










Untitled Army**UCM****2883pts : 500pts****Last Updated: Tue Sep 29 2020 22:59:04 GMT-0500 (Central Daylight Time)****Command -- 595pts**

 	1 X Kodiak				125pts	 6		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	4"	A	14	4	Tank			
Tactical Orbital Strike	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	0"	F/S/R	∞	∞	1	3+	13	Indirect,Area,Devastator-2 (Scenery)

		1 X Phoenix Command Gunship			190pts			
		Move 16"	Counter Measures A	Armour 10	Damage Points 9	Type Aircraft	Special	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	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	
<p>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.</p>								

<div> </div>		1 X X-116 Super Phoenix				220pts			
		Move 16"	Counter Measures A	Armour 10	Damage Points 9	Type Aircraft	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	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	
Missile Pods	8"	F	36"	9"	2	3+	9	Penetrative	
Minigun Triad	8"	F	∞	12"	1	3+	12		
Minigun Triad	8"	F/S (Left)	∞	12"	1	3+	12		
Minigun Triad	8"	F/S (Right)	∞	12"	1	3+	12		
Advanced Command Suite: Any Commander mounted in this unit increases their Influence by 6".									

<div></div> <div></div>		1 X Wolf				60pts		 2	
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		9"	A	12	4	Tank			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Multi-Missile (Anti-Armour)	-	F	12"	8"	1	2+	9	Penetrative,Strafe-3,Alt-1	
Multi-Missile (Airburst)	3"	F	12"	6"	3	4+	7	Indirect,AA,Alt-1	
Target Link: This unit cannot Reaction Fire.									

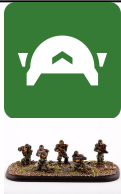

Selected Transports and Auxiliary Squads



Troops -- 184pts



 	2 X Mortar Team				70pts	1		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2"	-	7	6	Infantry 4+	Resilient		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Hi-Ex Mortar Round	0"	F/S/R	48"	18"	3	3+	6	Alt-1,Area,Indirect,Penetrative,RW-1
Concussion Round	0"	F/S/R	48"	18"	1	3+	0	Alt-1,Indirect,Concussion
Sidearms	-	F/S/R	CQ	CQ	6	-	2	RW-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.								

 	2 X Flak Team				70pts	1		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2"	A	7	6	Infantry 4+	Resilient		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Anti-Air Cannon	0"	F/S/R	30"	18"	3	3+	6	AA-2,Reduced -1
Sidearms	-	F/S/R	CQ	CQ	6	-	2	Reduced-1
Loader: This weapon reduces its Shots value by 1 for every 2 Damage Points lost, instead of every 1 Damage Point.								




	2 X Legionnaires				44pts	 1		
	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	1"	F/S/R	36"	9"	4	3+	3	RW-1
Missile Launcher	0"	F/S/R	∞	9"	1	3+	9	Penetrative
Close Assault Rifles	-	F/S/R	CQ	CQ	5	-	3	RW-1

Selected Transports and Auxiliary Squads

Exotic -- 150pts

	2 X Hazard Suit Team				70pts	 1		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
		1"	-	9	3	Infantry 2+	Resilient	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Light Rail Guns	0"	F/S/R	∞	24"	3	2+	6	Focus-2,RW-1
Powered Armour	-	F/S/R	CQ	CQ	3	-	5	RW-1




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




 		2 X Praetorians			80pts		 1	
		Move 2"	Counter Measures -	Armour 7	Damage Points 5	Type Infantry 2+	Special Dodge 4+,Rapid Insertion 4"	
SMG Special	M&F	Arc F/S/R	R(F) 12"	R(C) 6"	Shots 10	Acc 2+	E 2	Special RW-2
SMG Close	-	F/S/R	CQ	CQ	15	-	2	RW-3,Alt-1
Grenades	-	F/S/R	CQ	CQ	5	-	6	RW-1,Alt-1

Selected Transports and Auxiliary Squads



Standard -- 204pts




 		3 X Katana Light Tank			105pts		 2	
		Move 6"	Counter Measures A	Armour 14	Damage Points 1	Type Tank	Special	
Twin Cannon	M&F	Arc F/S/R	R(F) 48"	R(C) 18"	Shots 2	Acc 2+	E 9	Special
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 Acc modifier until it is next activated.								




<div> </div>	3 X Sabre				99pts		 2	
	Move 4"	Counter Measures A	Armour 15	Damage Points 1	Type Tank	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Avenger Railgun	4"	F/S/R	∞	24"	1	2+	10	Articulated
Equalizer Machinegun	4"	F/S	24"	12"	2	3+	3	




Selected Transports and Auxiliary Squads






Heavy -- 385pts

<div> </div>		2 X Gladius				110pts		 3	
		Move 3"	Counter Measures A	Armour 15	Damage Points 2	Type Tank	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Twin Avenger Railguns	3"	F/S/R	∞	24"	2	2+	10	Articulated	
Twin Gatling	3"	F/S	36"	12"	4	3+	4		




 		2 X Scimitar				100pts	 3	
		Move	Counter Measures	Armour	Damage Points	Type	Special	
		3"	A	15	2	Tank		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Marksman Laser	1"	F	∞	∞	1	2+	11	Destroyer 6+
Twin Gatling	3"	F/S	36"	12"	4	3+	4	




 		1 X Claymore				90pts	 6	
		Move	Counter Measures	Armour	Damage Points	Type	Special	
		4"	A	15	4	Tank		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Demolitions Cannon (High Explosive)	-	F/S	24"	18"	1	2+	11	Alt-1,Devastator-5 (Scenery)
Demolitions Cannon (Fragmentation)	-	F/S	24"	18"	1	2+	7	Alt-1,Area
Super Gatling	-	F/S	36"	18"	4	3+	6	




 		1 X Broadsword				85pts		 6	
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		4"	A	15	4	Tank			
Mythslayer Railguns	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
	4"	F/S/R	∞	36"	1	2+	13	Devastator-3 (Vehicle)	

Selected Transports and Auxiliary Squads

Scout -- 206pts

 	2 X Praetorian Sniper Team				70pts		 1	
	Move 3"	Counter Measures E+3	Armour 7	Damage Points 3	Type Infantry 2+	Special Dodge 4+,Infiltrate 18",Resilient		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Sniper Rifles	0"	F/S/R	∞	18"	3	2+	4	RW-1,Penetrative
Sidearms	-	F/S/R	CQ	CQ	6	-	2	RW-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".								



 	4 X Wolverine A					72pts	 1		
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	9"	A	11	1	Tank				
Punisher Minigun	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
	-	F/S/R	36"	12"	1	2+	6	AA-2	




 	4 X Wolverine B					64pts	 1		
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	9"	A	11	1	Tank				
Phoenix Missile Launcher	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
	-	F/S/R	∞	9"	1	2+	9	Penetrative	

Selected Transports and Auxiliary Squads





Support -- 704pts

 		1 X Eagle Heavy Gunship				100pts			
		Move 18"	Counter Measures A	Armour 10	Damage Points 3	Type Aircraft	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Twin Heavy Railguns	6"	F	∞	24"	2	3+	11		
Multi Missile Pods	6"	F/S (Right)	36"	6"	2	3+	9		
Multi Missile Pods	6"	F/S (Left)	36"	6"	2	3+	9		
Twin Gatling	24"	F	24"	12"	4	4+	3		

 		1 X Ferrum Drone Base				155pts		 18	
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		3"	A	12	5	Tank	Rare, Large		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Twin Gatling (Left)	3"	F/S (Left)	24"	12"	4	4+	3		
Twin Gatling (Right)	3"	F/S (Right)	24"	12"	4	4+	3		
Point Defence Launchers	3"	F/S/R	36"	9"	2	3+	6	AA-2, Penetrative	

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




Drone Base: At any point during this units activation it may launch 4 Starsprite Drones . 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 2 squads of Starsprite Drones may be in play at any time for each Ferrum Drone Base on the board.

<div> </div>		1 X Starsprite Drones				0 pts			
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		30"	A	8	1	Aircraft-S			
Golden Arrow	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
	15"	F	24"	6"	1	3+	6	AA-2,Focus-3	




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




Self Destruct: At any time during this units activation, this squads owner may choose to remove the entire squad from the board. This doesn't give Kill Points for the enemy.



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. Starsprite Drones count as Scout units.



 	1 X Longbow Howitzer				30pts		 2	
	Move 0"	Counter Measures A	Armour 12	Damage Points 1	Type Tank	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Armour Piercing	0"	F	∞	24"	1	2+	10	Alt-1,Indirect
Daisy Cutter	0"	F	∞	24"	1	2+	8	Alt-1,Area,Indirect,Devastator-3 (Flammable Scenery)
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 Acc modifier. A squad can only be affected by Smart Smoke once at a time.



 	3 X Fireblade Light Tank					105pts		 2	
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	6"	A	14	1	Tank				
Flamethrower	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
-		F/S/R	6"	6"	6	2+	4	Flame	

 	1 X Crossbow					20pts		 2	
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	0"	A	12	1	Tank				
Sharpshot Laser	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
	0"	F	∞	∞	1	2+	10	Destroyer 5+	

<div> </div>		1 X Falcon A				40pts			
		Move 24"	Counter Measures A, E+4	Armour 10	Damage Points 1	Type Aircraft	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Twin Gatling Cannon	12"	F	∞	12"	1	3+	11		
Twin Gatling	12"	F	24"	12"	4	4+	3		

 	1 X Falcon B				50pts			
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	24"	A, E+4	10	1	Aircraft			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Multimissile (AP)	12"	F	36"	9"	2	3+	8	Alt-1, Penetrative
Multimissile (Airburst)	12"	F	36"	9"	2	3+	6	Alt-1, AA-2
Twin Gatling	9"	F	24"	12"	4	4+	3	

 	3 X Rapier				129pts		 2	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	4"	A	15	1	Tank			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Vindicator (Focussed)	-	F/S/R	∞	18"	3	3+	7	Alt-1, AA-2, Articulated
Vindicator (Wide)	-	F/S/R	24"	12"	8	3+	4	Alt-1, Articulated
Equalizer Machinegun	-	F/S	24"	12"	2	3+	3	




 		1 X Osprey Light Gunship			75pts			
		Move 24"	Counter Measures A, E+2	Armour 10	Damage Points 2	Type Aircraft	Special Resilient	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Light Railguns	12"	F	∞	12"	2	3+	9	
Twin Gatling	-	F	24"	12"	4	4+	3	
Multimissile (Airburst)	12"	F	36"	9"	2	3+	6	AA-2




Selected Transports and Auxiliary Squads









Auxiliary -- 0pts





Selected Transports and Auxiliary Squads



 	1 X Albatross				60pts	 18		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	18"	A	10	9	Aircraft			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Machineguns	9"	F/S/R (Left)	36"	12"	4	4+	4	
Machineguns	9"	F/S/R (Right)	36"	12"	4	4+	4	
Twin Gatling	9"	F	24"	12"	4	4+	3	
May take missile pods for +5 Points								



 	1 X Condor				30pts	 6		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	18"	A	10	3	Aircraft			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Gatling	9"	F	24"	12"	4	4+	3	
May take missile pods for +5 Points								



 	1 X Raven A				25pts	 2		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	24"	A	10	1	Aircraft			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Gatling	9"	F	24"	12"	4	4+	3	
May take missile pods for +5 Points								



 	1 X Raven B				15pts		 2	
	Move 24"	Counter Measures A	Armour 10	Damage Points 1	Type Aircraft	Special		
Twin Gatling	M&F 9"	Arc F	R(F) 24"	R(C) 12"	Shots 4	Acc 4+	E 3	Special
May take missile pods for +5 Points								





<div></div> <div></div>	1 X Bear				15pts		<div>3</div> <div>3</div>	
	Move 6"	Counter Measures A	Armour 13	Damage Points 2	Type Tank	Special		
Twin Gatling	M&F 9"	Arc F	R(F) 24"	R(C) 12"	Shots 4	Acc 4+	E 3	Special

 	1 X Archangel Tactical Bomber				50pts			
	Move 24" - 36"	Counter Measures A, E+5	Armour 10	Damage Points 1	Type Aircraft	Special Fast,Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Incendiary Missiles	-	F	8"	8"	1	2+	2	Incendiary
Twin Gatling	-	F	24"	12"	4	4+	3	
Incendiary: This weapon causes 3D3 Collateral Damage tokens when targeting Scenery								

 	1 X Archangel Interceptor				45pts				
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	24" - 36"	A, E+5	10	1	Aircraft	Fast,Rare			
Retribution Cannons	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
	-	F	∞	12"	2	3+	7	AA-3	

 	1 X Seraphim Retaliator				90pts				
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	24" - 28"	A, E+4	12	2	Aircraft	Fast,Rare			
Heavenfire (Focused)	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
	-	F	12"	12"	1	2+	12	Alt-1	
Heavenfire (Firestorm)	-	F	12"	12"	4	2+	4	Alt-1,Flame	
Missile Cluster	-	F	12"	12"	2	4+	11	Area,Cover (All),Limited-4	

 	1 X Seraphim				110pts			
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	24" - 28"	A, E+4	12	2	Aircraft	Fast,Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Heavenfire (Focussed)	-	F	12"	12"	1	2+	12	Alt-1
Heavenfire (Firestorm)	-	F	12"	12"	4	2+	4	Alt-1,Flame
Bunker Buster Spread	-	F	12"	12"	1	2+	10	Devastator-4 (Scenery)

 	1 X Panda			15pts		 6  3	
	Move	Counter Measures	Armour	Damage Points	Type	Special	
	6"	A	13	2	Tank		

Scan Booster Unit: The trailer contains the Scan Boost Unit. All Scan Tokens within 6" of the Scan Booster Unit can be used by any friendly units within 6". Additionally if a friendly unit within 6" of the Scan Booster Unit makes a shooting action, it may use a Scan token to gain a reroll for any damage roll on that shooting action.

Auxiliary Group

1 x Albatross
 1 x Condor
 1 x Raven A
 1 x Raven B
 1 x Bear
 1 x Archangel Tactical Bomber
 1 x Archangel Interceptor
 1 x Seraphim Retaliator

9/29/2020

Dropzone Commander Basic Army List

1 x Seraphim

1 x Panda