

Space Apes

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Venerable Ape [1]	3+	2+	2x Twin X-Rifles (24", A2, AP(2))	Ambush, Fear, Fearless, Strider, Hero, Tough (3)	A	165
Guru Ape [1]	3+	3+	2x Heavy Machinegun (36", A3, AP(1))	Ambush, Fearless, Strider, Hero, Tough (3)	B	145
Saint Ape [1]	4+	4+	Plasma Pistol (12", A1, AP(2))	Hero, Fearless, Strider, Tough (3), Psychic (1)	J	75
Winter Ape [1]	3+	4+	Fusion Grips (A2, AP(3), Deadly(3))	Fast, Fearless, Strider, Hero, Tough (3), Impact [2]	-	110
Congas [4]	4+	3+	Twin Machine Pistols (12", A4), CCW (A1)	Ambush, Strider, Impact [1]	C	135
Yetis [4]	3+	3+	Twin Congo Rifles (18", A1, AP(2)), CCW (A1)	Ambush, Fearless, Strider, Impact [1]	D	190
Soldier Apes [4]	4+	3+	Twin X-Rifles (18", A2), CCW (A1)	Strider, Impact [1]	E	115
White Apes [4]	3+	3+	2x Twin X-Rifles (18", A2)	Fearless, Strider, Relentless, Impact[1]	F	225
K-Apes [2]	3+	3+	Twin Heavy Flamethrower (12", A12, AP(1)), Gorilla Grips (A2, AP(1))	Strider, Impact [1]	G	130
Hover Trike	4+	2+	Twin Minigun (24", A8, AP(1))	Fast, Impact(3), Strider, Tough(6)	K	190
Hover Buggy	4+	2+	Twin Flame Cannon (18", A12, AP(1)), Twin Minigun (24", A8, AP(1))	Fast, Fearless, Impact(6), Strider, Tough(6)	H	230
Mammoth Buggy	4+	2+	2x Twin Flame Cannon (18", A12, AP(1)), Heavy X-Cannon (48", A1, AP(4), Blast(3), Deadly(3))	Fast, Fearless, Impact(6), Strider, Tough(9)	I	435

A| Upgrade with:

Concentrate Fire +15
Grenades (12", A1, Blast(3), Indirect) +10

B| Upgrade with:

Grenades (12", A1, Blast(3), Indirect) +10

C| Replace up to two Twin Machine Pistols:

Heavy Machinegun (36", A3, AP(1)) +15
Heavy Flamethrower (12", A6, AP(1)) +15

Replace all CCW with:

Gorilla Grips (A2, AP(1)) +15

Upgrade one model with:

War Drum (Fear) +20

D| Replace up to two Twin Congo Rifles:

Heavy Flamethrower (12", A6, AP(1)) +15
Missile Launcher (48", A1, AP(3), Deadly(3)) +35

Replace all CCW with:

Gorilla Grips (A2, AP(1)) +20

Upgrade one model with:

Medical Training +25

E| Replace up to two Twin X-Rifles:

X-Gun (36", A1, AP(4), Blast(3)) +40
Sniper Rifle (36", A1, AP(1), Deadly(3), Sniper) +35

Upgrade one model with:

Repair +10

F| Replace up to two models' Twin X-Rifles:

Heavy Machine Gun (36", A3, AP(1)) +20
Grenade Launcher (24", A1, AP(1), Blast(6)) +30

Upgrade one model with:

Medical Training +25

G| Replace any X-Gun:

X-Gun (36", A1, AP(4), Blast(3)) +20
Twin Mortar (48", A2, Blast(3), Indirect) +25
Twin Plasma Cannon (36", A2, AP(2), Blast (3)) +35

H| Replace Twin Minigun with:

Twin Light X-Cannon (48", A2, AP(4), Blast(3)) +75

Replace Twin Flame Cannon with:

Twin Light X-Cannon (48", A2, AP(4), Blast(3)) +70

Upgrade with:

Jet Wash (A1, Blast(3)) +5

I| Upgrade with:

Jet Wash (A1, Blast(3)) +5

J| Upgrade Psychic(1):

Psychic(2) +20

K| Replace Twin Minigun with:

Twin Light X-Cannon (48", A2, AP(4), Blast(3)) +75

Twin Plasma Cannon (36", A2, AP(2), Blast(3)) +55

Psychic Spells

Calibrated Speed (4+): Target friendly unit within 12" may immediately move by up to 6".

War Cry (4+): Target friendly unit within 6" gets +2 to its next morale test roll.

Disrupter (5+): Target enemy unit within 24" which has Tough[6] or more. It gets -1 to its rolls next time it shoots.

Targeting Array (5+): Target friendly unit within 12" gets +6" range to its next shooting.

Shred Ammo (5+): Target friendly unit within 12" gets Rendng next time it shoots.

Jammer[6+]: Target enemy unit within 18" which has Tough[6] or more: it must take a morale test. If failed, you may force it to shoot at another enemy unit.

Special Rules

Concentrate Fire: When the hero and his unit are activated, they have +1 to Shooting rolls until the end of the round.

Repair: Once per turn, if within 2" of a unit with Tough, roll one die. On a 4+ you may repair 1 wound from the target.

Medical Training: This model and his unit get the Regeneration rule.