

CHAOS UNIT ROSTER

	Unit	Mv	Sht	Rng	Fgt	Tgh	Rules	Pts
	Chaos Trooper	5"	5+	8"	Sht	2	—	2
	Chaos Lord	7"	—	—	3+	6	Deadly, Leap	9
	Quadra-Gunner	3"	4+	12"	Sht	3	Four Shots, Double Blast	10
	Chaos Flamer	4"	2+	8"	Sht	3	Burn	6
	Chaos Shielder	5"	6+	8"	Sht	1	Hard to Hit, Shield	2
	Chaos Gunner	3"	4+	10"	Sht	3	Suppression	5

"Sht" in the Fgt column means that unit uses its Shoot number to hit in melee.

Mv=Move Sht=Shoot Rng=Range Fgt=Fight Tgh=Tough Pts=Points

CHAOS TROOPER



MOVE	SHOOT	RANGE	TOUGH	PTS
5"	5+	8"	2	2

In melee, use the Shoot number to hit

Cheap line trooper — great for holding objectives.

CHAOS LORD



MOVE	FIGHT	TOUGH	PTS
7"	3+	6	9

Deadly

Melee hits remove 2 Tough.

Leap

One action, once per turn: leap 10", over models and terrain.

QUADRA-GUNNER



MOVE	SHOOT	RANGE	TOUGH	PTS
3"	4+	12"	3	10

In melee, use the Shoot number to hit

Four Shots

Each Shoot: roll 4 dice at one target.

Double Blast

Targets within 1": roll 8 dice when shooting.

CHAOS FLAMER



MOVE	SHOOT	RANGE	TOUGH	PTS
4"	2+	8"	3	6

In melee, use the Shoot number to hit

Burn

Costs both actions. One roll to hit: target loses 2 Tough, every model within 3" loses 1.

CHAOS SHIELDER



MOVE	SHOOT	RANGE	TOUGH	PTS
5"	6+	8"	1	2

In melee, use the Shoot number to hit

Hard to Hit

Enemies need +1 to hit it (shooting and melee).

Shield

If he's between a shooter and a friendly, enemies need +1 to hit that friendly.

CHAOS GUNNER



MOVE	SHOOT	RANGE	TOUGH	PTS
3"	4+	10"	3	5

In melee, use the Shoot number to hit

Suppression

Hits also suppress: target loses its next action or its Preparation.

SHADOW UNIT ROSTER

Unit	Mv	Sht	Rng	Fgt	Tgh	Rules	Pts
 Shadow Guard	5"	—	—	3+	3	Hard to Hit, Charge Immune	5
 Shadow Lord	8"	—	—	2+	3	Deadly, Hard to Hit	8
 Shadow Ranger	5"	3+	10"	Sht	3	—	5
 Shadow Ninja	7"	—	—	3+	2	Deadly, Smoke Bomb	5
 Shadow Axe	5"	—	—	3+	2	Deadly, Headlong Charge	4
 Shadow Sniper	4"	3+	12"	Sht	2	Marksman	6

“Sht” in the Fgt column means that unit uses its Shoot number to hit in melee.

Mv=Move Sht=Shoot Rng=Range Fgt=Fight Tgh=Tough Pts=Points

SHADOW GUARD



MOVE

5"

FIGHT

3+

TOUGH

3

PTS

5

Hard to Hit

Enemies need +1 to hit it (shooting and melee).

Charge Immune

Takes no +1 Charge damage.

SHADOW LORD



MOVE

8"

FIGHT

2+

TOUGH

3

PTS

8

Deadly

Melee hits remove 2 Tough.

Hard to Hit

Enemies need +1 to hit it (shooting and melee).

SHADOW RANGER



MOVE

5"

SHOOT

3+

RANGE

10"

TOUGH

3

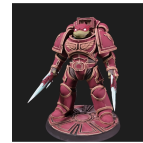
PTS

5

In melee, use the Shoot number to hit

Veteran rifleman — reliable mid-range shooter.

SHADOW NINJA



MOVE

7"

FIGHT

3+

TOUGH

2

PTS

5

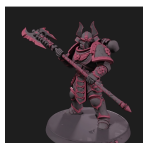
Deadly

Melee hits remove 2 Tough.

Smoke Bomb

Once per turn: free Disengage at the start of his activation.

SHADOW AXE



MOVE

5"

FIGHT

3+

TOUGH

2

PTS

4

Deadly

Melee hits remove 2 Tough.

Headlong Charge

Once per game: Move, Move, Fight in one turn. That Fight counts as a charge.

SHADOW SNIPER



MOVE

4"

SHOOT

3+

RANGE

12"

TOUGH

2

PTS

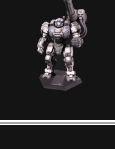
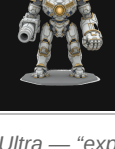
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In melee, use the Shoot number to hit

Marksman

Shots ignore cover (terrain, melee, and Shield). A roll of 6 deals 2 damage.

ULTRA UNIT ROSTER

	Unit	Mv	Sht	Rng	Fgt	Tgh	Rules	Pts
	Ultra Initiate	6"	4+	8"	Sht	3	—	4
	Ultra Warden	5"	4+	8"	Sht	4	Hard to Hit, Shield, Heal	7
	Ultra Lancer	7"	—	—	3+	5	Crush	8
	Ultra Striker	6"	4+	8"	3+	4	Leap, Towering	8
	Ultra Cannon	4"	3+	12"	Sht	4	Heavy Cannon	6
	Ultra Titan	6"	3+	12"	3+	8	Heavy Cannon, Slam, Titanfall	15

Ultra — “expensive frames that hit hard.” “Sht” in the Fgt column means that unit uses its Shoot number to hit in melee.

Titan: activates as its own one-model squad and ignores the 10-point squad cap.

Mv=Move Sht=Shoot Rng=Range Fgt=Fight Tgh=Tough Pts=Points

ULTRA INITIATE



MOVE
6"

SHOOT
4+

RANGE
8"

TOUGH
3

PTS
4

In melee, use the Shoot number to hit

Light scout frame — cheap for its size and quick on its feet; great for holding objectives.

ULTRA WARDEN



MOVE
5"

SHOOT
4+

RANGE
8"

TOUGH
4

PTS
7

In melee, use the Shoot number to hit

Hard to Hit

Enemies need +1 to hit it (shooting and melee).

Shield

If it's between a shooter and a friendly, enemies need +1 to hit that friendly.

Heal

One action: target a friendly within 1" and roll one die — on 1-3 heal that many Tough; on 4-6 it misses.

ULTRA LANCER



MOVE
7"

FIGHT
3+

TOUGH
5

PTS
8

Crush

When it Charges, its first hit deals +2 damage instead of +1.

ULTRA STRIKER



MOVE
6"

SHOOT
4+

RANGE
8"

FIGHT
3+

TOUGH
4

PTS
8

Leap

One action, once per turn: leap 10", over models and terrain.

Towering

Always gets the High Ground damage bonus, and never gets it twice.

ULTRA CANNON



MOVE
4"

SHOOT
3+

RANGE
12"

TOUGH
4

PTS
6

In melee, use the Shoot number to hit

Heavy Cannon

Shooting hits deal +1 damage. On a 6 to hit, enemies within 2" of the target take 1 too.

ULTRA TITAN



MOVE
6"

SHOOT
3+

RANGE
12"

FIGHT
3+

TOUGH
8

PTS
15

Its own one-model squad — ignores the 10-point cap

Heavy Cannon

Shooting hits deal +1 damage. On a 6 to hit, enemies within 2" of the target take 1 too.

Slam

Each Fight: roll one die — a hit deals 1 damage to every enemy within 2" (2 on a 6).

Titanfall

After moving more than 10" in a turn, it immediately makes a Slam.