

		Hera Com	nmand Wall	ker		30pts		<u></u> 1				1 - 2
			Counter Measures		Arm	our	Damage Points		Туре		Special	
			A, E+3	3	14	1		3	V	Valker		
	M&F Arc		Arc R(F)		R(C) Sh		ots	Acc	ec E			Special
Light Railgun Pair	12	F/S	infinite	24		2		2		10		

Thrusters: When making a Moving action on a turn that it hasn't disembarked, this unit may move 18, ignoring scenery pieces up to 8 high. Enemy AA weapons may choose to Reaction Fire against a Hera when it does this, counting it as an Aircraft with Armour 11.,Neural Uplink Network: If a unit from this squad has a Commander mounted, the highest level Commander is used by every unit in the squad. That means that Command Value and Influence can be measured from any unit in the squad, and if one unit is destroyed, the Commander is counted as being in the other unit.

		Nemesis C	ontrol Scor	pion	1	90pts		<u>x</u> 6				1
		Measures		Arm	our		mage oints	Туре		Speci	al	
		4	A		14	4		8	Walke	r	Larg	e
	M&F	Arc	R(F)	1		Sh	ots	Acc		E	Spee	cial
Nemesis Laser	-	F/S	infinite			1		2	12			
Light Railgun	-	F/S (left)	infinite	24		1		2	10			
Light Railgun	-	F/S (right)	infinite	24		1		2	10			

	oile Command Post	75pts			1
Move	Counter Measures	Armour	Damage Points	Туре	Special
16	А	12	3	Aircraft	

EM Disruption Field Generator: Enemy weapons have a +2 Accuracy penalty if they target a unit within 6" of a unit in this squad. Enemy units can be affected by multiple instances of this rule if their target is in range of multiple squads.,Command Post: When this unit is landed, increase its Command Radius by 6,Disruption Overcharge: If this unit is landed, it may use one of its actions to activate a Disruption Overcharge. Pick an enemy unit within line of sight and roll 1 dice. On a 2+ that unit's squad suffers a +2 Accuracy penalty to all of its weapons until the end of the round.



	~		Ares W	alker	3	35pts	<u></u>			1 - 6
		Ν	love	Counter Measures	Arm	our	Damage Points	Туре		Special
			3	А	14	Ļ	2	Walker		
	M&F	Arc	R(F)	R(C)	Shots	Ac	ec E	Speci	al	
Railgun	-	F/S	infinite	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.

×		Phobos	AA Walke	r		60pts		9 1			1 - 6
		Move Counter Measures			Arm	our		mage bints	Туре		Special
		3 A			14	4		2	Walker	ĺ	
	M&F	Arc	R(F)	R	R(C)	Sh	ots	Acc	E		Special
Rail Repeater	-	F/S	infinite	24		3		2	7		
Minigun	-	F/S	36	12		2		3	4		

×		Angelos J	etskimmer	30)pts		201	iți 1			1 - 3
		Move	Counter Measures	Armo	ır	Dam Poir		Ту	ре		Special
		6	A, E+2	13	Ì	2	ĺ	Skin	nmer		
	M&F	Arc	R(F)	R(C)	SI	nots	A	сс	E		Special
Smoothbore	-	F/S/R	infinite	12	1		2	1	10	İ	
Flamethrower	-	F/S	9	9	8		3	2	4		

Supplementary Transport: If taken as a Standard Choice, this unit can begin the game with its transport Capacity empty.,This unit may replace its Smoothbore with a Flamethrower for +5 points.



' A '		Im	mortals			30pts		iņi 1		2
A.	Y & D	Move Counter Measures		Arm	our		mage bints	Туре	Special	
		2	-		8	8		5	Infantry 2+	
	M&F	Arc	R(F)	R	R(C)	Sh	ots	Ac	e E	Special
Assault Rifles	1	F/S/R	24	infiı	nite	8		3	3	
Longreach Rifle	0	F/S/R	infinite	24		1		2	7	
Close assault rifle	-	-	CQ	24		10		-	3	
' A'	,	Longrea	ch Immorta	ıls		45pts		iii 1		2

					1		<u></u>				
		Move	Counte Measur	Arr	nour		mage	Туре	Special		
			E+3		8		5	Infantry 2+	Rare		
	M&F	Arc	R(F)	R(C)	Sh	ots	Ac	c E	Special		
Longreach Rifles	0	F/S/R	infinite	24	5		2	7			
Sidearms	ns - CQ		CQ	5	-		2				

Teavy

7.7		Odin He	avy Walker	6	5pts		<u></u> 1				1 - 6
	Move 2		Counter Measure	Armo	our		nage ints	Т	уре		Special
	2		A, P5+	15		2		Walker			Rare
	M&F	Arc	R(F)	R(C)	S	hots	A	ec	E		Special
Dual Railguns	-	F/S	infinite	24	2		2		11		
Minigun	-	F/S	36	12	2		3		4		
Dual Smoothbores	-	F/S	infinite	12	2		2		10		
Hyperion Laser	-	F/S	infinite	infinite	1		2		11		
This unit may	replace i	ts Dual Rail	guns with e	ither Dual	Smoo	othbor	es or a	Нур	erion La	aser for	no cost.

7	7		Zeus	Guardia	n Walker	8	0pts				1 - 6
			Mo	VP	Counter /Ieasures	Arm	our	Damage Points	Туре		Special
			2	İ	A, P3+	15		2	Walker	Com	mand Centre
	M&F	Aı	rc	R(F)	R(C)	Shots	A	ec E	Spec	ial	
Railgun	-	F/S	i	nfinite	24	1	2	11			
Minigun	-	F/S	3	36	12	2	3	4			

Defence Network: Any friendly Walker unit without the Large special rule within 3 inches of this unit gains a 5+ Passive Countermeasures save, if it doesn't already have one.

7.7		Hades S	Scorpion	19	0pts		6			1
		Move	Counter Measures	Armo	ur	Dam Poi	<u> </u>	Т	уре	Special
		4	А	14	ĺ	8	3	W	alker	Large,Rare
	M&F	Arc	R(F)	R(C)	S	hots	A	cc	E	Special
Super-Heavy Rail Repeater	-	F/S	infinite	36	1		2		12	
Nanomachine Swarm	-	F/S/R	18	18	10		2		6	
Heavy Minigun	-	F/S (left)	48	18	3		2		6	
Heavy Minigun	-	F/S (right)	48	18	3		2		6	

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

7			a Ordnance orpion	;	2	00pts		<u>x</u> 6				1
		MoveCount Measu4A			Arm	our		amage oints		Туре		Special
		4	A	ĺ	14	1		8	W	Valker		Large
	1	i									I	
	M&F	Arc	$\mathbf{R}(\mathbf{F})$	R	(C)	Sh	ots	Acc		E		Special
Vanquisher Cannon	2	F/S	infinite	18		1		2		13		
Light Railgun	0	F/S (Left)	infinite	nite 24		1		2		10		
Light Railgun	-	F/S (right)	Infinite	nfinite 24		1		2		10		

7	7	Tiamat (Ordance Sh	ip	1	90pts				1
		Move	Counte Measur		Arm	our		mage oints	Туре	Special
		16	Α		1	1		6	Aircraft	
	M&F	Arc	R(F)	R	(C)	Sh	ots	Acc	E	Special
Super Heavy Rail Cannon	4	F	infinite	24		1		3	13	
Stealth Missile Battery	9	F	36	12		1		3	7	



		M	edusa	10	0pts	iņi	3			1
		Move	Counter Measures	Armou	r Dama Point	~	Тур	e		Special
		9	E+4	6	10		Infan 2+	-	Rare,F	Resilient,Dodge 4+
	M&F	Arc	R(F)	R(C)	Shots		Acc		E	Special
Nanomachine Surge	-	F/S/R	9	9	10	2		6		
Nanomachine Tendrils	-	-	CQ	CQ	10	-		4		

Nano-Levitation: This unit may move over scenery pieces up to 8" inches high., White Nanomachines: Once per activation, pick one friendly damaged Vehicle within 9". That Vehicle replenishes one Damage point.

		Sirer	n Corps		50pts		iți 1			2
		Move	Counter Measure		nour		nage ints	Туре		Special
		3	-		6		3	Infantry 2+	Do	odge 2+,Rapid Insertion 6
	M&F	Arc	R(F)	R(C)	S	hots	Ac	ec E		Special
Autosensing Magnums	-	F/S/R	12	6	6		3	5		
Assault Magnums	-	-	CQ	CQ	6		-	5		



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Dropzone Commander Units

			Support mmer	45	pts	Ĩ	† 1				2 - 4
		Move	Counter Measures	Armou	r	Damag Point	0	Ţ	ype		Special
		6	A, E+4	13		2		Skir	nmer		
	M&]	F Arc	R(F)	R(C)	She	ots	A	66	E		Special
Aether Hive Nanomachines	-	F/S/R	18	18	5	ļ	2		6		Special
Galaxy Missile Launcher	-	F/S/R	36	12	3		3		6		
Galaxy Missile Launcher	-	F/S/R	36	12	3		3		6		
This unit may re	place i	ts Aether Hiv	ve Nanomac	hines with	2 Gala	axy M	issile	Lau	nchers t	for +15	points.

		Taranis Aı	tillery Tank	x 5(0pts	ſ	mi 1				2 - 4
		Move	Counter Measures	Armo	ur	Dan Poi	nage nts]	Гуре		Special
		6	А	12		2	2]	Fank		
	M&F	Arc	R(F)	R(C)	SI	nots	Ac	с	\mathbb{E}		Special
AP Constellation Missile	0	F	infinite	18	1		3		12		
Daisy Cutter Constellation Missile	0	F	infinite	18	1		2		5		
Thor Bombard	0	F/S/R	36	36	1		3		11		
This unit may	replace A	AP and Dais	y Cutter Co	nstellation	Miss	iles wi	ith a Tł	nor I	Bombard	l for no	o cost.

Z P		Apollo S	Strike Walk	er	2	40pts		1			1 - 6
		Move	Count Measu		Arm	our		mage bints	Туре		Special
	5	6	A	ĺ	13	3		2	Walker	Ra	pid Insertion 8
	M&F	Arc	R(F)	R	R(C)	Sh	ots	Acc	E		Special
Railgun	-	F/S	infinite	24		1		2	11		
Anti- Materiel Gun	-	F/S	36	36		1		2	8		

Thrusters: When making a Moving action on a turn that it hasn't disembarked, this unit may move 18 inches, ignoring scenery pieces up to 8 inches high. Enemy AA weapons may choose to Reaction Fire against an Apollo when it does this, counting it as an Aircraft with Armour 11.,This unit may replace its Railgun with an Anti-Materiel Gun for +5 points.

	2	Erebos	EM Walke	r	40pts		<u>ş</u> 1		2
		Move	Count Measur		mour		mage pints	Туре	Special
		6	А		13		2	Walker	
		1 .					1 .	1 -	~
	M&F	Arc	$\mathbf{R}(\mathbf{F})$	R(C)	Sh	ots	Acc	E	Special
Railgun	-	F/S	infinite	24	1		2	11	
Anti- Materiel Gun	-	F/S	36	36	1		2	8	

EM Field Relay: Enemy weapons have a +1 Accuracy penalty if they target a unit within 6" of a unit in this squad. Enemy units can be affected by multiple instances of this rule if their target is in range of multiple squads.,This unit may replace its Railgun with an Anti-Materiel Gun for +5 points.

		Persephone H	live Scorpi	on 17	0pts		6				1
		Move	Counter Measures	Armo	ur	Dam Poi	<u> </u>	Т	уре		Special
		4	А	14		8	;	W	alker		Large
	M&F	Arc	R(F)	R(C)	S	hots	A	cc	E		Special
Nanomachine Swarm	-	F/S/R	18	18	10		2		6		
Nanomachine Flood	-	F/S/R	9	9	1		3		10		
Heavy Minigun	-	F/S (left)	48	18	3		2		6		
Heavy Minigun	-	F/S (right)	48	18	3		2		6		
White Nanoma	achines:	Once per acti	vation pick	one friend	lly da	amageo	d Vehi	cle w	vithin 9	inches.	That Vehicle

replenishes one Damage point.

Scout

(),]	Valkyrie A	ssault Troo	ps	5	0pts		iņi 1		2
]	Move	Counter Measure		Armo	our		nage ints	Туре	Special
		9	E+3		7			5	Infantry 2+	odge 5+,Rapid Insertion 0
	M&F	Arc	R(F)	ŀ	R(C)	SI	iots	Ac	e E	Special
Submachine Guns	-	F/S/R	18	9		10		2	4	
Combat Submachine Guns	-	F/S/R	CQ	CQ		10		-	4	

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.

* @ ; *	Mercury S	Scout Drone	10pts	1		2 - 4
	Move	Counter Measures	Armour	Damage Points	Туре	Special
-	6	А	9	1	Aircraft-S	Rapid Insertion 0

Scanner: When this squad activates, one unit gains a Scan Token. In addition, Scan Tokens gained in this way are not removed if this squad makes a Moving action.

•)7	Janus S	cout Walke	r		15pts		1		2 - 6
		Move	Counte Measur		Arm	our		mage oints	Туре	Special
		6	A		1.	3		1	Walker	
	M&F	Arc	R(F)	R	R(C)	Sh	ots	Acc	E	Special
Stealth Missile Battery	-	F	36	12		1		3	7	_
Minigun	-	F	36	12		2		3	4	

.			olumbus walker	7	0pts			1 - 3
		Move	Counter Measures	s Armo	our]	amage Points	Туре	Special
		6	А	14		3	Walker	
	M&F	Arc	R(F)	R(C)	Shot	s A	E E	Special
Twin Punisher Cannons	3	F/S/R	infinite	18	2	10	12	
Missile Pod	-	F	36	9	1	2	8	
AA Cannon	-	F/S/R	36	18	2	2	6	
Heavy Flamethrower	-	F/S/R	6	6	6	3	4	

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 inches of 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 inches 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.,This unit may replace its AA Cannon with a Heavy Flamethrower for no cost.

۲C		H	Hermes Disruption Walker		2	25pts	<mark>₹≹</mark> 1			2 - 6
		M	Move C M		Armour		Damage Points	UNA VNA		Special
			6	А	13	; İ	1	Walker		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Speci	al	
Minigun	-	F	36	12	2	3	4			
Sonic Dis	sruptor: W	/hen activ	vating this	unit, it au	itomatica	lly uses	s its Sonic	Disruptor, wł	nich stay	ys active until the

Sonic Disruptor: When activating this unit, it automatically uses its Sonic Disruptor, which stays active until the end of the round. Any squads (friendly or enemy) within 3" (or Garrisons they are in) of one or more active Sonic Disruptors suffer a -2 penalty to Search rolls and cannot use Scan Tokens.



		Jur	Juno APC		15pts			1 iii 1			1
		Move		Counter Measures		Armour		mage oints	Туре		Special
		6	Α		13	3		2	Tank		
		I	I	1				I	1	I	
	M&F	Arc	$\mathbf{R}(\mathbf{F})$	R	(C)	Sh	ots	Acc	E		Special
Dual Minigun	-	F/S/R	36	12		4		3	4		
Huntsman Cannon	-	F/S/R	infinite	18		1		2	8		
This unit m	ay replace	its Dual Mi	nigun with	a Hur	ntsmar	ı Can	10n fo	or +5 po	ints.		

		Neptur	ne Dropship)	35pts		<u>•</u> 2		1
		Move	Counter Measures		Armour	Damage Points		Туре	Special
		16	A		11		3	Aircraft	
	M&F	Arc	R(F)	R(C	C) Sh	ots	Acc	E	Special
Stealth Missile Battery	9	F	36	12	1		3	7	

		Njord As	sault Drops	hip	100pts		2 4		1
		Move	Counte Measur		mour		mage oints	Туре	Special
		16	Α		11		6	Aircraft	
	M&F	Arc	R(F)	R(C)	Sh	ots	Acc	E	Special
Heavy Stealth Missile Battery	9	F/S (left)	36	12	2		3	10	
Heavy Stealth Missile Battery	9	F/S (right)	36	12	3		3	10	
Stealth Missile Battery	9	F	36	12	1		3	7	

		Poseidon He	eavy Dropshi	p 70	pts	<u>x</u> 6		1	
		Move	Counter Measures	Armou		mage oints	Туре	Special	
		16	А	11	11		Aircraft		
Stealth Missile 9	&F F	Arc 3	R(F)	R (C) 1	Shots	Acc 3	E E	Special	
Battery									
THE		Triton Light Troopship		25	25pts			1	
		Move Counter Measures		Armou	Armour Damage Points			Special	
		20	А	11		1	Aircraft		
	M&F	Arc	R(F)	R(C)	Shots	Α	cc E	Special	
Dual Minigun	-	F/S	36	12	4	3	4	_	
Skyhammer Missiles	-	F/S/R	36	12	1	5	11		
Stealth Missile Battery	9	F	36	12	1	3	7		
Aether Hive Nanomachines	-	F/S/R	18	18	5	2	6		
bonus.,This unit	Skyhammer Missiles: If the target of this weapon is in line of sight of a friendly Scout, it gains a -2 Accuracy ponus., This unit may take a Dual Minigun or Skyhammer Missiles for +5 points., This unit may take a Stealth Missile Battery or Aether Hive Nanomachines for +10 points.								

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Dropzone Commander Units

		Athena Air Superiority Fighter			110pts					1
		Move	Counte Measur	Arn	10ur		mage pints	Туре		Special
		24-48	A, E+-	4 1	1		2	Aircraft		Fast,Rare
	M&F	Arc	R(F)	R(C)	R(C) Sh		Acc	E	I	Special
Twin Rail Repeaters	-	F	infinite	24	6		4	7		Ā
Stealtg Missile Battery	-	F	36	12	1		3	7		
Cruise Missiles	-	F	infinite	12	1		2	12		
Shooting Star Missiles	-	F	infinite	12	5		7	6		

Supercruise: If this unit moves over 30 inches, all of its weapons and any enemy weapons targeting it suffer a +1 Accuracy modifier this round.,This unit may replace its Cruise Missiles with Shooting Star Missiles for no cost.

		Triton Ligh	nt Dropship	25	pts	2		1
		Move	Counter Measures	Armou		mage ints	Туре	Special
		20	А	11		1	Aircraft	
	M&F	Arc	R(F)	R(C)	Shots	А	E E	Special
Dual Minigun	-	F/S	36	12	4	3	4	
Skyhammer Missiles	-	F/S/R	36	12	1	5	11	
Stealth Missile Battery	9	F	36	12	1	3	7	
Aether Hive Nanomachines	-	F/S/R	18	18	5	2	6	

Skyhammer Missiles: If the target of this weapon is in line of sight of a friendly Scout, it gains a -2 Accuracy bonus.,This unit may take a Dual Minigun or Skyhammer Missiles for +5 points.,This unit may take a Stealth Missile Battery or Aether Hive Nanomachines for +10 points.