

		Oppressor			150pts 3				1
		Move	Counte Measur	ATI	nour		mage oints	Type	Special
	N	8"	A		L5		8	Walker	Large
	M&F	Arc	R(F)	R(C)	Sh	ots	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	

		D€	esolator		1	40pts				1	
			ve Counte Measur		Arm			nmage oints	Type	Special	
),	12"	A		1	1		7	Aircraft		
	•	•	•			•	ı	•	•		
	M&F	Arc	R(F)	R	.(C)	Sho	ots	Acc	E	Special	Į
Ion Storm (Wide)		F/S/R	12"	12" 12"		*		3+	11	Alt-1,Ion	
Ion Storm (Focused)	Storm 9" F/S/R 9" 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		1	.90pts					1	
			Move Counter Measures		Armour		Damage Points		Туре		Special
38			A		1	1		7	Aircraft		
	•	•				•			•		
	M&F	Arc	R(F)	R	$L(\mathbb{C})$	Sho	ots	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.

		D	espot		55pts		4		1
Ä	350	Move	Count Measur	A	rmour		amage oints	Туре	Special
	·	6"	A		15		2	Walker	
	M&F	Arc	R(F)	R(C)	Sh	ots	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

N	and the state of t	Н	unter		3	5pts		= 2				3 - 9
	70	Move	Counte Measure		Armo	our		mage ints		Туре		Special
		9"	A, E+2	<u> </u>	13		1		Sł	kimmer		
Plasma	M&F	Arc	i `´i				Shots Acc		Des		Dev	Special vastator-2
Cannon		F/S/R	12"			1		2+		11		enery, Infantry)
S. R.		St	alker		25pts			1				3 - 9
		Move	Counte Measur		Armour		ur Damage Points					Special
'		6"	A		15	5		1	1	<i>N</i> alker		
	M&F	Arc	R(F)	R	R(C)	Sh	ots	Aco		E		Special
Electroweb Caster	4"	F	9"	9''		1		2+		12	Tec	h Killer
Razor Claws	-	F	1"	1"		1		3+		10		



	Y	W	arriors			25pts	tipi 1				2 - 3
	wisks.		Move Counter Measures		Armour		Damage Points		Туре		Special
			-		7	7		5	Infantry 3+		
	M&F	Arc	R(F)	R	.(C)	Sho	ots	Acc	E		Special
Plasma Rifles	-	F/S/R	12" 12"			5		3+	3	Foc	us-3,RW-1
Plasma Pistols	-	F/S/R	CQ CQ		5			-	3	RW	<u>-</u> 1

A		Age	ed Ones			25pts	iți 1			2 - 3
	Move		Counter Measures		Armour		Damage Points		Туре	Special
	2"		-		7			5	Infantry 3+	Bloodthirsty
	M&F	Arc	Arc R(F) R		R(C)		ots	Acc	E	Special
Plasma Rifles	-	F/S/R	12"			5		3+	3	Focus-3,RW-1
Ravening Attacks	-	F/S/R	CQ	Q CQ		10		0	3	RW-2

A	Y	Raz	Razorworms			20pts		iņi 2			1 - 3
		Move	Counte Measur		Arn	our		mage oints	Туре		Special
		3"	-		8	}		3	Infantry 2+	5+	Dodge -,Bloodthirsty
	M&F	Arc	R(F)	R	R(C)	Sho	ots	Acc	E		Special
Teeth & Claws	-	F/S/R	CQ	CQ		3		-	7	RW	7-1

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



74	7	S	Slayer		65pts		3				2 - 6	
- Mutacan			Counter Measures		Armour		Damage Points		Туре		Special	
			A, E+2		13	3		3	Sł	kimmer		
				-				-				
	M&F	Arc	R(F)	F	R(C)	Sh	ots	Acc		E	ļ	Special
Twin Plasma Cannon	Plasma - F/S/R		12" 12"			2		2+		11		vastator-2 enery, 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.

	7	Embarked	l Razorwoi	Razorworms		0pts					1
		Move	Counte Measur		Arm	our		mage oints	Туре		Special
			-		8	}		3	Infantry 2+	5+	Dodge ,Bloodthirsty
	M&F	Arc	R(F)	R	R(C)	Sho	ots	Acc	E		Special
Teeth & Claws	3"	F/S/R	CQ	CQ		3		-	7	RW	<u>-</u> 1

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

7.45		Toi	Tormentor		65pts		 3		2 - 4	
	1000	Move	Counte Measur	A I	mour		mage oints	Туре	Special	
		6"	A, E+2	2	13		3	Skimmer		
	-	•	•	•				ī		
	M&F	Arc	R(F)	R(C)	Sh	ots	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.

A	Y	Embarked	l Razorworms			0pts					1
		Move	Counte Measur		Arm	our		mage oints	Туре		Special
			-		8	}		3	Infantry 2+	5+	Dodge Bloodthirsty,
	M&F	Arc	R(F)	R	L(C)	Sho	ots	Acc	E		Special
Teeth & Claws	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.



2/2		Sc	reamer			40pts		1		1
		Move	Count Measu		Arn	10ur		mage oints	Туре	Special
			E+2		9)		4	Infantry 2+	
	M&F	Arc	R(F)	R	(C)	Sho	ots	Acc	E	Special
Huge Claws	-	F/S	1"	1"		2		2+	11	
Hunting Scream	-	F/S/R	CQ	CQ		1		-	-	

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 Collatoral 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.

2/2		Evi	scerators		5	0pts	iji 1		2
		Move	Counter Measures	A	rmour	Damage Points	Туре		Special
			P4+		9	3	Infantry 2+	Bloodth	nirsty,Resilient,Rare
	M&F	Arc	R(F)	R	(C)	Shots	Acc	E	Special
Glaives (Heavy)	-	F/S/R	CQ	CQ	,	3	-	8	Alt-1,RW-1
Glaives (Quick)	-	F/S/R	CQ	CQ	-	18	-	3	Alt-1,RW-6

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

		De	stroyers		50pts		iņi 1			2
		Move	Count Measur		Armour		nmage oints	Туре	Spe	ecial
	2"		P4+		9		3	Infantry 2+	Resi	ilient
	M&F	Arc	R(F)	R(C	C) SI	ots	Acc	E	Sp	ecial
Shard Cannon	-	F/S/R	36"	12"	6		3+	5	Alt-1,RW	V- 2
Plasma Charger	-	F/S/R	6"	6''	3		3+	10	Alt-1,L-1	1,RW-1
Shard Assault Cannon	-	F/S/R	CQ	CQ	9		-	4	RW-3	

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



7		Anı	nihilator		1	20pts					1
	N		Move Counte Measure		Armout		our Dama Point		Туре	Special	
- A			2" A		1	2		6	Walker		Large
	_	_	_	_		_		_	_	_	
	M&F	Arc	R(F)	R	(C)	Sho	ots	Acc	E		Special
Plasma Bombard	0"	F	24"	24"		1		4+	12	(Ve	a,Devastator-2 nicle, nery),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 gaines Aerial Advantage

7		Reaver H	eavy Guns	hip	Ţ	55pts						1 - 4
	7	Move	Count Measu		Arn	our		nmage oints		pe		Special
	•	24"	A		1	0		2	Air	craft		
	Mee A				•			•	1			-
	M&F	Arc	R(F)	R	(C)	Sho	ots	Acc		E		Special
Plasma Hose	12"	F	6"	6"		5		4+	4		Foc	rus-3
Plasma Lance	12"	F/S (Left)	12"	12"		1		3+	10)		
Plasma Lance	12"	F/S (Right)	12"	12"		1		3+	10)		

7	2	R	avager		4	40pts	1				3
		Move	Count Measur		Arn	10ur		nmage oints	Type		Special
	•	4"	A		1	5		1	Walke	r	Infiltrate 8''
	M&F Arc		R(F)		C)	Sho	ots	Acc]	3	Special
Shard Flak Cannon	hard lak -		48"	18"		2		3+	6		AA-2
Shard Flak Cannon	-	F/S (Left)	48"	18"	2			3+	6		AA-2
Razor Claws	-	F	1"	1"		1		3+	10		

		Cor	ruptor	}	30pts					1 - 2
		Move	Counte Measur	Arm	our		mage oints	Туре		Special
		24"	A	1	0		2	Aircraft		
	M&F	Arc	R(F)	R(C)	Sho	ts	Acc	E	ļ	Special
Plasma Hose	12"	F	6"	6"	5		3+	4	Foc	us-3
Razorworm Pod	12"	F/S/R	6"	6"	1		3	-	Spa	wn,L-3

Spawn: If this weapon hits a Garrison it counts as Energy 10. After resolving damage, place a single Razorworm unit in the Garrison (not on an edge). These new Unit is part of the same Battlegroup as the Corruptor and may activate and move same turn they are spawned

	2	F	Reaper		r.	39pts		== 2				3
		Move	Count Measur		Arm	our		mage oints	Т	ype		Special
		9"	A, E+	2	13	3		1	Ski	mmer		
				_				_	_		_	
	M&F	Arc	R(F)	R	(C)	Sh	ots	Acc	2	E		Special
Arc Caster	-	F/S/R	9"	9"		2		2+	8	3	AA-	-2
Arc Caster	r: If targetir	ng a unit tha	at isn't an A	Aircra	ft this	weap	on hi	ts on a	6+			

		Era	dicator	1	45pts		* 3		1
	3	Move	Counte Measur	Arm	our		mage oints	Туре	Special
		8"	A, E+2	2 1	5		8	Walker	Rare,Large
	M&F	Arc	R(F)	R(C)	Sh	ots	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

TO	7	N	ſinder			8pts		1				4 - 8
		Move	Counto Measur		Arm	our		mage pints	7	Гуре		Special
		4"	A	ĺ	8	3		1	Air	craft-S	Rap	oid Insertion 0''
	1 250 7	I .		I	(0)	l or			Ī	_	1	
	M&F	Arc	R(F)	R	(C)	Sh	ots	Acc	2	E	Į	Special
Micro												
Arc	_	F/S/R	6"	6''		1		2+		6	AA	-2
Caster												
Micro Arc	Caster: If t	argeting a ı	unit that isr	ı't an	Aircra	aft thi	s wea	pon hit	s on	a 6+		

10	7	M	Ionitor		8pts					4 - 8
		Move	Counte Measur	Arn	nour		mage pints	Туре		Special
		4''	A	}	3		1	Aircraft-S	Rap	oid Insertion 0"
	M&F	Arc	R(F)	R(C)	Sho	ots	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

		Pı	rowler		9pts		1		4 - 8
		Move	Count Measur		Armour		mage oints	Туре	Special
	1	6''	A	<u> </u>	10		1	Walker	
	M&F	Arc	R(F)	R(0	C) She	ots	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	Count Measu		Armour			image oints	Туре		Special
			-	ĺ	14			2	Walker		Fauna
	M&F	Arc	R(F)	R(C)	Shots		Acc	E		Special
Claws & Teeth	-	F/S/R	3"	3"		2		4+	8	Foc	us-2,Melee
Corrosive Steam	-	F/S	6''	6"		1		5+	10		

		Da	Daggers		12pts					1 - 3		
		Move	Counter Measures		Armour		Damage Points		Туре		Special	
		3"	-		8			3	Infantry		una,Dodge 4+	
	M&F	Arc	R(F)	R	R(C) Sho		ots	Acc	E		Special	
Barbed Apendages	-	F/S/R	CQ	CQ		3		-	5	RW	<u>'-1</u>	

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.

		1	Apex		45pts				1
		Move	Count Measur	A 1	Armour		amage oints	Туре	Special
		12"	E+1	ĺ	12		4	Walker	Rare,Fauna
	M&F	Arc	R(F)	R(C)	Sh	hots Acc		E	Special
Killing Tools	-	F/S/R	3"	3"	4		2+	9	
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 that other fauna and can be coerced or tricked into predictable

Intelligent: Apexes have more intelligence that 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.

		На	rbinger		45pts			3	2		1 - 99
		Move	Counter Measures		Armour			nmage oints	Type		Special
			A		11			4	Aircraft		
	•	-	•				-	ī			
	M&F	Arc	R(F)	R(C)	3)	Sho	ts	Acc	E		Special
Plasma Bombs	9"	R	3"	3"		1		5+	11		vastator-2 enery)
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+

		F	Raider				1	4	1 - 99
		Move	Count Measur		Armour		amage oints	Туре	Special
			A		10		5 Aircraft		
								•	
	M&F	Arc	R(F)	R(C)	Sh	ots	Acc	E	Special
Acid Hose	9"	F/S (Left)	6"	6"	5		3+	4	Flame
Acid Hose	9"	F/S (Right)	6"	6"	5		3+	4	Flame

		De	spoiler		70p	ts	== 18	4		1 - 99	
3		Move	Counte Measur A		Armou	r	Damage Points 7	Type Aircraft		Special	
		10	<u> </u>		10	ļ	/	AllClaft			
Twin	M&F	Arc	R(F)	R	.(C)	Shots	Acc	E		Special	
Plasma Cannons	9"	F/S	12"	12"	2		4+	11		vastator-2 enery, Infantry)	
May take T	Twin Plasm	a Cannons	for +30pts.								
		Ma	rauder		40p	ts	6	2		1 - 99	
		Move	Counte Measur		Armou	r l	Damage Points	Туре		Special	
		24"	A		10		3	Aircraft			
	M&F	Arc	R(F)	R	.(C)	Shots	Acc	E		Special	
Plasma Hose	12"	F	6"	6"	5		4+	4	Foc	cus-3	
	auk to	Intruc	Intruder Alpha		36p	ts			1 - 99		
		Move 30"		Counter Measures		r l	Damage Points	Type Aircraft	Special		
			I		10		I				
D1	M&F	Arc	R(F)	R	.(C)	Shots	Acc	E	E Special		
Plasma Hose	12"	F	6"	6"	5		4+	4	Foc	cus-3	
		Intru	der Beta		24p	ts	3 4			1 - 99	
				Counter Measures		r	Damage Points	Туре		Special	
		30"	A		10		1	Aircraft			
	M&F	Arc	R(F)	R	.(C)	Shots	Acc	E		Special	
Plasma Hose	12"	F	6"	6"	5		4+	4	Foc	cus-3	

In	vader	15pts		 3	1 - 99
Move	Counter Measures	Armour	Damage Points	Туре	Special
6"	A, E+2	13	3	Skimmer	

Speed Boost: If this unit doesn't embark or disembark during its activation, increase its MV by 3" until the end of the activation.

		C	Corsair			40pts					1 - 4
M&F		Move	Counter Measures		Arn	Armour		amage oints	Туре		Special
		24" - 36"	A, E+5		1	0		1	Aircraft		Fast,Rare
		Arc	R(F)	R	2(C)	(C) Sho		Acc	E	ļ	Special
Plasma Cannon	-	F	18"	18"		1		4+	11		-2,Devastator-2 enery, Infantry)
			Vampires		10pts		1			1 - 4	
		Move	Counte Measur		Armour		Damage Points		Туре	Special	
		12"	E+3		7	,	1		Aircraft-S	Rare	Rapid Insertion,
	M&F	Arc	R(F)	R	R(C)	Sh	ots	Acc	E	ļ	Special
Cuttng Harness	9"	F	2"	2"		1		2+	6		tus-2,AA-4

Grasping: This unit must be deployed in a single Transport, this unit does not take up any other space on the transport other than the slots assigned for Vampires, this unit does not count towards starting capacity for the transport. Additionally it may not Reaction Fire.

Squad Focus: This units Focus ability can be used to combine shots from it's whole squad