






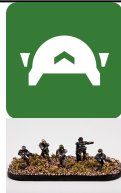

Untitled Army**Resistance****2775pts : 500pts****Last Updated: Tue Sep 29 2020 23:10:20 GMT-0500 (Central Daylight Time)****Command -- 195pts**

 		1 X M3 Alexander			100pts		 6	
		Move 2"	Counter Measures A	Armour 15	Damage Points 5	Type Tank	Special	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
220MM Equaliser Cannon	-	F/S	∞	18"	1	2+	12	Devastator-3 (All)
Maelstrom Grenade Launcher	-	F/S	12"	12"	1	2+	10	L-1,Devastator-4 (Flammable Scenery)
Chaingun	-	F/S(R)	36"	18"	4	3+	6	Focus-2
Chaingun	-	F/S(L)	36"	18"	4	3+	6	Focus-2

	1 X Pizzaro Class Walker				95pts	 6		
	Move 8"	Counter Measures A, E+2	Armour 14	Damage Points 4	Type Walker	Special Rare, Infiltrate 12"		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Azrael-L Chainguns	-	F	18"	18"	3	3+	10	
Industrial Cutting Claws	-	F	1"	1"	4	2+	10	
May swap Azrael-L Chainguns for Deforestation Missiles								

Selected Transports and Auxiliary Squads





Troops -- 50pts




	2 X Resistance Fighters				50pts	 1		
	Move 2"	Counter Measures -	Armour 7	Damage Points 5	Type Infantry 2+	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Assault Rifles	1"	F/S/R	36"	9"	5	3+	3	Alt-1, RW-1
Homemade RPG's	0"	F/S/R	18"	6"	5	3+	6	Alt-1, RW-1, Penetrative, Focus-2, L-1
Knives & Pistols	-	F/S/R	CQ	CQ	5	-	3	RW-1




Selected Transports and Auxiliary Squads






Exotic -- 280pts

 		2 X Attack ATVs				70pts		 2  2	
		Move 9"	Counter Measures E+1	Armour 9	Damage Points 3	Type Infantry 3+	Special Resilient		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Grenade Launcher	6"	F	9"	6"	3	2	4	Alt-1,Focus-2,Penetrative,RW-1	
Chem Grenade	6"	F	6"	6"	3	2+	4	Alt-1,Chemical,RW-1,Flame	
Incendiary Grenade	6"	F	6"	6"	6	2+	1	Alt-1,RW-2,Flame	
Wheels: This unit may not enter buildings.									
Chemical: This weapon doesn't place Collateral Damage tokens.									

 		2 X Sappers			70pts		 1	
		Move 2"	Counter Measures -	Armour 7	Damage Points 3	Type Infantry 2+	Special Rare,Infiltrate 18"	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Trigger AT IED	0"	F/S/R	∞	∞	1	3+	11	Alt-1,L-1
Trigger Demo IED	0"	F/S/R	∞	∞	1	2+	10	Alt-1,Demo Charge,L-1,Devastator-4 (Scenery)
Trigger Cluster IED	0"	F/S/R	∞	∞	1	4+	9	Alt-1,L-1,Area
Knives & Pistols	-	F/S/R	CQ	CQ	3	-	3	RW-1
Demo Charge: This weapon can only target a destructible scenery piece.								





 		2 X Occupation Veterans			80pts		 1	
		Move 2"	Counter Measures -	Armour 7	Damage Points 5	Type Infantry 2+	Special Dodge 5+	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Overcharged Plasma Rifles	-	F/S/R	18"	18"	5	2+	4	RW-1,Focus-3
Scavenged Plasma Pistols	-	F/S/R	CQ	CQ	10	-	3	RW-2




 	2 X Berserkers					60pts		 1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2"	-	6	5	Infantry 2+	Bloodthirsty,Rare		
Vicious Tools	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
-		F/S/R	CQ	CQ	15	-	3	RW-3

Selected Transports and Auxiliary Squads






Standard -- 135pts




 	6 X Rocket Technical					60pts		 1  1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	9"	-	10	1	Tank			
Rocket Launcher	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
-		F/S	18"	6"	1	2+	7	Penetrative,Focus-2
When firing this squad may combine all it's shots for the Focus rule.								




 	3 X Gun Wagon					75pts	 2		
	Move	Counter Measures	Armour	Damage Points	Type	Special			
		6"	-	11	2	Tank	Resilient		
AA Cannon	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
-	-	F/S/R	36"	18"	2	2+	6	AA-2	

Selected Transports and Auxiliary Squads




Heavy -- 645pts

 	1 X M5 Napoleon					120pts	 6		
	Move	Counter Measures	Armour	Damage Points	Type	Special			
		2"	A	15	5	Tank			
Bannisher Rotary Cannon	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
-	-	F/S	36"	18"	4	3+	6	Cover (Soft, Body),Focus-2,Strafe -4	
Bannisher Rotary Cannon	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
-	-	F/S	36"	18"	4	3+	6	Cover (Soft, Body),Focus-2,Strafe-4	
Chaingun	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
-	-	F/S (Right)	36"	18"	4	3+	6	Focus-2	
Chaingun	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
-	-	F/S (Left)	36"	18"	4	3+	6	Focus-2	

 	1 X NT-5 Thunderstorm Custom				205pts		 12	
	Move 10"	Counter Measures A, E+1	Armour 13	Damage Points 9	Type Skimmer	Special Command Centre, Large		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Looted Plasma Cannon	6"	F/S/R	18"	18"	1	2+	12	Devastator-2 (Infantry, Scenery)
Looted Plasma Cannon	6"	F/S/R	18"	18"	1	2+	12	Devastator-2 (Infantry, Scenery)
Looted Plasma Cannon	6"	F/S/R	18"	18"	1	2+	12	Devastator-2 (Infantry, Scenery)
Looted Plasma Cannon	6"	F/S/R	18"	18"	1	2+	12	Devastator-2 (Infantry, Scenery)
Overloaded: If this unit rolls two or more total 1s when rolling to hit, it automatically suffers an Energy 12 hit after resolving the Shooting action. Hovercraft: When a unit disembarks from this unit, measure from any point on its edge rather than the centre. A disembarking unit suffers only a +1 penalty to its Accuracy instead of a +2, and can target Aircraft in the same round. Additionally, this unit does not have to start the game In Reserve, ignoring the Aerial Advantage rule.								





<div> </div>	2 X M9 Hannibal				80pts		 3	
	Move 3"	Counter Measures A	Armour 15	Damage Points 2	Type Tank	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
120MM Punisher Cannon	-	F/S/R	∞	18"	1	2+	10	
90MM Cannon	-	F	∞	18"	1	2+	9	
Machine Gun	-	F/S/R	24"	12"	3	3+	4	





 	2 X M20 Zhukov				140pts		 3	
	Move 3"	Counter Measures A	Armour 15	Damage Points 2	Type Tank	Special Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
32MM Rail Cannon	-	F/S	∞	24"	1	2+	8	AA-2,Devastator-2 (Vehicle, Aircraft)
90MM Cannon	-	F	∞	18"	1	2+	9	
Machine Gun	-	F/S/R	24"	12"	3	3+	4	





 	2 X Mehmed Siege Tank				100pts	 3		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	3"	A	15	2	Tank			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Hammer Of Constantine	-	F/S	12"	12"	1	2+	11	Devastator-4 (Scenery)
90MM Cannon	-	F	∞	18"	1	2+	9	
Machine Gun	-	F/S/R	24"	12"	3	3+	4	

Selected Transports and Auxiliary Squads

Scout -- 280pts

 	6 X Gun Technical				60pts	 1  1		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	9"	-	10	1	Tank			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Heavy Machine Gun	6"	F/S	36"	12"	1	2+	5	AA-2




 		2 X Freeriders			70pts		 2  2	
		Move 12"	Counter Measures E+4	Armour 8	Damage Points 3	Type Infantry 3+	Special Infiltrate-3",Resilient	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Machine Gun	9"	F/S/R	24"	9"	3	3+	3	RW-1
Knives & Pistols	-	F/S/R	CQ	CQ	3	-	3	RW-1
Sticky Mine	9"	F/S	1"	1"	3	3+	9	RW-1
Bikes: This unit loses its Evasion Countermeasures when in a Garrison. In addition, it may choose to retain its full MV distance when exiting a Garrison, although it cannot embark into a Transport if it does so.								

 	2 X Scout ATVs			80pts		 2  2	
	Move 9"	Counter Measures E+1	Armour 9	Damage Points 3	Type Infantry 3+	Special Resilient	

Wheels: This unit may not enter buildings.

Enhanced Targeting Array: Any friendly Indirect weapon targeting a unit within line of sight of this unit receives a -1 bonus to their Accuracy. A weapon can only be affected by an Enhanced Targeting Array once at a time.

Disruptor Array: Once per activation, pick an enemy Vehicle or Infantry squad in line of sight within 18" of this unit. That squad suffers a +2 penalty to its Accuracy until the end of the round. Multiple units in this squad may affect multiple enemy squads.

 		1 X EAA Columbus Battlewalker			70pts		 6	
		Move	Counter Measures	Armour	Damage Points	Type	Special	
		6"	A	14	3	Walker		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Punisher Cannons	3"	F	∞	18"	2	2+	10	
Missile Pod	-	F/S	36"	9"	1	3+	8	Penetrative
AA Cannon	-	F/S/R	36"	18"	2	3+	6	AA-2




May replace AA Cannon with Flamethrower.




Retro Thrusters: When deploying this squad, you may declare that it will deploy via Retro Thrusters. It is placed in Reserve. An Infantry unit may use one action during their activation to call in this squad from In Readiness. Place 1 unit from this squad within 6" of one of the Infantry units. Then place any other units from the squad within coherency. All of these units must be placed on Passable terrain, and cannot be placed within 3" of enemy units. The squad is free to activate during their Battlegroup's activation, but any Shooting attacks made by them suffer a +2 penalty to their Accuracy.




Selected Transports and Auxiliary Squads







Support -- 515pts




 	1 X Remote Bomb Bus				15pts	 3		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6"	-	11	4	Tank			
Rigged Explosives	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	-	F/S/R	0"	0"	1	-	12	Area,L-1,Devastator-3 (All),Rigged
<p>Rigged: The Rigged Explosives are built into the bus itself, once fired the Bomb Bus is destroyed. If the Bomb Bus, or any transport the Bomb Bus is embarked in gets destroyed, roll a dice. On a 1-4 immediately make an attack with Rigged Explosives. This attack targets the Bomb Bus itself.</p> <p>Rigged Explosives: Any Attack with this weapon targets the Bomb Bus itself..</p>								



 	3 X Storm Wagon				60pts	 2		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6"	-	11	2	Tank	Resilient		
Multiple Rocket Battery	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	0"	F/S/R	36"	18"	1	4+	10	Indirect,Strafe-2,Inaccurate
Inaccurate: This weapon hits Destructible Scenery on a 4+.								




 	3 X Flame Wagon				60pts	 2		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6"	-	11	2	Tank	Resilient		
Flamethrower	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	-	F/S/R	6"	6"	4	3+	4	Flame

 		1 X Barrel Bomber				65pts			
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		16"	A	22	5	Aircraft	Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Frag Barrel	8"	F/S/R	6"	6"	1	3+	10	Alt-1,Area,L-2	
Goliath Bomb	8"	F/S/R	6"	6"	1	5+	13	Alt-1,Area,L-1,Devastator-2 (Vehicle),Devastator-8 (Scenery)	
Missile Battery	8"	F	36"	9"	1	3+	8	Penetrative	
Heavy Machine Gun	8"	F/S/R	36"	12"	2	3+	5		
The unit may take an AA Cannon for +15 pts.									

<div> </div>		1 X AH-16 Cyclone				60pts			
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		16"	A	11	2	Aircraft			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Hornets Nest Multi Missile System	12"	F	36"	18"	1	4+	10	Indirect,Area	
Beowulf Missile	12"	F/S (Left)	36"	9"	1	3+	10	L-2	
Beowulf Missile	12"	F/S (Right)	36"	9"	1	3+	10	L-2	
Light Chaingun	12"	F/S	36"	12"	4	3+	4		

 	3 X Thunder Wagon					75pts	 2	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6"	-	11	2	Tank	Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Golgotha Missile	0"	F/S/R	∞	36"	1	3+	11	Indirect,L-1,Area,Devastator-2 (Scenery)

<div></div> <div></div>		1 X AH-16 Typhoon				70pts			
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		16"	A	11	2	Aircraft			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Azrael Chainguns	12"	F	48"	12"	2	3+	10	Strafe-2	
Light Chaingun	12"	F/S	36"	12"	4	3+	4		





 	2 X M22 Constantine				110pts		 3	
	Move 3"	Counter Measures A	Armour 15	Damage Points 2	Type Tank	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
90MM Cannon	-	F	∞	18"	1	2+	9	
Machine Gun	-	F/S/R	24"	12"	3	3+	4	
Countermeasures Projector: All friendly vehicles within 4" of the Constantine gain Active Countermeasures.								
Countermeasure Booster: All friendly vehicles within 4" of the Constantine with an Armour value of 15 or more decrease the Range Countered of all attacks against them by 4" to a Minimum of 4".								

Selected Transports and Auxiliary Squads







Auxiliary -- 0pts




Selected Transports and Auxiliary Squads





 	1 X NT-4 Leviathan					90pts	 24  24	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	10"	A, E+1	12	9	Skimmer	Large		
Multi Rocket Battery	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	6"	F/S/R	36"	24"	4	3+	10	Indirect,Area

May swap Multi Rocket Battery with 4 AA Cannons for +30pts.
 Hovercraft: When a unit disembarks from this unit, measure from any point on its edge rather than the centre. A disembarking unit suffers only a +1 penalty to its Accuracy instead of a +2, and can target Aircraft in the same round. Additionally, this unit does not have to start the game In Reserve, ignoring the Aerial Advantage rule.

 	1 X NT-1 Kraken					35pts	 6  6	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	10"	A, E+1	13	1	Skimmer			
90MM Cannon	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	-	F	48"	18"	1	3+	9	

Hovercraft: When a unit disembarks from this unit, measure from any point on its edge rather than the centre. A disembarking unit suffers only a +1 penalty to its Accuracy instead of a +2, and can target Aircraft in the same round. Additionally, this unit does not have to start the game In Reserve, ignoring the Aerial Advantage rule.

 		1 X AT-77 Lifthawk			55pts		 6	
		Move 16"	Counter Measures A	Armour 11	Damage Points 4	Type Aircraft	Special	
Missile Battery	M&F 8"	Arc F	R(F) 36"	R(C) 9"	Shots 1	Acc 3+	E 8	Special Penetrative
Heavy Machine Gun	8"	F	36"	12"	2	3+	5	
May take an AA Cannon for +15 pts.								

<div></div> <div></div>	1 X Battle Bus			15pts		<div>3</div> <div>4</div>	
	Move 6"	Counter Measures -	Armour 11	Damage Points 4	Type Tank	Special	

M&F

Arc

R(F)

R(C)

Shots






Acc




E




Special



May take a Heavy Machine Gun for +15 pts or A Rocket Launcher Battery for +10 pts.




Firing Ports: Infantry units embarked in this unit may make a Shooting action when this unit activates, regardless of how far it moved. If they do so they suffer a +1 penalty to their Accuracy. Measure line of sight from the centre of this unit as normal.

 		1 X MT-90 Jackson			15pts		 2  2  2	
		Move 6"	Counter Measures A	Armour 14	Damage Points 1	Type Tank	Special	
Deluge Grenade Launcher	M&F -	Arc F	R(F) 18"	R(C) 6"	Shots 1	Acc 3+	E 7	Special Penetrative




 		1 X Skulltaker Assault Transport				90pts	 4	
		Move 16"	Counter Measures A	Armour 11	Damage Points 4	Type Aircraft	Special	
Upgraded Heavy Machine Gun	M&F 8"	Arc F	R(F) 36"	R(C) 18"	Shots 4	Acc 3+	E 5	Special
Double Rocket Battery	8"	F	36"	9"	2	3+	8	Penetrative
Flame Thrower	8"	F/S	6"	6"	4	4+	4	Flame

 		1 X AT-90 Strikehawk Tiltrotor				100pts	 2	
		Move 20"	Counter Measures A	Armour 11	Damage Points 5	Type Aircraft	Special	
Ground Attack Missiles	M&F 9"	Arc F	R(F) 36"	R(C) 9"	Shots 2	Acc 3+	E 9	Special Penetrative, Strafe-3
Hover Mode: A squad disembarking out of this unit gains Rapid Insertion until the end of the round.								

 	1 X Hellhog				125pts			
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	18" - 36"	A, E+4	11	3	Aircraft	Fast,Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Satan Chaingun	-	F	36"	12"	4	3+	7	Focus-2,Strafe-2
Cobra Missile	-	F/S	∞	12"	2	2+	8	AA-3,L-2

 	1 X Model 109 Breaching Drill				50pts		 6	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	0"	A	15	5	Tank	Access,Rare		

Subterranean: When this unit enters play from In Readiness, place it anywhere on the board on Passable terrain. Any units disembarking from this Transport suffer a +3 penalty to their Accuracy instead of the normal +2 during that activation. Any units embarking in this Transport count as leaving the board for the purposes of scoring Objectives.

 	1 X Model 209 Bertha Breaching Drill				100pts		 18	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	0"	A	15	8	Tank	Access,Rare,Large		

Subterranean: When this unit enters play from In Readiness, place it anywhere on the board on Passable terrain. Any units disembarking from this Transport suffer a +3 penalty to their Accuracy instead of the normal +2 during that activation. Any units embarking in this Transport count as leaving the board for the purposes of scoring Objectives.

- 1 x NT-4 Leviathan
- 1 x NT-1 Kraken
- 1 x AT-77 Lifthawk
- 1 x Battle Bus
- 1 x MT-90 Jackson
- 1 x Skulltaker Assault Transport
- 1 x AT-90 Strikehawk Tiltrotor
- 1 x Hellhog
- 1 x Model 109 Breaching Drill
- 1 x Model 209 Bertha Breaching Drill