









Command




 	Type-2 Zeus		81pts		 1		1 - 6	
	Move 2"	Counter Measures A, P3+	Armour 15	Damage Points 2	Type Walker	Special Command Centre		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Railgun	-	F/S	∞	24"	1	2+	11	
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).



 	Tiamat		190pts					1
	Move 16"	Counter Measures A	Armour 11	Damage Points 6	Type Aircraft	Special Large		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Super Heavy Rail Cannon	4"	F	∞	24"	1	3+	13	Devastator-2 (Vehicle),Strafe-2
Stealth Missile Battery	9"	F	36"	12"	1	3+	7	Penetrative

<div></div> <div></div>		Nemesis Command Walker		190pts		<div></div> 6		1	
		Move 4"	Counter Measures A	Armour 14	Damage Points 8	Type Walker	Special Large		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Light Railgun	-	F/S (Left)	∞	24"	1	2+	10		
Light Railgun	-	F/S (Right)	∞	24"	1	2+	10		
Nemesis Laser	-	F/S	∞	∞	1	2+	12	Devastator-2 (Vehicle)	

 		Hera		80pts		 1		1 - 2	
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		6"	A, E+3	14	3	Walker	Command Centre		
		M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Light 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).

 		Proteus Mobile Command Post		75pts					1		
Move		Counter Measures		Armour		Damage Points		Type		Special	
16"		A		12		3		Aircraft			




		M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Disruption Overcharge		8"	F/S	∞	∞	1	2+	-	Disruptor	

EM Disruption Field Generator: Enemy weapons have a +2 Accuracy penalty if they fire when within 6" of this unit or target a unit within 6" of this unit. Enemy units can be affected by multiple instances of this rule, even twice with the same unit (for example if an enemy is targeting the Proteus from within 6", they would suffer a +4 penalty!).

Command Post: When this unit is landed, increase its Command Radius by 6".




Disruptor: On a successful hit, the target unit's squad suffers a +2 Accuracy penalty until the end of the round. This weapon may only be used when the Proteus is landed.




Standard




 	Type-1 Ares		40pts		 1		1 - 6	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	3"	A	14	2	Walker			

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Railgun	-	F/S	∞	24"	1	2+	11	
Minigun	-	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.




 	Type-1 Phobos			60pts		 1		1 - 6	
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	3"	A	14	2	Walker				
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Rail Repeater	-	F/S	∞	24"	3	2+	7	AA-2	
Minigun	-	F/S	36"	12"	2	3+	4		

 	Type-1 Menchit		45pts		 1		1 - 6	
	Move 3"	Counter Measures A	Armour 14	Damage Points 2	Type Walker	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Flamethrower	-	F/S	9"	9"	8	3+	4	Flame
Minigun Triad	-	F/S	36"	12"	6	3+	4	




 	Type-1 Menchit A2		55pts		 1		1 - 6	
	Move 3"	Counter Measures A	Armour 14	Damage Points 2	Type Walker	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Flamethrower	-	F/S	9"	9"	8	3+	4	Flame
Minigun	-	F/S	36"	12"	2	3+	4	
Foeslayer Missiles	-	F/S	48"	12"	1	3+	10	Devastator-2 (Vehicle)




 **Troops**




 	Immortals		32pts		 1			2
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2"	-	8	5	Infantry 2+			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Assault Rifles	1"	F/S/R	24"	9"	8	3+	3	RW-2
Longreach Rifle	0"	F/S/R	∞	24"	1	2+	7	Cover (Soft, Body), Penetrative
Close Assault Rifles	-	F/S/R	CQ	CQ	10	-	3	RW-2




 	Immortal AM Rifle Team		45pts		 1			2
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2"	E+2	8	5	Infantry 2+	Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Longreach Rifle	0"	F/S/R	∞	24"	5	3+	7	Cover (Soft, Body), Penetrative, RW-1
Sidearms	-	F/S/R	CQ	CQ	5	-	1	RW-1




Heavy

 	Bellona Type-4 Walker		200pts		 6			1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	4"	A	14	8	Walker	Large		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Light Railgun	-	F/S (Left)	∞	24"	1	2+	10	
Light Railgun	-	F/S (Right)	∞	24"	1	2+	10	
Vanquisher Cannon	4"	F/S	∞	18"	1	2+	13	Devastator-3 (All)

<div></div> <div></div>		Type-2 Odin		65pts		<div></div> 1		1 - 6	
		Move 2"	Counter Measures A, P5+	Armour 15	Damage Points 2	Type Walker	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Railgun Pair	-	F/S	∞	24"	2	2+	11		
Minigun	-	F/S	36"	12"	2	3+	4		




<div></div> <div></div>		Type-2 Enyo		65pts		<div></div> 1		1 - 6	
		Move 2"	Counter Measures A, P5+	Armour 15	Damage Points 2	Type Walker	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Smoothbore Pair	-	F/S	∞	12"	2	3+	10	Devastator-2 (Scenery)	
Minigun	-	F/S	36"	12"	2	3+	4		




 	Type-2 Hyperion		59pts		 1		1 - 6	
	Move 2"	Counter Measures A, P5+	Armour 15	Damage Points 2	Type Walker	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Battlefield Laser	-	F/S	∞	∞	1	2+	11	Destroyer-6
Minigun	-	F/S	36"	12"	2	3+	4	




 	Hades Type-4 Walker		190pts		 6		1	
	Move 4"	Counter Measures A	Armour 14	Damage Points 8	Type Walker	Special Large,Rare		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Super-Heavy Rail Repeater	-	F/S	∞	36"	1	2+	12	Articulated,Strafe-3
Minigun	-	F/S (Left)	48"	18"	3	2+	6	
Minigun	-	F/S (Right)	48"	18"	3	2+	6	
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.

<div></div> <div></div>	Thor Bombard		52pts		<div></div> 1		2 - 4	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6"	A	12	2	Tank			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Artillery System	0"	F/S/R	36"	36"	1	3+	11	Indirect,Area




 	Njord Assault Dropship		110pts		 4		1	
	Move 16"	Counter Measures A	Armour 11	Damage Points 6	Type Aircraft	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Heavy Stealth Missile Battery	9"	F/S/R	36"	12"	2	3+	10	Penetrative
Heavy Stealth Missile Battery	9"	F/S/R	36"	12"	2	3+	10	Penetrative
Stealth Missile Battery	9"	F	36"	12"	1	3+	7	Penetrative

 	Medusa		100pts		 1			1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	9"	E+4	6	10	Infantry 2+	Rare, Resilient		
Nanomachine Surge	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	-	F/S/R	9"	9"	10	2+	6	Focus-2, RW-1, Flame
Nanomachines	-	F/S/R	CQ	CQ	10	-	3	RW-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.

 	Sirens		50pts		 1			2
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	3"	-	6	3	Infantry 2+	Dodge 2+, Rapid Insertion 6"		
Autosensing Magnums	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	-	F/S/R	12"	6"	6	2+	5	RW-2
Assault Magnums	-	F/S/R	CQ	CQ	6	-*	5	RW-2

Support

 	Persephone Type-4 Walker		190pts		 6			1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	4"	A	14	8	Walker	Large		
Minigun	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	-	F/S (Right)	48"	18"	3	2+	6	
Minigun	-	F/S (Right)	48"	18"	3	2+	6	
Helion Nanomachine Swarm	-	F/S/R	18"	18"	3	3+	9	Area, Indirect, Tech Killer, Alt-1
Helion Nanomachine Surge	-	F/S/R	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.

 	Apollo Strike Walker		40pts		 1		1 - 6	
	Move 6"	Counter Measures A	Armour 13	Damage Points 2	Type Walker	Special		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Anti-Material Gun	-	F/S	36"	36"	1	2+	8	Destroyer 5+,Cover (All)
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 Anti-Material Gun with Railgun for +5pts.




 	Erebos Strike Walker		40pts		 1		2	
	Move 6"	Counter Measures A	Armour 13	Damage Points 2	Type Walker	Special		




	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Anti-Material Gun	-	F/S	36"	36"	1	2+	8	Destroyer 5+,Cover (All)
Railgun	-	F/S	∞	24"	1	2+	10	

EM Disruption Field Generator: Enemy weapons have a +2 Accuracy penalty if they fire when within 6" of this unit or target a unit within 6" of this unit. Enemy units can be affected by multiple instances of this rule, even twice with the same unit (for example if an enemy is targeting the Erebos from within 6", they would suffer a +4 penalty!).





May swap Anti-Material Gun with Railgun for +5pts.





 	Aether Jetskimmer		45pts		 1		2	
	Move 6"	Counter Measures A, E+2	Armour 13	Damage Points 2	Type Skimmer	Special		
Black Nanomachine Surge	M&F 6"	Arc F/S/R	R(F) 18"	R(C) 18"	Shots 1	Acc 2+	E 10	Special Indirect,Area,Tech Killer

 		Helios Jetskimmer		60pts		 1		2	
		Move 6"	Counter Measures A, E+2	Armour 13	Damage Points 2	Type Skimmer	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Galaxy Missile Launcher	-	F/S/R	36"	12"	3	3+	6	AA-2, Penetrative	
Galaxy Missile Launcher	-	F/S/R	36"	12"	3	3+	6	AA-2, Penetrative	



<div></div> <div></div>	Taranis		55pts		 1		2 - 4	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6"	A	12	2	Tank			

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Constellation Missile (High Explosive)	0"	F	∞	18"	1	2+	10	Alt-1,Indirect,Devastator-3 (Scenery)
Constellation Missile (Penetrator)	0"	F	∞	18"	1	2+	12	Alt-1,Indirect,Destroyer 5+
Constellation Missile (Daisy Cutter)	0"	F	∞	18"	1	2+	5	Alt-1,Indirect,Area,Devastator-4 (Flammable Scenery)

 	Angelos Jetskimmer		30pts		 1  1		1 - 2	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6"	A, E+2	13	2	Skimmer			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Smoothbore	-	F/S/R	∞	12"	1	2+	10	Devastator-2 (Scenery)

 	Angelos A2 Jetskimmer		30pts		 1  1		1 - 2	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6"	A, E+2	13	2	Skimmer			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Flamethrower	-	F/S/R	6"	6"	6	3+	4	Flame




Scout




 	EAA Columbus Battlewalker		70pts					1 - 3	
	Move 6"	Counter Measures A	Armour 14	Damage Points 3	Type Walker	Special			

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Punisher Cannons	3"	F	∞	18"	2	2+	10	
Missile Pod	-	F/S	36"	9"	1	3+	8	Penetrative
AA Cannon	-	F/S/R	36"	18"	2	3+	6	AA-2
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.

 	Type-S Janus		20pts		 1		2 - 6	
	Move 6"	Counter Measures A	Armour 13	Damage Points 1	Type Walker	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Stealth Missiles	-	F	36"	12"	1	3+	7	AA-2, Penetrative
Minigun	-	F	36"	12"	2	3+	4	

 	Mercury Scout Drone		15pts	 1		2 - 4
	Move	Counter Measures	Armour	Damage Points	Type	Special
	6"	A	9	1	Aircraft-S	Rapid Insertion 0"




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

 	Valkyries		50pts	 1		2
	Move	Counter Measures	Armour	Damage Points	Type	Special
	9"	E+3	7	5	Infantry 2+	Dodge 5+,Rapid Insertion 0"





	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Submachine Guns	-	F/S/R	18"	9"	10	2+	4	RW-2
Combat Submachne Guns	-	F/S/R	CQ	CQ	10	-	4	RW-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.




Auxiliary




 	Poseidon		70pts	 6		1 - 99
	Move	Counter Measures	Armour	Damage Points	Type	Special
	16"	A	11	6	Aircraft	

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Stealth Missile Twin Battery	9"	F	36"	12"	2	3+	7	Penetrative




		Juno		15pts		 2  1		1 - 99	
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		6"	A	13	2	Tank			
		M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Miniguns	-	F	36"	12"	4	3+	4		
Huntsman Cannon	-	F/S/R	∞	18"	1	2+	8		

May swap Miniguns with Huntsman Cannon for +5pts.




<div></div> <div></div>		Neptune			38pts		<div></div> 2		1 - 99	
		Move	Counter Measures	Armour	Damage Points	Type	Special			
		16"	A	11	3	Aircraft				
Stealth Missile Battery	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special		
	9"	F	36"	12"	1	3+	7	Penetrative		

 	Triton A1		29pts		 2		1 - 99	
	Move 20"	Counter Measures A	Armour 11	Damage Points 1	Type Aircraft	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Miniguns	-	F	36"	12"	4	3+	4	
Stealth Missile Battery	9"	F	36"	12"	1	3+	7	Penetrative



May take Stealth Missile Battery for +5pts.

 		Triton A2		18pts	 2		1 - 99	
		Move	Counter Measures	Armour	Damage Points	Type	Special	
		20"	A	11	1	Aircraft		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Miniguns	12"	F	36"	12"	4	3+	4	
Stealth Missile Battery	9"	F	36"	12"	1	3+	7	Penetrative
Skyhammer Missiles	-	F/S/R	36"	12"	1	2+	11	L-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.



 		Triton X		40pts	 1		1 - 99	
		Move	Counter Measures	Armour	Damage Points	Type	Special	
		20"	A	11	2	Aircraft		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Nanomachine Wave	10"	F/S/R	12"	12"	1	3+	10	Indirect, Tech Killer
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.

 		Athena		110pts			1	
		Move	Counter Measures	Armour	Damage Points	Type	Special	
		24" - 48"	A, E+4	11	2	Aircraft	Fast, Rare	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Rail Repeaters	-	F	∞	24"	6	4+	7	AA-3
Stealth Cruise Missile	-	F	∞	12"	1	2+	12	Devastator-3 (Scenery), L-2
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.



 	Mauler		23pts					1 - 3
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	12"	-	14	2	Walker	Fauna		
	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 Steam	-	F/S	6"	6"	1	5+	10	

 	Daggers		12pts					1 - 3
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	3"	-	8	3	Infantry	Fauna,Dodge 4+		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Barbed Apendages	-	F/S/R	CQ	CQ	3	-	5	RW-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.

 	Apex		45pts					1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	12"	E+1	12	4	Walker	Rare,Fauna		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Killing Tools	-	F/S/R	3"	3"	4	2+	9	
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.