

Basic Statline

M	S	MT	WT	I/ACT	A	D	E	P
5	5	5	5	5/1	1	6	11	9

Army rules:

Pistol, all human infantry come equipped with a pistol.

Pistol

Range	S	#
10	5	1

Special: Sturdy, Assault, Shot On The Run, Melee

Flack Jackets: all Human infantry come equipped with flack jackets, which give +1P, and an additional +1P against ranged attacks (they do not get the second bonus against ranged attacks with the Spell special rule)

Regulars

Rifleman 5-15

20 pts each

M	S	MT	RT	I/ACT	A	D	E	P
5	5	5	5	5/1	1	6	11	10 (11)

Standard weapon: Long 9, pistol, flack jacket

Long 9

Range	S	#
25	6	1

Special: Each unit has, included in its price: scoped sight (an additional +1 RT and +10" range when aiming). 5 points per model, the unit may replace its Scoped Sights with Re-loaders (get a second shot instead of aiming, and lose 10" range). Which upgrade the unit gets is chosen during list writing.

Special rules: Common

Heavy weapon crews 1-3 crews

35 pts per crew (each crew counts as three men)

M	S	MT	RT	I/ACT	A	D	E	P
5	5	5	5 (6)	5/1	3 (1)	6	10	10 (11)

Standard weapon: machine gun (-1E, already included), pistol, flack jacket

May upgrade to: rocket launcher (15), mortar (20), rail gun (30), light cannon (10)

Special rules: Independent, Dig in, Artillery, Multiple Bodies, Divided Fire, Tripod (Heavy Weapon Teams are always assumed to be aiming, already included)

machine gun

Range	S	#
25	6	6

Special: Move or Fire

rocket launcher

Range	S	#
30	5	1

Special: 3" AOE, Move or Fire

Mortar

Range	S	#
35	5	1

Special: 3" AOE, arcing, Move or Fire

rail gun

Range	S	#
30	9	1

Special: line, Move or Fire, +1RT

light cannon

Range	S	#
40	8	1

Special: Move or Fire

Damage: 2

Testudo 5-20

10 pts each

M	S	MT	RT	I/ACT	A	D	E	P
5	5	5	5	5/1	1	8	11	12 (13)

Standard Gear: Sword and shield (+1 P, already in profile), flack jackets (already included)

May upgrade to spears for 5 pts each, pistols for 5 pts each, and may replace shield with an second sword for free (-1 P, but gain +1 A, lose block formation)

Special rules: Common

Drones 3-10 drones

30 pts each

M	S	MT	RT	I/ACT	A	D	E	P
8	0	5	6	3/1	0	5	11	10

Standard weapon: scatter gun

May upgrade to: sub machine guns (10), bombs (15)

scatter gun

Range	S	#
15	5	2

Special: melee, Shot on the Run

sub machine guns

Range	S	#
10	5	4

Special: melee, Shot on the Run

Drone bombs

Range	S	#
Dropped	6	1

Special : 3" AOE, dropped

Dropped

The weapon is used as the model moves. When it passes over an enemy model, you may choose to drop the weapon. to do so, place the template over an enemy model your model has moved "over" and scatter. move the template half the distance rolled, otherwise, obey all AOE rules.

Special rules: Flight, automaton

Elite

Onager 1 crew (4 men)

105 pts

M	S	MT	RT	I/ACT	A	D	E	P
4	5	5	3	5/1	4 (1)	6	9	10(11)

Standard Gear: Onager, pistol, flack jacket (already included)

May purchase special ammo: incendiary (10), toxic gas (15)

Onager

Range	S	#
50	8	1

Special: 5" AOE, Move or Fire, Arcing

Onager: incendiary

Range	S	#
50	5	1

Special: 5" AOE, Move or Fire, Arcing

Unique: after this ammo is used, the AOE remains in play as hazardous ground. At the beginning of each GT, roll a d10 and subtract a number equal to the number to turns the AOE has been in play. If the total is 0 or less, remove the AOE. Models that move through the AOE take a damage roll as though they had been hit by it. Models hit by the AOE take the full S of the AOE regardless of distance from the AOE's center.

Onager: toxic gas

Range	S	#
50	5	1

Special: 4" AOE, Move or Fire, Arching

Unique: After this ammo is used, the AOE remains in play. At the beginning of each GT, roll a d10 and subtract a number equal to the number to turns the AOE has been in play. If the total is 0 or less, remove the AOE. Each turn the AOE remains in play, it drifts. Roll a d10 and scatter the AOE the distance rolled in inches. Any model the AOE moves over or that enters the AOE takes damage as though they had been hit by the AOE. This AOE does full damage to all models hit.

Special rules: Set up, Artillery, Multiple Bodies

Damage: 4

Snipers 3-5

30 pts each

M	S	MT	RT	I/ACT	A	D	E	P
5	5	5	6	5/1	1	6	11 (12)	10 (11)

Standard Gear: Gilly Suit (+1E to shooting, already included), Sniper rifle, pistol, flack jacket

One model in the unit may be upgraded to a spotter for free. As long as the spotter is alive, one model in the unit may ignore concealment and treat cover as concealment each action. The spotter loses his rifle

Sniper rifle

Range	S	#
35	8	1

Special: Sniper, Move or Fire

Special rules: **Advanced deploy**

Specialist

Cavalry 1 controller + 3-10 moose

20 + 30 per moose

Moose:

M	S	MT	RT	I/ACT	A	D	E	P
7	7	6	0	4/1	4	6	10	13

Controller:

M	S	MT	RT	I/ACT	A	D	E	P
7	5	5	5	5/1	1	6	11	10 (11)

Gear: horse (lets controller keep up with bulls), flack jacket (controller only, already included), pistol (controller only)

Options: May Purchase a remote for 5 pts. This prevents the Moose from becoming enraged after charging. However, if the controller dies, the Moose become frenzied.

Special Rules: Automaton, Enraged (Moose are not enraged until they charge), the controller may be within 2 times his M of the nearest bull and still be in formation, once the bulls make their first charge and become enraged, he leaves the field.

Damage: 5 per moose (controller has 1)

Flamethrower 3-5

20 pts each

M	S	MT	RT	I/ACT	A	D	E	P
5	5	5	5	5/1	1	6	11	10 (11)

Standard weapon: flamethrower, flack jacket (already included)

Flame Thrower

Range	S	#
Spray	6	1

Special: 6" spray, Melee, Assault

Unique: When this model is killed, place a 3" AOE over it. The AOE does not scatter and is S:7

Leader

Melee assassin

70 pts

M	S	MT	RT	I/ACT	A	D	E	P
5	5	7	4	8/1	5	8	12	9

Standard Gear: Pistol, poisoned blade (the extra attack is already included) (the poisoned blade does in fact have the poisoned rule)

Special rules: Hidden:

Like other leaders, the assassin is deployed with a unit, but which unit is not revealed. Rather, write it down and put the paper aside. At the end of any GT, the controlling player may reveal which unit the assassin is in. If the player does, the assassin is placed on the table in formation with his unit. If his unit is in melee, place him B2B with a member of the enemy unit, even if it places him out of formation. He must remain in formation after being revealed. The turn that the assassin is revealed, he attacks at the beginning of melee, regardless of I values. Once he has been revealed, an assassin may not return to hiding.

Assassin: the assassin may choose which models he hits (they must still be legal targets).

3 damage

NOTE: the assassin does not have a flack jacket.

Gunner

80 pts

M	S	MT	RT	I/ACT	A	D	E	P
5	6	6	7	5/1	1	7	11	12 (13)

Standard Gear: Pistol, Armor Suit (+2 armor, already included), Flack Jacket (already included)

May purchase any 2 (he may use up to 2 weapons each turn UT):

Long Nine (5)

Machine Gun (10)

Rocket Launcher (20)

Flamer (20)

Sniper Rifle (15)

Rail gun (30)

Special: Steady, divided fire.

Damage: 5

Marius, Lord of Artillery
170 pts

M	S	MT	RT	I/ACT	A	D	E	P
5	5	5	7	5/1	1	9	11	11 (12)

Original Rules

I Love the Smell of Napalm in the Morning: Enemy units must reroll successful break tests from shooting.

Bombard Master: Marius starts out with 4 Master Points. Each time an enemy unit breaks in combat, Named gains 1 Master Point. Named may expend a Master Point to grant +1Str (to all attacks), +1RT and +5 Range, or the Automaton special rule to any allied unit within 35" of Named. He may expend a Master Point to inflict -1D until end of game turn to two enemy units within 40" of Named. None of these bonuses stack (but different types of bonuses granted from this ability to the same unit do still apply). Marius may expend a Master Point to use one of these abilities three times a turn.

Paragon

Malleus Class Battle Engine (Tank)

150 pts

M	S	MT	RT	I/ACT	A	D	E	P
6	6	5	6	2/1	*	11	9	15

Standard Gear: *spiked treads, the tank gets d5 automatic hits in melee.

Optional Gear: Up to 3 of the following:

Mortar 25 pts

2 Long 9 10 pts

Rocket Launcher 20 pts

Machine Gun 15 pts

Light cannon 30 pts

Rail gun 35 pts

Special: Artillery, divided fire

Damage: 8

Hastati 3-8 models

40 each

M	S	MT	RT	I/ACT	A	D	E	P
5	6	6	6	3/1	2	9	10	12 (13) [14]

Standard Gear: Combat shotgun, flak jacket (already included), Flak Coat (+1P to templates), thick skin and tough, (+1P each, already included)

Combat shotgun

Range	S	#
15	7	3

Special: Sturdy, Assault, Shot On The Run

Damage: 2 each