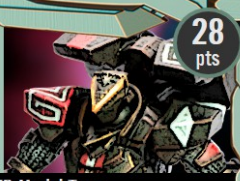


Militus Skyrunner Prime

A Prime who is hot-headed will pilot a Militus Skyrunner, allowing them to bring the fight right to the enemy.



28 pts

UNIT OPTIONS

• Either **INCURSION RIFLE** may be replaced with:

- **ARC SPLITTER**: +0 pts each.
- **ARUVAL PHASE BLADE**: -2 pts each.
- **COMBAT GAUNTLET**: -3 pts each.
- **COMBAT GAUNTLET WITH REFLEX SHIELD**: -2 pts each.
- **CONFLAGRATION LAUNCHER**: +2 pts each.
- **INCURSION BLASTER**: +0 pts each.

• May be equipped with **DEFENSIVE COUNTERMEASURES**: +2 pts


• May be equipped with up to 2 **VENT SYSTEM**: +3 pts each.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Militus Skyrunner Prime	8	4	5	5/4	3	4	5	Behemoth (Mobile, Loric Champion)

UNIT SIZE: 1 Militus Skyrunner Prime.

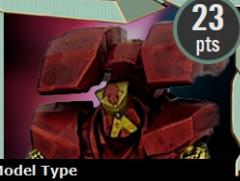
EQUIPMENT: 2x **INCURSION RIFLES**.

ABILITIES: **AERIAL INSERTION**, **COMMAND (1)**, **CROWD FAVORITES**, **DODGE (1)**, **DYNAMIC MOVE**, **OVERCHARGE**, **PRIME ABILITY - MOBILE STRIKE**.



Militus Skyrunner

Fast moving harbingers of death, Militus Skyrunters are rightly feared throughout the spiral arm.



23 pts

UNIT OPTIONS

• Either **INCURSION RIFLE** may be replaced with:

- **ARC SPLITTER**: +0 pts.
- **COMBAT GAUNTLET**: -3 pts.
- **COMBAT GAUNTLET WITH REFLEX SHIELD**: -2 pts.
- **CONFLAGRATION LAUNCHER**: +2 pts.
- **INCURSION BLASTER**: +0 pts.

• May be equipped with **DEFENSIVE COUNTERMEASURES**: +2 pts.

• For -5 pts, may be equipped with **MARK OF THE INITIATE**.


• May be equipped with up to 2 **VENT SYSTEM**: +3 pts each.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Militus Skyrunner	8	4	5	5/4	3	3	4	Behemoth (Mobile, Loric Champion)

UNIT SIZE: 1 Militus Skyrunner.


EQUIPMENT: 2x **INCURSION RIFLES**.

ABILITIES: **AERIAL INSERTION**, **CROWD FAVORITES**, **DODGE (1)**, **DYNAMIC MOVE**, **OVERCHARGE**.



Militus Dominator

Sacrificing all else for maximum firepower, Militus Dominators lay waste to any enemy stupid enough to face them head on.



18 pts

UNIT OPTIONS

• Either **INCURSION RIFLE** may be replaced with:

- **ARC SPLITTER**: +0 pts each.
- **COMBAT GAUNTLET**: -3 pts each.
- **COMBAT GAUNTLET WITH REFLEX SHIELD**: -2 pts each.
- **CONFLAGRATION LAUNCHER**: +2 pts each.
- **INCURSION BLASTER**: +0 pts each.

• Must be equipped with any 2 additional:

- **ARC SPLITTER**: +4 pts each.
- **CONFLAGRATION LAUNCHER**: +6 pts each.
- **INCURSION BLASTER**: +4 pts each.
- **INCURSION RIFLE**: +4 pts each.

• May be equipped with **DEFENSIVE COUNTERMEASURES**: +2 pts

• For -5 pts, may be equipped with **MARK OF THE INITIATE**.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Militus Dominator	6	3	5	5/4	3	3	4	Behemoth (Loric Champion)

UNIT SIZE: 1 Militus Dominator.

EQUIPMENT: 2x **INCURSION RIFLES**.

ABILITIES: **AERIAL INSERTION**, **CROWD FAVORITES**, **OVERCHARGE**.

Militus Warrior Prime


The most versatile Remnant Prime, able to calmly survey the battle and react when necessary.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Militus Warrior Prime	6	3	6	5/4	3	4	5	Behemoth (Lorican Champion)

UNIT SIZE: 1 Militus Warrior Prime.

EQUIPMENT: 2x INCURSION RIFLES

ABILITIES: AERIAL INSERTION, COMMAND (1), CROWD FAVORITES, OVERCHARGE, PRIME ABILITY - COUNTERATTACK.



23 pts

UNIT OPTIONS

• Either **INCURSION RIFLE** may be replaced with:

- **ARC SPLITTER:** +0 pts each.
- **ARUVAL PHASE BLADE:** -2 pts each.
- **COMBAT GAUNTLET:** -3 pts each.
- **COMBAT GAUNTLET WITH REFLEX SHIELD:** -2 pts each.
- **CONFLAGRATION LAUNCHER:** +2 pts each.
- **INCURSION BLASTER:** +0 pts each.

• May be equipped with additional:

- **ARC SPLITTER:** +4 pts each.
- **CONFLAGRATION LAUNCHER:** +6 pts each.
- **INCURSION BLASTER:** +4 pts each.
- **INCURSION RIFLE:** +4 pts each.
- **LORICAN FIELD GENERATOR:** +5 pts each.


• May be equipped with **DEFENSIVE COUNTERMEASURES:** +2 pts

• May be equipped with up to 2* of the following:


- **PRIME ARRAY:** +4 pts each.
- **TARGET TRACKER:** +1 pt each.
- **VENT SYSTEM:** +3 pts each.

* If equipped with 3 weapons, only 1 item may be chosen from this list.


ADDITIONAL UNITS




1-3



0-1



0-1



0-1

Militus Warrior

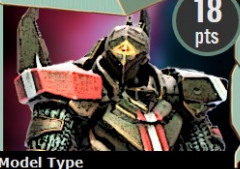
The core of the Remnant fighting force: tough, versatile gladiators designed to take on any foe and win.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Militus Warrior	6	3	5	5/4	3	3	4	Behemoth (Lorican Champion)

UNIT SIZE: 1 Militus Warrior.

EQUIPMENT: 2x INCURSION RIFLES.

ABILITIES: AERIAL INSERTION, CROWD FAVORITES, HEART OF THE REMNANT, OVERCHARGE.



18 pts

UNIT OPTIONS

• Either **INCURSION RIFLE** may be replaced with:

- **ARC SPLITTER:** +0 pts.
- **COMBAT GAUNTLET:** -3 pts.
- **COMBAT GAUNTLET WITH REFLEX SHIELD:** -2 pts.
- **CONFLAGRATION LAUNCHER:** +2 pts.
- **INCURSION BLASTER:** +0 pts.

• May be equipped with 1 of the following:

- **ARC SPLITTER:** +4 pts.
- **CONFLAGRATION LAUNCHER:** +6 pts.
- **INCURSION BLASTER:** +4 pts.
- **INCURSION RIFLE:** +4 pts.
- **LORICAN FIELD GENERATOR:** +5 pts.


• May be equipped with **DEFENSIVE COUNTERMEASURES:** +2 pts.

• May be equipped with up to 2* of the following:

- **ENHANCED TARGETER:** +1 pt each.
- **TARGET TRACKER:** +1 pt each.
- **VENT SYSTEM:** +2 pts each.

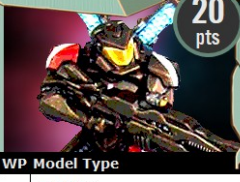
• For -5 pts, may be equipped with **MARK OF THE INITIATE.**

* If equipped with 3 weapons, only 1 item may be chosen from this list.



Nimbus Longshot Prime

A Prime who loves to attack from a distance, waiting to find the perfect target and decimate it with a coordinated strike.



20 pts

UNIT OPTIONS

- May be equipped with:
 - **CLOAK GENERATOR**: +4 pts each.
 - **LORICAN BOOSTPACK**: +5 pts each.
- May be equipped with up to 2* of the following:
 - **HOLOGRAM PROJECTOR**: +1 pt each.
 - **PRIME ARRAY**: +4 pts each.
 - **THERMAL TRACKER**: +5 pts each.
 - **VENT SYSTEM**: +3 pts each.

* If equipped with a **LORICAN BOOSTPACK**, only **VENT SYSTEMS** may be chosen from this list.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Nimbus Longshot Prime	7	4	6	4	2	4	5	Infantry (Loric Champion)

UNIT SIZE: 1 Nimbus Longshot Prime.

EQUIPMENT: **TORUS SNIPER RIFLE.**

ABILITIES: **AERIAL INSERTION, COMMAND (1), CROWD FAVORITES, OVERCHARGE, PRIME ABILITY - FOCUS FIRE, SCOUT.**



Nimbus Pathfinder Prime

A Prime who prefers stealth and deception above all else will choose to pilot a Nimbus Pathfinder.



16 pts

UNIT OPTIONS

- May replace **INCURSION BLASTER** with **ARC SPLITTER**: +0 pts.
- May be equipped with:
 - **CLOAK GENERATOR**: +4 pts.
 - **LORICAN BOOSTPACK**: +5 pts.
- May be equipped with up to 2* of the following:
 - **HOLOGRAM PROJECTOR**: +1 pt each.
 - **PRIME ARRAY**: +4 pts each.
 - **THERMAL TRACKER**: +3 pts each.
 - **VENT SYSTEM**: +3 pts each.

* If equipped with a **LORICAN BOOSTPACK**, only **VENT SYSTEMS** may be chosen from this list.

UNIT SIZE: 1 Nimbus Pathfinder Prime.

EQUIPMENT: **INCURSION BLASTER, PINPOINT SCANNER.**

ABILITIES: **AERIAL INSERTION, COMMAND (1), CROWD FAVORITES, OVERCHARGE, PRIME ABILITY - STRIKE & VANISH, SCOUT.**



Nimbus Longshot

A Nimbus Longshot attacks from great distance with its lethal Torus Sniper Rifle, confounding the enemy advance.



15 pts

UNIT OPTIONS

- May be equipped with:
 - **CLOAK GENERATOR**: +4 pts each.
 - **LORICAN BOOSTPACK**: +5 pts each.
- May be equipped with up to 2* of the following:
 - **ENHANCED TARGETER**: +1 pt each.
 - **HOLOGRAM PROJECTOR**: +1 pt each.
 - **TARGET TRACKER**: +3 pts each.
 - **THERMAL TRACKER**: +5 pts each.
 - **VENT SYSTEM**: +3 pts each.
- May be equipped with **MARK OF THE INITIATE**: -4 pts each.

* If equipped with a **LORICAN BOOSTPACK**, only **VENT SYSTEMS** may be chosen from this list.

UNIT SIZE: 1 Nimbus Longshot.

EQUIPMENT: **TORUS SNIPER RIFLE.**

ABILITIES: **AERIAL INSERTION, CROWD FAVORITES, OVERCHARGE, SCOUT.**



Nimbus Pathfinder

Masters of stealth, Nimbus Pathfinders sneak into forward positions and mark the enemy.



11 pts

UNIT OPTIONS

- May replace **INCURSION BLASTER** with **ARC SPLITTER**: +0 pts each.
- May be equipped with:
 - **CLOAK GENERATOR**: +4 pts each.
 - **LORICAN BOOSTPACK**: +5 pts each.
- May be equipped with up to 2* of the following:
 - **HOLOGRAM PROJECTOR**: +1 pt each.
 - **PATHFINDER ARRAY**: +1 pt each.
 - **THERMAL TRACKER**: +3 pts each.
 - **VENT SYSTEM**: +3 pts each.
- May be equipped with **MARK OF THE INITIATE**: -4 pts.

* If equipped with a **LORICAN BOOSTPACK**, only **VENT SYSTEMS** may be chosen from this list.

UNIT SIZE: 1 Nimbus Pathfinder.

EQUIPMENT: **INCURSION BLASTER, PINPOINT SCANNER.**

ABILITIES: **ACTIVE SCAN, AERIAL INSERTION, CROWD FAVORITES, OVERCHARGE, SCOUT.**