#### **BACKGROUND STORY**

More coming soon...



#### **INTRO**

The Gangs of New Eden are various factions of violent and deranged outlaws that wage eternal gang wars on the streets of New Eden. These gangs are joined by mercenaries which are not bound to any particular gang, and which fight for anyone that can provide riches or a worthy cause.

#### **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.

If you want to help us in making more awesome content, you can support us on www.patreon.com/onepagerules

Thank you for playing!

Name [size]	Qua	Def	Equipment	Special Rules	Cost
Berserker Leader [1]	4+	5+	Heavy Pistol (12", A1, AP(1)), CCW (A2)	Furious, Hero, Tough(3)	35pts
Berserker Champion [1]	5+	5+	Pistol (12", A1), CCW (A2)	Furious, Hero, Tough(3)	25pts
Berserker Veteran Gunner [1]	4+	5+	Heavy Rifle (24", A1, AP(1)), CCW (A1)	Furious	20pts
Berserker Fighters [3]	5+	5+	6x CCW (A1)	Furious	30pts
Berserker Forge-Native [1]	4+	5+	Heavy Weld-Gun (12", A4, AP(1)), CCW (A1)	Furious, Scout	35pts
Berserker Gunners [3]	5+	5+	3x Rifle (24", A1), 3x CCW (A1)	Furious	40pts
Berserker Veteran Fighters [3]	4+	5+	6x CCW (A1)	Furious	40pts
Berserker Maw-Biker [1]	4+	5+	Pistol (12", A1), Hand Weapon (A2)	Fast, Furious, Impact(1), Tough(3)	45pts
Forge Croc [1]	4+	5+	Crushing Jaw (A3, AP(1))	Devour, Furious, Strider, Tough(3)	45pts
Berserker Forge-Stimmer [1]	4+	5+	2x Wrist-GLS (18", A2, Ignores Cover), CCW (A1)	Furious, Tough(3)	50pts
Berserker Behemoth [1]	3+	4+	Mutant Fist (A3, AP(2))	Fearless, Furious, Tough(3)	65pts

#### SPECIAL RULES

**Devour:** Whenever this model attacks in melee, roll one die. On a roll of 6+ the target takes 1 wound. **Hold the Line:** Whenever a friendly unit within 12" fails a morale test that causes it to be Shaken or Routed, it counts as passed instead. Then, roll as many dice as the number of wounds it would take to check for wound effects, and for each result of 1-3 the unit takes one wound, which can't be ignored.

Pit Fighter: This model and up to 3 friendly units that are within 12" at the beginning of the round get +1 to hit in melee when charging. This effect lasts until the end of the round.

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

#### BERSERKER CLANS ARMY SPELLS

Foresight (1): Target 2 friendly units within 12" get +1 to hit rolls next time they shoot.

Flame Breath (1): Target enemy unit within 12" takes 1 hit with AP(2).

Protective Dome (2): Target 6 friendly units within 12" get Stealth next time they are shot at.

Expel (2): Target enemy unit within 12" takes 1 hit with AP(2) and Deadly(3).

Psychic Speed (3): Target 4 friendly units within 12" get +3" next time they Advance, or +6" next time they Rush/Charge.

Tempest (3): Target enemy unit within 18" takes 2 hits with Blast(3).

Berserker Leader [1] - 35 pts Quality 4+ Defense 5+  CCW (A2)  Heavy Pistol (12", A1, AP(1))  Furious, Hero, Tough(3)  Replace Heavy Pistol and CCW:  +5pts 2x CCW (A2) +5pts Heavy Smashing Weapon (A1, AP(1), Blast(3)) +5pts 2x Heavy Pietol (12", A1, AP(1)), Knife (A1) +15pts Heavy Fiercing Weapon (A1, AP(3), Deadly(3)) +30pts Heavy Energy Weapon (A4, AP(2), Rending) +35pts Heavy Great Weapon (A4, AP(4))  Replace any Heavy Pistol: +5pts Plasma Pistol (12", A1, AP(4))  Replace Heavy Pistol: +5pts Fusion Pistol (6", A1, Blast(3), Reliable) +5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  Take one Heavy Pistol attachment: +5pts Plasma-Mod (24", A1, AP(4), Limited) Take one Master Heavy Rifle attachment: +5pts Fusion-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending)  Replace any CCW: +10pts Energy Weapon (A2, AP(1), Rending) +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Champion [1] - 25 pts	3 2 to 1	1 0 0 10 10 10			
Quality 4+ Defense 5+  CCW (A2) Heavy Pistol (12", A1, AP(1)) Furious, Hero, Tough(3)  **Replace Heavy Pistol and CCW:**  +5pts 2x CCW (A2) +5pts Heavy Smashing Weapon (A1, AP(1), Blast(3)) +5pts 2x Heavy Pistol (12", A1, AP(1)), Knife (A1) +15pts Heavy Piercing Weapon (A1, AP(3), Deadly(3)) +30pts Heavy Energy Weapon (A4, AP(2), Rending) +35pts Heavy Great Weapon (A4, AP(4))  **Replace any Heavy Pistol:** +5pts Plasma Pistol (12", A1, AP(4))  **Replace Heavy Pistol:** +5pts Fusion Pistol (6", A1, Blast(3), Reliable) +5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  **Take one Heavy Pistol attachment:** +5pts Plasma-Mod (24", A1, AP(4), Limited) **Take one Master Heavy Rifle attachment:** +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Shred-Mod (18", A2, Limited, Rending) **Replace any CCW:**  +10pts Energy Weapon (A2, AP(3)) **Upgrade with any:** +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3)) **Upgrade with one:** +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))		Berserker Leader [1] 25 pts			
CCW (A2) Heavy Pistol (12", A1, AP(1)) Furious, Hero, Tough(3)  **Replace Heavy Pistol and CCW:** +5pts 2x CCW (A2) +5pts Heavy Smashing Weapon (A1, AP(1), Blast(3)) +5pts 2x Heavy Pistol (12", A1, AP(1)), Knife (A1) +15pts Heavy Piercing Weapon (A1, AP(3), Deadly(3)) +30pts Heavy Energy Weapon (A4, AP(2), Rending) +35pts Heavy Great Weapon (A4, AP(4))  **Replace any Heavy Pistol:** +5pts Plasma Pistol (12", A1, AP(4))  **Replace Heavy Pistol:** +5pts Fusion Pistol (6", A1, AP(4), Deadly(3)) +5pts Flamer Pistol (6", A1, Blast(3), Reliable) +5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  **Take one Heavy Pistol attachment:** +5pts Plasma-Mod (24", A1, AP(4), Limited) **Take one Master Heavy Rifle attachment:** +5pts Flamer-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Shred-Mod (18", A2, Limited, Rending) **Replace any CCW:**  +10pts Energy Weapon (A2, AP(3))  **Upgrade with any:** +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  **Upgrade with one:** +10pts Forge Boss (Pit Fighter) +10pts Forge Boss (Pit Fighter) +10pts Forge Boss (Pit Fighter) +10pts Berserker Psychic (Caster(2))	0.				
Heavy Pistol (12", A1, AP(1)) Furious, Hero, Tough(3)  **Replace Heavy Pistol and CCW:**  +5pts 2x CCW (A2)  +5pts Heavy Smashing Weapon (A1, AP(1), Blast(3))  +5pts 2x Heavy Pistol (12", A1, AP(1)), Knife (A1)  +15pts Heavy Piercing Weapon (A1, AP(3), Deadly(3))  +30pts Heavy Energy Weapon (A4, AP(2), Rending)  +35pts Heavy Great Weapon (A4, AP(4))  **Replace any Heavy Pistol:**  +5pts Plasma Pistol (12", A1, AP(4))  **Replace Heavy Pistol:**  +5pts Flamer Pistol (6", A1, AP(4), Deadly(3))  +5pts Flamer Pistol (6", A1, Blast(3), Reliable)  +5pts Shotgun (12", A2, AP(1))  +5pts Shotgun (12", A2, AP(1))  +5pts Combat Shotgun (12", A3)  +10pts Rivet Shooter (12", A2, AP(1), Rending)  +20pts Master Heavy Rifle (24", A2, AP(1))  +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  **Take one Heavy Pistol attachment:**  +5pts Plasma-Mod (24", A1, AP(4), Limited)  **Take one Master Heavy Rifle attachment:**  +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited)  +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable)  +5pts Flamer-Mod (12", A1, AP(4), Deadly(3), Limited)  +5pts Flamer-Mod (12", A1, AP(4), Limited, Rending)  **Replace any CCW:**  +10pts Energy Weapon (A2, AP(3))  **Upgrade with any:**  +5pts Beast Companion (Warning Cry)  +30pts Icon Bearer (Fear(3))  **Upgrade with one:**  +10pts Forge Boss (Pit Fighter)  +10pts Forge Boss (Pit Fighter)  +10pts Berserker Psychic (Caster(2))		uality 4+ Delense 5+			
Furious, Hero, Tough(3)  Replace Heavy Pistol and CCW:  +5pts 2x CCW (A2)  +5pts Heavy Smashing Weapon (A1, AP(1), Blast(3))  +5pts 2x Heavy Pistol (12", A1, AP(1)), Knife (A1)  +15pts Heavy Piercing Weapon (A1, AP(3), Deadly(3))  +30pts Heavy Energy Weapon (A4, AP(2), Rending)  +35pts Heavy Great Weapon (A4, AP(4))  Replace any Heavy Pistol:  +5pts Plasma Pistol (12", A1, AP(4))  Replace Heavy Pistol:  +5pts Flamer Pistol (6", A1, Blast(3), Reliable)  +5pts Shotgun (12", A2, AP(1))  +5pts Shred Pistol (9", A2, Rending)  +5pts Combat Shotgun (12", A3)  +10pts Rivet Shooter (12", A2, AP(1), Rending)  +20pts Master Heavy Rifle (24", A2, AP(1))  +45pts Master Shipper Rifle (30", A2, AP(1), Reliable)  Take one Heavy Pistol attachment:  +5pts Plasma-Mod (24", A1, AP(4), Limited)  Take one Master Heavy Rifle attachment:  +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited)  +5pts Flamer-Mod (12", A1, AP(4), Limited, Reliable)  +5pts Flasma-Mod (24", A1, AP(4), Limited)  +5pts Flamer-Mod (12", A1, AP(4), Reliable)  +5pts Flamer-Mod (12", A1, AP(4), Deadly(3), Limited, Rending)  Replace any CCW:  +10pts Energy Weapon (A2, AP(1), Rending)  +5pts Beast Companion (Warning Cry)  +30pts Icon Bearer (Fear(3))  Upgrade with any:  +5pts Forge Boss (Pit Fighter)  +10pts Forge Boss (Pit Fighter)  Tyrant (Hold the Line)  +20pts Berserker Psychic (Caster(2))					
**Replace Heavy Pistol and CCW:** +5pts 2x CCW (A2) +5pts Heavy Smashing Weapon (A1, AP(1), Blast(3)) +5pts 2x Heavy Pistol (12", A1, AP(1)), Knife (A1) +15pts Heavy Piercing Weapon (A1, AP(3), Deadly(3)) +30pts Heavy Energy Weapon (A4, AP(2), Rending) +35pts Heavy Great Weapon (A4, AP(4)) **Replace any Heavy Pistol:** +5pts Plasma Pistol (12", A1, AP(4)) **Replace Heavy Pistol:** +5pts Flamer Pistol (6", A1, Blast(3), Reliable) +5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable) **Take one Heavy Pistol attachment:** +5pts Plasma-Mod (24", A1, AP(4), Limited) **Take one Master Heavy Rifle attachment:** +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending) **Replace any CCW:**  +10pts Energy Weapon (A2, AP(1), Rending) +10pts Great Weapon (A2, AP(3)) **Upgrade with any:** +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3)) **Upgrade with one:** +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	Heavy Pis	STOI (12", A1, AP(1))			
+5pts 2x CCW (A2) +5pts Heavy Smashing Weapon (A1, AP(1), Blast(3)) +5pts 2x Heavy Pistol (12", A1, AP(1)), Knife (A1) +15pts Heavy Piercing Weapon (A1, AP(3), Deadly(3)) +30pts Heavy Energy Weapon (A4, AP(2), Rending) +35pts Heavy Great Weapon (A4, AP(4)) Replace any Heavy Pistol: +5pts Plasma Pistol (12", A1, AP(4)) Replace Heavy Pistol: +5pts Flamer Pistol (6", A1, Blast(3), Reliable) +5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable) Take one Heavy Pistol attachment: +5pts Plasma-Mod (24", A1, AP(4), Limited) Take one Master Heavy Rifle attachment: +5pts Fusion-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Rending) Replace any CCW: +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3)) Upgrade with any: +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3)) Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	Furious, F				
+5pts Heavy Smashing Weapon (A1, AP(1), Blast(3)) +5pts 2x Heavy Pistol (12", A1, AP(1)), Knife (A1) +15pts Heavy Piercing Weapon (A1, AP(3), Deadly(3)) +30pts Heavy Great Weapon (A4, AP(4)) Replace any Heavy Pistol: +5pts Plasma Pistol (12", A1, AP(4)) Replace Heavy Pistol: +5pts Fusion Pistol (6", A1, AP(4), Deadly(3)) +5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1)), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  Take one Heavy Pistol attachment: +5pts Plasma-Mod (24", A1, AP(4), Limited) Take one Master Heavy Rifle attachment: +5pts Fusion-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Shred-Mod (18", A2, Limited, Rending) Replace any CCW: +10pts Energy Weapon (A2, AP(1), Rending) +5pts Great Weapon (A2, AP(3))  Upgrade with any: +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))					
(A1, ÁP(1), Blast(3)) +5pts 2x Heavy Pistol (12", A1, AP(1)), Knife (A1) +15pts Heavy Piercing Weapon (A1, AP(3), Deadly(3)) +30pts Heavy Great Weapon (A4, AP(4)) Replace Any Heavy Pistol: +5pts Plasma Pistol (12", A1, AP(4)) Replace Heavy Pistol: +5pts Fusion Pistol (6", A1, AP(4), Deadly(3)) +5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1)) +45pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable) Take one Heavy Pistol attachment: +5pts Plasma-Mod (24", A1, AP(4), Limited) Take one Master Heavy Rifle attachment: +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending) Replace any CCW: +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3)) Upgrade with any: +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3)) Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))		` '			
+5pts 2x Heavy Pistol (12", A1, AP(1)), Knife (A1) +15pts Heavy Piercing Weapon (A1, AP(3), Deadly(3)) +30pts Heavy Energy Weapon (A4, AP(2), Rending) +35pts Heavy Great Weapon (A4, AP(4))  **Replace Any Heavy Pistol:** +5pts Plasma Pistol (12", A1, AP(4))  **Replace Heavy Pistol:** +5pts Fusion Pistol (6", A1, AP(4), Deadly(3)) +5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  **Take one Heavy Pistol attachment:** +5pts Plasma-Mod (24", A1, AP(4), Limited) **Take one Master Heavy Rifle attachment:** +5pts Flamer-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending) **Replace any CCW:** +10pts Energy Weapon (A2, AP(1), Rending) +10pts Great Weapon (A2, AP(1), Rending) +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  **Upgrade with one:** +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	+5pts				
+15pts Heavy Piercing Weapon (A1, AP(3), Deadly(3))  +30pts Heavy Energy Weapon (A4, AP(2), Rending)  +35pts Heavy Great Weapon (A4, AP(4))  **Replace Any Heavy Pistol:**  +5pts Plasma Pistol (12", A1, AP(4))  **Replace Heavy Pistol:**  +5pts Fusion Pistol (6", A1, AP(4), Deadly(3))  +5pts Flamer Pistol (6", A1, Blast(3), Reliable)  +5pts Shotgun (12", A2, AP(1))  +5pts Shred Pistol (9", A2, Rending)  +5pts Combat Shotgun (12", A3)  +10pts Rivet Shooter (12", A2, AP(1), Rending)  +20pts Master Heavy Rifle (24", A2, AP(1))  +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  **Take one Heavy Pistol attachment:**  +5pts Plasma-Mod (24", A1, AP(4), Limited)  **Take one Master Heavy Rifle attachment:**  +5pts Flamer-Mod (12", A1, AP(4), Deadly(3), Limited)  +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable)  +5pts Plasma-Mod (24", A1, AP(4), Limited)  +5pts Shred-Mod (18", A2, Limited, Rending)  **Replace any CCW:**  +10pts Energy Weapon (A2, AP(1), Rending)  +10pts Great Weapon (A2, AP(1), Rending)  **Upgrade with any:**  +5pts Beast Companion (Warning Cry)  +30pts Icon Bearer (Fear(3))  **Upgrade with one:**  +10pts Forge Boss (Pit Fighter)  +10pts Tyrant (Hold the Line)  +20pts Berserker Psychic (Caster(2))					
(A1, AP(3), Deadly(3)) +30pts Heavy Energy Weapon (A4, AP(2), Rending) +35pts Heavy Great Weapon (A4, AP(4))  **Replace any Heavy Pistol:*  +5pts Plasma Pistol (12", A1, AP(4), Deadly(3)) +5pts Flamer Pistol (6", A1, Blast(3), Reliable) +5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  **Take one Heavy Pistol attachment:* +5pts Plasma-Mod (24", A1, AP(4), Limited) **Take one Master Heavy Rifle attachment:* +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flasma-Mod (24", A1, AP(4), Limited) **Flasma-Mod (18", A2, Limited, Reliable) +5pts Plasma-Mod (18", A2, Limited, Rending) **Replace any CCW:*  +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3))  **Upgrade with any:* +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  **Upgrade with one:* +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))					
+30pts Heavy Energy Weapon (A4, AP(2), Rending) +35pts Heavy Great Weapon (A4, AP(4))  **Replace any Heavy Pistol:**  +5pts Plasma Pistol (12", A1, AP(4))  **Replace Heavy Pistol:**  +5pts Fusion Pistol (6", A1, AP(4), Deadly(3)) +5pts Flamer Pistol (6", A1, Blast(3), Reliable) +5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  **Take one Heavy Pistol attachment:**  +5pts Plasma-Mod (24", A1, AP(4), Limited) **Take one Master Heavy Rifle attachment:**  +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Flamer-Mod (18", A2, Limited, Rending) **Replace any CCW:**  +10pts Energy Weapon (A2, AP(3))  **Upgrade with any:**  +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  **Upgrade with one:**  +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	+15pts				
(A4, AP(2), Rending) +35pts Heavy Great Weapon (A4, AP(4))  **Replace any Heavy Pistol:**  +5pts Plasma Pistol (12", A1, AP(4))  **Replace Heavy Pistol:**  +5pts Fusion Pistol (6", A1, AP(4), Deadly(3)) +5pts Flamer Pistol (6", A1, Blast(3), Reliable) +5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Shipper Rifle (30", A2, AP(1), Reliable)  **Take one Heavy Pistol attachment:** +5pts Plasma-Mod (24", A1, AP(4), Limited) **Take one Master Heavy Rifle attachment:* +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending) **Replace any CCW:**  +10pts Energy Weapon (A2, AP(3))  **Upgrade with any:** +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  **Upgrade with one:** +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))					
+35pts Heavy Great Weapon (A4, AP(4))  Replace any Heavy Pistol:  +5pts Plasma Pistol (12", A1, AP(4))  Replace Heavy Pistol:  +5pts Fusion Pistol (6", A1, Blast(3), Reliable)  +5pts Shotgun (12", A2, AP(1))  +5pts Shred Pistol (9", A2, Rending)  +5pts Combat Shotgun (12", A3)  +10pts Rivet Shooter (12", A2, AP(1), Rending)  +20pts Master Heavy Rifle (24", A2, AP(1))  +45pts Master Sniper Rifle  (30", A2, AP(1), Reliable)  Take one Heavy Pistol attachment:  +5pts Plasma-Mod (24", A1, AP(4), Limited)  Take one Master Heavy Rifle attachment:  +5pts Fusion-Mod  (12", A1, AP(4), Deadly(3), Limited)  +5pts Flamer-Mod  (12", A1, Blast(3), Limited, Reliable)  +5pts Plasma-Mod (18", A2, Limited, Rending)  Replace any CCW:  +10pts Energy Weapon (A2, AP(1), Rending)  +10pts Great Weapon (A2, AP(3))  Upgrade with any:  +5pts Beast Companion (Warning Cry)  +30pts Icon Bearer (Fear(3))  Upgrade with one:  +10pts Forge Boss (Pit Fighter)  Tyrant (Hold the Line)  +20pts Berserker Psychic (Caster(2))	+30pts	Heavy Energy Weapon			
Replace any Heavy Pistol:  +5pts Plasma Pistol (12", A1, AP(4))  Replace Heavy Pistol:  +5pts Fusion Pistol (6", A1, AP(4), Deadly(3))  +5pts Flamer Pistol (6", A1, Blast(3), Reliable)  +5pts Shred Pistol (9", A2, Rending)  +5pts Combat Shotgun (12", A3)  +10pts Rivet Shooter (12", A2, AP(1), Rending)  +20pts Master Heavy Rifle (24", A2, AP(1))  +45pts Master Sniper Rifle  (30", A2, AP(1), Reliable)  Take one Heavy Pistol attachment:  +5pts Plasma-Mod (24", A1, AP(4), Limited)  Take one Master Heavy Rifle attachment:  +5pts Fusion-Mod  (12", A1, AP(4), Deadly(3), Limited)  +5pts Flamer-Mod  (12", A1, Blast(3), Limited, Reliable)  +5pts Plasma-Mod (18", A2, Limited, Rending)  Replace any CCW:  +10pts Energy Weapon (A2, AP(1), Rending)  +10pts Energy Weapon (A2, AP(3))  Upgrade with any:  +5pts Beast Companion (Warning Cry)  +30pts Icon Bearer (Fear(3))  Upgrade with one:  +10pts Forge Boss (Pit Fighter)  Tyrant (Hold the Line)  +20pts Berserker Psychic (Caster(2))					
+5pts Plasma Pistol (12", A1, AP(4))  Replace Heavy Pistol:  +5pts Fusion Pistol (6", A1, AP(4), Deadly(3)) +5pts Flamer Pistol (6", A1, Blast(3), Reliable) +5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  Take one Heavy Pistol attachment: +5pts Plasma-Mod (24", A1, AP(4), Limited) Take one Master Heavy Rifle attachment: +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending) Replace any CCW: +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3))  Upgrade with any: +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	+35pts				
Replace Heavy Pistol:  +5pts Fusion Pistol (6", A1, AP(4), Deadly(3)) +5pts Flamer Pistol (6", A1, Blast(3), Reliable) +5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  Take one Heavy Pistol attachment: +5pts Plasma-Mod (24", A1, AP(4), Limited) Take one Master Heavy Rifle attachment: +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending) Replace any CCW: +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3)) Upgrade with any: +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3)) Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))					
+5pts Fusion Pistol (6", A1, AP(4), Deadly(3)) +5pts Flamer Pistol (6", A1, Blast(3), Reliable) +5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  Take one Heavy Pistol attachment: +5pts Plasma-Mod (24", A1, AP(4), Limited) Take one Master Heavy Rifle attachment: +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flasma-Mod (24", A1, AP(4), Limited) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending) Replace any CCW: +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3)) Upgrade with any: +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3)) Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	+5pts	Plasma Pistol (12", A1, AP(4))			
+5pts Flamer Pistol (6", A1, Blast(3), Reliable) +5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  Take one Heavy Pistol attachment: +5pts Plasma-Mod (24", A1, AP(4), Limited) Take one Master Heavy Rifle attachment: +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending) Replace any CCW: +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3))  Upgrade with any: +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))		Replace Heavy Pistol:			
+5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  Take one Heavy Pistol attachment: +5pts Plasma-Mod (24", A1, AP(4), Limited) Take one Master Heavy Rifle attachment: +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending) Replace any CCW: +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3))  Upgrade with any: +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	+5pts				
+5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  Take one Heavy Pistol attachment: +5pts Plasma-Mod (24", A1, AP(4), Limited) Take one Master Heavy Rifle attachment: +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending)  Replace any CCW: +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3))  Upgrade with any: +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	+5pts	Flamer Pistol (6", A1, Blast(3), Reliable)			
+5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  Take one Heavy Pistol attachment: +5pts Plasma-Mod (24", A1, AP(4), Limited) Take one Master Heavy Rifle attachment: +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending)  Replace any CCW: +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3))  Upgrade with any: +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	+5pts				
+5pts Combat Shotgun (12", A3) +10pts Rivet Shooter (12", A2, AP(1), Rending) +20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle	+5pts	Shred Pistol (9", A2, Rending)			
+20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  Take one Heavy Pistol attachment: +5pts Plasma-Mod (24", A1, AP(4), Limited) Take one Master Heavy Rifle attachment: +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending) Replace any CCW: +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3))  Upgrade with any: +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	+5pts				
+20pts Master Heavy Rifle (24", A2, AP(1)) +45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  Take one Heavy Pistol attachment: +5pts Plasma-Mod (24", A1, AP(4), Limited) Take one Master Heavy Rifle attachment: +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending) Replace any CCW: +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3))  Upgrade with any: +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	+10pts	Rivet Shooter (12", A2, AP(1), Rending)			
+45pts Master Sniper Rifle (30", A2, AP(1), Reliable)  Take one Heavy Pistol attachment:  +5pts Plasma-Mod (24", A1, AP(4), Limited)  Take one Master Heavy Rifle attachment:  +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited)  +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable)  +5pts Plasma-Mod (24", A1, AP(4), Limited)  +5pts Shred-Mod (18", A2, Limited, Rending)  Replace any CCW:  +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3))  Upgrade with any:  +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one:  +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	+20pts				
(30", A2, AP(1), Reliable)  Take one Heavy Pistol attachment:  +5pts Plasma-Mod (24", A1, AP(4), Limited)  Take one Master Heavy Rifle attachment:  +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited)  +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable)  +5pts Plasma-Mod (24", A1, AP(4), Limited)  +5pts Shred-Mod (18", A2, Limited, Rending)  Replace any CCW:  +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3))  Upgrade with any:  +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one:  +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))					
Take one Heavy Pistol attachment:  +5pts Plasma-Mod (24", A1, AP(4), Limited) Take one Master Heavy Rifle attachment:  +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited)  +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable)  +5pts Plasma-Mod (24", A1, AP(4), Limited)  +5pts Shred-Mod (18", A2, Limited, Rending)  Replace any CCW:  +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3))  Upgrade with any:  +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one:  +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	•				
+5pts Plasma-Mod (24", A1, AP(4), Limited)  Take one Master Heavy Rifle attachment:  +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited)  +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable)  +5pts Plasma-Mod (24", A1, AP(4), Limited)  +5pts Shred-Mod (18", A2, Limited, Rending)  Replace any CCW:  +10pts Energy Weapon (A2, AP(1), Rending)  +15pts Great Weapon (A2, AP(3))  Upgrade with any:  +5pts Beast Companion (Warning Cry)  +30pts Icon Bearer (Fear(3))  Upgrade with one:  +10pts Forge Boss (Pit Fighter)  +10pts Tyrant (Hold the Line)  +20pts Berserker Psychic (Caster(2))	7				
Take one Master Heavy Rifle attachment:  +5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited)  +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable)  +5pts Plasma-Mod (24", A1, AP(4), Limited)  +5pts Shred-Mod (18", A2, Limited, Rending)  Replace any CCW:  +10pts Energy Weapon (A2, AP(1), Rending)  +15pts Great Weapon (A2, AP(3))  Upgrade with any:  +5pts Beast Companion (Warning Cry)  +30pts Icon Bearer (Fear(3))  Upgrade with one:  +10pts Forge Boss (Pit Fighter)  +10pts Tyrant (Hold the Line)  +20pts Berserker Psychic (Caster(2))		Plasma-Mod (24", A1, AP(4), Limited)			
+5pts Fusion-Mod (12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending) Replace any CCW: +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3)) Upgrade with any: +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3)) Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))					
(12", A1, AP(4), Deadly(3), Limited) +5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending) Replace any CCW: +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3)) Upgrade with any: +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3)) Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))					
+5pts Flamer-Mod (12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending)  **Replace any CCW:*  +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3))  **Upgrade with any:*  +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  **Upgrade with one:*  +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	opto				
(12", A1, Blast(3), Limited, Reliable) +5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending) Replace any CCW: +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3)) Upgrade with any: +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3)) Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	+5nts				
+5pts Plasma-Mod (24", A1, AP(4), Limited) +5pts Shred-Mod (18", A2, Limited, Rending) Replace any CCW:  +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3)) Upgrade with any: +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3)) Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	· JPt3				
+5pts Shred-Mod (18", A2, Limited, Rending)  Replace any CCW:  +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3))  Upgrade with any:  +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one:  +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	+5nts				
Replace any CCW:  +10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3))  Upgrade with any:  +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one:  +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	•				
+10pts Energy Weapon (A2, AP(1), Rending) +15pts Great Weapon (A2, AP(3))  Upgrade with any:  +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one:  +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	Topis				
+15pts Great Weapon (A2, AP(3))  Upgrade with any:  +5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one:  +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	±10ntc	Energy Weapon (A2 AP(1) Pending)			
Upgrade with any:  +5pts Beast Companion (Warning Cry)  +30pts Icon Bearer (Fear(3))  Upgrade with one:  +10pts Forge Boss (Pit Fighter)  +10pts Tyrant (Hold the Line)  +20pts Berserker Psychic (Caster(2))					
+5pts Beast Companion (Warning Cry) +30pts Icon Bearer (Fear(3))  Upgrade with one: +10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	+15ht2				
+30pts Icon Bearer (Fear(3))  Upgrade with one:  +10pts Forge Boss (Pit Fighter)  +10pts Tyrant (Hold the Line)  +20pts Berserker Psychic (Caster(2))	F 4 -				
**Digrade with one:  +10pts Forge Boss (Pit Fighter)  +10pts Tyrant (Hold the Line)  +20pts Berserker Psychic (Caster(2))					
+10pts Forge Boss (Pit Fighter) +10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))	+3upts				
+10pts Tyrant (Hold the Line) +20pts Berserker Psychic (Caster(2))					
+20pts Berserker Psychic (Caster(2))					
Rerserker Champion [1] - 25 pts	+20pts	Berserker Psychic (Caster(2))			
		Percertor Champion [1] 25 pts			

	Berserker Cham	<b>pion</b> [1] - 25 pts
Qı	uality 5+	Defense 5+
CCW (A2)		
Pistol (12", A1)		
Furious, F	Hero, Tough(3)	
	Upgrade i	with one:
+10pts	Forge Boss (Pit	Fighter)
+10pts	Tyrant (Hold the	e Line)
+20pts	Berserker Psych	ic (Caster(2))
	Replace Pist	ol and CCW:
free	2x Pistol (12", A	L), Knife (A1)
+5pts	2x CCW (A2)	
+5pts	Plasma-Mod (24	I", A1, AP(4), Limited),
·	Pistol (12", A1),	CCW (A2)
	Replace a	ny Pistol:
+5pts	Plasma Pistol (1	2", A1, AP(4))
	Replace	Pistol:
+5pts	Fusion Pistol (6'	', A1, AP(4), Deadly(3))

+5pts Shotgun (12", A2, AP(1)) +5pts Shred Pistol (9", A2, Rending) +5pts Combat Shotgun (12", A3)

+10pts Master Rifle (24", A2)

+5pts Flamer Pistol (6", A1, Blast(3), Reliable)

+10pts Rivet Shooter (12", A2, AP(1), Rending)

Replace any CCW:

+10pts Energy Weapon (A2, AP(1), Rending)

+10pts Great Weapon (A2, AP(3))

Upgrade with: +5pts Beast Companion (Warning Cry)

	Berserker Veteran Gunner [1] - 20 pts		
		uality 4+	Defense 5+
	CCW (A1)		
		le (24", A1, AP(1))	
	Furious		
		Replace Heavy F	
		Combat Shotgun (12'	
	+5pts	Rivet Shooter (12", A2	!, AP(1), Rending)
		Sniper Rifle (30", A1,	AP(1), Reliable)
	+20pts		(-))
		(18", A1, AP(2), Deadly	y(3))
	+20pts	•	
		(12", A1, AP(1), Blast(	
	+30pts	Heavy Machinegun (3	
		Take one Heavy Rifle a	ttachment:
	+5pts	Fusion-Mod	(=)
		(12", A1, AP(4), Deadly	y(3), Limited)
	+5pts	Flamer-Mod	
		(12", A1, Blast(3), Lim	
		Plasma-Mod (24", A1,	
	+5pts	Shred-Mod (18", A2, L	imited, Rending)
		Berserker Fighters [3	] - 30 pts
	Q	uality 5+	Defense 5+
	6x CCW (A	<b>A1</b> )	
	Furious		
		Replace any 2x (	CCW:
	+5pts	Pistol (12", A1), Hand	
	+5pts	Twin Pistol (12", A2),	Knife (A1)
1			(IIIIC (/ (±/
		Replace one Pis	
	+5pts	Plasma Pistol (12", A1	tols: ., AP(4))
	+5pts +5pts	Plasma Pistol (12", A1 Shotgun (12", A2, AP(	tols: ., AP(4)) 1))
		Plasma Pistol (12", A1	tols: ., AP(4)) 1))
	+5pts	Plasma Pistol (12", A1 Shotgun (12", A2, AP(	tols: ., AP(4)) 1)) ending)
	+5pts	Plasma Pistol (12", A1 Shotgun (12", A2, AP( Shred Pistol (9", A2, R Replace any Hand W Energy Weapon (A2, A	tols: ., AP(4)) 1)) ending) Veapon: AP(1), Rending)
	+5pts +5pts	Plasma Pistol (12", A1 Shotgun (12", A2, AP( Shred Pistol (9", A2, R Replace any Hand V	tols: ., AP(4)) 1)) ending) Veapon: AP(1), Rending)
	+5pts +5pts +10pts	Plasma Pistol (12", AJ Shotgun (12", A2, AP( Shred Pistol (9", A2, R Replace any Hand V Energy Weapon (A2, A Great Weapon (A2, AF Replace any CO	tols: ., AP(4)) 1)) ending) Veapon: AP(1), Rending) D(3)) CW:
	+5pts +5pts +10pts	Plasma Pistol (12", AJ Shotgun (12", A2, AP( Shred Pistol (9", A2, R Replace any Hand V Energy Weapon (A2, AF Replace any CO Energy Weapon (A1, A	tols: ., AP(4)) 1)) ending) Weapon: AP(1), Rending) (3)) CW: AP(1), Rending)
	+5pts +5pts +10pts +10pts	Plasma Pistol (12", AJ Shotgun (12", A2, AP( Shred Pistol (9", A2, R Replace any Hand V Energy Weapon (A2, A Great Weapon (A2, AF Replace any CO	tols: ., AP(4)) 1)) ending) Weapon: AP(1), Rending) (3)) CW: AP(1), Rending)

Replace any CCV.			
+5pts Energy Weapo	on (A1, AP(1), Rending)		
+5pts Great Weapon	(A1, AP(3))		
Berserker Forge-Native [1] - 35 pts			
Quality 4+ Defense 5+			
CCW (A1)			
Heavy Weld-Gun (12", A4, AP(1))			
Furious, Scout			
Replace Heavy Weld-Guns and CCW			

+5pts Rock Sawblade (A4, Rending)

+10pts Shred Rifle (18", A2, Rending) +15pts Flamer (12", A1, Blast(3), Reliable)

Berserker Gunners [3] - 40 pts				
Qı	uality 5+	Defens	se 5+	
3x CCW (A	(1)			
3x Rifle (2	3x Rifle (24", A1)			
Furious				
	Replace	e one Rifles:		
+5pts	Rivet Shoote	r (12", A2, AP(1),	Rending)	
+5pts	Combat Shot	gun (12", A3)		
+10pts	Fusion Rifle (	12", A1, AP(4), D	eadly(3))	
+10pts	Plasma Rifle	(24", A1, AP(4))		
+10pts	Grenade Lau	ncher (24", A1, B	(ast(3))	

		<b>ighters</b> [3] - 40 pts
	uality 4+	Defense 5+
6x CCW (A	<b>(1)</b>	
Furious		
	Replace an	
+5pts		
	Hand Weapon (A	,
+5pts		ol (12", A2, AP(1)),
	Knife (A1)	
	Replace on	e 2x CCW:
+5pts		g Weapon (A1, Blast(3))
+15pts	Heavy Piercing \	Veapon
	(A1, AP(2), Dead	ly(3))
+20pts	Heavy Energy W	eapon
	(A3, AP(1), Rend	ing)
+30pts	Heavy Great Wea	apon (A3, AP(4))
	Replace any F	leavy Pistol:
+5pts	Plasma Pistol (1	
+5pts		
+5pts	Shred Pistol (9",	A2, Rending)
	Replace one H	leavy Pistol:
+5pts	Fusion Pistol (6"	, A1, AP(4), Deadly(3))
+5pts	Flamer Pistol (6'	', A1, Blast(3), Reliable)
+5pts	Combat Shotgui	n (12", A3)
	Replace any H	and Weapon:
+10pts	<b>Energy Weapon</b>	(A2, AP(1), Rending)
+15pts	Great Weapon (A	A2, AP(3))
	Replace a	ny CCW:
+5pts	Energy Weapon	(A1, AP(1), Rending)
+5pts	Great Weapon (A	
		41 7.3
	Berserker Maw-B	liker [1] - 45 pts

# Quality 4+ Defense 5+ Hand Weapon (A2) Pistol (12", A1) Fast, Furious, Impact(1), Tough(3) Upgrade with one: +20pts Grenade Launcher (24", A1, Blast(3)) +40pts Heavy Machinegun (30", A3, AP(1))

Forge Croc [1] - 45 pts
Quality 4+ Defense 5+
Crushing Jaw (A3, AP(1))
Devour, Furious, Strider, Tough(3)

Berserker Forge-Stimmer [1] - 50 pts
Quality 4+ Defense 5+

CCW (A1)

2x Wrist-GLS (18", A2, Ignores Cover)

Furious, Tough(3)

Replace any Energy Weapon:

+5pts Great Weapon (A2, AP(3))

Replace 2x Wrist-GLS and CCW:

+5pts 2x Energy Weapon (A2, AP(1), Rending)

Berserker Behemoth [1] - 65 pts
Quality 3+ Defense 4+
Mutant Fist (A3, AP(2))
Fearless, Furious, Tough(3)