











Command

 	Kodiak		125pts		 6			1
	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)




 	Phoenix Command Gunship		190pts					1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	16"	A	10	9	Aircraft			
Missile Battery	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	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	

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.

 		X-116 Super Phoenix		220pts				1
		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".								




 		Wolf		60pts		 2		1
		Move 9"	Counter Measures A	Armour 12	Damage Points 4	Type Tank	Special	
	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.								


Standard




 	Katana Light Tank		35pts		 2		3 - 9	
	Move 6"	Counter Measures A	Armour 14	Damage Points 1	Type Tank	Special		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	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 Acc modifier until it is next activated.

 	Sabre		33pts		 2		3 - 9	
	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	




Troops

 	Mortar Team		35pts		 1		2	
	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.

 	Flak Team		35pts		 1		2	
	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.




 	Legionnaires		22pts		 1		2 - 3	
	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




Heavy

<div></div> <div></div>		Gladius		55pts		<div></div> 3		2 - 6	
		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		




<div></div> <div></div>		Scimitar		50pts		<div></div> 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	
Marksman Laser	1"	F	∞	∞	1	2+	11	Destroyer 6+	
Twin Gatling	3"	F/S	36"	12"	4	3+	4		

<div></div> <div></div>	Claymore		90pts		<div></div> 6		1 - 3	
	Move 4"	Counter Measures A	Armour 15	Damage Points 4	Type Tank	Special		
	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	

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

 	Hazard Suit Team		35pts		 1		2	
	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.

<div></div> <div></div>		Praetorians		40pts		 1		2 - 3	
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		2"	-	7	5	Infantry 2+	Dodge 4+,Rapid Insertion 4"		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
SMG Special	-	F/S/R	12"	6"	10	2+	2	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	

Support

 	Eagle Heavy Gunship		100pts					1	
	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		



Ferrum Drone Base		155pts	 18	1	
Move 3"	Counter Measures A	Armour 12	Damage Points 5	Type Tank	Special 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 unit's 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.






Starsprite Drones		0pts				1 - 8
Move 30"	Counter Measures A	Armour 8	Damage Points 1	Type Aircraft-S	Special	

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Golden Arrow	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.




 	Longbow Howitzer		30pts	 2		1 - 4	
	Move	Counter Measures	Armour	Damage Points	Type	Special	
	0"	A	12	1	Tank		

	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.


 	Fireblade Light Tank		35pts	 2		3 - 9	
	Move	Counter Measures	Armour	Damage Points	Type	Special	
	6"	A	14	1	Tank		




	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Flamethrower	-	F/S/R	6"	6"	6	2+	4	Flame



 	Crossbow		20pts	 2		1 - 4	
	Move	Counter Measures	Armour	Damage Points	Type	Special	
	0"	A	12	1	Tank		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Sharpshot Laser	0"	F	∞	∞	1	2+	10	Destroyer 5+




 	Falcon A		40pts					1 - 4
	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
Twin Gatling Cannon	12"	F	∞	12"	1	3+	11	
Twin Gatling	12"	F	24"	12"	4	4+	3	




 	Falcon B		50pts					1 - 2
	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	




 	Rapier		43pts		 2			3
	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	

 	Osprey Light Gunship		75pts					1 - 2
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	24"	A, E+2	10	2	Aircraft	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



Scout

 	Praetorian Sniper Team		35pts		 1			2 - 3
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	3"	E+3	7	3	Infantry 2+	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".								

 	Wolverine A		18pts		 1			4 - 8
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	9"	A	11	1	Tank			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Punisher Minigun	-	F/S/R	36"	12"	1	2+	6	AA-2

 	Wolverine B		16pts		 1		4 - 8	
	Move 9"	Counter Measures A	Armour 11	Damage Points 1	Type Tank	Special		

Phoenix Missile Launcher	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	-	F/S/R	∞	9"	1	2+	9	Penetrative



<div> </div>	EAA Columbus Battlewalker		70pts					1 - 3
	Move 6"	Counter Measures A	Armour 14	Damage Points 3	Type Walker	Special		

	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.




Auxiliary

 	Archangel Tactical Bomber		50pts					1 - 2	
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	24" - 36"	A, E+5	10	1	Aircraft	Fast,Rare			
						</			

Incendiary: This weapon causes 3D3 Collateral Damage tokens when targeting Scenery



	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	
Missile Pods	9"	F	36"	9"	1	3+	8	Penetrative

 	Condor		30pts		 6		1 - 99	
	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 Gatling	9"	F	24"	12"	4	4+	3	
Missile Pods	9"	F	36"	9"	1	3+	8	Penetrative

May take missile pods for +5 Points






	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Gatling	9"	F	24"	12"	4	4+	3	
Missile Pods	9"	F	36"	9"	1	3+	8	Penetrative

May take missile pods for +5 Points







	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Gatling	9"	F	24"	12"	4	4+	3	
Missile Pods	9"	F	36"	9"	1	3+	8	Penetrative



May take missile pods for +5 Points



 	Raven B		15pts		 2		1 - 99	
	Move 24"	Counter Measures A	Armour 10	Damage Points 1	Type Aircraft	Special		



	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Gatling	9"	F	24"	12"	4	4+	3	
Missile Pods	9"	F	36"	9"	1	3+	8	Penetrative



May take missile pods for +5 Points



 	Bear		15pts		 3  3		1 - 99	
	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

 	Seraphim Retaliator		90pts					1
	Move 24" - 28"	Counter Measures A, E+4	Armour 12	Damage Points 2	Type Aircraft	Special Fast,Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Heavenfire (Focused)	-	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

 	Seraphim		110pts					1
	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)

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

 	Mauler		23pts					1 - 3
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	12"	-	14	2	Walker	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		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Killing Tools	-	F/S/R	3"	3"	4	2+	9	
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.

 	Panda		15pts		 6  3		1 - 99	
	Move 6"	Counter Measures A	Armour 13	Damage Points 2	Type Tank	Special		

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.