

ANTARES 2 ARMY LIST

NEW GHAR EMPIRE

V2.011 J

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GHAR SPECIFIC RULES

The following rules, technology and equipment are unique to forces of the New Ghar Empire after Fartok's defeat of Karg at Duret IV, Fartok's consolidation of Empire, Rebel and Exile forces, and the re-establishment of the traditional Ghar rule. Fartok has replaced the Emperor's medics previously appointed by Karg, pardoned those loyal Ghar exiled by Karg, and has incorporated his old, loyal troopers and Outcasts from Battle Group 9 into regiments of foot Ghar. His organisation skills have led to a new resurgence in the Ghar's expansionist – or devastationist – policies, much to the consternation of the Algoryn and the other panhuman empires of the Determinate.

The Emperor is still unwell, but is feeling much better, now, thank you for asking. Fartok is to ascend to the primacy should he die.

Given their polluting technology, it is hardly surprising that the Ghar have some highly-specific attributes on their weapons and equipment, including the Ghar Distort Dice rule that could affect almost any unit on the battlefield. Their archaic technology, genetically-enforced societal structure and their use of shame also gives rise to some unique organisational issues and Special Rules.

Battle Group 9 Veterans

Fartok is busy trying to rebuild the Empire's infrastructure after the inefficiencies brought in by Karg. Few of the veterans of his loyal Battle Group 9 have yet to be issued with Battlesuits, so retain the captured weapons they used as Rebels and still wear reflex generators. Their loyalty also shows in their willingness to fight.

Pardoned Exiles

Fartok also pardoned all former exiles. 'Pardoned Exile' squads are the elite of those previously exiled – such as Shaltok's Sheep – though Fartok is gradually placing them back in their original roles. Though few in number, Battlesuits for such exiles have a plasma claw rather than a battle claw.

GHAR DISTORT DICE

If any Ghar are involved in a battle, an event dice must be placed into the bag at the start of each turn along with the order dice for the opposing sides. This is the **Distort Dice** and it reflects the polluting nature of Ghar weaponry and power plants on local space. Any colour dice will do as long as it feels the same as the other order dice and is of a different colour to those of the forces involved in the battle.

- When the distort dice is drawn, immediately draw another. If other event dice or special order dice are drawn, the Distort Dice has no effect.
- As soon as a normal order die is drawn, allocate it to a unit belonging to the side with the drawn order die – Distort affects units on any side. The unit must go Down: all the rules that apply to down units and receiving orders apply to the affected unit in exactly the same way as if the player had deliberately given the unit a Down order.
- The Distort Dice can be ignored if the force whose order dice is drawn only has units that cannot be given a Down order such as probes, those in transports, or off table units or only has special dice left, such as for Reprogram.
- The drawn order die be declared to be an IMTel dice and put aside with evasive tactics: in which case nothing happens.
- The drawn order dice can be Block-ed, as normal.

Special Considerations

A narrative scenario could specify the number of distort dice or include conditions regarding how and when they are added to the mix. Otherwise:

- If the distort dice is drawn last out of the dice bag in one turn, it will affect the first drawn in the following turn.
- If distort dice are drawn consecutively, such as at the end of one turn and the start of the next, then the initial distort dice is ignored and the distort affects the next order dice drawn as it normally would.
- Where two Ghar armies are fighting each other use one distort dice if the forces are FL2 or smaller, but for larger forces the players can agree to add a second distort dice.

Ghar Special Rules

Agile, Agile(maglash), Agile(plasma grenades) is used to show the Ghar soldier can use their Ag in the hand-to-hand phase of assaults when using the stated weapon.

Disruptor

The Ghar's main terror weapons are bombs that cause what they call a 'quantum gravity' blast and are launched from their cannons, bombers and heavy bombers. All disruptor weapons have the following rules :

- Units hit by one or more disruptor weapons in a single bout of shooting take **two pins** instead of one. These are applied irrespective of the model to which the hit is allocated, successful Res saves, whether the target was heavily armoured or the number of disruptor hits. Subsequent bouts of shooting may add more pins. Ghar units and Scramble Proof units ignore this effect and take pins as normal.
- One hit** from a disruptor shot or Blast on any unit can be allocated by the shooter against a **buddy** as if a Lucky Hit, and is in addition to any hit from a Lucky Hit.
- Non-Ghar probes hit by disruptor weapons only succeed at a successful Res test on a roll of a 1.
- Any hit from a disruptor weapon has the **Breaching SV3** and **No Cover** attributes.

Erratic n/Erratic n (<function>)

In the Erratic Special Rule, 'n' is the target number to determine whether or not an item works. When a weapon, piece of equipment or vehicle with the Erratic rule is about to be used, the player must roll a D10 and achieve the number shown or lower; if the D10 result is above the number shown, it fails to function for the scope of the check.

The Erratic attribute may also have a function in brackets after the success number which sets the circumstance under which the Erratic rule applies.

Erratic items are tested for at unit or probe level each time the applicable function is attempted and do so prior to use.

For example, a Flitter is 'Erratic 7 (Spotting)', so has to roll a 7 or less in order to function when it is used to spot in an attempt to add +1 to a unit's shooting, but not at other times, such as to move.

In another example, a unit's plasma amplifiers (see below) are tested for when the owning player draws the amplifier dice from the bag and assigns it to a Battlesuit unit that already has an order dice – that is, when its amplifiers are about to be switched on.

- An Erratic item that **fails its roll** is inoperative for the scope of when the roll was taken (for example, a turn for plasma amplifiers, a shooting action or reaction for flitters) and can have its functionality checked for on a subsequent turn, action or reaction.
- An Erratic item that **fails its roll on a 10** is damaged and inoperative: a separate probe, equipment or buddy drone model is removed from play as it collapses to the ground; integral upgrades or equipment cannot be used again until repaired (see Grabber).

Brown, 'burnt out' plasma amplifier markers are sometimes used by Ghar players to mark failed items of equipment such as weapons and plasma amplifiers.

Extra Ammo

Dismounted pilots and Pardoned Exiles are better armoured than their criminal fellows, having greater influence over ammunition supplies for their lugger guns.

Ghar infantry armed with lugger guns with the Extra Ammo rule are not subject to Limited Ammo.

High Commander

Ghar are bred to respond to the ultimate generals, their High Commanders. Any Ghar within 20" of a model with High Commander can use the High Commander's Co and Init like the Command and Hero attributes.

There can be only one High Commander in an army, irrespective of its type (Battlesuit Infantry or Vehicle).

No Crew

When carried by a Ghar in a battlesuit, a support weapon with 'No Crew' counts as having a full crew. No penalty is applied for lack of a second crew model.

Limited Ammo x

This is given to a weapon or weapon system. The 'x' sets the target number for success. Unless such a weapon has a bomb loader within 5" it risks running out of ammo each time it shoots, as follows:

- After shooting, the player whose unit is using the Limited Ammo weapon(s) rolls a D10 and compares it with the target number: on success (tn or lower), the weapon(s) continue to operate; on failure, the weapons are out of ammunition and cannot be used for the rest of the game or until reloaded.
- Heavy disruptor bombers and disruptor bombers are Limited Ammo 9 (so fail on a 10).
- Outcast lugger guns are Limited Ammo 8.

See Bomb Loaders for ammunition replenishment rules.

Outcast

The Outcast rule reflects the miserable status of the true Ghar criminals, especially under Fartok's rule.

- Leaders with the Outcast attribute apply their Follow, Hero or Command attributes only to those who also have the Outcast trait.
- Outcasts cannot use a non-Outcast's Co (from Command) or Init (from Hero) except for High Commanders.

Rebel Rabble

Fartok's loyalty to his Battle Group 9 veterans is legendary. If Fartok is chosen as a high commander, he can 'upgrade' one battlesuit infantry squad to a Battle Group 9 Veteran Squad. The upgraded squad counts as a battlesuit squad for the purposes of force selection restrictions. In effect, this gives Fartok an extra Battle Group 9 Veteran Squad in place of a battlesuit squad: the term 'upgrade' is used to avoid the confusion the word 'replace' brings.

Walkers

Ghar infantry support weapons are mounted on walkers with a crew driver steering the walker.

- Walkers have M5, Ag6 and Res 11.
- If the weapon is destroyed, so is the walker. The driver must immediately make a Res save against SV0 and, if

successful, dismounts as infantry with whatever personal weapons they have (typically plasma grenades): replace the walker with a crew model.

- Walker drivers fight in hand-to-hand with whatever weapon they have, as normal.

It is worth bearing in mind that 'crawlers' is a generic term used throughout *Antares 2* to refer to vehicles or mounts that have legs and crawl. A Walker is a type of crawler, as are Scutters and, well, Crawlers!

WEAPONS

Ghar vehicles have very open cockpits and are designed to allow Ghar pilots quick access to defend their vehicle. As a result, Ghar vehicles are given the Attacks Special Rule at SV1 – the Str shown is that of the pilots. As is normal for 'Attacks', this still does not allow the vehicle to initiate assaults.

Gougers, Scourers and Luggers

Assault troopers are equipped with a crude electro-grapnel type weapon – the **gouger gun** – which fires a crude, grapple shaped charge that spins towards its target and generates a strong series of electromagnetic pulses when it hits. Its use is to disable enemy units prior to engaging at close quarters with disruptor dischargers and plasma claws.

Ghar Outcasts are equipped with **lugger guns**, primitive rifles with ammunition that utilises crude, chemical propellants. The ammunition clips are almost always in short supply – mainly because priority is given to fuel and disruptor bombs, as well as ammunition for scourers.

Scourer cannon are the main, multi-purpose weapon used by Ghar Battlesuits, mounts and vehicles. In addition to a burst of heavy fire, it can launch a single, more solid projectile or even fire a lightweight disruptor bomb.

Scavenged Weapons

Details of scavenged weapons are found in the *Arms & Equipment Guide*.

If not mounted on a crawler or creeper, scavenged mag weapons are mounted on support weapon walkers. Attempts to couple multiple mag repeaters together and run more power to the rails proved unsuccessful: treat models with four mag repeaters strapped together as scavenged MLS walkers.

In a **campaign**, all Ghar scavenged weapons can be regarded as Erratic 5, testing after each battle: on failure they are replaced in the subsequent battle by lugger guns for infantry or disruptor cannon for support weapons.

Claws

Ghar Battlesuits are fitted with massive, powered claws that can be devastating in hand-to-hand combat; these are the devastating battle and plasma claws. Fartok also experimented with giving his Battle Group 9 troopers versions of the massive wrecking grabber used to repair Ghar vehicles and suits – the advantage being the strength was in the grabber, not the Ghar using the tool!

Ghar Specialist Weapons							
Standard Weapon	---- Range ----			Shots	Attacks	Special	
	Effv	Long	Extr				
Battle Claw	– H2H only –			–	1×SV3	–	
Bomb Loader	5	–	–	1×SV1	1×SV1	Blast D5, Disruptor (+Breaching SV3 +No Cover), Str 5	
Gouger Gun	(5)10	20	30	1×SV2	–	Down	
Lugger Gun	10	20	30	2×SV0	–	RF, Limited Ammo 8	
Plasma Claw	– H2H only –			–	1×SV5	Breaching	
Rebel Grabber	– H2H only –			–	1×SV2	Compound SV (Infantry carried, increases Str to 5)	
Scavenged Mag Gun	20	30	40	1×SV1	–	–	
Scavenged Plasma Carbine	20	30	40	1×SV2	–	–	
Scavenged Plasma Lance	20	30	–	1×SV4	–	Breaching, Inaccurate	
Scavenged Micro-X (OH)	(10)20	30	40	1×SV0	–	Blast D4, OH, No Cover	
Scourer Cannon	<i>Dispersed</i>	10	20	30	2×SV2	–	RF
	<i>Focused</i>	20	30	40	1×SV4	–	–
	<i>Light Disruptor</i>	10	20	30	1×SV1	–	Blast D4, Disruptor (+Breaching SV3 +No Cover)
Wrecker Grabber	– H2H only –			–	1×SV5	(Mounted, Str 8)	
Down: A unit hit by a Gouger gun goes Down if it is capable of doing so after shooting has been resolved irrespective of any casualties. If the target has an dice in hand, take it from the bag and place it showing Down beside the unit; otherwise, change the unit's current order to Down.							
Support Weapon	Effv	Long	Extr	Shots	Attacks	Special	
Disruptor Cannon/Walker	20	30	40	1×SV1	–	Blast D5, Disruptor (+Breaching SV3, +No Cover)	
Disruptor Bomber	(10)40	60	120	1×SV2	–	Blast D6, OH, Disruptor (+Breaching SV3, +No Cover), No Crew, Limited Ammo 9	
Heavy Weapon	Effv	Long	Extr	Shots	Attacks	Special	
Heavy Disruptor Bomber	(20)40	60	120	1×SV2	–	Blast D10, OH, Disruptor (+Breaching SV3 +No Cover), No Crew, Limited Ammo 9	
Grenades	Effv	Long	Extr	Shots	Attacks	Special	
Disruptor Charges	– PBS only –			1×SV2	–	Blast D3, Disruptor (+Breaching SV3 +No Cover), Compound SV	

ARMOUR & EQUIPMENT

Ghar Battlesuits

Type: Worn, full-body, sealed

The tripod Ghar Battlesuits are infamous, consisting of uniquely tough, composite armour over which is projected a rudimentary magnetic armour field. The suits are sized for their Ghar occupants and can only be controlled by Ghar with spinal plugs.

Ghar Battlesuits have Res 12, which is not considered an armour bonus, M4, Ag 3, Transport space 3 (including pilot), Plasma Amplifiers and are Scramble Proof. They are armed with a variety of equipment depending on each Battlesuit squad's primary role.

Plasma Amplifier

Type: Battlesuit Module

At the start of each turn, the Ghar player states which battlesuit squads will try to activate their Plasma Amplifiers – the choice is up to the player. The player adds an extra dice into the bag for the units which are (hopefully) to be amp'd.

- The first order dice for an amplified unit is drawn, placed and used as normal. The second dice allocated to the unit is the amp dice.
- Amplifiers are Erratic 5: as soon as the amp dice is allocated, make the Erratic check. On **success** the squad becomes a MOD2 unit for that turn and uses the amp dice as a normal order dice; on **failure** the amp is inoperative and the dice put aside; on a **10** the amp fails and cannot be used again for the whole of the game – remove the amp dice from the game.
- If activated, at the end of the turn an attempt must be made to recover at least one order die from the unit.
- Dice are recovered as normal for MOD units except that the first dice recovered from the unit is the amp dice and is put aside ready for reuse in a subsequent turn.
- If the unit is forced to retain both dice – normally because both are Down and failed recovery – both dice remain beside the unit and an attempt must be made to recover the amp dice, at least, at the end of the next turn. The amplifier is quiescent, barely ticking over.
- If the amp dice is allocated immediately after a distort dice, the unit goes Down with no check for the amplifier.
- If hit by a Lucky Hit or Lucky Strike and the model fails its Res test, not only is it destroyed but the amplifier is hit, causing a devastating explosion. All other models (equipment or not) from any side whose base centre is within 5" of the exploding model must make a Res test as if receiving a SV0 blast hit. Units take pins from losing models in this way as if in hand-to-hand combat (so losing one model = 1 pin, 2 models = 2 pins, etc, and lost equipment models do not generate a pin). Buddies and probes from any force caught in the blast are immediately destroyed, with no Res test.

Kinetic Armour

Type: Worn, full-body, facemask

This covers the cobbled-together armour assembled by Pardoned Exiles – especially those who were Shaltok's Sheep – and Dismounted Pilots

Kinetic Armour gives a +1 armour Res bonus up to a maximum of Res 5. This not nullified by Scrambler or similar munition. Low pressure penalties can also be ignored for the duration of a game as returning exiles required facemasks on their ships and pilots needed something in case they had to bail out in hazardous environments.

Bomb Buddy

Type: Buddy drone

Bomb buddies are buddy drones and all buddy drone rules apply. In addition, bomb buddies:

- Are only used in PBS;
- Are Ghar hybrid technology at its worst, so have the Erratic 7 attribute, tested for when launched;
- Disruptor weapons, inflicting D3×SV2 blast hits and an extra pin on the target unit using the Disruptor rules – as no Acc or Str roll is made to score a hit, defences or bonuses against Acc or Str attacks are ineffective, though Res saves are made as normal;

Bomb buddies are removed after use having destroyed themselves!

Flitter

Type: Probe

Ghar Flitters are treated exactly like probes, including having a move (M) of 10 (Run 20"). Their capabilities are as follows:

- Ghar shooting at an enemy unit within 5" of one or more friendly flitters may add +1 Acc from the flitter's targeting data – if the flitter's spotting program works.
- Flitters have the **Erratic 7 (Spotting)** attribute. Test for each flitter within range of the target until one succeeds or all fail:
 - On success, the shooters gain the +1 Acc bonus;
 - A fail on a 10 means the flitter has irretrievably broken down so is removed from the table (see Erratic, above).
- Flitters are so primitive they are Scramble Proof.

Tectorist with Tector Rod

Type: Probe

Tectorists are treated exactly like probes, including having a move (M) of 10 (Run 20") but are classed as size Small (-1 Acc to hit) and have the Tough special rules. Tectorists are considered strange even by Ghar standards but have a strong sense of self-protection.

- If any tectorist is within 15" of an enemy unit, then any Ghar unit shooting at that enemy unit can reroll one miss.

Bomb Loader

Type: Integral Equipment

Bomb loaders replenish units that have run out of ammo, as follows:

- When a friendly Ghar unit is given an order die within 5" of a Bomb Loader, its ammunition is automatically replenished.
- If a Bomb Loader ends its turn within 5" of a friendly Ghar unit, that unit's ammunition is replenished.
- Bomb Loader arms can be used in hand-to-hand and at short range to throw disruptor bombs at Str 5.

Grabber

Type: Integral Equipment

A model equipped with a Grabber can assist any units of Ghar troopers in battlesuit, scutter mounted models including Ghar Wreckers, and any Ghar vehicles. It cannot help other types of unit including weapon teams or flitters. Units that can be assisted get the following bonuses whilst they are within 5" of one or more Grabbers:

- Can reroll a failed Ag Test.
- Optionally, gains Ace +1 for Damage Chart results: units without Ace gain Ace 1; units with Ace 1 gain Ace 2, and so on.
- If Down at the Turn End phase, can reroll a failed Recovery Test.
- Can attempt repairs as if with the Self-Repair rule to movement, armour and weapon damage.
- Has +2 added to any Erratic rating. An item of equipment whose modified Erratic value becomes 10 or more due to this bonus will not burn out on a roll of a 10, but still fails to operate (it is Ghar technology, after all!).

Grabbers can be used in hand-to-hand combat with enhanced Str and high SV. If machine mounted, the Grabber has Str 8, SV5; the smaller versions carried by Ghar have Str 5, SV2.

SPECIAL GHAR ATTRIBUTES

Environmental Immunity

Ghar are geneered to cope with harsh environments., The exact bonus being specific to particular environments and scenarios. In general, however, when exposed to radiation or harsh atmospheres, Ghar gain a +2 bonus on any Res tests they are forced to make for survival and +1 on any Co tests they are forced to make directly due to the environment.

This does not apply to vacuum: Ghar still need to breathe!

ARMY OPTIONS

The Ghar can use the following standard Army Options at the costs stated.

- Block! – 2pts.
- Countershard+1 – 2 of for 1pt.
- Get Up - 1pt.
- Pull Yourself Together – 1 pt.
- Well Prepared – 1pt.

Ghar can also use the following Army Options that are unique to them.

Distort Resistance

Cost: 1pt each, First one free

Maximum Number: 2×Force Level

The Ghar are used to the effects of their own polluting technology and its spatial distortion effects. When a Ghar player's order dice is pulled from the bag immediately after a Distort Dice (even if it is across a turn end), the Ghar player can use this to replace their own dice into the bag and retake the dice draw again.

This option cannot be used if Block, Distort Resistance or any other draw affecting mechanic has already been used on the Distort-ed order dice.

Use once and discard.

QG Interference

Cost: 1pt

Maximum Number: Force Level

Whilst they have few ways of interfering with an enemy's command capabilities, the Ghar can sometimes redirect their quantum gravity (QG) fields to discomfort opponents.

At the beginning of a turn, before any dice are pulled or any pre-turn moves are made, the Ghar player can try and force one enemy unit to go Down. The Ghar player designates the enemy unit. Take an opponent's dice from the bag and assign it to the designated unit – this is not a draw so other effects cannot alter this dice. The opposing player gives an order to the unit as if they had pulled the dice from the bag but, whether or not it has any pins, it must take an order test with an additional penalty of -2 to Co.

QG Interference Order Test results:

- on success, the unit carries out any resulting action as normal (whatever order was given);
- on failure, turn its current order to Down.

If a unit already has all its dice allocated due to retained orders, it must still pass an order test but on success the unit continues as normal with its Ambush or pre-game move.

Use once and discard.

If QG Interference is used when the Distort Dice was the last dice out of the bag at the end of the previous turn, then that Distort Dice has no effect.

GHAR EMPIRE CORE SELECTOR

Refer to the *Playing the Game* supplement for details of core selections.

'Battlesuit' is used as a generic classification for selection purposes. Scourer squads, Assault Squads and Armoured Bomber Squads are all types of Battlesuit squad, even when upgraded to command squads. These are all in their own section in the unit definitions.

There must be at least as many **Battlesuit Infantry** squads as the Force Level plus one (FL+1, to make a total of 2 Battlesuit squads at FL1, 3 Battlesuit squads at FL2, and so on). Other unit selection limits must also be observed.

GHAR UNIT DEFINITIONS

BATTLESUIT INFANTRY

Scourer Squad (Battlesuit Infantry/Battlesuit Infantry Command, 13pts)

Only one High Commander can exist per army. Stats for Fartok during the rebel period can be found on the Nexus.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
3 x Scourer Troopers in Battlesuit with Scourer Cannon, Battle Claw	4	3	5	10	12	7	8	Erratic 5(Amp)
0 x Force Commander in Battlesuit with Scourer Cannon, Battle Claw	4	3	5	10	12	8	9	Command, Follow, Tough 2, Wound, Erratic 5(Amp)
0 x High Commander in Battlesuit with Scourer Cannon, Battle Claw	4	3	5	10	12	8	9	High Commander, Follow, Tough 3, Wound, Erratic 5(Amp), Unique
0 x High Commander Fartok 12-40-13 in Battlesuit with Scourer Cannon, Battle Claw	4	3	5	10	12	9	10	High Commander, Follow, Rebel Rabble, Tough 3, Erratic 5(Amp), Wound, Unique

Upgrade Options:

- 0–2 Scourer troopers @ 4pts each
- Promote one Trooper in one squad to EITHER:
 - Force Commander making the squad Battlesuit Infantry Command @ +4pts; OR
 - High Commander making the squad Battlesuit Infantry Command @ +5pts; OR
 - **High Commander Fartok 12-40-13** making the squad Battlesuit Infantry Command @ +6pts
- Give Force Commander, High Commander or Fartok plasma claws instead of battle claws @ Free
- Give all squad members plasma claws instead of battle claws as Returned Exiles @ 1pt in total

Unit/Force Restrictions – Empire: 0–2×FL; there must be at least as many Battlesuit Infantry squads in total as FL+1

Assault Squad (Battlesuit Infantry, 15pts)

Unit Complement	M	Ag	Acc	Str	Res	Init	Co	Special
3 x Assault Troopers in Battlesuit with Gouger Gun, Disruptor Dischargers, Plasma Claw	4	3	5	10	12	7	8	Erratic 5(Amp), Savage Strike

Upgrade Options:

- 0–2 Assault troopers @ 5pts each

Unit/Force Restrictions – Empire: 0–2×FL; there must be at least as many Battlesuit Infantry squads in total as FL+1

Bomber Squad (Battlesuit Infantry, 10pts)

Unit Complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Scourer Trooper in Battlesuit with Scourer Cannon, Battle Claw	4	3	5	10	12	7	8	Erratic 5(Amp)
1 x Bomber in Battlesuit with Disruptor Bomber, Battle Claw	4	3	5	10	12	7	8	Erratic 5(Amp)

Upgrade Options:

- Add 0–2 Scourer Troopers @ 4pts each

Unit/Force Restrictions – Empire: 0–FL; there must be at least as many Battlesuit Infantry squads in total as FL+1

OTHER INFANTRY/WEAPON TEAMS

Outcast Command (Infantry Command, 7pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Outcast Master with lugger gun and maglash	5	6	5	3	4	7	8	Outcast, Agile(maglash), Command, Follow, Hero, Tough,
2 x Outcast Drivers with lugger gun and maglash	5	6	5	3	4	6	7	Outcast, Agile (Maglash)

Upgrade Options:

- 0–2 Outcast Drivers @ 2pts each

Unit/Force Restrictions – Empire: 0–½×FL

Outcast Squad (Infantry, 8pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Outcast Leader with lugger gun, maglash, plasma grenades	5	6	5	3	4	6	7	Outcast, Agile (maglash), Tough
6 x Outcasts with lugger gun, plasma grenades	5	6	5	3	4	6	6	Outcast
Upgrade Options:								
<ul style="list-style-type: none"> • 0–4 Outcasts @ 1pt each • Add Outcast Weapon Team to unit @ 3pts making unit an Infantry & Weapon team unit – see below 								
Unit/Force Restrictions – Empire: Any								

Dismounted Pilots/Pardoned Exiles Squad (Infantry, 9 pts)

This represents dismounted pilots as well as those exile units pardoned by Fartok who have not yet been assigned to scutters. Scutter pilots who dismount do so as Dismounted Pilots.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Leader with lugger gun, plasma grenades; kinetic armour,	5	6	5	3	4(5)	7	8	Tough, Agile, Extra Ammo
6 x Troopers with lugger gun, plasma grenades; kinetic armour	5	6	5	3	4(5)	7	7	Agile, Extra Ammo
Upgrade Options:								
<ul style="list-style-type: none"> • 0–4 Troopers @ 1pt each 								
Unit/Force Restrictions – Empire: 0–2								

Battle Group 9 (BG9) Veteran Command (Infantry Command, 9pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x BG9 Veteran Commander with scavenged mag gun, maglash; reflex armour	5	6	5	3	4(5)	7	8	Tough 2, Command, Hero, Follow, Agile(Maglash)
2 x BG9 Veteran Guard with scavenged mag gun, maglash; reflex armour	5	6	5	3	4(5)	7	7	Tough, Agile(Maglash)
Upgrade Options:								
<ul style="list-style-type: none"> • 0–2 BG9 Veteran Guard @ 2pts each • Give BG9 Veteran Commander scavenged plasma carbine @ 1pt • Add 0–2 Bomb Buddies @ 1pt in total 								
Unit/Force Restrictions – Empire: 0– ½×FL								

Battle Group 9 Veteran Squad (Infantry, 10 pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x BG9 Veteran Leader with maglash, scavenged plasma carbine, plasma grenades; reflex armour	5	6	5	3	4(5)	7	8	Tough, Agile (maglash)
3 x BG9 Veterans with scavenged mag gun, plasma grenades; reflex armour	5	6	5	3	4(5)	6	7	–
1 x BG9 Grenadier with scavenged micro-x, plasma grenades; reflex armour	5	6	5	3	4(5)	6	7	–
1 x BG9 Lance with scavenged plasma lance, plasma grenades; reflex armour	5	6	5	3	4(5)	6	7	–
0 x Prophet/Advocate (e.g. NRK-27)	5	6	–	3	4	6	9	Tough, Wound, Agile
Upgrade Options:								
<ul style="list-style-type: none"> • 0–4 BG9 Veterans @ 1pt each • Add 0–2 Bomb Buddies @ 1pt in total • Give all or any member of squad scavenged mag gun in place of their other scavenged weapon @ Free • 0–1 Prophet or Advocate @ 1pt (maximum number of units with such upgrade is equal to the FL) • Add Weapon Team to unit @4pts making unit an Infantry & Weapon team unit – see below 								
Unit/Force Restrictions – Empire: 0–2×FL								

Outcast Weapon Team (Weapon Team, 5pts if standalone, 3pts if attached)

This gives the base definition for weapon teams that can be added to an Outcast squad, or upgraded to BG9 Veterans and attach to a Veteran squad, or which can be standalone as Outcasts or BG9 Veterans.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Outcast Crew Leader with maglash and plasma grenades	5	6	5	3	4	6	7	Outcast, Tough, Agile (maglash)
2 x Outcast Weapon Crew with plasma grenades	5	6	5	3	4	6	6	Outcast (one is driving walker)
1 x Disruptor Cannon Walker	5	6	5	-	11	-	-	Disruptor, Blast D5, No Cover
0 x BG9 Veteran Crew with plasma grenades; reflex armour	5	6	5	3	4(5)	6	7	-

Upgrade Options:

- 0-2 Outcast Weapon Crew @ 1pt

Mandatory Upgrades if attached to a BG9 Veteran Squad or upgraded to a BG9 Veteran Weapon team:

- Replace Crew Leader and all Weapon Crew with BG9 Veteran Crew in a BG9 Veteran Weapon Team @ Free
- Replace disruptor cannon walker with EITHER a scavenged MLS walker OR a scavenged mag cannon walker @ +1pt

Upgrade Options: Empire: 0-FL as a separate, standalone Weapon Team

Battle Group 9 Wrecking Crew (Infantry, 10 pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x BG9 Wrecker Leader with Rebel Grabber, scavenged mag gun; reflex armour	5	6	5	5	4(5)	7	7	Outcast, Tough
3 x BG9 Wrecker Crew with Rebel Grabber, scavenged mag gun; reflex armour	5	6	5	5	4(5)	6	7	Outcast

Upgrade Options:

- 0-4 Rebel Wrecker Crew @ 2pts each
- Add 0-4 Bomb Buddies @ 1pt per two bomb buddies

Unit/Force Restrictions - Empire: 0-1/2xFL

VEHICLES/MOUNTED

Attack Scutter Squad (Mounted, 10pts)

For all scutters, if any scutter is abandoned it is lost and crew dismount as Dismounted Pilots.

All scutters are Transport Space 4, including crew (3 for the scutter + 1).

Unit Complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Scutter Leader, pilot with lugger gun, plasma grenades in Scutter with Scourer Cannon	6	5	5	3	9	7	8	Tough 2, Mount, Scramble Proof, Cumbersome
2 x Scutters, pilot with lugger gun, plasma grenades in Scutter with Scourer Cannon	6	5	5	3	9	7	7	Mount, Scramble Proof, Cumbersome

Upgrade Options:

- 0-1 Scutter @ 3pts

Unit/Force Restrictions - Empire: 0-FL+1

Munitions Scutter (Mounted, 6pts)

Unit Complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Munitions Scutter with Scourer Cannon, Bomb Loader; pilot with lugger gun, plasma grenades	6	5	5	5	9	7	7	Bomb Loader, Tough 2, Mount, Scramble Proof, Cumbersome

Unit/Force Restrictions - Empire: 0-FL

Wrecker Scutter (Mounted, 5pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Wrecker Scutter with Grabber; pilot with lugger gun, plasma grenades	6	5	-	8	10	7	7	Wrecker, Tough 2, Mount, Scramble Proof, Cumbersome

Unit/Force Restrictions - Empire: 0-1/2xFL

Ghar Creepers & Heavy Crawlers (Vehicle, 14+ pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Battle Group 9 Creeper with scavenged mag light support	6	5	5	3	11	7	8	Cumbersome, Large, MOD2, Scramble Proof, 2 Attacks SV1
0 x Heavy Scourer Crawler with two scourer cannon	5	3	5	3	13	7	8	Cumbersome, Large, MOD2, Scramble Proof, 3 Attacks SV1
0 x Battle Group 9 Attack Crawler with two scavenged mag light support	5	3	5	3	13	7	8	Cumbersome, Large, Scramble Proof, MOD2, 4 Attacks SV1
0 x Bombardment Crawler with heavy disruptor bomber, two scourer cannons	5	3	5	3	13	7	8	Cumbersome, Large, Scramble Proof, MOD2, 2 Attacks SV1
Upgrade Options:								
<ul style="list-style-type: none"> • Replace BG9 Creeper with a Heavy Scourer Crawler @ 2pts (total 16pts) • Replace BG9 Creeper with a Battle Group 9 Attack Crawler @ 5pts (total 19pts) • Replace BG9 Creeper with a Bombardment Crawler @ 6pts (total 20pts) • Replace any scavenged mag light support with scavenged mag cannon @ Free 								
Unit/Force Restrictions – Empire: 0–1+FL <i>Creeper Minimum FL 1+; Crawlers Minimum FL 2+</i>								

Command Crawler (Vehicle, 19pts)								
Only one High Commander can exist per army.								
Whilst crew can defend themselves, Ghar crawlers do not attack in hand-to-hand.								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Command Crawler with two scourer cannon	5	3	5	3	13	8	9	Command, Follow, 3 Attacks SV1, MOD2, Cumbersome, Large, Scramble Proof
0 x Force Commander Crawler with two scourer cannon	5	3	5	3	13	8	9	Ace, Command, Follow, 3 Attacks SV1, MOD2, Cumbersome, Large, Scramble Proof
0 x High Commander Crawler with two scourer cannon	5	3	5	3	13	9	10	Ace 2, High Commander, Follow, 3 Attacks SV1, MOD2, Cumbersome, Large, Scramble Proof
Upgrade Options:								
<ul style="list-style-type: none"> • Upgrade Command Crawler to Force Commander Crawler @ +1pts (total 20 pts) • Upgrade Command Crawler to High Command Crawler @ +5pts (total 24pts, Unique) 								
Unit/Force Restrictions – Empire: 0–1 <i>Minimum FL: 2+</i>								

PROBES

Tectorist Shard (Probe, 5 pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
4 x Tectorists	10	–	–	–	4	–	–	Tough, Probe, Tector Rod
Upgrade Options:								
• 0–2 Tectorists per Force Level @ 1pt each								
Unit/Force Restrictions – Empire: 0–1 <i>Unique</i>								

Flitter Shard (Probe, 5 pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
6 x Flitters	10	–	–	–	5	–	–	Probe, Erratic 7 (Spotting)
Upgrade Options:								
• 0–2 Flitters per Force Level @ 1pt each								
Unit/Force Restrictions – Empire: 0–1 <i>Unique</i>								

NEW GHAR EMPIRE REFERENCE

GHAR UNIT SELECTOR SUMMARY

- Only one **High Commander** can be taken, whether in battlesuit or command crawler.
- In a Ghar Empire force, there must be at least as many **Battlesuit Infantry** squads as the FL+1 (shown as ^{Core}). Other unit selection limits must also be observed.

Battlesuit Infantry (FL+1)	Base Points	Limited Choice	Min FL	Empire
Scourer Squad	13	N	1	0–2×FL ^{Core}
Assault Squad	15	N	1	0–2×FL ^{Core}
Bomber Squad	10	N	1	0–FL ^{Core}
Other Infantry/Weapon Team				
Outcast Command	7	N	1	0–½×FL
Battle Group 9 Veteran Command	9	N	1	0–½×FL
Outcasts	8	N	1	Any
Pardoned Exiles	9	N	1	0–2
Battle Group 9 Veterans	10	N	1	0–2×FL
Outcast Weapon Team	5	N	1	0–FL ^{Sta}
Battle Group 9 Wrecking Crew	10	N	1	0–½×FL
^{Sta} This is the number of standalone weapon teams allowed: one can be attached to each Outcast (@3pts) or BG9 Veteran squads (@4pts).				
Vehicles/Mounts				
Ghar Creepers & Heavy Crawlers	–	–	–	0–1+FL*
<i>Battle Group 9 Creeper</i>	14	N	1	...
<i>Heavy Scourer Crawler</i>	16	N	2	...
<i>Battle Group 9 Attack Crawler</i>	19	N	2	...
<i>Bombardment Crawler</i>	20	N	2	...
Ghar Command Crawlers	–	N	2	0–1*
<i>Command Crawler</i>	19	N	2	...
<i>Force Commander Crawler</i>	20	N	2	...
<i>High Commander Crawler</i>	24	N, Unique	2	...
Attack Scutter Squad	10	N	1	0–FL+1
Munitions Scutter	6	N	1	0–FL
Wrecker Scutter	5	N	1	0–½×FL
* Maximums in merged entries show the maximum total of all such merged entries.				
Probes				
Tectorist Shard	5	N, Unique	1	0–1
Flitter Probe Shard	5	N, Unique	1	0–1

GHAR ARMY OPTIONS

Army Option	Points	Maximum Number	Summary
Block	2	2×FL	Return drawn Order dice to bag
Countershards+1	2 for 1	2×FL	Counter opponent's IMTel dice
Distort Resistance	1 (First Free)	2×FL	Replace own order dice pulled immediately after a Distort Dice
Get Up!	1	FL	Succeed Recovery Test on 1-9
Pull Yourself Together	1	FL (1/turn)	Remove 1 pin at end of turn
QG Interference	1	FL	At start of turn, force one enemy unit to take Order Test at -2 Co
Well Prepared	1	2×FL	Add +2 to any single Re-roll

GHAR WEAPONS IN USE

Standard Weapon	Mode	— Range —			Shots	Attacks	Special
		Effv	Long	Extr			
Battle Claw		– H2H only –			–	1×SV3	–
Bomb Loader		5	–	–	1×SV1	1×SV1	Blast D5, Disruptor (+Breaching SV3 +No Cover), Str 5
Gouger Gun		(5)10	20	30	1×SV2	–	Down
Lugger Gun		10	20	30	2×SV0	–	RF, Limited Ammo 8
Maglash		10	–	–	1×SV1	2×SV1	–
Plasma Claw		– H2H only –			–	1×SV5	Breaching
Rebel Grabber		– H2H only –			–	1×SV2	Compound SV (Infantry carried, increases Str to 5)
Scavenged Mag Gun		20	30	40	1×SV1	–	–
Scavenged Plasma Carbine		20	30	40	1×SV2	–	–
Scavenged Plasma Lance		20	30	–	1×SV4	–	Breaching, Inaccurate
Scavenged Micro-X (OH)		(10)20	30	40	1×SV0	–	Blast D4, OH, No Cover
Scourer Cannon	<i>Dispersed</i>	10	20	30	2×SV2	–	RF
	<i>Focused</i>	20	30	40	1×SV4	–	–
	<i>Light Disruptor</i>	10	20	30	1×SV1	–	Blast D4, Disruptor (+Breaching SV3 +No Cover)
Wrecker Grabber		– H2H only –			–	1×SV5	(Mounted, Str 8)
<p>Down: A unit hit by a Gouger gun automatically goes down if it is capable of doing so after shooting has been worked out, irrespective of whether any casualties are caused. If the target has an order dice left in the dice bag take a dice from the dice bag and place it on the unit to show it has gone down; otherwise, change the unit's current order to down.</p> <p>Extra Ammo: Ghar with Extra Ammo do not suffer the penalties of Limited Ammo on their lugger guns.</p>							
Support Weapon		Effv	Long	Extr	Shots	Attacks	Special
Disruptor Cannon Walker		20	30	40	1×SV1	–	Blast D5, Disruptor (+Breaching SV3 +No Cover)
Disruptor Bomber		(10)40	60	120	1×SV2	–	Blast D6, OH, Disruptor (+Breaching SV3 +No Cover), No Crew, Limited Ammo 9 (battlesuit mounted)
Scavenged Mag Cannon		20	30	60	1×SV5	–	Massive Damage (vehicle /walker mounted)
Scavenged Mag Light Support		20	30	60	3×SV2	–	RF, PBS (vehicle/walker mounted)
Heavy Weapon		Effv	Long	Extr	Shots	Attacks	Special
Heavy Disruptor Bomber		(20)40	60	120	1×SV2	–	OH, Blast D10, Disruptor (+Breaching SV3 +No Cover), No Crew, Limited Ammo 9
Grenade		Effv	Long	Extr	Shots	Attacks	Special
Disruptor Charges		– PBS only –			1×SV2	–	Blast D3, Compound SV, Disruptor (+Breaching SV3 +No Cover)
Plasma Grenade		5	–	–	1×SV1	1×SV1	Compound SV
Special		Effv	Long	Extr	Shots	Attacks	Special
Bomb Buddies		– PBS only –			1×SV2	–	Blast D3, Compound SV, Disruptor (+Breaching SV3 +No Cover), Erratic 7

COMMON SPECIAL RULES QUICK REFERENCE

Ace [<i>n</i>]	<i>n</i> defaults to 1. Add +/- 'n' to Damage Chart results after attacker's modifications.
Agile [(<weapon>)]	Use Ag instead of Str in HtH - if weapon is stated, only when using stated weapon.
Army Option(<option>)	Receive stated army option <option> and have access to more of that option.
Assault	Model can initiate an Assault even if of a type not normally permitted to do so.
<i>n</i> Attack(s) [<weapon>/SVx]	Model has <i>n</i> strikes in HtH at strike value <i>x</i> or using the stated weapon.
Battlesuit	See rules in Army Lists
Blast [D <i>n</i>]	A hit inflicts Blast damage. If D <i>n</i> stated, indicates die type to roll for actual hits after a successful shot or strike.
Bomb Loader	Friendly Ghar given an order within 5" have ammunition replenished; Loader ending its turn within 5" of friendly Ghar replenishes <i>their</i> ammunition; loader arms can be used in melee (see stats).
Breaching [SVx [+y]]	Weapon ignores a structure's damage threshold; if stated, inflicts damage <i>x</i> against structures.
Choose Target	The wielder of the weapon can choose a different target to the rest of the squad when using the specified mode.
Command [<i>n</i> "]	<i>n</i> " defaults to 10". Friendly units within <i>n</i> " can use model's Co stat for Co-based tests.
Compound SV	After all hits have been allocated, merge all hits into one with an SV of the total SV from all those hits.
Cumbersome	Suffers an additional pin on failing command tests.
Disruptor	2 pins on hit, irrespective of Res; Ghar immune; Breaching SV3; No Cover; can allocate one hit to buddy.
Erratic <i>n</i> [(<function>)]	Item must test against <i>n</i> to operate or, if function stated, to perform specified function. On a 10, function or machinery is damaged/inoperative: separate probe, equipment or buddy is removed from play.
Extra Ammo	Models are not subject to Limited Ammo where they otherwise would be.
Flitter	Erratic 7; If within 5" of target and operate, shooters can add +1 to Acc; fail on a 10 means flitter is destroyed.
Follow [<i>n</i> "]	<i>n</i> " defaults to 5". Can instruct friendly unit in <i>n</i> " to act immediately after this model's unit. Draw both dice; make Co test if either unit has pins and using worst pin count; on success both units act, ordering unit first, then Follower; on fail, both units go Down. Pins removed as for normal Order Tests.
Grabber	Affects battlesuits, scutters, wreckers and vehicles in 5". Affected can: reroll a failed Ag Test; gain Ace+1 (optionally); if Down at Turn End, may reroll failed Recovery Test; may Self-Repair M, Armour or weapon damage; gain +2 to Erratic rating of any equipment – those on Erratic 10+ will not burn out but will fail.
Heavy	Weapon. Requires 3 crew; shoots only on Fire order with no bonus; unless stated is No PBS, Res 13, M4, Large.
Hero [<i>n</i> "]	<i>n</i> " defaults to 10". Friendly units within <i>n</i> " can use model's Init stat for Init-based tests.
High Commander	Only one per army. Gives Command 20" and Hero 20".
Inaccurate	Weapon suffers -1 on Acc tests when shooting in specified mode.
Kinetic Armour	+1 Res to maximum Res 5; ignores scrambler; ignore low pressure penalties for game.
Large/Extra-Large	+1 to opponent's Acc (note all models may draw LoS over smaller units).
Limited Ammo <i>n</i>	Weapon without a bomb loader within 5" must roll D10 against <i>n</i> after shooting: on fail, may not fire until reloaded.
Massive Damage	On a hit, subtract one from Damage Table roll (so a 2 becomes a 1) before defender's alterations.
MOD <i>n</i>	Unit has <i>n</i> Order dice.
No Crew	Support weapon mounted on battlesuit needs no crew.
No Cover	Targets hit by shot gain no cover bonus to Res saves.
Not RF	Multiple shot weapon does not count as shooting in RF mode.
Outcast	Command figures only apply Follow, Hero and Command to other Outcasts; can only use Outcast or High Commander's Co or Init.
PBS	Support or Heavy weapon can shoot in PBS.
Plasma Amplifier	Erratic 5 gives extra order die; see rules in body of lists.
Rebel Rabble	Fartok can 'upgrade' one battlesuit infantry squad to a Battle Group 9 Veteran Squad. The upgraded squad counts as a battlesuit squad for the purposes of force selection restrictions.
Savage Strike	Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9.
Scramble Proof	Not affected by scrambler munitions.
Self-Repair	On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired.
Small	-1 to opponent's Acc (note that all models may draw LoS over smaller units).
Support	Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium.
Tector Rod	Friendly fire against targets in 15" of Tector Rod may reroll one miss.
Tough [<i>n</i>]	<i>n</i> defaults to 1. Model may reroll <i>n</i> failed Res saves.
Transport <i>n</i>	Can transport <i>n</i> medium-sized models.
Transport Space <i>n</i>	Occupies <i>n</i> spaces in a transport.
Unique	Only one of specified model or unit can appear in an army.
Walker	Legged weapon with driver; M5; Ag6; Res 11; if weapon destroyed, so is walker and driver must make Res save vs SV0: on success, dismounts as infantry with whatever weapon they have as normal.
Wound [<i>n</i>]	<i>n</i> defaults to 1. Model can take <i>n</i> hits as Wounds before being removed as casualty; each Wound is represented by a non-removable pin on the model's unit.