



HERA COMMAND WALKER					80 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, E+1	14	3	WALKER	RAPID INSERTION 8"

SQUAD SIZE: 1-2



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
LIGHT RAILGUN PAIR	12"	F/S	∞	24"	2	2+	10	-

THRUSTERS

When making a Moving action on a turn that it hasn't disembarked, this unit may move 18", ignoring scenery pieces up to 8" high. Enemy AA weapons may choose to Reaction Fire against a Hera when it does this, counting it as an Aircraft with Armour 11.

NEURAL UPLINK NETWORK

If a unit from this squad has a Commander mounted, the highest level Commander is used by every unit in the squad. That means that Command Value and Influence can be measured from any unit in the squad, and if one unit is destroyed, the Commander is counted as being in the other unit.



NEMESIS CONTROL SCORPION					165 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A	14	8	WALKER	LARGE, RESILIENT

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
NEMESIS LASER	-	F/S	∞	∞	1	2+	12	ARTICULATED, DEVASTATOR-2 (BEHEMOTH, VEHICLE)
LIGHT RAILGUN	-	F/S (LEFT)	∞	24"	1	2+	10	-
LIGHT RAILGUN	-	F/S (RIGHT)	∞	24"	1	2+	10	-



PROTEUS MOBILE COMMAND POST					75 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
16"	A	12	3	AIRCRAFT	-

SQUAD SIZE: 1

EM FIELD RELAY

EM Field Relay: Enemy weapons have a +1 Accuracy penalty if they target a unit within 6" of **at least one unit** with this special rule. Behemoths are unaffected by this rule.

COMMAND POST

When this unit is landed, increase its Command Radius by 6".

DISRUPTION OVERCHARGE

If this unit is landed, it may use one of its actions to activate a Disruption Overcharge. Pick an enemy unit within line of sight and roll 1 dice. On a 2+ that unit's squad suffers a +2 Accuracy penalty to all of its weapons until the end of the round.



ARES WALKER					35 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
3"	A	14	2	WALKER	-

SQUAD SIZE: 1-6



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
RAILGUN	-	F/S	∞	24"	1	2+	11	-
MINIGUN	-	F/S	36"	12"	2	3+	4	-

SCANNING ARRAY

If this unit hasn't disembarked this turn, its Accuracy may not be modified by more than +1 total.



PHOBOS AA WALKER					60 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
3"	A	14	2	WALKER	-

SQUAD SIZE: 1-6



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
RAIL REPEATER	-	F/S	∞	24"	3	2+	7	AA-2
MINIGUN	-	F/S	36"	12"	2	3+	4	-



MENCHIT WALKER					40 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
3"	A	14	2	WALKER	-

SQUAD SIZE: 1-6

This unit may replace its Flamethrower with a Styx Autocannon for free.

This unit may replace its Triple Minigun with Foeslayer Missiles and a Minigun for +10 points.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
FLAMETHROWER	-	F/S	9"	9"	8	3+	4	FLAME
TRIPLE MINIGUN	-	F/S	36"	12"	6	3+	4	-
OPTIONAL WEAPONS								
STYX AUTOCANNON	-	F/S	24"	18"	3	4+	6	STRAFE-2
FOESLAYER MISSILES	-	F/S	48"	12"	1	3+	10	DEVASTATOR-2 (VEHICLE)
MINIGUN	-	F/S	36"	12"	2	3+	4	-



ANGELOS JETSKIMMER					30 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, E+1	13	2	SKIMMER	-

SQUAD SIZE: 2-4

This unit may replace its Smoothbore with a Flamethrower for +5 points.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
SMOOTHBORE	-	F/S/R	∞	12"	1	2+	10	DEVASTATOR-3 (SCENERY)
OPTIONAL WEAPONS								
FLAMETHROWER	-	F/S	9"	9"	8	3+	4	FLAME

SUPPLEMENTARY TRANSPORT

If taken as a Standard Choice, this unit can begin the game with its transport Capacity empty.



DIANA JETSKIMMER					35 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
8"	A, E+2	13	1	SKIMMER	-

SQUAD SIZE: 2-4



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
MOLECULAR AGITATOR	-	F/S/R	24"	18"	2	2+	8	DEVASTATOR-2 (VEHICLE), FOCUS-2

MOLECULAR ABSORBERS

When shooting, this unit's whole squad may combine its shots with the Focus special rule. However, all units doing so must be in coherency and line of sight of each other.



IMMORTALS					35 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
2"	-	8	5	INFANTRY 4+	-

SQUAD SIZE: 2



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ASSAULT RIFLES	1"	F/S/R	24"	9"	8	3+	3	REDUCED-2
LONGREACH RIFLE	0"	F/S/R	∞	24"	1	2+	7	COVER (SOFT, BODY), PENETRATIVE
CLOSE ASSAULT RIFLES	-	-	CQ	CQ	10	-	3	REDUCED-2



LONGREACH SNIPERS					45 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
2"	E+3	8	5	INFANTRY 4+	RARE

SQUAD SIZE: 2



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
LONGREACH RIFLES	0"	F/S/R	∞	24"	5	2+	7	COVER (SOFT, BODY), PENETRATIVE, REDUCED-1
SIDEARMS	-	-	CQ	CQ	5	-	2	REDUCED-1



ODIN HEAVY WALKER					65 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
2"	A, P5+	15	2	WALKER	-

SQUAD SIZE: 1-6

This unit may replace its Dual Railguns with either Dual Smoothbores or a Hyperion Laser for no cost.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
DUAL RAILGUNS	-	F/S	∞	24"	2	2+	11	-
MINIGUN	-	F/S	36"	12"	2	3+	4	-
OPTIONAL WEAPONS								
DUAL SMOOTHBORES	-	F/S	∞	12"	2	2+	10	DEVASTATOR-3 (SCENERY)
HYPERION LASER	-	F/S	∞	∞	1	2+	11	DESTROYER 5+



ZEUS GUARDIAN WALKER					80 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
2"	A, P3+	15	2	WALKER	COMMAND CENTRE

SQUAD SIZE: 1-6



1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
RAILGUN	-	F/S	∞	24"	1	2+	11	-
MINIGUN	-	F/S	36"	12"	2	3+	4	-

DEFENCE NETWORK

Any friendly Walker unit without the Large special rule within 3" of this unit gains a 5+ Passive Countermeasures save, if it doesn't already have one.



HADES SCORPION					160 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A	14	8	WALKER	LARGE, RARE, RESILIENT

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
SUPER-HEAVY RAIL REPEATER	-	F/S	∞	36"	1	2+	12	ARTICULATED, STRAFE-3
NANOMACHINE SWARM	-	F/S/R	24"	24"	1	2+	10	AREA, INDIRECT, TECH KILLER
HEAVY MINIGUN	-	F/S (LEFT)	48"	18"	3	2+	6	-
HEAVY MINIGUN	-	F/S (RIGHT)	48"	18"	3	2+	6	-

WHITE NANOMACHINES

Once per activation pick one friendly damaged non-Behemoth Vehicle within 9". That Vehicle replenishes one Damage point. Units with the Large Special Rule instead replenish two Damage points.

**BELLONA ORDNANCE SCORPION**

155 PTS

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A	14	8	WALKER	LARGE, RESILIENT

SQUAD SIZE: 1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
VANQUISHER CANNON	2"	F/S	∞	18"	1	2+	13	ARTICULATED, DEVASTATOR-3(ALL)
LIGHT RAILGUN	-	F/S (LEFT)	∞	24"	1	2+	10	-
LIGHT RAILGUN	-	F/S (RIGHT)	∞	24"	1	2+	10	-



TIAMAT ORDNANCE SHIP					190 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
16"	A	11	6	AIRCRAFT	-

SQUAD SIZE: 1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
SUPER HEAVY RAIL CANNONS	4"	F	∞	24"	1	3+	13	DEVASTATOR-2 (ALL), STRAFE 2
STEALTH MISSILE BATTERY	9"	F	36"	12"	1	3+	7	PENETRATIVE

**LOKHEIRA BULK WALKER**

125 PTS

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A, P5+	14	4	WALKER	-

SQUAD SIZE: 1-2

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
LIGHT RAILGUN PAIR	-	F	∞	24"	2	2+	10	-
RAIL REPEATER PAIR	-	F/S	∞	24"	3	2+	7	AA-2, STRAFE-2
MINIGUN PAIR	-	F	36"	12"	4	3+	4	-



MEDUSA					100 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	E+4	6	10	INFANTRY 2+	DODGE 4+, RARE, RESILIENT

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
NANOMACHINE SURGE	-	F/S/R	9"	9"	5	2+	5	FOCUS-2, REDUCED-1, FLAME
NANOMACHINE TENDRILS	-	-	CQ	CQ	10	-	4	REDUCED-1

NANOMACHINE SURGE

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

NANO-LEVITATION

This unit may move over scenery pieces up to 8" inches high.

WHITE NANOMACHINES

Once per activation, pick one friendly damaged non-Behemoth Vehicle within 9". That Vehicle replenishes one Damage point.



SIREN CORPS					50 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
3"	-	6	3	INFANTRY 3+	DODGE 2+, RAPID INSERTION 6"

SQUAD SIZE: 2



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
AUTOSENSING MAGNUMS	-	F/S/R	12"	6"	6	3+	5	COVER (ALL), REDUCED-2
ASSAULT MAGNUMS	-	-	CQ	CQ	6	-	5	REDUCED-2

**HELIOS SUPPORT JETSKIMMER**

45 PTS

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, E+1	13	2	SKIMMER	-

SQUAD SIZE: 2

This unit may replace its Aether Hive Nanomachines with 2 Galaxy Missile Launchers for +10 points.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
AETHER HIVE NANOMACHINES	-	F/S/R	18"	18"	5	2+	6	FOCUS-2, INDIRECT, TECH KILLER
OPTIONAL WEAPONS								
GALAXY MISSILE LAUNCHER	-	F/S/R	36"	12"	3	3+	6	AA-2, PENETRATIVE
GALAXY MISSILE LAUNCHER	-	F/S/R	36"	12"	3	3+	6	AA-2, PENETRATIVE



TARANIS ARTILLERY TANK					50 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	12	2	TANK	-

SQUAD SIZE: 2-4

This unit may replace AP and Daisy Cutter Constellation Missiles with a Thor Bombard for no cost.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
AP CONSTELLATION MISSILE	0"	F	∞	18"	1	3+	12	ALT-1, INDIRECT, DESTROYER 5+
DAISY CUTTER CONSTELLATION MISSILE	0"	F	∞	18"	1	2+	5	ALT-1, AREA, INDIRECT, DEVASTATOR-4 (FLAMMABLE SCENERY)
OPTIONAL WEAPONS								
THOR BOMBARD	0"	F/S/R	24"	18"	1	3+	11	INDIRECT, AREA

**APOLLO STRIKE WALKER**

40 PTS

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	13	2	WALKER	RAPID INSERTION 8"

SQUAD SIZE: 1-6

This unit may replace its Railgun with an Anti-Materiel Gun for free.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
RAILGUN	-	F/S	∞	24"	1	2+	11	-
OPTIONAL WEAPONS								
ANTI-MATERIEL GUN	6"	F/S	24"	12"	4	2+	6	COVER (ALL), FLAME, TECH KILLER

THRUSTERS

When making a Moving action on a turn that it hasn't disembarked, this unit may move 18", ignoring scenery pieces up to 8" high. Enemy AA weapons may choose to Reaction Fire against an Apollo when it does this, counting it as an Aircraft with Armour 11.



EREBOS EM WALKER					40 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	13	2	WALKER	-

SQUAD SIZE: 1-6

This unit may replace its Railgun with an Anti-Materiel Gun for free.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
RAILGUN	-	F/S	∞	24"	1	2+	11	-
OPTIONAL WEAPONS								
ANTI-MATERIEL GUN	6"	F/S	24"	12"	4	2+	6	COVER (ALL), FLAME, TECH KILLER

EM FIELD RELAY

Enemy weapons have a +1 Accuracy penalty if they target a unit within 6" of **at least one unit** with this special rule. Behemoths are unaffected by this rule.



PERSEPHONE HIVE SCORPION					155 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A	14	8	WALKER	LARGE, RESILIENT

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
NANOMACHINE SWARM	-	F/S/R	24"	24"	1	2+	10	AREA, INDIRECT, TECH KILLER
NANOMACHINE SWARM	-	F/S/R	24"	24"	1	2+	10	AREA, INDIRECT, TECH KILLER
HEAVY MINIGUN	-	F/S (LEFT)	48"	18"	3	2+	6	-
HEAVY MINIGUN	-	F/S (RIGHT)	48"	18"	3	2+	6	-

WHITE NANOMACHINES

Once per activation pick one friendly damaged non-Behemoth Vehicle within 9". That Vehicle replenishes one Damage point. Units with the Large Special Rule instead replenish two Damage points



AURORA JETSKIMMER					30 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
8"	A, E+2	13	1	SKIMMER	-

SQUAD SIZE: 2



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
SHIELD BEAMER	-	F/S/R	18"	12"	1	3+	-	-

SHIELD BEAMER

This unit can choose to target friendly or enemy units, but not units in the same squad. Scenery pieces and Behemoths cannot be targeted.

If this weapon hits, it does no damage, but every unit in the targeted unit's squad in coherency either increases or decreases its Passive Countermeasures by 1 until the end of the round. A unit without Passive Countermeasures will gain 6+ Passive Countermeasures until the end of the round. A squad may only be affected by this rule once per round, and scenery pieces and Behemoths cannot be targeted.

ENERGY ABSORBERS

Before rolling for a Shooting action, you may choose to combine fire.

One unit in the squad may choose to not shoot. If the remaining unit is in coherency and line of sight its Shield Beamer instead increases or decreases Passive Countermeasures by 2 instead of 1. A unit without Passive Countermeasures will gain 5+ Passive Countermeasures instead.



LUNA GUNSHIP					175 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
16"	A	12	3	AIRCRAFT	-

SQUAD SIZE: 1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
HUNTSMAN CLUSTER	8"	F	∞	18"	4	2+	8	-
STARGLAIVE PAIR	4"	F	∞	∞	2	3+	11	DEVASTATOR-2 (VEHICLE)

OVERCHARGE

This unit may use one of its actions to overcharge its Starglaives. The Starglaive Pair gains the **Destroyer (6+)** and **Devastator-2 (All)** special rules until the end of the round.



VALKYRIE ASSAULT TROOPS					50 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	E+3	7	5	INFANTRY 4+	DODGE 5+, RAPID INSERTION 0"

SQUAD SIZE: 2



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
SUBMACHINE GUNS	-	F/S/R	18"	9"	10	2+	3	REDUCED-2
COMBAT SUBMACHINE GUNS	-	-	CQ	CQ	10	-	3	REDUCED-2

JUMP-JET PACK

This unit may move over scenery pieces up to 8" inches high. In addition, this unit may choose to retain its full Move distance when exiting a Garrison, although cannot embark into a Transport if it does so.



MERCURY SCOUT DRONE					10 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	9	1	AIRCRAFT-S	RAPID INSERTION 0"

SQUAD SIZE: 2-4



SCANNER

When this squad activates, one unit gains a Scan Token. In addition, Scan Tokens gained in this way are not removed if this squad makes a Moving action.

**JANUS SCOUT WALKER**

15 PTS

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	13	1	WALKER	-

SQUAD SIZE: 2-6

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
AA STEALTH MISSILES	-	F	36"	12"	1	3+	7	AA-0, PENETRATIVE
MINIGUN	-	F	36"	12"	2	3+	4	-



HERMES DISRUPTION WALKER					25 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	13	1	WALKER	-

SQUAD SIZE: 2-6



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
MINIGUN	-	F	36"	12"	2	3+	4	-

SONIC DISRUPTOR

When activating this unit, it automatically uses its Sonic Disruptor, which stays active until the end of the round. Any squads (friendly or enemy) within 3" (or Garrisons they are in) of one or more active Sonic Disruptors suffer a -2 penalty to Search rolls and cannot use Scan Tokens.



EAA COLUMBUS BATTLEWALKER					70 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	14	3	WALKER	-

SQUAD SIZE: 1-3

This unit may replace its AA Cannon with a Heavy Flamethrower for no cost.

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN PUNISHER CANNONS	3"	F/S/R	∞	18"	2	2+	10	-
MISSILE POD	-	F	36"	9"	1	3+	8	PENETRATIVE
AA CANNON	-	F/S/R	36"	18"	2	3+	6	AA-2
OPTIONAL WEAPONS								
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.



JUNG APC					15 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	13	2	TANK	-

SQUAD SIZE: 1

This unit may replace its Dual Minigun with a Huntsman Cannon for +5 points.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
DUAL MINIGUN	-	F/S/R	36"	12"	4	3+	4	-
OPTIONAL WEAPONS								
HUNTSMAN CANNON	-	F/S/R	∞	18"	1	2+	8	-



NEPTUNE DROPSHIP					35 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
16"	A	11	3	AIRCRAFT	-

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
STEALTH MISSILE BATTERY	9"	F	36"	12"	1	3+	7	PENETRATIVE



NJORD ASSAULT DROPSHIP					110 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
16"	A	11	6	AIRCRAFT	-

SQUAD SIZE: 1



4

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
HEAVY STEALTH MISSILE BATTERY	9"	F/S (LEFT)	36"	12"	2	3+	10	-
HEAVY STEALTH MISSILE BATTERY	9"	F/S (RIGHT)	36"	12"	2	3+	10	-
STEALTH MISSILE BATTERY	9"	F	36"	12"	1	3+	7	PENETRATIVE



POSEIDON HEAVY DROPSHIP					65 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
16"	A	11	6	AIRCRAFT	-

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
STEALTH MISSILE BATTERY	9"	F	36"	12"	1	3+	7	PENETRATIVE



TRITON LIGHT TROOPSHIP					25 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
24"	A	10	1	AIRCRAFT	-

SQUAD SIZE: 1

This unit may take a Dual Minigun or Skyhammer Missiles for +5 points.

This unit may take a Stealth Missile Battery for +10 points or Aether Hive Nanomachines for +20 points.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
OPTIONAL WEAPONS								
DUAL MINIGUN	-	F/S	36"	12"	4	3+	4	-
SKYHAMMER MISSILES	-	F/S/R	36"	12"	1	5+	11	INDIRECT, LIMITED-2
STEALTH MISSILE BATTERY	9"	F	36"	12"	1	3+	7	PENETRATIVE
AETHER HIVE NANOMACHINES	-	F/S/R	9"	9"	5	2+	6	FOCUS-2, INDIRECT, TECH KILLER

SKYHAMMER MISSILES

If the target of this weapon is in line of sight of a friendly Scout, it gains a -2 Accuracy bonus.



TRITON LIGHT DROPSHIP					15 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
24"	A	10	1	AIRCRAFT	-

SQUAD SIZE: 1

This unit may take a Dual Minigun or Skyhammer Missiles for +5 points.

This unit may take a Stealth Missile Battery for +10 points or Aether Hive Nanomachines for +20 points.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
OPTIONAL WEAPONS								
DUAL MINIGUN	-	F/S	36"	12"	4	3+	4	-
SKYHAMMER MISSILES	-	F/S/R	36"	12"	1	5+	11	INDIRECT, LIMITED-2
STEALTH MISSILE BATTERY	9"	F	36"	12"	1	3+	7	PENETRATIVE
AETHER HIVE NANOMACHINES	-	F/S/R	9"	9"	5	2+	6	FOCUS-2, INDIRECT, TECH KILLER

SKYHAMMER MISSILES

If the target of this weapon is in line of sight of a friendly Scout, it gains a -2 Accuracy bonus.



ATHENA AIR SUPERIORITY FIGHTER					110 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
24"-48"	A, E+4	11	2	AIRCRAFT	FAST, RARE

SQUAD SIZE: 1

This unit may replace its Cruise Missiles with Shooting Star Missiles for no cost.

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN RAIL REPEATERS	-	F	∞	24"	6	4+	7	AA-3
STEALTH MISSILE BATTERY	-	F	36"	12"	1	3+	7	PENETRATIVE
CRUISE MISSILES	-	F	∞	12"	1	2+	12	DEVASTATOR-3 (SCENERY), LIMITED-2
OPTIONAL WEAPONS								
SHOOTING STAR MISSILES	-	F	∞	12"	5	4+	7	COVER (ALL), PENETRATIVE

SUPERCUISE

At the start of this unit's activation, you may declare that it is going to Supercruise. If you do all of its weapons and any enemy weapons targeting it suffer a +1 Accuracy modifier until the end of the round.



ANGELOS JETSKIMMER					30 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, E+1	13	2	SKIMMER	-

SQUAD SIZE: 2-4

This unit may replace its Smoothbore with a Flamethrower for +5 points.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
SMOOTHBORE	-	F/S/R	∞	12"	1	2+	10	DEVASTATOR-2 (SCENERY)
OPTIONAL WEAPONS								
FLAMETHROWER	-	F/S	9"	9"	8	3+	4	FLAME

SUPPLEMENTARY TRANSPORT

If taken as a Standard Choice, this unit can begin the game with its transport Capacity empty.



HECATE TARGET SUPPORT CRAFT					65 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
16"	A	12	3	AIRCRAFT	RARE

SQUAD SIZE: 1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
HUNTSMAN CLUSTER	-	F	∞	18"	4	2+	8	-

SCANNER ARRAY

At any point during this unit's activation, pick an enemy unit within line of sight. Until the end of the round, friendly units re-roll dice results of 1 when rolling to hit against that unit's squad.



ATLAS BULK PERSONNEL WALKER					90 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A, P5+	14	4	WALKER	-

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
LIGHT RAILGUN PAIR	-	F	∞	24"	2	2+	10	-
MINIGUN PAIR	-	F	36"	12"	4	3+	4	-



CHRONUS				480 PTS
MOVE	COUNTER MEASURES	ARMOUR	TYPE	SPECIAL
10"	A	15	BEHEMOTH	SPREAD-3"

HULL	1 B					This unit reduces its Armour by 3.
LEGS	3	3	3	3	3	This unit reduces its Move by 2".
WEAPONS	6		6		6	Pick one weapon. That weapon and all weapons with identical arcs (e.g. F/S(Left)) cannot be used for the rest of the game.

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
R7X-1 RAILGUN	-	F/S (LEFT)	∞	24"	1	2+	14	DEVASTATOR-3 (BEHEMOTH), DEVASTATOR-2 (VEHICLE)
R7X-1 RAILGUN	-	F/S (RIGHT)	∞	24"	1	2+	14	DEVASTATOR-3 (BEHEMOTH), DEVASTATOR-2 (VEHICLE)
STEALTH-X MISSILE CLUSTER	-	F/S (LEFT)	36"	12"	3	3+	7	PENETRATIVE
STEALTH-X MISSILE CLUSTER	-	F/S (RIGHT)	36"	12"	3	3+	7	PENETRATIVE
R7X-5 ROTARY CANNON	-	F/S (LEFT)	36"	12"	6	2+	6	COVER (SOFT, BODY), FOCUS-2
R7X-5 ROTARY CANNON	-	F/S (RIGHT)	36"	12"	6	2+	6	COVER (SOFT, BODY), FOCUS-2
DUAL RX-30 MINIGUN	-	F	48"	18"	6	2+	6	-
NOVA MISSILE	1"	F	∞	24"	1	2+	13	DEVASTATOR-3 (BEHEMOTH), DEVASTATOR-5 (SCENERY), LIMITED (3)

R7X-5 ROTARY CANNON

When using the **Focus** special rule with this weapon, no individual hit may go above Energy 12.



TETHYS				490 PTS
MOVE	COUNTER MEASURES	ARMOUR	TYPE	SPECIAL
10"	A	15	BEHEMOTH	SPREAD-3"

HULL	18					This unit reduces its Armour by 3.
LEGS	3	3	3	3	3	This unit reduces its Move by 2".
WEAPONS	6		6		6	Pick one weapon. That weapon and all weapons with identical arcs (e.g. F/S(Left)) cannot be used for the rest of the game.

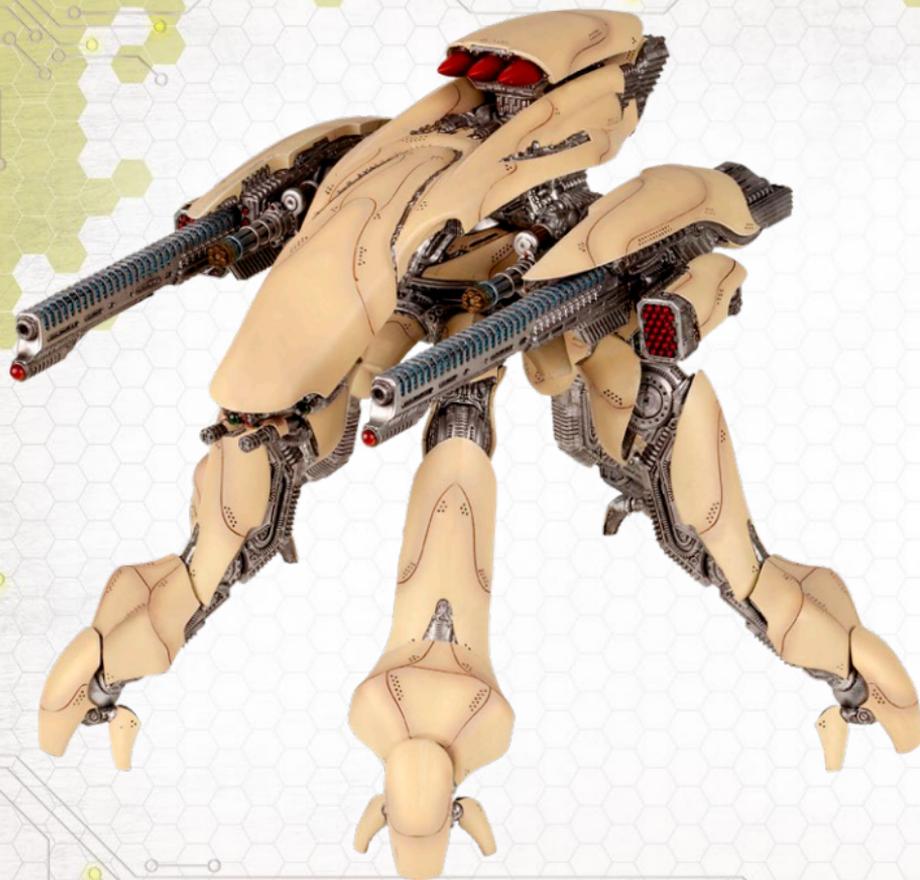
	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
R7X-2 SUNGLAIVE	-	F/S (LEFT)	∞	∞	2	2+	11	DEVASTATOR-2 (VEHICLE)
R7X-2 SUNGLAIVE	-	F/S (RIGHT)	∞	∞	2	2+	11	DEVASTATOR-2 (VEHICLE)
R7X-66 INCINERATOR	-	F/S (LEFT)	9"	9"	1	3+	4	DEVASTATOR-5 (INFANTRY) FLAME, STRAFE-3
R7X-66 INCINERATOR	-	F/S (RIGHT)	9"	9"	1	3+	4	DEVASTATOR-5 (INFANTRY) FLAME, STRAFE-3
DUAL RX-30 MINIGUN	-	F	48"	18"	6	2+	6	-
NOVA MISSILE	1"	F	∞	24"	1	2+	13	DEVASTATOR-3 (BEHEMOTH), DEVASTATOR-5 (SCENERY), LIMITED (3)

WHITE NANOMACHINE COLONY

This unit may use one of its actions to launch White Nanomachines. Replenish 3 Damage Points from 1 Zone. If that would take that Zone above its Damage Threshold, it undoes the Crippled result, ignoring the usual rules.

OVERCHARGE

This unit may use one of its actions to overcharge its Sun glaives. Both R7X-2 Sun glaives gain the **Destroyer (4+)** special rule and change to **Devastator-2 (All)** for that round.



HULL

18

This unit reduces its Armour by 3.

LEGS

3

3

3

3

3

This unit reduces its Move by 2".

WEAPONS

6

6

6

Pick one weapon. That weapon and all weapons with identical arcs (e.g. **F/S(Left)**) cannot be used for the rest of the game.



HULL

18

This unit reduces its Armour by 3.

LEGS

3

3

3

3

3

This unit reduces its Move by 2".

WEAPONS

6

6

6

Pick one weapon. That weapon and all weapons with identical arcs (e.g. **F/S(Left)**) cannot be used for the rest of the game.

CHRONUS					480 PTS
MOVE	CM	ARMOUR	TYPE	SPECIAL	
10"	A	15	BEHEMOTH	SPREAD-3"	

HULL	
18	
This unit reduces its Armour by 3.	

LEGS	
3	
3	
3	
3	
3	
This unit reduces its Move by 2".	

WEAPONS	
6	
6	
6	
Pick one weapon. That weapon and all weapons with identical arcs (e.g. F/S(Left)) cannot be used for the rest of the game.	

TETHYS					490 PTS
MOVE	CM	ARMOUR	TYPE	SPECIAL	
10"	A	15	BEHEMOTH	SPREAD-3"	

HULL	
18	

This unit reduces its Armour by 3.

LEGS	
3	
3	
3	
3	
3	

This unit reduces its Move by 2".

WEAPONS	
6	
6	
6	

Pick one weapon. That weapon and all weapons with identical arcs (e.g. **F/S(Left)**) cannot be used for the rest of the game.



ALCYONEUS GRAND WALKER				325 PTS
MOVE	COUNTER MEASURES	ARMOUR	TYPE	SPECIAL
8"	A	15	BEHEMOTH	SPREAD-2"

HULL	8		This unit reduces its Armour by 3.
LEGS	5	5	This unit reduces its Move by 4".
WEAPONS	5	5	One weapon system cannot be used for the rest of the game.

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
R6X-1 RAILGUN PAIR	-	F	∞	24"	1	3+	13	DEVASTATOR-2 (ALL), STRAFE-2
RAILGUN TRIAD	-	F	∞	24"	3	2+	11	STRUCTURAL
NOVA MISSILE	1"	F	∞	24"	1	2+	13	DEVASTATOR-3 (BEHEMOTH), DEVASTATOR-5 (SCENERY), LIMITED (3)



PORPHYRION GRAND WALKER				325 PTS
MOVE	COUNTER MEASURES	ARMOUR	TYPE	SPECIAL
8"	A	15	BEHEMOTH	SPREAD-2"

HULL	8		This unit reduces its Armour by 3.
LEGS	5	5	This unit reduces its Move by 4".
WEAPONS	8		Nova Missile cannot be used for the rest of the game.

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
RAILGUN TRIAD	-	F	∞	24"	3	2+	11	STRUCTURAL
NOVA MISSILE	1"	F	∞	24"	1	2+	13	DEVASTATOR-3 (BEHEMOTH), DEVASTATOR-5 (SCENERY), LIMITED (3)

DRONE NODE

Once per round, at any point during this unit's activation it may launch 4 Venus Light Drones. These Venus Light Drones are placed in a squad on the board, following disembarking rules as if this unit was their Transport. The Porphyrion Grand Walker can do this twice per game, with each new squad of Venus Light Drones operating individually, as part of this unit's Battlegroup. However, no more than 2 squads of Venus Light Drones may be in play at any time for each Porphyrion Grand Walker on the board. If a Porphyrion Grand Walker is destroyed, remove squads of Venus Light Drones as casualties immediately until there are no more than 2 squads per Porphyrion Grand Walker.



VENUS LIGHT DRONE					
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
8"	A, E+1	11	1	SKIMMER	WIDE

SQUAD SIZE: 4

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
RX1-L RAILGUN PAIR	-	F	∞	18"	2	2+	8	TECH KILLER
FUSION MINE	-	F/S/R	4"	4"	1	1+	11	DEVASTATOR-2 (LARGE)

FUSION MINE

Only 2 units in a squad may use this weapon each activation. Place the blast marker over the firing unit, and then follow the normal rules for Area weapons. Remove the firing unit after resolving shooting. This weapon cannot be used if this squad disembarks in the same activation.

DRONE SQUAD

This squad cannot be bought with points and cannot be part of your starting army. This squad is worth 0 Kill Points. Venus Light Drones always have the Scout Category.



HULL

8

This unit reduces its Armour by 3.

LEGS

5

5

This unit reduces its Move by 4".

WEAPONS

5

5

One weapon system cannot be used for the rest of the game.



HULL

8

This unit reduces its Armour by 3.

LEGS

5

5

This unit reduces its Move by 4".

WEAPONS

8

Nova Missile cannot be used for the rest of the game.