

5		Kodiac Co	ommand A	CV	125pts	6	)	1
		Move	Counte Measur	Δ.	rmour	Damage Points	Туре	Special
		4	A		14	4	Tank	
	M&F	Arc	R(F)	R(C)	Sh	nots Ao	ee E	Special
Orbital Strike	0	F/S/R	infinite	infinite	1	3	13	Area,Devastator-2 (Scenery),Indirect

<b>**</b>		Phoeni: G	1 1	190pts				1	
	A III	Move	Counte Measur	Arm	our		mage pints	Туре	Special
	-	16	A	1	0		9	Aircraft	
	M&F	Arc	R(F)	R(C)	Sho	ots	Acc	E	Special
Missile Battery	4	F	36	9	1		3	10	Area,Limited 2
AA Battery	8	F/S/R	36	9	2		3	6	AA -2
Minigun Triad	8	F/S (left)	36	12	3		2	6	Focus-3
Minigun Triad	8	F/S (right)	36	12	3		2	6	Focus-3

Self-Repair: 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, roll a dice. On a 1-3 it is destroyed. On a 4-5 it replenishes 2 DamagePoints, and on a 6 it replenishes 3 Damage Points.

		Wolf Co	mmand LA	V	60 <sub>I</sub>	pts	<b>2</b>		1
		Move	Counte Measur		Armou		mage pints	Туре	Special
		9	A	İ	12	İ	3	Tank	
	M&F	Arc	R(F)	R(	C)	Shots	Acc	E	Special
AP Multi- Missile	-	F	12	8	1		2	8	Penetrative,Strafe-3,Alt-1
AA Multi- Missile	3	F	12	8	3		4	7	indirect,AA,Alt-1

		Ferrum	Drone Base	e 1	55pts		<b>==</b> 18		1
**			Counte Measur	es Arm	our	Damage Points		Туре	Special
		3	A	1	2		5	Tank	
	M&F	Arc	R(F)	R(C)	Sh	ots	Acc	E	Special
Point Defence Lasers	6	F/S/R	36	9	2		3	6	AA-2,Penetrative
Twin Gatling Gun	-	F/S (left)	24	12	4		4	3	
Twin Gatling Gun	-	F/S (right)	24	12	4		4	3	

Drone Base: At any point during this unit's activation it may launch 4 Starsprite Drones. These Starsprite Drones are placed in a squad on the board, following disembarking rules as if this unit was 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.

## **Standard**

<b>*</b>		Sab	ore Tank		35pts		2		3 - 9
		Move Counter Measures			Armour		mage pints	Туре	Special
		4	A		15		1	Tank	
	7.50	I .	1		1 ~~		1 .		
	M&F	Arc	R(F)	R(C)	) Sh	ots	Acc	E	Special
Avenger Railgun	_	F/S/R	infinite	24	1		1	10	Articulated
Gatling Gun	-	F	36	12	2		3	3	

录表		Katana I	35	pts	<b>==</b> 2		3 - 9	
		Move	Counter Measures	Armo	1117	mage ints	Туре	Special
		6	A	14		1	Tank	
	M&F	Arc	R(F)	R(C)	Shots	A	cc E	Special
Twin Cannon	-	F/S/R	48	18	2	2	9	
Flamethrower	-	F/S/R	6	6	6	3	4	Flame

Smoke Lauchers: Instead of making a Shooting action, this squad may Launch Smoke. Until the end of the round, weapons targeting this squad and other units within 2" of any unit in this squad suffer a +2 Accuracy modifier.

This unit may replace is Twin Cannon with a Flamethrower for no cost

## Troops

'A	7	Legionnaires			-	20pts		<b>iņi</b> 1				2 - 3
12	tet.	Move	Count Measur		Arm	our		mage oints	Т	ype		Special
		2	-		7			5	Infa	ntry 4+		
	M&F	Arc	R(F)	R	.(C)	Sh	ots	Acc	c	E		Special
Assault Rifles	-	F/S/R	36	9		4		3	3	3	Red	luced-1
Missile Launcher	0	F/S/R	infinite	9		1		3	9	)		
Close Assault Rifles	-	-	CQ	CQ		4		-	3	3	Red	luced-1

<b>A</b>			Praetorian Spec-Ops								2 - 3
		Move	Counte Measur	A 101	nour		mage oints		Туре		Special
		2	-		7		5	Inf	antry 2+		dge 4+,Rapid Insertion 4
	M&F	Arc	R(F)	R(C)	Sh	ots	Acc	C	E		Special
SMG Special	-	F/S/R	12	6	10		2		2	Red	uced-2
SMG Close	-	-	CQ	CQ	10		3		2	Alt-	1,Reduced-2
Assault Grenades	-	-	CQ	CQ	5		-		5	Alt-	1,Reduced-1



747		Gladius	Heavy Tan	ık	:	55pts		3			2 - 6
		Move	Count Measur		Arm	our		mage oints	Туре		Special
		3	A		1:	5		2	Tank		
	M&F	Arc	R(F)	R	(C)	Shot	S	Acc	E		Special
Twin Avenger Railguns	-	F/S/R	infinite	24	2	2	1		10	Articul	ated
Twin Gatling Gun	-	F	36	12		ŀ	3		3		
Quake Accelerated Mortar	_	F	24	24	1		3		9	Area,in 2 (Scen	direct,Devestator- ery)
This unit ma	y replace	its Twin Av	enger Railg	guns	with a	Quake	e Acc	elerated	Mortar for	r no cost	
747		Scimitar	Heavy Tar	ık		50pts		3			2 - 4
		Move	Count Measur		Arm			mage oints	Туре		Special
		3	A		1:	5		2	Tank		
	M&F	Arc	R(F)	F	R(C)	Sh	ots	Aco	E		Special
Marksman Laser	1	F	infinite	inif	ite	1		2	11	Des	stroyer 6+
Twin Gatling Gun	-	F	36	12		4		3	3		
Marksman L	Laser: The	Accuracy of	f this weap	on n	nay not	be mo	odifie	ed by me	ore than +2	total	
747		Broadswor	rd Super He Tank	eavy	3	85pts		<b>6</b>			1 - 3
		Move	Count Measur		Arm	our		mage oints	Туре		Special
		4	A		1:	5		4	Tank		
	M&F	Arc	R(F)	F	R(C)	Sh	ots	Aco	E		Special
Mythslayer Railgun	-	F/S/R	infinite	36		1		1	11		vastator-2 hicle)

11/2021					В.ор.			ici Offica				
74	7	Roc He	avy Gunshi	р	2	20pts						1
		Move	Counte Measur		Arm	our		mage pints		Туре		Special
		16	A		10	)		9	A	ircraft	Co	mmand Centre
	M&F	Arc	R(F)	R(	<b>C</b> )	Sh	ots	Acc		E		Special
Missile Battery	4	F	36	9		1		3		10	Are	a,Limited 2
Twin Missile Pods	4	F	36	9		2		3		8	Pen	etrative
AA Battery	4	F/S/R	36	9		2		3		6	AA	-2
Minigun Triad	4	F/S (left)	36	C12		3		2		6	Foc	rus-3
Minigun Triad	4	F/S (right)	36	12		3		2		6	Foc	eus-3
Minigun Triad	4	F	36	12		3		2		6	Foc	eus-3

## **Exotic**

2/2		Haz	ard Suits		3	35pts					2
		Move	Counte Measur		Arm	our		mage oints	Туре		Special
		1	<u> </u>		9	1		3	Infantry 2+		Resilient
	M&F	Arc	R(F)	R	R(C)	Sh	ots	Acc	e E		Special
Compact Railguns	0	F/S/R	infinite	24		3		1	6	Foc	us-2,Reduced-1
Powered Armor	-	F/S/R	CQ	CQ		3		-	5	Red	uced
		Flak	AA Team		3	35pts		iți 1			2
		Move	Counte Measur		Arm	our		mage oints	Туре		Special
		2	A		7			6	Infantry 4+		Resilient
	M&F	Arc	R(F)	R	R(C)	Sh	ots	Acc	e E		Special
Flak Cannons	0	F/S/R	30	18		3		3	6	AA-	-2,Reduced-1
Loader: this	s unit reduc	es its Shots	value by 1	for e	every 2	Dam	age P	oints lo	st, instead of	every	l Damage Point.



7		Rapier AA Tank			40pts		<b>==</b> 2		3
		Move	Counte Measur	Δ1	rmour		mage pints	Type	Special
		4	A		15		1	Tank	
	MOE	I .	D (E)	D(C)	CI.		I 4		
	M&F	Arc	R(F)	R(C)	Sh	ots	Acc	E	Special
AA Vindicator	-	F/S/R	infinite	18	3		3	7	Alt- 1,Articulated,AA-2
Wide Vindicator	-	F/S/R	24	12	8		3	4	Alt-1,Articulated
Gatling Gun	-	F	36	12	2		3	3	

7	<b>X</b>	Long	gbow Howi	tzer	30pts	2		1 - 4
		Move	Δ.	inter sures	Armour	Damage Points	Туре	Special
		0		4	12	1	Tank	
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Armour Piercing Shell	-	F	infinite	24	1	3	10	Alt-1,Indirect
Daisy Cutter Shell	-	F	infinite	24	1	2	8	Alt- 1,Area,Indirect,Devastator- 6 (Flammable Scenery)

Smart Smoke: Instead of making a Shooting action, this squad may launch Smart Smoke. Pick a friendly squad in line of sight that is in coherency. Until the end of the round, weapons targeting this squad and other units within 2" of any unit in this squad suffer a +2 Accuracy modifier.

			ssbow Laser Artillery		2	25pts		<b>2</b>			1 - 4
		Move	Count Measur		Arm	our		mage oints	Type		Special
		0	A	j	12	2		1	Tank		
	M&F	Arc	R(F)	R	2(C)	Sh	ots	Acc	E		Special
Marksman Laser	-	F	infinite	infiı	nite	1		2	11	Des	troyer 6+

		N	Aortar Te	am	35	pts					2
1		Mov	7 (A)	ounter easures	Armo	ur		amage Points	Туре		Special
		2	j	-	7			6	Infantry 4+		Resilient
	M&F	Arc	R(F)	R(C)	Shots	A	cc	E		Spec	ial
Mortar Round	0	F/S/R	48	48	3	4		6	Alt- 1,Area,Indire 1	ect,Pen	etrative,Reduced-
Concussion Round	0	F/S/R	48	48	3	4		-	Alt-1,Indirec	t,Redu	ced-1

Loader: This unit reduces its Shots value by for 1 every 2 Damage Points lost, instead of every 1 Damage Point. Mortar Round: This weapon cannot combine its fire from the Reduced rule

Concussion Round: 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.

		Falcon L	ight Gunsh	ip ·	40pts		iți 1		1 - 4
		Move	Counte Measur	Arm	our		mage oints	Туре	Special
		24	A, E+4	4 1	0		1	Aircraft	
	M&F	Arc	R(F)	R(C)	Sh	ots	Aco	e E	Special
Twin Minigun	12	F	36	12	2		2	6	Focus-3
Concussion Round	12	F	24	12	4		4	3	
AP Multi- Missile	12	F	12	8	1		2	8	Alt- 1,Penetrative,Strafe- 3
AA Multi- Missile	12	F	12	8	3		4	7	Alt-1,AA-2
This unit ma	y replace i	ts Twin Mi	nigun with	AP and AA	Mult	i-Mis	siles fo	r+10 points.	

		Osprey L	ight Gunsh	ip	75pts						1 - 2
		Move	er Arm	our		mage oints	П	Гуре		Special	
		24	A, E+2	2   10	10		2   Aircraft		rcraft		Resilient
	M&F	Arc	R(F)	R(C)	She	ots	Acc		E		Special
Twin Light Railguns	12	F	infinite	12	2		3	9	9		
Multi- Missile (AA)	12	F	12	8	3		4	,	7	AA	-2
Twin Gatling Gun	12	F	24	12	4		4		3		

		Eagle He	eavy Gunsh	ip	1	00pts						1
		Move	Counte Measur	sures Armour Point				Туре		Special		
		18	A		10 3		3 Aircraft					
	M&F	Arc	R(F)	R(	A(C) Shots		Acc	ec E			Special	
Twin Heavy Railguns	6	F	infinite	24		2		1		11		
Compound Missile Pods	6	F/S (left)	36	6		2		3		8	Pen	etrative
Compound Missile Pods	6	F/S (right)	36	6		2		3		8	Pen	etrative

## Scout

	7	Praetor	rian Snipers	3	3	5pts		iii 1			2 - 3
			Move Counter Measures		Armour			mage pints	Type		Special
			E+4	Ì	7			3	Infantry	Infilt	rate 18,Resilient
	3/10/5	1 4	D (T)	D//	(I)	C1	,	I .		ı	C
	M&F	Arc	R(F)	R(0	C)	Sh	ots	Acc	E		Special
Sniper Rifles			infinite	24		3		2	4		uced- estroyer-6+
Sidearms	-	-	CQ	CQ		3		-	2	Red	uced-1

				'					
<b>(</b> ())		Wolverine	Scout Bugg	y 2	0pts		<b>1</b>		4 - 8
		Move	Counter Measure	Armo	our	Dan Poi	nage nts	Туре	Special
		9	A	11	Ì	]		Tank	
	M&I	Arc	R(F)	R(C)	Sh	ots	Acc	E	Special
Missile Pod	-	F/S/R	36	9	1		3	8	Penetrative
Minigun	-	F/S/R	36	12	1		2	6	AA-2
Light Flamethrower	-		3	3	3		3	24	Flame
This unit may	renlace i	its Missile Pa	nd with a M	inigun or a	Light	t Flan	nethrower	for no cos	ut

I his unit may replace its Missile Pod with a Minigun or a Light Flamethrower for no cost.

			Columbus ewalker	7	0pts					1 - 3
		Move	Counter Measure	Arma	our		nage ints	Ту	pe	Special
		6	A	14		(	3	Wal	ker	
	M&F	Arc	R(F)	R(C)	5	hots	A	cc	E	Special
Twin Punisher Cannons	3	F/S/R	infinite	18	2		2	1	0	
Missile Pod	-	F	36	9	1		3	8	}	Penetrative
AA Cannon	_	F/S/R	36	18	2		3	6	- )	AA-2
Heavy Flamethrower	-	F/S/R	6	6	6		3	4		Flame

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" 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 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.



			ar APC		15pts		1 cT		1
		Move	Counte Measur	△ 1°1	mour		mage oints	Type	Special
		6	A	İ	13		2	Tank	
	M&F	Arc	R(F)	R(C)	Sh	ots	Acc	E	Special
Twin Gatling Gun	12	F	24	12	4		4	3	

Panc	la APC	15pts	2 1		1
Move	Counter Measures	Armour	Damage Points	Туре	Special
6	A	13	2	Tank	

Scan Booster Unit: All Scan Tokens within 6 inches of this unit can be used by any friendly units within 6 inches. Additionally, if a friendly unit within 6 inches of the Scan Booster Unit makes a shooting action, it may use a Scan token to re-roll any failed damage rolls for that shooting action.

		Condo	r Dropship	Dropship 30pt		30pts		<b>=</b> 6				1
		Move	Counte Measur		Arm	our		mage oints	<i>r</i>	Гуре		Special
		18	A		10	)		3	A	ircraft		
	1	1	•	1		1		1			1	,
	M&F	Arc	R(F)	R	(C)	Sh	ots	Acc		$\mathbf{E}$	ļ	Special
Cluster Missile Array	-	F	-	-		1		3		6	Are	a,Penetrative
Twin Gatling Gun	-	F/S	36	12		4		3		3		

11/2021					ыор.	zone Co	лппапо	ier Onits			
		Albatross I	Heavy Drop	ship	(	60pts		<b>==</b> 18	3		1
		Move	Counte Measur		Arm	our		mage oints	Type		Special
		18	A		10	)		6	Aircraft		
	M&F	Arc	R(F)	R	R(C)	Sh	ots	Acc	E	ļ	Special
Twin Gatling Gun	9	F	24	12		4		4	3		
Twin Gatling Gun	9	F/S	12	12		4		4	3		
Twin Gatling Gun	9	F/S	24	12		4		4	3		
		Raven Li	ght Troopsl	nip	,	25pts					1
		Move 24	Counte Measur A		Arm			mage oints	Type Aircraft		Special
	M&F	Arc	R(F)		R(C)		ots	Acc		<u>                                     </u>	Special
Twin	MIXI	Aic	K(r)	IN	(C)	SII	ULS	Acc			Special
Gatling Gun	12	F	24	12		4		4	3		
		Raven L	ight Dropsh	ip		15pts		<b>2</b>			1
		Move	Counter Measures		Armour		Damage Points		Туре		Special
		24	A	j	10		1		Aircraft		
	M&F	Arc	R(F)	F	R(C)	Sh	ots	Acc	E		Special
Twin Gatling Gun	12	F	24	12		4		4	3		

		Archangel Interceptor			45pts				1 - 2		
		Move	Counte Measur	A 1º1	Armour		mage oints			Special	
		24-36	A, E+5	5	10		3	Aircra	ıft	Fast,Rare	
	M&F	Arc	R(F)	R(C)	Sh	ots	Acc		E	Special	
Retribution Cannons	-	F	infinite	12	2		3	7		AA-3	

		Archangel Tactical Bomber			50pts				1 - 2	
		Move	Count Measur	A	Armour		mage oints	Туре	Special	
<b>*</b>		24-36	A, E+	5	10		1	Aircraft	Fast,Rare	
	M&F	Arc	R(F)	$\mathbf{R}(\mathbf{C})$	R(C) SI		Acc	$\mathbf{E}$	Special	
Incendiary Missiles	-	F	8	8	1		2	2	Incendiary	
Twin Gatling Gun	-	F	24	12	4		4	3		
Incendiary	Missiles: If	this weapo	n hits a sce	nery pie	ce, it cau	ses 3I	D3 Colla	ateral Dama	ge tokens to be placed.	

		Seraph	90pts							1		
		Move	Counter Measures		Armour		Damage Points		Type Aircraft			Special
		24-28	A-E+4		12		2				Fast,Rare	
	M&F	Arc	R(F) R(C) Shots		ots	Aco	c E			Special		
Focused Heavenfire	-	F	12	12	1		2			12		1
Firestorm Heavenfire	-	F	12	12	4			2		4		1,Flame
Missile Cluster	-	F	12	12		2		3		11		a,Cover ),Limited-4
Bunker Buster	-	F	12	12		1		5		10		rastator-4 enery)