		DESOLATI	140 ртз			
57	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	12"	A	11	7	AIRCRAFT	

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
ION CYCLONE	9"	F/S/R	9"	9"	з	з+	11	ALT-1, DESTROYER 5+, Flame
ION STORM	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.

		OPPRESSOR	150 ртз			
~ 7	Move	COUNTER Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	8"	A	13	9	WALKER	LARGE, RESILIENT





33

		DESPOT S	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	Е	SPECIAL
PLASMA HOSE	-0-0	F	6"	6"	5	4+	4	Focus-3
PLASMA HOSE		F	6"	6"	5	4+	4	Focus-3
RAZOR CLAWS	-0-0	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

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

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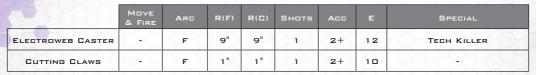
V1.0

SQUAD SIZE: 3-9

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
PLASMA CANN	ION -	F/S/R	1 2"	12"	1	2+	11	DEVASTATOR-2 (INFANTRY, Scenery)

		ST.	25 PT5			
BA	Move	COUNTER Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	6"	A	13	2	WALKER	INFILTRATE 8", RESILIENT

SQUAD SIZE: 3-9





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		SPEI	20 PTS			
BA	Μονε	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	12"	A, E+3	11	1	SKIMMER	

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V1.1

SQUAD SIZE: 2-4

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	-0-0	F	18"	18"	1	з+	10	DEVASTATOR-2 (INFANTRY, SCENERY)
			Орт	IONAL \	VEAPONS			
PHOTON BLASTER	-0-0	F	9"	9"	2	з+	6	INDIRECT

PHOTON BLASTER

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

		RAVENI	55 PTS			
3/2	Move	COUNTER MEASURES	ARMOUR	Damage Points	Түре	Special
	6"	A	13	з	WALKER	RESILIENT

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	Е	SPECIAL
STANDOFF ENERGY CLUSTER		F	24"	1 2"	з	з+	7	DESTROYER (6+)
RAZOR CLAWS	XQX	F	1"	1"	2	z +	10	$\Box + \Box + \Box + \Box + \Box + \Box + \Box + \Box$

V1.1

STANDOFF ENERGY CLUSTER

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

$\sim v$	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	2"	XO-OX	7	5	INFANTRY 4+	HOHOHOH

SQUAD SIZE: 2-3

0.000	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
PLASMA RIFL ES	- (D(D	F/S/R	1 2"	1 2"	5	з+	з	Focus-3, Reduced-1
ASSAULT PISTOLS		5-0-	CQ	CQ	5	D-0-	з	REDUCED-1

		20 PTS				
v <u> </u>	Move	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
	з"	XQ-QK	8	з	INFANTRY 2+	BLOODTHIRSTY, Dodge 5+

SQUAD SIZE: 1-3

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
TEETH & CLAWS	- (j) - (j)	-6-6	CQ	CQ	з	Q-(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.

	DEMOLIS	45 PT5			
Move	COUNTER Measures	ARMOUR	Damage Points	Түре	SPECIAL
2"	P4+	9	з	INFANTRY 4+	RESILIENT

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V1.0

SQUAD SIZE: 2

<u>2,393-08</u>	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	Е	SPECIAL
PLASMA CHARGER	-Q-Q	F/S/R	6"	6"	з	з+	10	REDUCED-1
SHARD CANNON		5-0-	CQ	CQ	6	<u>5-5</u>	5	REDUCED-2

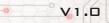
Тоисн

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

		15 рт5				
V ^ V	Μανε	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
	6"	A	9		INFANTRY 4+	

SQUAD SIZE: 4-8

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
PLASMA INJECTING PROBOSCIS	(D-6)	F	1"	1"	1	з+	11	
SPEWING PROBOSCIS	XQ-	2-2-	CQ	CQ	z	소	4	0-0-0-0-0-0



		SLAY	65 рт5			
$\overline{\mathbf{A}}$	Μονε	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
K	6"	A, E+2	13	з	SKIMMER	

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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		F/S/R	1 2"	12"	2	2+	11	DEVASTATOR-2 (INFANTRY, Scenery)
			Орт	IONAL \	VEAPONS			
ACID STREAMER	-0-0	F/S/R	6"	6"	в	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.

		Subju	100 PTS			
\mathbf{R}	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	Е	Special
ELECTROWEB CASTER	4"	F	9"	9"	1	2+	12	TECH KILLER
RAZOR CLAWS	XOK	F	1"	1"	2	2+	10	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.

		OBLITERATI	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	Е	SPECIAL
FURNAGE LASER		F	∞	∞	2	2+	11	DESTROYER 5+, 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.

V1

		SAVAG	120 PTS			
\overline{A}	Μονε	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	12"	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 5+

FLIGHT MODE

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

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

	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.

		DECAPI	55 PTS			
\mathbf{F}	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	6"	A, E+2	13	3	SKIMMER	$\mathcal{H}\mathcal{H}\mathcal{H}\mathcal{H}\mathcal{H}\mathcal{H}\mathcal{H}\mathcal{H}\mathcal{H}\mathcal{H}$

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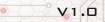
SQUAD SIZE: 2-6

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	Е	SPECIAL
THRUST CUTTER	0"	F	8	∞	1	2+	11	DEVASTATOR-3 (LARGE)

		Execut	55 PTS			
\mathbf{F}	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	6"	A, E+2	13	3	SKIMMER	

SQUAD SIZE: 2-6

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
LIGHT BID-MORTAR (FOCUS)		F	24"	24"	1	4+	з	ALT-1, AREA, COVER (ALL), DEVASTATOR-2 (INFANTRY), INDIRECT
LIGHT BIO-MORTAR (SPREAD)	-0"	F	1 2"	12"	5	4+	з	ALT-1, COVER (ALL), DEVASTATOR-2 (INFANTRY), FLAME, INDIRECT, STRAFE-2



3

)					
Move	COUNTER MEASURES	ARMOUR	DAMAGE Points	Түре	SPECIAL
2"	P4+	9	з	INFANTRY 3+	BLOODTHIRSTY, RESILIENT, RARE

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
QUICK GLAIVES		-6-6	CQ	CQ	18	÷.	з	ALT-1, REDUCED-6
HEAVY GLAIVES	XQX	2-0-	CQ	CQ	з	242	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.

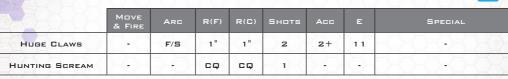
V2.1

	RAPTC	15 ртз			
Move	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
6"	A	9		INFANTRY 4+	

SQUAD SIZE: 4-8

	Move & Fire	ARC	R(F)	R(C)	Sнотs	ACC	E	SPECIAL
		F	6"	6"	з	з+	4	FLAME
ACID PROBOSCIS		5-0-	CQ	СQ	2	545	2	PENETRATIVE

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



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.

V2.D

		RE		40 PTS		
ć Ž	Move	COUNTER Measures	ARMOUR	Damage Points	Түре	SPECIAL
	9"	A, E+2	13	1	SKIMMER	HO-O-O-O-

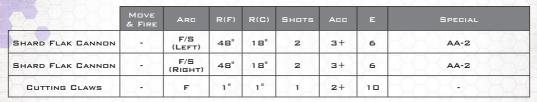
	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
ARC CASTER	0-0	F/S/R	9"	9"	2	6+	8	AA-2

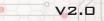
V2.0

ARC CASTER

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

		RAVA	40 PTS			
Z Ž	Move	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
	4"	A	13	2	WALKER	INFILTRATE 8", RESILIENT

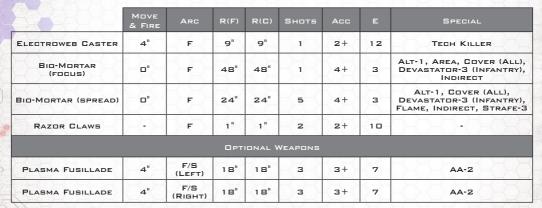




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		ERADICA	110 ртз			
ZŽ	Move	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
E R	8"	A	13	9	WALKER	LARGE, RARE, RESILIENT

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



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.

VZ.D

		ANNIHILATI	120 PTS			
Z	Move	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	30"	30"	-1	з+	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.

V1

		RE	55 PTS			
Ź	Μονε	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	24"	A	10	2	AIRCRAFT	D-O-O-O-O-

SQUAD SIZE: 1-4

	Move & Fire	ARC	R(F)	R(C)	Sнотs	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	80 PTS			
Ž	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	24"	A	10	2	AIRCRAFT	HOHOHOHOH

SQUAD SIZE: 1-2

	Move & Fire	ARC	R(F)	R(C)	Sнотs	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.

V1.0

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

		Overse	145 ртв			
Ź	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
	12"	A	11	7	AIRCRAFT	COMMAND CENTRE

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

V1.2

PLASMA GENERATOR

Any friendly units firing weapons containing the word "Plasma" or "Electroweb" in their name re-roll failed damage rolls for those weapons 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.

		AFFLIC	55 ртс			
Z	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	Special
	6"	A	13	3	WALKER	RESILIENT

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	Е	SPECIAL
PHEREMONE SPRAY	0-0	F	18"	18"	1	з+	1	AREA, PENETRATIVE
RAZOR CLAWS	202	F	1"	1"	2	z +	10	5-6-6-6-6

PHEREMONE 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.

	Mini	10 PTS			
Μανε	COUNTER Measures	ARMOUR	Damage Points	Түре	SPECIAL
4"	A	8	1	AIRCRAFT-S	RAPID INSERTION 4", WIDE

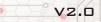
SQUAD SIZE: 4-8



	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

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



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

SQUAD SIZE: 4-8



V1

	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
TWIN SHARD CANNONS	-(2-(2)	F/S/R	36"	1 2"	4	2+	5	ALT-1
SELF-DESTRUCT	2"	F/S/R	2"	2"	1	з+	10	ALT-1, AREA

SELF-DESTRUCT

Change Self Destruct effect to 'Only 1 unit in a squad may use this weapon each activation. When firing this weapon, place the template over the firing unit and roll to hit as if targeting the firing unit. The firing unit is not damaged, but all other units under the template are hit as normal. Once resolving a shot with this weapon, this unit is destroyed. This weapon cannot be used if this squad disembarks in the same activation.'

	li li	NVADER AP	C		15 PTS
Move	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
6"	A, E+2	13	з	SKIMMER	0-0-0-0-0

SPEED BOOST

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

	MARA	40 pts			
Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
24"	A	10	з	AIRCRAFT	$\mathbf{D} + \mathbf{O} + $

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

	DESPOIL	70 PTS			
Move	COUNTER Measures	ARMOUR	DAMAGE Points	Түре	SPECIAL
18"	A	10	7	AIRCRAFT	D+O+O+O+O+O

4 5 18

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	1 2"	1 2"	2	4+	11_	DEVASTATOR-2 (SCENERY, INFANTRY)	

2		INTRUDE	35 pts			
	Μονε	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
	30"	A	10	1	AIRCRAFT	



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

		INTRUDE	20 PTS			
	Μονε	COUNTER Measures	ARMOUR	Damage Points	Түре	SPECIAL
	30"	A	10	1	AIRCRAFT	D+O+O+O+O+O

X4

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

2		HARBI	NGER TROO	IPSHIP		50 PTS
	Move	Counter Measures	ARMOUR	DAMAGE Points	Түре	Special
	18"	A -	11	4	AIRCRAFT	D+O+O+O+O+O+O

SQUAD SIZE: 1



	Move & Fire	ARC	R(F)	R(C)	Sнотs	Acc	E	SPECIAL
PLASMA BOMBS	9"	R	з"	з"	1	5+	11	DEVASTATOR-2 (INFANTRY, SCENERY)
ACID STREAMER	9"	F	6"	6"	8	з+	4	FLAME



		HARB	INGER DROI	PSHIP		45 ртз
T II	Move	COUNTER Measures	ARMOUR	Damage Points	Түре	Special
	18"	A	11	4	AIRCRAFT	D+O+O+O+O+O



V2.0

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	з"	3"	1	5+	11	DEVASTATOR-2 (INFANTRY, SCENERY)
			Орт	IONAL \	VEAPONS			
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+.

7		Cors	AIR INTERCE	EPTOR		40 PTS
	Μανε	Counter Measures	ARMOUR	DAMAGE Points	Түре	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)	Sнотs	ACC	E	SPECIAL
PLASMA CANNON	19-9	F	1 2"	12"	1	2+	11	AA-D, DEVASTATOR-Z (Scenery, Infantry)
			Орт	IONAL \	VEAPONS			
ARC CASTER	K-X	F	9"	9"	2	6+	8	AA-3

V2.0

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
	2	Move	Counter Measures	ARMOUR	Damage Points	Түре	SPECIAL
		12"	Е+З	7	1	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 MEASL	IRES A		Түре	SPECIAL
	12"	A	K-K-	13	Венемотн	RESILIENT, SPREAD-3"
Ниц		12	//	This unit le	oses the Resilient spe	cial rule.
LEGS		5 5	5	This unit r for the rest	educes its Move by 2" a of the game.	und one Seeker Lashes cannot be used

One weapon cannot be used for the res	st of the the game.
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V1.1

	M&F	ARC	R(F)	R(C)	Sнотs	ACC	Е	SPECIAL
BID-CANNON	8"	F	48"	48"	1	з+	11	AREA, COVER (ALL)
HEAVY PLASMA CANNONS	5-3-	F/S (LEFT)	18"	18"	2	2+	12	DEVASTATOR-2 (ALL)
HEAVY PLASMA CANNONS	-2-C	F/S (RIGHT)	18"	18"	z	2+	12	DEVASTATOR-2 (ALL)
SEEKER LASHES	8"	F/S/R	8"	8"	6	з+	4	FLAME, FOCUS (2), Structural
SEEKER LASHES	8"	F/S/R	8"	8"	6	з+	4	FLAME, FOCUS (2), Structural
SEEKER LASHES	8"	F/S/R	8"	8"	6	з+	4	FLAME, FOCUS (2), STRUCTURAL

BID-CANNON

WEAPONS

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.

_	<u> </u>	DICTATOR	र		480 PTS
	Move	COUNTER MEASURES	ARMOUR	Түре	SPECIAL
	12"		13	ВЕНЕМОТН	RESILIENT, SPREAD-3"

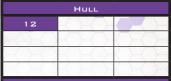
HULL		12	This unit loses the Resilient special rule.
LEGS			This unit reduces its Move by 2" and one Seeker Lashes cannot be used for the rest of the game.
WEAPONS	WEAPONS 5 5 5		One weapon cannot be used for the rest of the the game.

	M&F	ARC	R(F)	R(C)	Sнотs	ACC	Е	SPECIAL
ARE MAW	8"	F	1 2"	12"	1	з+	14	TECH KILLER
STATIC ACCELERATOR	96-	F/S (LEFT)	36"	36"	2	2+	10	DESTROYER (5+)
STATIC ACCELERATOR	<u> </u>	F/S (RIGHT)	36"	36"	2	z+	10	DESTROYER (5+)
SEEKER LASHES	8"	F/S/R	8"	8"	6	з+	4	FLAME, FOCUS (2), Structural
SEEKER LASHES	8"	F/S/R	8"	8"	6	з+	4	FLAME, FOCUS (2), Structural
SEEKER LASHES	8"	F/S/R	8"	8"	6	з+	4	FLAME, FOCUS (2), STRUCTURAL

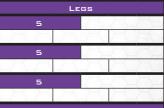
ARC MAW

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).





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



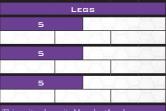
This unit reduces its Move by 2" and one **Seeker Lashes** cannot be used for the rest of the game.





HULL											
12	$-\langle \rangle +\langle \rangle$										
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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.



PUD PTS C	SPECIAL	RESILIENT, SPREAD-3"												This unit reduces its Move by 2° and one Seeker Lashes cannot be used for the rest of the game.					
	Түре	ВЕНЕМОТН	L L L L L	T			R R							es cannot be used	Ű	8			
TYRANT	ARMOUR	13	XXXX	НИСГ		X X		al rule.	LEGS				XXXX	d one Seeker Lash	WEAPONS				rest of the game.
	Σ	A	XXXX		12	8		This unit loses the Resilient special rule.		ú	ß	ß		s its Move by 2" an		ß	S	S	One weapon cannot be used for the rest of the game.
	MOVE	12"	CLANX		F		X	This unit loses th						This unit reduce:					One weapon can

500 PTS	SPECIAL	RESILIENT, SPREAD-3"	Jun Alan											This unit reduces its Move by 2" and one Seeker Lashes cannot be used for the rest of the game.						
	ТҮРЕ	ВЕНЕМОТН	L L L L L	F							<u> </u>			es cannot be used	un Z	3				
DIGTATOR	Акмоик	13	X X X X	НИГГ			al rule.	LE G S			<u>tititi</u>		X	d one Seeker Lash	WEAPONS					e rest of the game.
DIGT	Σ	•	XXXX		12		This unit loses the Resilient special rule.		ú	ß	XXX XXX	5	SS	s its Move by 2" an		ú	ß	스스스	ß	One weapon cannot be used for the rest of the game.
	MOVE	12"	(CLANN)		F		This unit loses th				N N N			This unit reduce						One weapon can

 	PERSECUTOR TERF	ROR-MECH		300 PTS
Move	COUNTER MEASURES	ARMOUR	Түре	SPECIAL
8"		13	Венемотн	RESILIENT, SPREAD-2"

0

HULL				This unit loses the Resilient special rule.
LEGS	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)	Sнотs	ACC	Е	SPECIAL
PLASMA DESTRUCTOR	4"	F	36"	36"	1	2+	11	AREA, DESTROYER-6+, DEVASTATOR-2 (BEHEMOTH, VEHICLE, SCENERY), STRAFE-2
HEAVY PLASMA CANNONS	XQX	F	18"	18"	2	2+	12	DEVASTATOR-2 (ALL), STRAFE-2

V1.1

		PUNISH	325 PTS					
Move	Соимт	ER MEAS	SURES	AF	MOUR	TY	٩E	SPECIAL
0 8"	K A	A	-77		13	ВЕНЕ	иотн	RESILIENT, SPREAD-2"
HULL		7			This unit los	ses the Res	ilient sp	pecial rule.
LEGS	4		4 4			duces its M	ove by 2'	
WEAPONS	4		4		One weapor	n cannot be	used for	r the rest of the the game.
1 2252525	M&F	ARC	R(F)	R(C)	Sнотs	ACC	E	Special
RAZOR HIVES	1958	F	5"	5"	2	2+	9	DEVASTATOR-3 (INFANTRY SCENERY), FLAME
	4"	R	12"	8"	*	4+	7	

RAZOR HIVES

HEAVY PLASMA

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).

18"

z

2+

12

18"

F

DEVASTATOR-2 (ALL),

STRAFE-2

V1.1

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.





LEGS										
4	-5275									
4	\rightarrow	KOK ($ \rightarrow $							
4										
This unit reduces its Move by 3".										

WEAPONS									
7									
CHCHCH									
CHOROR (
OROROK	$(\mathcal{H}) \rightarrow (\mathcal{H}) \rightarrow (\mathcal{H})$								
One weapon cannot be used for the rest of									
the game									





	LEGS											
4			TH T									
4	KOK (\bigcirc									
4												
This unit reduces its Move by 3".												

