<u> </u>		DESOLATI	140 PTS			
7	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	12"	A	11	7	AIRCRAFT	

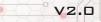
Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
9"	F/S/R	9"	9"	з	з+	11	ALT-1, DESTROYER 5+, FLAME
9"	F/S/R	1 2"	1 2"	*	4+	9	ALT-1, TECH KILLER

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.

AK		OPPRESSOR	COMMAND	ARTHROPOD	,	150 ртз
7	Move	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
	8"	A	13	9	WALKER	LARGE, RESILIENT





33

		DESPOT S	UPPRESSIO	N WALKER	55 PTS	
57	Move	Counter Measures	ARMOUR	Damage Points	Түре	Special
	6"	A	13	з	WALKER	RESILIENT

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
PLASMA HOSE	×QQ	F	6"	6"	5	4+	4	Focus-3
PLASMA HOSE		F	6"	6"	5	4+	4	Focus-3
RAZOR CLAWS	HQ-Q	F	-1"	1"	2	2+	10	

MICRO SUBJUGATION FIELD

Enemy non-Behemoth 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.

V2.1

	2	н	35 PTS			
BA	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	9"	A, E+2	13	1	SKIMMER	

2

V1.0

SQUAD SIZE: 3-9

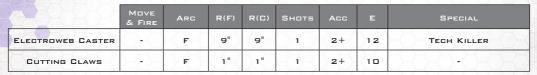
	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
PLASMA CANNON	Q-Q	F/S/R	1 2"	1 2"	1	2+	11	DEVASTATOR-2 (INFANTRY, SCENERY)

		ST.	25 PTS			
BA	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	6"	A	13	2	WALKER	INFILTRATE 8", RESILIENT

1

V2.D

SQUAD SIZE: 3-9



		SPE	20 PT5			
BA	Mov	'E COUNTER MEASURES	ARMOUR	DAMAGE Points	Түре	SPECIAL
	1 2	, A, E+3	11	1	SKIMMER	

V1.1

SQUAD SIZE: 4-8

This unit may replace its Plasma Lance with a Photon Blaster for free.

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
PLASMA LANCE	<u> </u>	F	18"	18"	1	з+	10	DEVASTATOR-2 (INFANTRY, SCENERY)
			Орт	IONAL \	VEAPONS			
PHOTON BLASTER		F	9"	9"	2	з+	6	INDIRECT

PHOTON BLASTER

This weapon always does damage to targets on a damage roll of 5 or 6.

		25 PTS			
Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
2"	XD-CX	7	5	INFANTRY 3+	

SQUAD SIZE: 2-3

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
PLASMA RIFL ES	Q-Q	F/S/R	1 2"	1 2"	5	з+	з	Focus-3, Reduced-1
ASSAULT PISTOLS	X-X	$\square - \bigcirc -$	CQ	CQ	5		з	REDUCED-1

		F	RAZORWORM	IS		20 PTS
	Move	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
R	з"	$\mathcal{H}\mathcal{H}\mathcal{H}$	8	з	INFANTRY 2+	BLOODTHIRSTY, DODGE 5+

SQUAD SIZE: 1-3

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
TEETH & CLAWS	<u>-0-0</u>		CQ	CQ	з		7	REDUCED-1

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								
Move	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL			
2"	P4+	9	з	INFANTRY 2+	RESILIENT			

iii 1

V1.0

SQUAD SIZE: 2

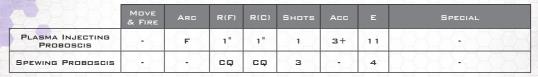
	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
PLASMA CHARGER	-0-0	F/S/R	6"	6"	з	з+	10	REDUCED-1
SHARD CANNON	\mathbb{R}	5-5-	CQ	CQ	6		5	REDUCED-2

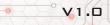
Тоисн

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

		Prowl	10 ртз			
VAV	Μονε	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
	6"	A	9	×1×	INFANTRY 2+	

SQUAD SIZE: 4-8





		65 PT5				
\mathbf{F}	Μονε	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	6"	A, E+2	13	з	SKIMMER	

....

V1.0

SQUAD SIZE: 2-6

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

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	Special
TWIN PLASMA CANNON	-0-0	F/S/R	1 2"	1 2"	2	2+	11	DEVASTATOR-2 (INFANTRY, Scenery)
			Орт	IONAL \	VEAPONS			
ACID STREAMER	-0-0	F/S/R	6"	6"	8	з+	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.

		Subjuc	100 PTS			
\mathbf{F}	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	8"	A	13	9	WALKER	LARGE, RESILIENT



V2.1

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
ELECTROWEB CASTER	4"	F	9"	9"	1	2+	12	TECH KILLER
RAZOR CLAWS	XX	F	1"	1"	2	2+	10	0-0-0-0-0-0-0

SUBJUGATION FIELD

Enemy non-Behemoth 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.

~		130 ртз				
77	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	2"	A	12	6	WALKER	LARGE

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
FURNACE LASER	0"	F	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	∞	1	2+	11	DESTROYER 6+, DEVASTATOR-3 (BEHEMOTH, VEHICLE)

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 Obliterator 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.

· ····································		SAVAG	120 рт5			
\mathbf{F}	Move	COUNTER Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
R	1 2"	A	11	7	AIRCRAFT	

	Move & Fire	ARC	R(F)	R(C)	Sнотs	ACC	E	SPECIAL
STANDOFF ENERGY BEAM	6"	F		24"	з	з+	7	DESTROYER 6+

FLIGHT MODE

If any shots with this weapon activate the Destroyer rule, all shots that hit automatically activate that rule too.

		SLAUGHTER	120 ртз			
\mathbf{F}	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	12"	A	11	7	AIRCRAFT	

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
PLASMA HOWITZER	-3"	F	48"	24"	1	2+	12	AREA, DEVASTATOR-4 (BEHEMOTH, VEHICLE)

PLASMA HOWITZER

This weapon counts as Devastator-2 (Vehicle) on any units touched by the Plasma Howitzer's template that aren't directly underneath the centre.

	Eviscera	50 PTS			
Move	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
2"	P4+	9	з	INFANTRY 2+	BLOODTHIRSTY, RESILIENT, RARE

iii 1

V2.0

SQUAD SIZE: 2

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
QUICK GLAIVES	- Q-Q		CQ	CQ	18		з	ALT-1, REDUCED-6
HEAVY GLAIVES		$\rightarrow \rightarrow$	CQ	СQ	3	\mathcal{D}	7	ALT-1, REDUCED-1

Тоисн

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

	RAPTO	10 рт5			
Move	COUNTER MEASURES	ARMOUR	Damage Points	Түре	SPECIAL
6"	A	9	\rightarrow 1 \rightarrow	INFANTRY 2+	

SQUAD SIZE: 4-8

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
	Δ - Δ	F	6"	6"	з	з+	4	FLAME
ACID PROBOSCIS		$\rightarrow \rightarrow$	CQ	CQ	2		2	PENETRATIVE

		40 PTS			
Move	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
6"	E+2	9	4	INFANTRY 2+	BLOODTHIRSTY



V2.D

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
HUGE CLAWS	Q-Q	F/S	-1"	1"	2	2+	11	
HUNTING SCREAM	X-X	$\rightarrow \rightarrow$	CQ	CQ	- 1-	X		0-0-0-0-0-0

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.

		Re.	40 PTS			
ΖĂ	Move	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
	9"	A, E+2	13		SKIMMER	

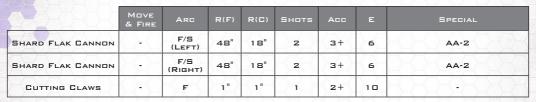
. I e	•••	Z

V2.D

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
ARC CASTER	Q-Q	F/S/R	9"	9"	2	6+	8	AA-2

ARC CASTER

		Rava	GER AA BE	ETLE		40 pts
Z	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	4"	A	13	2	WALKER	INFILTRATE 8", RESILIENT





1

		ERADICA	TOR CHAME	LEOPOD		110 ртз
Z	Move	COUNTER Measures	ARMOUR	Damage Points	Түре	SPECIAL
	8"	A	13	9	WALKER	LARGE, RARE, RESILIENT

SQUAD SIZE: 1 This unit may replace its Bio-Mortar for two Plasma Fusillades for +40 points.

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
ELECTROWEB CASTER	4"	F	9"	9"	1	2+	12	TECH KILLER
BIO-MORTAR (FOCUS)	-0"-	F	48"	48"	1	4+	з	ALT-1, AREA, COVER (ALL), DEVASTATOR-3 (INFANTRY), INDIRECT
BID-MORTAR (SPREAD)	•	F	24"	24"	5	4+	з	ALT-1, COVER (ALL), DEVASTATOR-3 (INFANTRY), FLAME, INDIRECT, STRAFE-3
RAZOR CLAWS		F	1"	-1 "	2	z +	10	5-3-3-3-3-3
			Орт	IONAL \	VEAPONS			
PLASMA FUSILLADE	-4"	F/S (LEFT)	18"	18"	з	з+	7	AA-2
PLASMA FUSILLADE	4"	F/S (RIGHT)	18"	18"	-3	з+	7	AA-2

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.

33

		ANNIHILAT	DR MOBILE	ORDNANCE		120 PTS
ζŽ	Μονε	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	2"	A	12	6	WALKER	LARGE

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.

	Move & Fire	ARC	R(F)	R(C)	Sнотs	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. In addition, this unit counts as an aircraft for Aerial Advantage deployment purposes.

	RE	AVER GUNS	нір		55 PTS
Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	Special
24"	A	10	2	AIRCRAFT	

SQUAD SIZE: 1-4

	Move & Fire	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA HOSE	1 2"	F	6"	6"	5	4+	4	Focus-3
PLASMA LANCE	1 2"	F/S (LEFT)	18"	18"	-1-	з+	10	DEVASTATOR-2 (INFANTRY, SCENERY)
PLASMA LANCE	1 2"	F/S (RIGHT)	18"	18"	1	з+	10	DEVASTATOR-2 (INFANTRY, SCENERY)

		Corr	UPTOR HIV	ESHIP		80 PTS
Z	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	24"	A	10	2	AIRCRAFT	

SQUAD SIZE: 1-2

	Move & Fire	ARC	R(F)	R(C)	Sнотs	ACC	E	SPECIAL
PLASMA HOSE	1 2"	F	6"	6"	5	4+	4	Focus-3

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, although do not have to re-roll Damage if Shooting a unit in that Garrison this round.

V1.0

The Garrison receives an equal number of Collateral Damage tokens to units of Razorworms placed.

	2			٥v	ERSE	ER CR	ADLE	BARGE			160 PTS	
Ź	Моч	Ξ	Col Mea	JNTE SUR		ARM	OUR	Dama Poin	Түре		SPECIAL	
	12"	J.	\mathcal{H}	A	X		1	7	 AIRCRA	FT	COMMAND CENT	RE

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
ION GRADLE	6"	F/S/R	9"	9"	2	4+	6	AA-3, STRAFE-3

PLASMA GENERATOR

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

	Mini	DER AA DR	ONE		10 ртз
Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
4"	A	8	1	AIRCRAFT-S	RAPID INSERTION D"

SQUAD SIZE: 4-8



V2.D

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
MICRO ARC CASTER	0-0	F/S/R	6"	6"	1	6+	6	AA-2

MICRO ARC CASTER

	EMERITUS	10 ртз			
Move	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
4"	A	8		AIRCRAFT-S	RAPID INSERTION D", WIDE

SQUAD SIZE: 4-8



V1.0

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
TWIN SHARD CANNONS		F/S/R	36"	1 2"	4	2+	5	ALT-1
SELF-DESTRUCT		F/S/R	•	0"		з+	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 weapon cannot be used if this squad disembarks in the same activation.

	lt.	NVADER AP	C		15 ртб
Move	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
6"	A, E+2	13	з	SKIMMER	

SPEED BOOST



V1.0

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

Y A		MARA	40 ртя			
	Move	COUNTER Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	24"	A	10	з	AIRCRAFT	



	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
PLASMA HOSE	1 2"	F	6"	6"	5	4+	4	Focus-3

		DESPOIL	ER HEAVY D	ROPSHIP		70 ртз
K I	Move	COUNTER Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	18"	A	10	7	AIRCRAFT	D+D+D+D+D+D



V1.0

SQUAD SIZE: 1 This unit may take Twin Plasma Cannons for +30 pts.

	Move & Fire	ARC	R(F)	R(C)	Sнотs	ACC	E	SPECIAL
OPTIONAL WEAPONS								
TWIN PLASMA CANNONS	9"	F/S	12"	1 2"	2	4+	11_	DEVASTATOR-2 (SCENERY, INFANTRY)

	INTRUDE	35 ртз			
Move	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
30"	A	10	1	AIRCRAFT	



	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
PLASMA HOSE	1 2"	F	6"	6"	5	4+	4	Focus-3

		INTRUDE	20 PTS			
T I	Μονε	Counter Measures	ARMOUR	DAMAGE Points	Түре	Special
	30"	A	10		AIRCRAFT	

X	\succ
$\langle \mathbf{v} \rangle$	4
	100

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	Special
PLASMA HOSE	1 2"	F	6"	6"	5	4+	4	Focus-3

		HARBI	50 PTS			
K 3	Μονε	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	18"	A	11	4	AIRCRAFT	

₹2 🖓4

V3.0

SQUAD SIZE: 1

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

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
PLASMA BOMBS	9"	R	з"	3"	1	5+	11	DEVASTATOR-2 (INFANTRY, SCENERY)
			Орт	IONAL \	VEAPONS			
MINI ARC CASTER	9"	F	6"	6"		6+	7	AA-2
ACID STREAMER	9"	F	6"	6"	8	з+	4	FLAME

MINI ARC CASTER

		HARB	45 pts			
K I	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	18"	A		4	AIRCRAFT	



V2.D

SQUAD SIZE: 1 This unit may take a Mini Arc Caster for +15 pts.

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
PLASMA BOMBS	9"	R	3"	3"	1	5+	11	DEVASTATOR-2 (INFANTRY, SCENERY)
			Орт	IONAL \	VEAPONS			
MINI ARC CASTER	9"	F	6"	6"		6+	7	AA-2

MINI ARC CASTER

		Cors	40 PTS			
T I	Μονε	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	24"-36"	A, E+5	10		AIRCRAFT	FAST, RARE

SQUAD SIZE: 1-4 This unit may replace its Plasma Cannon with an Arc Caster for +10 points.

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
PLASMA CANNON	\mathcal{R}	F	1 2"	12"	1	2+	1.1	AA-D, DEVASTATOR-Z (SCENERY, INFANTRY)
			Орт	IONAL \	VEAPONS			
ARC CASTER	\rightarrow	F	9"	9"	2	6+	8	AA-3

VZ.D

ARC CASTER

			VAMPIRE			10 ртз
T I	Move	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
	1 2"	E+3	7		AIRCRAFT-S	RAPID INSERTION D", RARE

SQUAD SIZE: 1-4



V1.1

Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
9"	F	2"	2"	1	2+	6	Focus-2, AA-4

GRASPING

This squad must be deployed in a single Transport, although does not count towards that Transport's starting Capacity.

CONCENTRATED CUTTING

This unit may not Reaction Fire. Additionally, Cutting Beam's Focus special rule can be used to combine shots from the unit's whole squad.

	TYRANT	500 PTS				
Move	COUNTER MEASURES	ARMOUR	Түре	SPECIAL		
12"		13	Венемотн	RESILIENT, SPREAD-3"		

HULL		12		This unit loses the Resilient special rule.
LEGS	5		5	This unit reduces its Move by 2" and one Seeker Lashes cannot be used for the rest of the game.
WEAPONS	5	5	5	One weapon cannot be used for the rest of the the game.

	M&F	ARC	R(F)	R(C)	Sнотs	ACC	Е	SPECIAL
BIO-CANNON	6"	F	48"	48"	1	з+	1.1	AREA, COVER (ALL)
HEAVY PLASMA CANNONS	8.	F/S (LEFT)	18"	18"	2	2+	12	DEVASTATOR-2 (ALL)
HEAVY PLASMA CANNONS	-2-2-	F/S (RIGHT)	18"	18"	z	2+	12	DEVASTATOR-2 (ALL)
SEEKER LASHES	6"	F/S/R	8"	8"	6	з+	4	FLAME, FOCUS (2), Structural
SEEKER LASHES	6"	F/S/R	8"	8"	6	з+	4	FLAME, FOCUS (2), Structural
SEEKER LASHES	6"	F/S/R	8"	8"	6	з+	4	FLAME, FOCUS (2), STRUCTURAL

BID-CANNON

After resolving an attack with this weapon, leave the Area template in place. At the end of the round, any unit (friendly or enemy) at least partially under the template gets automatically hit again with the same weapon profile. After resolving any hits, remove the template.

]		DICTATO	R		500 PTS
	Move	COUNTER MEASURES	ARMOUR	Түре	SPECIAL
	12"	A	13	Венемотн	RESILIENT, SPREAD-3"

HULL	\sum	12		This unit loses the Resilient special rule.
LEGS	5	5	5	This unit reduces its Move by 2" and one Seeker Lashes cannot be used for the rest of the game.
WEAPONS	5	5	5	One weapon cannot be used for the rest of the the game.

	M&F	ARC	R(F)	R(C)	Sнотs	ACC	Е	SPECIAL
ARE MAW	6"	F	1 2"	12"	1	з+	14	TECH KILLER
STATIC ACCELERATOR	25-	F/S (LEFT)	36"	36"	2	2+	10	DESTROYER (5+)
STATIC ACCELERATOR	<u>\</u> -_	F/S (RIGHT)	36"	36"	2	2+	10	DESTROYER (5+)
SEEKER LASHES	6"	F/S/R	8"	8"	6	з+	4	FLAME, FOCUS (2), Structural
SEEKER LASHES	6"	F/S/R	8"	8"	6	з+	4	FLAME, FOCUS (2), STRUCTURAL
SEEKER LASHES	6"	F/S/R	8"	8"	6	з+	4	FLAME, FOCUS (2), STRUCTURAL

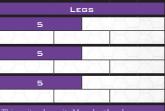
ARC MAW

If this weapon damages its target, choose another target within 6" of that one. The weapon automatically hits the next target, with -1 Energy. Continue doing this until there are no more targets (with -1 Energy for each subsequent hit), or the hit fails to damage. Subsequent targets may be Aircraft, but once an Aircraft is chosen, no other type of unit may be chosen. Each unit may only be targeted once per shooting attack (different Zones of enemy Behemoths count as different targets).



HULL

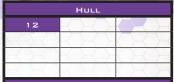
This unit loses the **Resilient** special rule.



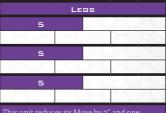
This unit reduces its Move by 2" and one **Seeker Lashes** cannot be used for the rest of the game.







This unit loses the **Resilient** special rule.



This unit reduces its Move by 2" and one **Seeker Lashes** cannot be used for the rest of the game.



Mave	П Т Ч	ТҮRАNT АRМОUR	ТҮРЕ	500 PTS
12"	٩	۳.	ВЕНЕМОТН	RESILIENT, SPREAD-3"
A A A				
		НИСС	-	
12	N			
	B			
This unit loses th	This unit loses the Resilient special rule.	al rule.		
		LFGS	ŭ 	
	ß			
	2			
YYYY	YYYY	M M	to the	
	5			
			XXX	
This unit reduces	s its Move by 2" an	d one Seeker Las i	hes cannot be used	This unit reduces its Move by 2° and one Seeker Lashes cannot be used for the rest of the game.
		WEAPONS	SND	
	ß			
	2			
	ŝ			
One weapon can	One weapon cannot be used for the rest of the game.	e rest of the game.		
	XXXX	TTT.		

5/9

Move	DICT	DICTATOR ARMOUR	ТҮРЕ	SOO PTS Special
12"	4	13	ВЕНЕМОТН	RESILIENT, SPREAD-3"
(CLANN	Д Д Д Д Д Д	XXXX		X X X X V VI
		НИЦГ	-	
12	N			
This unit loses th	This unit loses the Resilient special rule.	al rule.		
XXX				
		0 0 1	σ	
	u			
	с П			
A A A A A	XXX			The second secon
	S			
			XXX	
This unit reduces	s its Move by 2″ an	d one Seeker Las l	hes cannot be used	This unit reduces its Move by 2° and one Seeker Lashes cannot be used for the rest of the game.
		WEAPONS	SND	
	u			
	ß			
	ú			
One weapon cannot be used for the rest of the game.	not be used for the	e rest of the game.		
	ALLY			

5/9