter

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	3S	-	20	30	40	-	-	-	-	un

Shard Rifle

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	20	30	40	-	-	-	-	un

POWERED INFANTRY WEAPONS

Chem Gun – 35

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AV	1A	-	20	30	40	-	-	2	-	un

Dual Heavy Shard Rifle – 67

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	2	20	30	40	50	60	-	1	-	un

Heavy Shard Rifle + Pyro-acid Sprayer – 58 (parallel combo weapon¹)

¹May fire as either in as Heavy Shard Rifle or Pyro-acid Sprayer. The player must declare which mode is being used before target declaration.

Heavy Shard Rifle

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1	20	30	40	50	60	-	1	-	un

Pyro-acid Sprayer

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1BC	-	-	5	10	15	-	-	-	un

VEHICLE WEAPONS

Acid Bomb Launcher – 56

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	3	-	25	35	45	55	*	-	-	4

*) Grenade AOE weapon: Heavy Frag (1@7+) with AOE increased to 4"

Acid Cannon – 60

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AV	1U	-	20	40	60	-	-	2	-	un

Biochem Mortar – 106

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1B	-	30	UN	-	-	4@7+	-	yes	4

Shard Cannon + Pyro-acid Sprayer – 130 (parallel combo weapon¹)

¹May fire as either in as Shard Cannon or Pyro-acid Sprayer. The player must declare which mode is being used before target declaration.

Pyro-acid Sprayer

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1BC	-	5	10	15	-	-	-	-	un

Shard Cannon

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AV	1A	-	30	UN	-	-	-	4	-	un

GRENADES AND CLOSE DEFENSE WEAPONS

Acid Bomb – 9

Grenade: 0”¹, 2@5+A

¹no area of effect, does not scatter if misses, no penalty vs. vehicle targets

Cyst Blast CDW – 9/28

Infantry CDW: 2”, 1@5+

Cyst Burst CDW – 40/131

Vehicle CDW: 4”, 2@5+

Cyst Grenade – 4

Grenade: 2”, 1@7+

Ink Cloud CDW – 7/23

Infantry CDW: 2”, -1 LOS¹

¹this effect lasts until the following turn's resolution phase; keep template on table

Ink Storm CDW – 12/41

Vehicle CDW: 2”, -2 LOS¹

¹this effect lasts until the following turn's resolution phase; keep template on table

Neural Distrupter Grenade – 2

Grenade: 2”, 1@7+S

TOTAL FRAMES = 18 (maximum of 20)

4 Unique Infantry Frames

14 Unique Weapons (6 combo weapons, maximum of 6)

STANDARD UNITS = 11 (maximum of 20)

The Glorlons list benefits from the “race of giants” special rule as described on pg. 84 of *Defiance: Vital Ground* rulebook. One limited unit of each type may be chosen per 2000 PV of total force size.

Aerial Assault Swarm (vehicle, limited)

1-6 Lurchers
1-4 Swoopers

Combined Troops Shoal (limited)

2-4 Genociders
3-6 Soldiers

Genocider Shoal

5-10 Genociders

Heavy Support Cast (vehicle, limited)

1-4 Scourgers
1-6 Suppressors

Lurcher Plague (vehicle, limited)

2-10 Lurchers

Mentor Council (elite, limited)

4-10 Mentors

Raider Shoal

5-10 Raiders

Scourger Cast (vehicle, limited)

2-10 Scourgers

Soldier Shoal

5-10 Soldiers

Suppressor Cast (vehicle, limited)

2-10 Suppressors

Swooper Posse (vehicle, limited)

2-10 Swoopers