






Command



 	Oppressor		150pts		 3		1	
	Move 8"	Counter Measures A	Armour 15	Damage Points 8	Type Walker	Special Large		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Electroweb Caster	4"	F	9"	9"	1	2+	12	Tech Killer
Plasma Carbine (Focussed)	4"	F/S	18"	18"	1	2+	11	Alt-1,Devastator-2 (Scenery),Strafe-2
Plasma Carbine (Spread)	4"	F/S	9"	9"	2	2+	11	Alt-1,Strafe-2
Razor Claws	-	F	1"	1"	2	2+	10	




<div></div> <div></div>		Desolator		140pts				1
		Move 12"	Counter Measures A	Armour 11	Damage Points 7	Type Aircraft	Special	

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Ion Storm (Wide)	9"	F/S/R	12"	12"	*	3+	11	Alt-1,Ion
Ion Storm (Focused)	9"	F/S/R	9"	9"	3	2+	11	Alt-1,Destroyer 5+,Flame

Ion: This weapon attacks every non-Aircraft unit within range (friendly and enemy). Each unit gets attacked by the weapon profile once, but Destructible Scenery pieces instead get attacked D6 times. Units over 6" away are only hit on a 6+.

 		Overseer		190pts					1
		Move 12"	Counter Measures A	Armour 11	Damage Points 7	Type Aircraft	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Ion Cradle	9"	F/S/R	9"	9"	2	3+	6	AA-2,Strafe-3	




Ion Cradle: Any friendly units with Scourge weapons containing the word "Plasma" in their name within 9" of this unit at the start of their activation may reroll failed damage rolls. Weapons with a range of CQ and Fast Aircraft are not affected. A unit may only be affected by an Ion Cradle once at a time.




 	Despot		55pts		 4		1	
	Move 6"	Counter Measures A	Armour 15	Damage Points 2	Type Walker	Special		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Plasma Hose	-	F	6"	6"	5	4+	4	Focus-3
Twin Plasma Hose	-	F	6"	6"	5	4+	4	Focus-3
Razor Claws	-	F	1"	1"	2	2+	10	




Micro Subjugation Field: Enemy units that activate within 3" of this unit reduce the amount of actions they may perform by 1 to a minimum of 1. Additionally, enemy infantry inside a garrison may not benefit from Scan Tokens while within 3" of this unit.




Standard




 	Hunter		35pts		 2		3 - 9	
	Move 9"	Counter Measures A, E+2	Armour 13	Damage Points 1	Type Skimmer	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Plasma Cannon	-	F/S/R	12"	12"	1	2+	11	Devastator-2 (Scenery, Infantry)

 	Stalker		25pts		 1		3 - 9	
	Move 6"	Counter Measures A	Armour 15	Damage Points 1	Type Walker	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Electroweb Caster	4"	F	9"	9"	1	2+	12	Tech Killer
Razor Claws	-	F	1"	1"	1	3+	10	

Troops




 	Warriors		25pts		 1			2 - 3
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2"	-	7	5	Infantry 3+			
Plasma Rifles	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	-	F/S/R	12"	12"	5	3+	3	Focus-3,RW-1
Plasma Pistols	-	F/S/R	CQ	CQ	5	-	3	RW-1

 	Aged Ones		25pts		 1			2 - 3
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2"	-	7	5	Infantry 3+	Bloodthirsty		
Plasma Rifles	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	-	F/S/R	12"	12"	5	3+	3	Focus-3,RW-1
Ravaging Attacks	-	F/S/R	CQ	CQ	10	0	3	RW-2



 	Razorworms		20pts		 2			1 - 3
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	3"	-	8	3	Infantry 2+	Dodge 5+,Bloodthirsty		
Teeth & Claws	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	-	F/S/R	CQ	CQ	3	-	7	RW-1
Living Weapon: This unit cannot claim Objectives, and cannot embark in transports during battle though may start the game embarked.								






Heavy

 	Slayer		65pts		 3		2 - 6	
	Move 6"	Counter Measures A, E+2	Armour 13	Damage Points 3	Type Skimmer	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Plasma Cannon	-	F/S/R	12"	12"	2	2+	11	Devastator-2 (Scenery, Infantry)

Hive: This unit comes with a free unit of Razorworms that are automatically embarked as if this were a Transport. Any units of Razorworms embarked in the same squad of Slayers count as a single squad.



 		Embarked Razorworms		0pts					1
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		3"	-	8	3	Infantry 2+	Dodge 5+,Bloodthirsty		
Teeth & Claws	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
	3"	F/S/R	CQ	CQ	3	-	7	RW-1	

Living Weapon: This unit cannot claim Objectives, and cannot embark in transports during battle though may start the game embarked.

 	Tormentor		65pts		 3		2 - 4	
	Move 6"	Counter Measures A, E+2	Armour 13	Damage Points 3	Type Skimmer	Special		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Acid Streamer	-	F/S/R	6"	6"	8	3+	4	Flame

Hive: This unit comes with a free unit of Razorworms that are automatically embarked as if this were a Transport. Any units of Razorworms embarked in the same squad of Slayers count as a single squad.

 		Embarked Razorworms		0pts					1
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		3"	-	8	3	Infantry 2+	Dodge 5+,Bloodthirsty		
Teeth & Claws	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
	3"	F/S/R	CQ	CQ	3	-	7	RW-1	

Living Weapon: This unit cannot claim Objectives, and cannot embark in transports during battle though may start the game embarked.






Abhorrent: Any enemy Infantry within 6" suffer a -1 penalty when searching for objectives, and a +1 penalty to their Fortitude. This effect stacks with other scanning affecting abilities and rules

When this unit enters a Garrison or starts its Activation in a Garrison it causes D3 Collateral Damage Tokens to that Garrison.



Hunting Scream: When this weapon is used. The Target Squad must make a Fortitude Test for every Damage Point it has remaining, every failed test causes 1 Damage. No Saves of any kind are allowed against this weapon.

Tough: Re-roll successful Collateral Damage rolls against this unit. In addition, this unit may enter a Garrison from any direction, regardless of entrances.

 	Destroyers		50pts		 1		2	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2"	P4+	9	3	Infantry 2+	Resilient		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Shard Cannon	-	F/S/R	36"	12"	6	3+	5	Alt-1,RW-2
Plasma Charger	-	F/S/R	6"	6"	3	3+	10	Alt-1,L-1,RW-1
Shard Assault Cannon	-	F/S/R	CQ	CQ	9	-	4	RW-3

Tough: Re-roll successful Collateral Damage rolls against this unit. In addition, this unit may enter a Garrison from any direction, regardless of entrances.

Support



 	Annihilator		120pts					1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2"	A	12	6	Walker	Large		




	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Plasma Bombard	0"	F	24"	24"	1	4+	12	Area,Devastator-2 (Vehicle, Scenery),Indirect

Flight Mode: When making a Moving action this unit may move 18", ignoring scenery pieces up to 8" high. Enemy AA weapons may choose to Reaction Fire against an Annihilator when it does this, counting it as an Aircraft with Armour 10.

This unit can add a Command Centre for 10pts.




Flying Deployment: This unit counts as an aircraft for deployment therefore it gains Aerial Advantage

 		Reaver Heavy Gunship		55pts				1 - 4
		Move 24"	Counter Measures A	Armour 10	Damage Points 2	Type Aircraft	Special	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Plasma Hose	12"	F	6"	6"	5	4+	4	Focus-3
Plasma Lance	12"	F/S (Left)	12"	12"	1	3+	10	
Plasma Lance	12"	F/S (Right)	12"	12"	1	3+	10	

 	Eradicator		145pts		 3		1	
	Move 8"	Counter Measures A, E+2	Armour 15	Damage Points 8	Type Walker	Special Rare, Large		




	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Electroweb Caster	4"	F	9"	9"	1	2+	12	Tech Killer
Plasma Fusilade	4"	F/S (Left)	18"	18"	3	3+	7	AA-2
Plasma Fusilade	4"	F/S (Right)	18"	18"	3	3+	7	AA-2
Razor Claws	-	F	1"	1"	2	2+	10	

Scout




 	Minder		8pts		 1		4 - 8	
	Move 4"	Counter Measures A	Armour 8	Damage Points 1	Type Aircraft-S	Special Rapid Insertion 0"		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Micro Arc Caster	-	F/S/R	6"	6"	1	2+	6	AA-2



Micro Arc Caster: If targeting a unit that isn't an Aircraft this weapon hits on a 6+



 	Monitor		8pts		 1		4 - 8	
	Move 4"	Counter Measures A	Armour 8	Damage Points 1	Type Aircraft-S	Special Rapid Insertion 0"		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Shard Cannons	-	F/S/R	36"	12"	4	2+	5	Alt-1
Self Destruct	4"	F/S/R	0"	0"	1	-	10	Alt-1,Area

Self-Destruct: Only 1 unit in a squad may use this weapon each activation. Place the blast marker over the firing unit, and then follow the normal rules for Area weapons. Remove the firing unit after resolving shooting. This cannot be done on the turn it disembarks from a transport

<div></div> <div></div>		Prowler		9pts		 1		4 - 8	
		Move 6"	Counter Measures A	Armour 10	Damage Points 1	Type Walker	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Plasma Proboscis (Inject)	-	F	1"	1"	1	3	11		
Plasma Proboscis (Spew)	-	F	6"	6"	3	4+	4		

Auxiliary



 	Mauler		23pts					1 - 3	
	Move 12"	Counter Measures -	Armour 14	Damage Points 2	Type Walker	Special Fauna			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Claws & Teeth	-	F/S/R	3"	3"	2	4+	8	Focus-2,Melee	
Corrosive Steam	-	F/S	6"	6"	1	5+	10		

 		Daggers			12pts				1 - 3	
		Move 3"	Counter Measures -	Armour 8	Damage Points 3	Type Infantry	Special Fauna,Dodge 4+			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special		
Barbed Apendages	-	F/S/R	CQ	CQ	3	-	5	RW-1		

Lie In Wait: This Squad may enter play up to 6" away from the centre line and must be placed in a garrison if able. This unit may choose to not move during its activation

Each Activation Daggers must attack another non-fauna Squad in the same garrison if they are able to, friend or foe. Whenever a Unit of Daggers suffers damage from a close quarters attack, roll that many d6. For each result of 3+ the attacking squad suffers a point of damage.

Daggers automatically pass all fortitude rolls.

 		Apex		45pts				1
		Move 12"	Counter Measures E+1	Armour 12	Damage Points 4	Type Walker	Special Rare, Fauna	
Killing Tools	M&F -	Arc F/S/R	R(F) 3"	R(C) 3"	Shots 4	Acc 2+	E 9	Special
Acid Breath	-	F/S/R	6"	6"	3	3+	5	Flame





Genetic Modification: The Apex is a highly adaptable creature and has a variety of biomorphs across a number of worlds. At the start of the game, roll 1d3 and apply the result.

1: Ferrum Apex: Killing Tools gains Strafe-2 and increase Damage Points to 7.

2: New Eden Apex: Increase Counter Measures to E-3 and at the start of the Apex's Activation it recovers 1 lost Damage Point.





3: Magnum Apex: Increase Armour to 15 and increase Killing Tools Energy to 12.





Intelligent: Apexes have more intelligence than other fauna and can be coerced or tricked into predictable actions. When it activates, it moves towards the closest enemy unit instead of the closest unit.

 		Harbinger		45pts		 3  2		1 - 99
		Move 18"	Counter Measures A	Armour 11	Damage Points 4	Type Aircraft	Special	
Plasma Bombs	M&F 9"	Arc R	R(F) 3"	R(C) 3"	Shots 1	Acc 5+	E 11	Special Devastator-2 (Scenery)
Mini Arc Caster	9"	F	6"	6"	1	2+	7	AA





May take Mini Arc Caster for +15 pts.




Mini Arc Caster: If targeting a unit that isn't an Aircraft this weapon hits on a 6+




 		Raider		70pts		 1  4		1 - 99
		Move 18"	Counter Measures A	Armour 10	Damage Points 5	Type Aircraft	Special	
Acid Hose	M&F 9"	Arc F/S (Left)	R(F) 6"	R(C) 6"	Shots 5	Acc 3+	E 4	Special Flame
Acid Hose	9"	F/S (Right)	6"	6"	5	3+	4	Flame

 	Despoiler		70pts		 18  4			1 - 99	
	Move 18"	Counter Measures A	Armour 10	Damage Points 7	Type Aircraft	Special			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Twin Plasma Cannons	9"	F/S	12"	12"	2	4+	11	Devastator-2 (Scenery, Infantry)	

May take Twin Plasma Cannons for +30pts.

 	Marauder		40pts		 6  2		1 - 99	
	Move 24"	Counter Measures A	Armour 10	Damage Points 3	Type Aircraft	Special		
Plasma Hose	M&F 12"	Arc F	R(F) 6"	R(C) 6"	Shots 5	Acc 4+	E 4	Special Focus-3

 	Intruder Alpha		36pts		 2		1 - 99	
	Move 30"	Counter Measures A	Armour 10	Damage Points 1	Type Aircraft	Special		
Plasma Hose	M&F 12"	Arc F	R(F) 6"	R(C) 6"	Shots 5	Acc 4+	E 4	Special Focus-3

 	Intruder Beta		24pts		 4		1 - 99	
	Move 30"	Counter Measures A	Armour 10	Damage Points 1	Type Aircraft	Special		
Plasma Hose	M&F 12"	Arc F	R(F) 6"	R(C) 6"	Shots 5	Acc 4+	E 4	Special Focus-3

