



Ghar Outcast Rebel Army List V1

GHAR OUTCAST REBEL SELECTOR

Force Size	Points Value	Combat Level			
		Tactical	Support	Strategic	Auxiliary
Scouting Force	500	4-10	0-1	0	0-1
Skirmish Force	750	4-12	0-3	0	0-1
Combat Force	1,000	5-15	1-5	0-1	0-2
Battle Force	1,250	5-16	2-6	0-2	0-2
Offensive Force	1,500	6-17	3-8	0-3	0-3
Invasion Force	1,750	6-17	3-9	0-4	0-3
Conquest Force	2,000	6-18	3-10	0-5	0-3
Each 250+ after	+250	Same/+1	Same/+1	Same/+1	Same

- No more than 1 in 4 (25%) of units can be Limited Choices
- You can spend up to 10% of your points on Army Options

TACTICAL

REBEL COMMAND SQUAD

Infantry Command Unit			Points Value: 73				
Unit: Rebel Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Rebel Commander with mag gun, reflex armour	6	5	3	4(5)	7	7	Command, Follow, Hero, Leader, Rebel
2 x Rebels with mag gun, reflex armour	6	5	3	4(5)	7	7	Rebel
Options							
•Add up to 2 Rebels @11pts each				•Upgrade Rebel Commander to Leader 2 @10pts			
•Give unit Maglashes @2pts per model				•Upgrade Rebel Commander to Leader 3 @20pts			
•Give unit Plasma Grenades @2pts per model							

REBEL COMMANDER IN BATTLE ARMOUR

Infantry Command Unit

Points Value: 102

Special: Regardless of its size you force cannot include more than 1 Rebel Commander in Battle Armour

Unit: Rebel Commander	Ag	Acc	Str	Res	Init	Co	Special
1 x Rebel Commander with Scourer Cannon, Battle Armour	3	5	10	4(12)	8	9	Command, Follow, Leader 2, Large, Scramble Proof, Plasma Reactor
0 x Ghar Battle Troopers with Scourer Cannon, Battle Armour	3	5	10	4(12)	7	7	Large, Scramble Proof, Plasma Reactor

Options

- Add up to 2 Ghar Battle Troopers @60pts each
- Upgrade Rebel Commander to Leader 3 @10pts
- Upgrade Rebel Commander to High Commander @20pts
- Give any or all models Plasma Claw @ 5pts per model
- Give unit Plasma Dump @5pts per model
- Give unit Plasma Amplifier @10pts per model

REBEL BLACK GUARD

Infantry Unit

Points Value: 61

Unit: Black Guard Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Black Guard Leader with mag gun, reflex armour	6	5	3	4(5)	7	7	Leader, Rebel
5 x Black Guard with mag gun, reflex armour	6	5	3	4(5)	6	6	Rebel

Options

- Add up to 6 Black Guard @8pts each
- Upgrade Black Guard Leader to Leader 2 @10pts
- Give Black Guard Leader Plasma Carbine instead of Mag Gun @3pts
- Give unit Plasma Grenades @2pts per model
- Give unit Maglashes @2pts per model
- Give 1 Black Guard a Plasma Lance instead of Mag Gun @6pts
- Give 1 Black Guard a Micro-X Launcher instead of Mag Gun @Free

REBEL SQUAD

Infantry Unit

Points Value: 43

Unit: Rebel Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Rebel Leader with Lugger Gun	6	5	3	4	7	7	Leader, Rebel
5 x Rebels with Lugger Gun	6	5	3	4	6	6	Rebel
0 x Rebel Weapon Team of 2 crew with Disruptor Cannon	6	5	3	4	6	6	Rebel

Options

- Add up to 6 Rebels with Lugger Guns @6pts each
- Add 1 Rebel Weapon Team with Disruptor Cannon @26pts
- Upgrade Rebel Leader to Leader 2 @10pts
- Give unit Plasma Grenades @2pts per model
- Give unit Mag Guns instead of Lugger Guns @1pt per model
- Give unit Reflex Armour @2pts per model increasing Res to 4(5)

REBEL WEAPON TEAM

Weapon Team Unit

Points Value: 26

Unit: Rebel Weapon Team	Ag	Acc	Str	Res	Init	Co	Special
2 x Rebel crew	6	5	3	4	6	6	Rebel
0 x Rebel Leader with Maglash	6	5	3	4	7	7	Leader, Rebel

Weapon Options

The Rebel Weapon Team can be armed with any of the following support weapons at the points cost shown

•Disruptor Cannon @Free •Mag Light Support @Free •Quad Mag Repeater @Free •Mag Cannon @10pts

Options

- Add up to 2 Rebel crew @5pts each
- Add Rebel Leader to unit @10pts
- Upgrade Rebel Leader to Leader 2 @10pts
- Give unit Reflex Armour @2pts per model increasing Res to 4(5)

SUPPORT

REBEL BATTLE SQUAD

Infantry Unit

Points Value: 184

Limited Choice

Unit: Battle Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Battle Leader with Scourer Cannon, Battle Armour	3	5	10	4(12)	8	8	Leader, Large, Scramble Proof, Plasma Reactor
2 x Ghar Battle Troopers with Scourer Cannon, Battle Armour	3	5	10	4(12)	7	7	Large, Scramble Proof, Plasma Reactor

Options

- Add up to 2 Ghar Battle Troopers @60pts each
- Upgrade Ghar Battle Leader to Leader 2 @10pts
- Upgrade Ghar Battle Leader to Leader 3 @20pts
- Give unit Plasma Dump @5pts per model
- Give unit Plasma Amplifier @10pts per model

REBEL ASSAULT SQUAD

Infantry Unit

Points Value: 184

Limited Choice

Unit: Assault Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Assault Leader with Gouger Gun, Plasma Claw, Disruptor Discharger, Battle Armour	3	5	10	4(12)	8	8	Leader, Large, Scramble Proof, Plasma Reactor
2 x Ghar Assault Troopers with Gouger Gun, Plasma Claw, Disruptor Discharger, Battle Armour	3	5	10	4(12)	7	7	Large, Scramble Proof, Plasma Reactor

Options

- Add up to 2 Ghar Assault Troopers @60pts each
- Upgrade Ghar Assault Leader to Leader 2 @10pts
- Upgrade Ghar Assault Leader to Leader 3 @20pts
- Give unit Plasma Dump @5pts per model
- Give unit Plasma Amplifier @10pts per model

REBEL BOMBER SQUAD

Infantry Unit/Mixed Infantry+Mount		Points Value: 127					Limited Choice
Unit: Assault Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Battle Leader with Scourer Cannon, Battle Armour	3	5	10	4(12)	8	8	Leader, Large, Scramble Proof, Plasma Reactor
1 x Ghar Bomb Trooper with Disruptor Bomber, Battle Armour	3	5	10	4(12)	7	7	Large, Scramble Proof, Plasma Reactor
0 x Ghar Battle Troopers with Scourer Cannon, Battle Armour	3	5	10	4(12)	7	7	Large, Scramble Proof, Plasma Reactor
0 x Scutter with Scourer Cannon, Bomb Feeder	3	5	1	4(10)	7	7	Large, Crawler, Scramble Proof, Plasma Reactor
Options							
•Add up to 2 Ghar Battle Troopers @60pts each				•Upgrade Ghar Battle Leader to Leader 3 @20pts			
•Add 1 Scutter to unit @26pts				•Give unit Plasma Dump @5pts per model			
•Upgrade Ghar Battle Leader to Leader 2 @10pts				•Give unit Plasma Amplifier @10pts per model			

REBEL CREEPER

Vehicle Unit		Points Value: 98					Limited Choice
Unit: Creeper	Ag	Acc	Str	Res	Init	Co	Special
1 x Creeper with mag light support	5	5	1	10	8	8	Large, Crawler, MOD2, Scramble Proof, Plasma Reactor
Options							
•Add up to 2 Creepers to unit @98pts each				•Give unit Plasma Dump @5pts per model			
•Give any or all Creepers Mag Cannon instead of Mag Light Support @10pts per model				•Give unit Plasma Amplifier @10pts per model			

REBEL ATTACK SCUTTERS

Mounted Unit		Points Value: 88					Limited Choice
Unit: Attack Scutters	Ag	Acc	Str	Res	Init	Co	Special
1 x Scutter Leader with Scourer Cannon	5	5	1	4(10)	8	8	Leader, Large, Crawler, Scramble Proof, Plasma Reactor
2 x Scutter with Scourer Cannon	5	5	1	4(10)	7	7	Large, Crawler, Scramble Proof, Plasma Reactor
Options							
•Add 1 Scutter to unit @26pts				•Give unit Plasma Amplifier @10pts per model			
•Give unit Plasma Dump @5pts per model							

STRATEGIC

REBEL COMMAND CRAWLER

Vehicle Command Unit		Points Value: 242					Limited Choice
Unit: Command Crawler	Ag	Acc	Str	Res	Init	Co	Special
1 x Rebel Command Crawler with 2 x Scourer Cannon	5	5	10	13	8	9	Command, Follow, Leader 2, Large, Crawler, MOD2, Scramble Proof, Plasma Reactor
Options							
•Upgrade Rebel Command Crawler to Leader 3 @10pts				•Give unit Plasma Dump @5pts			
•Upgrade Rebel Command Crawler to High Commander @20pts				•Give unit Plasma Amplifier @10pts			

REBEL BOMBARDMENT CRAWLER

Vehicle Unit/Mixed Vehicle + Mounts			Points Value: 262				Limited Choice
Unit: Bombardment Crawler	Ag	Acc	Str	Res	Init	Co	Special
1 x Bombardment Crawler with Heavy Disruptor Bomber, 2 x Scourer Cannon	3	5	10	13	8	9	Large, Crawler, MOD2, Scramble Proof, Plasma Reactor
0 x Scutter with Scourer Cannon, Bomb Feeder	3	5	1	4(10)	7	7	Large, Crawler, Scramble Proof, Plasma Reactor
Options							
•Add up to 3 Scutters to unit @26pts each				•Give unit Plasma Amplifier @10pts per model			
•Give unit Plasma Dump @5pts per model							

REBEL ATTACK CRAWLER

Vehicle Unit	Points Value: 204						
Unit: Attack Crawler	Ag	Acc	Str	Res	Init	Co	Special
1 x Attack Crawler with 2 x Mag Light Support	3	5	10	13	8	9	Large, Crawler, MOD2, Scramble Proof, Plasma Reactor
Weapon Options							
The Rebel Attack Crawler is armed with 2 Mag Light Supports at no points cost. Either or both weapons can be replaced with either of the support weapons indicated below at the points cost shown.							
•Mag Cannon @10pts each				•Quad Mag Repeaters @Free			
Options							
•Give unit Plasma Dump @5pts				•Give unit Plasma Amplifier @10pts			

TRANSPORT DROPPER

Vehicle Unit/Drop Capsule	Points Value:						Limited Choice
Unit: Transport Dropper	Ag	Acc	Str	Res	Init	Co	Special
COMING SOON							

AUXILIARY

TECTORIST SCOUTS

Probe Unit	Points Value: 20						Limited Choice
Unit: Tectorists	Ag	Acc	Str	Res	Init	Co	Special
4 x Tectorist Scouts with Tector Rods	-	-	-	4	-	-	Leader, Shard
Options							
•Add up to 2 Tectorist Scouts to sharded unit @5pts each							

Note that this entry reflects the amended rules for Tectorist Scouts, treating them as Probes with a 15" move but retaining the Leader rule. This is covered in a separate amendment (April 2017).

WRECKING SQUAD

Infantry Unit

Points Value: 55

Unit: Rebel Wrecking Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Rebel Leader with Grabber, Mag Gun, Reflex Armour	6	5	7	4(5)	7	7	Leader, Rebel
2 x Rebels with Grabber, Mag Gun, Reflex Armour							Rebel

Options

•Add up to 2 Rebels to unit @15pts each

MUNITION SCUTTER

Mounted Unit

Points Value:

Unit: Munition Scutter	Ag	Acc	Str	Res	Init	Co	Special
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COMING SOON

FLITTERS

Probe Unit

Points Value: 20

Unit: Flitters	Ag	Acc	Str	Res	Init	Co	Special
4 x Flitters	-	-	-	3	-	-	Shard, Scramble Proof

•Add up to 2 Flitters to sharded unit @5pts each

FLITTER BOMBS

Probe Unit

Points Value: 40

Special: You can only include a maximum of 1 Flitter Bomb unit in your army

Unit: Flitter Bombs	Ag	Acc	Str	Res	Init	Co	Special
4 x Flitter Bombs	-	-	-	3	-	-	Shard, Scramble Proof

•Add up to 2 Flitter Bombs to sharded unit @10pts each