



# All Resistance 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	M3 Alexander	100pts	 6						
MV	CM	A	D	TYPE	SPECIAL				
2"	A	15	5	Tank					

Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
220MM Equaliser Cannon		2"	F/S	∞	18"	1	2	12	Devastator-2 (All)

Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Maelstrom Grenade Launcher		2"	F/S	12"	12"	1	2	10	L-1, Devastator-4 (Flammable Scenery)




Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Chaingun		2"	F/S	36"	18"	3	2	7	Strafe 2



Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Chaingun		2"	F/S	36"	18"	3	2	7	Strafe 2

Command	Pizarro Class Walker	95pts	 6		
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>
8"	A,E+2	14	4	Walker	Rare, Infiltrate-12"



<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>
Azrael-L Chainguns	8"	F	18"	18"	3	3	10	
<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>
Industrial Cutting Claws	8"	F	CQ	CQ	4	2	10	

## Standard




Standard	Rocket Technical	10pts	 1	 1	
MV	CM	A	D	TYPE	SPECIAL
9"	-	10	1	Tank	
Name		M&F	ARC	Rf Rc	Shots Acc Energy Special
Rocket Launcher		9"	F/S	18" 6"	1 2 7 Penetrative, Focus-2
When firing this squad may combine all it's shots for the Focus rule.					



Standard	Gun Wagon	25pts	 2																						
MV	CM	A	D	TYPE	SPECIAL																				
6"	-	11	2	Tank	Resilient																				
<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">AA Cannon</td><td>6"</td><td>F/S/R</td><td>36"</td><td>18"</td><td>2</td><td>2</td><td>6</td><td>AA-2</td></tr></table>						Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	AA Cannon		6"	F/S/R	36"	18"	2	2	6	AA-2
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special																
AA Cannon		6"	F/S/R	36"	18"	2	2	6	AA-2																

## Troops

Troops	Resistance Fighters				25pts	 1				
MV	CM	A	D	TYPE	SPECIAL					
2"	-	7	5	Infantry 2+						
Name		M&F		ARC	Rf	Rc	Shots	Acc	Energy	Special
Assault Rifles		1"		F/S/R	36"	9"	5	3	3	Alt-1, Reduced-1
Name		M&F		ARC	Rf	Rc	Shots	Acc	Energy	Special
Homemade RPGs		0"		F/S/R	18"	6"	5	3	6	Alt-1, Reduced-1, Penetrative, Focus-2, L-1
Name		M&F		ARC	Rf	Rc	Shots	Acc	Energy	Special
Knives and Pistols		-		F/S/R	CQ	CQ	5	0	3	Reduced-1



# Exotic



Exotic	Attack ATVs	35pts	 2	 2					
MV	CM	A	D	TYPE	SPECIAL				
9"	E+1	9	3	Infantry 3+	Resilient				
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Grenade Launcher		6"	F	9"	6"	3	2	4	Alt-1, Focus-2, Penetrative, Reduced-1
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Chem Grenade		6"	F	6"	6"	3	2	4	Alt-1, Chemical, Reduced-1, Flame
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Incendiary Grenade		6"	F	6"	6"	6	6	1	Alt-1, Reduced-2, Flame
Wheels: This unit may not enter buildings.									
Chemical: This weapon doesn't place Collateral Damage tokens.									

Exotic	Sappers	35pts	 1		
MV	CM	A	D	TYPE	SPECIAL
2"	-	7	3	Infantry 2+	Rare, Infiltrate-18"



Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Trigger AT IED	0"	F/S/R	∞	∞	1	3	11	Alt-1, L-1
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Trigger Demo IED	0"	F/S/R	∞	∞	1	2	10	Alt-1, Demo Charge, L-1, Devastator-4 (Scenery)
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Trigger Cluster IED	0"	F/S/R	∞	∞	1	4	9	Alt-1, L-1, Area
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Knives and Pistols	-	F/S/R	CQ	CQ	3	0	3	Reduced-1

Demo Charge: This weapon can only target a destructible scenery piece.

Exotic	Occupation Veterans	40pts	 1																																						
MV	CM	A	D	TYPE	SPECIAL																																				
2"	-	7	5	Infantry 2+	Dodge 5+																																				
<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>Overcharged Plasma Rifles</td><td>2"</td><td>F/S/R</td><td>18"</td><td>18"</td><td>5</td><td>2</td><td>4</td><td>Reduced-1, Focus-3</td></tr><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>Scavenged Plasma Pistols</td><td>-</td><td>F/S/R</td><td>CQ</td><td>CQ</td><td>10</td><td>0</td><td>3</td><td>Reduced-2</td></tr></table>						Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	Overcharged Plasma Rifles	2"	F/S/R	18"	18"	5	2	4	Reduced-1, Focus-3	Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	Scavenged Plasma Pistols	-	F/S/R	CQ	CQ	10	0	3	Reduced-2
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special																																	
Overcharged Plasma Rifles	2"	F/S/R	18"	18"	5	2	4	Reduced-1, Focus-3																																	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special																																	
Scavenged Plasma Pistols	-	F/S/R	CQ	CQ	10	0	3	Reduced-2																																	

Exotic	Beserkers	30pts	 1																				
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>																		
2"	-	6	5	Infantry 2+	Bloodthirsty, Rare																		
<table><tr><td><b>Name</b></td><td><b>M&amp;F</b></td><td><b>ARC</b></td><td><b>Rf</b></td><td><b>Rc</b></td><td><b>Shots</b></td><td><b>Acc</b></td><td><b>Energy</b></td><td><b>Special</b></td></tr><tr><td>Vicious Tools</td><td>-</td><td>F/S/R</td><td>CQ</td><td>CQ</td><td>15</td><td>0</td><td>3</td><td>Reduced-3</td></tr></table>						<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>	Vicious Tools	-	F/S/R	CQ	CQ	15	0	3	Reduced-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>															
Vicious Tools	-	F/S/R	CQ	CQ	15	0	3	Reduced-3															

## Scout

Scout	EAA Columbus Battlewalker	70pts	 6	
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**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.



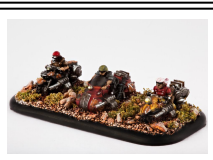
Retro Thrusters: When deploying this squad, you may declare that it will deploy via Retro Thrusters. It is placed in Reserve. An Infantry unit may use one action during their activation to call in this squad from In Readiness. Place 1 unit from this squad within 6" one of the Infantry units. Then place 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	Gun Technical	10pts	 1	 1	
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**MV CM A D TYPE SPECIAL**

9" - 10 1 Tank

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Heavy Machine Gun	6"	F/S	36"	12"	1	2	5	AA-2




Scout	Freeriders	35pts	 2	 2	
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**MV CM A D TYPE SPECIAL**

12" E+4 8 3 Infantry 3+ Infiltrate-3", Resilient

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Sticky Mine	9"	F/S	1"	1"	3	3	9	Reduced-1
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Machine Gun	9"	F/S/R	24"	9"	3	3	3	Reduced-1
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Knives & Pistols	-	F/S/R	CQ	CQ	3	0	3	Reduced-1

Bikes: This unit loses its Evasion Countermeasures when in a Garrison. In addition, it may choose to retain its full MV distance when exiting a Garrison, although it cannot embark into a Transport if it does so.

Scout	Scout ATVs	40pts	 2	 2	
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**MV CM A D TYPE SPECIAL**

9" E+1 9 3 Infantry 3+ Resilient

Wheels: This unit may not enter buildings.

Enhanced Targeting Array: Any friendly Indirect weapon targeting a unit within line of sight of this unit receives a -1 bonus to their Accuracy. A weapon can only be affected by an Enhanced Targeting Array once at a time.

Disruptor Array: Once per activation, pick an enemy Vehicle or Infantry squad in line of sight within 18" of this unit. That squad suffers a +2 penalty to its Accuracy until the end of the round. Multiple units in this squad may affect multiple enemy squads.

## Heavy

Heavy	NT-5 Thunderstorm Custom	205pts	 12	
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**MV**    **CM**    **A**    **D**    **TYPE**    **SPECIAL**

10"    A,E+1    13    9    Skimmer    Command Centre, Large

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Looted Plasma Cannon	6"	F/S/R	18"	18"	1	2	12	Devastator-2 (Infantry, Scenery)
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Looted Plasma Cannon	6"	F/S/R	18"	18"	1	2	12	Devastator-2 (Infantry, Scenery)
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Looted Plasma Cannon	6"	F/S/R	18"	18"	1	2	12	Devastator-2 (Infantry, Scenery)
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Looted Plasma Cannon	6"	F/S/R	18"	18"	1	2	12	Devastator-2 (Infantry, Scenery)

Overloaded: If this unit rolls two or more total 1s when rolling to hit, it automatically suffers an Energy 12 hit after resolving the Shooting action.



Hovercraft: When a unit disembarks from this unit, measure from any point on its edge rather than the centre. A disembarking unit suffers only a +1 penalty to its Accuracy instead of a +2, and can target Aircraft in the same round. Additionally, this unit does not have to start the game In Reserve, ignoring the Aerial Advantage rule.



Heavy	M9 Hannibal	40pts	 3	
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**MV**    **CM**    **A**    **D**    **TYPE**    **SPECIAL**

3"    A    15    2    Tank


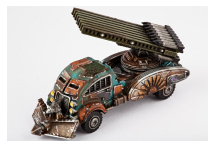
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
120MM Punisher Cannon	3"	F/S/R	∞	18"	1	2	10	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
90MM Cannon	3"	F	∞	18"	1	2	9	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Machine Gun	3"	F/S/R	24"	12"	3	3	4	



Heavy	M20 Zhukov	70pts	 3						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
3"	A	15	2	Tank	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>
32MM Rail Cannon		3"	F/S	∞	24"	1	2	8	AA-2, Devastator-2 (Vehicle, 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>
90MM Cannon		3"	F	∞	18"	1	2	9	
<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>
Machine Gun		3"	F/S/R	24"	12"	3	3	4	

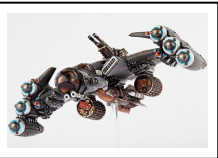
Heavy	Mehmed Siege Tank	50pts	 3						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
3"	A	15	2	Tank					
<b>Name</b>		<b>M&amp;F</b>	<b>ARC</b>	<b>Rf</b>	<b>Rc</b>	<b>Shots</b>	<b>Acc</b>	<b>Energy</b>	<b>Special</b>
Hammer Of Constantine		3"	F/S	12"	12"	1	2	11	Devastator-4 (Scenery)
<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>
90MM Cannon		3"	F	∞	18"	1	2	9	
<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>
Machine Gun		3"	F/S/R	24"	12"	3	3	4	


## Support





Support	Storm Wagon	20pts	 2						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
6"	-	11	2	Tank	Resilient				
<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>
Multiple Rocket Battery		0"	F/S/R	36"	18"	1	4	10	Indirect, Strafe-2, Inaccurate
Inaccurate: This weapon hits Destructible Scenery on a 4+.									


Support	Flame Wagon	20pts	 2						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
6"	-	11	2	Tank	Resilient				
<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		6"	F/S/R	6"	6"	4	3	4	Flame

Support	Barrel Bomber	65pts							
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
16"	A	11	4	Aircraft	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>
Frag Barrel		8"	F/S/R	6"	6"	1	3	10	Alt-1, Area, L-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>
Goliath Bomb		8"	F/S/R	6"	6"	1	5	13	Alt-1, Area, L-1, Devastator-2 (Vehicle), Devastator-8 (Scenery)
<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>
Missile Battery		8"	F	36"	9"	1	3	8	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 Machine Gun		8"	F/S/R	36"	12"	2	3	5	
<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>
AA Cannon		8"	F/S/R	36"	18"	2	3	6	AA-2
The unit may take an AA Cannon for +15 pts									

Support	AH-16 Cyclone	60pts							
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
16"	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>
Hornets Nest Multi Missile System		12"	F	36"	18"	1	4	10	Indirect, Area
<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>
Beowulf Missile		12"	F/S (Left)	36"	9"	1	3	10	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>
Beowulf Missile		12"	F/S (Right)	36"	9"	1	3	10	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>
Light Chaingun		12"	F/S	36"	12"	4	3	4	




Support	Thunder Wagon	25pts	 2		
MV	CM	A	D	TYPE	SPECIAL
6"	-	11	2	Tank	Rare

Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Golgotha Missile		0"	F/S/R	∞	36"	1	3	11	Indirect, Limited 1, Area, Devastator-2 (Scenery)

Support	Typhoon	70pts			
MV	CM	A	D	TYPE	SPECIAL
16"	A	11	2	Aircraft	




Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Azrael Chainguns		12"	F	48"	12"	2	3	10	Strafe 2
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Light Chaingun		12"	F/S	36"	12"	4	3	4	

## Auxiliary

Auxiliary	NT-4 Leviathan	90pts	 0	 24					
MV	CM	A	D	TYPE	SPECIAL				
10"	A,E+1	12	9	Skimmer	Large				
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Multi Rocket Battery		6"	F/S/R	36"	24"	4	3	10	Indirect, Area
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
AA Cannon		6"	F/S/R	36"	18"	2	3	6	AA-2

May swap Multi Rocket Battery with 4 AA Cannons for +30pts.

Hovercraft: When a unit disembarks from this unit, measure from any point on its edge rather than the centre. A disembarking unit suffers only a +1 penalty to its Accuracy instead of a +2, and can target Aircraft in the same round. Additionally, this unit does not have to start the game In Reserve, ignoring the Aerial Advantage rule.



Auxiliary	NT-1 Kraken	35pts	 0	 6	
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**MV CM A D TYPE SPECIAL**

10" A,E+1 13 4 Skimmer

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
90MM Cannon	10"	F	48"	18"	1	3	9	

Hovercraft: When a unit disembarks from this unit, measure from any point on its edge rather than the centre. A disembarking unit suffers only a +1 penalty to its Accuracy instead of a +2, and can target Aircraft in the same round. Additionally, this unit does not have to start the game In Reserve, ignoring the Aerial Advantage rule.




Auxiliary	AT-77 Lifthawk	55pts	 6	
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**MV CM A D TYPE SPECIAL**

16" A 11 4 Aircraft

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Missile Battery	8"	F	36"	9"	1	3	8	Penetrative
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Heavy Machine Gun	8"	F	36"	12"	2	3	5	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
AA Cannon	8"	F/S/R	36"	18"	2	3	6	AA-2

May take an AA Cannon for +15 pts

Auxiliary	Battle Bus	15pts	 3	 4	
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**MV CM A D TYPE SPECIAL**

6" - 11 4 Tank

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Rocket Launcher Battery	6"	F/S	18"	6"	3	2	6	Penetrative, Focus-1
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Heavy Machine Gun Battery	6"	F/S	36"	12"	3	2	5	AA-2

May take a Heavy Machine Gun for +15 pts or A Rocket Launcher Battery for +10 pts



Firing Ports: Infantry units embarked in this unit may make a Shooting action when this unit activates, regardless of how far it moved. If they do so they suffer a +1 penalty to their Accuracy. Measure line of sight from the centre of this unit as normal.



Auxiliary	MT-90 Jackson	15pts	 0	 2	
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**MV CM A D TYPE SPECIAL**


6" A 14 1 Tank

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Deluge Grenade Launcher	6"	F	18"	6"	1	3	7	Penetrative

Auxiliary	Skulltaker Assault Transport				90pts	 4				
MV	CM	A	D	TYPE	SPECIAL					
16"	A	11	4	Aircraft						
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Upgraded Heavy Machine Gun		8"	F	36"	18"	4	3	5		
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Double Rocket Battery		8"	F	36"	9"	2	3	8	Penetrative	
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Flame Thrower		8"	F/S	6"	6"	4	4	4	Flame	

Auxiliary	AT-90 Strikehawk Tiltrotor				100pts	 2					
MV	CM	A	D	TYPE	SPECIAL						
20"	A	11	5	Aircraft							
Name		M&F		ARC		Rf	Rc	Shots	Acc	Energy	Special
Ground Attack Missiles		9"		F		36"	9"	2	3	9	Penetrative, Strafe 3
Hover Mode: A squad disembarking out of this unit gains Rapid Insertion until the end of the round.											



Auxiliary	Hellhog	125pts								
MV	CM	A	D	TYPE	SPECIAL					
18"-36"	A,E+4	11	3	Aircraft	Fast, Rare					
Name		M&F	ARC		Rf	Rc	Shots	Acc	Energy	Special
Satan Chaingun		N/A	F		36"	12"	4	3	7	Focus-2, Strafe 2
Name		M&F	ARC		Rf	Rc	Shots	Acc	Energy	Special
Cobra Missile		N/A	F/S		∞	12"	2	2	8	AA-3, Limited 2

Auxiliary	Model 109 Breaching Drill	50pts	 6	
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**MV CM A D TYPE SPECIAL**

0" A 15 5 Tank Access, Rare

Subterranean: When this unit enters play from In Readiness, place it anywhere on the board on Passable terrain. Any units disembarking from this Transport suffer a +3 penalty to their Accuracy instead of the normal +2 during that activation. Any units embarking in this Transport count as leaving the board for the purposes of scoring Objectives.

Auxiliary	Model 209 Bertha Breaching Drill	100pts	 18	
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**MV CM A D TYPE SPECIAL**

0" A 15 8 Tank Access, Rare, Large

Subterranean: When this unit enters play from In Readiness, place it anywhere on the board on Passable terrain. Any units disembarking from this Transport suffer a +3 penalty to their Accuracy instead of the normal +2 during that activation. Any units embarking in this Transport count as leaving the board for the purposes of scoring Objectives.