





# 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 (Right)	36"	18"	3	2	7	Strafe 2
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Chaingun	2"	F/S (Left)	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	3"	3"	4	2	10	Melee
Melee: This weapon can target any unit which has any part of it's miniature within range and can be used in Base to Base contact.									

## Standard




Standard	Rocket Technical	10pts	 1	 1																					
MV	CM	A	D	TYPE	SPECIAL																				
9"	-	10	1	Tank																					
<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">Rocket Launcher</td><td>9"</td><td>F/S</td><td>18"</td><td>6"</td><td>1</td><td>2</td><td>7</td><td>Penetrative, Focus-2</td></tr></table>						Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	Rocket Launcher		9"	F/S	18"	6"	1	2	7	Penetrative, Focus-2
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																						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>																				
6"	-	11	2	Tank	Resilient																				
<table><tr><td colspan="2"><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 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>						<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		6"	F/S/R	36"	18"	2	2	6	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>																
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					
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
9"	E+1	9	3	Infantry 3+	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>
Grenade Launcher		6"	F	9"	6"	3	2	4	Alt-1, Focus-2, Penetrative, Reduced-1
<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>
Chem Grenade		6"	F	6"	6"	3	2	4	Alt-1, Chemical, Reduced-1, 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>
Incendiary Grenade		6"	F	6"	6"	6	2	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"																																																																																
<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">Trigger AT IED</td><td>0"</td><td>F/S/R</td><td>∞</td><td>∞</td><td>1</td><td>3</td><td>11</td><td>Alt-1, L-1</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">Trigger Demo IED</td><td>0"</td><td>F/S/R</td><td>∞</td><td>∞</td><td>1</td><td>2</td><td>10</td><td>Alt-1, Demo Charge, L-1, Devastator-4 (Scenery)</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">Trigger Cluster IED</td><td>0"</td><td>F/S/R</td><td>∞</td><td>∞</td><td>1</td><td>4</td><td>9</td><td>Alt-1, L-1, Area</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">Knives and Pistols</td><td>-</td><td>F/S/R</td><td>CQ</td><td>CQ</td><td>3</td><td>0</td><td>3</td><td>Reduced-1</td></tr></table>						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
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																																						
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>																																				
2"	-	7	5	Infantry 2+	Dodge 5+																																				
<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>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><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>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>						<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>	Overcharged Plasma Rifles	2"	F/S/R	18"	18"	5	2	4	Reduced-1, Focus-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>	Scavenged Plasma Pistols	-	F/S/R	CQ	CQ	10	0	3	Reduced-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>																																	
Overcharged Plasma Rifles	2"	F/S/R	18"	18"	5	2	4	Reduced-1, Focus-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>																																	
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	
-------	---------------------------	-------	---	---

**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.



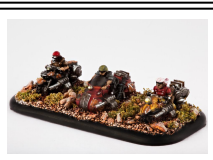
Retro Thrusters: When deploying this squad, you may declare that it will deploy via Retro Thrusters. It is placed in Reserve. An Infantry unit may use one action during their activation to call in this squad from In Readiness. Place 1 unit from this squad within 6" one of the Infantry units. Then place 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	
-------	---------------	-------	---	---	---

**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	
-------	------------	-------	---	---	--

**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	
-------	------------	-------	---	---	--

**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	M5 Napoleon	120pts		
-------	-------------	--------	---	---

**MV CM A D TYPE SPECIAL**

2" A 15 5 Tank

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Bannisher Rotary Cannon	2"	F/S	36"	18"	3	2	10	Strafe 2
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Chaingun	2"	F/S (Right)	36"	18"	3	2	7	Strafe 2
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Chaingun	2"	F/S (Left)	36"	18"	3	2	7	Strafe 2

Heavy	NT-5 Thunderstorm Custom	205pts		
-------	--------------------------	--------	---	--



**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							
<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>
120MM Punisher Cannon		3"	F/S/R	∞	18"	1	2	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>
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	M20 Zhukov	70pts							
<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						
MV	CM	A	D	TYPE	SPECIAL				
3"	A	15	2	Tank					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Hammer Of Constantine		3"	F/S	12"	12"	1	2	11	Devastator-4 (Scenery)
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	



## Support

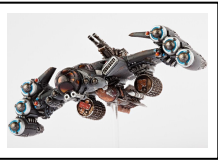
Support	Remote Bomb Bus	15pts	 3		
MV	CM	A	D	TYPE	SPECIAL
6"	-	11	4	Tank	


Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Rigged Explosives	-	F/S/R	0"	0"	1	0	12	Area, L-1, Devastator-3 (All), Rigged



Rigged: The Rigged Explosives are built into the bus itself, once fired the Bomb Bus is destroyed. If the Bomb Bus, or any transport the Bomb Bus is embarked in gets destroyed, roll a dice. On a 1-4 immediately make an attack with Rigged Explosives.


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	

Support	M22 Constantine	55pts	 3						
MV	CM	A	D	TYPE	SPECIAL				
3"	A	15	2	Tank	Rare				
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	
Countermeasures Projector: All friendly vehicles within 4" of the Constantine gain Active Countermeasures									
Countermeasure Booster: All friendly vehicles within 4" of the Constantine with an Armour value of 15 or more decrease the Range Countered of all attacks against them by 4" to a Minimum of 4"									

## Auxiliary

Auxiliary	NT-4 Leviathan	90pts	 0	 24	
-----------	----------------	-------	---	--	--



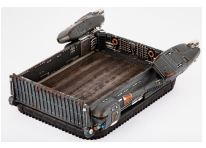
**MV CM A D TYPE SPECIAL**

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	
-----------	-------------	-------	---	---	---

**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	
-----------	----------------	-------	---	--

**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	
-----------	------------	-------	---	---	---




**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					
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							
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>				
18"-36"	A,E+4	11	3	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>
Satan Chaingun		N/A	F	36"	12"	4	3	7	Focus-2, Strafe 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>
Cobra Missile		N/A	F/S	∞	12"	2	2	8	AA-3, Limited 2


Auxiliary	Model 109 Breaching Drill	50pts	 6		
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>
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		
<b>MV</b>	<b>CM</b>	<b>A</b>	<b>D</b>	<b>TYPE</b>	<b>SPECIAL</b>
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.					



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 Apendages		-	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
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.											