



# Ghar Empire Army List V3.0

## 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

<i>Infantry Command Unit</i>	<i>Points Value: 216</i>						<b>Limited Choice</b>
<b>Special:</b> A Ghar Empire force can only include non-command Support or Strategic units if it also includes a High Commander or Command Crawler.							
<b>Unit: Tactical Command Squad</b>	<b>Ag</b>	<b>Acc</b>	<b>Str</b>	<b>Res</b>	<b>Init</b>	<b>Co</b>	<b>Special</b>
1 x Ghar Tactical Commander with Scourer Cannon, Battle Armour	3	5	10	4(12)	8	9	Command, Follow, Leader 2, 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
<b>Options</b>							
•Add up to 2 Ghar Battle Troopers @57pts each				•Give unit Plasma Dump @5pts per model			
•Upgrade Ghar Tactical Commander to Leader 3 @10pts				•Give unit Plasma Amplifier @10pts per model			
•Upgrade Ghar Tactical Commander to High Commander @20pts							

Players' Note. A Tactical Command Squad is represented by the same models as a Battle Squad, so there is (at time of writing) no separate boxed set for tactical Command units - just use the Battle Squad.

### 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 @57pts 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 @57pts 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: 38*

**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 @6pts each
- Upgrade Outcast Slave Driver to Leader 3 @20pts
- Upgrade Outcast Slave Driver to Leader 2 @10pts

### OUTCAST SQUAD

*Infantry Unit*

*Points Value: 42*

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 @6pts each
- Include 1 Weapon Team with Disruptor Cannon @23pts (making the unit a mixed infantry+weapon team unit)
- Upgrade Outcast Leader to Leader 2 @10pts
- Give unit Plasma Grenades @2pts per model (including crew)
- Give 1 Outcast Squad Vac Armour @2pts per model increasing Res to 4(5) and reducing Ag to 5.

## OUTCAST WEAPON TEAM WITH DISRUPTOR CANNON

*Weapon Team Unit*

*Points Value: 23*

**Special:** A Ghar Empire force cannot include more than 1 Outcast Weapon Team with Disruptor 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 @11pts
- 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 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, Scramble Proof, Plasma Reactor, Crawler

### Options

- Add up to 2 Ghar Battle Troopers @57pts 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: 91*

**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: 258*

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: 179*

Unit: Transport Dropper	Ag	Acc	Str	Res	Init	Co	Special
1 x Transport Dropper with Scourer Cannon	3	5	10	13	8	8	Large, Transport 10/5, Crawler, MOD2, Scramble Proof, Plasma Reactor
0 x Scutter with Scourer Cannon and Bomb Feeder	3	5	1	4(10)	7	7	Large, Crawler, Scramble Proof, Plasma Reactor

#### Options

- Add 1 Scutter to unit @26pts
- Give unit Plasma Dump @5pts per model
- Exchange Transport Dropper's Scourer Cannon for twinned Scourer Cannons @15pts
- Give unit Plasma Amplifier @10pts per model
- Add Disruptor Bomber turret to Transport Dropper @15pts displacing 2 standard transport slots

## 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, Scramble Proof

#### Options

- Add up to 2 Tectorist Scouts to sharded unit @5pts each

### 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*

<b>Unit: Wrecker</b>	<b>Ag</b>	<b>Acc</b>	<b>Str</b>	<b>Res</b>	<b>Init</b>	<b>Co</b>	<b>Special</b>
1 x Wrecker with Grabber	7	-	7	4(10)	7	8	Crawler, Large, Scramble Proof, Plasma Reactor

### MUNITION SCUTTER

*Mounted Unit*

*Points Value: 26*

<b>Unit: Munition Scutter</b>	<b>Ag</b>	<b>Acc</b>	<b>Str</b>	<b>Res</b>	<b>Init</b>	<b>Co</b>	<b>Special</b>
1 x Scutter with Scourer Cannon and Bomb Feeder	3	5	1	4(10)	7	7	Large, Crawler, Scramble Proof, Plasma Reactor

#### Options

- Give unit Luger Ammo @5pts
- Give unit Plasma Amplifier @10pts

## VARIANT FORCE SELECTORS

Variant Selectors can be used in any scenarios that specify them, or in any games by mutual consent.

## G HAR EMPIRE SIEGE TRAIN

Force Size	Points Value	Combat Level			
		Tactical	Support	Strategic	Auxiliary
Scouting Force	500	0-1	2-5	0-1	0-1
Skirmish Force	750	0-2	2-6	0-1	0-2
Combat Force	1,000	0-2	2-7	1-2	0-3
Battle Force	1,250	0-2	2-8	2-3	0-3
Offensive Force	1,500	0-3	2-8	2-4	0-4
Invasion Force	1,750	0-3	2-8	2-5	0-4
Conquest Force	2,000	0-4	2-8	3-6	0-4
Each 250+ after	+250	Same	Same/+1	Same/+1	Same

- No Tactical Outcast units of any kind can be included.
- In this list all special unit rules that oblige a force to include a High Commander/Command Crawler to qualify for Support or Strategic units do not apply.
- A Ghar Empire Siege Train Scouting Force or Skirmish Force must include at least one Ghar Bomber Squad – this doesn't apply to larger forces as they will be obliged to include at least 1 Bombardment Crawler instead.
- No Limited Choice restrictions. The usual restriction on the number of Limited Choice units does not apply in this list.
- You can spend up to 10% of your points on Army Options.