

Name:		Bile Thrall Unit						Base Model Cost:		23		
Class:		Basic										
STR	DEX	CON	TEK	Pre	Mor	Mov	WP	WL				
4	4	4	3	4	4	6	1	4				
Unit Size:	7-15	SW Inc	10/15	Unit Attributes				Costs				
Armor:		0		Cost		0		Frightening (3)			3	
Details:		Mech Bits						Enthropy - Wasting Curse (5)			5	
								Diseased (2)			2	
								Total Attribute Cost			10	
Normal Weapons												
Name	Type	Rng	Cost	Dam	Cost	RoF	Cost	Attributes	Cost	Melee	Cost	Total Cost
Bile Cannon	Assault	20	10	6	18	1	0					28
Cost Summary:												
Name	Base Cost		Armor Cost		Weap Cost		Att. Cost		Other Cost		Total Cost	
Trooper	23		0		28		10				61	
Sargent	23		0		28		10		3		64	
Notes: Bile Cannon 30% chance of fail												
Team A (6+S)	430	Team B (7+S)	491	Team C (9+S)	613	Team D (14+S)	918					

Name:		Bane Thralls						Base Model Cost:		23		
Class:		Basic										
STR	DEX	CON	TEK	Pre	Mor	Mov	WP	WL				
4	4	4	3	4	4	5	1	9				
Unit Size:	7-15	SW Inc	10/15	Unit Attributes				Costs				
Armor:		5		Cost		14		Space - Etheralness			10	
Details:		Master Crafted						Mighty Charge (5), Improve Init (3)			8	
								Frightening (3)			3	
								Total Attribute Cost			21	
Normal Weapons												
Name	Type	Rng	Cost	Dam	Cost	RoF	Cost	Attributes	Cost	Melee	Cost	Total Cost
Powered 2-hand Axe	Melee										10	10
Cost Summary:												
Name	Base Cost		Armor Cost		Weap Cost		Att. Cost		Other Cost		Total Cost	
Trooper	23		14		10		21				68	
Sargent	23		14		10		21		3		71	
Team A (6+S)	479	Team B (7+S)	547	Team C (9+S)	683	Team D (14+S)	1023					

Name:		Mechanic Thralls						Base Model Cost:		23		
Class:		Basic										
STR	DEX	CON	TEK	Pre	Mor	Mov	WP	WL				
4	4	4	3	4	4	6	1	8				
Unit Size:	7-15	SW Inc	10/15	Unit Attributes				Costs				
Armor:		4		Cost		9		Time (Time Flash)			10	
Details:		Master Crafted (2)						Mighty Charge (5), Improve Init (3)			8	
								Frightening (3)			3	
								Total Attribute Cost			21	
Normal Weapons												
Name	Type	Rng	Cost	Dam	Cost	RoF	Cost	Attributes	Cost	Melee	Cost	Total Cost
2-hand Slam Fists	Melee										5	5
Cost Summary:												
Name	Base Cost		Armor Cost		Weap Cost		Att. Cost		Other Cost		Total Cost	
Trooper	23		9		5		21				58	
Sargent	23		9		5		21		3		61	
Team A (6+S)	409	Team B (7+S)	467	Team C (9+S)	583	Team D (14+S)	873					

Name:		Slayers						Base Model Cost:		23		
Class:		Elite										
STR	DEX	CON	TEK	Pre	Mor	Mov	WP	WL				
8	4	4	7	4	4	6	2	13				
Unit Size:	3-5	SW Inc	-	Unit Attributes					Costs			
Armor:		9	Cost	28		Construct (10), Large (15), Mounted (Fast - 5)					30	
Details:		Master work, power armour			Space (Etherealness - 10), Ferocious (5)					15		
					Frightening (3), Mutation (Razor Claws -5)					8		
					Total Attribute Cost					53		
Normal Weapons												
Name	Type	Rng	Cost	Dam	Cost	RoF	Cost	Attributes	Cost	Melee	Cost	Total Cost
Energy Claw x2 (blade)	Melee										30	30
Cost Summary:												
Name	Base Cost		Armor Cost		Weap Cost		Att. Cost		Other Cost		Total Cost	
Trooper	23		28		30		53				134	
Team A (3)	402	Team B (4)	536	Team C (5)	670							

Name:		Bone Jack Spitters						Base Model Cost:		23		
Class:		Support										
STR	DEX	CON	TEK	Pre	Mor	Mov	WP	WL				
7	5	4	6	4	4	6	1	12				
Unit Size:	2-6	SW Inc	all	Unit Attributes					Costs			
Armor:		8	Cost	25		Construct (10), Mounted (Fast - 5)					15	
Details:		Master work, power armour			Time (Time Flash - 10)					10		
					Frightening (3)					3		
					Total Attribute Cost					28		
Normal Weapons												
Name	Type	Rng	Cost	Dam	Cost	RoF	Cost	Attributes	Cost	Melee	Cost	Total Cost
Sludge Cannon	Heavy	36	12	8	21	1	0	Blast (20+42)	62			95
Cost Summary:												
Name	Base Cost		Armor Cost		Weap Cost		Att. Cost		Other Cost		Total Cost	
Trooper	23		25		95		28				171	
Team A (2)	342	Team B (4)	684	Team C (6)	1026							

Name:		Denegra						Base Model Cost:		23		
Class:		Personality										
STR	DEX	CON	TEK	Pre	Mor	Mov	WP	WL				
4	4	4	3	8	4	6	4	14				
Unit Size:	-	SW Inc	-	Unit Attributes					Costs			
Armor:		10	Cost	31		Leader (20); Frightening (5); Impv Init (5); Ballistics (15);					45	
Details:		Master Work (2) Power Armor (2)			Munitions (15); Technologist (Free); Field Craft (2)					17		
					Mutated (Chameleonic Skin, Irradiated), Strong Fighter (15)					25		
					Total Attribute Cost					87		
Normal Weapons												
Name	Type	Rng	Cost	Dam	Cost	RoF	Cost	Attributes	Cost	Melee	Cost	Total Cost
Magic Spear (blade)	Melee		0				0				20	20
Venom (Flamethrow)	Assault		0	6	6	1		Flamethrower	5		5	16
Cost Summary:												
Name	Base Cost		Armor Cost		Weap Cost		Att. Cost		Level Cost		Total Cost	
Denegra (M 4)	23		31		36		87		100		277	
Notes:												

Name:		Mystical Transmission Squad						Base Model Cost:		23		
Class:		Command Squad										
STR	DEX	CON	TEK	Pre	Mor	Mov	WP	WL				
4	4	4	3	5	4	6	1	11				
Unit Size:	3 Psy + 6 BG	SW Inc	--	Unit Attributes					Costs			
				Imprv Int (3)					3			
Armor:	7	Cost	22	Frightening (3)					3			
Details:	Master Work (2) Power Armor (2)			Technologist (5)					5			
				Total Attribute Cost					11			
Normal Weapons												
Name	Type	Rng	Cost	Dam	Cost	RoF	Cost	Attributes	Cost	Melee	Cost	Total Cost
Psy Whip	Assault	12	6	5	5	2	22	Assault Attachment	3			36
Cost Summary:												
Name	Base Cost		Armor Cost		Weap Cost		Att. Cost		Other Cost		Total Cost	
Mystic	23		7		0		11				41	
Body Guard	23		7		36		11				77	
Notes: Team A = All Comm, Team B= Full Str												
Team A	123	Team B	585	Team C								

Name:		Pistol Wraith						Base Model Cost:		23		
Class:		Personality										
STR	DEX	CON	TEK	Pre	Mor	Mov	WP	WL				
4	6	4	3	4	4	6	2	7				
Unit Size:	-	SW Inc	-	Unit Attributes					Costs			
				Gunslinger (15)					15			
Armor:	3	Cost	3	Infiltrate (10); Space (Free)					10			
Details:				Munitions (15)					15			
				Total Attribute Cost					40			
Normal Weapons												
Name	Type	Rng	Cost	Dam	Cost	RoF	Cost	Attributes	Cost	Melee	Cost	Total Cost
Warp Pistol	Light	12	6	3	6	2	12					24
Warp Pistol	Light	12	6	3	6	2	12					24
Cost Summary:												
Name	Base Cost		Armor Cost		Weap Cost		Att. Cost		Level Cost		Total Cost	
Pistol Wraith (Lvl 2)	23		3		48		40		30		144	

Name:		Skarre						Base Model Cost:		23		
Class:		Personality										
STR	DEX	CON	TEK	Pre	Mor	Mov	WP	WL				
4	5	5	3	6	4	6	3	13				
Unit Size:	-	SW Inc	-	Unit Attributes					Costs			
				Technologist (Free)								
Armor:	8	Cost	25	Combat Leader (10), Strong Fighter (15)					25			
Details:	Master Work (2) Power Armor (2)											
				Total Attribute Cost					25			
Normal Weapons												
Name	Type	Rng	Cost	Dam	Cost	RoF	Cost	Attributes	Cost	Melee	Cost	Total Cost
Magic Blade	Melee										20	20
Warp Pistol	Light	12	6	3	6	2	12					24
Cost Summary:												
Name	Base Cost		Armor Cost		Weap Cost		Att. Cost		Level Cost		Total Cost	
Skarre (Lvl 3)	23		25		44		25		60		177	