FLC • 640pts

Rebel Guerrillas 3.6.0, Worker Unions 3.6.0

Union Leader [1] - 135pts

Qua 4+ | Def 5+ | Tough 9

Hero, Quick Shot Aura, Tough(9), Union Assault

Weapon	RNG	ATK	AP	SPE
Plasma Pistol	12"	A2	2	Assault
Hand Weapon	-	A6	-	-

Item	SPE
Harasser	Quick Shot Aura

Rebel Leader [1] - 145pts

Qua 5+ | Def 5+ | Tough 9

Guerrilla, Hero, Scout, Stealth, Strider Aura, Tough(9)

Weapon	RNG	ATK	AP	SPE
Pistol	12"	A2	-	Assault
Hand Weapon	-	A6	-	-

Item	SPE
Pathfinder	Strider Aura
Master Spotter	Scout, Stealth

Union Fighters [3] - 80pts

Qua 5+ | Def 4+ | Tough 3

Armor(4+)*, Tough(3), Union Assault

Weapon	RNG	ATK	AP	SPE
3x Hand Weapons	-	A2	-	-

Item	SPE
Combat Shield	Armor(4+)*

*Defense bonus from items are already included in the Def stat.

Union Gunners [3] - 115pts

Qua 5+ | Def 5+ | Tough 3

Tough(3), Union Assault

Weapon	RNG	ATK	AP	SPE
2x Battle Rifles	24"	A2	-	-
Burst Heavy Shotgun	9"	A8	2	-
3x Strikes	-	A2	-	-

Ursid Rebels [3] - 165pts

Qua 5+ | Def 6+ | Tough 3

Guerrilla, 1x Regeneration Aura, Tough(3)

Weapon	RNG	ATK	AP	SPE
2x Carbines	18"	A4	-	-
Sgt. Pistol	12"	A2	-	Assault
Sgt. Hand Weapon	-	A2	-	-
2x Strikes	-	A2	-	-

Item	SPE
1x Medical Training	Regeneration Aura

Special Rules

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

Armor(X): Counts as having Defense X+.

Assault: Counts as both a ranged weapon and a melee weapon.

Guerrilla: Once per round, this model may move by up to 3" after shooting or being in melee.

Hero: Units within 6” of friendly Heroes may use the Hero’s Quality for Morale Tests as long as the Hero isn’t Shaken.

Quick Shot: This model may shoot after using Rush actions.

Quick Shot Aura: This model's unit and up to 2 friendly units picked before the start of the game get Quick Shot. If this model is killed, picked models that are deployed lose the rule.

Regeneration: When a unit where most models have this rule takes wounds, roll one die for each. On a 5+ it is ignored.

Regeneration Aura: This model's unit and up to 2 friendly units picked before the start of the game get Regeneration. If this model is killed, picked models that are deployed lose the rule.

Scout: May be set aside before deployment. After all other units are deployed, may be deployed anywhere fully within 9” of their deployment zone, over 9” away from non-Scout enemy units. Players alternate in placing Scout units, starting with the player that activates next.

Stealth: When units where most models have this rule are shot from over 9" away, enemy units get -1 to hit rolls.

Strider: May ignore the effects of Difficult terrain. This unit halves the number of dice it rolls when jumping (rounding up).

Strider Aura: This model's unit and up to 2 friendly units picked before the start of the game get Strider. If this model is killed, picked models that are deployed lose the rule.

Tough: Once a model has taken as many wounds as its Tough value, it is killed (remove from play).

Union Assault: After this model is deployed, it may be placed anywhere fully within 9" of its position, over 9" away from non-Vanguard enemy units.

Vanguard: After this model is deployed, it may be placed anywhere fully within 9" of its position, over 9" away from non-Vanguard enemy units.