

2nd Prador Kingdom

by Mark Fry 2013

Quantity	Troops	Arm	Move	Attacks	Assault	Hits	Save	Cost	Notes
1	CO (CV9) (1 st Child)	Command	60 G	3/30	-	6	6	140	A
1	CO (CV12) Adult	Command	-	-	-	-	-	100	#(a)
-/2	HQ (CV7) (1 st Child)	Command	40 F	2/30	-	4	6	30	#(b) A
-/[2]	FAO (CV7) (1 st Child)	Command	30 F	2/30	-	3	6	30	#(b) A
-/[2]	FAC (CV7) (1 st Child)	Command	30 F	2/30	-	3	6	30	#(b) A
-/2	Rece Unit (2 nd Children Scouts)	Rece	15 F	4/30	4	3 L	4T	115pts	#2 A
-/2	Recece Upgrade	Upgrade	-	-	-	-	-	20pts	#1
-/-	Infantry Unit (3 rd Children)	Infantry	15 F	6/30	3	3 L	5T	90pts	# 2 A
2/-	Infantry Unit: (2 nd Children)	Infantry	15 F	6/30	4	3 L	4T	135pts	#2 S1 A
1/3/-	Infantry Unit (1 st Child)	Infantry	10 F	8/30	6	4	4T	225pts	#3 S1 A
-/4	Infantry Upgrade	Upgrade	-	2/80#	-	-	-	35pts	# 4
-/4	Infantry Upgrade	Upgrade	-	-	-	-	-	20pts	# 5
-/2	Infantry Upgrade	Upgrade	-	3/60	-	-	-	75pts	# 6 S1
-/-	Infantry Unit (Thralls)	Infantry	10 F	2/20	3	3 L	6T	10pts	#7
-/6/-	Armoured 2 nd Children	Armour	20 F	6/40	8	4	4T	210* pts	#8 R/S1 A
-/3/-	Armoured 1 st Child	Armour	15 F	8/40	12	6	3T	530* pts	#9 R/S1 A
-/3/-	Armoured 1 st Child	Armour	15 F	8/40	12	6 S	3T	530* pts	#10 R/S1 A
-/6	Combat Drones	Armour	25 G	4/40	6	3 S	3T	185pts	#2 S1
-/[3]	Aerial Drones (Gunship)	Aircraft	25 A	8/40	2	3 S	3T	350pts	#11 S1
-/1/[3]	Planetary Assault Carrier (Gunship)	Aircraft	25 A	8/40	4	3 M/S	3T	470* pts	# 12 R/S1
-/-	Light Grav Platform	Transport	30 G	3/20	2	4	6	75pts	#13 S1
-/-	Heavy Grav Platform	Transport	30 G	3/20	2	4 M	6	105pts	# 14 S1

* No hits vs AFV or Shields, # No hits vs Infantry or LV, H: Half-Range vs AFV, L: Low Profile, M: Massive, S: Shields, T: Tough, R: Restricted, S1: Stabilised

Tactical Doctrine

- Mob tactical doctrine (15cm initiative distance; no command penalty for having carried out an initiative action earlier in the turn; +2 units to the breakpoint per 1000 points; any casualties beyond the breakpoint do not reduce the breakpoint command roll)

Special Rules

- Tech Level: Advanced
- Air Superiority: +1 modifier to die roll
- Bloodthirsty: All Prador "Children" elements and Combat Drones must use their initiative to assault the enemy and there is no command penalty for assaulting
- #(a) - Adult Prador are totally paranoid about rebellion by their 1st Children and also about their own survival and so will control all of their children remotely using strong pheromone command chemicals. If this Command option is selected no on-table CO, HQ, FAO or FAC elements may be bought and all commands are issued by the Adult Prador ("Father" of the army) from his Battleship in orbit. Like Swarm Tactical doc the CO commands the entire army and there is a -1 Command penalty per 40cm between the furthest units in an ordered formation. The CV is not restored to full value between orders to different formations as the battle-group is considered to be a single commanded entity. All other aspects of Swarm tac.doc. are ignored and Army Break point and initiative distance is based on the Mob tac.doc. characteristics.
- #(b) - if any 1st Child HQ or FAO or FAC is over-run or destroyed the CO may select any other 1st Child element in the army and on-table and 'promote' it to replace the lost command element. The 'promoted' element must move to within command range of the troops it is commanding (if appropriate) in the turn it is promoted, this is regardless of whether it was a commanded unit itself earlier that turn and carried out commanded move/shoot/assault orders

- Any Prador (excluding Thralls, Drones, Assault carriers and Transports) adds an extra fall-back dice if dicing for fall-back distance when hit by Flamethrower or Plasma or High Energy Beam weapons
- 2nd Children & Thralls take up 1 space each, Drones take up 2 spaces each and 1st Children take up 3 spaces when transported. 3rd Children may be carried at a rate of 1 element per 2 other occupied spaces in transports (& are assumed to be crammed in to any & every vacant space)

Assets

- 1 x Preliminary Bombardment (20 points each)
- 8 x Heavy Orbital Strike, 8 Attacks (80 points each)

Note 1. Recce Unit (2nd Children Scouts)

- Target Designator:

Note 2. Prador & Drones Units

- HVP: the save value of the target is reduced by one

Note 4. Infantry Unit (1st Children)

- HVP: the save value of the target is reduced by one
- Elite: deduct one dice for fall-back
- Stubborn: Do not roll for fall-back & will not retreat in close assault

Note 5. Infantry Upgrade (Smart Missiles)

- Available to any Prador 1st or 2nd Children
- Only 1 upgrade may be bought per element

Note 6. Infantry Upgrade (Auto-linked Weapons)

- Upgrade Infantry Upgrade (Smart Missiles) to auto-linked weapons
- All or none

Note 7. Infantry Upgrade (High Frequency Laser)

- Available to any Prador 1st or 2nd Children
- Only 1 upgrade may be bought per element
- Pulse Weapon: see Rules page 50

Note 8. Infantry Unit (Thrall)

- Expendable: Does not count towards the breakpoint
- Conscript: may not use initiative to assault the enemy

Note 9. Armour Unit (2nd Children in Battle Armour)

- HVP: the save value of the target is reduced by one
- Adaptive Armour: 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)

Note 10. Armour Unit (1st Child in Battle Armour)

- Primary Weapon System (HVP): the save value of the target is reduced by one
- Adaptive Armour: 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)
- Secondary Weapon System: 3/120 attacks against all relevant targets (High Impact Weapon - always hit the target on 1 less)
- Stubborn: Do not roll for fall-back & will not retreat in close assault

Note 11. Armour Unit (1st Child in Tactical Battle Armour)

- Primary Weapon System (HVP): the save value of the target is reduced by one
- Secondary Weapon System: 3/120 attacks against all relevant targets (High Impact Weapon - always hit the target on 1 less)

- Adaptive Armour: 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)
- Stubborn: Do not roll for fall-back & will not retreat in close assault

Note 12. Armour Unit (Combat Drone)

- HVP: the save value of the target is reduced by one

Note 13. Aircraft/Gunship Unit (Aerial Drone)

- Primary Weapon (HVP): the save value of the target is reduced by one
- Secondary Weapon System: 3/120 attacks against all relevant targets (High Impact Weapon - always hit the target on 1 less)

Note 14. Aircraft/Gunship Unit (Planetary Assault Carrier)

- Carrying capacity 12 spaces
- Primary Weapon (HVP): the save value of the target is reduced by one
- Adaptive Armour: 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)
- Secondary Weapon System: 6/100 attacks against all relevant targets (Pulse Weapon - see Rules P57)
- Stubborn: Do not roll for fall-back & will not retreat in close assault

Note 15. Transport Unit (Light Grav Platform)

- Carrying capacity 6 spaces
- Support Unit: may not assault the enemy, but will defend if assaulted (& provide support shooting in an assault)
- Does not count toward Army Breakpoint

Note 16. Transport Unit (Heavy Grav Platform)

- Carrying capacity 12 spaces
- Support Unit: may not assault the enemy, but will defend if assaulted (& provide support shooting in an assault)
- Does not count toward Army Breakpoint

Notes:

Prador are an extremely aggressive, hierarchical & patriarchal, amphibious crustacean type high-tech spacefaring alien species, with a flattened pear-shaped shell, with clusters of multiple eyes (like arachnids). Prador move about on six long legs, each terminating in a spike. In addition Prador have four manipulator arms, each ending in a 'hand' described as "a complex arrangement of hooks and fingers". These hands are highly dexterous and capable of fine manipulation, just like a human hand. It appears Prador can use all four hands to perform different tasks simultaneously, such as drawing and firing four different weapons* at separate targets. Above these are the two heavy "working claws"; large crab-claw type limbs that can easily cut through tough materials and crush human bones & other Prador shells! (*however Prador have a clear preference for rapid fire high-impact rail-gun type weaponry)

Whilst Prador shells are naturally particularly tough, able to withstand impacts and small arms fire, they seem quite vulnerable to energy weapons and heat, which can cause the shells to burst open. However, Prador are also highly skilled in mechanics and advanced metallurgy (with Adaptive Armour technology and shields) and supplement their natural shells with armoured combat or battle suits.

Thralls are human or 'chouds' or other 'lesser' biological life forms that the Prador have subjugated and embedded control technology directly into their central nervous system. They are used to blunt enemy attacks but are considered totally expendable by the Prador. Drones are the 'harvested' minds of unsuccessful or disobedient 1st or 2nd Children that have been flash frozen and slaved into armoured spherical mechanical bodies.

For more info read Neal Asher's Prador Moon novel and other Polity sci-fi novels.