



DESOLATOR COMMAND BARGE					140 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
12"	A	11	7	AIRCRAFT	-

SQUAD SIZE: 1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ION CYCLONE	9"	F/S/R	9"	9"	3	3+	11	ALT-1, DESTROYER 5+, FLAME
ION STORM	9"	F/S/R	12"	12"	*	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.



OPPRESSOR COMMAND ARTHROPOD					150 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
8"	A	13	9	WALKER	LARGE, RESILIENT

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ELECTROWEB CASTER	4"	F	9"	9"	1	2+	12	TECH KILLER
FOCUSED PLASMA CARBINES	4"	F/S	18"	18"	1	2+	11	ALT-1, DEVASTATOR-2 (SCENERY), STRAFE-2
SPREAD PLASMA CARBINES	4"	F/S	9"	9"	3	3+	10	ALT-1, STRAFE-2
RAZOR CLAWS	-	F	1"	1"	2	2+	10	-



DESPTOT SUPPRESSION WALKER					55 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	13	3	WALKER	RESILIENT

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA HOSE	-	F	6"	6"	5	4+	4	FOCUS-3
PLASMA HOSE	-	F	6"	6"	5	4+	4	FOCUS-3
RAZOR CLAWS	-	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.



HUNTER TANK					35 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	A, E+2	13	1	SKIMMER	-

SQUAD SIZE: 3-9



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA CANNON	-	F/S/R	12"	12"	1	2+	11	DEVASTATOR-2 (INFANTRY, SCENERY)



Stalker Beetle					25 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	13	2	WALKER	INFILTRATE 8", RESILIENT

SQUAD SIZE: 3-9



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ELECTROWEB CASTER	-	F	9"	9"	1	2+	12	TECH KILLER
CUTTING CLAWS	-	F	1"	1"	1	2+	10	-



SPECTRE SKIMTANK					20 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
12"	A, E+3	11	1	SKIMMER	-

SQUAD SIZE: 2-4

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



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA LANCE	-	F	18"	18"	1	3+	10	DEVASTATOR-2 (INFANTRY, SCENERY)
OPTIONAL WEAPONS								
PHOTON BLASTER	-	F	9"	9"	2	3+	6	INDIRECT

PHOTON BLASTER

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



RAVENOR LASER WALKER					55 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	13	3	WALKER	RESILIENT

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
STANDOFF ENERGY CLUSTER	-	F	24"	12"	3	3+	7	DESTROYER (6+)
RAZOR CLAWS	-	F	1"	1"	2	2+	10	-

STANDOFF ENERGY CLUSTER

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



WARRIORS					25 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
2"	-	7	5	INFANTRY 4+	-

SQUAD SIZE: 2-3



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA RIFLES	-	F/S/R	12"	12"	5	3+	3	FOCUS-3, REDUCED-1
ASSAULT PISTOLS	-	-	CQ	CQ	5	-	3	REDUCED-1



RAZORWORMS					20 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
3"	-	8	3	INFANTRY 2+	BLOODTHIRSTY, DODGE 5+

SQUAD SIZE: 1-3



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TEETH & CLAWS	-	-	CQ	CQ	3	-	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					45 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
2"	P4+	9	3	INFANTRY 4+	RESILIENT

SQUAD SIZE: 2



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA CHARGER	-	F/S/R	6"	6"	3	3+	10	REDUCED-1
SHARD CANNON	-	-	CQ	CQ	6	-	5	REDUCED-2

TOUGH

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



PROWLER SPIDER DRONE					15 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	9	1	INFANTRY 4+	-

SQUAD SIZE: 4-8



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA INJECTING PROBOSCIS	-	F	1"	1"	1	3+	11	-
SPEWING PROBOSCIS	-	-	CQ	CQ	2	-	4	-



SLAYER HEAVY TANK					65 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, E+2	13	3	SKIMMER	-

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)	SHOTS	ACC	E	SPECIAL
TWIN PLASMA CANNON	-	F/S/R	12"	12"	2	2+	1 1	DEVASTATOR-2 (INFANTRY, SCENERY)
OPTIONAL WEAPONS								
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.



SUBJUGATOR ARTHROPOD					100 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
8"	A	13	9	WALKER	LARGE, RESILIENT

SQUAD SIZE: 1



	MOVE & FIRE	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"	2	2+	10	-

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.



OBLITERATOR MOBILE ORDNANCE					130 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
2"	A	12	6	WALKER	LARGE

SQUAD SIZE: 1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	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.



SAVAGER LASER BARGE					120 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
12"	A	11	7	AIRCRAFT	-

SQUAD SIZE: 1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
STANDOFF ENERGY BEAM	6"	F	∞	24"	3	3+	7	DESTROYER 6+

FLIGHT MODE

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



SLAUGHTERER ORDNANCE BARGE					120 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
12"	A	11	7	AIRCRAFT	-

SQUAD SIZE: 1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	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.



Eviscerator Assault Troops					50 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
2"	P4+	9	3	INFANTRY 3+	BLOODTHIRSTY, RESILIENT, RARE

SQUAD SIZE: 2



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
QUICK GLAIVES	-	-	CQ	CQ	18	-	3	ALT-1, REDUCED-6
HEAVY GLAIVES	-	-	CQ	CQ	3	-	7	ALT-1, REDUCED-1

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					15 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	9	1	INFANTRY 4+	-

SQUAD SIZE: 4-8



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ACID SPOUT	-	F	6"	6"	3	3+	4	FLAME
ACID PROBOSCIS	-	-	CQ	CQ	2	-	2	PENETRATIVE



SCREAMER					40 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	E+2	9	4	INFANTRY 2+	BLOODTHIRSTY

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
HUGE CLAWS	-	F/S	1"	1"	2	2+	1 1	-
HUNTING SCREAM	-	-	CQ	CQ	1	-	-	-

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.



REAPER AA TANK					40 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	A, E+2	13	1	SKIMMER	-

SQUAD SIZE: 3



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ARC CASTER	-	F/S/R	9"	9"	2	6+	8	AA-2

ARC CASTER

If targeting an Aircraft this weapon hits on a 2+. If targeting a Scenery Piece this weapon hits on a 6+.



RAVAGER AA BEETLE					40 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A	13	2	WALKER	INFILTRATE 8", RESILIENT

SQUAD SIZE: 3



1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
SHARD FLAK CANNON	-	F/S (LEFT)	48"	18"	2	3+	6	AA-2
SHARD FLAK CANNON	-	F/S (RIGHT)	48"	18"	2	3+	6	AA-2
CUTTING CLAWS	-	F	1"	1"	1	2+	10	-



ERADICATOR CHAMELEOPOD					110 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	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)	SHOTS	ACC	E	SPECIAL
ELECTROWEB CASTER	4"	F	9"	9"	1	2+	12	TECH KILLER
BIO-MORTAR (FOCUS)	0"	F	48"	48"	1	4+	3	ALT-1, AREA, COVER (ALL), DEVASTATOR-3 (INFANTRY), INDIRECT
BIO-MORTAR (SPREAD)	0"	F	24"	24"	5	4+	3	ALT-1, COVER (ALL), DEVASTATOR-3 (INFANTRY), FLAME, INDIRECT, STRAFE-3
RAZOR CLAWS	-	F	1"	1"	2	2+	10	-
OPTIONAL WEAPONS								
PLASMA FUSILLADE	4"	F/S (LEFT)	18"	18"	3	3+	7	AA-2
PLASMA FUSILLADE	4"	F/S (RIGHT)	18"	18"	3	3+	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.



ANNIHILATOR MOBILE ORDNANCE					120 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
2"	A	12	6	WALKER	LARGE

SQUAD SIZE: 1

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)	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. In addition, this unit counts as an aircraft for Aerial Advantage deployment purposes.



REAYER GUNSHIP					55 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
24"	A	10	2	AIRCRAFT	-

SQUAD SIZE: 1-4

	MOVE & FIRE	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)	18"	18"	1	3+	10	DEVASTATOR-2 (INFANTRY, SCENERY)
PLASMA LANCE	12"	F/S (RIGHT)	18"	18"	1	3+	10	DEVASTATOR-2 (INFANTRY, SCENERY)



CORRUPTOR HIVESHIP					80 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
24"	A	10	2	AIRCRAFT	-

SQUAD SIZE: 1-2

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA HOSE	12"	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.

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



OVERSEER CRADLE BARGE					160 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
12"	A	11	7	AIRCRAFT	COMMAND CENTRE

SQUAD SIZE: 1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ION CRADLE	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.



AFFLICTOR HIVE WALKER					55 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	13	3	WALKER	RESILIENT

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PHEROMONE SPRAY	-	F	12"	12"	1	3+	1	AREA, PENETRATIVE
RAZOR CLAWS	-	F	1"	1"	2	2+	10	-

PHEROMONE SPRAY

This weapon does D6 hits to all units hit regardless of type, including Behemoths when directly targeted. Roll once and apply the roll to all. After resolving hits from this weapon, leave the Blast template on the board. Until the end of the round all units moving through the area (friendly, enemy, & Aircraft) underneath the template use 2" of MV for every 1" of it crossed as if it were Tough Scenery, even if they would normally not be affected. Behemoths and Aircraft with the Fast Special Rule are unaffected by this movement penalty.



MINDER AA DRONE					10 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A	8	1	AIRCRAFT-S	RAPID INSERTION 0"

SQUAD SIZE: 4-8



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
MICRO ARC CASTER	-	F/S/R	6"	6"	1	6+	6	AA-2

MICRO ARC CASTER

If targeting an Aircraft this weapon hits on a 2+. If targeting a Scenery Piece this weapon hits on a 6+.



EMERITUS INCENDIARY DRONE					10 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A	8	1	AIRCRAFT-S	RAPID INSERTION 0", WIDE

SQUAD SIZE: 4-8



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN SHARD CANNONS	-	F/S/R	36"	12"	4	2+	5	ALT-1
SELF-DESTRUCT	-	F/S/R	0"	0"	1	3+	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.



INVADER APC					15 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, E+2	13	3	SKIMMER	-

SQUAD SIZE: 1



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					40 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
24"	A	10	3	AIRCRAFT	-

SQUAD SIZE: 1



2



6

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA HOSE	12"	F	6"	6"	5	4+	4	Focus-3



DESPOILER HEAVY DROPSHIP					70 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
18"	A	10	7	AIRCRAFT	-

SQUAD SIZE: 1

This unit may take Twin Plasma Cannons for +30 pts.



4



18

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
OPTIONAL WEAPONS								
TWIN PLASMA CANNONS	9"	F/S	12"	12"	2	4+	11	DEVASTATOR-2 (SCENERY, INFANTRY)



INTRUDER LIGHT TROOPSHIP					35 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
30"	A	10	1	AIRCRAFT	-

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA HOSE	12"	F	6"	6"	5	4+	4	Focus-3



INTRUDER LIGHT DROPSHIP					20 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
30"	A	10	1	AIRCRAFT	-

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA HOSE	12"	F	6"	6"	5	4+	4	Focus-3



HARBINGER TROOPSHIP					50 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
18"	A	11	4	AIRCRAFT	-

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA BOMBS	9"	R	3"	3"	1	5+	11	DEVASTATOR-2 (INFANTRY, SCENERY)
ACID STREAMER	9"	F	6"	6"	8	3+	4	FLAME



HARBINGER DROPSHIP					45 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
18"	A	11	4	AIRCRAFT	-

SQUAD SIZE: 1

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



2



3

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA BOMBS	9"	R	3"	3"	1	5+	11	DEVASTATOR-2 (INFANTRY, SCENERY)
OPTIONAL WEAPONS								
MINI ARC CASTER	9"	F	6"	6"	1	6+	7	AA-2

MINI ARC CASTER

If targeting an Aircraft this weapon hits on a 2+. If targeting a Scenery Piece this weapon hits on a 6+.



CORSAIR INTERCEPTOR					40 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
24"-36"	A, E+5	10	1	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)	SHOTS	ACC	E	SPECIAL
PLASMA CANNON	-	F	12"	12"	1	2+	11	AA-0, DEVASTATOR-2 (SCENERY, INFANTRY)
OPTIONAL WEAPONS								
ARC CASTER	-	F	9"	9"	2	6+	8	AA-3

ARC CASTER

If targeting an Aircraft this weapon hits on a 2+. If targeting a Scenery Piece this weapon hits on a 6+.



VAMPIRE					10 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
12"	E+3	7	1	AIRCRAFT-S	RAPID INSERTION 0", RARE

SQUAD SIZE: 1-4



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
CUTTING BEAM	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	TYPE	SPECIAL
12"	A	13	BEHEMOTH	RESILIENT, SPREAD-3"

HULL	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)	SHOTS	ACC	E	SPECIAL
BIO-CANNON	6"	F	48"	48"	1	3+	11	AREA, COVER (ALL)
HEAVY PLASMA CANNONS	-	F/S (LEFT)	18"	18"	2	2+	12	DEVASTATOR-2 (ALL)
HEAVY PLASMA CANNONS	-	F/S (RIGHT)	18"	18"	2	2+	12	DEVASTATOR-2 (ALL)
SEEKER LASHES	6"	F/S/R	8"	8"	6	3+	4	FLAME, FOCUS (2), STRUCTURAL
SEEKER LASHES	6"	F/S/R	8"	8"	6	3+	4	FLAME, FOCUS (2), STRUCTURAL
SEEKER LASHES	6"	F/S/R	8"	8"	6	3+	4	FLAME, FOCUS (2), STRUCTURAL

BIO-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.



DICTATOR				500 PTS
MOVE	COUNTER MEASURES	ARMOUR	TYPE	SPECIAL
12"	A	13	BEHEMOTH	RESILIENT, SPREAD-3"

HULL	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)	SHOTS	ACC	E	SPECIAL
ARC MAW	6"	F	12"	12"	1	3+	14	TECH KILLER
STATIC ACCELERATOR	-	F/S (LEFT)	36"	36"	2	2+	10	DESTROYER (5+)
STATIC ACCELERATOR	-	F/S (RIGHT)	36"	36"	2	2+	10	DESTROYER (5+)
SEEKER LASHES	6"	F/S/R	8"	8"	6	3+	4	FLAME, FOCUS (2), STRUCTURAL
SEEKER LASHES	6"	F/S/R	8"	8"	6	3+	4	FLAME, FOCUS (2), STRUCTURAL
SEEKER LASHES	6"	F/S/R	8"	8"	6	3+	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

1 2

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 game.



HULL

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 game.

TYRANT					500 PTS
MOVE	CM	ARMOUR	TYPE	SPECIAL	
12"	A	13	BEHEMOTH	RESILIENT, SPREAD-3"	

HULL				
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 game.				

DICTATOR					500 PTS
MOVE	CM	ARMOUR	TYPE	SPECIAL	
1 2"	A	13	BEHEMOTH	RESILIENT, SPREAD-3"	

HULL				
1 2				
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 game.				



PERSECUTOR TERROR-MECH				300 PTS
MOVE	COUNTER MEASURES	ARMOUR	TYPE	SPECIAL
8"	A	13	BEHEMOTH	RESILIENT, SPREAD-2"

HULL	7			This unit loses the Resilient special rule.
LEGS	4	4	4	This unit reduces its Move by 2".
WEAPONS	7			One weapon cannot be used for the rest of the the game.

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
PLASMA DESTRUCTOR	4"	F	36"	36"	1	2+	11	AREA, DESTROYER-6+, DEVASTATOR-2 (BEHEMOTH, VEHICLE, SCENERY), STRAFE-2
HEAVY PLASMA CANNONS	1"	F	18"	18"	2	2+	12	DEVASTATOR-2 (ALL), STRAFE-2



PUNISHER TERROR-MECH				325 PTS
MOVE	COUNTER MEASURES		ARMOUR	SPECIAL
8"	A		13	BEHEMOTH RESILIENT, SPREAD-2"

HULL	7			This unit loses the Resilient special rule.
LEGS	4	4	4	This unit reduces its Move by 2".
WEAPONS	4		4	One weapon cannot be used for the rest of the game.

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
RAZOR HIVES	-	F	5"	5"	2	2+	9	DEVASTATOR-3 (INFANTRY, SCENERY), FLAME
QUAKE BOMBARD	4"	R	12"	8"	*	4+	7	-
HEAVY PLASMA CANNONS	1"	F	18"	18"	2	2+	12	DEVASTATOR-2 (ALL), STRAFE-2

RAZOR HIVES

For each hit that causes damage to a Garrison, place a unit of Razorworms in that Garrison. All Razorworm units placed into a Garrison at the same time count as being a single squad. That squad is part of the Punisher's Battlegroup and may activate in the same round they are spawned, although have to re-roll Damage if Shooting a unit in that Garrison this round (as if they entered via the Rapid Insertion special rule).

QUAKE BOMBARD

The Shots of this weapon is equal to half the target's remaining DP (rounded up). If the target is a Behemoth, the shots of this weapon is 2D3 instead.



HULL

7

This unit reduces its Armour by 3.

LEGS

4

4

4

This unit reduces its Move by 3".

WEAPONS

4

4

One weapon cannot be used for the rest of the game.



HULL

7

This unit reduces its Armour by 3.

LEGS

4

4

4

This unit reduces its Move by 3".

WEAPONS

7

One weapon cannot be used for the rest of the game