GHAMAK

The Undying

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Undying Soldier [10]	3+	4+	5x CCWs (A1), 5x Gauss Rifles (24", A1, Rending)	Regeneration, Robot, Slow	-	250
Undying Heavy Soldier [5]	3+	2+	5x CCWs (A1), 5x Flux Carbines (18", A2, Flux)	Regeneration, Robot, Slow	-	175
Undying Flying Soldier [3]	3+	3+	3x Gauss Cannons (24", A4, Rending), 3x CCWs (A3)	Regeneration, Robot, Ambush, Strider, Tough(3)	**A**	370
Rippers [10]	3+	3+	10x Metal Claws (A2, AP(1))	Regeneration, Robot, Slow, Tunneller	-	280
Lord Type 1 [1]	3+	3+	Staff-Shot (12", A3, AP(1)), Combat Staff (A3, AP(1))	Hero, Regeneration, Robot, Slow, Tough(3), Royal March	-	105
Armored Flying Soldier [1]	3+	3+	Heavy CCW (A6, AP(1)), Heavy Gauss Cannon (24", A1, AP(2), Deadly(6))	Ambush, Regeneration, Robot, Strider, Tough(6)	**B**	245
Snipers [5]	3+	3+	3x CCWs (A1), 3x D-Marks (24", A1, AP(1), Sniper)	Regeneration, Robot, Slow, Hunter	-	260
Wraiths	3+	4+	3x Metal Fangs (A2, Rending), 3x Twin Atom-Caster (12", A2, AP(1))	Regeneration, Robot, Strider, Tough(3)	-	220
Lord Type 2	3+	3+	Lord Gauss Pistol (12", A2, Rending), Phase Glaive (A3, AP(4))	Hero, Regeneration, Robot, Slow, Tough(3), Royal March	-	110
Lord Type 3	3+	3+	Lord Gauss Pistol (12", A2, Rending), Doom Scythe (A1, AP(2), Deadly(3))	Hero, Regeneration, Robot, Slow, Tough(3), Royal March	-	100
Void Stone [1]	3+	2+	Crushing Repulsion Fields (A6, AP(2)), Void Beams (18", A3, AP(3), Deadly(3)), Stomp (A4, AP(1))	Fear(2), Robot, Self-Repair, Strider, Tough(12)	-	505
Wraithlings [3]	6+	6+	3x Swarm Attacks (A3, Rending)	Robot, Self-Repair, Strider, Tough(3)	-	75
Creeping Wraith [1]	4+	4+	6x Metal Claws (A2, Rending)	Robot, Self-Repair, Strider, Tough(3)	**C**	185

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UPGRADES	
A	**Replace one Gauss Cannon:**
	Heavy Gauss Cannon (24", A1, AP(2), Deadly(6))+35pts
	Ray Cannon (30", A3, AP(4), Lock-On)+50pts
B	**Replace Heavy Gauss Cannon:**
	Ray Cannon (30", A3, AP(4), Lock-On)+15pts
	Exterminator Cannon (30", A2, AP(2), Blast(3))+20pts
C	**Any model may replace one Metal Claws:**
	Twin Atom-Caster (12", A2, AP(1)) Free
	Death Gaze (12", A2, AP(4)) +5pts
	Whip Coil (A1, AP(2), Deadly(3)) +5pts

SPECIAL RULES:
Flux: Unmodified rolls of 6 are multiplied by 2 (only the original hit counts as a 6).
Gloom-Protocol: When this model and its unit take a wound, roll one die, and on a 6+ it is ignored. If the wound was from a spell, then it is ignored on a 4+ instead.
Hunter: Counts as having the Ambush rule, and gets AP(+3) when shooting on the round in which it deploys.
Reanimator: Once per activation, pick one friendly unit within 12”, which gets +1 to Regeneration rolls next time it takes wounds.
Regen-Protocol: This model and its unit get +1 to Regeneration rolls.
Release Swarm: Once per game, when this model is activated, you may place a new unit of 3 Bot Swarms fully within 6” of it.
Repair: Once per activation, if within 2” of a model with Tough, roll one die. On a 2+ you may remove D3 wounds from that model.
Robot: Whenever this unit fails a morale test, it counts as passed instead. Then, roll as many dice as remaining models/tough with this rule, and for each result of 1-3 the unit takes one wound, which can’t be regenerated.
Royal March: This model and its unit may ignore the Slow rule.
Royal March Order: Once per activation, pick one friendly unit within 12”, which may ignore the Slow rule next time it moves.
Shadow-Protocol: This model and its unit get Ambush.
Shield Wall: This model gets +1 to defense rolls against non-spell attacks.
Spell Master: This model counts as having Caster(6), but takes 3 wounds whenever it fails to cast a spell.
Spell Warden: Once per activation, pick one friendly Caster within 6”, which gets +1 to its next spell casting roll.
Tunneller: This model counts as having Ambush, and may be deployed up to 1” away from enemy units.
Warning Cry: Enemy units can’t be set up within 12” of this model when using Ambush.

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PSYCHIC SPELLS
Meteor Bots (1): Target enemy unit within 12" takes 2 hits with AP(2).
Star Bots (1): Target enemy unit within 12" gets -1 to hit rolls next time it fights in melee.
Assault Bots (2): Target 2 friendly units within 12" get +2" next time they Advance, or +4" next time they Rush/Charge.
Thunderbolt Bots (2): Target enemy model within 12" takes 2 hits with AP(4).
Arrow Bots (3): Target 2 enemy units within 18" get -1 to hit rolls next time they shoot.
Fire Bots (3): Target 2 enemy units within 12" take 3 hits with AP(1) each.