



DESOLATOR COMMAND  
BARGE



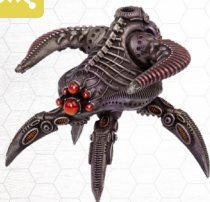
OPPRESSOR COMMAND  
ARTHROPOD



DESPOT SUPPRESSION  
WALKER



HUNTER TANK



STALKER BEETLE



SPECTRE SKIMTANK  
(PLASMA LANCE)



SPECTRE SKIMTANK  
(PHOTON BLASTER)



RAVEND LASER WALKER



WARRIORS



RAZORWORMS



DEMOLISHER SHOCK  
TROOPS



PROWLER SPIDER DRONE



SLAYER HEAVY TANK  
(TWIN PASMA CANNON)



SLAYER HEAVY TANK  
(ACID STREAMER)



SUBJUGATOR  
ARTHROPOD



OBLITERATOR MOBILE  
ORDNANCE



SAVAGER LASER BARGE



SLAUGHTERER  
ORDNANCE BARGE



DECAPITATOR HEAVY  
TANK



EXECUTIONER HEAVY  
TANK



EVISPERATOR ASSAULT  
TROOPS



RAPTOR SPIDER DRONE



SCREAMER



REAPER AA TANK



RAVAGER AA BEETLE



ERADICATOR CHAMELEOPOD  
(PLASMA FUSILLADES)



ERADICATOR CHAMELEOPOD  
(BIO-MORTARS)



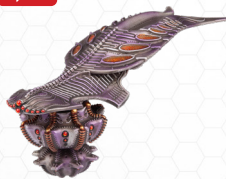
ANNIHILATOR MOBILE  
ARTILLERY



REAVER GUNSHIP



CORRUPTOR HIVESHIP



OVERSEER CRADLE  
BARGE



AFFLICTOR HIVE WALKER



MINDER AA DRONE



EMERITUS INCENDIARY  
DRONE



INVADER APC



MARAUDER DROPSHIP



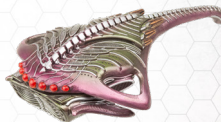
DESPOILER HEAVY  
DROPSHIP



INTRUDER LIGHT  
TROOPSHIP



INTRUDER LIGHT  
DROPSHIP



HARBINGER TROOPSHIP



HARBINGER DROPSHIP



CORSAIR INTERCEPTOR  
(PLASMA CANNON)



CORSAIR INTERCEPTOR  
(ARC CASTER)



VAMPIRE



TYRANT



DICTATOR



PERSECUTOR TERROR-  
MECH



PUNISHER TERROR-MECH



| 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, DEVASTATOR-4 (INFANTRY), TECH KILLER |

## ION STORM

Instead of firing normally, when firing this weapon, it allocates a single shot to each non-Aircraft unit outside of a garrison in range (ignoring line of sight). This weapon has an Accuracy of 6+ when rolling to hit against 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       | -           | 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/S | 3"   | 3"   | 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<br>(INFANTRY, SCENERY) |
| OPTIONAL WEAPONS |             |     |      |      |       |     |    |                                     |
| PHOTON BLASTER   | -           | F   | 12"  | 12"  | 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: 1-3**



|                         | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E  | SPECIAL        |
|-------------------------|-------------|-----|------|------|-------|-----|----|----------------|
| STANDOFF ENERGY CLUSTER | -           | F   | 24"  | 12"  | 3     | 3+  | 7  | DESTROYER (5+) |
| 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,<br>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 |
| JAWS OF DEATH | -           | F/S/R | 2"   | 2"   | 1     | 2+  | 8 | -         |

## LIVING WEAPON

This unit can only use the Moving and Shooting actions, and cannot embark in transports during battle, though may start the game embarked. This unit can only use its listed weapon profiles when making a Shooting action. This unit cannot claim Objectives (including being passed or through destroying a squad).

## INFESTATION

If this squad does not start embarked in a transport at the start of the game you may have it Infest. An Infesting squad is placed In Reserve, even if its Battlegroup is not, and is ignored for the purposes of Aerial Advantage.

When you activate an Infesting squad from In Readiness, it enters the table up to 6" from a friendly garrisoned squad that did not Infest (measuring from the edges of the garrison they are occupying), outside of a garrison occupied by an enemy squad, and at least 4" away from any non-garrisoned enemy squads. It then continues its activation as normal.



| DEMOLISHER SHOCK TROOPS |                  |        |               |             | 45 PTS          |
|-------------------------|------------------|--------|---------------|-------------|-----------------|
| MOVE                    | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE        | SPECIAL         |
| 2"                      | P4+              | 9      | 3             | INFANTRY 4+ | RARE, RESILIENT |

**SQUAD SIZE: 2**



1

|                | 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  | -       |

## TOUGH

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



| 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 | -           | F   | 9"   | 9"   | 1     | 2+  | 12 | TECH KILLER |
| RAZOR CLAWS       | -           | F/S | 3"   | 3"   | 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   | ∞    | ∞    | 2     | 2+  | 11 | DESTROYER 5+,<br>DEVASTATOR-3<br>(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 |                  |        |               |          | 110 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 5+ |

## STANDOFF ENERGY BEAM

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



| SLAUGHTERER ORDNANCE BARGE |                  |        |               |          | 130 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.



| Decapitator Heavy Tank |                  |        |               |         | 55 PTS  |
|------------------------|------------------|--------|---------------|---------|---------|
| MOVE                   | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE    | SPECIAL |
| 12"                    | A, E+2           | 13     | 3             | SKIMMER | -       |

SQUAD SIZE: 2-6



|               | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E  | SPECIAL                                                      |
|---------------|-------------|-----|------|------|-------|-----|----|--------------------------------------------------------------|
| THRUST CUTTER | 6"          | F   | 4"   | 4"   | 1     | 2+  | 11 | DEVASTATOR-2 (VEHICLE),<br>DEVASTATOR-3 (LARGE,<br>BEHEMOTH) |



| EXECUTIONER HEAVY TANK |                  |        |               |         | 55 PTS  |
|------------------------|------------------|--------|---------------|---------|---------|
| MOVE                   | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE    | SPECIAL |
| 6"                     | A, E+2           | 13     | 3             | SKIMMER | -       |

**SQUAD SIZE: 2-6**



|                           | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL                                                                |
|---------------------------|-------------|-----|------|------|-------|-----|---|------------------------------------------------------------------------|
| LIGHT BIO-MORTAR (FOCUS)  | 3"          | F   | 24"  | 24"  | 1     | 4+  | 3 | ALT-1, AREA, COVER (ALL), DEVASTATOR-2 (INFANTRY), INDIRECT            |
| LIGHT BIO-MORTAR (SPREAD) | 3"          | F   | 12"  | 12"  | 5     | 4+  | 3 | ALT-1, COVER (ALL), DEVASTATOR-2 (INFANTRY), FLAME, INDIRECT, STRAFE-2 |



| Eviscerator Assault Troops |                  |        |               |             | 45 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 |

## TOUGH

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



| 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 as a unit with this rule suffers 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 |                  |        |               |        | 130 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 +20 points.



|                     | MOVE & FIRE | ARC         | R(F) | R(C) | SHOTS | ACC | E  | SPECIAL                                                                |
|---------------------|-------------|-------------|------|------|-------|-----|----|------------------------------------------------------------------------|
| ELECTROWEB CASTER   | -           | 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/S         | 3"   | 3"   | 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 | 2"          | F   | 30"  | 30"  | 1     | 3+  | 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 PODS | 12"         | F   | 6"   | 6"   | 2     | 4+  | 7 | FLAME   |

## RAZORWORM PODS

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 Corruptor'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 by disembarking via the Rapid Insertion special rule).



| OVERSEER CRADLE BARGE |                  |        |               |          | 145 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 | -           | F/S/R | 9"   | 9"   | 2     | 3+  | 6 | AA-3, STRAFE-3 |

## 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.



| 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   | 18"  | 18"  | 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             |
| 6"              | A                | 8      | 1             | AIRCRAFT-S | INFILTRATE 6", WIDE |

**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      | 2"          | F/S/R | 2"   | 2"   | 1     | 3+  | 10 | ALT-1, AREA |

## SELF-DESTRUCT

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.



| 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     | 2+  | 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<br>(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<br>(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: 1-2**

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



| BRIGAND INTERCEPTOR |                  |        |               |          | 40 PTS     |
|---------------------|------------------|--------|---------------|----------|------------|
| MOVE                | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE     | SPECIAL    |
| 24"-36"             | A, E+5           | 10     | 1             | AIRCRAFT | FAST, RARE |

**SQUAD SIZE: 1-2**

|            | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL |
|------------|-------------|-----|------|------|-------|-----|---|---------|
| 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 <b>Resilient</b> 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.                                             |

|                      | M&F | ARC         | R(F) | R(C) | SHOTS | ACC | E  | SPECIAL                                                     |
|----------------------|-----|-------------|------|------|-------|-----|----|-------------------------------------------------------------|
| BIO-CANNON           | 8"  | F           | 48"  | 48"  | 1     | 3+  | 11 | AREA, COVER (ALL)                                           |
| HEAVY PLASMA CANNONS | -   | F/S (LEFT)  | 18"  | 18"  | 2     | 2+  | 12 | DEVASTATOR-2 (ALL), DEVASTATOR-3 (BEHEMOTH, LARGE, SCENERY) |
| HEAVY PLASMA CANNONS | -   | F/S (RIGHT) | 18"  | 18"  | 2     | 2+  | 12 | DEVASTATOR-2 (ALL), DEVASTATOR-3 (BEHEMOTH, LARGE, SCENERY) |
| SEEKER LASHES        | 8"  | F/S/R       | 8"   | 8"   | 6     | 3+  | 4  | FLAME, FOCUS (2), STRUCTURAL                                |
| SEEKER LASHES        | 8"  | F/S/R       | 8"   | 8"   | 6     | 3+  | 4  | FLAME, FOCUS (2), STRUCTURAL                                |
| SEEKER LASHES        | 8"  | 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 and place a second Area template touching the first directly between it and this unit. At the end of the round, any unit (friendly or enemy) at least partially under either template gets automatically hit again with the same weapon profile. After resolving these hits, remove the templates.



| DICTATOR |                  |        |          | 480 PTS              |
|----------|------------------|--------|----------|----------------------|
| MOVE     | COUNTER MEASURES | ARMOUR | TYPE     | SPECIAL              |
| 12"      | A                | 13     | BEHEMOTH | RESILIENT, SPREAD-3" |

|         |    |   |   |                                                                                                 |
|---------|----|---|---|-------------------------------------------------------------------------------------------------|
| HULL    | 12 |   |   | This unit loses the <b>Resilient</b> 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.                                             |

|                    | M&F | ARC         | R(F) | R(C) | SHOTS | ACC | E  | SPECIAL                      |
|--------------------|-----|-------------|------|------|-------|-----|----|------------------------------|
| ARC MAW            | 8"  | F           | 12"  | 12"  | 1     | 3+  | 15 | 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      | 8"  | F/S/R       | 8"   | 8"   | 6     | 3+  | 4  | FLAME, FOCUS (2), STRUCTURAL |
| SEEKER LASHES      | 8"  | F/S/R       | 8"   | 8"   | 6     | 3+  | 4  | FLAME, FOCUS (2), STRUCTURAL |
| SEEKER LASHES      | 8"  | 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).

## STATIC ACCELERATOR

If the target is within 12", increase this weapon's Destroyer value to 4+.



## 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

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.

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

| HULL                                               |  |  |  |  |
|----------------------------------------------------|--|--|--|--|
| 12                                                 |  |  |  |  |
|                                                    |  |  |  |  |
|                                                    |  |  |  |  |
| This unit loses the <b>Resilient</b> special rule. |  |  |  |  |

| LEGS                                                                                                   |  |  |  |  |
|--------------------------------------------------------------------------------------------------------|--|--|--|--|
| 5                                                                                                      |  |  |  |  |
|                                                                                                        |  |  |  |  |
| 5                                                                                                      |  |  |  |  |
|                                                                                                        |  |  |  |  |
| 5                                                                                                      |  |  |  |  |
|                                                                                                        |  |  |  |  |
| This unit reduces its Move by 2" and one <b>Seeker Lashes</b> 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  | 1 3    | BEHEMOTH | RESILIENT, SPREAD-3" |         |

| HULL                                               |  |  |  |  |
|----------------------------------------------------|--|--|--|--|
| 1 2                                                |  |  |  |  |
|                                                    |  |  |  |  |
|                                                    |  |  |  |  |
| This unit loses the <b>Resilient</b> special rule. |  |  |  |  |

| LEGS                                                                                                   |  |  |  |  |
|--------------------------------------------------------------------------------------------------------|--|--|--|--|
| 5                                                                                                      |  |  |  |  |
|                                                                                                        |  |  |  |  |
| 5                                                                                                      |  |  |  |  |
|                                                                                                        |  |  |  |  |
| 5                                                                                                      |  |  |  |  |
|                                                                                                        |  |  |  |  |
| This unit reduces its Move by 2" and one <b>Seeker Lashes</b> 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 |                  |        |          | 285 PTS              |
|------------------------|------------------|--------|----------|----------------------|
| MOVE                   | COUNTER MEASURES | ARMOUR | TYPE     | SPECIAL              |
| 8"                     | A                | 13     | BEHEMOTH | RESILIENT, SPREAD-2" |

|         |   |   |   |                                                     |
|---------|---|---|---|-----------------------------------------------------|
| HULL    | 7 |   |   | This unit loses the <b>Resilient</b> 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 game. |

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



| PUNISHER TERROR-MECH |                  |        |          | 310 PTS              |
|----------------------|------------------|--------|----------|----------------------|
| MOVE                 | COUNTER MEASURES | ARMOUR | TYPE     | SPECIAL              |
| 8"                   | A                | 13     | BEHEMOTH | RESILIENT, SPREAD-2" |

|         |   |   |   |                                                     |
|---------|---|---|---|-----------------------------------------------------|
| HULL    | 7 |   |   | This unit loses the <b>Resilient</b> 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 |
| SONIC DEMOLISHER     | 4"  | S/R | 12"  | 8"   | *     | 4+  | 7  | -                                       |
| HEAVY PLASMA CANNONS | -   | 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).

## SONIC DEMOLISHER

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



## HULL

7

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

## LEGS

4

4

4

This unit reduces its Move by 3".

## WEAPONS

7

One weapon cannot be used for the rest of the game



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