

Unit	Stats	Loadout	Special Rules
Warriors [10] - 230pts	Qua 4+ Def 4+	10x Reaper Rifles (18", A1, AP(2)) 10x CCWs (A1)	<u>Robot</u> , <u>Self-Repair</u> , <u>Slow</u>
Robot Lord [1] - 150pts Joined to Guardians	Qua 3+ Def 3+	1x Phase Glaive (A3, AP(4))	<u>Hero</u> , <u>Robot</u> , <u>Self-Repair</u> , <u>Slow</u> , <u>Tough(3)</u> , 1x <u>Combat Shield(Shield Wall)</u> , 1x <u>Technomancer(Caster(2))</u> , 1x <u>Jetpack(Ambush, Flying, Swift)</u>
Guardians [5] - 195pts	Qua 3+ Def 3+	5x Hyper Swords (A2, AP(1), Rending)	<u>Robot</u> , <u>Self-Repair</u> , <u>Slow</u> , <u>Jetpacks(Ambush, Flying, Swift)</u> , <u>Combat Shields(Shield Wall)</u>
Guardians [5] - 195pts	Qua 3+ Def 3+	5x Hyper Swords (A2, AP(1), Rending)	<u>Robot</u> , <u>Self-Repair</u> , <u>Slow</u> , <u>Jetpacks(Ambush, Flying, Swift)</u> , <u>Combat Shields(Shield Wall)</u>
2x Eternals [5] - 180pts	Qua 3+ Def 2+	5x Flux Carbines (18", A2, Flux) 5x CCWs (A1)	<u>Robot</u> , <u>Self-Repair</u> , <u>Slow</u>
Destroyer Snakes [3] - 315pts	Qua 3+ Def 4+	3x Dual Reaper Blades (A4, AP(2))	<u>Robot</u> , <u>Self-Repair</u> , <u>Strider</u> , <u>Tough(3)</u> , <u>Tunneller</u> , <u>Plasmabot(Rending in Melee)</u>
Annihilators [3] - 295pts	Qua 3+ Def 3+	3x Dual Hyper Swords (A4, AP(1), Rending)	<u>Ambush</u> , <u>Robot</u> , <u>Self-Repair</u> , <u>Strider</u> , <u>Tough(3)</u>
Hover Bikes [3] - 260pts	Qua 4+ Def 4+	2x Rapid Flux Carbines (18", A4, Flux) 3x CCWs (A2) 1x Atom-Beamer (24", A3, AP(1))	<u>Fast</u> , <u>Robot</u> , <u>Self-Repair</u> , <u>Strider</u> , <u>Tough(3)</u>

Special Rules

- AP:** Targets get -X to Defense rolls when blocking hits.

Ambush: May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9” away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can’t seize or contest objectives on the round they deploy.

Caster: Gets X spell tokens at the start of each round, but can’t hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell’s value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18” in line of sight of the caster’s unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Defense: Gets +X to Defense rolls.

Fast: Moves +2" when using Advance, and +4” when using Rush/Charge.

Flux: Unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).

Flying: May move through units and terrain, and ignores terrain effects whilst moving.

Hero: Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit’s Defense until all other models have been killed.
- Rending:** Ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

Rending in Melee: This model's melee weapons get Rending.

Robot: Whenever a unit where most models have this rule fails a morale test that causes it to be Shaken or Routed, the test counts as passed instead. Then, roll as many dice as the number of wounds it would take to fully destroy it, and for each result of 1-3 the unit takes one wound, which can't be ignored.

Self-Repair: When taking a wound, roll one die. On a 6+ it is ignored.

Shield Wall: This model gets +1 to defense rolls against hits that are not from spells.

Slow: Moves -2" when using Advance, and -4” when using Rush/Charge.

Strider: May ignore the effects of difficult terrain when moving.

Swift: This model may ignore the Slow rule.

Tough: This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

Tunneller: This model counts as having Ambush, and may be deployed up to 1" away from enemy units.

Robot Legions Army Spells

- Star Bots (1):** Target enemy unit within 18" gets -1 to hit rolls next time it fights in melee.
- Meteor Bots (1):** Target enemy unit within 12" takes 2 hits with AP(2).
- Assault Bots (2):** Target 2 friendly units within 12" move +2" next time they Advance, or +4" next time they Rush/Charge.
- Thunderbolt Bots (2):** Target enemy model within 12" takes 2 hits with AP(4).
- Arrow Bots (3):** Target 2 enemy units within 18" get -2 to hit rolls next time they shoot.
- Fire Bots (3):** Target 2 enemy units within 12" take 6 hits each.