
 **Warren Lord** Req.
95


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
6	6	6	4+


Abilities: Resilient 6+

Weapons:
Seismos (Ruinous)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 12"	2	7	2

Drill Fists (Ruinous)


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	2	7	2

 **Kingpin** Req.
105


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
6	5	7	3+


Abilities: Resilient 5+

Weapons:
Suppressor (Burst)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 12"	4	5	1

Silencer (Ruinous)


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	2	7	3

 **Aristocrat** Req.
100


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
7	6	5	3+


Abilities: Hulking

Weapons:
Negotiator (Arcing)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 18"	4	6	2

Heirloom Blades (Precise)


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	2	5	2

 **Mineralogist** Req.
90


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
5	6	6	4+


Abilities: Vanguard

Weapons:
Mineralizer (Burst)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 12"	3	6	1

Multi-tools


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	4	5	1

 **Infirmer** Req.
100


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
5	5	7	4+


Abilities: Regenerate

Weapons:
Injector (Precise)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 8"	1	6	3

Surgical Tools


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	3	6	1

 **Augmentor** Req.
95


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
5	8	5	4+


Abilities: Agile, Momentum

Weapons:
Arclights

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 12"	2	5	1

Scythe Blades


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	4	6	1

 **Sapper** Req.
85


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
4	7	5	5+


Abilities: Vanguard, Stealth

Weapons:
Doom Globe (Arcing, Powerful, Ruinous)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 10"	1	2+	5

Climbing Claws


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	2	5	1

 **Agitator** Req.
90


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
4	5	7	4+


Abilities: Momentum, Resilient 5+

Weapons:
None

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 -	-	-	-

Spiked Caesti (Precise, Powerful, Ruinous)


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	4	7	2

 **Venator** Req.
80


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
4	6	4	5+


Abilities: Stealth

Weapons:
Longshot (Precise, Powerful, Ruinous)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 24"	1	2+	4

Ostentatious Blade


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	1	5	2

 **Condemned** Req.
60


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
3	5	7	4+


Abilities: Momentum, Resilient 6+

Weapons:
None

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 -	-	-	-

Contraband Weaponry (Burst)


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	5	7	1

 **Maniacs** Req.
70


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
3	5	6	4+


Abilities: Resilient 6+

Weapons:
Felony (Ruinous)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 18"	1	8	3

Jagged Shiv


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	2	5	1

 **Arsonists** Req.
65


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
3	5	6	4+


Abilities: Resilient 6+

Weapons:
Arson (Burst, Engulf)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 12"	3	6	1

Jagged Shiv


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	2	5	1

 **Wardens** Req. 60


Health	Speed	Defense	Resist
3	4	7	3+


Abilities: Hulking

Weapons:
None

Range	Attacks	Power	Damage
	-	-	-
-			

Power Gauntlets (Ruinous)


Range	Attacks	Power	Damage
	2	7	2

 **Boomers** Req. 50


Health	Speed	Defense	Resist
2	6	5	5+


Abilities: Vanguard

Weapons:
Boomer (Arcing, Explosive)

Range	Attacks	Power	Damage
	2	6	1
12"			

Multi-tool


Range	Attacks	Power	Damage
	2	5	1

 **Roughnecks** Req. 55


Health	Speed	Defense	Resist
2	6	6	5+


Abilities: Vanguard

Weapons:
Seismo (Ruinous)

Range	Attacks	Power	Damage
	1	7	2
12"			

Excavator


Range	Attacks	Power	Damage
	1	6	2

 **Colonials** Req. 45


Health	Speed	Defense	Resist
2	6	4	5+


Abilities: -

Weapons:
Influencer (Ruinous)

Range	Attacks	Power	Damage
	2	6	1
18"			

Ostentatious Blade


Range	Attacks	Power	Damage
	1	5	2

 **Daredevils** Req. 50


Health	Speed	Defense	Resist
2	8	5	5+


Abilities: Agile, Momentum

Weapons:
Arclight

Range	Attacks	Power	Damage
	1	5	1
12"			

Scythe Blades


Range	Attacks	Power	Damage
	3	6	1

 **Rad Gang** Req. 15


Health	Speed	Defense	Resist
1	6	3	6+


Abilities: Irradiated

Weapons:
Rad Transmitter (Volatile)

Range	Attacks	Power	Damage
	1	5	1
12"			

Makeshift Weaponry


Range	Attacks	Power	Damage
	1	4	1

 **Dirt Gang** Req. 15


Health	Speed	Defense	Resist
1	6	4	6+


Abilities: Vanguard

Weapons:
None

Range	Attacks	Power	Damage
	-	-	-
-			

Salvaged Weaponry (Burst)


Range	Attacks	Power	Damage
	1	5	1

 **Enforcer** Req. 170


Health	Speed	Defense	Resist
10	6	8	3+


Abilities: Hulking, Resilient 5+

Weapons:
Flamespitter (Engulf)

Range	Attacks	Power	Damage
	10	6	1
12"			

Pummeler (Ruinous)


Range	Attacks	Power	Damage
	4	8	2

 **Pit Beast** Req. 170


Health	Speed	Defense	Resist
12	8	8	4+


Abilities: Hulking, Momentum, Terror

Weapons:
Bile Spew (Ruinous)

Range	Attacks	Power	Damage
	6	7	1
12"			

Massive Claws (Ruinous)


Range	Attacks	Power	Damage
	4	9	2

 **Terraformer** Req. 180


Health	Speed	Defense	Resist
12	5	10	4+


Abilities: Hulking, Terror, Resilient 6+

Weapons:
Airburst (Burst, Explosive)

Range	Attacks	Power	Damage
	8	5	1
18"			

Earthchewer (Ruinous)


Range	Attacks	Power	Damage
	10	7	1

 **Tunneller** Req. 200


Health	Speed	Defense	Resist
15	6	9	4+


Abilities: Hulking, Momentum, Resilient 6+

Weapons:
Seismos (Ruinous)

Range	Attacks	Power	Damage
	2	7	2
12"			

Mega Drill (Powerful, Ruinous)


Range	Attacks	Power	Damage
	3	10	3

 **Sky Barge** Req. 160


Health	Speed	Defense	Resist
10	8	7	4+

Abilities: Hulking, Agile

Weapons:
Broadsides (Ruinous)

Range	Attacks	Power	Damage
	3	9	3
18"			

Bladed Hull

Range	Attacks	Power	Damage
	6	7	1



Archivist

Req.
100

Health	Speed	Defense	Resist
5	6	5	3+

Abilities: Vanguard


Spells & Weapons:

(4) Restore: Friendly within 12" Regenerates D3+2 Health.

(2) Calm: Friendly within 12" immune to Terror until the end of the Round.

(1) Invigorate: Friendly within 12" gains +2 Speed until the end of the Round.

Channelling Staff

Range	Attacks	Power	Damage
	2	6	2



Exhibitionist

Req.
105

Health	Speed	Defense	Resist
5	8	4	3+

Abilities: Agile


Spells & Weapons:

(4) Assault: Inflict D3+2 Severe Damage against enemy within 12".

(2) Terror: Enemy within 12" immediately makes a Terror Roll with -1 to its roll result.

(1) Focus: Friendly within 12" gains +1 Power to all its weapons until the end of the Round.

Scythe Blades

Range	Attacks	Power	Damage
	4	6	1



Cleric

Req.
80

Health	Speed	Defense	Resist
4	6	5	3+


Abilities: Vanguard

Spells & Weapons:

(2) Calm: Friendly within 12" immune to Terror until the end of the Round.

(1) Invigorate: Friendly within 12" gains +2 Speed until the end of the Round.

Soul Sceptre (Ruinous)

Range	Attacks	Power	Damage
	1	6	2



Solitair

Req.
85

Health	Speed	Defense	Resist
4	5	6	3+


Abilities: Stealth, Resilient 6+

Spells & Weapons:

(2) Terror: Enemy within 12" immediately makes a Terror Roll with -1 to its roll result.

(1) Focus: Friendly within 12" gains +1 Power to all its weapons until the end of the Round.

Jagged Shivs

Range	Attacks	Power	Damage
	4	5	1

Core Feats:

Crushing Charge (Action Phase - Charging Activation)

Damage is inflicted by the Successful Charger rule on roll results of 4+ (max 5 damage).

Evasive Maneuver (Action Phase - Evade Reaction)

A unit can move an additional 3" in an Evade Reaction and can choose to move towards any piece of terrain.

Suppressive Fire (Action Phase - Shooting Activation)

A targeted enemy unit cannot perform the Counter Charge Reaction in the remainder of the Action Phase.

Vigilance (Action Phase - targeted by Shooting Activation)

A unit gets +1 to the results of its Resist Rolls against attacks in a Shooting Activation.

Unique Faction Feats:

EXILES

Warren-Dwellers

Underground Ambush: In the Action Phase when a unit enters the battlefield from Vanguard, instead of making a Basic Move, it can perform any normal Action from any battlefield edge.

Colonists

DaVel Rounds (Dangerous Velocity): In the Action Phase when a unit performs a Shooting Activation, the targeted enemy units cannot perform the Return Fire Reaction.

Condemned

Prison Cocktail: In the Action Phase or Battle Phase when targeted by a Shooting or Battle Activation, a unit gains the Resilient 4+ ability until the end of the Phase.