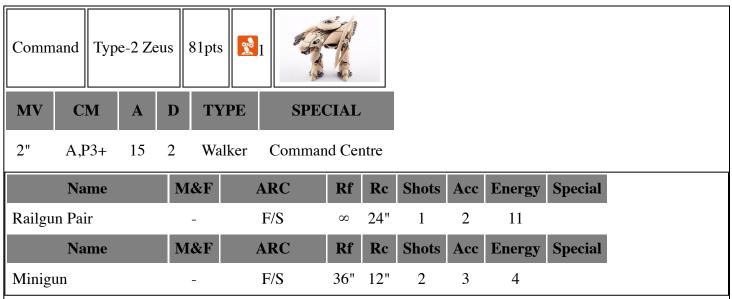
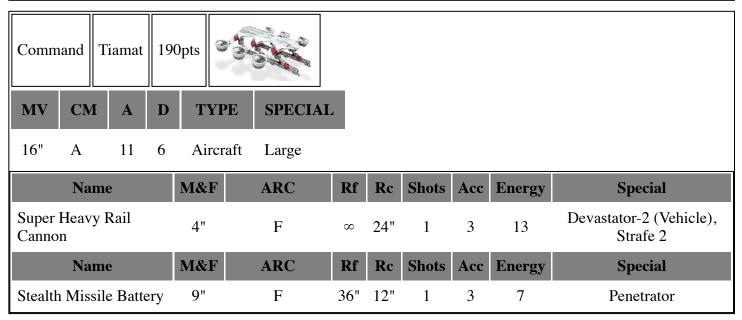
# **All PHR Units**

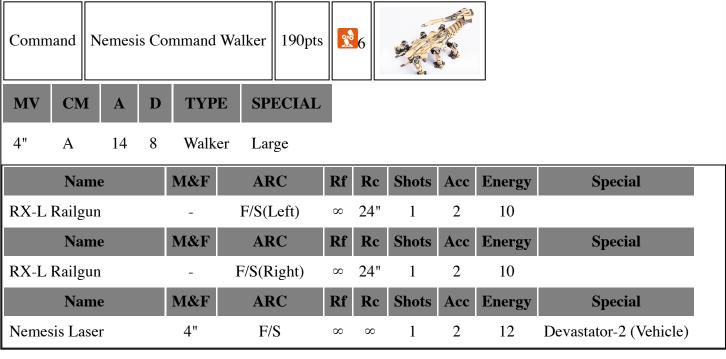
Please be aware that Dropzone Commander unit stats are a living document so this is subject to change usually every 6 months. A post will be made on the Community site: https://community.ttcombat.com when changes are made.

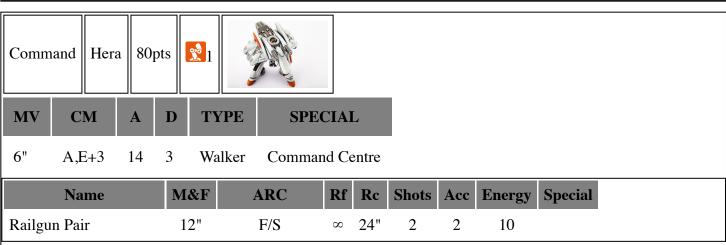
#### **Command Units**



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).



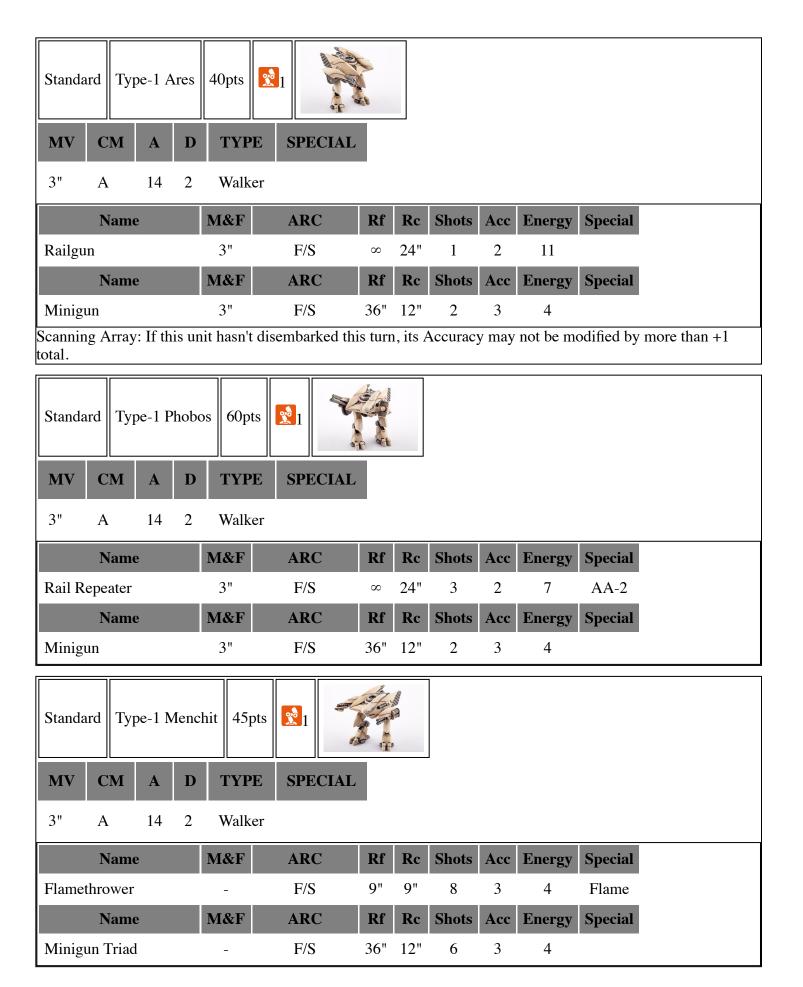


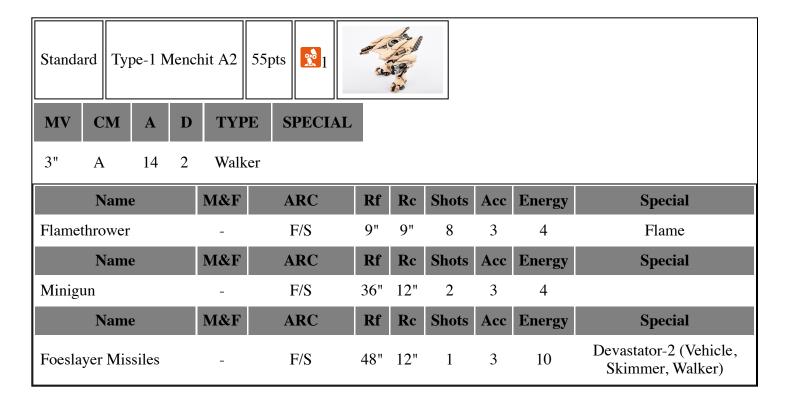


Thrusters: The Hera's jump jets can only be run intermittently and cannot be used in sustained flight. When making a Moving action on a turn that it hasn't disembarked, this unit may move 18", ignoring scenery pieces up to 6" high. Enemy AA weapons may choose to Reaction Fire against a Hera when it does 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.

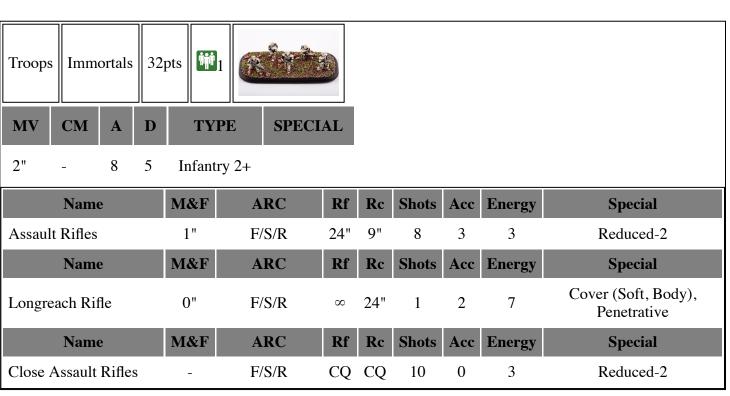
Retinue: At the start of the game, before deployment, if this squad only has a single unit, it may join any other squad of PHR Walkers. For all purposes it is treated as part of their squad and Battlegroup, taking on their Category too (although a Commander may still be mounted in it due to the Command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

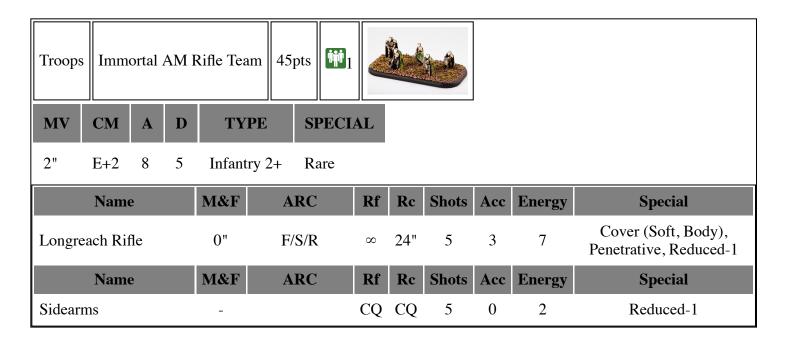
## Standard



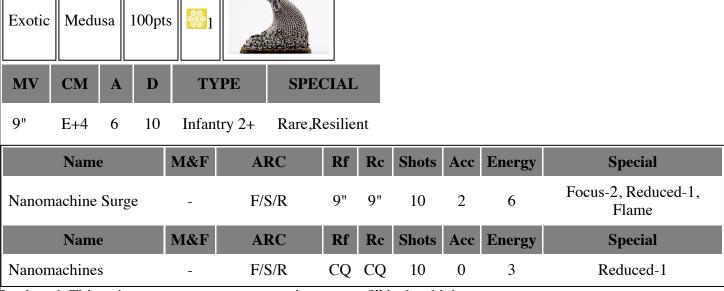


# **Troops**



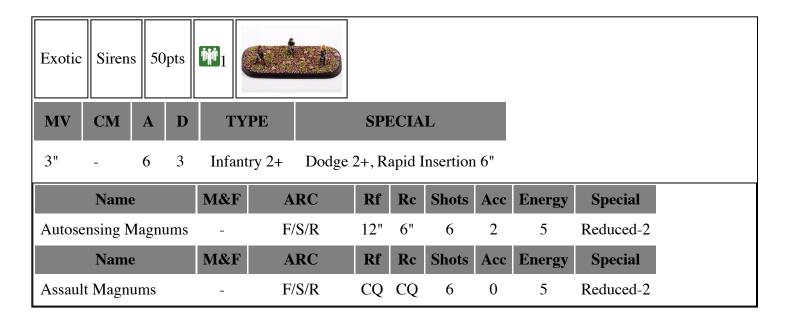


### **Exotic**

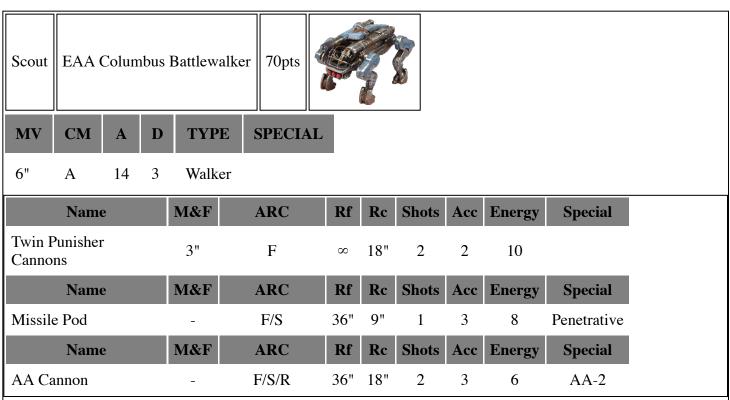


Levitated: This unit may move over scenery pieces up to 8" inches high.

White Nanomachines: Once per activation pick one friendly damaged Vehicle within 9" and replace one Damage point lost from that Vehicle.

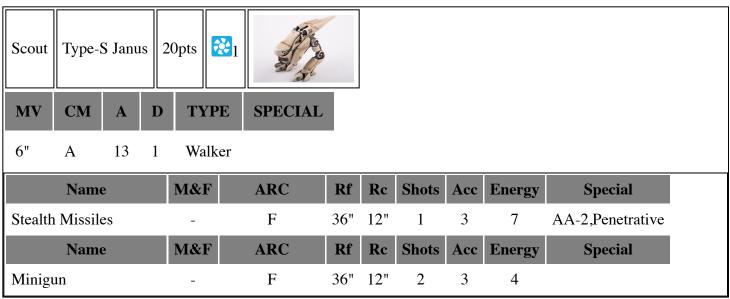


#### **Scout**



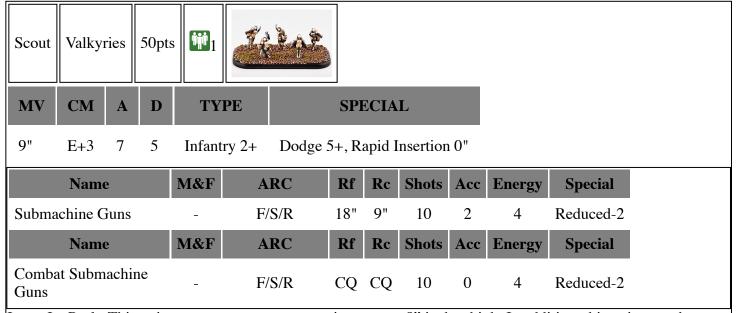
May replace AA Cannon with Flamethrower.

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.



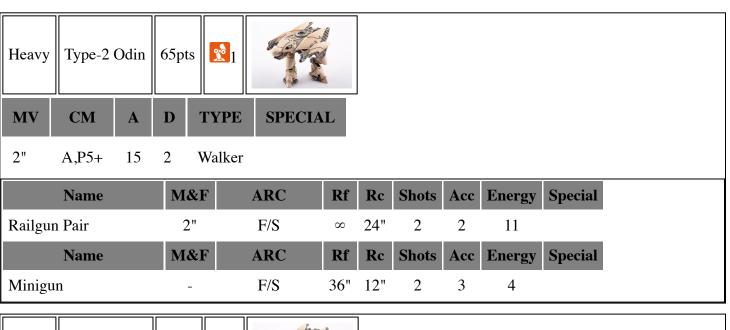


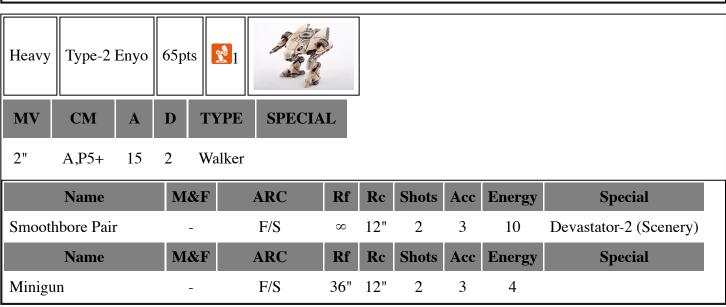
Scanner: This unit may make Scan actions as if it were a Transport, counting as only a single action for the round



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 Hyperion 59pts 1										
MV CM	A I	) TY	PE SPECIA	L						
2" A,P5+	15 2	2 Wal	ker							
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Battlefield Laser		-	F/S	$\infty$	$\infty$	1	2	11	Destroyer-6	
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Minigun		-	F/S	36"	12"	2	3	4		



M&F

Minigun

Swarm

Name

Black Nanomachine

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

48" 18"

18" 18"

Rc

Rf

F/S (Right)

ARC

F/S/R

Heavy	Thor l	Bomb	ard	52pts	1		P						
MV	СМ	A	D	TYP	E S	PECIAL							
6"	A	12	2	Tank									
	Name	<b>,</b>		M&F	A	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Artiller	y Syste	m		0"	F	F/S/R	36"	36"	1	3	11	Indirect, Area	

2

2

2

2

3

1

Shots Acc

12

Energy

6

Energy

6

Energy

10

**Special** 

Articulated, Strafe-3

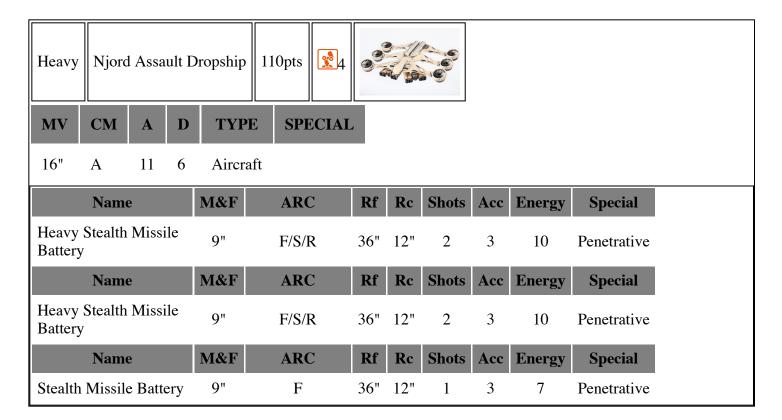
**Special** 

**Special** 

**Special** 

Indirect, Area, Tech

Killer



## **Support**

Manslayer Airbursting

Support	Apol	llo Sti	rike '	Walker	40pts	1						
MV	CM	A	D	TYP	E SP	ECIAL						
6" A	4	13	2	Walk	er							
]	Name	:		M&F	AF	RC	Rf	Rc	Shots	Acc	Energy	Special
Manslay	er Slug	g		12"	F	'S	48"	12"	1	2	7	Alt-1, Cover (Body, Soft), Strafe-3
]	Name	:		M&F	AF	RC	Rf	Rc	Shots	Acc	Energy	Special

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.

48" 12"

3

6

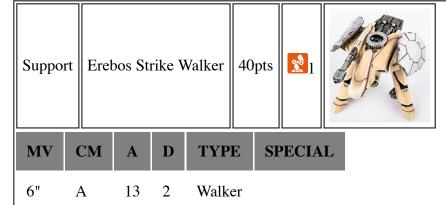
7

Alt-1, Flame

May swap Manslayer Slug and Manslayer Airbursting with Railgun for +5pts.

F/S

12"



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.

Suppor	rt	Aether	ether Jetskimmer		45pts	201	
MV		CM	A	D	TYPE		SPECIAL

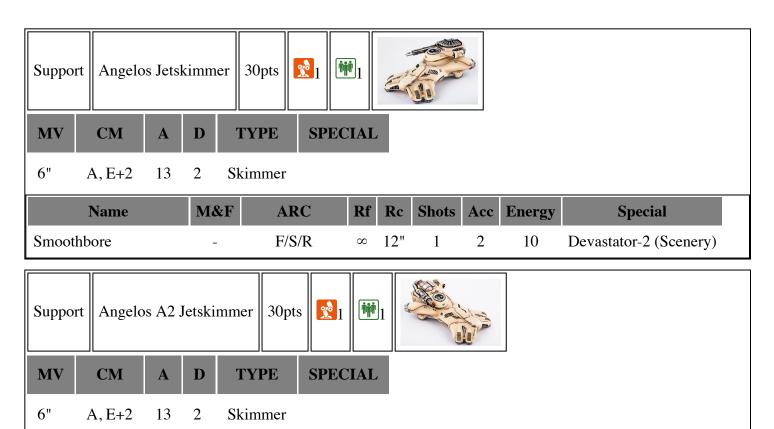
6"	A, E+2	13	2	Skimmer

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



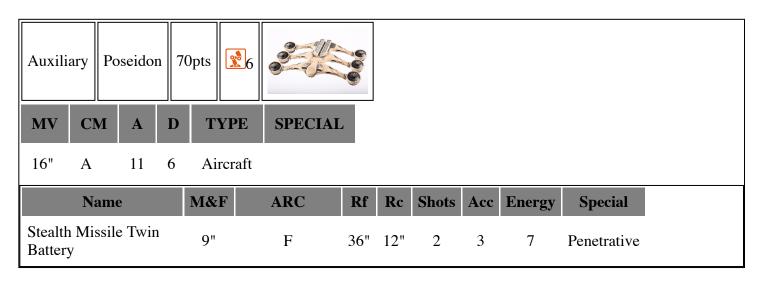


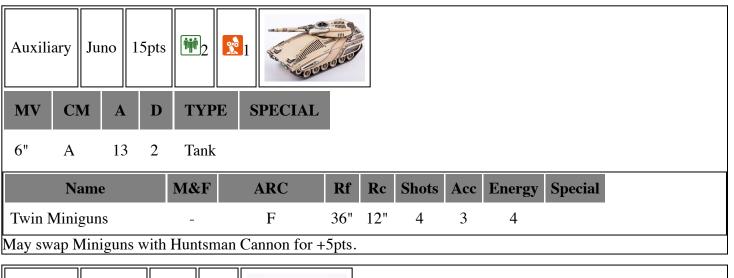
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Constellation Missile (High Explosive)	0"	F	∞	18"	1	2	10	Alt-1, Indirect, Devastator-3 (Scenery)
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Constellation Missile (Penetrator)	0"	F	∞	18"	1	2	12	Alt-1, Indirect, Destroyer 5+
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Constellation Missile (Daisy Cutter)	0"	F	$\infty$	18"	1	2	5	Alt-1, Indirect, Area, Devastator-4 (Flammable Scenery)

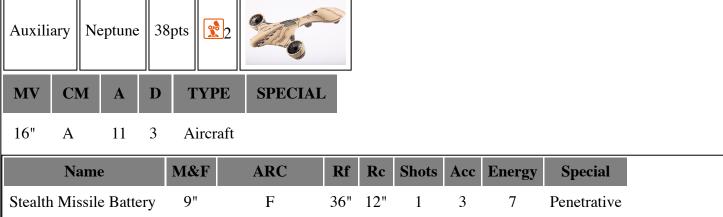


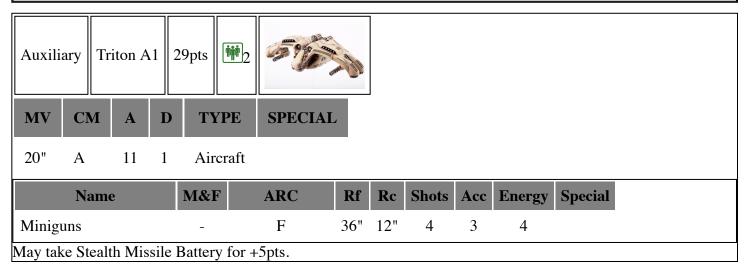
#### M&F ARC Rf Name Rc **Shots** Acc Energy **Special** Flamethrower F/S/R 6" 6" 6 3 4 Flame

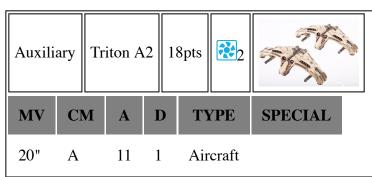
# **Auxiliary**





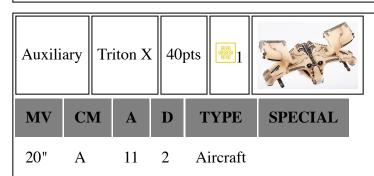






Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Miniguns	12"	F	36"	12"	4	3	4	

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.



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	120	)pts								
MV	CM	A	D	ТҮРЕ	SPI	ECIAI					
24"-48"	A,E+4	11	2	Aircraft	Fas	t,Rare					
N	ame		M&F	ARC		Rf	Rc	Shots	Acc	Energy	Special
Twin Rail	Repeaters		-	F		$\infty$	24"	6	4	7	AA-3
N	ame		M&F	ARC		Rf	Rc	Shots	Acc	Energy	Special
Stealth Cru	iise Missi	le	-	F		$\infty$	12"	1	2	12	Devastator-3 (Scenery), Limited-2
N	ame		M&F	ARC		Rf	Rc	Shots	Acc	Energy	Special
Stealth Mi	ssile Batte	ery	-	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.