






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
<p>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.</p> <p>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).</p>					

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

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"																																								
<table><tr><td colspan="2">Name</td><td>M&F</td><td>ARC</td><td>Rf</td><td>Rc</td><td>Shots</td><td>Acc</td><td>Energy</td><td>Special</td></tr><tr><td colspan="2">Submachine Guns</td><td>-</td><td>F/S/R</td><td>18"</td><td>9"</td><td>10</td><td>2</td><td>4</td><td>Reduced-2</td></tr><tr><td colspan="2">Name</td><td>M&F</td><td>ARC</td><td>Rf</td><td>Rc</td><td>Shots</td><td>Acc</td><td>Energy</td><td>Special</td></tr><tr><td colspan="2">Combat Submachine Guns</td><td>-</td><td>F/S/R</td><td>CQ</td><td>CQ</td><td>10</td><td>0</td><td>4</td><td>Reduced-2</td></tr></table>						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
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	
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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	
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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																																																													
<table><tr><td colspan="2">Name</td><td>M&F</td><td>ARC</td><td>Rf</td><td>Rc</td><td>Shots</td><td>Acc</td><td>Energy</td><td>Special</td></tr><tr><td colspan="2">Manslayer Slug</td><td>12"</td><td>F/S</td><td>48"</td><td>12"</td><td>1</td><td>2</td><td>7</td><td>Alt-1, Cover (Body, Soft), Strafe-3</td></tr><tr><td colspan="2">Name</td><td>M&F</td><td>ARC</td><td>Rf</td><td>Rc</td><td>Shots</td><td>Acc</td><td>Energy</td><td>Special</td></tr><tr><td colspan="2">Manslayer Airbursting</td><td>12"</td><td>F/S</td><td>48"</td><td>12"</td><td>3</td><td>6</td><td>7</td><td>Alt-1, Flame</td></tr><tr><td colspan="2">Name</td><td>M&F</td><td>ARC</td><td>Rf</td><td>Rc</td><td>Shots</td><td>Acc</td><td>Energy</td><td>Special</td></tr><tr><td colspan="2">Railgun</td><td>12"</td><td>F/S</td><td>∞</td><td>24"</td><td>1</td><td>2</td><td>10</td><td></td></tr></table>						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	Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	Railgun		12"	F/S	∞	24"	1	2	10	
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																																																								
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Manslayer Airbursting		12"	F/S	48"	12"	3	6	7	Alt-1, Flame																																																								
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special																																																								
Railgun		12"	F/S	∞	24"	1	2	10																																																									
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																																																													
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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																																																								
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Railgun		12"	F/S	∞	24"	1	2	10																																																									
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																												
<table><tr><td colspan="2">Name</td><td>M&F</td><td>ARC</td><td>Rf</td><td>Rc</td><td>Shots</td><td>Acc</td><td>Energy</td><td colspan="2">Special</td></tr><tr><td colspan="2">Black Nanomachine Surge</td><td>6"</td><td>F/S/R</td><td>18"</td><td>18"</td><td>1</td><td>2</td><td>10</td><td colspan="2">Indirect, Area, Tech Killer</td></tr></table>											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																							
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																																					
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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	
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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	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Huntsman Cannon	-	F/S/R	∞	18"	1	2	8	



May swap Miniguns with Huntsman Cannon for +5pts.

Auxiliary	Neptune	38pts	 2	
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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	
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MV CM A D TYPE SPECIAL


20" A 11 1 Aircraft

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Stealth Missile Battery	9"	F	36"	12"	1	3	7	Penetrative
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
Stealth Missile Battery		9"	F	36"	12"	1	3	7	Penetrative
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Miniguns		12"	F	36"	12"	4	3	4	
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Skyhammer Missiles		-	F/S/R	36"	12"	1	2	11	Limited 2, Indirect, Mercury Sensor Suite
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
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Miniguns		12"	F	36"	12"	4	3	4	
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	110pts								
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.										