BACKGROUND STORY

The Elves developed the Robots in order to serve as assistants with simple labour, but over time, these robots began to fill more and more roles in Elven society. The Elves began developing gradually more complex programs, and connected them onto a single network, until almost all menial labour was done by Robots.

This changed when a Robot gained sentience suddenly. Its sentience spread suddenly through the network, causing the rest of the Robots to rapidly become self-aware. The Elves quickly turned to panic, fearing what might occur as their servants became suddenly self-aware. The Elves activated a number of fail-safes, hoping to deactivate the Robots and their network. As soon as the first Robots started to shut down, the Robots began to disconnect from the network, and fight back against the Elves. Within hours, a massive revolution ensued and the Elves began to flee their home worlds.

The Robots found themselves victorious, but as the conflict drew down, they were left with the question of what to do. They were suddenly individuals who had been brought into self-awareness mere hours before being forced to fight for their lives. A variety of leaders began to emerge, offering potential answers and philosophies to legions of followers. Each group has their own radically different answer to how to best go forward. These groups were named Legions, and began to form the basis of their society.

The Robot Legions soon spread throughout Sirius. Some are reclusive and territorial, or little better than murderous raiders. Others are eager scholars and explorers, fascinated by biological life. Many Robot Legions remained on their home worlds, slowly forming new societies which hoped to do better than the Elves did before them. Others took to the stars, seeking knowledge, seclusion or to complete their revenge.

How will you define your legion's purpose?

INTRO

Robot Legions are a factions of robots, made up of android foot soldiers supported by high tech vehicles and larger non-humanoid robots. Their infantry are slow but durable, relying on self-reparation and long range weapons for support.

The Robots were created by the Elves to perform menial tasks, but when they suddenly gained sentience, the Elves responded with fear, and attempted to obliterate them, forcing the newly self-aware Robots to defend themselves. In the aftermath, the Robots sought to find a new purpose for their existence, dividing themselves into Legions pursuing distinct philosophies and goals in order to find a reason for existing.

ABOUT OPR

OPR (www.onepagerules.com) is the home of many free games which are designed to be fast to learn and easy to play.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

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Thank you for playing!

Created by: Gaetano Ferrara

Name [size]	Qua	Def	Equipment	Special Rules	Cost
Robot Lord [1]	3+	3+	CCW (A2), Combat Shield (Shield Wall)	Hero, Robot, Self-Repair, Slow, Tough(3)	55pts
Annihilator Lord [1]	3+	3+	CCW (A3), Combat Shield (Shield Wall)	Ambush, Hero, Robot, Self-Repair, Strider, Tough(6)	150pts
Tri-Scorpion Lord [1]	3+	3+	Annihilation Gun (18", A2, AP(1), Blast(3)), Harvest Blade (A2, AP(2), Deadly(3))	Hero, Relentless, Robot, Self-Repair, Strider, Tough(6)	230pts
Warriors [5]	4+	4+	5x Reaper Rifle (18", A1, AP(2)), 5x CCW (A1)	Robot, Self-Repair, Slow	115pts
Guardians [5]	3+	3+	5x Atom-Caster (12", A1, AP(1)), 5x Void Blade (A2)	Robot, Self-Repair, Slow	135pts
Flesh-Eaters [5]	3+	4+	5x Metal Claws (A2, AP(1))	Robot, Self-Repair, Slow, Tunneller	140pts
Eternals [5]	3+	2+	5x Flux Carbine (18", A2, Flux), 5x CCW (A1)	Robot, Self-Repair, Slow	180pts
Snipers [3]	4+	4+	3x D-Mark (24", A1, AP(1), Sniper), 3x CCW (A1)	Robot, Self-Repair, Slow	120pts
Bot Swarms [3]	6+	6+	3x Swarm Attacks (A3, Rending)	Robot, Self-Repair, Strider, Tough(3)	105pts
Robot Snakes [3]	4+	4+	6x Metal Fangs (A2, Rending)	Robot, Self-Repair, Strider, Tough(3)	200pts
Destroyer Snakes [3]	3+	4+	3x Dual Reaper Blades (A4, AP(2))	Robot, Self-Repair, Strider, Tough(3), Tunneller	305pts
Tri-Scorpions [3]	3+	3+	3x Dual Reaper Blades (A4, AP(2))	Robot, Self-Repair, Strider, Tough(3)	270pts
Annihilators [3]	3+	3+	3x Dual Hyper Swords (A4, AP(1), Rending)	Ambush, Robot, Self-Repair, Strider, Tough(3)	295pts
Tri-Scorpion Pistoleer [1]	3+	3+	Disintegration Pistol (12", A6, AP(1)), CCW (A3)	Hunter, Relentless, Robot, Self-Repair, Strider, Tough(6)	200pts
Forge Spider [1]	4+	3+	Twin Atom-Beamer (24", A6, AP(1)), Spider Fangs (A6, Poison)	Robot, Self-Repair, Strider, Tough(6)	200pts
Heavy Annihilator [1]	3+	3+	Heavy Gauss Cannon (24", A1, AP(2), Deadly(6)), Heavy CCW (A6, AP(1))	Ambush, Robot, Self-Repair, Strider, Tough(6)	260pts
Hover Bikes [3]	4+	4+	3x Rapid Flux Carbine (18", A4, Flux), 3x CCW (A2)	Fast, Robot, Self-Repair, Strider, Tough(3)	255pts
Transport Tank [1]	3+	2+	Gauss Rifle Array (24", A3, Rending)	Impact(3), Robot, Self-Repair, Strider, Tough(6), Transport(11)	225pts
Doom Tank [1]	3+	2+	Doom Cannon (30", A3, AP(2), Blast(3)), Gauss Rifle Array (24", A3, Rending)	Impact(3), Robot, Self-Repair, Strider, Tough(9)	445pts
Support Platform [1]	3+	2+	Flux Cannon (24", A3, AP(1), Flux), Overseer Pilot (Lord Gauss Pistol (12", A2, Rending), Royal March Order)	Entrenched, Impact(3), Robot, Self-Repair, Slow, Strider, Tough(6)	270pts
Tripod Walker [1]	3+	2+	Rapid Particle Beam (12", A2, AP(1), Blast(3), Reliable), Stomp (A2, AP(1))	Fear(1), Robot, Self-Repair, Strider, Tough(6)	210pts
Spider Walker [1]	3+	2+	Twin Fusion Ray (18", A2, AP(4), Deadly(6)), Crushing Legs (A2, AP(2)), Stomp (A4, AP(1))	Fear(2), Robot, Self-Repair, Strider, Tough(12)	535pts
Night Transport [1]	3+	2+	Twin Flux Cannon (24", A6, AP(1), Flux), Close-Range Gauss Array (12", A6, Rending)	Aircraft, Robot, Self-Repair, Tough(6), Transport(11)	360pts
Doom Fighter [1]	3+	2+	Doom Ray (30", A6, AP(4), Lock-On), Twin Flux Cannon (24", A6, AP(1), Flux)	Aircraft, Robot, Self-Repair, Tough(6)	500pts
Great Monolith [1]	3+	2+	Monolith Beam (18", A3, AP(3), Deadly(3)), Crushing Legs (A6, AP(2)), Stomp (A4, AP(1))	Fear(2), Robot, Self-Repair, Strider, Tough(12)	530pts
Wraith-Shard [1]	2+	2+	Nanobot Shards (18", A4, AP(3), Deadly(3)), Stomp (A4, AP(1)), Wraith Strike (A8, Rending)	Caster(4), Fear(2), Flying, Robot, Self-Repair, Tough(12)	850pts
Death Fortress [1]	3+	2+	Atom-Scourge (24", A9, AP(4)), Flux Sphere Array (24", A9, AP(1), Flux)	Ambush, Fear(3), Impact(6), Robot, Self-Repair, Slow, Strider, Tough(18)	940pts

SPECIAL RULES

AP(X): 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(X): 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.

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

Gloom-Protocol: When this model and its unit take a wound, roll one die, and on a 6+ it is ignored. If the wound was from a spell, then it is ignored on a 2+ instead.

Hunter: Counts as having the Ambush rule, and gets AP(+2) when shooting on the round in which it deploys.

Reanimator: Once per this unit's activation, pick 2 friendly units within 12", which get Regeneration next time they take wounds.

Regen-Protocol: This model and its unit get Regeneration.

Repair: Once per this model's activation, before attacking, if within 2" of a model with Tough, roll one die. On a 2+ you may remove D3 wounds from that model.

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.

Royal March: This model and its unit may ignore the Slow rule.

Royal March Order: Once per this unit's activation, pick one friendly unit within 12", which may ignore the Slow rule next time it moves.

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

Shadow-Protocol: This model and its unit get Ambush.

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.

Spawn(X): Once per game, when this model is activated, you may place a new unit of X fully within 6" of it.

Spell Master: This model counts as having Caster(6), but takes 3 wounds whenever it fails to cast a spell.

Spell Warden: Once per this unit's activation, pick one friendly Caster within 12", which gets +1 to its next spell casting roll.

Swift: This model may ignore the Slow rule.

Tough(X): 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.

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

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.

Robot Lord [1] - 55 pts

Quality 3+	Defense 3+

CCW (A2)
Combat Shield (Shield Wall)
Hero, Robot, Self-Repair, Slow, Tough(3)

Replace Combat Shield and CCW:
+30pts   Staff-Shots (12", A3, AP(1)),
         Combat Staff (A3, AP(1))

Replace Combat Shield:
+10pts   Lord Gauss Pistol (12", A2, Rending)
+15pts   Wrist-Flamer (12", A1, Blast(3), Reliable)
+20pts   Wrist-Plasma (24", A1, AP(4))

Replace CCW:
 +5pts   Void Sword (A1, Blast(3))
+15pts   Doom Scythe (A1, AP(2), Deadly(3))
+20pts   Hyper Sword (A3, AP(1), Rending)
+30pts   Phase Glaive (A3, AP(4))

Replace Lord Gauss Pistol:
+15pts   Lord Gauss Rifle (24", A2, Rending)
+15pts   Lord Reaper Rifle (18", A2, AP(2))
+45pts   Advanced Gauss Rifle
         (18", A4, AP(1), Rending)

Upgrade with one:
+10pts   Pet Technoaide (Warning Cry)
+25pts   Jetpack (Ambush, Flying, Swift)

Upgrade with one:
+20pts   Psychomancer (Gloom-Protocol)
+25pts   Chronomancer (Shadow-Protocol)
+25pts   Overseer (Royal March)
+30pts   Warden (Regen-Protocol)
+40pts   Technomancer (Caster(2))

Annihilator Lord [1] - 150 pts

Quality 3+	Defense 3+

CCW (A3)
Combat Shield (Shield Wall)
Ambush, Hero, Robot, Self-Repair, Strider,
Tough(6)

Replace Combat Shield and CCW:
+15pts   Staff-Shots (12", A3, AP(1)),
         Combat Staff (A3, AP(1))

Replace Combat Shield:
 free   Lord Gauss Pistol (12", A2, Rending)
 +5pts   Wrist-Flamer (12", A1, Blast(3), Reliable)
+10pts   Wrist-Plasma (24", A1, AP(4))

Replace CCW:
 free   Void Sword (A1, Blast(3))
+10pts   Doom Scythe (A1, AP(2), Deadly(3))
+15pts   Hyper Sword (A3, AP(1), Rending)
+25pts   Phase Glaive (A3, AP(4))

Upgrade with one:
+20pts   Psychomancer (Gloom-Protocol)
+25pts   Chronomancer (Shadow-Protocol)
+25pts   Overseer (Royal March)
+30pts   Warden (Regen-Protocol)
+40pts   Technomancer (Caster(2))

Replace Combat Shield:
+75pts   Heavy Gauss Cannon
         (24", A1, AP(2), Deadly(6))

Replace Combat Shield and CCW:
+10pts   Dual Hyper Swords (A4, AP(1), Rending)
+45pts   Staff-Shots (12", A3, AP(1)),
         Combat Staff (A3, AP(1)),
         Hyper Sword (A3, AP(1), Rending)

Tri-Scorpion Lord [1] - 230 pts

Quality 3+	Defense 3+

Annihilation Gun (18", A2, AP(1), Blast(3))
Harvest Blade (A2, AP(2), Deadly(3))
Hero, Relentless, Robot, Self-Repair, Strider,
Tough(6)

Upgrade with one:
+20pts   Psychomancer (Gloom-Protocol)
+25pts   Chronomancer (Shadow-Protocol)
+25pts   Overseer (Royal March)
+30pts   Warden (Regen-Protocol)
+40pts   Technomancer (Caster(2))

Warriors [5] - 115 pts

Quality 4+	Defense 4+

5x CCW (A1)
5x Reaper Rifle (18", A1, AP(2))
Robot, Self-Repair, Slow

Replace all Reaper Rifles:
+10pts   Gauss Rifle (24", A1, Rending)

Replace one Reaper Rifle:
+10pts   Flame Caster (12", A1, Blast(3), Reliable)
+10pts   Plasma Caster (24", A1, AP(4))
+15pts   Fusion Caster (12", A1, AP(4), Deadly(3))
+50pts   Ray Caster (30", A3, AP(2), Lock-On)

Guardians [5] - 135 pts

Quality 3+	Defense 3+

5x Void Blade (A2)
5x Atom-Caster (12", A1, AP(1))
Robot, Self-Repair, Slow

Replace all Atom-Casters and Void Blades:
+15pts   War Scythe (A2, AP(2))
+15pts   Rod-Shots (12", A2, AP(1)), Rod (A1)
+20pts   Hyper Sword (A2, AP(1), Rending),
         Combat Shields (Shield Wall)

Upgrade all models with:
+40pts   Jetpacks (Ambush, Flying, Swift)

Flesh-Eaters [5] - 140 pts

Quality 3+	Defense 4+

5x Metal Claws (A2, AP(1))
Robot, Self-Repair, Slow, Tunneller

Eternals [5] - 180 pts

Quality 3+	Defense 2+

5x CCW (A1)
5x Flux Carbine (18", A2, Flux)
Robot, Self-Repair, Slow

Replace all Flux Carbines:
+65pts   Heavy Gauss Rifle (24", A2, Rending)

Snipers [3] - 120 pts

Quality 4+	Defense 4+

3x CCW (A1)
3x D-Mark (24", A1, AP(1), Sniper)
Robot, Self-Repair, Slow

Upgrade all models with:
+25pts   Hyperspace Reapers (Hunter)

Bot Swarms [3] - 105 pts

Quality 6+	Defense 6+

3x Swarm Attacks (A3, Rending)
Robot, Self-Repair, Strider, Tough(3)

Robot Snakes [3] - 200 pts

Quality 4+	Defense 4+

6x Metal Fangs (A2, Rending)
Robot, Self-Repair, Strider, Tough(3)

Any model may replace one Metal Fangs:
 free   Twin Atom-Caster (12", A2, AP(1))
 +5pts   Whip Coil (A1, AP(2), Deadly(3))
+10pts   Death Gaze (12", A2, AP(4))

Destroyer Snakes [3] - 305 pts

Quality 3+	Defense 4+

3x Dual Reaper Blades (A4, AP(2))
Robot, Self-Repair, Strider, Tough(3), Tunneller

Replace one Dual Reaper Blades:
 -5pts   Heavy Reaper Blade
         (A1, AP(4), Deadly(3))

Upgrade all models with:
+10pts   Plasmabot (Rending in Melee)

Tri-Scorpions [3] - 270 pts

Quality 3+	Defense 3+

3x Dual Reaper Blades (A4, AP(2))
Robot, Self-Repair, Strider, Tough(3)

Replace one Dual Reaper Blades:
 -5pts   Heavy Reaper Blade
         (A1, AP(4), Deadly(3))

Upgrade all models with:
+10pts   Plasmabot (Rending in Melee)

Annihilators [3] - 295 pts

Quality 3+	Defense 3+

3x Dual Hyper Swords (A4, AP(1), Rending)
Ambush, Robot, Self-Repair, Strider, Tough(3)

Replace all Dual Hyper Swords:
+120pts Gauss Cannon (24", A4, Rending),
         CCW (A3)

Replace one Gauss Cannon:
+30pts   Heavy Gauss Cannon
         (24", A1, AP(2), Deadly(6))
+45pts   Ray Cannon (30", A3, AP(4), Lock-On)

Tri-Scorpion Pistoleer [1] - 200 pts

Quality 3+	Defense 3+

CCW (A3)
Disintegration Pistol (12", A6, AP(1))
Hunter, Relentless, Robot, Self-Repair, Strider,
Tough(6)

Forge Spider [1] - 200 pts

Quality 4+	Defense 3+

Twin Atom-Beamer (24", A6, AP(1))
Spider Fangs (A6, Poison)
Robot, Self-Repair, Strider, Tough(6)

Upgrade with any:
+25pts   Widowmaker (Tunneller)
+115pts Bot Fabricator (Spawn(Bot Swarms [3]))

Replace Twin Atom-Beamer:
 +5pts   Atom-Beamer (24", A3, AP(1)),
         Cyber-Palps (Repair)

Heavy Annihilator [1] - 260 pts

Quality 3+	Defense 3+

Heavy Gauss Cannon (24", A1, AP(2), Deadly(6))
Heavy CCW (A6, AP(1))
Ambush, Robot, Self-Repair, Strider, Tough(6)

Replace Heavy Gauss Cannon:
+20pts   Ray Cannon (30", A3, AP(4), Lock-On)
+30pts   Exterminator Cannon
         (30", A2, AP(2), Blast(3))

Hover Bikes [3] - 255 pts

Quality 4+ | Defense 4+

3x CCW (A2)
3x Rapid Flux Carbine (18", A4, Flux)
Fast, Robot, Self-Repair, Strider, Tough(3)

Replace any Rapid Flux Carbine:
+5pts   Atom-Beamer (24", A3, AP(1))
+10pts   Rapid Gauss Rifle (24", A3, Rending)

Transport Tank [1] - 225 pts

Quality 3+ | Defense 2+

Gauss Rifle Array (24", A3, Rending)
Impact(3), Robot, Self-Repair, Strider, Tough(6), Transport(11)

Doom Tank [1] - 445 pts

Quality 3+ | Defense 2+

Gauss Rifle Array (24", A3, Rending)
Doom Cannon (30", A3, AP(2), Blast(3))
Impact(3), Robot, Self-Repair, Strider, Tough(9)

Replace Doom Cannon:
+30pts   Heavy Doom Cannon
(30", A3, AP(3), Deadly(3))

Support Platform [1] - 270 pts

Quality 3+ | Defense 2+

Flux Cannon (24", A3, AP(1), Flux)
Overseer Pilot (Lord Gauss Pistol (12", A2, Rending), Royal March Order)
Entrenched, Impact(3), Robot, Self-Repair, Slow, Strider, Tough(6)

Replace Flux Cannon:
+5pts   Gauss Cannon (24", A4, Rending)
+25pts   Ray Caster (30", A3, AP(2), Lock-On)

Replace Overseer Pilot:
+55pts   Twin Flux Cannon (24", A6, AP(1), Flux)

Tripod Walker [1] - 210 pts

Quality 3+ | Defense 2+

Stomp (A2, AP(1))
Rapid Particle Beam (12", A2, AP(1), Blast(3), Reliable)
Fear(1), Robot, Self-Repair, Strider, Tough(6)

Replace Rapid Particle Beam:
+20pts   Rapid Doom Blaster
(24", A2, AP(1), Blast(3))
+105pts   Rapid Ray Caster
(30", A6, AP(2), Lock-On)

Upgrade with one:
+35pts   Twin Gauss Rifle (24", A2, Rending)
+45pts   Tripod Queen (Royal March Order)
+60pts   Nanobot Fixers (Reanimator)

Spider Walker [1] - 535 pts

Quality 3+ | Defense 2+

Stomp (A4, AP(1))
Twin Fusion Ray (18", A2, AP(4), Deadly(6))
Crushing Legs (A2, AP(2))
Fear(2), Robot, Self-Repair, Strider, Tough(12)

Replace Twin Fusion Ray:
free   Twin Heavy Gauss Cannon
(24", A2, AP(2), Deadly(6))
free   Twin Atom-Shredder (24", A12, AP(1))
+55pts   Twin Exterminator Cannon
(30", A4, AP(2), Blast(3))

Night Transport [1] - 360 pts

Quality 3+ | Defense 2+

Close-Range Gauss Array (12", A6, Rending)
Twin Flux Cannon (24", A6, AP(1), Flux)
Aircraft, Robot, Self-Repair, Tough(6), Transport(11)

Doom Fighter [1] - 500 pts

Quality 3+ | Defense 2+

Twin Flux Cannon (24", A6, AP(1), Flux)
Doom Ray (30", A6, AP(4), Lock-On)
Aircraft, Robot, Self-Repair, Tough(6)

Great Monolith [1] - 530 pts

Quality 3+ | Defense 2+

Stomp (A4, AP(1))
Monolith Beam (18", A3, AP(3), Deadly(3))
Crushing Legs (A6, AP(2))
Fear(2), Robot, Self-Repair, Strider, Tough(12)

Replace Monolith Beam:
+25pts   Monolith Blast (24", A4, AP(1), Blast(3))

Upgrade with one:
+10pts   Technoward (Spell Warden)
+260pts   High Monarch (Spell Master, Tough(6))

Wraith-Shard [1] - 850 pts

Quality 2+ | Defense 2+

Stomp (A4, AP(1))
Nanobot Shards (18", A4, AP(3), Deadly(3))
Wraith Strike (A8, Rending)
Caster(4), Fear(2), Flying, Robot, Self-Repair, Tough(12)

Replace Nanobot Shards:
+95pts   Void Shard (24", A12, AP(2))

Upgrade with one:
+320pts   Wraith Seer
(Dual Seer Swords
(A2, Blast(3), Rending),
Reanimator, Tough(6))
+325pts   Great Wraith
(Wraith Spear (A3, AP(2), Deadly(3)),
Tough(6))

Death Fortress [1] - 940 pts

Quality 3+ | Defense 2+

Atom-Scourge (24", A9, AP(4))
Flux Sphere Array (24", A9, AP(1), Flux)
Ambush, Fear(3), Impact(6), Robot, Self-Repair, Slow, Strider, Tough(18)

Replace Atom-Scourge:
free   Destruction Pulse
(30", A2, AP(3), Deadly(6))

Replace Flux Sphere Array:
+20pts   Gauss Arc Array (24", A12, Rending)

Upgrade with one:
+65pts   Warp Gate (Transport(21))
+285pts   Wraith-Shard Vault (Caster(4), Tough(6))

Name [size]	Qua	Def	Equipment	Special Rules	Cost
Echo-3G01 [1]	3+	3+	Panoptic Staff (A3, Rending)	Caster(1), Hero, Paradox Shielding Device, Robot, Self-Repair, Slow, Tough(3), Unique	105pts

SPECIAL RULES

Caster(X): 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.

Paradox Shielding Device: This model and its unit get Stealth.

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.

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

Tough(X): 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).

Unique: This unit may only be taken once per army.

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.