

Squad Army Lists:

Corporation:

Allies: Marauders, Forge Fathers, Asterians, Veer-myn

Squad Special Rules: All Models with Inspiring have a range of 12" for Inspiring instead of 6"

Model	Spd	Hit	Def	Att	To	Cost (cr)	Special
Marine	5	4+	4+	1	4/5	3	-
Sergeant	5	4+	4+	1	4/5	13	Pick 1 Skill from the Protection or Shooting skill lists.
Ranger	5	4+	4+	1	4/5	5	Elite (1), Infiltration
Heavy Weapon	5	4+	4+	1	4/5	16	Large
Strider	6	4+	6+	1	4/5	51	Crushing Strength (1), Recon, Fast, Bulky
Enforcer	5	3+	5+	1	4/5	20	Crushing Strength (1), Jump Troops

Armory

Weapon	Ran	Fire	Cost	Other
Laser Rifle	24	1	6	-
Laser Pistol	12	1	5	Pistol
Heavy Laser Rifle	18	1	8	Piercing (1)
Heavy Laser Pistol	12	1	8	Piercing (1), Pistol
Sniper Rifle	36	1	21	Piercing (3), Sniper, Reload, Leader Only
Mag Charges	M	-	5	When this unit attacks an Armor unit, it may make a single special attack instead of a normal attack, hitting with Crushing Strength (3). If the target was stationary, it is resolved with Crushing Strength (5) instead
Tactical Flame Unit	12	10	33	Saturation
Burst Laser	36	5	27	Piercing (1), Large or Enforcer Only

Light Laser Cannon	36	1	30	Piercing (6), Large Only
Rocket Launcher	36	1	27	Piercing (5)
Support Grid Relay	72	2	24	Indirect Fire, Piercing (1), Blast (D6), Reload, 1 use only, Leader Only
Energy Gauntlet	M	-	15	All units attacks gain Crushing Strength (5), but cannot use with a Pistol

Marauders:

Allies: Corporation, Forge Fathers, Asterians, Veer-myn, Rebs

Squad Special Rules: All Models with have Crushing Strength (1) or better.

Model	Spd	Hit	Def	Att	To	Cost (cr)	Special
Grunt	5	4+	4+	1	4/5	3	-
Raider	5	4+	4+	1	4/5	13	Has 1 skill chosen from Combat or Mutation skill lists
Jumper	5	4+	4+	1	4/5	13	Jump Troops
Ripper	4	4+	6+	1	4/5	13	-
Stunt	5	5+	3+	1	3/4	2	Puny (No Crushing Strength and are Craven)
Stunt-Bot	5	5+	7+	1	4/5	41	Crushing Strength (5), Bulky

Armory

Weapon	Ran	Fire	Cost	Other
Rifle	24	1	6	-
Pistol	12	1	5	Pistol
Stunt Gun	12	1	3	-
Ripper Pistol	12	2	11	Piercing (1), Pistol
Ripper Talon	M	-	10	All units attacks gain Crushing Strength (5), but cannot use with a Pistol
Machine Gun	36	5	27	Piercing (1)
Flamethrower	12	10	33	Saturation
Jump Harness	-	-	25	Gain "Jump Troops", Leader Only

Forgefathers:

Allies: Corporation, Rebs, Asterians, Marauders

Squad Special Rules: All Models with have Headstrong

Model	Spd	Hit	Def	Att	To	Cost (cr)	Special
Steel Warrior	4	4+	5+	1	4/5	12	-
Thane	4	4+	5+	1	4/5	12	Has 1 skill chosen from the Protection or Shooting Skill lists
Thorgarim	4	3+	5+	1	4/5	27	-
Forge Guard	4	3+	6+	1	4/5	37	-
Valkyr	10	4+	4+	1	-/6	18	Fast, Recon, Steadfast
Brokkr	5	4+	4+	1	-/6	12	Steadfast

Armory

Weapon	Ran	Fire	Cost	Other
Hailstorm Rifle	24	1	9	Piercing (1)
Hailstorm Pistol	12	1	8	Piercing (1), Pistol
Dragon Breath	12	10	36	Piercing (1), Saturation
Hailstorm Autocannon	36	3	21	Piercing (2)
Heat Cannon	24	1	27	Piercing (7)
Mjolnir Missile Launcher	48	1	27	Piercing (5)
Heat Hammer	M	-	12	All units attacks gain Crushing Strength (6), but cannot use with a Pistol
Force Dome	-	-	40	All ranged attacks vs this unit must reroll successful to-hits
Double Weapon	-	-	See Other	(Upgrade) Double the firepower of this weapon. Cost is equivalent to the base cost of this weapon, before Upgrades

Veer-Myn:

Allies: Corporation, Rebs, Asterians, Marauders

Squad Special Rules: All Models gain +1 to their To per friendly model within 6", to a max of +2

Model	Spd	Hit	Def	Att	To	Cost (cr)	Special
Night-Crawler	6	4+	4+	1	3/4	7	-
Nightmare	6	4+	4+	1	3/4	17	Has 1 Skill chosen from the Agility or Mutation Skill lists
Super-Rat	8	4+	3+	1	3/4	6	-
Shredder	6	4+	4+	1	3/4	50	Large, Crushing Strength (5), Bulky

Armory

Weapon	Ran	Fire	Cost	Other
Ray-Gun	18	1	8	Piercing (1)
Ray-Pistol	12	1	8	Piercing (1), Pistol
Chem-Burner	12	5	24	Piercing (2), Saturation
Chem-Thrower	12	10	39	Piercing (2), Saturation
Chem-Laser	12	1	21	Piercing (6)
Combat Drill	M	-	4	Model gains Crushing Strength (1) and Vicious (1) in Melee
Super Drill	M	-	15	In melee, instead of attacking normally, the model can make a single special attack. If this attack hits, the hit is resolved at Crushing Strength (5). If the roll to damage is a 6, the drill inflicts a point of damage and you can roll to damage again. Keep inflicting damage and rolling to damage until you fail to roll a 6 to damage.
Paired Super Drills	M	-	30	Same as Super Drill, but 2 initial attacks instead of 1

Aun-Tai:

Squad Special Rules: All units have Clumsy (-1 to hit in Melee)

Model	Spd	Hit	Def	Att	To	Cost (cr)	Special
Locust Warrior	5	3+	4+	1	4/5	10	-
Bond Brother	5	3+	4+	1	4/5	20	Pick 1 Skill from the Shooting or Mind skill lists
Mantis	5	3+	4+	1	4/5	10	Fast
Hornet	9	3+	5+	1	4/5	27	Fast, Jump Troops, Stealthy
Dragonfly	6	3+	6+	1	4/5	40	Jump Troop, Large

Armory

Weapon	Ran	Fire	Cost	Other
Coil Rifle	36	1	18	Piercing (3)
Fission Rifle	12	1	18	Piercing (5), Large Only
Missile Pod	36	1	18	Blast (D3), Large Only
Plasma Lobber	18	2	11	Piercing (1)
Plasma Repeater	24	5	21	Piercing (1)
Plasma Rifle	30	1	11	Piercing (1)
Plasma Sidearm	12	4	15	Piercing (1), Leader Only
Drone Controller	-	-	10	Units that purchase the Drone Controller upgrade gets a shield drone that protects the model/unit from range attacks. Each time the Unit is shot from separate sources, you may ignore a single wound caused. Use an appropriate model to represent the drone. The drone is ignored for placement of charges, and automatically destroyed should the Unit be removed from the battlefield for any reason.

Cor-Tai Mercenaries:

Squad Special Rules: All Models have Move Through Cover (Ignore all terrain movement penalties or restrictions as well as any penalties to-hit)

Model	Spd	Hit	Def	Att	To	Cost (cr)	Special
Vendril	10	4+	4+	1	4/5	10	Jump Troops, Fast
Flesh-Eater	6	4+	4+	1	4/5	14	Crushing Strength (1), Stealthy, Recon
Guided One	6	4+	4+	1	4/5	24	Crushing Strength (1), Stealthy, Recon, Pick 1 Skill from the Mutation or Combat Skill lists
Blood Hound	7	4+	4+	1	4/5	12	Crushing Strength (1), Stealthy, Fast
Grunt Rider	7	4+	5+	4	4/5	100	Crushing Strength (3), Large
Shadow Caste	7	4+	4+	2	4/5	14	Crushing Strength (2), Stealthy, Recon

Armory

Weapon	Ran	Fire	Cost	Other
Heavy Slugger	36	3	21	Piercing (2), Large Only
Plasma Slugger	24	3	15	Piercing (1), Leader Only
Slugger	24	1	6	-
Sonic Cannon	12	10	33	Saturation
Sonicator	12	2	16	Piercing (2)
Ancestral Blade	M	-	20	This model gains a single additional Melee attack that is made with Crushing Strength (4). Roll this attack separately when determining hits in melee.

The Swarm:

Squad Special Rules: All Models have Expendable

Model	Spd	Hit	Def	Att	To	Cost (cr)	Special
Broodling	6	4+	4+	2	4/5	9	Craven
Warp-Strain	6	4+	4+	2	4/5	19	Craven, Pick 1 Skill from the Mind and Mutation Skill lists
Bladeling	6	4+	4+	2	4/5	13	Fast, Craven
Bloodthief	6	4+	4+	3	4/5	19	Elite (1), Crushing Strength (3), Stealthy
Grub Swarm	5	5+	4+	5	4/5	15	Craven
Swarmlord	5	5+	6+	3	4/5	49	Large, Taskmaster, Inspiring, Headstrong, Crushing Strength (4)

Armory

Weapon	Ran	Fire	Cost	Other
Scarab Launcher	12	1	3	-
Heavy Scarab Launcher	36	2	18	Piercing (2), Large Only
Spine Cannon	36	2	30	Piercing (6), Large and Leader Only
Acid Gout	18	1		Piercing (2), Leader Only
Spore Flurry	36	3		Piercing (4), Leader Only
Corrosive Tentacles	12	10	33	Saturation
Synapse Mutation	-	-	44	Unit gains Zap (10)
Gene Infiltration	-	-	33	Unit gains Crushing Strength (1)
Alpha Emergence	-	-	33	Unit gains Headstrong

Special Rules:

Regenerate (n). At the end of the players turn, roll n dice. For each die that rolls a 4+, remove 1 damage from this unit.

Taskmaster: Units within 6" are not affected by Craven.

Expendable: If this unit is Destroyed, you may instead place it in Reserves. At the start of your turn, you can also choose to voluntarily Destroy this unit and place it in Reserves. While the model is not on the table it counts as a Casualty for the purpose of Flee tests

The Shell-Souls:

Squad Special Rules: All Models have Undying

Model	Spd	Hit	Def	Att	To	Cost (cr)	Special
Reaver	6	4+	5+	1	4/5	15	Lumbering
Immortal	6	4+	5+	1	4/5	25	Pick 1 Skill from the Protection or Mind Skill lists
Fleshlord	5	4+	5+	3	4/5	10	Crushing Strength (3)
Beetle Swarm	8	5+	4+	4	5/6	20	Crushing Strength (1), Jump Troops, Decaying Strike
Tomblord	6	3+	5+	5	4/5	67	Lumbering, Elite (1), Crushing Strength (3)
Annihilator	8	4+	5+	2	4/5	60	Large, Jump Troops
Hunter-Killer	7	4+	7+	5	4/5	100	Elite, Crushing Strength (4), Shield (1)

Armory

Weapon	Ran	Fire	Cost	Other
Flayer Rifle	24	2	15	Piercing (2)
Flayer Staff	18	5	23	Piercing (2)
Heat Ray	18	1	32	Piercing (6), Blast (D3), Large Only
Heavy Flayer Rifle	24	2	21	Piercing (4)
Flayer Cannon	24	5	30	Piercing (4), Large Only
Shock Rifle	24	4	18	Piercing (1)
Surge Staff	18	5	29	Piercing (4)
Spirit Orb	-	-	10	Model gains Inspiring, Leader Only
Void Blade	M	-	20	Model Gains Decaying Strike, Leader Only

Special Rules:

Decaying Strike: This unit gains a temporary bonus to Crushing Strength equal to the number of hits the unit inflicted this combat.

Shield (n): Ignore the first n points of damage per phase.

Undying: When a model is Destroyed, leave the model on the table on its side (If a damage result removes a vehicle completely, remove it as normal. Otherwise, Wrecked vehicles with Undying act as models on their sides). At the end of a players turn, the controlling player may either roll 1D6 for each model on its side, or remove the model. If they roll for the model, on a roll of 1-5, leave the model in place (Treat it as decorative terrain. Counts as Casualty if still on side at end of game), and on a 6, place the model upright and you may begin to use it again (It must be activated as normal, etc.). Models still on their sides still count as Casualties for the purpose of Flee tests

Bretheren Legion:

Squad Special Rules: All Models have Craven and At Any Cost unless otherwise specified

Model	Spd	Hit	Def	Att	To	Cost (cr)	Special
Serf	6	5+	3+	1	3/4	2	-
Untouch-able	6	5+	3+	1	3/4	12	Can pick 1 skill from the Mutation or Protection skill lists
Conscript	6	5+	3+	1	3/4	5	Expendable
Slave	6	5+	3+	2	3/4	3	-
Penal Legion	6	5+	3+	2	3/4	7	Crushing Strength (1)
Sharp-shooter	6	4+	3+	1	3/4	19	Stealthy
Brute	5	5+	6+	4	5/6	38	Large, Not Craven, Lumbering, Headstrong
Gatling Nest	4	5+	4+	2	5/6	39	-

Armory

Weapon	Ran	Fire	Cost	Other
Bazooka	30	1	38	Piercing (4), Blast (D6), Large Only
Heavy Rifle	24	1	9	Piercing (1)
Lead Blaster	24	3	12	Large Only
Light Rifle	24	1	6	-
Machine Gun	30	7	32	Piercing (1), Large Only
Planted Explosives	12	2	18	Piercing (4), Leader Only
Slug Pistol	12	1	8	Piercing (1), Pistol, Leader Only
Sniper Rifle	36	1	18	Piercing (1), Sniper
Brawler Muscle	-	-	10	Model gains Crushing Strength (1)
Commissar	-	-	10	Model gains Brutal Discipline

Promotion				
Drill Sergeant Training	-	-	10	Model gains Piercing (1)
Fanatical Devotion	-	-	10	Model is Not Craven
Novice Spy	-	-	10	Model gains Stealthy
Well-Supplied	-	-	10	Model gains +1 for Reserve Rolls
Regimental Flag	-	-	10	Model becomes Headstrong

Special Rules:

At Any Cost: This unit may elect to take 1 damage in order to reroll a to-hit or damage roll in Melee combat or Shooting. This may be performed more than once per phase, and can be used on a single die more than once.

Brutal Discipline: If this unit gets a Fallen or Casualty Toughness result, reroll the check. If the unit is not a Casualty, it takes 1 damage (This does not cause another To check)

Expendable: If this unit is Destroyed, you may instead place it in Reserves. At the start of your turn, you can also choose to voluntarily Destroy this unit and place it in Reserves. While the model is not on the table it counts as a Casualty for the purpose of Flee tests

Immobile: The unit can only be given Halt! move actions.

Contoss:

Squad Special Rules: All Models have Shield (1) or better

Model	Spd	Hit	Def	Att	To	Cost (cr)	Special
Zealot	6	4+	5+	3	4/5	20	Elite, Crushing Strength (3)
Judicar	6	4+	5+	3	4/5	30	Elite, Crushing Strength (3), Pick 1 skill from Mind or Combat skill lists
Dragoon	6	4+	6+	1	4/5	63	Photon Cannon, Large
Stalker	8	4+	5+	1	4/5	50	Photon Emitter, Jump Troops, Stealthy
Immortal	6	4+	5+	1	4/5	57	Photon Emitter, Shield (2)

Armory

Weapon	Ran	Fire	Cost	Other
Photon Cannon	24	1	21	Piercing (2), Blast (D3)
Photon Emitter	18	5	20	Piercing (1)
Psi Surge	18	4	35	Piercing (4), Blast (D3), Leader Only
Dark Shroud	-	-	10	Model gains Stealthy
Templar training	-	-	15	Model gains Zap (3)

Special Rules:

Shield (n): This model ignores n points of damage per phase.

Gearlords:

Squad Special Rules: All Models have Augment (1) or better

Model	Spd	Hit	Def	Att	To	Cost (cr)	Special
Faction Fighter	6	4+	4+	2	5/6	6	-
Faction Champion	6	4+	4+	2	5/6	16	Pick 1 Skill from Protection or Mind Skill lists
Faction Marksman	6	3+	4+	1	4/5	17	Focal Rifle
Faction Knight	8	4+	5+	3	5/6	16	Crushing Strength (1), Fast
Light Warjack	5	4+	6+	3	7/8	133	Crushing Strength (1), Augment (2), Powered
Heavy Warjack	5	4+	7+	6	7/8	200	Crushing Strength (3), Augment (2), Powered, Lumbering

Armory

Weapon	Ran	Fire	Cost	Other
Barrage Shield	M	-	3	-1 Att, +1 Def
Flame Launcher	12	10	33	Saturation
Power Node	-	-	20	Model gains Zap (2)
Repeater Cannon	36	5	30	Piercing (3)
Scattergun	18	10	32	-
Shell Lobber	36	1	27	Howitzer, Blast (D3), Piercing (2)
Caster Talent	-	-	20	Model gains Augment Leader (2) and Power Source, Leader Only

Special Rules:

Augment (n): At the beginning of the game before deployment, you must select a single Augment. All units in your army with the Augment (n) ability gain the following benefits from that Augment:

Red/Khador Augment: The unit gains Crushing Strength (n). If they already have Crushing Strength, it is increased by n.

Blue/Cygnar Augment: The unit's Shooting attacks gain Piercing (n). If they already have Piercing, it is increased by n.

Green/Cryx Augment: The unit gains Regenerate (n). If they already have Regenerate, it is increased by n.

White/Mennoth Augment: The unit gains +n to Activation rolls. This does not affect the Suppressed check during Activation.

Light Blue/Retribution Augment: This unit counts as having Zap (n). If this unit already had Zap (Such as from a weapon), it is increased by +n.

Uncolored/Mercenary Augment: This unit may count as having any single one of the above augments at the start of their turn. However, they count as having one-half their n value, rounded down to a minimum of 1.

Augment Leader (n): Instead of Shooting, this unit may increase the Augment value of n number of units who have the Augment ability within 6" (Including itself) by 1 until the start of the players next turn.

Powered: This ability has no inherent effect. However, please see the Power Source ability.

Power Source: At the start of the turn, if there are no allied units on the board with the Power Source ability, all allied squads with the Powered ability immediately become Fallen.

Regenerate (n): At the end of the player turn, roll n dice. For each die that is a 4+, remove 1 damage from the model

Cult of Pharma:

Squad Special Rules: All Models have Plague (1) or better

Model	Spd	Hit	Def	Att	To	Cost (cr)	Special
Cultist	5	4+	4+	1	4/5	10	-
Innoculant	5	4+	4+	1	4/5	20	Pick 1 Skill from Mind or Mutation Skill lists
Mutant	6	4+	4+	2	5/6	14	Crushing Strength (1)
Corpse Eater	5	4+	5+	5	5/6	107	Plague (2), Crushing Strength (2)
Plaguefly	10	5+	4+	2	3/4	13	Jump Troops

Armory

Weapon	Ran	Fire	Cost	Other
Corroded Machine Gun	18	5	17	Large or Leader Only
Needlegun	24	10	39	Piercing (2), Leader Only
Plague Sprayer	12	10	33	Saturation
Poisoned Grenades	24	5	36	Blast (D3), Piercing (3)
Psi Manifestation	12	20	63	Saturation, Leader Only
Rusted Rifle	18	1	5	-
Mutagenic Vial	-	-	20	Model's Plague (n) increases by +1
Serum #001	-	-	40	Limit 1 per Squad, Model's Plague (n) increases by +2
Acid Injectors	M	-	40	This model rolls an additional three Attack dice in Melee combat, resolving each at Crushing Strength (4)

Special Rules:

Plague (n): If this unit damages an enemy unit in Melee, it causes an additional n damage. If an enemy squad damages this unit in melee, it takes n damage. An enemy unit can only be affected by this ability once per turn

Space Marines:

Squad Special Rules: All Models are Steadfast and have Crushing Strength (1) unless otherwise noted.

Model	Spd	Hit	Def	Att	To	Cost (cr)	Special
Space Marine	5	4+	5+	1	-/5	19	-
Acolyte	5	4+	5+	1	-/5	29	Pick 1 Skill from Protection or Mind skill lists
Scout	5	4+	4+	1	4/5	9	Infiltrator, Stealthy, Has no Crushing Strength, Is not Steadfast
Terminator	5	3+	6+	1	-/5	40	Large, Crushing Strength (6), Bulky, Elite (1)
Veteran Marine	5	3+	5+	1	-/5	20	Elite

Armory

Weapon	Ran	Fire	Cost	Other
Bolter	24	1	9	Piercing (1)
Bolt Pistol	12	1	8	Piercing (1), Pistol
Jump Pack	-	-	10	Model gains Jump Troops
Kraken Bolter	24	2	18	Piercing (3)
Bike	-	-	10	Model gains Large, Fast, and +5 Spd
Flamer	12	10	33	Saturation
Meltagun	12	1	21	Piercing(6)
Plasmagun	24	2	18	Piercing (3)
Heavy Bolter	36	3	21	Piercing (2)
Heavy Flamer	12	10	39	Piercing (2), Saturation
Missile Launcher	48	1	42	Blast (D6), Piercing (4)
Multi-Melta	24	2	27	Piercing (6)

Cyclone Missile Launcher	24	2	30	Large Only, Piercing (4), Blast (D3)
Storm Bolter	24	2	14	Piercing (1), Pistol
Shotgun	12	1	9	Piercing (2)
Sniper Rifle	36	1	18	Sniper, Piercing (2), Reload
Power Weapon	M	-	10	This confers Crushing Strength (2) to all of the models attacks
Power Fist	M	-	15	The model may make a single attack, resolved at Crushing Strength (6), instead of its normal attacks. This may not be used in conjunction with a pistol
Thunder Hammer	M	-	25	The model may make a single attack, resolved at Crushing Strength(6), instead of its normal attacks. This may not be used in conjunction with a pistol. In addition, if the dice to damage the unit rolls a 6, then you may roll to damage again (as well as causing a point of damage).You can continue to do this until the dice fails to roll a 6.
Lightning Claw	M	-	10	The model may make a single attack, resolved at Crushing Strength(2) and Vicious(1), instead of its normal attacks. This may not be used in conjunction with a pistol.
Dual Lightning Claws	M	-	15	As per Lightning Claw, but with two attacks instead
Storm Shield	M	-	10	You may force your opponent to re-roll one point of damage scored against this unit per activation. This is not cumulative with others in the unit.

The Asterians:

Squad Special Rules: All Models have Fast unless otherwise noted

Model	Spd	Hit	Def	Att	To	Cost (cr)	Special
Guardian	6	4+	4+	1	4/5	8	Dodge
Exarch	6	4+	4+	1	4/5	18	Dodge, Pick 1 Skill from Agility or Mind skill lists
Ranger	6	3+	4+	1	4/5	22	Dodge, Stealthy, Recon
Soaring Spider	10	4+	4+	2	5/6	16	Dodge, Jump Pack
Howling Scorpion	6	4+	4+	2	5/6	21	Dodge, Elite (1)
Fire Drake	6	4+	4+	1	5/6	18	Not Fast
Shadow Reaper	6	4+	5+	1	5/6	14	Lumbering, Not Fast
Ghost-guard	5	4+	6+	1	5/6	57	Large, Lumbering, Not Fast, Crushing Strength (3)

Armory

Weapon	Ran	Fire	Cost	Other
Jetbike	-	-	11	Model becomes Large, Spd 10, Jump Troops, +1 Def, and +1 To
Deathkiss Pistol	12	1	15	Piercing (4), Leader Only
Fission Rifle	18	1	23	Fire Drake or Leader Only, Piercing (6)
Flechette Launcher	36	2	18	Shadow Reaper or Leader Only, Piercing (2), Reload
Flechette Pistol	12	1	8	Piercing (1), Pistol
Flechette Rifle	24	1	9	Piercing (1)
Heavy Flechette Rifle	24	2	12	Piercing (1)
Needle Rifle	36	1	18	Ranger or Leader Only, Piercing (2), Sniper
Singularity Cannon	24	1	18	Large Only, Piercing (4)

Singing Sword	M	-	6	Howling Scorpion or Leader Only, This weapon confers Crushing Strength (3) to all of the model's Attacks. It cannot be used in conjunction with a pistol though, so a model equipped with both must choose which one to use before he attacks in melee.
Hunting Spear	M	-	29	Large Only, This weapon confers Crushing Strength (2) to all of the model's Attacks, and increases the models Attacks by +1.

Special Rules:

Dodge: All shooting and melee to-hit gets -1 against this unit