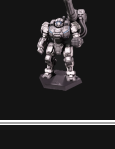
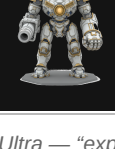


ULTRA UNIT ROSTER

	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.