



FAUNA:

Fauna included in your army begin the game in readiness, regardless of the normal scenario rules.

All Fauna activate as part of the same Battlegroup, after all other Battlegroups have activated, ignoring the rules for activating Auxillary units. They are placed on the board at the end of the first round at any point along the centre line of the board, between both players deployment zones.

When this unit activates it must make a move action towards the closest non-garrisoned unit and attack with any and all weapons it is able to. If two or more units are tied for closest, your opponent decides which unit the Fauna will move towards.

Special rules on command cards have no effect on Fauna unless explicitly mentioned and they may not search or claim objectives.



APEX				45 PTS		
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL	
12"	E+1	12	4	WALKER	RARE, FAUNA	

SQUAD SIZE: 1

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
KILLING TOOLS	-	F/S/R	3"	3"	4	2+	9	MELEE
ACID BREATH	-	F/S/R	6"	6"	3	3+	5	FLAME

GENETIC MODIFICATION:

The Apex is a highly adaptable creature and has a variety of biomorphs across a number of worlds. At the start of the game, roll 1d3 and apply the result.

- 1: Ferrum Apex:** Killing Tools gains Strafe-2 and increase Damage Points to 7.
- 2: New Eden Apex:** Increase Counter Measures to E+3 and at the start of the Apex's activation it recovers 1 lost Damage Point.
- 3: Magnum Apex:** Increase Armour to 15 and increase Killing Tools Energy to 12.

INTELLIGENT:

Apexes have more intelligence than other fauna and can be coerced or tricked into predictable actions. When it activates, it moves towards the closest enemy unit instead of the closest unit.



MAULER				23 PTS		
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL	
12"	-	14	2	WALKER	FAUNA	

SQUAD SIZE: 1-3

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
CLAWS & TEETH	-	F/S/R	3"	3"	2	4+	8	FOCUS-2, MELEE
CORROSIVE STREAM	-	F/S	6"	6"	1	5+	10	



DAGGER				12 PTS	
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
3"	-	8	3	INFANTRY	FAUNA, DODGE 4+

SQUAD SIZE: 1-3

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
BARBED APENDAGES	-	F/S/R	CQ	CQ	3	-	5	REDUCED-1

LIE IN WAIT:

This Squad may enter play up to 6" away from the centre line and must be placed in a garrison if able. This unit may choose to not move during its activation.

Each activation Daggers must attack another non-fauna Squad in the same garrison if they are able to, friend or foe.

Whenever a Unit of Daggers suffers damage from a close quarters attack, roll that many d6. For each result of 3+ the attacking squad suffers a point of damage.

Daggers automatically pass all fortitude rolls.



BULLHORN				27 PTS		
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL	
10"	-	12	10	WALKER	FAUNA	

SQUAD SIZE: 1

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
THICK SKULL	-	F	3"	3"	1	4+	10	MELEE

NOTHING GETS IN THE WAY:

The Bullhorn always moves in a straight line towards the closest Unit if it is able to, otherwise it follows normal Fauna movement rules. The Bullhorn may pass through solid terrain as long as there is enough space to place it after it moves. Any terrain passed through suffers D3 damage and collateral damage.



FERAL VAMPIRE				8 PTS	
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
12"	E+2	6	1	AIRCRAFT-S	FAUNA

SQUAD SIZE: 1-4

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
CLAWS & TEETH	-	F/S/R	2"	2"	1	3+	5	MELEE, AA-2