



# Ghar Outcast Rebel Army List 3.0

## 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

| <i>Infantry Command Unit</i>                    |    | <i>Points Value: 73</i> |     |   |      |    |                                      |  |
|---|----|-------------------------|-----|---|------|----|--------------------------------------|--|
| 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 @4pts 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 your 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 @57pts 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 @4pts 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: 53*

| 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 @7pts each
- Upgrade Rebel Leader to Leader 2 @10pts
- Give unit Plasma Grenades @2pts per model
- Add 1 Rebel Weapon Team with Disruptor Cannon @25pts (turns unit into a mixed infantry + weapon team unit)

### REBEL WEAPON TEAM

*Weapon Team Unit*

*Points Value: 25*

| 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 must be armed with one of the following light 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 @17pts
- 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 @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

### 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 @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

### REBEL BOMBER SQUAD

| <i>Infantry Unit/Mixed Infantry+Mount</i>                   |           | <i>Points Value: 127</i> |            |  |             |           | <b>Limited Choice</b>                          |  |
|---|-----------|--------------------------|------------|--|-------------|-----------|--|--|
| <b>Unit: Assault 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 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 |  |
| <b>Options</b>  |           |                          |            |  |             |           |  |  |
| •Add up to 2 Ghar Battle Troopers @57pts 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

| <i>Vehicle Unit</i>  |           | <i>Points Value: 98</i> |            |                                    |             |           | <b>Limited Choice</b>                                |  |
|--|-----------|-------------------------|------------|------------------------------------|-------------|-----------|--|--|
| <b>Unit: Creeper</b>   | <b>Ag</b> | <b>Acc</b>              | <b>Str</b> | <b>Res</b>                         | <b>Init</b> | <b>Co</b> | <b>Special</b>                                       |  |
| 1 x Creeper with mag light support                           | 5         | 5                       | 1          | 10                                 | 8           | 8         | Large, Crawler, MOD2, Scramble Proof, Plasma Reactor |  |
| <b>Options</b>   |           |                         |            |                                    |             |           |  |  |
| •Give Creeper Mag Cannon instead of Mag Light Support @10pts |           |                         |            | •Give unit Plasma Amplifier @10pts |             |           |  |  |
| •Give unit Plasma Dump @5pts                                 |           |                         |            |                                    |             |           |  |  |

### REBEL ATTACK SCUTTERS

| <i>Mounted Unit</i>                    |           | <i>Points Value: 91</i> |            |  |             |           | <b>Limited Choice</b>                                  |  |
|--|-----------|-------------------------|------------|--|-------------|-----------|--|--|
| <b>Unit: Attack Scutters</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 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         |  |
| <b>Options</b>                         |           |                         |            |  |             |           |  |  |
| •Add 1 Scutter to unit @26pts          |           |                         |            | •Give unit Plasma Amplifier @10pts per model |             |           |  |  |
| •Give unit Plasma Dump @5pts per model |           |                         |            |  |             |           |  |  |

## STRATEGIC

### REBEL COMMAND CRAWLER

| <i>Vehicle Command Unit</i>                       |           | <i>Points Value: 242</i> |            |                                    |             |           | <b>Limited Choice</b>   |  |
|---|-----------|--------------------------|------------|------------------------------------|-------------|-----------|---|--|
| <b>Unit: Command Crawler</b>                      | <b>Ag</b> | <b>Acc</b>               | <b>Str</b> | <b>Res</b>                         | <b>Init</b> | <b>Co</b> | <b>Special</b>  |  |
| 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 |  |
| <b>Options</b>                                    |           |                          |            |                                    |             |           |   |  |
| •Upgrade Command Crawler to Leader 3 @10pts       |           |                          |            | •Give unit Plasma Dump @5pts       |             |           |   |  |
| •Upgrade Command Crawler to High Commander @20pts |           |                          |            | •Give unit Plasma Amplifier @10pts |             |           |   |  |

### REBEL BOMBARDMENT CRAWLER

| <i>Vehicle Unit/Mixed Vehicle + Mounts</i>                              |           | <i>Points Value: 258</i> |            |  |             |           | <b>Limited Choice</b>                                |  |
|---|-----------|--------------------------|------------|--|-------------|-----------|--|--|
| <b>Unit: Bombardment Crawler</b>  | <b>Ag</b> | <b>Acc</b>               | <b>Str</b> | <b>Res</b>                                   | <b>Init</b> | <b>Co</b> | <b>Special</b>                                       |  |
| 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       |  |
| <b>Options</b>  |           |                          |            |  |             |           |  |  |
| •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

| <i>Vehicle Unit</i>  |           | <i>Points Value: 208</i> |            |                                    |             |           |  |  |
|--|-----------|--------------------------|------------|------------------------------------|-------------|-----------|--|--|
| <b>Unit: Attack Crawler</b>  | <b>Ag</b> | <b>Acc</b>               | <b>Str</b> | <b>Res</b>                         | <b>Init</b> | <b>Co</b> | <b>Special</b>                                       |  |
| 1 x Attack Crawler with 2 x Mag Light Support  | 3         | 5                        | 10         | 13                                 | 8           | 9         | Large, Crawler, MOD2, Scramble Proof, Plasma Reactor |  |
| <b>Weapon Options</b>  |           |                          |            |                                    |             |           |  |  |
| 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          |             |           |  |  |
| <b>Options</b>   |           |                          |            |                                    |             |           |  |  |
| •Give unit Plasma Dump @5pts   |           |                          |            | •Give unit Plasma Amplifier @10pts |             |           |  |  |

### TRANSPORT DROPPER

| <i>Vehicle Unit/Drop Capsule</i>  |           | <i>Points Value: 179</i> |            |  |             |           | <b>Limited Choice</b>  |  |
|---|-----------|--------------------------|------------|--|-------------|-----------|--|--|
| <b>Unit: Transport Dropper</b>  | <b>Ag</b> | <b>Acc</b>               | <b>Str</b> | <b>Res</b>                                   | <b>Init</b> | <b>Co</b> | <b>Special</b>   |  |
| 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                       |  |
| <b>Options</b>  |           |                          |            |  |             |           |  |  |
| •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

| <i>Probe Unit</i>  |           | <i>Points Value: 20</i> |            |            |             |           |                               |  |
|--|-----------|-------------------------|------------|------------|-------------|-----------|-------------------------------|--|
| <b>Unit: Tectorist Scouts</b>                            | <b>Ag</b> | <b>Acc</b>              | <b>Str</b> | <b>Res</b> | <b>Init</b> | <b>Co</b> | <b>Special</b>                |  |
| 4 x Tectorist Scouts with Tector Rods                    | -         | -                       | -          | 4          | -           | -         | Leader, Shard, Scramble Proof |  |
| <b>Options</b>   |           |                         |            |            |             |           |                               |  |
| •Add up to 2 Tectorist Scouts to sharded unit @5pts each |           |                         |            |            |             |           |                               |  |

### 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       | 6  | 5   | 7   | 4(5) | 7    | 7  | Rebel         |

#### Options

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

### MUNITION SCUTTER

*Mounted Unit*

*Points Value: 26*

| Unit: Munition Scutter                          | Ag | Acc | Str | Res   | Init | Co | Special  |
|---|----|-----|-----|-------|------|----|--|
| 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

### 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

### 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 |

#### Options

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