

NetEPIC 5.0 Army Book
Alpha Complex
Version of September 4th, 2005

- @ : Combine barrage points from all battery

BP	to-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- ⊗ : refer table to compute to-hit :

- Army indication is between parenthesis for optional units.
- PD is point defense (15cm 1d 6+ (0), 360°, always on First Fire)
- Templates are :
 - SB : Standard Barrage, 6cm diameter circle
 - LB : Large Barrage, 12cm diameter circle
 - ST : Small Teardrop, 5cm diameter circle ending a 10cm long triangle
 - LT : Large Teardrop, 6cm diameter circle ending a 25cm long triangle

Infrared Company

Alpha Complex

2 Yellow Command stands

Infrared Platoon

10 Infrared stands

Infrared Platoon

10 Infrared stands

Infrared Platoon

10 Infrared stands

Cost : 300

Break : 10 Morale : 5
Victory Points : 3

Yellow Commander Infantry (1)
Move : 10cm Save : - CAF : +1
Weapon Range Shoot
Laser Rifle 50cm 2d 5+ (0)
Command, HQ

Infrared Trooper Infantry (1)
Move : 10cm Save : - CAF : +0
Weapon Range Shoot
Various leftovers 25cm 1d 6+ (+1)
Abject Cowards

Orange Company

Alpha Complex

2 Yellow Command stands

Orange Platoon

10 Orange stands

Orange Platoon

10 Orange stands

Orange Platoon

10 Orange stands

Cost : 450

Break : 15 Morale : 4
Victory Points : 5

Yellow Commander Infantry (1)
Move : 10cm Save : - CAF : +1
Weapon Range Shoot
Laser Rifle 50cm 2d 5+ (0)
Command, HQ

Orange Trooper Infantry (1)
Move : 10cm Save : - CAF : +0
Weapon Range Shoot
Laser Pistol 25cm 1d 5+ (0)

Red Company

Alpha Complex

2 Yellow Command stands

Red Platoon

10 Red stands

Red Platoon

10 Red stands

Red Platoon

10 Red stands

Red Platoon

10 Red stands

Cost : 375

Break : 12 Morale : 5
Victory Points : 4

Yellow Commander Infantry (1)
Move : 10cm Save : - CAF : +1
Weapon Range Shoot
Laser Rifle 50cm 2d 5+ (0)
Command, HQ

Red Trooper Infantry (1)
Move : 10cm Save : - CAF : +0
Weapon Range Shoot
Laser Pistol 25cm 1d 6+ (0)

Yellow Vulture Company

Alpha Complex

2 Blue Command stands

Yellow Vulture Platoon

6 Yellow Vulture stands

Yellow Vulture Platoon

6 Yellow Vulture stands

Heavy Yellow Vulture Platoon

6 Heavy Yellow Vulture stands

Cost : 450

Break : 8 Morale : 3
Victory Points : 5

Blue Commander Infantry (1)
Move : 10cm Save : - CAF : +3
Weapon Range Shoot
Cone Rifle 75cm 1d 5+ (-2)
Command, HQ

Yellow Vulture Infantry (1)
Move : 10cm Save : - CAF : +1
Weapon Range Shoot
Laser Rifle 50cm 1d 5+ (0)

Heavy Yellow Vulture Infantry (1)
Move : 10cm Save : - CAF : +1
Weapon Range Shoot
Slugthrower 50cm 2d 5+ (-1)

Green Vulture Company

Alpha Complex

2 Blue Command stands

Green Vulture Platoon

6 Green Vulture stands

Green Vulture Platoon

6 Green Vulture stands

Heavy Green Vulture Platoon

6 Heavy Green Vulture stands

Cost : 525

Break : 10 Morale : 3
Victory Points : 3

Blue Commander Infantry (1)

Move	10cm	Save	-	CAF	+3
Weapon	Cone Rifle	75cm	Range	Shoot	
				1d 5+	(-2)

Command, HQ

Green Vulture Infantry (1)

Move	10cm	Save	6+	CAF	+2
Weapon	Laser Rifle	50cm	Range	Shoot	
				1d 5+	(0)

Heavy Green Vulture Infantry (1)

Move	10cm	Save	6+	CAF	+2
Weapon	Cone Rifle	75cm	Range	Shoot	
				1d 5+	(-2)

Red Field Police Company

Alpha Complex

2 Yellow Command stands
Armoured Patrol Autocar

Red Field Police Platoon

6 Red Field Police stands

Red Field Police Platoon

6 Red Field Police stands

Cost : 250

Break : 6 Morale : 3
Victory Points : 3

IntSec Yellow Commander Infantry (1)

Move	10cm	Save	-	CAF	+1
Weapon	Laser Rifle	50cm	Range	Shoot	
				2d 5+	(0)

Command, HQ

Armoured Patrol Autocar Vehicle (3)

Move	25cm	Save	4+	CAF	+0
Weapon	Laser Cannon	75cm	Range	Shoot	
				1d 5+	(0)
	Laser Rifle	50cm	Range	Shoot	
				1d 5+	(0)

Transport 2

IntSec Red goon Infantry (1)

Move	10cm	Save	-	CAF	+1
Weapon	Laser Pistol	25cm	Range	Shoot	
				1d 5+	(0)

Death Trooper Company

Alpha Complex

2 Death Troop Comander stands
Medium Crawler

Death Trooper Platoon

5 Death Trooper stands
3 Medium Crawlers

Death Trooper Platoon

5 Death Trooper stands
3 Medium Crawlers

Death Trooper Platoon

5 Death Trooper stands
3 Medium Crawlers

Cost : 1350

Break : 10 Morale : 2
Victory Points : 14

Death Troop Commander Infantry (1)

Move	10cm	Save	5+	CAF	+4
Weapon	Plasma Generator	25cm	Range	Shoot	
				2d 3+	(-4)

Command, HQ

Medium Crawler Vehicle (3)

Move	15cm	Save	3+	CAF	+1
Weapon	Laser Cannon	50cm	Range	Shoot	
				1d 5+	(-1)

PD(1), Transport 2

Death Trooper Infantry (1)

Move	10cm	Save	5+	CAF	+3
Weapon	Cone Rifle	75cm	Range	Shoot	
				1d 5+	(-2)

<p>Guardbot Phoenix</p> <p><i>Alpha Complex</i></p> <p>Guardbot Squad</p> <p>3 Guardbots</p> <p>Guardbot Squad</p> <p>3 Guardbots</p> <p>Cost : 200</p>	<p>Guardbot</p> <p><i>Walker (2)</i></p> <table border="1"> <tr> <td>Move : 20cm</td> <td>Save : 6+</td> <td>CAF : +2</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Laser Rifle</td> <td>50cm</td> <td>2d 5+ (0)</td> </tr> </table> <p>Break : 3 <i>Morale : -</i></p> <p>Victory Points : 2</p>	Move : 20cm	Save : 6+	CAF : +2	Weapon	Range	Shoot	Laser Rifle	50cm	2d 5+ (0)			
Move : 20cm	Save : 6+	CAF : +2											
Weapon	Range	Shoot											
Laser Rifle	50cm	2d 5+ (0)											
<p>Combat Phoenix</p> <p><i>Alpha Complex</i></p> <p>Combat Squad</p> <p>3 Combots</p> <p>Combat Squad</p> <p>3 Combots</p> <p>Cost : 350</p>	<p>Combot</p> <p><i>Walker (2)</i></p> <table border="1"> <tr> <td>Move : 15cm</td> <td>Save : 5+</td> <td>CAF : +3</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Slugthrower</td> <td>50cm</td> <td>1d 5+ (0)</td> </tr> <tr> <td>Cone Rifle</td> <td>75cm</td> <td>1d 5+ (-2)</td> </tr> </table> <p>Break : 3 <i>Morale : -</i></p> <p>Victory Points : 4</p>	Move : 15cm	Save : 5+	CAF : +3	Weapon	Range	Shoot	Slugthrower	50cm	1d 5+ (0)	Cone Rifle	75cm	1d 5+ (-2)
Move : 15cm	Save : 5+	CAF : +3											
Weapon	Range	Shoot											
Slugthrower	50cm	1d 5+ (0)											
Cone Rifle	75cm	1d 5+ (-2)											

<p>Warbot Phoenix</p> <p><i>Alpha Complex</i></p> <p>Warbot Squad</p> <p>3 Warbots</p> <p>Warbot Squad</p> <p>3 Warbots</p> <p>Cost : 400</p>	<p>Warbot</p> <p><i>Walker (2)</i></p> <table border="1"> <tr> <td>Move : 15cm</td> <td>Save : 4+</td> <td>CAF : +4</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Laser Rifle</td> <td>50cm</td> <td>2d 5+ (-1)</td> </tr> </table> <p>Break : 3 <i>Morale : -</i></p> <p>Victory Points : 4</p>	Move : 15cm	Save : 4+	CAF : +4	Weapon	Range	Shoot	Laser Rifle	50cm	2d 5+ (-1)			
Move : 15cm	Save : 4+	CAF : +4											
Weapon	Range	Shoot											
Laser Rifle	50cm	2d 5+ (-1)											
<p>Tankbot Phoenix</p> <p><i>Alpha Complex</i></p> <p>Tankbot Squad</p> <p>3 Tankbots</p> <p>Tankbot Squad</p> <p>3 Tankbots</p> <p>Cost : 450</p>	<p>Tankbot</p> <p><i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move : 15cm</td> <td>Save : 3+</td> <td>CAF : +3</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Tube Cannon</td> <td>75cm</td> <td>1d 4+ (-2)</td> </tr> <tr> <td>Rocket Launcher</td> <td>75cm</td> <td>6BP 4+ (0)</td> </tr> </table> <p><i>May not fire indirectly</i></p> <p>Break : 3 <i>Morale : -</i></p> <p>Victory Points : 5</p>	Move : 15cm	Save : 3+	CAF : +3	Weapon	Range	Shoot	Tube Cannon	75cm	1d 4+ (-2)	Rocket Launcher	75cm	6BP 4+ (0)
Move : 15cm	Save : 3+	CAF : +3											
Weapon	Range	Shoot											
Tube Cannon	75cm	1d 4+ (-2)											
Rocket Launcher	75cm	6BP 4+ (0)											

Heavy Tankbot			Vehicle (3)	
Move : 15cm	Save : 2+	CAF : +4	Weapon	Shoot
Tube Cannon	75cm	2d 4+ (-2)	Kill-O-MAT Missile *	8BP 3+ (-3)
Laser Cannon	75cm	2d 5+ (-1)		

*PD(4), * one shot, may not fire indirectly*

Heavy Tankbot Phoenix

Alpha Complex

Heavy Tankbot Squad

3 Heavy Tankbots

Heavy Tankbot Squad

3 Heavy Tankbots

Cost : 900

Break : 3 **Morale : -**
Victory Points : 9

Vulture 520			Flyer (3)	
Move : 50cm	Save : 4+	CAF : +2	Weapon	Shoot
Laser Cannon	50cm	2d 4+ (-1)		

Flyer

Vulture 520 Wing

Alpha Complex

Vulture 520 Squadron

3 Vulture 520s

Vulture 520 Squadron

3 Vulture 520s

Cost : 400

Break : 3 **Morale : -**
Victory Points : 4

Vulture 620			Flyer (3)	
Move : 60cm	Save : 4+	CAF : +2	Weapon	Shoot
Laser Cannon	50cm	2d 5+ (-1)	Missiles	50cm
				4BP 5+ (-1)

Flyer

Vulture 620 Wing

Alpha Complex

Vulture 620 Squadron

3 Vulture 620s

Vulture 620 Squadron

3 Vulture 620s

Cost : 500

Break : 3 **Morale : -**
Victory Points : 5

Vulture 720			Flyer (3)	
Move : 70cm	Save : 4+	CAF : +3	Weapon	Shoot
Laser Cannon	50cm	2d 4+ (-1)	Missiles	50cm
				4BP 5+ (-1)

Flyer

Vulture 720 Wing

Alpha Complex

Vulture 720 Squadron

3 Vulture 720s

Vulture 720 Squadron

3 Vulture 720s

Cost : 550

Break : 3 **Morale : -**
Victory Points : 6

Vulture 820 *Flyer (3)*

Move : 80cm	Save : 3+	CAF : +4
Weapon	Range	Shoot
Laser Cannon	50cm	2d 4+ (-1)
Missiles	50cm	4BP 5+ (-1)

Flyer

Vulture 820 Wing

Alpha Complex

Vulture 820 Squadron

3 Vulture 820s

Vulture 820 Squadron

3 Vulture 820s

Cost : 600

Break : 3 *Morale : -*
Victory Points : 6

Vulture 920 *Flyer (3)*

Move : 90cm	Save : 3+	CAF : +5
Weapon	Range	Shoot
Laser Cannon	50cm	3d 4+ (-1)
Missiles	50cm	4BP 5+ (-1)

Flyer

Vulture 920 Wing

Alpha Complex

Vulture 920 Squadron

3 Vulture 920s

Vulture 920 Squadron

3 Vulture 920s

Cost : 650

Break : 3 *Morale : -*
Victory Points : 7

Vulture 530 *Flyer (3)*

Move : 50cm	Save : 3+	CAF : +1
Weapon	Range	Shoot
Laser Cannon	50cm	2d 4+ (-1)
Tube Cannon	50cm	1d 5+ (-2)

Flyer

Vulture 530 Wing

Alpha Complex

Vulture 530 Squadron

3 Vulture 530s

Vulture 530 Squadron

3 Vulture 530s

Cost : 400

Break : 3 *Morale : -*
Victory Points : 4

Vulture 630 *Flyer (3)*

Move : 60cm	Save : 3+	CAF : +1
Weapon	Range	Shoot
Laser Cannon	50cm	2d 4+ (-1)
Tube Cannon	50cm	2d 5+ (-2)

Flyer

Vulture 630 Wing

Alpha Complex

Vulture 630 Squadron

3 Vulture 630s

Vulture 630 Squadron

3 Vulture 630s

Cost : 500

Break : 3 *Morale : -*
Victory Points : 5

Vulture 730 *Flyer (3)*

Move : 70cm	Save : 3+	CAF : +1
Weapon	Range	Shoot
Laser Cannon	50cm	2d 4+ (-1)
Tube Cannon	50cm	2d 5+ (-2)
Missiles	50cm	4BP 5+ (-1)

Flyer

Vulture 730 Wing

Alpha Complex

Vulture 730 Squadron

3 Vulture 730s

Vulture 730 Squadron

3 Vulture 730s

Cost : 600

Break : 3 Morale : -
Victory Points : 6

Vulture 830 *Flyer (3)*

Move : 80cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Laser Cannon	50cm	2d 4+ (-1)
Tube Cannon	50cm	3d 5+ (-2)
Missiles	50cm	4BP 5+ (-1)

Flyer

Vulture 830 Wing

Alpha Complex

Vulture 830 Squadron

3 Vulture 830s

Vulture 830 Squadron

3 Vulture 830s

Cost : 700

Break : 3 Morale : -
Victory Points : 7

Vulture 930 *Flyer (3)*

Move : 90cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Laser Cannon	50cm	2d 4+ (-1)
Tube Cannon	50cm	4d 5+ (-2)
Missiles	50cm	4BP 5+ (-1)

Flyer

Vulture 930 Wing

Alpha Complex

Vulture 930 Squadron

3 Vulture 930s

Vulture 930 Squadron

3 Vulture 930s

Cost : 750

Break : 3 Morale : -
Victory Points : 8

Registered Mutant *Infantry (1)*

Move : 10cm	Save : -	CAF : +1
Weapon	Range	Shoot
Laser Pistol	25cm	1d 5+ (0)

Psyker, 5+ Psychic Save

Registered Mutants

Alpha Complex

Registered Mutant stand

Break : 1 Morale : -

Victory Points : 1

- 1) Teleport:** Pick a point within LoS, roll scatter die. On HIT go to target, else scatters 3d6cm from initial location.
- 2) Electroschock:** Physical energy. Range 25cm, 1d 4+ (0)
- 3) Polymorph:** Can't be targeted by units further than 10cm.
- 4) Mind Blast:** Ethereal power against psykers only. Range 50cm, 1d 4+ (0)

Warbot Model 425 Mark IV

Alpha Complex

Warbot Model 425 Mark IV

Warbot Model 425 Mark IV Praetorian (5)

Move : 20cm	Save : Card	CAF : +14
Weapon	Range	Shoot
Lots		

See Card

Cost : 2500

Break : 1 Morale : -
Victory Points : 25

Darth-V-DER

Alpha Complex

Darth-V-DER

Darth-V-DER Infantry (1)

Move : 10cm	Save : 5+f	CAF : +4
Weapon	Range	Shoot
Plasma Generator	20cm	2d 3+ (-3)

Command, HQ

Cost : 50

Break : 1 Morale : -
Victory Points : 1

Sarge-G-ANT

Alpha Complex

Sarge-G-ANT

Sarge-G-ANT

Infantry (1)

Move : 10cm	Save : 6+	CAF : +3
Weapon	Range	Shoot
Laser Rifle	50cm	2d 3+ (0)

Command, HQ

Cost : 50

Break : 1 Morale : -
Victory Points : 1

Teela-O-MLY

Alpha Complex

Teela-O-MLY

Unique Card

Teela-O-MLY

Infantry (1)

Move : 10cm	Save : -	CAF : +0
Weapon	Range	Shoot
Laser Pistol	25cm	1d 6+ (0)

Put a barrage template on the ground with the in the center. If the line of fire of any model that is not robotic crosses this template the attack is nullified because the attackers forget to shoot (yes, this does include the troops of her own side). The attack must be declared before the LoS is checked. Models wishing to engage Teela-O in CC must pass a morale check to do so. If it is failed, they just sit and watch. Teela-O is (yep, you guessed it) a unique spectral card.

Cost : 50

Break : 1 Morale : -
Victory Points : 1

Infrared Platoon

Alpha Complex

10 Infrared stands

Cost : 100

Break : 3 Morale : 5
Victory Points : 1

Infrared Trooper		Infantry (1)	
Move	Save	CAF	Shoot
10cm	-	+0	
Weapon	Range		
Various leftovers	25cm	1d 6+	(+1)

Abject Cowards

Red Platoon

Alpha Complex

10 Red stands

Cost : 125

Break : 4 Morale : 5
Victory Points : 1

Red Trooper		Infantry (1)	
Move	Save	CAF	Shoot
10cm	-	+0	
Weapon	Range		
Laser Pistol	25cm	1d 6+	(0)

Orange Platoon

Alpha Complex

10 Orange stands

Cost : 150

Break : 5 Morale : 4
Victory Points : 2

Orange Trooper		Infantry (1)	
Move	Save	CAF	Shoot
10cm	-	+0	
Weapon	Range		
Laser Pistol	25cm	1d 5+	(0)

Yellow Vulture Platoon

Alpha Complex

6 Yellow Vulture stands

Cost : 125

Break : 3 Morale : 3
Victory Points : 1

Yellow Vulture		Infantry (1)	
Move	Save	CAF	Shoot
10cm	-	+1	
Weapon	Range		
Laser Rifle	50cm	1d 5+	(0)

Heavy Yellow Vulture Platoon

Alpha Complex

6 Heavy Yellow Vulture stands

Cost : 200

Break : 3 Morale : 3
Victory Points : 2

Heavy Yellow Vulture		Infantry (1)	
Move	Save	CAF	Shoot
10cm	-	+1	
Weapon	Range		
Slingthrower	50cm	2d 5+	(-1)

Green Vulture Platoon

Alpha Complex

6 Green Vulture stands

Cost : 150

Break : 3 Morale : 3
Victory Points : 2

Green Vulture		Infantry (1)	
Move	Save	CAF	Shoot
10cm	6+	+2	
Weapon	Range		
Laser Rifle	50cm	1d 5+	(0)

Heavy Green Vulture Platoon

Alpha Complex

6 Heavy Green Vulture stands

Cost : 225

Break : 3 Morale : 3
Victory Points : 2

Heavy Green Vulture		Infantry (1)	
Move	Save	CAF	Shoot
10cm	6+	+2	
Weapon	Range		
Cone Rifle	75cm	1d 5+	(-2)

Vulture Ground Attack Platoon

Alpha Complex

6 Vulture GAT stands

Cost : 150

Break : 4 Morale : 3
Victory Points : 2

Vulture Ground Attack Trooper		Infantry (1)	
Move	Save	CAF	Shoot
10cm	6+	+3	
Weapon	Range		
Laser Pistol	25cm	1d 5+	(0)

Deep Strike, Receive Charge Orders and are lost on a roll of 1 when dropped

Death Trooper Platoon

Alpha Complex

5 Death Trooper stands
3 Medium Crawlers

Cost : 450

Break : 4 Morale : 2
Victory Points : 3

Death Trooper			Infantry (1)		
Move :	10cm	Save : 5+	CAF :	+3	
Weapon	Range	Shoot			
Cone Rifle	75cm	1d 5+ (-2)			

Medium Crawler Vehicle (3)

Medium Crawler			Vehicle (3)		
Move :	15cm	Save : 3+	CAF :	+1	
Weapon	Range	Shoot			
Laser Cannon	50cm	1d 5+ (-1)			

PD(1), Transport 2

Red Field Police Platoon

Alpha Complex

6 Red Field Police stands

Cost : 125

Break : 3 Morale : 3
Victory Points : 1

IntSec Red goon			Infantry (1)		
Move :	10cm	Save : -	CAF :	+1	
Weapon	Range	Shoot			
Laser Pistol	25cm	1d 5+ (0)			

Blue Field Police Platoon

Alpha Complex

6 Blue Field Police stands
3 Armoured Patrol Autocars

Cost : 250

Break : 4 Morale : 2
Victory Points : 3

IntSec Blue Trooper			Infantry (1)		
Move :	10cm	Save : 6+	CAF :	+2	
Weapon	Range	Shoot			
Laser Rifle	50cm	1d 4+ (0)			

Armoured Patrol Autocar Vehicle (3)

Armoured Patrol Autocar			Vehicle (3)		
Move :	25cm	Save : 4+	CAF :	+0	
Weapon	Range	Shoot			
Laser Cannon	75cm	1d 5+ (0)			
Laser Rifle	50cm	1d 5+ (0)			

Transport 2

Armoured Patrol Autocar Platoon

Alpha Complex

3 Armoured Patrol Autocars

Cost : 100

Break : 2 Morale : 3
Victory Points : 1

Armoured Patrol Autocar			Vehicle (3)		
Move :	25cm	Save : 4+	CAF :	+0	
Weapon	Range	Shoot			
Laser Cannon	75cm	1d 5+ (0)			
Laser Rifle	50cm	1d 5+ (0)			

Transport 2

Troubleshooter Field Team

Alpha Complex

4 Troubleshooter stands

Cost : 50

Break : Special Morale : Special
Victory Points : 1

Troubleshooter			Infantry (1)		
Move :	10cm	Save : -	CAF :	+0	
Weapon	Range	Shoot			
Laser Pistol	25cm	1d 5+ (0)			

Special

R&D Special Forces Platoon

Alpha Complex

4 Research & Development stands

Cost : 0

Break : 2 Morale : 4
Victory Points : 0

Research & Development			Infantry (1)		
Move :	30cm	Save : D6+	CAF :	+D6	
Weapon	Range	Shoot			
Experimental	2D6x10cm	Art.Die 5+ (-2)			

Explode on MisFire or a roll of 1 after lost CC (destroyed, anything under Barrage is hit at -2 TSM).

Docbot

Alpha Complex

Docbot

Cost : 50

Break : - Morale : -
Victory Points : 1

Docbot			Walker (2)		
Move :	10cm	Save : -	CAF :	+1	
Weapon	Range	Shoot			
Chainsaw	-	-			

Medic

Jackobot

Alpha Complex

Jackobot

Cost : 50

Break : - Morale : -
Victory Points : 1

Jackobot			Walker (2)		
Move :	10cm	Save : -	CAF :	+1	
Weapon	Range	Shoot			
Welding Torch	-	-			

Mechanic

Guardbot Squad

Alpha Complex

3 Guardbots

Cost : 100

Break : 2 Morale : -
Victory Points : 1

Guardbot		
Move	Save	CAF
20cm	6+	+2
Weapon	Range	Shoot
Laser Rifle	50cm	2d 5+ (0)

Walker (2)

Combat Squad

Alpha Complex

3 Combots

Cost : 175

Break : 2 Morale : -
Victory Points : 2

Combat		
Move	Save	CAF
15cm	5+	+3
Weapon	Range	Shoot
Slugthrower	50cm	1d 5+ (0)
Cone Rifle	75cm	1d 5+ (-2)

Walker (2)

Warbot Squad

Alpha Complex

3 Warbots

Cost : 200

Break : 2 Morale : -
Victory Points : 2

Warbot		
Move	Save	CAF
15cm	4+	+4
Weapon	Range	Shoot
Laser Rifle	50cm	2d 5+ (-1)

Walker (2)

Tankbot Squadron

Alpha Complex

3 Tankbots

Cost : 225

Break : 2 Morale : -
Victory Points : 2

Tankbot		
Move	Save	CAF
15cm	3+	+3
Weapon	Range	Shoot
Tube Cannon	75cm	1d 4+ (-2)
Rocket Launcher	75cm	6BP 4+ (0)

Vehicle (3)
May not fire indirectly

Heavy Tankbot Squadron

Alpha Complex

3 Heavy Tankbots

Cost : 450

Break : 2 Morale : -
Victory Points : 5

Heavy Tankbot		
Move	Save	CAF
15cm	2+	+4
Weapon	Range	Shoot
Tube Cannon	75cm	2d 4+ (-2)
Kill-O-MAT Missile *	100cm	8BP 3+ (-3)
Laser Cannon	75cm	2d 5+ (-1)

Vehicle (3)
*PD(4), * one shot, may not fire indirectly*

Light Crawler Squadron

Alpha Complex

6 Light Crawlers

Cost : 125

Break : 3 Morale : 3
Victory Points : 1

Light Crawler		
Move	Save	CAF
20cm	4+	+0
Weapon	Range	Shoot
Laser Rifle	50cm	1d 5+ (0)

Vehicle (3)
Transport 1

Medium Crawler Squadron

Alpha Complex

3 Medium Crawlers

Cost : 100

Break : 2 Morale : 3
Victory Points : 1

Medium Crawler		
Move	Save	CAF
15cm	3+	+1
Weapon	Range	Shoot
Laser Cannon	50cm	1d 5+ (-1)

Vehicle (3)
PD(1), Transport 2

Heavy Crawler Squadron

Alpha Complex

2 Heavy Crawlers

Cost : 100

Break : 1 Morale : 3
Victory Points : 1

Heavy Crawler		
Move	Save	CAF
10cm	2+	+2
Weapon	Range	Shoot
Tube Cannon	50cm	2d 5+ (-2)

Vehicle (3)
PD(1), Transport 3

Mechbot Detachment

Alpha Complex

3 Mechbots

Cost : 275

Break : 2 Morale : -
Victory Points : 3

Mechbot

Move : 20cm	Save : 3+	CAF : +4
Weapon	Range	Shoot
Tube Cannon	75cm	2d 4+ (-2)
Laser Rifle	50cm	2d 5+ (0)

Flyer

Assault Mechbot Detachment

Alpha Complex

3 Assault Mechbots

Cost : 250

Break : 2 Morale : -
Victory Points : 3

Assault Mechbot

Move : 20cm	Save : 2+	CAF : +6
Weapon	Range	Shoot
Plasma Generator	20cm	3d 3+ (-3)

Flyer

Support Mechbot Detachment

Alpha Complex

3 Support Mechbots

Cost : 400

Break : 2 Morale : -
Victory Points : 4

Support Mechbot

Move : 20cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Tube Cannon	75cm	4d 4+ (-2)

Flyer

Flybot 516 Squadron

Alpha Complex

6 Flybot 516s

Cost : 225

Break : 3 Morale : -
Victory Points : 2

Flybot 516

Move : 50cm	Save : 5+	CAF : +0
Weapon	Range	Shoot
Laser Cannon	50cm	1d 5+ (0)

Flyer, Transport 1

Flybot 616 Squadron

Alpha Complex

6 Flybot 616s

Cost : 250

Break : 3 Morale : -
Victory Points : 3

Flybot 616

Move : 60cm	Save : 4+	CAF : +0
Weapon	Range	Shoot
Laser Cannon	50cm	1d 5+ (-1)

Flyer, Transport 1

Flybot 716 Squadron

Alpha Complex

6 Flybot 716s

Cost : 275

Break : 3 Morale : -
Victory Points : 3

Flybot 716

Move : 70cm	Save : 4+	CAF : +1
Weapon	Range	Shoot
Laser Cannon	50cm	1d 5+ (-1)

Flyer, Transport 1

Flybot 816 Squadron

Alpha Complex

3 Flybot 816s

Cost : 275

Break : 3 Morale : -
Victory Points : 3

Flybot 816

Move : 80cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Laser Cannon	50cm	2d 5+ (-1)
Tube Cannon	50cm	1d 4+ (-2)

Flyer, Transport 2

Flybot 916 Squadron

Alpha Complex

3 Flybot 916s

Cost : 325

Break : 2 Morale : -
Victory Points : 3

Flybot 916

Move : 90cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Laser Cannon	50cm	2d 5+ (-1)
Tube Cannon	50cm	1d 4+ (-2)
Missiles	50cm	4BP 5+ (-1)

Flyer, Transport 2

Vulture 520 Squadron

Alpha Complex

3 Vulture 520s

Cost : 240

Break : 2 Morale : -
Victory Points : 2

Vulture 520 <i>Flyer (3)</i>			
Move	Save	CAF	Shoot
50cm	4+	+2	
Weapon	Range	Shoot	
Laser Cannon	50cm	2d 4+	(-1)
Missiles			

Vulture 620 Squadron

Alpha Complex

3 Vulture 620s

Cost : 250

Break : 2 Morale : -
Victory Points : 3

Vulture 620 <i>Flyer (3)</i>			
Move	Save	CAF	Shoot
60cm	4+	+2	
Weapon	Range	Shoot	
Laser Cannon	50cm	2d 5+	(-1)
Missiles	50cm	4BP 5+	(-1)

Vulture 720 Squadron

Alpha Complex

3 Vulture 720s

Cost : 275

Break : 2 Morale : -
Victory Points : 3

Vulture 720 <i>Flyer (3)</i>			
Move	Save	CAF	Shoot
70cm	4+	+3	
Weapon	Range	Shoot	
Laser Cannon	50cm	2d 4+	(-1)
Missiles	50cm	4BP 5+	(-1)

Vulture 820 Squadron

Alpha Complex

3 Vulture 820s

Cost : 300

Break : 2 Morale : -
Victory Points : 3

Vulture 820 <i>Flyer (3)</i>			
Move	Save	CAF	Shoot
80cm	3+	+4	
Weapon	Range	Shoot	
Laser Cannon	50cm	2d 4+	(-1)
Missiles	50cm	4BP 5+	(-1)

Vulture 920 Squadron

Alpha Complex

3 Vulture 920s

Cost : 325

Break : 2 Morale : -
Victory Points : 3

Vulture 920 <i>Flyer (3)</i>			
Move	Save	CAF	Shoot
90cm	3+	+5	
Weapon	Range	Shoot	
Laser Cannon	50cm	3d 4+	(-1)
Missiles	50cm	4BP 5+	(-1)

Vulture 530 Squadron

Alpha Complex

3 Vulture 530s

Cost : 200

Break : 2 Morale : -
Victory Points : 3

Vulture 530 <i>Flyer (3)</i>			
Move	Save	CAF	Shoot
50cm	3+	+1	
Weapon	Range	Shoot	
Laser Cannon	50cm	2d 4+	(-1)
Tube Cannon	50cm	1d 5+	(-2)

Vulture 630 Squadron

Alpha Complex

3 Vulture 630s

Cost : 250

Break : 2 Morale : -
Victory Points : 3

Vulture 630 <i>Flyer (3)</i>			
Move	Save	CAF	Shoot
60cm	3+	+1	
Weapon	Range	Shoot	
Laser Cannon	50cm	2d 4+	(-1)
Tube Cannon	50cm	2d 5+	(-2)

Vulture 730 Squadron

Alpha Complex

3 Vulture 730s

Cost : 300

Break : 2 Morale : -
Victory Points : 3

Vulture 730 <i>Flyer (3)</i>			
Move	Save	CAF	Shoot
70cm	3+	+1	
Weapon	Range	Shoot	
Laser Cannon	50cm	2d 4+	(-1)
Tube Cannon	50cm	2d 5+	(-2)
Missiles	50cm	4BP 5+	(-1)

Vulture 830 Squadron

Alpha Complex

3 Vulture 830s

Cost : 350

Break : 2 Morale : -
Victory Points : 4

Vulture 830 *Flyer (3)*

Move : 80cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Laser Cannon	50cm	2d 4+ (-1)
Tube Cannon	50cm	3d 5+ (-2)
Missiles	50cm	4BP 5+ (-1)

Flyer

Vulture 850 Squadron

Alpha Complex

3 Vulture 930s

Cost : 375

Break : 2 Morale : -
Victory Points : 4

Vulture 930 *Flyer (3)*

Move : 90cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Laser Cannon	50cm	2d 4+ (-1)
Tube Cannon	50cm	4d 5+ (-2)
Missiles	50cm	4BP 5+ (-1)

Flyer

Vulture 540 Squadron

Alpha Complex

3 Vulture 540s

Cost : 200

Break : 2 Morale : -
Victory Points : 2

Vulture 540 *Flyer (3)*

Move : 50cm	Save : 3+	CAF : +0
Weapon	Range	Shoot
Laser Cannon	50cm	1d 4+ (-1)
Tube Cannon	50cm	1d 5+ (-2)

Flyer, Transport 1

Vulture 640 Squadron

Alpha Complex

3 Vulture 640s

Cost : 250

Break : 2 Morale : -
Victory Points : 3

Vulture 640 *Flyer (3)*

Move : 60cm	Save : 3+	CAF : +0
Weapon	Range	Shoot
Laser Cannon	50cm	1d 4+ (-1)
Tube Cannon	50cm	2d 5+ (-2)

Flyer, Transport 1

Vulture 740 Squadron

Alpha Complex

3 Vulture 740s

Cost : 300

Break : 2 Morale : -
Victory Points : 3

Vulture 740 *Flyer (3)*

Move : 70cm	Save : 3+	CAF : +1
Weapon	Range	Shoot
Laser Cannon	50cm	1d 4+ (-1)
Tube Cannon	50cm	3d 5+ (-2)

Flyer, Transport 1

Vulture 840 Squadron

Alpha Complex

3 Vulture 840s

Cost : 350

Break : 2 Morale : -
Victory Points : 4

Vulture 840 *Flyer (3)*

Move : 80cm	Save : 3+	CAF : +1
Weapon	Range	Shoot
Laser Cannon	50cm	1d 4+ (-1)
Tube Cannon	50cm	4d 5+ (-2)

Flyer, Transport 2

Vulture 940 Squadron

Alpha Complex

3 Vulture 940s

Cost : 400

Break : 2 Morale : -
Victory Points : 4

Vulture 940 *Flyer (3)*

Move : 90cm	Save : 3+	CAF : +1
Weapon	Range	Shoot
Laser Cannon	50cm	1d 4+ (-1)
Tube Cannon	50cm	5d 5+ (-2)

Flyer, Transport 2