All UCM 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	Kodiac	105pts	🔲6	

MV	CM	A	D	TYPE	SPECIAL
4"	A	14	4	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Tactical Orbital Strike	0"	F/S/R	∞	∞	1	3	13	Indirect, Area, Devastator-2 (Scenery)

Command	Phoenix Command Gunship	190pts	

MV	CM	A	D	TYPE	SPECIAL
16"	A	10	9	Aircraft	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Missile Battery	4"	F	36"	9"	1	3	10	Limited 2, Area
AA Battery	8"	F/S/R	36"	9"	2	3	6	AA-2
Minigun Triad	8"	F/S (Left)	∞	12"	1	3	12	
Minigun Triad	8"	F/S (Right)	∞	12"	1	3	12	

Command	X-116 Super Phoenix	220pts	

MV	CM	A	D	TYPE	SPECIAL
16"	A	10	9	Aircraft	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Missile Battery	4"	F	36"	9"	1	3	10	Limited 2, Area

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Missile Pods	8"	F	36"	9"	2	3	9	Penetrative

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
AA Battery	8"	F/S/R	36"	9"	2	3	6	AA-2

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Minigun Triad	8"	F/S (Left)	∞	12"	1	3	12	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Minigun Triad	8"	F/S (Right)	∞	12"	1	3	12	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Minigun Triad	8"	F	∞	12"	1	3	12	

Advanced Command Suite: Any Commander mounted in this unit increases their Influence by 6".

Standard

Standard	Katana Light Tank	35pts	2	

MV	CM	A	D	TYPE	SPECIAL
6"	A	14	1	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Cannon	6	F/S/R	48"	18"	2	2	9	

Smoke Launchers: Once per game instead of of making a Shooting action, this squad may make a Launch Smoke action. Weapons targeting this squad and other units within 2" of any unit in this squad suffer a +2 Ac modifier until it is next activated.

Standard	Sabre	33pts	🚃2			

MV	CM	A	D	TYPE	SPECIAL
4"	A	15	1	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Avenger Railgun	4	F/S/R	∞	24"	1	2	10	Articulated

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Equalizer Machinegun	4	F/S	24"	12"	2	3	3	

Troops

Troops	Mortar Team	35pts	👥1			

MV	CM	A	D	TYPE	SPECIAL
2"	-	7	6	Infantry 4+	Resilient

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Hi-Ex Mortar Round	0	F/S/R	48"	18"	3	3	6	Alt-1, Area, IF, Penetrative, Reduced-1

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Concussion Round**	0	F/S/R	48"	18"	1	3	0	Alt-1, IF, Concussion

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Sidearms	-		CQ	CQ	6	0	2	Reduced-1

Loader: This weapon reduces its Shots value by 1 for every 2 Damage Points lost, instead of every 1 Damage Point.

Concussion: If a Garrison is hit by this weapon, all Infantry inside are moved away from the edges, and no Infantry can move to the edges during this round.

| Troops | Flak Team | 35pts | | |

MV	CM	A	D	TYPE	SPECIAL
2"	A	7	6	Infantry 4+	Resilient

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Anti-Air Cannon	0	F/S/R	30"	18"	3	3	6	AA-2, Reduced -1

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Sidearms	=		CQ	CQ	6	0	2	Reduced -1

Loader: This weapon reduces its Shots value by 1 for every 2 Damage Points lost, instead of every 1 Damage Point.

| Troops | Legionnaires | 22pts | | |

MV	CM	A	D	TYPE	SPECIAL
2"	-	7	5	Infantry 4+	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Assault Rifles	1	F/S/R	36"	9"	4	3	3	Reduced-1

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Missile Launcher	0	F/S/R	∞	9"	1	3	9	Penetrative

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Close Assault Rifles	-		CQ	CQ	5	0	3	Reduced-1

Exotic

Exotic	Hazard Suit Team	35pts	👪1	

MV	CM	A	D	TYPE	SPECIAL
1"	-	9	3	Infantry 2+	Resilient

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Light Rail Guns	0"	F/S/R	∞	24"	3	2	6	Focus-2, Reduced-1

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Powered Armour	-	F/S/R	CQ	CQ	3	0	5	Reduced-1

Hazard Suit: Re-roll successful Collateral Damage against this unit.

Exotic	Praetorians	48pts	👪1	

MV	CM	A	D	TYPE	SPECIAL
2"	-	7	5	Infantry 2+	Dodge 4+, Rapid Insertion 4"

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
SMG Special	2"	F/S/R	12"	6"	10	2	2	Reduced-2

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
SMG Close	-	F/S/R	CQ	CQ	15	0	2	Reduced-3, Alt-1

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Grenades	-	F/S/R	CQ	CQ	5	0	4	Reduced-1, Alt-1

Scout

Scout	Praetorian Sniper Team	35pts	1	

MV	CM	A	D	TYPE	SPECIAL
3"	E+3	7	3	Infantry 2+	Dodge 4+, Infiltrate 18", Resilient

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Sniper Rifles	0	F/S/R	∞	18"	3	2	4	Reduced-1, Penetrative

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Sidearms	-		CQ	CQ	6	0	2	Reduced-1

Precision Small Arms: When combining fire from the Reduced special rule this unit may use its full R(F) and R(C) values when targeting Aircraft, rather than the standard 6".

Scout	Wolverine A	18pts	1

MV	CM	A	D	TYPE	SPECIAL
9"	A	11	1	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Punisher Minigun	-	F/S/R	36"	12"	1	2	6	AA-2

Scout	Wolverine B	16pts	1

MV	CM	A	D	TYPE	SPECIAL
9"	A	11	1	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Phoenix Missile Launcher	-	F/S/R	∞	9"	1	2	9	Penetrative

| Scout | EAA Columbus Battlewalker | 70pts | |

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

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.

Heavy

| Heavy | Gladius | 55pts | 🔶3 | |

MV	CM	A	D	TYPE	SPECIAL
3"	A	15	2	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Avenger Railguns	3	F/S/R	∞	24"	2	2	10	Articulated

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Gatling	3	F/S	36"	12"	4	3	4	

Heavy	Scimitar	50pts	🔶3	

MV	CM	A	D	TYPE	SPECIAL
3"	A	15	2	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Marksman Laser	1"	N	∞	∞	1	2	11	Destroyer 6+

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Gatling	3	F/S	36"	12"	4	3	4	

Heavy	Broadsword	75pts	🔶6	

MV	CM	A	D	TYPE	SPECIAL
4"	A	15	4	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Mythslayer Railguns	4"	F/S/R	∞	36"	1	2	11	Devastator-2 (Vehicle)

Support

Extras	Starsprite Drones	0pts	

MV	CM	A	D	TYPE	SPECIAL
30"	A	8	1	Aircraft-S	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Golden Arrow	15"	F	24"	6"	1	3	6	AA-2, Focus-3

Short Range Drones: Squads of Starsprite Drones cannot be bought with points, instead only being used as part of a Ferrum Drone Base. Starsprite Drones may not Reaction Fire, and may not use the Focus special rule against Aircraft in the air.

| Support | Eagle Heavy Gunship | 100pts | |

MV	CM	A	D	TYPE	SPECIAL
18"	A	10	3	Aircraft	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Heavy Railguns	6"	F(N)	∞	24"	2	3	11	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Multi Missile Pods	6"	F/S (Right)	36"	6"	2	3	9	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Multi Missile Pods	6"	F/S (Left)	36"	6"	2	3	9	

| Support | Ferrum Drone Base | 155pts | 18 | |

MV	CM	A	D	TYPE	SPECIAL
3"	A	12	5	Tank	Rare, Large

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Gatling (Left)	3"	F/S (Left)	24"	12"	4	4	3	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Gatling (Right)	3"	F/S (Right)	24"	12"	4	4	3	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Point Defense Launchers	3"	F/S/R	36"	9"	2	3	6	AA-2, Penetrative

Drone Base: At the start of this unit's activation, you may roll 2D3. The resulting number of Starsprite Drones are placed in a squad on the board, following disembarking rules as if this unit were their Transport. The Drone Base can do this each turn, with each new squad of Starsprite Drones operating individually, as part of this unit's Battlegroup. However, no more than 8 Starsprite Drones may be in play at any time for each Ferrum Drone Base on the board. Any extra generated are lost.

Support	Longbow Howitzer	30pts	⊠2	

MV	CM	A	D	TYPE	SPECIAL
0"	A	12	1	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Armour Piercing	0"	F	∞	24"	1	2	10	Alt-1, Indirect

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Daisy Cutter	0"	F	∞	24"	1	2	8	Alt-1, Area, Indirect, Devastator-3 (Flammable Scenery)

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Smart Smoke	0"	F/S/R	∞	24"	1	2	0	Alt-1, Indirect, Smart Smoke

Smart Smoke: This weapon may be fired against friendly units, in which case the Range (Full) value may be used against friendly units with Active Countermeasures. Until the end of that squad's next activation, weapons fired by units in this squad suffer a +1 Ac modifier, and weapons targeting units in this squad suffer a +2 Ac modifier. A squad can only be affected by Smart Smoke once at a time.

Support	Fireblade Light Tank	35pts	🔶2	

MV	CM	A	D	TYPE	SPECIAL
6"	A	14	1	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Flamethrower	6"	F/S/R	6"	6"	6	3	4	Flame

Support	Crossbow	20pts	⊠2	

MV	CM	A	D	TYPE	SPECIAL
0"	A	12	1	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Sharpshot Laser	0"	F	∞	∞	1	2	10	Destroyer 6+

Support	Falcon A	40pts	

MV	CM	A	D	TYPE	SPECIAL
24"	A, E+4	10	1	Aircraft	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Gatling Cannon	12"	F	∞	12"	1	3	11	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Gatling	12"	F	24"	12"	4	4	3	

Support	Falcon B	50pts	

MV	CM	A	D	TYPE	SPECIAL
24"	A, E+4	10	1	Aircraft	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Multimissile (AP)	12"	F	36"	9"	2	3	8	Alt-1, Penetrative

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Multimissile (Airburst)	12"	F	36"	9"	2	3	6	Alt-1, AA-2

Support	Rapier	43pts	🂠2	

MV	CM	A	D	TYPE	SPECIAL
4"	A	15	1	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Vindicator (Focused)	4"	F/S/R	∞	18"	3	3	7	Alt-1, AA-2, Articulated

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Vindicator (Wide)	4"	F/S/R	24"	12"	8	3	4	Alt-1, Articulated

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Equalizer Machinegun	4"	F/S	24"	12"	2	3	3	

Auxiliary

| Auxiliary | Albatross | 65pts | 🟧 18 | |

MV	CM	A	D	TYPE	SPECIAL
18"	A	10	6	Aircraft	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Machineguns	9	F/S/R (Left)	36"	12"	4	4	4	
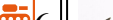
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Machineguns	9	F/S/R (Right)	36"	12"	4	4	4	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Gatling	9	F	24"	12"	4	4	3	

May take missile pods for +5

| Auxiliary | Condor | 30pts | 🟧 6 | |

MV	CM	A	D	TYPE	SPECIAL
18"	A	10	3	Aircraft	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Gatling	9	F	24"	12"	4	4	3	

May take missile pods for +5

| Auxiliary | Raven A | 25pts | 👥 2 | |

MV	CM	A	D	TYPE	SPECIAL
24"	A	10	1	Aircraft	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Gatling	9	F	24"	12"	4	4	3	

May take missile pods for +5

Auxiliary	Raven B	15pts	⊠2	

MV	CM	A	D	TYPE	SPECIAL
24"	A	10	1	Aircraft	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Gatling	9	F	24"	12"	4	4	3	

May take missile pods for +5

Auxiliary	Bear	15pts	👥3	🚋3	

MV	CM	A	D	TYPE	SPECIAL
6"	A	13	2	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Gatling	9	F	24"	12"	4	4	3	

Auxiliary	Seraphim Retaliator	100pts	

MV	CM	A	D	TYPE	SPECIAL
24"-28"	A,E+4	12	2	Aircraft	Fast, Rare

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Heavenfire (Focused)	-	F	12"	12"	1	2	12	Alt-1

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Heavenfire (Firestorm)	-	F	12"	12"	4	2	4	Alt-1, Flame

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Missile Cluster	-	F	12"	12"	2	4	11	Area, Cover (All), Limited-4

Auxiliary	Seraphim	120pts	

MV	CM	A	D	TYPE	SPECIAL
24"-28"	A,E+4	12	2	Aircraft	Fast, Rare

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Heavenfire (Focused)	N/A	F	12"	12"	1	2	12	Alt-1

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Heavenfire (Firestorm)	N/A	F	12"	12"	4	2	4	Alt-1, Flame

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Bunker Buster Spread	-	F	12"	12"	1	2	10	Devastator-2 (Scenery)

Auxiliary	Archangel	50pts	

MV	CM	A	D	TYPE	SPECIAL
24"-36"	A,E+5	10	1	Aircraft	Fast, Rare

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Retribution Cannons	-	F	∞	12"	2	3	7	AA-3