




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	125pts	 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
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	
When this unit is destroyed instead of exploding it lands on the closest available spot. It is untargetable for the rest of this round. In the round up phase, the Phoenix takes off again with D3 Damage Points. It can only come back into the game like this once, the second time it crashes and explodes as normal.									

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".									

Command	Wolf	60pts	 2						
MV	CM	A	D	TYPE	SPECIAL				
9"	A	12	4	Tank					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Multi-Missile (Anti-Armour)		-	F	12"	8"	1	2	9	Penetrative, Strafe-3, Alt-1
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Multi-Missile (Airburst)		3"	F	12"	6"	3	4	7	Indirect, AA, Alt-1
Target Link: This unit cannot Reaction Fire.									

Standard

Standard	Katana Light Tank	35pts	 2																				
MV	CM	A	D	TYPE	SPECIAL																		
6"	A	14	1	Tank																			
<table><tr><td>Name</td><td>M&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>Twin Cannon</td><td>6</td><td>F/S/R</td><td>48"</td><td>18"</td><td>2</td><td>2</td><td>9</td><td></td></tr></table>						Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	Twin Cannon	6	F/S/R	48"	18"	2	2	9	
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 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	
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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	 1	
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MV CM A D TYPE SPECIAL


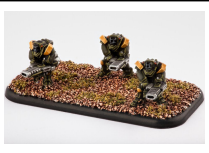
2" A 7 6 Infantry 4+ Resilient



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.


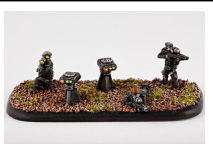
Troops	Legionnaires	22pts	 1						
MV	CM	A	D	TYPE	SPECIAL				
2"	-	7	5	Infantry 4+					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Assault Rifles		1	F/S/R	36"	9"	4	3	3	Reduced-1
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Missile Launcher		0	F/S/R	∞	9"	1	3	9	Penetrative
Name		M&F	ARC	Rf	Rc	Shots	Acc	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-2
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
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.									

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"	F	∞	∞	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	Claymore	90pts	 6						
MV	CM	A	D	TYPE	SPECIAL				
4"	A	15	4	Tank					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Demolitions Cannon (High Explosive)		-	F/S	24"	18"	1	2	11	Alt-1, Devastator-5 (Scenery)
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Demolitions Cannon (Fragmentation)		-	F/S	24"	18"	1	2	7	Alt-1, Area
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Super Gatling		-	F/S	36"	18"	4	3	6	

Heavy	Broadsword	85pts	 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	13	Devastator-3 (Vehicle)

Support

Extras	Starsprite Drones	0pts	
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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.



This units Focus ability can be used to combine shots from it's whole squad

Support	Eagle Heavy Gunship	100pts	
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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	∞	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	
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MV CM A D TYPE SPECIAL

3" A 12 5 Tank Rare, Large

Support	Starsprite Drones x 1	0pts	Total Cost: pts
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MV CM A D TYPE SPECIAL

30" A 8 1 Aircraft-S

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.

Command Centre: This unit may add a Command Centre and therefore house a Commander for an additional 10 points.



Support	Longbow Howitzer	30pts	 2	
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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	
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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
Flamethrower	6"	F/S/R	6"	6"	6	2	4	Flame


Support	Crossbow	20pts	 2	
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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 5+


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	Archangel Tactical Bomber	50pts	
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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
Incendiary Missiles	-	F	8"	8"	1	2	2	Incendiary
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Gatling	-	F	24"	12"	4	4	3	

Incendiary: This weapon causes 2D3 Collateral Damage tokens when targeting Scenery



Auxiliary	Albatross	60pts	 18	
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MV CM A D TYPE SPECIAL



18" A 10 9 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	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Missile Pods	9	F	36"	9"	1	3	8	Penetrative


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	
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Missile Pods		9	F	36"	9"	1	3	8	Penetrative
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	
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Missile Pods		9	F	36"	9"	1	3	8	Penetrative
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	
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Missile Pods		9	F	36"	9"	1	3	8	Penetrative
May take missile pods for +5									


Auxiliary	Bear	15pts	 3	 3																					
MV	CM	A	D	TYPE	SPECIAL																				
6"	A	13	2	Tank																					
<table><tr><td colspan="2">Name</td><td>M&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">Twin Gatling</td><td>9</td><td>F</td><td>24"</td><td>12"</td><td>4</td><td>4</td><td>3</td><td></td></tr></table>						Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	Twin Gatling		9	F	24"	12"	4	4	3	
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special																
Twin Gatling		9	F	24"	12"	4	4	3																	

Auxiliary	Seraphim Retaliator	90pts			
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	110pts							
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-4 (Scenery)


Auxiliary	Archangel Interceptor	45pts			
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

Auxiliary	Mauler	23pts			
MV	CM	A	D	TYPE	SPECIAL
12"	-	14	2	Walker	Fauna

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Claws & Teeth	-	F/S/R	3"	3"	2	4	8	Focus-2, Melee

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Corosive Steam	-	F/s	6"	6"	1	5	10	


Auxiliary	Daggers	12pts									
MV	CM	A	D	TYPE	SPECIAL						
3"	-	8	3	Infantry	Fauna, Dodge 4+						
Name		M&F		ARC		Rf	Rc	Shots	Acc	Energy	Special
Barbed Apendages		-		F/S/R		CQ	CQ	3	0	5	Reduced-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.

Auxiliary	Apex	45pts									
MV	CM	A	D	TYPE	SPECIAL						
12"	E+1	12	4	Walker	Rare, Fauna						
Name				M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Killing Tools				-	F/S/R	3"	3"	4	2	9	Melee
Name				M&F	ARC	Rf	Rc	Shots	Acc	Energy	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.											