Dao Competitive Redesign • 3000pts

Grunt Leader [1] - 75pts

| Quality 4+ | Defense 4+ | Tough 3 |

Hero, Tough(3), Advanced Tactics

Weapon	RNG	ATK	AP	SPE
Assault Pulse Pistol	9"	A1	1	Limited
Ritual Blade	-	A2	-	-

3x Spotter Squad [5] - 170pts

| Quality 5+ | Defense 5+ |

Good Shot, Scout

Weapon	RNG	ATK	AP	SPE
2x Pulse Carbines	18"	A2	1	-
5x CCWs	-	A1	-	-
3x Sniper Rifles	30"	A1	1	Sniper

Battle Suits [3] - 285pts

| Quality 4+ | Defense 3+ | Tough 3 |

Tough(3), Constrict, 1x Shield Drone

Weapon	RNG	ATK	AP	SPE
6x Bashes	-	A1	-	-
Flamer	12"	A1	-	Blast(3), Reliable
4x Ion Blasters	18"	A1	1	Blast(3)

2x Battle Suits [3] - 310pts

| Quality 4+ | Defense 3+ | Tough 3 |

Tough(3), Constrict, Cyber-Eyes, 1x Shield Drone

Weapon	RNG	ATK	AP	SPE
6x Bashes	-	A1	-	-
5x Fusion Rifles	12"	A1	4	Deadly(3)

Battle Suits [3] - 285pts

| Quality 4+ | Defense 3+ | Tough 3 |

Tough(3), Constrict, 1x Shield Drone

Weapon	RNG	ATK	AP	SPE
6x Bashes	-	A1	-	-
5x Flamers	12"	A1	-	Blast(3), Reliable

Mystic [1] - 60pts

🔗 Joined to Tribal Huntsmen

| Quality 5+ | Defense 6+ | Tough 3 |

Caster(2), Hero, Tough(3)

Weapon	RNG	ATK	AP	SPE
Master Pistol	12"	A2	-	-
CCW	-	A1	-	-

Tribal Huntsmen [10] - 115pts

| Quality 5+ | Defense 6+ |

Carnivore, Warning Cry

Weapon	RNG	ATK	AP	SPE
10x Crude Rifles	18"	A1	-	-
10x CCWs	-	A1	-	-

Mystic [1] - 60pts

🔗 Joined to Tribal Huntsmen

| Quality 5+ | Defense 6+ | Tough 3 |

Caster(2), Hero, Tough(3)

Weapon	RNG	ATK	AP	SPE
Master Pistol	12"	A2	-	-
CCW	-	A1	-	-

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| Quality 5+ | Defense 6+ | Tough 3 |

Caster(2), Hero, Tough(3)

Weapon	RNG	ATK	AP	SPE
Master Pistol	12"	A2	-	-
CCW	-	A1	-	-

Mystic [1] - 60pts

🔗 Joined to Tribal Huntsmen

| Quality 5+ | Defense 6+ | Tough 3 |

Caster(2), Hero, Tough(3)

Weapon	RNG	ATK	AP	SPE
Master Pistol	12"	A2	-	-
CCW	-	A1	-	-

Tribal Huntsmen [10] - 115pts

Quality **5+**	Defense **6+**

Carnivore, Warning Cry

Weapon	RNG	ATK	AP	SPE
10x Crude Rifles	18"	A1	-	-
10x CCWs	-	A1	-	-

3x Hover Transport [1] - 175pts

Quality **4+**	Defense **2+**	Tough **6**

Impact(3), Strider, Tough(6), Transport(11), Fast, Inhibitor Drone

Weapon	RNG	ATK	AP	SPE
Burst Carbine	18"	A2	-	Rending

Special Rules

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

Advanced Tactics: Once per this unit's activation, before attacking, pick one other friendly unit within 12", which may move by up to 6".

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.

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.

Carnivore: Gets +1 to hit in melee.

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.

Constrict: Enemies get -1 to hit in melee when attacking units where all models have this rule.

Cyber-Eyes: Gets +1 to hit when shooting.

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.

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

Good Shot: This model shoots at Quality 4+.

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.

Impact: Roll X dice when attacking after charging, unless fatigued. For each 2+ the target takes one hit.

Inhibitor Drone: Enemies get -3" movement when trying to charge this model and its unit.

Limited: May only be used once per game.

Reliable: Attacks at Quality 2+.

Rending: 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.

Shield Drone: This model and its unit get Stealth.

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.

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

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).

Transport: May transport up to X models or Heroes with up to Tough(6), and non-Heroes with up to Tough(3) which occupy 3 spaces each. Transports may deploy with units inside, and units may enter/exit by using any move action, but must stay fully within 6" of it when exiting. When a transport is destroyed, units inside must take a dangerous terrain test, are Shaken, and must be placed fully within 6" of the transport before removing it.

Warning Cry: Enemy units using Ambush must be set up over 12" away from this model.

Dao Competitive Redesign Army Spells

Empower Bolts (1): Target friendly unit within 12" gets AP(+1) next time it shoots when using a Hold action.

Killing Blow (1): Target enemy model within 12" takes 1 hit with AP(4).

Guided Aim (2): Target 2 friendly units within 12" get +1 to hit rolls next time they shoot when using a Hold action.

Devastating Strike (2): Target enemy unit within 18" takes 1 hit with Blast(6).

Pacification (3): Target 2 enemy units within 18" get -2 to hit rolls next time they fight in melee.

Deadly Surge (3): Target 2 enemy units within 12" take 6 hits each.