









Command





 	M3 Alexander			100pts		 6		1	
	Move 2"	Counter Measures A	Armour 15	Damage Points 5	Type Tank	Special			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
220MM Equaliser Cannon	-	F/S	∞	18"	1	2+	12	Devastator-3 (All)	
Maelstrom Grenade Launcher	-	F/S	12"	12"	1	2+	10	L-1,Devastator-4 (Flammable Scenery)	
Chaingun	-	F/S(R)	36"	18"	4	3+	6	Focus-2	
Chaingun	-	F/S(L)	36"	18"	4	3+	6	Focus-2	

 	Pizzaro Class Walker		95pts		 6		1	
	Move 8"	Counter Measures A, E+2	Armour 14	Damage Points 4	Type Walker	Special Rare,Infiltrate 12"		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Azrael-L Chainguns	-	F	18"	18"	3	3+	10	
Industrial Cutting Claws	-	F	1"	1"	4	2+	10	
Deforestation Missiles	-	F	24"	18"	4	3+	8	
May swap Azrael-L Chainguns for Deforestation Missiles								




 	Hydra Relay Hovercraft			70pts					1
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	10"	A, E+1	13	3	Skimmer	Resilient			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Double Rocket Battery	-	F	36"	18"	2	3+	8	Penetrative	

Scanner Array: At any point during this unit's activation, pick an enemy unit within line of sight. Until the end of the round, friendly units re-roll dice results of 1 when rolling to hit against that unit's squad.




Standard

 	Rocket Technical		10pts		 1  1		6 - 12	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	9"	-	10	1	Tank			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Rocket Launcher	-	F/S	18"	6"	1	2+	7	Penetrative,Focus-2




When firing this squad may combine all it's shots for the Focus rule.

 	Gun Wagon		25pts		 2		3 - 6	
	Move 6"	Counter Measures -	Armour 11	Damage Points 2	Type Tank	Special Resilient		
AA Cannon	M&F -	Arc F/S/R	R(F) 36"	R(C) 18"	Shots 2	Acc 2+	E 6	Special AA-2




Troops

 	Resistance Fighters		25pts		 1		2 - 4	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2"	-	7	5	Infantry 2+			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Assault Rifles	1"	F/S/R	36"	9"	5	3+	3	Alt-1,RW-1
Homemade RPG's	0"	F/S/R	18"	6"	5	3+	6	Alt-1,RW-1, Penetrative, Focus-2,L-1
Knives & Pistols	-	F/S/R	CQ	CQ	5	-	3	RW-1

Heavy




 		M5 Napoleon		120pts	 6		1 - 2	
		Move	Counter Measures	Armour	Damage Points	Type	Special	
		2"	A	15	5	Tank		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Bannisher Rotary Cannon	-	F/S	36"	18"	8	3+	6	Cover (Soft, Body),Focus-2,Small Munitions
Bannisher Rotary Cannon	-	F/S	36"	18"	8	3+	6	Cover (Soft, Body),Focus-2,Small Munitions
Chaingun	-	F/S (Left)	36"	18"	4	3+	6	Focus-2
Chaingun	-	F/S (Left)	36"	18"	4	3+	6	Focus-2




Small Munitions: When using the Focus special rule with this weapon, no individual hit may go above Energy 10.




 		NT-5 Thunderstorm Custom		205pts	 12		1	
		Move	Counter Measures	Armour	Damage Points	Type	Special	
		10"	A, E+1	13	9	Skimmer	Command Centre, Large	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Looted Plasma Cannon	6"	F/S/R	18"	18"	1	2+	12	Devastator-2 (Infantry, Scenery)
Looted Plasma Cannon	6"	F/S/R	18"	18"	1	2+	12	Devastator-2 (Infantry, Scenery)
Looted Plasma Cannon	6"	F/S/R	18"	18"	1	2+	12	Devastator-2 (Infantry, Scenery)
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.

<div></div> <div></div>	M9 Hannibal		40pts		 3		2 - 4	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	3"	A	15	2	Tank			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
120MM Punisher Cannon	-	F/S/R	∞	18"	1	2+	10	
90MM Cannon	-	F	∞	18"	1	2+	9	
Machine Gun	-	F/S/R	24"	12"	3	3+	4	

<div> </div>	M20 Zhukov		70pts		 3		2 - 4	
	Move 3"	Counter Measures A	Armour 15	Damage Points 2	Type Tank	Special Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
32MM Rail Cannon	-	F/S	∞	24"	1	2+	8	AA-2,Devastator-2 (Vehicle, Aircraft)
90MM Cannon	-	F	∞	18"	1	2+	9	
Machine Gun	-	F/S/R	24"	12"	3	3+	4	

<div> </div>	Mehmed Siege Tank		50pts		 3		2 - 4	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	3"	A	15	2	Tank			

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Hammer Of Constantine	-	F/S	12"	12"	1	2+	11	Devastator-4 (Scenery)
90MM Cannon	-	F	∞	18"	1	2+	9	
Machine Gun	-	F/S/R	24"	12"	3	3+	4	



N2 Circe Attack Hovercraft		70pts				1 - 2	
Move	Counter Measures	Armour	Damage Points	Type	Special		
10"	A, E+1	13	3	Skimmer	Resilient		


	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
180MM Vengeance Cannon	-	F/S	∞	24"	1	2+	11	Devastator-2 (Skimmer, Tank)
Flamethrower	-	F/S	9"	9"	6	3+	4	Flame

Hovercraft: This unit does not have to start the game In Reserve, ignoring the Aerial Advantage rule.



Exotic


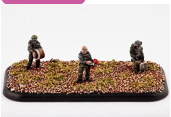



Attack ATVs		35pts			2 - 4
Move	Counter Measures	Armour	Damage Points	Type	Special
9"	E+1	9	3	Infantry 3+	Resilient

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Grenade Launcher	6"	F	9"	6"	3	2	4	Alt-1,Focus-2,Penetrative,RW-1
Chem Grenade	6"	F	6"	6"	3	2+	4	Alt-1,Chemical,RW-1,Flame
Incendiary Grenade	6"	F	6"	6"	6	2+	1	Alt-1,RW-2,Flame


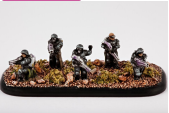

Wheels: This unit may not enter buildings.

Chemical: This weapon doesn't place Collateral Damage tokens.


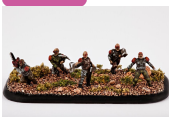

 	Sappers		35pts	 1		2
	Move	Counter Measures	Armour	Damage Points	Type	Special
	2"	-	7	3	Infantry 2+	Rare, Infiltrate 18"




	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Trigger AT IED	0"	F/S/R	∞	∞	1	3+	11	Alt-1, L-1
Trigger Demo IED	0"	F/S/R	∞	∞	1	2+	10	Alt-1, Demo Charge, L-1, Devastator-4 (Scenery)
Trigger Cluster IED	0"	F/S/R	∞	∞	1	4+	9	Alt-1, L-1, Area
Knives & Pistols	-	F/S/R	CQ	CQ	3	-	3	RW-1




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




 	Resistance Veterans		30pts		 1		2 - 4	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2"	-	7	5	Infantry 2+			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Assault Rifles	-	F/S/R	36"	9"	5	2+	3	RW-1
Knives & Pistols	-	F/S/R	CQ	CQ	10	-	3	RW-2



At the start of the game, before deployment, choose one special rule for this squad to have:
 Scourge Occupation: These fighters take to the battle with modified Scourge Plasma Rifles. Their Assault Rifles gain 9" to their Range (Countered), 1 to their Energy, and gain the Focus-3 special rule.
 Marine Force Recon: Specially trained UCM allies that fight alongside Resistance forces. Add 5 to the Shots of Knives & Pistols, change to Reduced-3, and gain the Dodge 5+ special rule.
 Kalium Volunteers: Iron disciplined soldiers who choose to continue serving long after their conscription is up. This squad may re-roll failed Fortitude tests and gain the Resilient special rule.

 	Beserkers		30pts		 1		2 - 4	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2"	-	6	5	Infantry 2+	Bloodthirsty,Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Vicious Tools	-	F/S/R	CQ	CQ	15	-	4	RW-3



 	Remote Bomb Bus		15pts		 3		1 - 2	
	Move 6"	Counter Measures -	Armour 11	Damage Points 4	Type Tank	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Rigged Explosives	-	F/S/R	0"	0"	1	-	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. This attack targets the Bomb Bus itself.								
Rigged Explosives: Any Attack with this weapon targets the Bomb Bus itself..								




 	Storm Wagon		20pts		 2		3 - 12	
	Move 6"	Counter Measures -	Armour 11	Damage Points 2	Type Tank	Special Resilient		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
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+.								



 	Flame Wagon		20pts		 2		3 - 6	
	Move 6"	Counter Measures -	Armour 11	Damage Points 2	Type Tank	Special Resilient		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Flamethrower	-	F/S/R	6"	6"	4	3+	4	Flame




 		Barrel Bomber		65pts				1
		Move 16"	Counter Measures A	Armour 11	Damage Points 5	Type Aircraft	Special Rare	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Frag Barrel	8"	F/S/R	6"	6"	1	3+	10	Alt-1,Area,L-2
Goliath Bomb	8"	F/S/R	6"	6"	1	5+	13	Alt-1,Area,L-1,Devastator-2 (Vehicle),Devastator-8 (Scenery)
Missile Battery	8"	F	36"	9"	1	3+	8	Penetrative
Heavy Machine Gun	8"	F/S/R	36"	12"	2	3+	5	
AA Cannon	8"	F/S/R	36"	18"	2	3+	6	AA-2

The unit may take an AA Cannon for +15 pts.

 		AH-16 Cyclone		60pts				1 - 4
		Move 16"	Counter Measures A	Armour 11	Damage Points 2	Type Aircraft	Special	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Hornets Nest Multi Missile System	12"	F	36"	18"	1	4+	10	Indirect,Area
Beowulf Missile	12"	F/S (Left)	36"	9"	1	3+	10	L-2
Beowulf Missile	12"	F/S (Right)	36"	9"	1	3+	10	L-2
Light Chaingun	12"	F/S	36"	12"	4	3+	4	




 	Thunder Wagon		25pts		 2		3	
	Move 6"	Counter Measures -	Armour 11	Damage Points 2	Type Tank	Special Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Golgotha Missile	0"	F/S/R	∞	36"	1	3+	11	Indirect,L-1,Area,Devastator-2 (Scenery)

 	AH-16 Typhoon		70pts					1 - 4
	Move 16"	Counter Measures A	Armour 11	Damage Points 2	Type Aircraft	Special		

 	M22 Constantine		55pts		 3		2	
	Move 3"	Counter Measures A	Armour 15	Damage Points 2	Type Tank	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
90MM Cannon	-	F	∞	18"	1	2+	9	
Machine Gun	-	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".


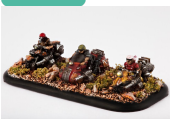




 	EAA Columbus Battlewalker		70pts	 6		1 - 3		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6"	A	14	3	Walker			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Punisher Cannons	3"	F	∞	18"	2	2+	10	
Missile Pod	-	F/S	36"	9"	1	3+	8	Penetrative
AA Cannon	-	F/S/R	36"	18"	2	3+	6	AA-2
Flamethrower	-	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.

 	Gun Technical		10pts	 1  1		6 - 12		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	9"	-	10	1	Tank			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Heavy Machine Gun	6"	F/S	36"	12"	1	2+	5	AA-2

 	Freeriders		35pts	 2  2		2 - 4		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	12"	E+4	8	3	Infantry 3+	Infiltrate-3", Resilient		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Machine Gun	9"	F/S/R	24"	9"	3	3+	3	RW-1
Knives & Pistols	-	F/S/R	CQ	CQ	3	-	3	RW-1
Sticky Mine	9"	F/S	1"	1"	3	3+	9	RW-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 ATVs		40pts	 2  2		2 - 4
	Move	Counter Measures	Armour	Damage Points	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.

Auxiliary




<div></div>	NT-4 Leviathan		90pts		 24  24		1 - 99	
	Move 10"	Counter Measures A, E+1	Armour 12	Damage Points 9	Type Skimmer	Special Large		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Multi Rocket Battery	6"	F/S/R	36"	24"	4	3+	10	Indirect,Area
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.

<div></div>	NT-1 Kraken		35pts		 6  6		1 - 99	
	Move 10"	Counter Measures A, E+1	Armour 13	Damage Points 4	Type Skimmer	Special		
90MM Cannon	M&F -	Arc F	R(F) 48"	R(C) 18"	Shots 1	Acc 3+	E 9	Special

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.






 		AT-77 Lifthawk		55pts		 6		1 - 99	
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		16"	A	11	4	Aircraft			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Missile Battery	8"	F	36"	9"	1	3+	8	Penetrative	
Heavy Machine Gun	8"	F	36"	12"	2	3+	5		
AA Cannon	8"	F/S/R	36"	18"	2	3+	6	AA-2	




May take an AA Cannon for +15 pts.




 	Battle Bus		15pts		 3  4			1 - 99	
	Move 6"	Counter Measures -	Armour 11	Damage Points 4	Type Tank	Special			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Rocket Launcher Battery	-	F/S	18"	6"	3	2+	7	Penetrative,Focus-2	
Heavy Machine Gun Battery	-	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.



<div></div> <div></div>		MT-90 Jackson		15pts		 2  2  2		1 - 99	
		Move 6"	Counter Measures A	Armour 14	Damage Points 1	Type Tank	Special		
Deluge Grenade Launcher	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
	-	F	18"	6"	1	3+	7	Penetrative	




 	Skulltaker Assault Transport		90pts		 2		1 - 99	
	Move 16"	Counter Measures A	Armour 11	Damage Points 4	Type Aircraft	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Upgraded Heavy Machine Gun	8"	F	36"	18"	4	3+	5	
Double Rocket Battery	8"	F	36"	9"	2	3+	8	Penetrative
Flame Thrower	8"	F/S	6"	6"	4	4+	4	Flame

 	AT-90 Strikehawk Tiltrotor		110pts		 6		1 - 99	
	Move 20"	Counter Measures A	Armour 11	Damage Points 5	Type Aircraft	Special		




	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Ground Attack Missiles	9"	F	36"	9"	2	3+	9	Penetrative, Strafe-3
Missile Battery	8"	F	36"	9"	1	3+	8	Penetrative

Hover Mode: A squad disembarking out of this unit gains Rapid Insertion until the end of the round.



 		Hellhog		140pts					1
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		6" - 30"	A	11	3	Aircraft	Fast,Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Satan Chaingun	-	F	36"	12"	4	3+	7	Focus-2,Strafe-2	
Cobra Missile	-	F/S	∞	12"	2	2+	8	AA-3,L-2	
Tilt-Jets: If this unit moves at least 18", it gains an extra +3 Evasion until the beginning of its next activation									

 	Model 109 Breaching Drill		50pts	 6		1 - 99
	Move 0"	Counter Measures A	Armour 15	Damage Points 5	Type Tank	Special 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.

 	Model 209 Bertha Breaching Drill		100pts	 18		1 - 99
	Move 0"	Counter Measures A	Armour 15	Damage Points 8	Type Tank	Special 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.

 	Mauler		23pts			1 - 3
	Move 12"	Counter Measures -	Armour 14	Damage Points 2	Type Walker	Special 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 3"	Counter Measures -	Armour 8	Damage Points 3	Type Infantry	Special 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 12"	Counter Measures E+1	Armour 12	Damage Points 4	Type Walker	Special Rare,Fauna	
Killing Tools	M&F -	Arc F/S/R	R(F) 3"	R(C) 3"	Shots 4	Acc 2+	E 9	Special
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.

 		Swifthawk Tilt-Jet		20pts	 2			1 - 99
		Move 24"	Counter Measures A	Armour 10	Damage Points 1	Type Aircraft	Special	
Light Missile Battery	M&F 12"	Arc F	R(F) 18"	R(C) 9"	Shots 1	Acc 3+	E 8	Special Penetrative
Machine Gun	-	F/S/R	24"	12"	3	3+	4	

Hover Mode: A squad disembarking out of this unit gains Rapid Insertion (0") until the end of the round.

 		Tempest Interceptor		70pts				1 - 2
		Move 24" - 36"	Counter Measures A, E+3	Armour 11	Damage Points 2	Type Aircraft	Special Fast,Rare	
Hailstorm Cannon	M&F -	Arc F	R(F) ∞	R(C) 24"	Shots 2	Acc 4+	E 7	Special AA-4
Hailstorm Cannon	-	F	∞	24"	2	4+	7	AA-4