All PHR Units

Please be aware that Dropzone Commander unit stats are a living document so this is subject to change usually every 6 months. A post will be made on the Community site: https://community.ttcombat.com when changes are made.

Command Units

Command	Type-2 Zeus	81pts	🏃1	

MV	CM	A	D	TYPE	SPECIAL
2"	A,P3+	15	2	Walker	Command Centre

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Railgun Pair	-	F/S	∞	24"	1	2	11	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Minigun	-	F/S	36"	12"	2	3	4	

Retinue: At the start of the game, before deployment, if this squad only has a single unit, it may join any other squad of PHR Walkers. For all purposes it is treated as part of their squad and Battlegroup, taking on their Category too (although a Commander may still be mounted in it due to the Command Centre special rule).

Command	Tiamat	190pts	

MV	CM	A	D	TYPE	SPECIAL
16"	A	11	6	Aircraft	Large

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Super Heavy Rail Cannon	4"	F	∞	24"	1	3	13	Devastator-2 (Vehicle), Strafe 2

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Stealth Missile Battery	9"	F	36"	12"	1	3	7	Penetrator

Command	Nemesis Command Walker	190pts	🔧6	

MV	CM	A	D	TYPE	SPECIAL
4"	A	14	8	Walker	Large

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
RX-L Railgun	-	F/S(Left)	∞	24"	1	2	10	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
RX-L Railgun	-	F/S(Right)	∞	24"	1	2	10	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Nemesis Laser	4"	F/S	∞	∞	1	2	12	Devastator-2 (Vehicle)

Command	Hera	80pts	🔧1	

MV	CM	A	D	TYPE	SPECIAL
6"	A,E+3	14	3	Walker	Command Centre

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Railgun Pair	12"	F/S	∞	24"	2	2	10	

Thrusters: The Hera's jump jets can only be run intermittently and cannot be used in sustained flight. When making a Moving action on a turn that it hasn't disembarked, this unit may move 18", ignoring scenery pieces up to 6" high. Enemy AA weapons may choose to Reaction Fire against a Hera when it does this, counting it as an Aircraft with Armour 11. Additionally, when disembarking from an Aerial Transport, the Transport may move its full distance and does not have to land.

Retinue: At the start of the game, before deployment, if this squad only has a single unit, it may join any other squad of PHR Walkers. For all purposes it is treated as part of their squad and Battlegroup, taking on their Category too (although a Commander may still be mounted in it due to the Command Centre special rule).

Standard

Standard	Type-1 Ares	40pts	🤖1	

MV	CM	A	D	TYPE	SPECIAL
3"	A	14	2	Walker	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Railgun	3"	F/S	∞	24"	1	2	11	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Minigun	3"	F/S	36"	12"	2	3	4	

Scanning Array: If this unit hasn't disembarked this turn, its Accuracy may not be modified by more than +1 total.

Standard	Type-1 Phobos	60pts	🤖1	

MV	CM	A	D	TYPE	SPECIAL
3"	A	14	2	Walker	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Rail Repeater	3"	F/S	∞	24"	3	2	7	AA-2

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Minigun	3"	F/S	36"	12"	2	3	4	

Standard	Type-1 Menchit	45pts	🤖1	

MV	CM	A	D	TYPE	SPECIAL
3"	A	14	2	Walker	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Flamethrower	-	F/S	9"	9"	8	3	4	Flame

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Minigun Triad	-	F/S	36"	12"	6	3	4	

Standard	Type-1 Menchit A2	55pts	1	

MV	CM	A	D	TYPE	SPECIAL
3"	A	14	2	Walker	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Flamethrower	-	F/S	9"	9"	8	3	4	Flame

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Minigun	-	F/S	36"	12"	2	3	4	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Foeslayer Missiles	-	F/S	48"	12"	1	3	10	Devastator-2 (Vehicle, Skimmer, Walker)

Troops

Troops	Immortals	32pts	1	

MV	CM	A	D	TYPE	SPECIAL
2"	-	8	5	Infantry 2+	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Assault Rifles	1"	F/S/R	24"	9"	8	3	3	Reduced-2

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Longreach Rifle	0"	F/S/R	∞	24"	1	2	7	Cover (Soft, Body), Penetrative

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Close Assault Rifles	-	F/S/R	CQ	CQ	10	0	3	Reduced-2

Troops	Immortal AM Rifle Team	45pts	👥1	

MV	CM	A	D	TYPE	SPECIAL
2"	E+2	8	5	Infantry 2+	Rare

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Longreach Rifle	0"	F/S/R	∞	24"	5	3	7	Cover (Soft, Body), Penetrative, Reduced-1

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Sidearms	-		CQ	CQ	5	0	2	Reduced-1

Exotic

Exotic	Medusa	100pts	🟨1	

MV	CM	A	D	TYPE	SPECIAL
9"	E+4	6	10	Infantry 2+	Rare,Resilient

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Nanomachine Surge	-	F/S/R	9"	9"	10	2	6	Focus-2, Reduced-1, Flame

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Nanomachines	-	F/S/R	CQ	CQ	10	0	3	Reduced-1

Levitated: This unit may move over scenery pieces up to 8" inches high.
White Nanomachines: Once per activation pick one friendly damaged Vehicle within 9" and replace one Damage point lost from that Vehicle.

Exotic	Sirens	50pts	👥1	

MV	CM	A	D	TYPE	SPECIAL
3"	-	6	3	Infantry 2+	Dodge 2+, Rapid Insertion 6"

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Autosensing Magnums	-	F/S/R	12"	6"	6	2	5	Reduced-2

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Assault Magnums	-	F/S/R	CQ	CQ	6	0	5	Reduced-2

Scout

Scout	EAA Columbus Battlewalker	70pts	

MV	CM	A	D	TYPE	SPECIAL
6"	A	14	3	Walker	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Punisher Cannons	3"	F	∞	18"	2	2	10	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Missile Pod	-	F/S	36"	9"	1	3	8	Penetrative

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
AA Cannon	-	F/S/R	36"	18"	2	3	6	AA-2

May replace AA Cannon with Flamethrower.

Retro Thrusters: When deploying this squad, you may declare that it will deploy via Retro Thrusters. It is placed in Reserve. An Infantry unit may use one action during their activation to call in this squad from In Readiness. Place 1 unit from this squad within 6" one of the Infantry units. Then place any other units from the squad within coherency. All of these units must be placed on Passable terrain, and cannot be placed within 3" of enemy units. The squad is free to activate during their Battlegroup's activation, but any Shooting attacks made by them suffer a +2 penalty to their Accuracy.

Scout	Type-S Janus	20pts	1	

MV	CM	A	D	TYPE	SPECIAL
6"	A	13	1	Walker	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Stealth Missiles	-	F	36"	12"	1	3	7	AA-2,Penetrative

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Minigun	-	F	36"	12"	2	3	4	

Scout	Mercury Scout Drone	15pts	1	

MV	CM	A	D	TYPE	SPECIAL
6"	A	9	1	Aircraft-S	

Scanner: This unit may make Scan actions as if it were a Transport, counting as only a single action for the round

Scout	Valkyries	50pts	1	

MV	CM	A	D	TYPE	SPECIAL
9"	E+3	7	5	Infantry 2+	Dodge 5+, Rapid Insertion 0"

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Submachine Guns	-	F/S/R	18"	9"	10	2	4	Reduced-2

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Combat Submachine Guns	-	F/S/R	CQ	CQ	10	0	4	Reduced-2

Jump-Jet Pack: This unit may move over scenery pieces up to 8" inches high. In addition, this unit may choose to retain its full MV distance when exiting a Garrison, although cannot embark into a Transport if it does so.

Heavy

Heavy	Type-2 Odin	65pts	1	

MV	CM	A	D	TYPE	SPECIAL
2"	A,P5+	15	2	Walker	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Railgun Pair	2"	F/S	∞	24"	2	2	11	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Minigun	-	F/S	36"	12"	2	3	4	

Heavy	Type-2 Enyo	65pts	1	

MV	CM	A	D	TYPE	SPECIAL
2"	A,P5+	15	2	Walker	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Smoothbore Pair	-	F/S	∞	12"	2	3	10	Devastator-2 (Scenery)

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Minigun	-	F/S	36"	12"	2	3	4	

Heavy	Type-2 Hyperion	59pts	1	

MV	CM	A	D	TYPE	SPECIAL
2"	A,P5+	15	2	Walker	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Battlefield Laser	-	F/S	∞	∞	1	2	11	Destroyer-6

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Minigun	-	F/S	36"	12"	2	3	4	

Heavy	Hades Type-4 Walker	190pts	6	

MV	CM	A	D	TYPE	SPECIAL
4"	A	14	8	Walker	Large, Rare

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Super-Heavy Rail Repeater	-	F/S	∞	36"	1	2	12	Articulated, Strafe-3

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Minigun	-	F/S (Left)	48"	18"	3	2	6	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Minigun	-	F/S (Right)	48"	18"	3	2	6	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Black Nanomachine Swarm	-	F/S/R	18"	18"	1	2	10	Indirect, Area, Tech Killer

White Nanomachines: Once per activation pick one friendly damaged Vehicle within 9". That Vehicle replenishes one Damage point..

Heavy	Thor Bombard	52pts	1	

MV	CM	A	D	TYPE	SPECIAL
6"	A	12	2	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Artillery System	0"	F/S/R	36"	36"	1	3	11	Indirect, Area

Heavy	Njord Assault Dropship	110pts	4	

MV	CM	A	D	TYPE	SPECIAL
16"	A	11	6	Aircraft	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Heavy Stealth Missile Battery	9"	F/S/R	36"	12"	2	3	10	Penetrative
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Heavy Stealth Missile Battery	9"	F/S/R	36"	12"	2	3	10	Penetrative
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Stealth Missile Battery	9"	F	36"	12"	1	3	7	Penetrative

Support

Support	Apollo Strike Walker	40pts	1	

MV	CM	A	D	TYPE	SPECIAL
6"	A	13	2	Walker	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Manslayer Slug	12"	F/S	48"	12"	1	2	7	Alt-1, Cover (Body, Soft), Strafe-3
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Manslayer Airbursting	12"	F/S	48"	12"	3	6	7	Alt-1, Flame

Thrusters: The Apollo's jump jets can only be run intermittently and cannot be used in sustained flight. When making a Moving action on a turn that it hasn't disembarked, this unit may move 18", ignoring scenery pieces up to 6" high. Enemy AA weapons may choose to Reaction Fire against an Apollo when it does this, counting it as an Aircraft with Armour 11. Additionally, when disembarking from an Aerial Transport, the Transport may move its full distance and does not have to land.
May swap Manslayer Slug and Manslayer Airbursting with Railgun for +5pts.

Support	Erebos Strike Walker	40pts	1

MV	CM	A	D	TYPE	SPECIAL
6"	A	13	2	Walker	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Manslayer Slug	12"	F/S	48"	12"	1	2	7	Alt-1, Cover (Body, Soft), Strafe-3

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Manslayer Airbursting	12"	F/S	48"	12"	3	6	7	Alt-1, Flame

May swap Manslayer Slug and Manslayer Airbursting with Railgun for +5pts.
EM Disruption Field Generator: Enemy weapons have a +2 Accuracy penalty if they fire when within 6" of this unit. Enemy units can be affected by multiple instances of this rule.

Support	Aether Jetskimmer	45pts	1

MV	CM	A	D	TYPE	SPECIAL
6"	A, E+2	13	2	Skimmer	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Black Nanomachine Surge	6"	F/S/R	18"	18"	1	2	10	Indirect, Area, Tech Killer

Support	Helios Jetskimmer	60pts	🧑‍🔧1	

MV	CM	A	D	TYPE	SPECIAL
6"	A, E+2	13	2	Skimmer	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Galaxy Missile Launcher	-	F/S/R	36"	12"	3	3	6	AA-2, Penetrative

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Galaxy Missile Launcher	-	F/S/R	36"	12"	3	3	6	AA-2, Penetrative

Support	Taranis	55pts	🧑‍🔧1	

MV	CM	A	D	TYPE	SPECIAL
6"	A	12	2	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Constellation Missile (High Explosive)	0"	F	∞	18"	1	2	10	Alt-1, Indirect, Devastator-3 (Scenery)

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Constellation Missile (Penetrator)	0"	F	∞	18"	1	2	12	Alt-1, Indirect, Destroyer 5+

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Constellation Missile (Daisy Cutter)	0"	F	∞	18"	1	2	5	Alt-1, Indirect, Area, Devastator-4 (Flammable Scenery)

Support	Angelos Jetskimmer	30pts	🔧1	👥1	

MV	CM	A	D	TYPE	SPECIAL
6"	A, E+2	13	2	Skimmer	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Smoothbore	-	F/S/R	∞	12"	1	2	10	Devastator-2 (Scenery)

Support	Angelos A2 Jetskimmer	30pts	🔧1	👥1	

MV	CM	A	D	TYPE	SPECIAL
6"	A, E+2	13	2	Skimmer	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Flamethrower	-	F/S/R	6"	6"	6	3	4	Flame

Auxiliary

Auxiliary	Poseidon	70pts	🔧6	

MV	CM	A	D	TYPE	SPECIAL
16"	A	11	6	Aircraft	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Stealth Missile Twin Battery	9"	F	36"	12"	2	3	7	Penetrative

Auxiliary	Juno	15pts	👥2	🤖1	

MV	CM	A	D	TYPE	SPECIAL
6"	A	13	2	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Miniguns	-	F	36"	12"	4	3	4	

May swap Miniguns with Huntsman Cannon for +5pts.

Auxiliary	Neptune	38pts	🤖2		

MV	CM	A	D	TYPE	SPECIAL
16"	A	11	3	Aircraft	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Stealth Missile Battery	9"	F	36"	12"	1	3	7	Penetrative

Auxiliary	Triton A1	29pts	👥2		

MV	CM	A	D	TYPE	SPECIAL
20"	A	11	1	Aircraft	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Miniguns	-	F	36"	12"	4	3	4	

May take Stealth Missile Battery for +5pts.

Auxiliary	Triton A2	18pts	2	

MV	CM	A	D	TYPE	SPECIAL
20"	A	11	1	Aircraft	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Miniguns	12"	F	36"	12"	4	3	4	

May take Stealth Missile Battery for +5pts, and/or may replace Miniguns with Skyhammer Missiles.
Mercury Sensor Suite: This weapon may only fire if the target is in line of sight of a friendly Mercury Scout Drone.

Auxiliary	Triton X	40pts	1	

MV	CM	A	D	TYPE	SPECIAL
20"	A	11	2	Aircraft	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Nanomachine Wave	10"	F/S/R	12"	12"	1	3	10	Indirect, Tech Killer

May take Miniguns for +5pts.
White Nanomachine Wave: Once per activation pick one friendly damaged Medusa within 9". That Medusa replenishes one Damage point..

Auxiliary	Athena	120pts	

MV	CM	A	D	TYPE	SPECIAL
24"-48"	A,E+4	11	2	Aircraft	Fast,Rare

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Rail Repeaters	-	F	∞	24"	6	4	7	AA-3

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Stealth Cruise Missile	-	F	∞	12"	1	2	12	Devastator-3 (Scenery), Limited-2

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Stealth Missile Battery	-	F	36"	12"	1	3	7	Penetrative

Supercruise: If this unit moves over 30", all of its weapons and any enemy weapons targeting it suffer a +1 Accuracy modifier this round.