

Confusion Monks • 3000pts

Prime Brothers [5] - 165pts

Quality 3+

Defense 2+

Fearless

Weapon	RNG	ATK	AP	SPE
5x CCWs	-	A1	-	-
5x Auto-Rifles	18"	A2	-	-

Prime Brothers [5] - 195pts

Quality 3+

Defense 2+

Fearless, 1x Medical Training

Weapon	RNG	ATK	AP	SPE
5x CCWs	-	A1	-	-
4x Auto-Rifles	18"	A2	-	-
Heavy Rifle	24"	A1	1	-

Prime Master [1] - 95pts

↔ Joined to Assault Squad

Quality 3+

Defense 2+

Tough 3

Fearless, Hero, Tough(3), Ambush, Flying, War Chant

Weapon	RNG	ATK	AP	SPE
Flamer Pistol	6"	A1	-	Blast(3), Reliable
CCW	-	A2	-	-
Upgrade	SPE			
Jetpack	Ambush, Flying			
Judge	War Chant			

Assault Squad [5] - 210pts

Quality 3+

Defense 2+

Fearless, Ambush, Flying

Weapon	RNG	ATK	AP	SPE
4x Heavy Pistols	12"	A1	1	-
4x Heavy CCWs	-	A2	1	-
Plasma Pistol	12"	A1	4	-
Energy Sword	-	A2	1	Rending
Upgrade	SPE			
Jetpacks	Ambush, Flying			

Veteran Prime Brothers [3] - 150pts

Quality 3+

Defense 2+

Fearless, War Veteran

Weapon	RNG	ATK	AP	SPE
3x CCWs	-	A1	-	-
Auto-Rifle	18"	A2	-	-
Heavy Rifle	24"	A1	1	-
Plasma-Mod	24"	A1	4	Limited
Heavy Flamer	12"	A1	1	Blast(3), Reliable

Prime Master [1] - 150pts

↔ Joined to Blaster Squad

Quality 3+

Defense 2+

Tough 3

Fearless, Hero, Tough(3), Battle Rites

Weapon	RNG	ATK	AP	SPE
Master Plasma Pistol	12"	A2	4	-
Energy Fist	-	A2	4	-
Upgrade	SPE			
Captain	Battle Rites			

Prime Brothers 3.4.1

Blaster Squad [5] - 375pts

Quality 3+

Defense 2+

Fearless

Weapon	RNG	ATK	AP	SPE
5x CCWs	-	A1	-	-
5x Plasma Auto-Rifles	24"	A2	4	-

Infernal Squad [6] - 240pts

Quality 3+

Defense 2+

Fearless, Relentless

Weapon	RNG	ATK	AP	SPE
6x Flamers	12"	A1	-	Blast(3), Reliable
6x CCWs	-	A1	-	-

Elimination Squad [3] - 380pts

Quality 3+

Defense 3+

Fearless, Scout, Stealth

Weapon	RNG	ATK	AP	SPE
3x CCWs	-	A1	-	-
3x Laser Sniper Rifles	30"	A1	2	Deadly(3), Sniper

Guard Squad [3] - 330pts

Quality 3+

Defense 2+

Tough 3

Fearless, Heavy Shield, Tough(3), War Veteran

Weapon	RNG	ATK	AP	SPE
3x Heavy Pistols	12"	A1	1	-
3x Energy Swords	-	A3	1	Rending

Eradication Squad [3] - 260pts

Quality 3+

Defense 2+

Tough 3

Fearless, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Fusion Rifles	12"	A1	4	Deadly(3)
3x CCWs	-	A1	-	-

Prime Master [1] - 130pts

⚔️ Joined to Heavy Prime Brothers

Quality 3+

Defense 2+

Tough 3

Fearless, Hero, Tough(3), Battle Rites

Weapon	RNG	ATK	AP	SPE
CCW	-	A2	-	-
Master Heavy Rifle	24"	A2	1	-
Upgrade	SPE			
Captain	Battle Rites			

Heavy Prime Brothers [3] - 320pts

Quality 3+

Defense 2+

Tough 3

Fearless, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x CCWs	-	A1	-	-
Grave Heavy Machinegun	30"	A4	1	-
2x Grave Heavy Rifles	24"	A3	1	-

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.

Battle Rites: This model and its unit get +1 to hit when shooting.

Blast: Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as models in the target unit.

Deadly: Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the original target is killed.

Defense: Gets +X to Defense rolls.

Fearless: Whenever a unit where most models have this rule fails a morale test, roll one die. On a 4+ it counts as passed instead.

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

Furious: When charging, unmodified rolls of 6 to hit in melee deal one extra hit (only the original hit counts as a 6 for special rules).

Heavy Shield: When units where all models have this rule take hits, those hits count as having AP(-1), to a min. of AP(0).

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.

Limited: May only be used once per game.

Medical Training: This model and its unit get Regeneration.

Regeneration: When taking a wound, roll one die. On a 5+ it is ignored.

Relentless: When using Hold actions and shooting, unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).

Reliable: Attacks at Quality 2+.

Rendering: Ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

Scout: May be set aside before deployment. After all other units are deployed, must be deployed and may then be placed anywhere within 12" of their position. Players alternate in placing Scout units, starting with the player that activates next.

Sniper: Shoots at Quality 2+, and each model with Sniper may pick any model in the target unit as its individual target, which is resolved as if it was a unit of 1. Sniper shooting must be resolved before other weapons.

Stealth: Enemies get -1 to hit rolls when shooting at units where all models have this rule from over 9" away.

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).

War Chant: This model and its unit get Furious. If they already had Furious, they get extra hits from Furious on unmodified rolls of 5-6 to hit instead.

War Veteran: Gets +1 to hit in melee and shooting.