

RUINSTARS

Squad Operations In A Dying Galaxy

FACTIONS

2nd Edition v20260308



FACTIONS

INTRODUCTION

The galaxy is dying.

Empires rot from within, ancient horrors stir in the void, and the last habitable worlds are fought over like scraps of meat. There are no clean wars anymore. Only raids, interdictions, containment failures, and desperate last stands.

FACTIONS

The factions of Ruinstars are not armies in the traditional sense. They are specialized forces, cult cells, strike teams, and expendable operatives sent where conventional power has already failed. Some fight to preserve order. Others to hasten collapse. Many simply fight to survive one more mission.

This book details those factions: who they are, how they fight, and what kinds of Units make up their squads.

BUILDING A SQUAD

FULL SQUADS (100 GP)

A Full Squad is the standard way to play Ruinstars.

- You have 100GP to spend on Units and optional gear, weapons, and skills
- All Units and gear are selected by a single player
- This squad is used as-is for PvE, PvP, or Horde play

Full Squads are recommended for:

- Solo play
- One-player-per-side PvP
- Campaign play
- First-time players

A typical Full Squad consists of:

- 4-10 Units
- A mix of specialists and line Units
- Enough redundancy to absorb losses without immediate failure

MINI SQUADS (SHARED 100 GP)

In games with multiple players on the same side, the squad can be split into **Mini Squads**.

- 2 Players → 50 GP each
- 3 Players → 34 GP each
- 4 Players → 25 GP each

Notes:

- Units that are in different mini-Squads are considered to be Squadmates.
- Each Mini Squad may include a Leader. However, only one Leader counts for rolling TO dice. Before the mission begins, players agree on which Leader this is. That Leader is the **Squad Leader**.
- While the Squad Leader is Standing, roll 5 TO dice as normal. If the Squad Leader is Taken Out, roll 3 TO dice, regardless of whether other Leaders are still Standing.

UNIT AND GEAR SELECTION

• Select Faction

Choose the Faction that fits the way you want to play. Build your squad using the App or by filling out the cards at the end of this book.

• Select Units

Select 4-10 Units from that faction's Unit list. Your squad must include exactly one Leader. Units marked with an asterisk (*) are Unique: include at most one of each.

• Select Gear, Weapons, and Skills

Each unit card lists its available gear, weapons, and skills. Items with a GP cost are optional: add that cost to your total if selected. Items marked with an asterisk (*) are optional and Unique: only one unit in your squad may have it. All other items can be included at no cost.

FACTIONS

HEGEMONY

Order through force. Survival through control.



INTERDICTORS

We are the mandate. We do not fail.



PRAXIUM CORPS

Doctrine is a weapon.

CRIMSON SHROUD

The Song Beneath The Stars



SILENT CHOIR

We were always here.

EIDOLON REVENANTS

Time is a slow poison.



RELICT WARDENS

We arise.

THE SWARM

Extinction doesn't negotiate.



DRONE POD

One claw rips. A thousand claws erase.



HUNTER KILLERS

There is no outrunning what was bred to hunt.

OUTER CLAIM

The galaxy forgot them. They remember.



CLAIMANT WARBAND

Old debts in new blood.



DESPOILERS

Pain is strength.

GRUTAK

Loud. Violent. Effective. Mostly.



KRUMPFISTS

Call Dat a Krump?

HEGEMONY

The Human Hegemony doesn't defend borders. It erases them. Born from the wreckage of fractured coalitions and failed utopias, the Hegemony concluded long ago that coexistence is a delay, not a solution. Alien civilizations, breakaway colonies, rogue intelligences: all are threats waiting to mature. The Hegemony strikes before they do.

Its reach is imperfect. Its methods are not. From core worlds to forgotten sectors, the message has never changed: compliance is life. Resistance is annihilation.

INTERDICTORS



Interdictors are a flexible, loadout-driven squad built for players who want options. Customize your fireteam for the mission: mix ranged and melee specialists, layer in support skills, and build around the Duty Before Death specialty that lets your soldiers land one last hit on the way out. High adaptability, strong individual units, room to experiment.

Interdictors are the Hegemony's forward blade: commando units deployed where diplomacy was never considered and failure is not reported. They assassinate, sabotage, extract, and vanish. Rebel leaders, artifact vaults, xeno-tech caches: if it threatens Hegemony order, Interdictors handle it before anyone knows there was a problem. They are drawn from the most loyal and lethal operatives the Hegemony produces. Self-sufficient, heavily armed, and trained to adapt to any environment. They don't wait for orders to make sense. They execute them.

UNIT TYPES

STRIKE TROOPER		13GP
ACT 3	ARM 4	HIT 4
WEAPONS		ATT SKL
✘ Fists (2MC)		1 3
✘ Combat Knife (2MC) ^{1GP}		2 3
⊕ Reaper (2RC) ^{5GP}		4 4
⊕ Custom Reaper* (2RC RND1 RLT) ^{5GP}		4 4
⊕ Sniper Rifle (ACC1 RND1 HVY) ^{6GP}		5 4
⊕ Destroyer HMG* (SPR HVY) ^{5GP}		5 4
⊕ Rocket Launcher (BLS HVY) ^{3GP}		3 4
SKILLS		
Jump Pack ^{2GP}	Leader*	
Strategize* (1 ACT)	Technician*	
Grenade* (1 ACT)	Medpack* (1 ACT)	
Relay Order* (1 ACT)	Smoke Bomb* (1 ACT) ^{1GP}	
Brutal ^{2GP}	Grav Belt ^{2GP}	
SQUAD SPECIALTY		Duty Before Death

ASSAULT TROOPER		13GP
ACT 3	ARM 4	HIT 4
WEAPONS		ATT SKL
✘ Fists (2MC)		1 4
✘ Combat Knife (2MC) ^{1GP}		2 4
✘ Gladius (2MC) ^{2GP}		3 4
✘ Chainblade (RLT 2MC) ^{5GP}		4 4
✘ Vorpil Sword (2MC) ^{3GP}		4 4
✘ Scythe (CHR1) ^{5GP}		4 4
⊕ Aggressor (RNG6* 2RC) ^{2GP}		3 3
⊕ Ignitor (RNG6* BLS) ^{3GP}		2 3
SKILLS		
Jump Pack ^{2GP}	Leader*	
Strategize* (1 ACT)	Technician*	
Grenade* (1 ACT)	Medpack* (1 ACT)	
Relay Order* (1 ACT)	Smoke Bomb* (1 ACT) ^{1GP}	
Brutal ^{2GP}	Grav Belt ^{2GP}	
SQUAD SPECIALTY		Duty Before Death

SKILLS

- **Brutal**
This Unit's Melee weapons gain Brutal 1 (BRU1).
- **Duty Before Death**
When this Unit reaches 0 HIT, it may perform one free basic or mission action before losing its last HIT. That action must be 1 ACT or less.
- **Grav Belt**
This Unit's Heavy weapons don't limit its movement and it can move normally.
- **Grenade***
Select one spot on the battlefield visible to and within 6" of this Unit. Inflict 2 Damage to all Units and Items Adjacent to that spot. This Unit may perform this Action up to once per Turn. This Unit cannot perform this Action while Adjacent to enemy Units.
- **Jump Pack**
This Unit ignores vertical distance when climbing up or down terrain.
- **Leader***
This Unit gains +1 HIT, +1 SKL on its Weapons, and Leader: While this Unit is Standing, you may roll an additional 2 dice to determine Tactical Orders every turn.
- **Medpack***
Select either this Unit or an Adjacent Squadmate. That selected Unit recovers 1D3 lost HIT. This Unit cannot perform this action if this Unit or the selected Unit is Adjacent to any enemy Units. This Unit may perform this Action up to once per Turn.
- **Relay Order***
This unit may spend 1 ACT to issue an order to a Squadmate in its Line of Sight. That Squadmate immediately performs a Free Basic Action, then this unit's activation is resumed. This Unit cannot perform this action if this Unit is Adjacent to any enemy Units.
- **Smoke Bomb***
This Unit carries a Smoke Grenade. Once per mission, this Unit may throw its Smoke Grenade by placing a Smoke token up to 6" away from it and within its Line Of Sight. Until the end of the Turn, a cylinder of Smoke occupies that location with a radius of 2". The Smoke cylinder blocks Line Of Sight and Units that are within the Smoke cylinder cannot perform Ranged Attacks against any other Units. This Unit may not perform this action while Adjacent to any enemy Units.
- **Strategize***
This Unit's Squad gains +1 TO.
- **Technician***
During each of its Activations, this Unit may perform one Mission action for 1 less ACT.

PRAXIUM CORPS



Praxium Corps is a small elite squad for players who want a high-skill ceiling and tight unit synergy. You field at most four operatives, each unique, each a specialist. There's no customization; you pick your doctrine combination and commit. The payoff is four of the strongest individual units in the game, built to counter almost anything if you position them right.

The Praxium Corps were not built from necessity. They were built from ambition. Each operative embodies one of six combat doctrines – Aegis, Vector, Vorax, Wraith, Pillar, Raptor – and is deployed as part of a small, self-contained kill team where every role is covered and nothing is wasted.

They don't overwhelm. They dismantle. Watching a Praxium squad work is watching the Hegemony's belief made physical: that war is a problem with a correct solution, and they are it.

UNIT TYPES

AEGIS* 25GP

ACT 4		ARM 4		HIT 5	
WEAPONS				ATT	SKL
✘ Vorpai Sword (2MC)		5	4		
⊕ Aggressor (2RC RING4*)		4	3		
SKILLS		Leader*			
Shield		Aegis Aura			
SQUAD SPECIALTY					
Duty Before Death		Counter			

VORAX* 25GP

ACT 4		ARM 4		HIT 5	
WEAPONS				ATT	SKL
✘ Scythe (CHR1)		4	4		
⊕ Aggressor (2RC RING4*)		4	3		
SKILLS		Leader*			
		Jump Strike (2 ACT)			
SQUAD SPECIALTY					
Duty Before Death		Counter			

VECTOR*

25GP

ACT 4**ARM 4****HIT 5****WEAPONS****ATT SKL**

✂ Combat Knife (2MC)	2	3
⚔ Reaper (2RC RLT)	4	4

SKILLS

Leader* Scan (1 ACT)

SQUAD SPECIALTY

Duty Before Death Counter

WRAITH*

25GP

ACT 4**ARM 4****HIT 5****WEAPONS****ATT SKL**

✂ Combat Knife (2MC)	2	3
⚔ Sniper Rifle (ACC1 RND1 HVY)	5	4

SKILLS

Leader* Cloak (1 ACT)

SQUAD SPECIALTY

Duty Before Death Counter

PILLAR*

25GP

ACT 4**ARM 4****HIT 5****WEAPONS****ATT SKL**

✂ Combat Knife (2MC)	2	3
⚔ Heavy Reaper (HVY SPR)	6	4

SKILLS

Leader* Formation

SQUAD SPECIALTY

Duty Before Death Counter

RAPTOR*

25GP

ACT 4**ARM 4****HIT 5****WEAPONS****ATT SKL**

✂ Gladius (2MC)	3	4
⚔ Reaper (2RC RLT)	4	4

SKILLS

Leader* Swift Grapple

SQUAD SPECIALTY

Duty Before Death Counter

SKILLS

- **Aegis Aura**
Each time this Unit or a Squadmate within 6" of this Unit is targeted in combat, that Squadmate may re-roll one Save die.
- **Cloak**
Until this Unit's next Activation, it cannot be the primary target in Ranged combat. In addition, each time it is the target of a Melee attack, it may re-roll up to 2 Save dice. This can only be done once per Mission. This Unit may not perform this Action while Adjacent to an enemy.
- **Counter**
Each time this Unit is the primary target of a Melee Attack, if this Unit did not lose any HIT by the end of that Combat, it may immediately perform a Melee Attack against the original Attacker.
- **Duty Before Death**
When this Unit reaches 0 HIT, it may perform one free Basic or Mission Action before losing its last HIT. That action must be 1 ACT or less.
- **Formation**
Each time this Unit or a Squadmate within 6" of this Unit performs the Ranged or Melee combat action, that Squadmate may re-roll one Attack die.
- **Grapnel**
Each time this Unit climbs up, the vertical distance it moves counts for 2" less. Each time it climbs down, the vertical distance it moves counts for 4" less.
- **Jump Strike**
Once per Turn, this Unit may move up to 10" in a straight line but must end that movement Adjacent to an enemy. Ignore vertical distance when performing this move. After this move, this Unit immediately performs a Melee Attack. This Unit may not perform this Action while Adjacent to an enemy, or if it is carrying an item (e.g. mission intel).
- **Leader***
This Unit gains +1 SKL on its Weapons and Leader: While this Unit is Standing, you may roll an additional 2 dice to determine Tactical Orders every turn.
- **Scan**
Place a Scan marker within 8" of this Unit. Until this Unit's next activation, all enemy Units within 6" of that Scan marker have -1 ARM. This can only be done once per Turn. This Unit may not perform this Action while Adjacent to an enemy
- **Shield**
Each time this Unit is the target of a Melee Attack, it may choose to treat Save rolls of 1 as two successful saves instead of retaliating against the Attacker.
- **Swift**
Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.

THE SWARM

No one knows where the Swarm originated. Some believe it is an ancient weapon system that outlived its makers. Others call it a living ecosystem with no ceiling on appetite. All agree on one thing: where the Swarm arrives, the world ends.

Populations vanish. Structures are hollowed out and repurposed. Spores infect the soil. The sky changes color. Survivors report creature forms that didn't exist the week before, as if the Swarm is running experiments across entire biospheres. It isn't adapting to the planet. It's replacing it.

Diplomacy has been attempted. It failed. The Swarm does not and cannot listen.

DRONE POD



Drone Pod is a horde squad for players who want to overwhelm through numbers and pressure. Your units are cheap and disposable, but the Brood Mother's Infest ability spawns free Swarmlings mid-mission, and Neural Command lets her direct multiple squadmates in a single activation. The more enemies you pin down, the harder you are to stop. Attrition is your weapon.

The Swarm doesn't strike all at once. It infiltrates first. Drone Pods are the first wave: fast-growing, semi-autonomous creatures directed by hive-echoes from distant queens or nodes. They are not smart. They don't need to be. Some tear through armor. Others spread viral mold or excrete corrosive spores. All are expendable. They are not born to win battles. They are born to open the way.

UNIT TYPES

BROOD MOTHER*

16GP

ACT 3

ARM 4

HIT 6

WEAPONS

	ATT	SKL
✂ Claws (BRU2)	3	5
⊕ Acid Spew (RNG8" BLS)	2	4
⊕ Barbed Tailwhip (RNG4" RLT)	4	4

SKILLS

Leader	Infest
Neural Command	Overrun (1 TO)

SQUAD SPECIALTY Hive Mind

DRONE

12GP

ACT 2

ARM 3

HIT 4

WEAPONS

	ATT	SKL
✂ Double Claws (BRU1 RND1 2MC)	3	4
⊕ Acid Spit (RNG8")	3	3

SKILLS

Climber

Expendable

Swift

SQUAD SPECIALTY

Hive Mind

SWARMLING

OGP

ACT 2**ARM 2****HIT 1****WEAPONS**

✂ Claws (BRU2)

ATT**3****SKL****4****SKILLS**

Expendable

Spawn

SQUAD SPECIALTY

Hive Mind

SKILLS

- **Climber**
Each time this Unit climbs up, the vertical distance it moves counts for 2" less. Each time it climbs down, the vertical distance it moves counts for 4" less.
- **Expendable**
Squadmates may target an enemy Unit that is adjacent to this Unit in Ranged combat.
- **Hive Mind**
This Squad gets its leader's Leader effect even if the leader is Taken Out.
- **Infest**
Each time this Unit Takes Out an enemy in Melee Combat, place a Swarming Unit in the position that enemy Unit occupied. That Swarming is treated as Activated for this Turn.
- **Leader**
While this Unit is Standing, you may roll an additional 3 dice to determine Tactical Orders every turn.
- **Neural Command**
During each of its Activations, this Unit may choose to take no actions. If it does, it may choose 2 Squadmates to perform 1 Free Basic or Mission Action of 1 ACT each, or 1 Squadmate to perform 2 different Free Basic or Mission Actions of 1 ACT each.
- **Overrun**
All other Units in this Squad (excluding this Unit) may immediately perform a Move action followed by a Melee attack. This can only be done once per mission.
- **Spawn**
This Unit cannot be added to your Squad before a Mission. Instead, it is added during Missions if the Brood Mother uses its Infest ability. At the end of each Mission, remove all Spawn Units from your Squad.
- **Swift**
Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.

HUNTER KILLERS



Hunter Killers are a precision flanking squad for players who want control over a more aggressive, mobile playstyle. Small unit count, high individual threat. Acid Blood punishes enemies who trade into you, Venomous Bonespurs slow targets for follow-up attacks, and Pulseshriek repositions enemies on demand. Play the angles, isolate targets, and let the Hive's design do the work.

Hunter Killers are apex spawn: larger, faster, and more deliberate than the masses that came before. They are the survivors of failed invasions, evolved in the ash of exterminated hives. Where Drone Pods flood and overwhelm, Hunter Killers target, isolate, and finish.

Each one is bred for a specific kind of brutality. Some burrow and ambush. Some stalk from range with acid and spine. All of them feed. They are few by Swarm standards, but they carry the full weight of the hive's intent distilled into something that doesn't stop until the target is gone.

UNIT TYPES

HUNTER*		16GP
ACT 3	ARM 4	HIT 5
WEAPONS		ATT SKL
✂ Claws		3 5
✂ Scything Claws (2MC) ^{2GP}		3 5
✂ Talons & Claws (RND1) ^{2GP}		4 5
⊕ Spinecaster ^{3GP}		3 3
⊕ Bile Sac (RNG6" BLS) ^{3GP}		3 3
⊕ Acid Spew (RNG6" CHR1) ^{4GP}		4 3
⊕ Barbed Tailwhip (RND1 PBK RNG4") ^{2GP}		3 3
SKILLS		
Pulseshriek (1 T0)	Leader	
Toxin Gland ^{2GP}	Venomous Bonespurs ^{2GP}	
SQUAD SPECIALTY		Acid Blood

SPINECOIL		14GP
ACT 3	ARM 3	HIT 4
WEAPONS		ATT SKL
✂ Claws		3 4
✂ Scything Claws (2MC) ^{2GP}		3 4
✂ Talons & Claws (RND1) ^{2GP}		4 4
⊕ Spinecaster ^{3GP}		3 3
⊕ Bile Sac (RNG6" BLS) ^{3GP}		3 3
⊕ Acid Spew (RNG6" CHR1) ^{4GP}		4 3
⊕ Barbed Tailwhip (RND1 PBK RNG4") ^{2GP}		3 3
SKILLS		Tunneler
Toxin Gland ^{2GP}		Venomous Bonespurs ^{2GP}
SQUAD SPECIALTY		Acid Blood

KILLER		12GP	
ACT 3	ARM 4	HIT 3	
WEAPONS		ATT	SKL
✂ Claws		3	4
✂ Scything Claws (2MC) ^{2GP}		3	4
✂ Talons & Claws (RND1) ^{2GP}		4	4
⊕ Spinecaster ^{3GP}		3	3
⊕ Bile Sac (RNG6" BLS) ^{3GP}		3	3
⊕ Acid Spew (RNG6" CHR1) ^{4GP}		4	3
⊕ Barbed Tailwhip (RND1 PBK RNG4") ^{2GP}		3	3
SKILLS			
Toxin Gland ^{2GP}	Venomous Bonespurs ^{2GP}		
SQUAD SPECIALTY		Acid Blood	

STINGCLOUD*		8GP	
ACT 2	ARM 2	HIT 5	
WEAPONS		ATT	SKL
✂ Stinging Cloud (HIT 2MC)		-	5
SKILLS			
Dodge 1	Mindless		
Nebulant	Swift		
SQUAD SPECIALTY		Acid Blood	

SKILLS

- **Acid Blood**
When this Unit reaches 0 HIT, all Adjacent enemies take 1 Melee damage.
- **Dodge 1**
Each time this Unit is the target of a Ranged Attack, it may re-roll 1 Save die.
- **Leader**
While this Unit is Standing, you may roll an additional 2 dice to determine Tactical Orders every turn.
- **Mindless**
This Unit:
 - Cannot carry anything (e.g. Intel Markers)
 - Cannot take Spoils of War, never gets Injuries (treat it as "Healed" each time you roll for Injuries), and cannot gain medals or XP
 - Cannot control objectives or perform Mission Actions.
- **Nebulant**
Squadmates may target enemies that are Adjacent to this Unit in Ranged combat. This Unit may move through enemy Units and does not trigger Attacks of Opportunity. Each time this Unit performs the Move or Dash action, ignore vertical distance traveled.
- **Pulseshriek**
All enemies within 4" of this Unit or its Squadmates must immediately move 2" directly away. This does not trigger an Attack of Opportunity. If a Unit cannot make a valid move because of wall or other obstacle, or if this move would put it closer to this Unit or its Squadmates, it takes 1 Melee Damage.
- **Swift**
Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.
- **Toxin Gland**
This Unit's Ranged weapons gain RLT - Relentless.
- **Tunneler**
This Unit cannot be the primary target of Ranged combat performed by enemies that are more than 12" away. In addition, this Unit is always considered to be in Cover.
- **Venomous Bonespurs**
Each time this Unit performs the Melee combat action and the primary target of that combat loses at least one HIT, that Unit must spend one additional ACT to perform the move action during its next activation.

CRIMSON SHROUD

It began with relics. Impossible artifacts recovered from forgotten worlds, inscribed with patterns that whispered when studied. Those who looked too long began to change. They saw through the boundaries of individual will, through the walls between species and flesh. They heard the Song beneath the Stars.

Now the Crimson Shroud spreads silently: a cross-species cult of altered psionics, indoctrinated zealots, and sleeper agents embedded in governments, militaries, and populations across the galaxy. On some worlds they preach transcendence openly. On others they are invisible until it is too late.

To outsiders they appear fractured. They are not. Beneath the scattered cells and shifting faces lies a single rhythm, a single doctrine, a single crimson thread binding all who have surrendered to the Song.

SILENT CHOIR



Silent Choir is a disruption and control squad for players who want to manipulate the battlefield rather than fight through it. Your units hit hard in melee, but the real threat is psychic pressure: Misdirection swaps unit positions mid-activation, Compel turns an enemy into your weapon for one attack, and Pulseshriek forces repositioning without triggering opportunity attacks. Fragile if caught in a straight fight, devastating when you control the terms of engagement.

The Silent Choir is the Shroud's militant arm: psychic agents and ritual assassins deployed to neutralize resistance and purge those who cannot be turned. They are surgical, terrifying, and eerily calm. Their movements follow sacred geometries. Their words alter memories. Their weapons hum with resonances older than the factions they hunt.

Where they strike, confusion follows. Friendly fire. Hallucinations. Minds collapsing under pressure no armor can stop. Their role is not just to kill – it is to unmake belief, destroy identity, and prepare the ground for the Shroud's next advance.

UNIT TYPES

SHROUDBEARER*

16GP

ACT 3**ARM 4****HIT 5****WEAPONS**

	ATT	SKL
✂ Relic Blade	5	4
⊕ Mind Spike ^{4GP}	5	3

SKILLS

	Leader
Dissonance Shroud	Misdirection (1 TO)
Relic Lash ^{2GP}	Compel (2 ACT)

ASPIRANT*

14GP

ACT 3**ARM 4****HIT 5****WEAPONS**

	ATT	SKL
✂ Relic Blade	5	4
⊕ Wither (ncv) ^{3GP}	4	3
⊕ Mind Spike ^{4GP}	5	3
⊕ Conflagrate (BLS)	4	3

SKILLS

Fate Shift	The Face Of Truth (1 TO)
Dark Gaze (1 TO)	Pain Exalted (2 ACT)

SQUAD SPECIALTY

Silent Choir

ADEPT

12GP

ACT 3**ARM 4****HIT 4****WEAPONS**

	ATT	SKL
✂ Relic Blade	5	4
⊕ Wither (ncv) ^{3GP}	4	3
⊕ Mind Spike ^{4GP}	5	3

SKILLS

	Relic Lash ^{2GP}
Swift	Immolate* (1 TO)

SQUAD SPECIALTY

Silent Choir

DISCIPLE

7GP

ACT 2**ARM 3****HIT 3****WEAPONS**

	ATT	SKL
✂ Relic Blade	5	3
⊕ Wither (ncv) ^{3GP}	4	3
⊕ Mind Spike ^{4GP}	5	3

SKILLS

Relic Lash ^{2GP}	Swift
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SQUAD SPECIALTY

Silent Choir

SKILLS

- **Compel**
Select one Unit within 6" and in this Unit's Line of Sight. Perform one Melee or Ranged Combat Action as if you controlled that Unit. This can only be done once per Mission. This Unit may not perform this Action if it is Adjacent to any enemy Units.
- **Dark Gaze**
Place a Dark Gaze token Adjacent to this Unit. Until the end of the Turn, all enemy Units within 3" of that token get -1 ARM each time they are targeted in Ranged Combat. Remove the Dark Gaze token at the end of the Turn, or when this Unit is Taken out (whichever comes first). This can only be done once per Mission. This Unit may not perform this Action if it is Adjacent to any enemy Units.
- **Dissonance Shroud**
While this Unit is Standing, this Unit and all its Squadmates may reroll 1 Save die when they are the target of Ranged Combat.
- **Fate Shift**
While this Unit is Standing, you may reroll one Tactical Order die at the start of each Turn.
- **Immolate***
This Unit and all Adjacent Squadmates regain 1D3 + 1 lost HIT. Inflict 2 DAM on all Adjacent Enemies. This can only be done once per Mission.
- **Leader**
While this Unit is Standing, you may roll an additional 2 dice to determine Tactical Orders every turn.
- **Misdirection**
Swap the position 2 Units in this Squad. This can be done at any time, including during an Enemy Unit's Activation, but only if this Unit is Standing. This can only be done once per Mission.
- **Pain Exalted**
Select one Squadmate within 6" of this Unit. That Unit regains 1 HIT and immediately performs a free Basic or Mission action. This can only be done once per Mission. This Unit may not perform this Action if it is Adjacent to any enemy Units.
- **Relic Lash**
This Unit's Relic Blade gains Rending 1.
- **Silent Choir**
This Unit gains +1 ATT on its Melee weapons whenever its Leader is in its Line of Sight.
- **Swift**
Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.
- **The Face Of Truth**
All Adjacent enemy Units must move 2" directly away from this Unit (this does not trigger an Attack of Opportunity). If an enemy Unit cannot move in that direction, inflict 1 Melee Damage on that enemy Unit instead.

OUTER CLAIM

The Outer Claim is not a single empire or culture. It is a resurgence: lost bloodlines, forgotten worlds, and shattered civilizations drifting inward from the galactic fringe. These clades were abandoned generations ago, cut off when the Hegemony drew its borders and left the outer dark behind. Some degenerated into tribal warbands. Others adapted. Others changed in ways that have no clean name.

Now they return. The Hegemony calls them raiders, pirates, terror cells. The Claimants call themselves the rightful inheritors of a galaxy that owes them a debt written in abandonment and blood. Their warbands are a collision of species, tech levels, and ideologies. Some come to conquer. Others come to warn. None come in peace.

And somewhere behind them, in the silence between the outer stars, something stirs. Something that may be driving them inward. Whether they flee it or serve it, none will say, but some whisper a name the Hegemony has tried to bury: the Heliophage.

CLAIMANT WARBAND



Claimant Warband is a flexible, numbers-driven squad for players who want to build around escalating aggression. Your units are cheap and customizable across melee and ranged roles. The Vengeful specialty rewards you for taking losses – rerolling attack dice for every squadmate taken out, up to three. The longer the fight goes, the harder you hit. Take 'Em Down and Call of the Ancestors give you burst moments that can swing a turn. Play scrappy, absorb punishment, and make them pay for every casualty.

Claimant squads are ragged, improvised, and brutally effective. They fight dirty: ambushing from asteroid cover, hijacking orbital infrastructure, using semi-sapient machines as living shields. What they lack in polish they make up for in unpredictability and rage.

Each warband is different – a mix of ancient relics, mutated biology, and stolen gear, bound by necessity, oath, or vengeance. Their cohesion is fluid. But when they move, they move as one.

UNIT TYPES

WARCHIEF*

9GP

ACT 3	ARM 4	HIT 5		
WEAPONS		ATT	SKL	
✘ Ancestral Blade ^{3GP}		4	4	
✘ Concussor (STN) ^{2GP}		2	4	
✘ Fists		1	4	
✘ Knife ^{1GP}		2	4	
✘ Knucks* (RLT) ^{4GP}		4	4	
⊕ Blaster (AUTI) ^{3GP}		2	4	
⊕ Ion Rifle (RLT) ^{4GP}		3	4	
⊕ Pistol (RNG6* RLT) ^{2GP}		2	4	
⊕ Repeater (RLT) ^{3GP}		2	4	
⊕ Revolver (RNG6*) ^{1GP}		2	4	
SKILLS				
Leader	Accelerator Membrane* ^{2GP}			
Bladesmith*	Call of the Ancestors (1 T0)			
Grenade* (1 ACT) ^{2GP}	Jet Pack (2 ACT) ^{1GP}			
Take 'Em Down (1 T0)	Technician*			
SQUAD SPECIALTY		Vengeful		

BRAWLER*

8GP

ACT 2	ARM 4	HIT 3		
WEAPONS		ATT	SKL	
✘ Fists		1	4	
✘ Knife ^{1GP}		2	4	
✘ Knucks* (RLT) ^{4GP}		4	4	
⊕ Ion Rifle (RLT) ^{4GP}		3	3	
⊕ Pistol (RNG6* RLT) ^{2GP}		2	3	
⊕ Revolver (RNG6*) ^{1GP}		2	3	
SKILLS		Accelerator Membrane* ^{2GP}		
Bladesmith*	Grenade* (1 ACT) ^{2GP}			
Imposing	Jet Pack (2 ACT) ^{1GP}			
Push (1 ACT)	Technician*			
SQUAD SPECIALTY		Vengeful		

GUNNER*

8GP

ACT 2**ARM 4****HIT 3****WEAPONS****ATT SKL**

✘ Fists	1	3
✘ Knife ^{1GP}	2	3
✘ Knucks* (RLT) ^{4GP}	4	3
⊕ Hi-Beam Ion Rifle (RLT) ^{5GP}	4	4
⊕ Ion Rifle (RLT) ^{4GP}	3	4
⊕ Missile Launcher (BLS HVY) ^{3GP}	2	4
⊕ Pistol (RNG6" RLT) ^{2GP}	2	4
⊕ Revolver (RNG6") ^{1GP}	2	4

SKILLSAccelerator Membrane*^{2GP}

Bladesmith*

Grenade* (1 ACT)^{2GP}Jet Pack (2 ACT)^{1GP}

Technician*

SQUAD SPECIALTY

Vengeful

GEARHEAD*

8GP

ACT 2**ARM 4****HIT 3****WEAPONS****ATT SKL**

✘ Fists	1	3
✘ Knife ^{1GP}	2	3
✘ Knucks* (RLT) ^{4GP}	4	3
⊕ Ion Rifle (RLT) ^{4GP}	3	3
⊕ Pistol (RNG6" RLT) ^{2GP}	2	3
⊕ Revolver (RNG6") ^{1GP}	2	3

SKILLSAccelerator Membrane*^{2GP}

Bladesmith*

Grenade* (1 ACT)^{2GP}Jet Pack (2 ACT)^{1GP}

Relay Order (1 ACT)

Scanner (1 ACT)

Strategize (1 ACT)

Technician*

SQUAD SPECIALTY

Vengeful

FIXER*

8GP

ACT 2**ARM 4****HIT 4****WEAPONS****ATT SKL**

✘ Fists	1	3
✘ Knife ^{1GP}	2	3
✘ Knucks* (RLT) ^{4GP}	4	3
✘ Reductor (STN)	4	3
⊕ Ion Rifle (RLT) ^{4GP}	3	3
⊕ Pistol (RNG6" RLT) ^{2GP}	2	3
⊕ Revolver (RNG6") ^{1GP}	2	3

SKILLSAccelerator Membrane*^{2GP}

Bladesmith*

Grenade* (1 ACT)^{2GP}Jet Pack (2 ACT)^{1GP}

Medpack (1 ACT)

Protect The Kin

Technician*

SQUAD SPECIALTY

Vengeful

CLAIMANT

5GP

ACT 2**ARM 4****HIT 3****WEAPONS****ATT SKL**

✘ Fists	1	3
✘ Knife ^{1GP}	2	3
✘ Knucks* (RLT) ^{4GP}	4	3
⊕ Ion Rifle (RLT) ^{4GP}	3	3
⊕ Pistol (RNG6" RLT) ^{2GP}	2	3
⊕ Revolver (RNG6") ^{1GP}	2	3

SKILLSAccelerator Membrane*^{2GP}

Bladesmith*

Grenade* (1 ACT)^{2GP}Jet Pack (2 ACT)^{1GP}

Technician*

SQUAD SPECIALTY

Vengeful

SKILLS

- **Accelerator Membrane***
This Unit gains +1 ACT (maximum 3).
- **Bladesmith***
This Unit's Melee weapon gains +1 SKL.
- **Call of the Ancestors**
Until the end of the Turn, all Units in this Squad gain +1 ATT on their Melee weapons. This can only be done once per mission.
- **Grenade***
Select one spot on the battlefield visible to and within 6" of this Unit. Inflict 2 Damage to all Units and Items Adjacent to that spot.
This Unit may perform this Action up to once per Turn. This Unit cannot perform this Action while Adjacent to enemy Units.
- **Imposing**
Each time this Unit is the target of a Melee Attack, the Attacker does not get any support modifiers from its Adjacent Squadmates.
- **Jet Pack**
Once per Mission, this unit may spend 2 ACT to move up to 10" in a straight line (orthogonal or diagonal), ignoring vertical movement and difficult terrain. This Unit may not perform this Action while Adjacent to an enemy, or if it is carrying an item (e.g. mission intel).
- **Leader**
While this Unit is Standing, you may roll an additional 2 dice to determine Tactical Orders every turn.
- **Medpack**
Select either this Unit or an Adjacent Squadmate. That selected Unit recovers 1D3 lost HIT. This Unit cannot perform this action if this Unit or the selected Unit is Adjacent to any enemy Units. This Unit may perform this Action up to once per Turn.
- **Protect The Kin**
One time per Turn, when a Squadmate of this Unit within 6" goes to 0 HIT, roll 1D6. On a 2 or lower, that Squadmate is not Taken Out and has 1 HIT remaining.
- **Push**
Target an adjacent enemy. Inflict 2 Damage on that enemy, then move that enemy up to 4" in any one direction (this does not trigger an Attack of Opportunity). If this causes the enemy to fall off terrain, it takes Damage equal to vertical distance it fell in inches, divided by 2.
- **Relay Order**
This unit may spend 1 ACT to issue an order to a Squadmate in its Line of Sight. That Squadmate immediately performs a Free Basic Action, then this unit's activation is resumed. This Unit cannot perform this action if this Unit is Adjacent to any enemy Units.
- **Scanner**
Until the end of the Turn, enemy Units do not benefit from Cover
- **Strategize**
This Unit's Squad gains +1 TD.
- **Take 'Em Down**
Target one Enemy. This Unit and all its Squadmates immediately perform a Free Ranged or Melee attack against that Enemy if it is a valid target. This can only be done once per mission
- **Technician***
During each of its Activations, this Unit may perform one Mission action for 1 less ACT.
- **Vengeful**
Each time this Unit performs a Combat action, it may reroll a number of attack dice equal to the number of Squadmates that have been Taken Out (max 3).

DESPOILERS



Despoilers are a melee-dominant aggression squad for players who want to get in close and stay there. Pain Is Strength is the engine: reroll attack dice equal to your lost HIT, and regain HIT each time you take out an enemy in melee. The squad rewards commitment: the more damage you absorb, the more dangerous you become. Charge closes distance fast, Execute finishes wounded targets cleanly, and the Gorebeast provides cheap, fast melee pressure. Hit hard, hit first, and don't stop.

Despoilers are ritual desecrators. They don't fight for land or legacy, they fight to shatter, to spite, to leave marks so deep they outlast the battle by generations.

Each squad is a riot of brutal craftsmanship: rusted cleavers strung with trophies, void-hardened muscle, armor painted in blood rites and hallucinogenic dyes. They scream prayers as they charge. They mock as they maim. Some wear the bones of those who tried to pacify their kind centuries ago.

To be marked by the Despoilers is not just to lose. It is to be ruined.

UNIT TYPES

RAVAGER*

15GP

ACT 3

ARM 4

HIT 5

WEAPONS

	ATT	SKL
✘ Fists	3	5
✘ Cleaver (RLT) ^{1GP}	3	5
✘ Machetes (2MC) ^{2GP}	3	5
✘ Rustaxe (RND1) ^{2GP}	4	5
✘ Maul (CHR1) ^{3GP}	4	5
⊕ Scrapgun (RNG6") ^{2GP}	2	3
⊕ Chaingun* (SPR HVY) ^{5GP}	5	3
⊕ Scorcher (RNG4" BLS) ^{3GP}	3	3

SKILLS

Despoil (1 TO)	
Meat Hook	Execute (2 ACT)
Leader	Grenade* (1 ACT) ^{2GP}

SQUAD SPECIALTY

Pain Is Strength

DESECRATOR*

14GP

ACT 3

ARM 3

HIT 4

WEAPONS

	ATT	SKL
✘ Fists	3	5
✘ Cleaver (RLT) ^{1GP}	3	5
✘ Machetes (2MC) ^{2GP}	3	5
✘ Rustaxe (RND1) ^{2GP}	4	5
✘ Maul (CHR1) ^{3GP}	4	5
⊕ Scrapgun (RNG6") ^{2GP}	2	3
⊕ Chaingun* (SPR HVY) ^{5GP}	5	3
⊕ Scorcher (RNG4" BLS) ^{3GP}	3	3

SKILLS

Desecrate	Meat Hook
Execute (2 ACT)	Grenade* (1 ACT) ^{2GP}

SQUAD SPECIALTY

Pain Is Strength

BLOODED

13GP

ACT 3**ARM 3****HIT 4****WEAPONS****ATT SKL**

✘ Fists	3	4
✘ Cleaver (RLT) ^{1GP}	3	4
✘ Machetes (2MC) ^{2GP}	3	4
✘ Rustaxe (RND1) ^{2GP}	4	4
✘ Maul (CHR1) ^{3GP}	4	4
⊕ Scrapgun (RNG6") ^{2GP}	2	3
⊕ Chaingun* (SPR HVY) ^{5GP}	5	3
⊕ Scorcher (RNG4" BLS) ^{3GP}	3	3

SKILLS

Charge

Meat Hook

Grenade* (1 ACT) ^{2GP}**SQUAD SPECIALTY**

Pain Is Strength

GOREBEAST

6GP

ACT 2**ARM 2****HIT 4****WEAPONS****ATT SKL**

✘ Bite (2MC RND1)	4	5
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SKILLS

Beast

Dodge 1

Swift

SQUAD SPECIALTY

Pain Is Strength

SKILLS

- **Beast**
This Unit cannot carry anything (e.g. Intel Markers), cannot take Spoils of War, never gets Injuries (treat it as "Healed" each time you roll for Injuries), cannot gain XP, and cannot perform Mission Actions or Control Objectives.
- **Charge**
Each time this Unit performs a Move action, it can travel an additional 2" but only if that additional distance would make it Adjacent to an enemy Unit.
- **Desecrate**
Each time this Unit performs a Move action, it can travel an additional 2" but only if that additional distance would make it Adjacent to an objective marker.
- **Despoil**
All other Squadmates (excluding this Unit) may perform a free Move followed by a Melee Attack. This can only be done once per Mission.
- **Dodge 1**
Each time this Unit is the target of a Ranged Attack, it may re-roll 1 Save die.
- **Execute**
Select one enemy Unit Adjacent to this Unit with 1 HIT remaining. That enemy Unit immediately loses 1 HIT.
- **Grenade***
Select one spot on the battlefield visible to and within 6" of this Unit. Inflict 2 Damage to all Units and Items Adjacent to that spot. This Unit may perform this Action up to once per Turn. This Unit cannot perform this Action while Adjacent to enemy Units.
- **Leader**
While this Unit is Standing, you may roll an additional 2 dice to determine Tactical Orders every turn.
- **Meat Hook**
Each time this Unit performs an Attack of Opportunity, it gains +1 ATT for its selected Melee weapon for that attack.
- **Pain Is Strength**
Each time this Unit performs the Melee or Ranged Combat action, it may re-roll a number of Attack dice equal to its lost HIT. Each time this Unit Takes Out an enemy in Melee combat, it regains 1 lost HIT.
- **Swift**
Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.

EIDOLON REVENANTS

The Eidolon empire once spanned half the known galaxy: a dynasty of god-kings, logic-oracles, and celestial warforms who ruled through ritual, decree, and science no other civilization has since replicated. Time is a slow poison. Complacency took root. Traditions ossified. Innovation became heresy. Entire star-clades turned inward, forgetting conquest for introspection, empire for ceremony.

Yet even in decay, the Revenants remain vast. Their fleets drift in the void. Their rites still hold power. Their dominion rotted at the edges, but the core endures – mysterious, immortal, and quietly enraged.

Now the galaxy fractures again, and the Eidolon stir. Not as one, but as many. Splintered claimants rise: would-be emperors, seer-priests, rogue war-matriarchs, each declaring themselves heir to the Throne Astral. They do not agree on the future. They agree on this: the galaxy was theirs, and will be again.

RELICT WARDENS



Relict Wardens are a resilient, self-sustaining squad for players who want to grind down opponents over time. *Arise!* gives every unit a chance to recover HIT at the start of each turn passively – the longer the mission runs, the harder they are to remove. *Technician* on nearly every unit makes objective play efficient, and the *Aether Scribe* provides consistent action economy support through *Catalyse* and *Restore*. *Defensive Weave* punishes enemies who try to move through your lines. Play methodical, hold position, and let attrition work in your favor.

The Relict Wardens are the Revenants' shock-troops: ghostlike warriors clad in psionically-activated exo-armor. They do not speak. They do not run. They march in geometric formations older than language, carrying weapons shaped by will and memory.

Their presence distorts light. Their movements follow celestial alignments. Some say they are projections – echoes of ancient battles still playing out across timefolded memory-cores. Others say they are simply deathless, and have always been here.

They appear where the Revenants reassert control: lost temples, vault-worlds, alien monoliths, derelict thrones.

UNIT TYPES

PRIME REVENANT* 16GP

ACT 3	ARM 4	HIT 5
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WEAPONS	ATT	SKL
✂ Darkstaff (CHR2)	4	4
✂ Phase Blade (RLT) ^{3GP}	4	4
⊕ Phase Cannon ^{4GP}	4	5

SKILLS	
Defensive Weave ^{1GP}	Leader
Mindstab (1 TO)	Imperative
Proxy	Protect (1 TO)
	Technician*

SQUAD SPECIALTY	Arise!
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SECUNDUS* 10GP

ACT 3	ARM 4	HIT 4
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WEAPONS	ATT	SKL
✂ Dagger	2	3
✂ Phase Blade (RLT) ^{3GP}	4	3
⊕ Nanobot Swarm (LIM) ^{1GP}	4	4
⊕ Rail Gun	3	4

SKILLS	
Defensive Weave ^{1GP}	Imperative
Phased Edge ^{1GP}	Technician*

SQUAD SPECIALTY	Arise!
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ASSASSIN* 10GP

ACT 3	ARM 4	HIT 4
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WEAPONS	ATT	SKL
✂ Dagger	2	3
✂ Phase Blade (RLT) ^{3GP}	4	3
⊕ Disintegrator (AUT1 HVY) ^{4GP}	5	4
⊕ Nanobot Swarm (LIM) ^{1GP}	4	4

SKILLS	Defensive Weave ^{1GP}
Dodge 1	Imperative
Phased Edge ^{1GP}	Technician*

SQUAD SPECIALTY	Arise!
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SENTINEL 10GP

ACT 2	ARM 3	HIT 3
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WEAPONS	ATT	SKL
✂ Dagger	2	3
✂ Phase Blade (RLT) ^{3GP}	4	3
⊕ Blaster ^{4GP}	4	4
⊕ Carbine (AUT1) ^{5GP}	4	4
⊕ Nanobot Swarm (LIM) ^{1GP}	4	4

SKILLS	
Defensive Weave ^{1GP}	Imperative
Phased Edge ^{1GP}	Technician*

SQUAD SPECIALTY	Arise!
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WANEORN

10GP

ACT 2**ARM 3****HIT 3****WEAPONS**

✘ Flensing Blades (2MC RLT RND1)

ATT SKL**4 4****SKILLS**Defensive Weave^{1GP}

Dodge 1

Imperative

Swift

Technician*

SQUAD SPECIALTY

Arise!

AETHER SCRIBE*

8GP

ACT 2**ARM 2****HIT 2****WEAPONS**

✘ Ram

1 2

⚡ Zap (RNG6")

1 3**SKILLS**

No Equipment

Catalyse (1 ACT)

Imperative

Restore (1 ACT)

Small

Swift

SKILLS

- **Arise!**
At the start of each Turn, roll 1D6. On a 1 or 2, this Unit recovers 1 lost HIT.
- **Catalyse**
A Squadmate within 6" of this Unit immediately performs one Free Basic or Mission Action of 1 ACT. This Unit may not perform this Action in the same Turn in which it performed the Restore Action.
- **Defensive Weave**
Each time an enemy Unit passes through or ends a move Adjacent to this Unit, inflict 1 Damage on that enemy Unit.
- **Dodge 1**
Each time this Unit is the target of a Ranged Combat attack, it may re-roll up to 1 of its Armor Saves. This is cumulative with other Dodge specials.
- **Imperative**
This Unit may target an enemy in Ranged Combat that is Adjacent to a Squadmate that is not the Prime Revenant.
- **Leader**
While this Unit is Standing, you may roll an additional 3 dice to determine Tactical Orders every turn.
- **Mindstab**
Select an enemy Unit in this Unit's Line of Sight. Until the end of the Turn, that selected enemy Unit cannot re-roll any of its dice (for Attacks, Armor Saves, etc). This can only be done once per Mission.
- **No Equipment**
This Unit cannot be equipped with gear that costs Gear Points (GP), does not gain XP, never get Injuries, and cannot take any Spoils Of War.
- **Phased Edge**
This Unit's Dagger gains RND1 - Rending: Up to 1 Critical Success count as 3 successful strikes instead of 2.
- **Protect**
Select a Squadmate or this Unit. Until the end of the Turn, the selected Unit is always considered to be in Cover. Each time the selected Unit would lose a HIT, roll 1D6: on a 1 or 2, that HIT is not lost. This can only be done once per Mission.
- **Proxy**
Each time this Unit makes a Ranged attack, if a Secundus Squadmate is visible to this Unit, you can treat that Secundus as the active Unit for the purposes of determining Line Of Sight.
- **Restore**
A Squadmate within 6" of this Unit immediately recovers 1D3 lost HIT. This Unit may not perform this Action in the same Turn in which it performed the Catalyse Action.
- **Small**
This Unit is always considered to be in Cover. This Unit may move through enemy Units, does not trigger Attacks of Opportunity for enemies, and cannot perform an Attack of Opportunity on enemies.
- **Swift**
Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.
- **Technician***
During each of its Activations, this Unit may perform one Mission action for 1 less ACT.

GRUTAK

The Grutak are belligerent, brawling spawn of shattered worlds: a species bred by war, for war, through war. They build crude yet brutally effective weapons from scrap and ruin, driven by instinct more than doctrine. Their society values strength, noise, and action above all else. Clans gather around the loudest warlords, loyalty held together by the promise of battle and the sound of things exploding.

Grutak don't fight for territory or ideology. They fight because fighting is what they're for. The galaxy is dying around them and they think that sounds pretty fun.

KRUMPFISTS



Krumpfists are a melee brawler squad for players who want to hit hard, hit fast, and not think too hard about it. Get 'em! gives your whole squad a burst of ACT and melee SKL for one turn – use it to crack a defended position open. The Weirdo is your secret weapon: cheap, fast, and Yellbox lets every squadmate reroll melee attack dice within 6". Call Dat a Krump? counters any enemy that trades into you in melee, and with Tough1 it can be truly punishing. Bring the Boomlugga for ranged pressure and watch things explode. The squad rewards aggression and punishes hesitation.

Krumpfists are the blunt instruments of a species that doesn't believe in finesse. Formed from the loudest survivors of the loudest battles, they are fielded when the warboss wants something wrecked quickly. They arrive faster and louder than the main horde, using explosives, brute strength, and improvised tactics to rip open enemy lines. Their loyalty lies with whoever shouts hardest and carries the biggest scrap-blade. Coordination is rare. But when one charges, the rest follow – because no one wants to miss the fun. They break things. They don't ask why.

UNIT TYPES

SKRAG BOSS*

15GP

ACT 3

ARM 4

HIT 5

WEAPONS

	ATT	SKL
✘ Thumpers (BRU1)	3	5
✘ Maul (CHR1) ^{4GP}	4	5
⊕ Boomstik (RNG6")	4	4
⊕ Drilla ^{4GP}	4	4

SKILLS

Get 'em! (1 TO)	
Get In Dere! (1 ACT)	Relentless (Melee) ^{1GP}
Tough ^{1^{2GP}}	Leader

SQUAD SPECIALTY

Call Dat a Krump?

BOOMLUGGA*

10GP

ACT 3

ARM 4

HIT 4

WEAPONS

	ATT	SKL
✘ Thumpers (BRU1)	3	2
⊕ Boomstik (RNG6")	4	4
⊕ Drilla ^{4GP}	4	4
⊕ Lobba (BLS HVY) ^{6GP}	5	4
⊕ Burna (CHR1 HVY RNG6") ^{6GP}	4	4
⊕ Thudda (SPR) ^{6GP}	5	4

SKILLS

Relentless (Melee) ^{1GP}	Tough ^{1^{2GP}}
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SQUAD SPECIALTY

Call Dat a Krump?

SKULLA

10GP

ACT 3**ARM 4****HIT 4****WEAPONS****ATT SKL**

✘ Thumpers (BRU1)	3	4
✘ Cleavas (ZMC) ^{5GP}	4	4
✘ Big Hammer (CHR1) ^{5GP}	5	4

SKILLSRelentless (Melee)^{1GP} Tough ^{1^{2GP}}**SQUAD SPECIALTY**

Call Dat a Krump?

BANGRAT

10GP

ACT 3**ARM 4****HIT 4****WEAPONS****ATT SKL**

✘ Thumpers (BRU1)	3	3
⊕ Boomstik (RNG6")	4	3
⊕ Dynamite (RNG6" BLS) ^{4GP}	3	3

SKILLS

Relentless (Melee)^{1GP}
 Wrekstatik Tough ^{1^{2GP}}
 Stitch'em (1 ACT) Technician*

SQUAD SPECIALTY

Call Dat a Krump?

GRUNT

8GP

ACT 2**ARM 3****HIT 3****WEAPONS****ATT SKL**

✘ Thumpers (BRU1)	3	3
⊕ Boomstik (RNG6")	4	3
⊕ Drilla ^{4GP}	4	3

SKILLSRelentless (Melee)^{1GP} Tough ^{1^{2GP}}**SQUAD SPECIALTY**

Call Dat a Krump?

WEIRDO*

8GP

ACT 3**ARM 3****HIT 6****WEAPONS****ATT SKL**

✘ Thumpers (BRU1)	3	3
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SKILLS

Swift Yellbox
 Prod (1 ACT) Weirdo
 Tough ^{1^{2GP}} Dodge 1

SQUAD SPECIALTY

Call Dat a Krump?

SKILLS

- **Call Dat a Krump?**
Each time this Unit is the Primary target of a Melee Attack, if this Unit did not lose any HIT by the end of that Combat, it may immediately perform a Melee Attack against the original Attacker.
- **Dodge 1**
Each time this Unit is the target of a Ranged Combat attack, it may re-roll up to 1 of its Armor Saves. This is cumulative with other Dodge specials.
- **Get 'em!**
Until the end of the Turn, all Units in this Squad gain +1 ACT and +1 Melee SKL. This can only be done once per Mission. This Unit cannot perform this Action while Adjacent to any enemy Units.
- **Get In Dere!**
Remove 1 HIT from an Adjacent Squadmate (excluding this Unit). That Squadmate immediately performs 2 Free Basic Actions, and one of those Actions must be a Combat Action. If that Unit cannot perform a Combat Action, that Action is lost. This Unit cannot perform this Action while Adjacent to any enemy Units.
- **Leader**
While this Unit is Standing, you may roll an additional 2 dice to determine Tactical Orders every turn.
- **Prod**
Select one Adjacent Squadmate. That Squadmate may immediately perform one free Basic or Mission Action. This Unit cannot perform this Action while Adjacent to an enemy Unit.
- **Relentless (Melee)**
This Unit's Melee Weapons gain Relentless.
- **Stitch'em**
Select either this Unit or an Adjacent Squadmate. That selected Unit recovers 103 lost HIT. This Unit cannot perform this action if this Unit or the selected Unit is Adjacent to any enemy Units.
- **Swift**
Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.
- **Technician***
During each of its Activations, this Unit may perform one Mission action for 1 less ACT.
- **Tough 1**
Each time this Unit is the target of a Melee Combat attack, it may re-roll up to 1 of its Armor Saves. This is cumulative with other Tough specials.
- **Weirdo**
This Unit cannot carry anything (e.g. Intel Markers), cannot take Spoils of War, never gets Injuries (treat it as "Healed" each time you roll for Injuries), cannot gain XP, and cannot perform Mission Actions or Control Objectives.
- **Wrekstatik**
When this Unit reaches 0 HIT, deal 2 Damage to all Adjacent Units (including Squadmates).
- **Yellbox**
All Squadmates within 6" of this Unit may re-roll up to one Attack Die each time they perform the Melee Combat Action.