










## Command

<div></div> <div></div>		Alexander Heavy Tank			100pts		<div>6</div>		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	5	F/S/R	infinite	18	1	2	12			
Maelstrom Grenade Launcher	-	F/S/R	18	6	2	3	7			
Chaingun	-	F/S (Left)	36	18	4	3	6			
Chaingun	-	F/S (Right)	36	18	4	3	6			

<div><div></div></div>	Pizzaro Hazard Walker			95pts		<div>6</div>		1	
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	2	A, E+2	14	4	Walker	Infiltrate-12,Rare			

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Chaingun	-	F	36	18	4	3	6	
Industrial Cutting Claws	-	F	1	1	4	2	10	
Deforestation Missiles	-	F	24	18	4	4	7	





This unit may replace its Chaingun with Deforestation Missiles for no cost.

 	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 Missile Pod	-	F	36	9	2	3	8		

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		 <b>1</b>  <b>1</b>		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	

Synchronised Assault: When shooting, this unit's whole squad may combine its shots with the Focus special rule.

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




 	Circe Attack Hovercraft		70pts					1 - 2
	Move 10	Counter Measures A, E+1	Armour 13	Damage Points 3	Type Skimmer	Special Resilient		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
180MM Vengeance Cannon	5	F/S	infinite	24	1	2	11	
Flamethrower	-	F/S	6	6	4	3	4	




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

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



## Troops

 	Resistance Fighters		25pts		 1		2 - 4	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2	-	7	5	Infantry 4+			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Assault Rifles	-	F/S/R	36	9	5	3	3	
Homemade RPGs	0	F/S/R	18	6	5	3	6	
Knives and Pistols	-	-	CQ	CQ	5	-	3	

	Resistance Veterans		40pts		 1		2 - 4	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2	-	7	5	Infantry 3+			

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Assault Rifles	-	F/S/R	36	9	5	3	3	
Homemade RPGs	0	-	CQ	CQ	5	3	5	
Knives and Pistols	-	-	CQ	CQ	15	-	2	
Knives and Pistols	-	F/S/R	CQ	12	5	-	3	




At the start of the game, before deployment, choose one special rule for all Resistance Veterans squads in your army to have:




Scourge Occupation: These fighters take to the battle with modified Scourge Plasma Rifles salvaged from their foes. This squad replaces its Assault Rifles with Plasma Rifles.

Marine Force Recon: Specially trained UCM allies that fight alongside Resistance forces. This squad gains Machine Pistols and the Dodge 5+ special rule.




Kalium Volunteers: Iron disciplined soldiers who choose to continue serving long after their conscription is up. This squad automatically passes Fortitude tests and gains the Resilient special rule.

## Heavy




 		Hannibal Tank		40pts		 <b>3</b>		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	infinite	18	1	2	10		
90MM Cannon	-	F	infinite	18	1	2	9		
Machine Gun	-	F/S/R	24	24	3	3	4		
HI-EX Hammer Cannon	-	F/S/R	12	12	1	2	11		
This unit may replace its 120mm Punisher Cannon with a HI-EX Hammer Cannon for +10 points.									





 	Napoleon Heavy Tank		120pts		 6			1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2	A	15	5	Tank			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Banisher Rotary Cannon	-	F/S	36	18	8	3	6	
Banisher Rotary Cannon	-	F/S	36	18	8	3	6	
Chaingun	-	F/S	36	18	4	3	6	
Chaingun	-	F/S	36	18	4	3	6	





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




 	Thunderstorm Heavy Hovercraft		200pts		 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	
Looted Plasma Cannon	6	F/S/R	18	18	1	2	12	
Looted Plasma Cannon	6	F/S/R	18	18	1	2	12	
Looted Plasma Cannon	6	F/S/R	18	18	1	2	12	

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.




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

 	Freeriders			40pts		 2  2		2 - 4
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	12	E+4	8	3	Infantry 3+	Infiltrate-12,Resilient		
Machine Guns	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	9	F/S/R	24	12	3	3	4	
Knives and Pistols		F/S/R	CQ	CQ	3	-	3	
Bikes: This unit loses its Evasion Countermeasures when in a Garrison. 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. Sticky Mines: After completing a Moving action, pick one enemy unit that this unit moved within 1 unch of. That unit is hit by a Sticky Mine! That unit suffers an automatic hit from an Energy 9 weapon.								

 	Attack ATVs			25pts		 2  2		3 - 6
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	9	E+1	9	3	Infantry 3+	Resilient		
Assault Grenade Launchers	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	6	F	9	6	3	2	5	
Incendiary Grenades		F	6	6	6	3	3	
Wheels: This unit may not enter Garrisons.								




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

## Support

 	Storm Artillery 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
Rocket Battery	0	F/S/R	36	18	2	4	8	
Golgotha Missile	0	F/S/R	infinite	36	1	3	11	




Rocket Battery: This weapon has Accuracy 4+ when targeting Scenery pieces.  
This unit may replace its Rocket Battery with a Golgotha Missile for +5 points.

 	Remote Bomb Bus		15pts		 3		1 - 2	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6	-	11	4	Tank	Wide		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Rigged Explosives	0	F/S/R	0	0	1	0	12	



Volatile: When this unit is destroyed, roll a dice. On a 1-4 immediately make an attack with Rigged Explosives before removing the unit.



Rigged Explosives: When firing this weapon, place the template over the firing unit. The firing unit is not hit, but all other units under the template are hit as normal. Once resolving a shot with this weapon, this unit is destroyed.



 	Constantine CM Tank		55pts		 3		1 - 2	
	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
90MM Cannon	-	F	infinite	18	1	2	9	
Machine Gun	-	F/S/R	24	12	3	3	4	
Countermeasures Projector: All friendly Vehicles with 4 inches of the Constantine gain Active Countermeasures.								
Countermeasures Booster: All friendly vehicles with Armour 15 or more within 4 inches of the Constantine reduce the Countered Range of enemy attacks against them by 4 inches								



 	Zhukov AA Tank			65pts		 3		2 - 4	
	Move 3	Counter Measures A	Armour 15	Damage Points 2	Type Tank	Special			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
32mm Rail Cannon	-	F/S/R	infinite	24	1	2	8		
90MM Cannon	-	F	infinite	18	1	2	9		
Machine Gun	-	F/S/R	24	12	3	3	4		



 		Cyclone Attack Copter		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
Chaingun	-	F	36	18	4	3	6	
Chaingun	-	F	36	18	4	3	6	
Heavy Machine Gun	8	F	36	12	2	3	5	
Tornado Missiles	8	F	36	18	1	4	7	
Beowulf Missile	8	F/S (Right)	36	9	1	3	10	
Missile	8	F/S (Left)	36	9	1	3	10	
This unit may replace both of its Chainguns with Tornado Missiles and 2 Beowulf Missiles for no cost.								


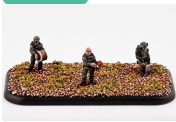

 		Barrel Bomber		65pts				1
		Move 16	Counter Measures A	Armour 11	Damage Points 4	Type Aircraft	Special Rare	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Frag Barrel	8	F/S/R	6	6	1	3	10	
Goliath Bomb	8	F/S/R	6	6	1	5	13	
Missile Pod	8	F	36	9	1	3	8	
Heavy Machine Gun	8	F	36	12	2	3	5	
AA Cannon	8	F/S/R	36	18	2	3	6	
This unit may take an AA Cannon for +15 points.								

 	Strikehawk Tilt-Rotor		100pts					1
	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	
Missile Battery	8	F	36	9	1	3	8	
Hover Mode: If this unit moves 10 inches or less, a squad disembarking out of it gains Rapid Insertion until the end of the round. This unit may replace its Ground Attack Missiles with 2 Sentinel Defence Turrets for +20 points. Sentinel Defence Turrets are automatically embarked as if this were a Transport, and are counted as 2 separate squads. Once disembarked, the Sentinel Defence Turrets cannot embark again.								

 	Sentinel Defence Turret		15pts					1
	Move 0	Counter Measures -	Armour 11	Damage Points 1	Type Tank	Special Rapid insertion 10		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Hornets Nest Missiles	-	F	18	12	4	3	7	
Automatic Tracking: This unit may Reaction Fire against non-Aircraft squads, following the same rules.								


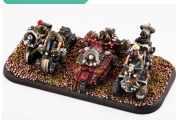




Scout

 	Sappers		35pts		 1		2	
Move		Counter Measures	Armour	Damage Points	Type	Special		
2		-	7	3	Infantry 5+	Infiltrate-18,Rare		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Trigger Demo IED	0	F/S/R	infinite	infinite	1	4	11	
Knives and Pistols	-	F/S/R	CQ	CQ	3	-	3	




Cluster IED: When an enemy squad enters a Garrison this squad is in, roll 2D6. The enemy squad takes that much damage, distributed in the same way as Close Quarters weapons. Passive and Dodge saves may be used against this damage. If a double is rolled, the explosion was a bit too powerful! Damage is dealt as normal, but one unit from this squad is then removed as a casualty (controlling player's choice).

 	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 Garrisons.

Enhanced Targeting Array: Any friendly Indirect weapon targeting a unit within line of sight of one or more units with this special rule receives a -1 bonus to its Accuracy.

Disruptor Array: Once per activation, pick an enemy Vehicle squad or Infantry squad with at least one unit 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, but each enemy squad may only be affected by this special rule once.






 	Resistance 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	83	F/S/R	infinite	18	2	2	10	
Missile Pod	-	F	36	9	1	3	8	
AA Cannon	-	F/S/R	36	18	2	3	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.





## Auxiliary

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





 		Battle Bus		15pts		 3  4		1
		Move	Counter Measures	Armour	Damage Points	Type	Special	
		6	-	11	4	Tank		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Rocket Launcher Battery	-	F/S	18	6	3	2	7	
Heavy AA Machine Gun Battery	6	F/S	36	12	6	2	5	




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. The Infantry unit embarked may not make another Shooting action this round.

This unit may take a Rocket Launcher Battery for +10 pts or a Heavy AA Machine Gun Battery for +15 points.




 		Kraken Hovercraft		40pts		 6  6		1
		Move	Counter Measures	Armour	Damage Points	Type	Special	
		10	A, E+1	13	4	Skimmer		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
90MM Cannon	-	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.




<div> </div>	Leviathan Heavy Hovercraft		100pts		 24  24		1	
	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
Multiple Rocket Battery	0	F/S/R	36	18	4	4	8	
AA Cannon	6	F/S/R	36	18	2	3	6	
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. This unit may replace its Multiple Rocket Battery with 4 AA Cannons for +30 points.								

 	109 Splitting Drill		45pts		 6		1	
	Move	Counter Measures	Armour	Damage Points	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 embarking in this Transport count as leaving the board for the purposes of scoring Objectives.




 	209 Breaching Drill		45pts		 <b>18</b>		1
	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 embarking in this Transport count as leaving the board for the purposes of scoring Objectives.




 	Swifthawk Tilt-Jet		30pts		 2		1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	24	A	10	1	Aircraft			



	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Missile Pod	12	F	36	9	1	3	8	
Machine Gun	-	F/S/R	24	12	3	3	4	



Hover Mode: If this unit moves 12 inches or less, a squad disembarking out of it gains Rapid Insertion until the end of the round.

<div><div></div></div>		Lifhawk Dropship			55pts		<div>6</div>		1	
		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 Pod	8	F	36	9	1	3	8			
Heavy Machine Gun	8	F	36	12	2	3	5			
AA cannon	6	F/S/R	36	18	2	3	6			

This unit may take an AA Cannon for +15 points.

 	Lifhawk Troopship			70pts		 6		1	
	Move 16	Counter Measures A	Armour 11	Damage Points 4	Type Aircraft	Special			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Double Missile Pod	8	F	36	9	2	3	8		
Skulltaker Heavy Machine Gun	8	F	36	36	4	3	5		
Flamethrower	8	F/S	6	6	4	3	4		
This unit may take a Flamethrower for +10 points.									

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

 		Hellhog Jumpjet		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	18	F	36	18	4	3	7	
Cobra Missile	24	F/S	infinite	12	2	2	8	
Double Missile Pod	-	F	36	9	2	3	8	

Tilt-Jets: If this unit moves at least 18 inches, it gains Evasion+3 until the beginning of its next activation.  
This unit may take a Double Missile Pod for +5 points.