


Command

	Desolator Command Barge		140pts					1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	12	A	11	7	Aircraft			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Ion Cyclone	9	F/S/R	9	9	3	3	11	
Ion Storm	9	F/S/R	12	12	*	4	9	

Ion Storm: This weapon hits every non-Aircraft unit within range (friendly and enemy). Each unit gets hit by the weapon profile once, but Infantry not in a Garrison instead get hit D6 times each (roll once for all units). Infantry in a Garrison cannot be hit. This weapon has Accuracy 6+ on any units over 6" away.

	Oppressor Command Arthropod		150pts		 3			1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	8	A	15	8	Walker	Large		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Electroweb Caster	4	F	9	9	1	2	12	
Focused Plasma Carbine	4	F/S	18	18	1	2	11	
Spread Plasma Carbine	4	F/S	9	9	3	3	10	
Razor Claws	-	F	1	1	2	2	10	

 	Despot Suppression Walker			55pts	 4			1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6	A	15	2	Walker			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Plasma Hose	-	F	6	6	5	4	12	
Plasma Hose	-	F	6	6	5	4	12	
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 may not benefit from Scan Tokens while they (or the Garrison they're occupying) are within 3” of this unit.

 **Standard**

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

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

 **Troops**

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

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

	Demolisher Shock Troops		45pts		 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
Plasma Charger	-	F/S/R	6	6	3	3	10	
Shard Cannon	-	-	CQ	CQ	6	-	5	
Tough: Re-roll successful Collateral Damage hits against this unit. In addition, this unit may enter a Garrison from any direction, regardless of entrances.								

 	Prowlers Spider Drone		10pts		 1			4 - 8	
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	6	A	9	1	Infantry 2+				
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Plasma Injecting Proboscis	-	F	1	1	1	3	11		
Shard Cannon	-	-	CQ	CQ	3	-	4		

 **Heavy**

 	Slayer Heavy Tank		65pts		 3			2 - 6	
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	6	A, E+2	13	3	Skimmer				
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Twin Plasma Cannon	-	F/S/R	12	12	2	2	11		
Acid Streamer	-	F/S/R	6	6	8	3	4		

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. This unit may replace its Twin Plasma Cannon with an Acid Streamer for no cost.

 	Subjugator Arthropod		100pts		 3			1	
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	8	A	15	8	Walker	Large			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Electroweb Caster	4	F	9	9	1	2	12		
Razor Claws	-	F	1	1	2	2	10		

Subjugation Field: Enemy units that activate within 6" of this unit reduce the amount of actions they may perform by 1 to a minimum of 1. Additionally, enemy infantry may not benefit from Scan Tokens while they (or the Garrison they're occupying) are within 6" of this unit.

	Obliterator Mobile Ordnance		130pts				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
Furnace Laser	0	F	infinite	infinite	1	2	11	

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.

 **Exotic**

	Eviscerator Assault Troops		50pts		 1		2	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2	P4+	9	3	Infantry 2+	Bloodthirsty, Resilient, Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Quick Glaives	-	-	CQ	CQ	18	-	3	
Heavy Glaives	-	-	CQ	CQ	3	-	8	

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

	Raptor Spider Drone		10pts		 1		4 - 8	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6	A	9	1	Infantry 2+			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Acid Spout	-	F	6	6	3	3	4	
Acid Proboscis	-	-	CQ	CQ	2	-	2	

 	Screamer		40pts		 3			1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6	E+2	9	4	Infantry 2+			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Acid Spout	-	F	6	6	3	3	4	
Acid Proboscis	-	-	CQ	CQ	2	-	2	

Abhorrent: Any enemy Infantry in the same or Linked Garrison suffer a further -1 penalty when searching for objectives, and a +1 penalty to their Fortitude.

Squeeze: When this unit enters a Garrison or starts its activation in a Garrison, it causes D3 Collateral Damage to that Garrison.

Hunting Scream: When a unit is targeted by this weapon, the Screamer doesn't roll damage as normal. Instead, the controlling player rolls a dice for every damage point remaining in the targeted squad and consults their Fortitude. For every roll under the Fortitude value, that squad loses 1 Damage Point with no saves of any kind.

Support

 	Reaper AA Tank		40pts		 2			3
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	9	A, E+2	13	1	Skimmer			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Arc Caster	-	F/S/R	9	9	2	6	8	

Arc Caster: If targeting an Aircraft, this weapon hits on a 2+.

	Ravager AA Beetle		40pts		 1			3	
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	4	A	15	1	Walker	Infiltrate 8			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Shard Flak Cannon	-	F/S (left)	48	18	2	3	6		
Shard Flak Cannon	-	F/S (right)	48	18	2	3	6		
Cutting Claws	-	F	1	1	1	2	10		

	Eradiator Chameleopod		110pts		 3			1	
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	8	A	15	8	Walker	Large,Rare			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Electroweb Caster	4	F	9	9	1	2	12		
Bio-Mortar	-	F	48	48	1	4	3		
Razor Claws	-	F	1	1	2	2	10		
Plasma Fusillade	4	F/S (Left)	18	18	3	3	7		
Plasma Fusillade	4	F/S (Right)	18	18	3	3	7		

Chameleonic Scales: If this unit does not move during its activation and has not disembarked this round, it gains +2 Evasion Countermeasures until the start of its next activation.

This unit may replace its Bio-Mortar for two Plasma Fusillades for +40 points.

 	Annihilator Mobile Artillery		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	

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. In addition, this unit counts as an aircraft for Aerial Advantage deployment purposes. The Scourge host may have an Ancient Bond with its Annihilator for +10 points. A unit with an Ancient Bond gains the Command Centre special rule.

 	Reaver Gunship		55pts					1 - 4
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	24	A	10	2	Aircraft			

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Plasma Hose	12	F	6	6	5	4	4	
Plasma Lance	12	F/S (left)	18	18	1	3	10	
Plasma Lance	12	F/S (right)	18	18	1	3	10	

 	Corruptor Hiveship		80pts					1 - 2
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	24	A	9	2	Aircraft			

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Plasma Hose	12	F	6	6	5	4	4	

Razorworm Pod: During this squad's activation, each unit may launch a Razorworm volley at a Garrison within 6". Roll 1 dice for each unit launching a volley. Rolls of 1 have is no effect. For every roll of 2-4, place 1 unit of Razorworms in that Garrison. For every roll of 5-6 place 2 units of Razorworms in that Garrison. All Razorworm units launched into a Garrison at the same time from the same squad count as being a single squad. That squad is the same Battlegroup as the launching squad and may activate in the same round they are spawned. The Garrison receives an equal number of Collateral Damage tokens to units of Razorworms placed.

	Overseer Cradle Barge		160pts					1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	12	A	11	7	Aircraft	Command Centre		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Ion Cradle	6	F/S/R	9	9	2	4	6	

Plasma Generator: Any friendly units with weapons containing the word Plasma in their name re-roll failed damage rolls if they are within 9 inches of this unit when firing. Units with the Fast special rule or weapons with a range of CQ are not affected.

 **Scout**

	Minder AA Drone		10pts		 1			4 - 8
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	4	A	8	1	Aircraft-S	Rapid Insertion 0		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Micro Arc Caster	4	F/S/R	6	6	1	6	6	

Micro Arc Caster: If targeting an Aircraft, this weapon hits on a 2+.

	Emeritus Incendiary Drone		10pts		 1			4 - 8
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	4	A	8	1	Aircraft-S	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	
Self-Destruct	-	F/S/R	0	0	1	3	10	

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 weapon cannot be used if this squad disembarks in the same activation.

 **Auxiliary**

 	Invader APC		15pts		 3  3		1	
	Move	Counter Measures	Armour	Damage Points	Type	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.								

 	Marauder Dropship		40pts		 6  2		1 - 11	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	24	A	10	3	Aircraft			
Plasma Hose	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	12	F	6	6	5	4	4	

 	Despoiler Heavy Dropship		70pts		 18  4		1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	18	A	10	7	Aircraft			
Twin Plasma Cannons	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	9	F/S	12	12	2	4	11	
This unit may take Twin Plasma Cannons for +30 pts.								

 	Intruder Light Troopship		35pts		 1		1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	30	A	10	1	Aircraft			
Plasma Hose	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	12	F	6	6	5	4	4	

 	Intruder Light Dropship		20pts		 4			1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	18	A	10	1	Aircraft			
Plasma Hose	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	12	F	6	6	5	4	4	

 	Harbinger Troopship		60pts		 3  2			1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	18	A	18	4	Aircraft			
Plasma Bombs	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	9	R	3	3	1	5	11	
Mini Arc Caster		F	6	6	1	6	7	

Mini Arc Caster: If targeting an Aircraft, this weapon hits on a 2+.

This unit may take a Mini Arc Caster for +15 pts.

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

Arc Caster: If targeting an Aircraft, this weapon hits on a 2+. If targeting a Scenery Piece, this weapon hits on a 6+.

This unit may replace its Plasma Cannon with an Arc Caster for +10 points.

 	Corsair Interceptor		40pts					1 - 4
	Move 24-36	Counter Measures A, E+5	Armour 11	Damage Points 4	Type Aircraft	Special Fast,Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Plasma Cannon	-	F	12	12	1	2	11	
Arc Caster	-	F	9	9	2	6	8	
Arc Caster: If targeting an Aircraft, this weapon hits on a 2+. This unit may replace its Plasma Cannon with an Arc Caster for +10 points.								

 	Vampire		10pts		 1			1 - 4
	Move 12	Counter Measures E+3	Armour 7	Damage Points 1	Type Aircraft-S	Special Rapid Insertion 0,Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Cutting Beam	9	F	2	2	1	2	6	
Arc Caster: If targeting an Aircraft, this weapon hits on a 2+. This unit may replace its Plasma Cannon with an Arc Caster for +10 points.								