

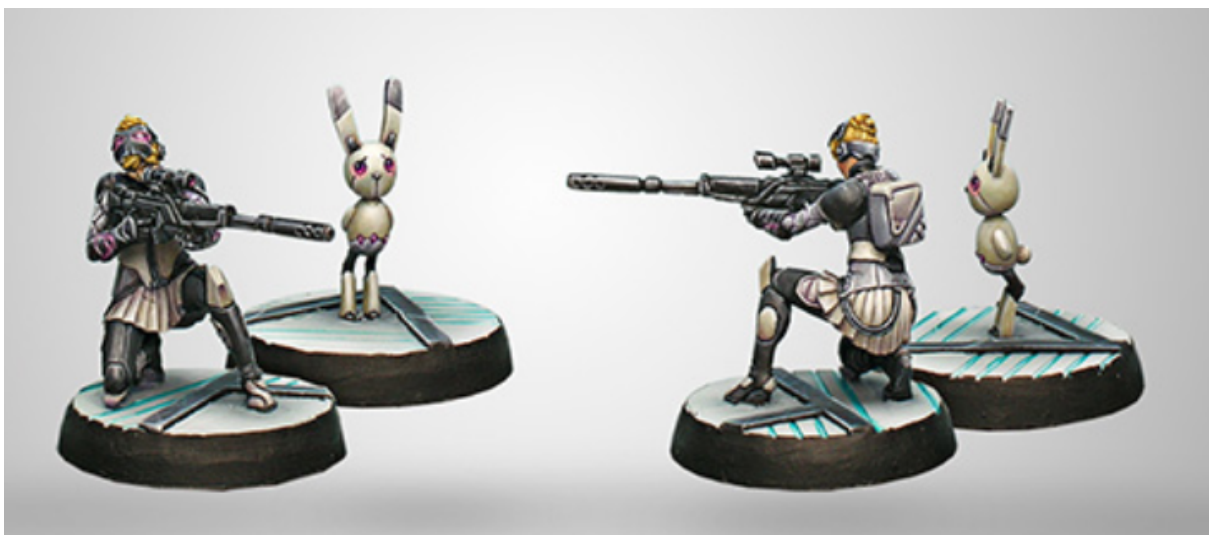
Cool models that I like, digging through the Aleph web catalogue:



Garuda Tactbot

- Cool robot with cool cyberwings.
- Different older versions with more jet-y wings?

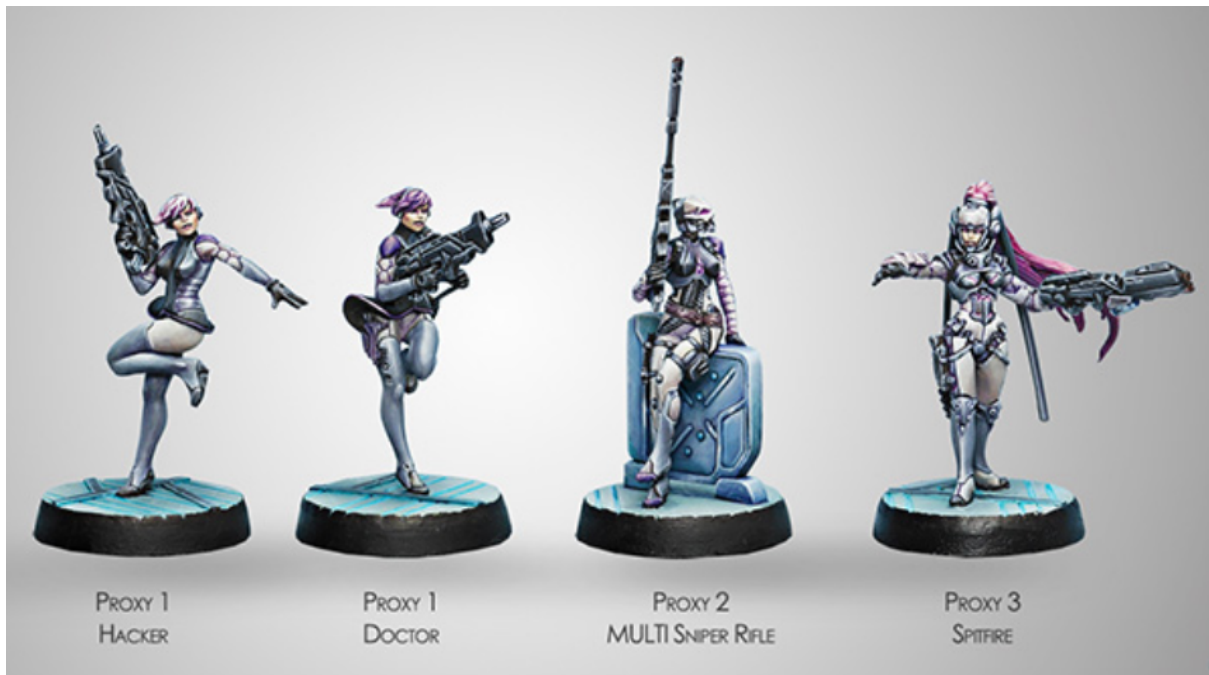
Robits. You can have two of these, and air-drop them on the field mid-fight. Mimetism makes them harder to hit from a distance. Can be healed by an Engineer. Comes with four options: Boarding Shotgun, Combi Rifle, Spitfire, and HMG. Boarding Shotgun can choose armor-piercing or spray attack, the others have more attacks at various ranges and can use Suppressive Fire.



Atalanta, Agêma's NCO & Spotbot

- Cool sniper lady with a nice skirt.

Sniper. Multi-Sniper means she has different shot types. Probably hits super good thanks to Multispectral Visor 2 and Spotbot.



Posthuman Mk. 1-3

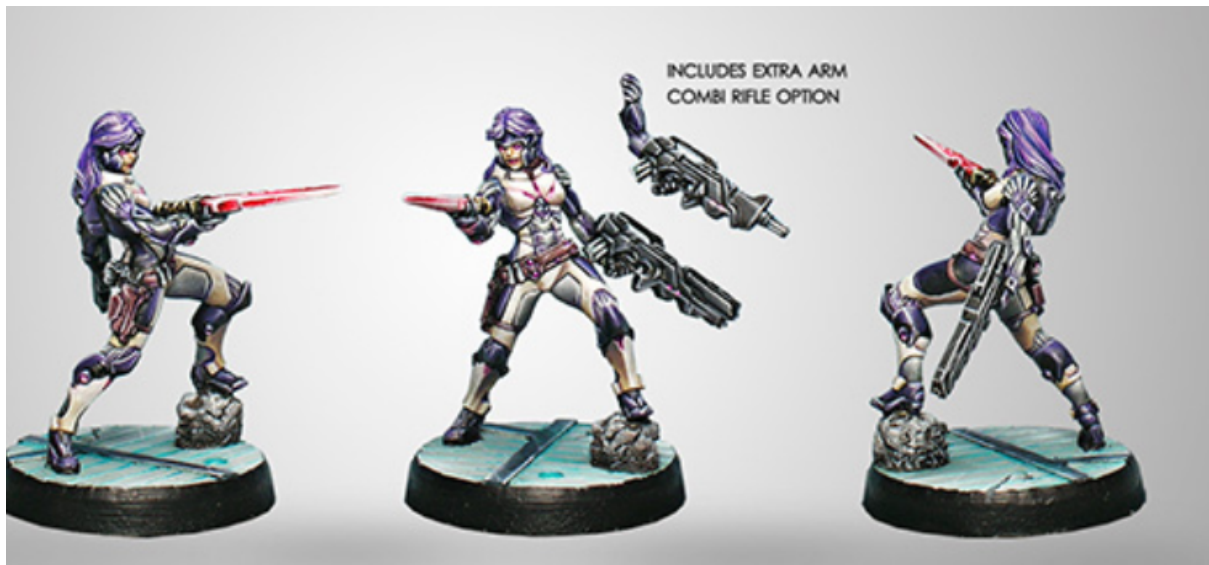
- A rad cyborg lady with multiple bodies.

All Posthuman proxies have No Wounds Incapacitation?

Mk.1 is a Hacker, Engineer, or Doctor. Mimetism makes her harder to hit from range.

Mk. 2 is sneaky, with strong camouflage, and can deploy hidden outside deployment zone. Can have either a multi-sniper, or a boarding shotgun and assault hacking device.

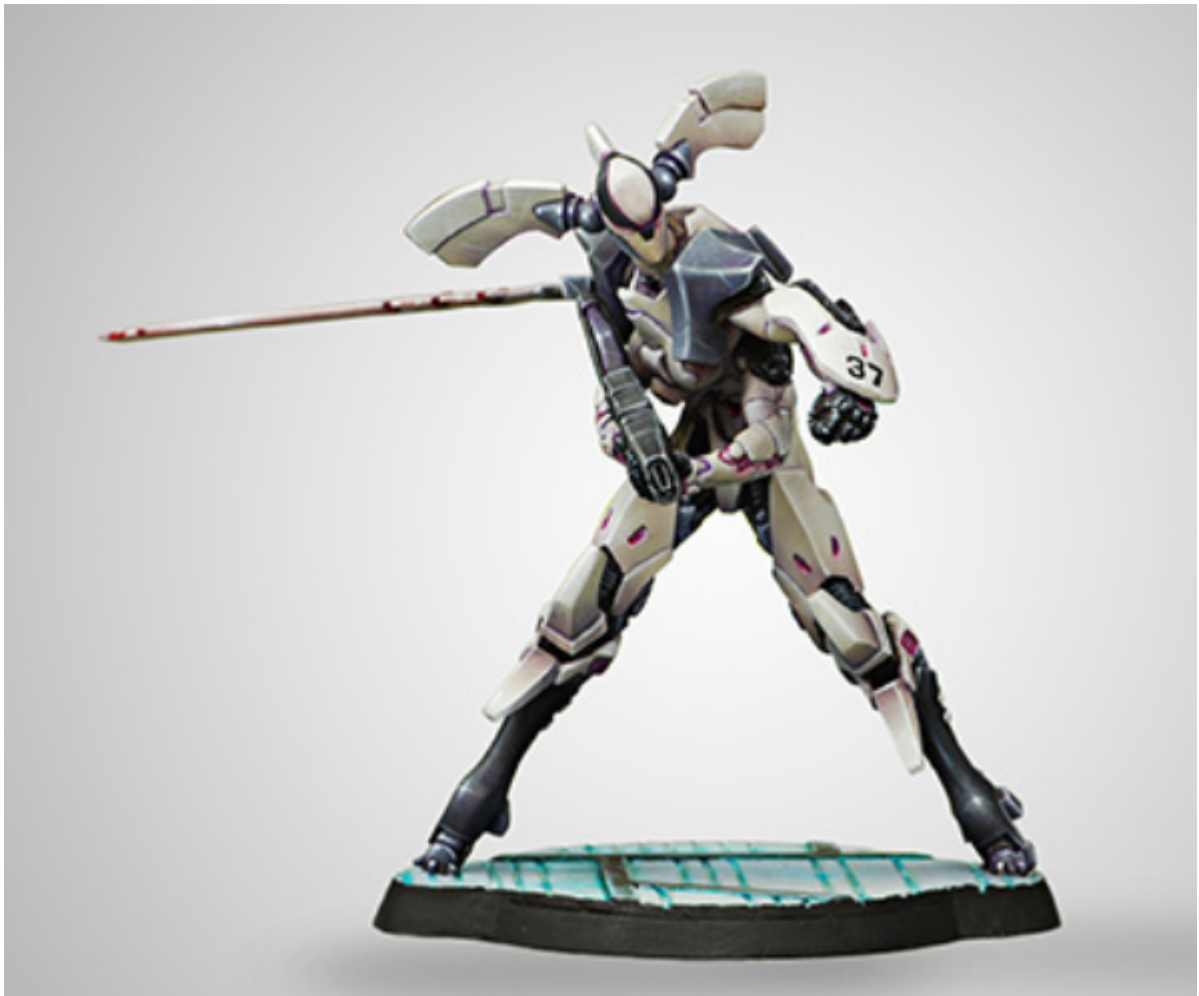
Mk. 3 is heavy infantry. Big armor value, 2 wounds (essentially 3 thanks to NWI).



Myrmidon Officer

- A cool lady!
- There's no regular Myrmidon lady models?
- Oh wait there's at least one as part of the Steel Phalanx pack.

Lieutenant option, or backup lieutenant. Probably best used as part of a fireteam? Strong in Close Combat, hard to hit thanks to Optical Disruptor - is that permanent? Packs Rifle and Smoke, or Shotgun and Eclipse Smoke, which is Better Smoke.



Marut

- GIANT WOMAN

Lieutenant option. Absolute monster wrecking ball tank. Can hop into a remote-controlled drone to do objective stuff. Enables Remote units, but is not a hacker.



Probot

- Lads

Funky drone boys. Comes in three variants: Minesweeper+Repeater, EVO Hacker, Rifle+Repeater. I hear EVO hackers are good?? Repeaters certainly sound fun, even if that opens a hacker lieutenant up to counter-hacking. Baggage means they can resupply disposable equipment. Worth looking into if I want to heavily utilize things like that.



Dakini Tactbots

- LADS LADS LADS

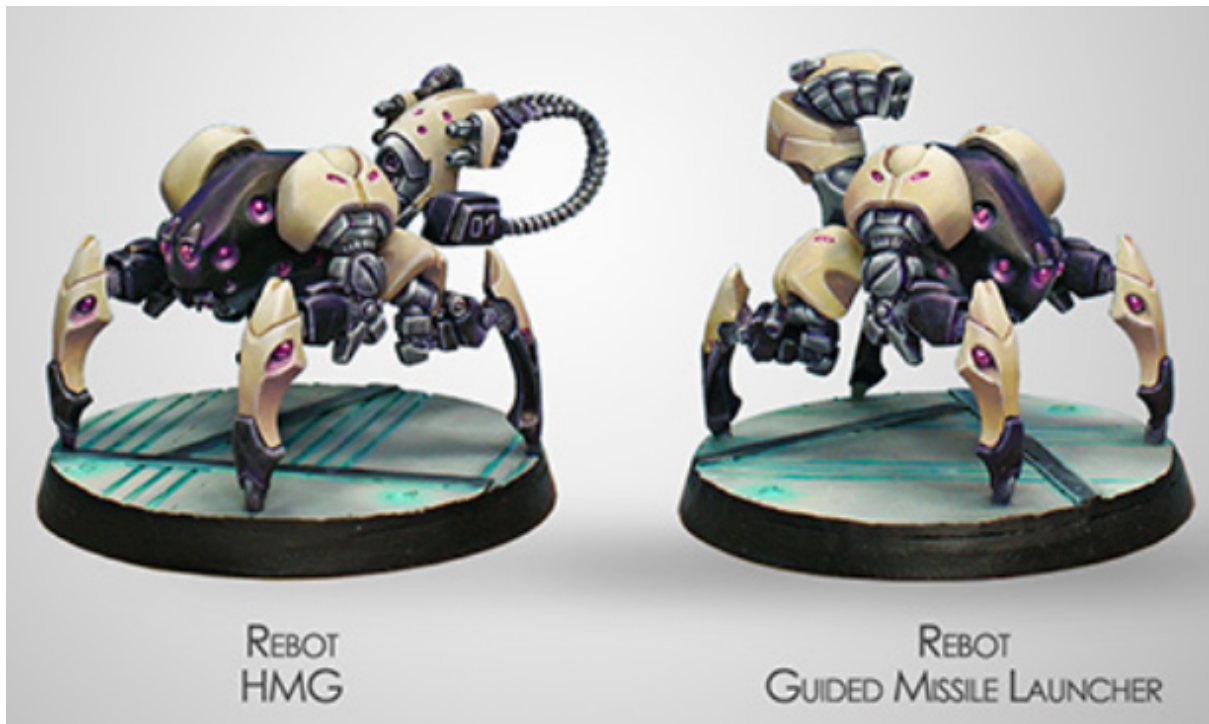
Big friendly drone boys. Aleph line infantry. These hard-working good boys all have mimetism, and come in flavours of Rifle, HMG, Rifle+Grenade Launcher, Multi-Sniper, or Rifle Medic. You can bring up to six of these? I'm probably bringing a few, to be buffed by hackers.



Deva Functionary & Devabot

- Another cool cyborg lady! With a friend!

Lieutenant option. No Wounds Incapacitation. All variants pack rifles and nanopulsers, except one which brings a Multispectral Visor 2 and Spitfire. Can have a Sensor, or be a hacker. Vanilla Devas can have Devabot buddies, which bring heavy flamethrowers to the party.



Rebot

- Neat little spidery lads!
- Only two models for four variants?
- Cool names!

Actually four separate units, from what I can tell.

Daleth: A cross between a bomb disposal robot and a trunk full of targeting sensors? It's a repeater that can deactivate enemy demolition charges and deployable weapons, and packs a ton of targeting skills. Notably a Sniffer, which is like a battle scanner for other units with Sensor? Climbs good.

Zayin: Ambulatory turret. 360° vision, full burst on reaction shots, climbs good. An overwatch piece? How does Total Reaction interact with Suppressive Fire?

Samekh: Guided missile launcher platform. Can shoot unseen models that have been Targeted. This might be the artillery piece I've been thirsting after.

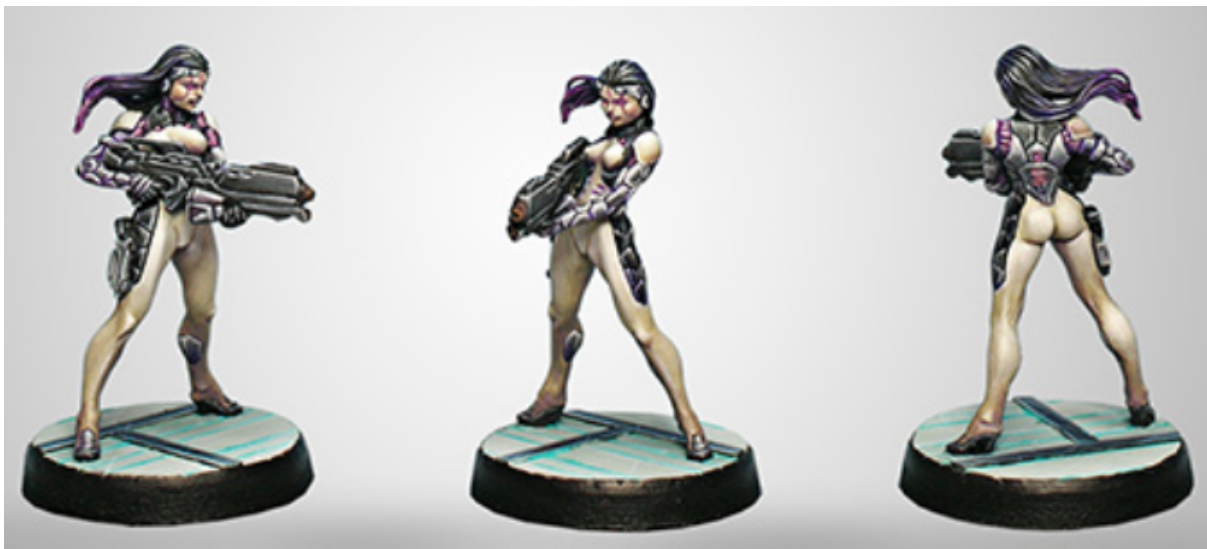
Lamedh: Small friend with a stun gun, a sniffer, and mimetism. Multiterrain lets it ignore one chosen type of difficult terrain.



Chandra Spec-Ops

- I love every single cool cyborg lady in this bar

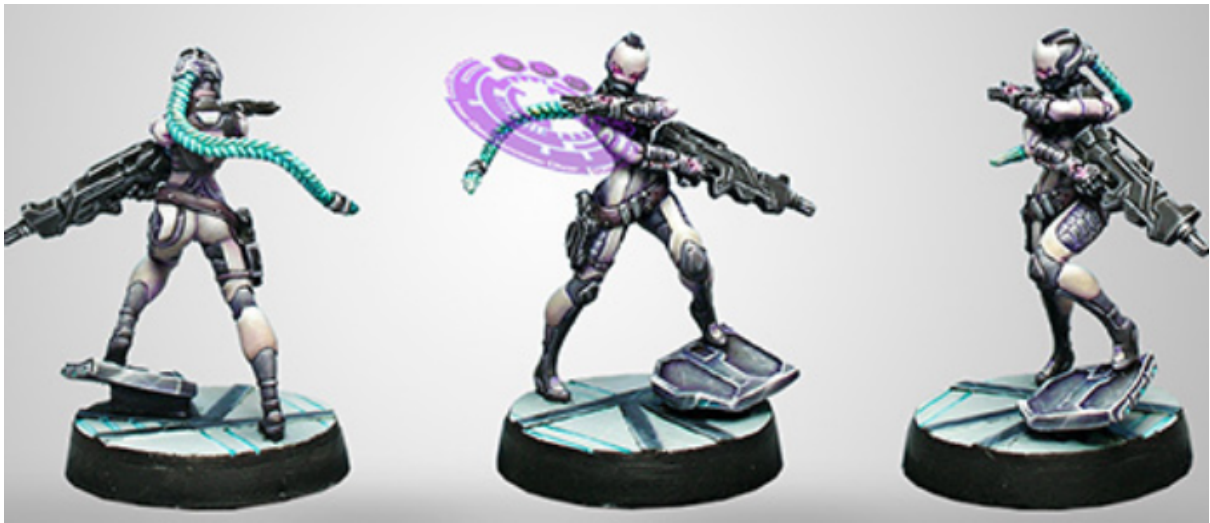
Not an ordinary unit. Looks good, though. Could be used as a model for a different unit?



Asura

- There she is!!!

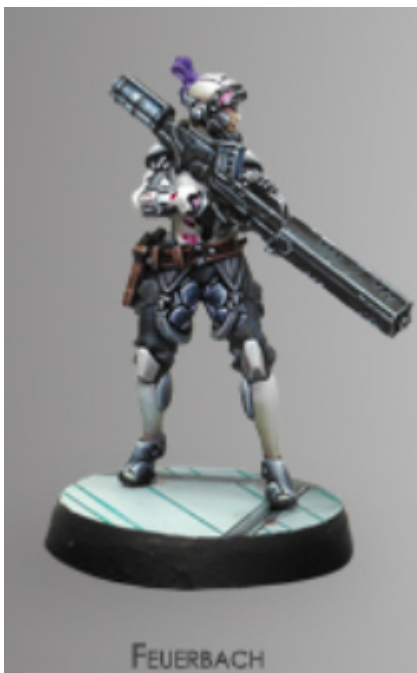
Lieutenant option. Top contender for main lieutenant. Very heavy infantry. No Wounds Incapacitation. A beast on the field, from what I've read. Packs a Multi-Rifle, Spitfire, or plain rifle with Hacking Device Plus (with Redrum program). Multispectral Visor 3 means she pierces all sorts of camouflage and smoke, but not Eclipse Smoke. Hackable, which could be an issue.



Dasyu

- A babe!

Lieutenant option. No Wounds Incapacitation. Camouflaged multiterrain infiltrator. Brings a rifle/shotgun, nanopulser, and *anti-personnel mines*, with Forward Observer option. Variants give up the mines for a Multi-Sniper, Assault Hacking Device, or Killer Hacking Device.



Thorakitai

- I'm a sucker for long guns.

Flexible medium infantry. Lots of different loadouts. Not super exciting, but on a list selecting purely for aesthetic, the Feuerbach makes the cut. Barely.



Andromeda, Sophistes of the Steel Phalanx

- Who is she!!!
- Can I pet her cat!!!

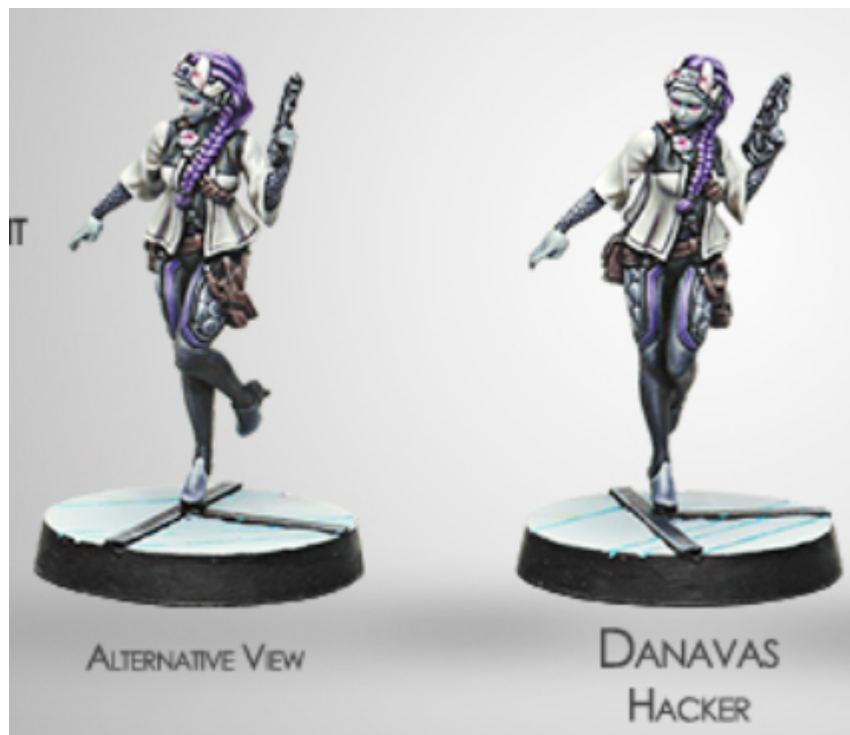
A Close Combat piece, looks like. No Wounds Incapacitation. Robo-Cat brings Guard 3, which grants big Close Combat bonuses. Mimetism, Stealth, and Kinematika make her sound pretty elusive.



Naga

- Another cool lady!!
- Has a mine-layer friend who looks like a nerd.
- Is Widowmaker.

Camouflaged infiltrators. Comes with Assault/Killer Hacking options, Minelayer options, and perhaps most notably a loadout with *monofilament mines*, which instantly kills anything successfully wounded by it.



Danavas Hacker

- Aleph has no shortage of cool ladies and I appreciate this.

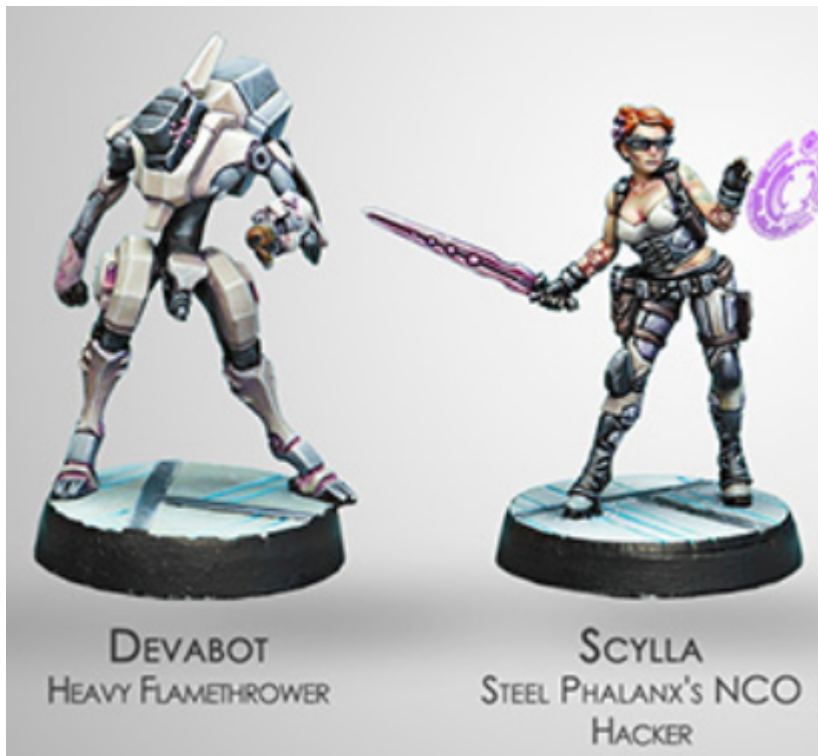
A dedicated hacker. Brings either an Assault Hacking Device with Icebreaker, or a Hacking Device Plus with Maestro, which I hear is a pretty big deal. Notable equipment: A Pitcher, which can launch deployable repeaters.



Dactyl & Yudbot

Light infantry Engineer or Doctor. Can bring an Adhesive Launcher, which sounds very interesting!

A Yudbot lets a Doctor or Engineer do their thing through it. Has Mimetism.



Scylla, Steel Phalanx NCO

- I was starting to worry there wouldn't be any named ladies to choose from.

Hacker, Assault+Icebreaker Hacker, or Killer+Maestro Hacker. Can bring up to two Devabots Charybdis, which are Devabots with Repeaters.



Penthesilea

- This is the Bootleg version but I'm literally too tired to go grab a shot of the proper one.

Tough fast Close Combat unit? I've never been much for big models. Monofilament melee weapon, though.



Sophotect

- Hell yeah.
- That ring thing is odd. Might see about leaving it out, or sprucing it up somehow.

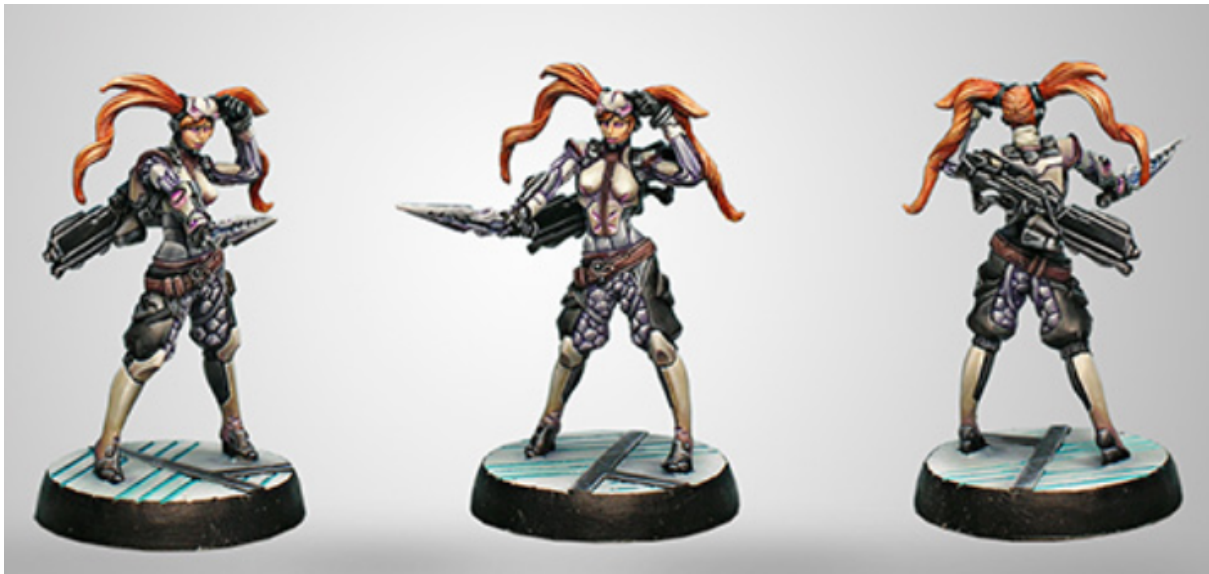
Engineer *and* Doctor. No Wounds Incapacitation. Syringe Gun, rifle, and demolition charges. Moves fast. I hear bringing Yudbots with her is a good idea. Availability 2??



AI Beacons

- Stick boys

These things air-drop in before the game starts, then just kinda sit there and generate orders for your order pool. Taking these is probably never a bad idea, especially when fielding Posthumans.



Nesaie Alkê, Thorakitai Warrant Officer

- Who's this punk?
- She's cute.

Lieutenant option. Courage + Religious means she never has to flinch when under fire? 360° Visor. Probably best in a sectorial list, to take advantage of the fire team rule.