






# 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		-	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
Light Railgun		-	F/S(Left)	∞	24"	1	2	10	
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Light 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																		
<table><tr><td>Name</td><td>M&amp;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>Light Railgun Pair</td><td>12"</td><td>F/S</td><td>∞</td><td>24"</td><td>2</td><td>2</td><td>10</td><td></td></tr></table>						Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	Light Railgun Pair	12"	F/S	∞	24"	2	2	10	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special															
Light 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						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
3"	A	14	2	Walker					
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Railgun		3"	F/S	∞	24"	1	2	11	
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
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						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
3"	A	14	2	Walker					
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Rail Repeater		3"	F/S	∞	24"	3	2	7	AA-2
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Minigun		3"	F/S	36"	12"	2	3	4	



Standard	Type-1 Menchit	45pts	 1						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
3"	A	14	2	Walker					
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Flamethrower		-	F/S	9"	9"	8	3	4	Flame
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
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							
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>					
6"	A	13	1	Walker						
<b>Name</b>		<b>M&amp;F</b>		<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Stealth Missiles		-		F	36"	12"	1	3	7	AA-2, Penetrative
<b>Name</b>		<b>M&amp;F</b>		<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Minigun		-		F	36"	12"	2	3	4	



Scout	Mercury Scout Drone	15pts	 1		
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>
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&amp;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&amp;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	Bellona Type-4 Walker	200pts	 6		
MV	CM	A	D	TYPE	SPECIAL
4"	A	14	8	Walker	Large

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Light Railgun	-	F/S(Left)	∞	24"	1	2	10	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Light Railgun	-	F/S(Right)	∞	24"	1	2	10	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Vanquisher Cannon	4"	F/S	∞	18"	1	2	13	Devastator-3 (All)

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	
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**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						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
6"	A	12	2	Tank					
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Artillery System		0"	F/S/R	36"	36"	1	3	11	Indirect, Area

Heavy	Njord Assault Dropship	110pts	 4						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
16"	A	11	6	Aircraft					
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Heavy Stealth Missile Battery		9"	F/S/R	36"	12"	2	3	10	Penetrative
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Heavy Stealth Missile Battery		9"	F/S/R	36"	12"	2	3	10	Penetrative
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Stealth Missile Battery		9"	F	36"	12"	1	3	7	Penetrative

## Support



Support	Persephone Type-4 Walker	190pts	 6	
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**MV CM A D TYPE SPECIAL**

4" A 14 8 Walker Large

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
Helion Nanomachine Swarm	-	F/S/R	18"	18"	3	3	9	Area, Indirect, Tech Killer, Alt-1
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Helion Nanomachine Surge	-	F/S/RR	9"	9"	9	3	6	Flame, Tech Killer, Alt-1

White Nanomachines: Once per activation pick up to two friendly damaged Vehicles within 9". Each of those Vehicles replenishes one Damage point.

Support	Apollo Strike Walker	40pts	 1	
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**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
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	
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**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
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
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	
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**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					
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
6"	A, E+2	13	2	Skimmer					
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Smoothbore		-	F/S/R	∞	12"	1	2	10	Devastator-2 (Scenery)

Support	Angelos A2 Jetskimmer	30pts	 1	 1					
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
6"	A, E+2	13	2	Skimmer					
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
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						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
20"	A	11	1	Aircraft					
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Stealth Missile Battery		9"	F	36"	12"	1	3	7	Penetrative
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Miniguns		12"	F	36"	12"	4	3	4	
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
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						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
20"	A	11	2	Aircraft					
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Nanomachine Wave		10"	F/S/R	12"	12"	1	3	10	Indirect, Tech Killer
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
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							
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
24"-48"	A,E+4	11	2	Aircraft	Fast,Rare				
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Twin Rail Repeaters		-	F	∞	24"	6	4	7	AA-3
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Stealth Cruise Missile		-	F	∞	12"	1	2	12	Devastator-3 (Scenery), Limited-2
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
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.									

Auxiliary	Mauler	23pts							
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
12"	-	14	2	Walker	Fauna				
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Claws & Teeth		-	F/S/R	3"	3"	2	4	8	Focus-2, Melee
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Corosive Steam		-	F/s	6"	6"	1	5	10	

Auxiliary	Daggers	12pts							
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
3"	-	8	3	Infantry	Fauna, Dodge 4+				
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Barbed Appendages		-	F/S/R	CQ	CQ	3	0	5	Reduced-1
<p>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</p> <p>Each Activation Daggers must attack another non-fauna Squad in the same garrison if they are able to, friend or foe.</p> <p>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.</p> <p>Daggers automatically pass all fortitude rolls.</p>									

Auxiliary	Apex	45pts							
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
12"	E+1	12	4	Walker	Rare, Fauna				
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Killing Tools		-	F/S/R	3"	3"	4	2	9	Melee
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Acid Breath		-	F/S/R	6"	6"	3	3	5	Flame
<p>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.</p> <p>1: Ferrum Apex: Killing Tools gains Strafe-2 and increase Damage Points to 7.</p> <p>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.</p> <p>3: Magnum Apex: Increase Armour to 15 and increase Killing Tools Energy to 12.</p> <p>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.</p>									