Ghar Empire Army List V1

GHAR FORCE SELECTOR

Force Size	Points Value	Combat Level			
		Tactical	Support	Strategic	Auxiliary
Scouting Force	500	2-3	0	0	0-1
Skirmish Force	750	2-4	0-1	0	0-1
Combat Force	1,000	3-5	0-2	0-1	0-2
Battle Force	1,250	3-6	0-3	0-2	0-2
Offensive Force	1,500	4-8	0-4	0-3	0-3
Invasion Force	1,750	4-9	0-5	0-4	0-3
Conquest Force	2,000	4-10	0-6	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
- Your force must include at least 1 Ghar Battle Squad
- A Ghar Empire force can only include non-command Support or Strategic units if it also includes a High Commander or Command Crawler.

TACTICAL

GHAR TACTICAL COMMAND SQUAD

Infantry Command Unit				*Points Value:*			**Limited Choice**
Unit: Tactical Command Squad	Ag	Acc	Str	Res	Init	Co	Special

COMING SOON

GHAR BATTLE SQUAD

Infantry Unit					*Points Value: 184*		

Special: A Ghar Empire force must include at least 1 Ghar Battle Squad

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

GHAR ASSAULT SQUAD

Infantry Unit					*Points Value: 184*		

Unit: Assault Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Assault Leader with Gouger Gun, Plasma Claw, Disrupter 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, Disrupter 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

OUTCAST COMMAND SQUAD

Infantry Command Unit					*Points Value: 40*		

Special: A Ghar Empire force cannot include more Outcast Command Squads than it has Outcast Squads, and cannot include more than 1 Outcast Weapon Team with Disruptor Cannon **unit** unless it also includes an Outcast Command Squad.

Unit: Outcast Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Outcast Slave Driver with maglash	6	5	3	4	7	7	Leader, Hero, Command, Follow, Outcasts
2 x Outcasts with Maglash	6	5	3	4	7	7	Outcasts

Options

- Add up to 2 Outcasts with Maglash @4pts each
- Upgrade Outcast Slave Driver to Leader 2 @10pts
- Upgrade Outcast Slave Driver to Leader 3 @20pts

OUTCAST SQUAD

Infantry Unit					*Points Value: 43*		

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

Options

- Add up to 6 Outcasts with Lugger guns @5pts each
- Include 1 Weapon Team with Disruptor Cannon @24pts
- Upgrade Outcast Leader to Leader 2 @10pts
- Give unit Plasma Grenades @2pts per model (including crew)

OUTCAST WEAPON TEAM WITH DISRUPTOR CANNON

Weapon Team Unit   *Points Value: 24*

Special: A Ghar Empire force cannot include more than 1 Outcast Weapon Team with Distruptor Cannon unit unless it also includes an Outcast Command Squad

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

Options

- Add up to 2 Outcast crew @4pts each
- Add Outcast Leader to unit @9pts
- Upgrade Outcast Leader to Leader 2 @10pts

SUPPORT

COMMAND CRAWLER

Vehicle Command Unit   *Points Value: 242*   **Limited Choice**

Special: A Ghar Empire force can only include non-command Support or Strategic units if it also includes a High Commander or Command Crawler.

Unit: Command Crawler	Ag	Acc	Str	Res	Init	Co	Special
1 x 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 Command Crawler to Leader 3 @10pts
- Upgrade Command Crawler to High Commander @20pts
- Give unit Plasma Dump @5pts
- Give unit Plasma Amplifier @10pts

GHAR BOMBER SQUAD

Infantry Unit/Mixed Infantry+Mount   *Points Value: 127*

Unit: Bomber 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 Trooper 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, Scramble Proof, Plasma Reactor, Crawler

Options

- Add up to 2 Ghar Battle Troopers @60pts each
- Add up to 1 Scutter @26pts
- 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

ATTACK SCUTTERS

Mounted Unit   *Points Value: 88*   **Limited Choice**

Unit: Attack Scutters	Ag	Acc	Str	Res	Init	Co	Special
1 x Attack Scutter Leader with Scourer Cannon	5	5	1	4(10)	8	8	Leader, Large, Crawler, Scramble Proof, Plasma Reactor
2 x Attack Scutters with Scourer Cannon	5	5	1	4(10)	7	7	Large, Crawler, Scramble Proof, Plasma Reactor

Options

- Add up to 2 Attack Scutters to unit @26pts each
- Give unit Plasma Dump @5pts per model
- Give unit Plasma Amplifier @10pts per model

STRATEGIC

BOMBARDMENT CRAWLER

Vehicle Unit/Mixed Vehicle + Mounts				Points Value: 262			
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

TRANSPORT DROPPER

Vehicle Unit/Drop Capsule				Points Value:			
Unit: Transport Dropper	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**

COMING SOON

AUXILIARY

TECTORIST SCOUTS

Probe Unit				Points Value: 20			
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).

FLITTERS

Probe Unit				Points Value: 20			
Unit: Flitters	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
4 x Flitters	-	-	-	3	-	-	Shard, Scramble Proof
Options							

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

WRECKER

Mounted Unit					Points Value: 30		
Unit: Wrecker	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
1 x Wrecker with Grabber	7	-	7	4(10)	7	8	Crawler, Large, Scramble Proof, Plasma Reactor

MUNITION SCUTTER

Mounted Unit					Points Value:		
Unit: Munition Scutter	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co**	**Special**
			COMING SOON				