

Syntha Army List

Basic Profile:

COST	STR	DEX	CON	TEK	PRE	MOR
33	2	4	3	7	3	4

Technological (-2 Str, +1 Tek, 2 Basic per Support, 4 Basic per Elite)

Gauss Rifle (18 points): Dam 6, 24", Assault 1

Grenade Launcher (53 points): Dam 7, 24", Assault 1, Blast

Rocket Launcher (75 points): Dam 8, 30", Heavy 1, Blast

Pulse Rifle(22 points): Dam 7, 30", Assault 1

Tesla Claw (Energy Blade) (15 points): Melee Dam 7

Plasma Cannon (100 Points): Dam 9, 24" Heavy 1, Blast

Grape Gun (34 Points): Dam 7, 20", Assault 2

Plasma Flamer (19 Points): Dam 7, Flamer

Chain Gun (65 Points): Dam 7, 30", Heavy 3, Twin-linked

Twin Linked Rocket Launcher (83 Points): Dam 8, 30" Heavy 1, Blast, Twin Linked

Twin Linked Pulse Rifle (29 points): Dam 7, 30", Assault 1 Twin Linked

Standard Marines - Basic Unit

Unit Size: 3 - 10 (special weapons at 5 and 10)

COST	STR	DEX	CON	TEK	PRE	MOR
55	2	4	3	7	3	4
Move:6"	WL: 7	WP: 1				

Flak Armor: +4

Sergeant +3 points per unit. +2 MOR as long as the sergeant is alive.

Weapon: Gauss Rifle

Dam 6, 24" Assault 1

Special Weapon: Grenade Launcher +35

Dam 7, 24", Assault 1, Blast

Prosthene Marines (Gauss Rifles) - Basic Unit

Unit Size: 3 - 10 (special weapons at 5 and 10)

COST	STR	DEX	CON	TEK	PRE	MOR
68	2	4	3	7	3	4
Move:6"	WL: 10	WP: 1				

Dermal Armor Plates/Flak Armor: +7

Sergeant +3 points per unit. +2 MOR as long as the sergeant is alive.

Bionic: 9+Save

Weapon: Gauss Rifle

Dam 6, 24" Assault 1

Special Weapon: Rocket Launcher + 57 pts

Dam 8, 30", Heavy 1, Blast

Prosthene Marines (Pulse Rifles) - Basic Unit

Unit Size: 3 - 10 (special weapons at 5 and 10)

COST	STR	DEX	CON	TEK	PRE	MOR
72	2	4	3	7	3	4

Move:6" WL: 10 WP: 1

Dermal Armor Plates/Flak Armor: +7

Sergeant +3 points per unit. +2 MOR as long as the sergeant is alive.

Bionic: 9+Save

Weapon: Pulse Rifle

Dam 7, 30", Assault 1

Special Weapon: Rocket Launcher + 53 pts

Dam 8, 30", Heavy 1, Blast

Tactical Androsynths - Basic Unit

Unit Size: 3 - 10 (special weapons at 5 and 10)

COST	STR	DEX	CON	TEK	PRE	MOR
92	2	4	5	7	3	4

Move:4" WL: 14 WP: 1

Power Armor: +9, Powered Armor

Sergeant +3 points per unit. +2 MOR as long as the sergeant is alive.

Bionic: 9+ Save

Size: Stout

Weapon: Pulse Rifle

Dam 7, 30", Assault 1

Special Weapon: Plasma Cannon +78 points

Dam 9, 24" Heavy 1, Blast

Assault Teratosynths - Elite Unit

Unit Size: 3 - 8 (special weapons at 4, 6, and 8)

COST	STR	DEX	CON	TEK	PRE	MOR
107	4	4	4	7	3	4

Move:4" WL: 14 WP: 1

Power Armor: +10, Tactical Battle Armor

Master Sergeant: +5 points per unit. +2 MOR as long as the sergeant is alive.

Bionic: 9+ Save

Size: Stout

Weapon Tesla Claw:

Melee Dam 7

Special Weapon: Plasma Flamer +4 Points

Dam 7, Flamer

Grape Gun (34 Points): Dam 7, 20", Assault 2

Dam 7, 20", Assault 2

Tactical Teratosynths - Elite Unit						
Unit Size: 3 - 8 (special weapons at 4, 6, and 8)						
COST	STR	DEX	CON	TEK	PRE	MOR
121	4	4	4	7	3	4
Move:4"		WL: 14	WP: 1			
Power Armor: +10, Tactical Battle Armor						
Sergeant +3 points per unit. +2 MOR as long as the sergeant is alive.						
Bionic: 9+ Save						
Weapon: Twin Linked Pulse Rifle						
Dam 7, 30", Assault 1 Twin Linked						
Special Weapon: Twin Linked Rocket Launcher +54 points						
Dam 8, 30" Heavy 1, Blast, Twin Linked						

HK2000 Grav Bikes – Support Unit						
Unit Size: 2 – 6						
COST	STR	DEX	CON	TEK	PRE	MOR
75	2	4	6	7	3	4
Move:10"		WL: 13	WP: 1			
Armor: 7						
Bike, Support						
Flight						
Weapon: Chain Gun +65						
Dam 7, 30", Heavy 3, Twin-linked						
Twin Linked Rocket Launcher +83 points						
Dam 8, 30" Heavy 1, Blast, Twin Linked						

Cyclops Nemesis Grav Tank			
Unit Size: 1 (1 per 1000 points, counts as a support choice)			
COST	DEX	AV	TEK
301	4	16	7
Move:10"			
Advanced Targeting Systems – Use TEK instead of DEX to hit			
Weapon: Starfire Cannon			
Dam 9, 45", Heavy 1, Blast, Turret			
Twin Linked Light Pulse Rifle			
Dam 4, 24", Light 1			

Personality – Sniper						
COST	STR	DEX	CON	TEK	PRE	MOR
67	2	5	3	7	3	4
Unit Size: 1				Move:6"	WL: 7	WP: 1
Armor: Flak Armor (+4)						
Personality						
Weapon: Sniper Rifle						
Dam 5, Range 72", Heavy 1, Sniper Rifle						

Dr. Omega - Personality – Leader							
COST	STR	DEX	CON	TEK	PRE	MOR	
222	2	4	3	7	6	4	
Unit Size: 1				Move:6"	WL: 12	WP: 3	
Armor: 9 (Powered armor, Masterwork) Personality, Level 3, Leader, Ballistics Office, Munitions Officer Bionic: 9+ Save Gunslinger: May fire both pistols, may fire a seperate targets, may use both pistols in melee Weapons: 2 Pistols Dam 4, Range 12", Light 2							