



ALEXANDER HEAVY TANK					100 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
2"	A	15	5	TANK	-

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
220MM EQUALISER CANNON	-	F/S/R	∞	18"	1	2+	12	DEVASTATOR-3 (ALL)
MAELSTROM GRENADE LAUNCHER	-	F/S/R	18"	6"	2	3+	7	PENETRATIVE
CHAINGUN	-	F/S (LEFT)	36"	18"	1	3+	9	-
CHAINGUN	-	F/S (RIGHT)	36"	18"	1	3+	9	-



PIZZARD HAZARD WALKER					95 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
8"	A, E+2	14	4	WALKER	INFILTRATE 12", RARE

SQUAD SIZE: 1

This unit may replace its Chaingun with Deforestation Missiles for no cost.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
CHAINGUN	-	F	36"	18"	4	3+	6	FOCUS-2
INDUSTRIAL CUTTING CLAWS	-	F	1"	1"	4	2+	10	-
OPTIONAL WEAPONS								
DEFORESTATION MISSILES	-	F	24"	18"	4	4+	7	DEVASTATOR-3 (FLAMMABLE SCENERY)



HYDRA RELAY HOVERCRAFT					70 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
10"	A, E+1	13	3	SKIMMER	RESILIENT

SQUAD SIZE: 1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
DOUBLE MISSILE POD	-	F	36"	9"	2	3+	8	PENETRATIVE

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.



CARRYHAWK TILT CARRIER					185 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
16"	A	11	5	AIRCRAFT	-

SQUAD SIZE: 1

This unit may replace its Rotary Cannons with 2 Sentinel Defence Turrets for free. Sentinel Defence Turrets have a squad size of 1 and cannot fire unless Deployed. Sentinel Defence Turrets carried by a Carryhawk Tilt Carrier may be Deployed from it as if they were an embarked unit. Once Deployed, Sentinel Defence Turrets cannot be moved or embarked for any reason.

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ROTARY CANNONS	-	F/S	36"	18"	8	3+	6	COVER (SOFT, BODY) FOCUS-2

ROTARY CANNONS

When using the Focus special rule with this weapon, no individual hit may go above Energy 10.

CARRYHAWK COMMAND BUNKER

This unit comes with a free Command Bunker. The Command Bunker carried by this unit may be deployed from it as if it were an embarked unit. Once deployed, the Command Bunker cannot be moved or embarked for any reason.



CARRYHAWK COMMAND BUNKER					
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
-	A	14	2	TANK	-

SQUAD SIZE: 1

FORWARD COMMAND

Enemy units within line of sight of this unit may be targeted with Command Cards as if they had a range of Global.

BUNKER GUARD

This unit comes with one free squad of two units of Resistance Veterans that are automatically embarked as if this were a Transport.



ROCKET TECHNICAL					10 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	-	10	1	TANK	-

SQUAD SIZE: 6-12



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ROCKET LAUNCHER	-	F/S	18"	6"	1	2+	7	PENETRATIVE, FOCUS-2

SYNCHRONISED ASSAULT

When shooting, this unit's whole squad may combine its shots with the Focus special rule.



AA GUN WAGON					25 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	-	11	2	TANK	RESILIENT

SQUAD SIZE: 3-6



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
AA CANNON	-	F/S/R	36"	18"	2	2+	6	AA-2



CIRCE ATTACK HOVERCRAFT					70 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
10"	A, E+1	13	3	SKIMMER	RESILIENT

SQUAD SIZE: 1-2

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
180MM VENGEANCE CANNON	5"	F/S	∞	24"	1	2+	11	DEVASTATOR-2 (SKIMMER, TANK)
FLAMETHROWER	-	F/S	6"	6"	4	3+	4	FLAME

HOVERCRAFT

This unit does not have to start the game In Reserve, ignoring the Aerial Advantage rule.



PATTON AFV					30 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	13	2	TANK	-

SQUAD SIZE: 2-4

This unit may replace its Autocannon with a Liberator Railgun for +10 points.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
AUTOCANNON	-	F/S/R	36"	18"	2	3+	9	COVER (ALL)
GRENADE LAUNCHER	-	F	18"	6"	1	3+	7	PENETRATIVE
OPTIONAL WEAPONS								
LIBERATOR RAILGUN	-	F/S/R	∞	24"	1	1+	10	-

LIBERATOR RAILGUN

This weapon causes Critical hits when it beats the opponent's Armour by 1 or more instead of 2 or more.



ATILLA TRACKWALKER					30 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	13	2	WALKER	-

SQUAD SIZE: 2-4

This unit may replace its Welding Clamps with Anti-Materiel Guns for free.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
MISSILE POD	12	F	36"	9"	1	3+	8	ARTICULATED, PENETRATIVE
WELDING CLAMPS	-	F/S/R	2"	2"	2	2+	11	ARTICULATED, DEVASTATOR-2 (ALL)
OPTIONAL WEAPONS								
ANTI-MATERIEL GUNS	-	F/S	24"	24"	2	2+	8	ARTICULATED, COVER (ALL)



RESISTANCE FIGHTERS					25 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
2"	-	7	5	INFANTRY 5+	-

SQUAD SIZE: 2-4



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ASSAULT RIFLES	-	F/S/R	36"	9"	5	3+	3	ALT-1, REDUCED-1
HOMEMADE RPGS	0"	F/S/R	18"	6"	5	3+	6	ALT-1, FOCUS-2, LIMITED 1, PENETRATIVE, REDUCED-1
KNIVES AND PISTOLS	-	-	CQ	CQ	5	-	3	REDUCED-1



RESISTANCE VETERANS					40 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
2"	-	7	5	INFANTRY 4+	-

SQUAD SIZE: 2-4



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ASSAULT RIFLES	-	F/S/R	36"	9"	5	2+	3	REDUCED-1
ASSAULT GRENADES	-	-	CQ	CQ	5	-	5	ALT-1, REDUCED-1
OPTIONAL WEAPONS								
PLASMA RIFLES	-	F/S/R	12"	12"	5	2+	3	FOCUS-3, REDUCED-1
MACHINE PISTOLS	-	-	CQ	CQ	15	-	2	ALT-1, REDUCED-3

VETERANS

At the start of the game, before deployment, choose one special rule for all Resistance Veterans squads in your army to have:

- **Scourge Occupation:** *These fighters take to the battle with modified Scourge Plasma Rifles salvaged from their foes. This squad replaces its Assault Rifles with Plasma Rifles.*
- **Marine Force Recon:** *Specially trained UCM allies that fight alongside Resistance forces. This squad gains Machine Pistols and the Dodge 5+ special rule.*
- **Kalium Volunteers:** *Iron disciplined soldiers who choose to continue serving long after their conscription is up. This squad automatically passes Fortitude tests and gains the Resilient special rule.*



HANNIBAL TANK					40 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
3"	A	15	2	TANK	-

SQUAD SIZE: 2-4

This unit may replace its 120mm Punisher Cannon with a HI-EX Hammer Cannon for +10 points.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
120MM PUNISHER CANNON	-	F/S/R	∞	18"	1	2+	10	-
90MM CANNON	-	F	∞	18"	1	2+	9	-
MACHINE GUN	-	F/S/R	24"	12"	3	3+	4	-
OPTIONAL WEAPONS								
HI-EX HAMMER CANNON	-	F/S/R	12"	12"	1	2+	11	DEVASTATOR-4 (SCENERY)



NAPOLEON HEAVY TANK					120 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
2"	A	15	5	TANK	-

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
BANISHER ROTARY CANNON	-	F/S	36"	18"	4	3+	9	COVER (SOFT, BODY), FOCUS-1
BANISHER ROTARY CANNON	-	F/S	36"	18"	4	3+	9	COVER (SOFT, BODY), FOCUS-1
CHAINGUN	-	F/S	36"	18"	1	3+	9	-
CHAINGUN	-	F/S	36"	18"	1	3+	9	-

BANISHER ROTARY CANNON

When using the Focus special rule with this weapon, no individual hit may go above Energy 10.



THUNDERSTORM HEAVY HOVERCRAFT					190 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
10"	A, E+1	13	9	SKIMMER	COMMAND CENTRE, LARGE

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
LOOTED PLASMA CANNON	6"	F/S/R	18"	18"	1	2+	12	DEVASTATOR-2 (INFANTRY, SCENERY)
LOOTED PLASMA CANNON	6"	F/S/R	18"	18"	1	2+	12	DEVASTATOR-2 (INFANTRY, SCENERY)
LOOTED PLASMA CANNON	6"	F/S/R	18"	18"	1	2+	12	DEVASTATOR-2 (INFANTRY, SCENERY)
LOOTED PLASMA CANNON	6"	F/S/R	18"	18"	1	2+	12	DEVASTATOR-2 (INFANTRY, SCENERY)

HOVERCRAFT

When a unit disembarks from this unit, measure from any point on its edge rather than the centre. a disembarking unit suffers only a +1 penalty to its Accuracy instead of a +2, and can target Aircraft in the same round. Additionally, this unit does not have to start the game In Reserve, ignoring the Aerial Advantage rule.



GUN BUS					35 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	-	11	4	TANK	-

SQUAD SIZE: 2-4

This unit may replace its Flak-G88 Cannon for a Sonic Deterrence Projector for free.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
FLAK-G88 CANNON	-	F/S	36"	18"	2	2+	8	AA-0
OPTIONAL WEAPONS								
SONIC DETERRENCE PROJECTOR	-	F/S	12"	8"	7	3+	3	FLAME

SONIC DETERRENCE PROJECTOR

Infantry squads hit by this weapon cannot use Scan tokens for the rest of the round and may not fire at units outside of their garrison for the rest of the round.



BERSERKER ASSAULT TROOPS					30 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
2"	-	6	5	INFANTRY 2+	BLOODTHIRSTY, RARE

SQUAD SIZE: 2-4



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
VICIOUS TOOLS	-	-	CQ	CQ	10	-	4	REDUCED-2



FREERIDERS					40 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
12"	E+4	8	3	INFANTRY 3+	INFILTRATE 3", RESILIENT

SQUAD SIZE: 2-4



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
MACHINE GUNS	9"	F/S/R	24"	12"	3	3+	4	REDUCED-1
KNIVES AND PISTOLS	-	-	CQ	CQ	3	-	3	REDUCED-1

BIKES

This unit loses its Evasion Countermeasures when in a Garrison. 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.

STICKY MINES

After completing a Moving action, you may target an enemy unit within 1" or enemy unit in the same garrison, following the rules for shooting. That unit suffers an E9 Automatic hit.



ATTACK ATVs					25 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	E+1	9	3	INFANTRY 3+	RESILIENT

SQUAD SIZE: 3-6



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ASSAULT GRENADE LAUNCHERS	6"	F	9"	6"	3	2+	5	ALT-1, FOCUS-2, REDUCED-1
INCENDIARY GRENADES	6"	F	6"	6"	6	3+	3	ALT-1, FLAME, REDUCED-1
CHEM GRENADES	6"	F	6"	6"	3	2+	3	ALT-1, REDUCED-1

WHEELS

This unit may not enter Garrisons.

CHEM GRENADES

When you hit a Garrison with this weapon, it deals no damage to that Garrison. Instead, place a Chem token on that Garrison. When rolling for Collateral Damage, remove all Chem tokens from that Garrison. For each removed Chem token, increase the E of any Collateral Damage dealt to occupying Infantry by 1 to a maximum of E7.



FLAME WAGON					20 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	-	11	2	TANK	RESILIENT

SQUAD SIZE: 3-6



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
FLAMETHROWER	-	F/S/R	6"	6"	4	3+	4	FLAME



STORM ARTILLERY WAGON					20 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	-	11	2	TANK	RESILIENT

SQUAD SIZE: 3-6

This unit may replace its Rocket Battery with a Golgotha Missile for free.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ROCKET BATTERY	0"	F/S/R	36"	18"	1	4+	8	AREA, INDIRECT, PENETRATIVE
OPTIONAL WEAPONS								
GOLGOTHA MISSILE	0"	F/S/R	∞	36"	1	3+	11	AREA, DEVASTATOR-2 (BEHEMOTH, SCENERY), INDIRECT, LIMITED 1

ROCKET BATTERY

This weapon has Accuracy 4+ when targeting Scenery pieces.



REMOTE BOMB BUS					25 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	-	11	4	TANK	WIDE

SQUAD SIZE: 1-2



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
RIGGED EXPLOSIVES	4"	F/S/R	2"	2"	1	0+	12	AREA, LIMITED-1, DEVASTATOR-3 (ALL)

VOLATILE

When this unit is destroyed as a result of damage, roll a dice. On a 1-4 immediately make an attack with Rugged Explosives before removing the unit.

RIGGED EXPLOSIVES

When firing this weapon, all other units (friendly and enemy) under the template are hit as normal. Once resolving a shot with this weapon, this unit is destroyed.



CONSTANTINE CM TANK					45 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
3"	A	15	2	TANK	RARE

SQUAD SIZE: 1-2



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
90MM CANNON	-	F	∞	18"	1	2+	9	-
MACHINE GUN	-	F/S/R	24"	12"	3	3+	4	-

COUNTERMEASURES PROJECTOR

All friendly non-Behemoth Vehicles with 6" of the Constantine gain Active Countermeasures.

COUNTERMEASURES BOOSTER

All friendly non-behemoth vehicles with Armour 13 or more within 6" of the Constantine reduce the Countered Range of enemy attacks against them by 6". Weapons with a Countered Range of Infinite are reduced to 24" Countered Range instead.

**ZHUKOV AA TANK****65 PTS**

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
3"	A	15	2	TANK	-

SQUAD SIZE: 2-4

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
32MM RAIL CANNON	-	F/S/R	∞	24"	1	2+	8	AA-1, DEVASTATOR-2 (AIRCRAFT)
90MM CANNON	-	F	∞	18"	1	2+	9	-
MACHINE GUN	-	F/S/R	24"	12"	3	3+	4	-



CYCLONE ATTACK COPTER					60 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
16"	A	11	2	AIRCRAFT	-

SQUAD SIZE: 1-4

This unit may replace both of its Chainguns with Tornado Missiles and 2 Beowulf Missiles for +5 points.

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
CHAINGUN	-	F	36"	18"	1	3+	9	-
CHAINGUN	-	F	36"	18"	1	3+	9	-
HEAVY MACHINE GUN	8"	F	36"	12"	2	3+	5	-
OPTIONAL WEAPONS								
TORNADO MISSILES	8"	F	36"	18"	1	3+	7	AREA, INDIRECT
BEOWULF MISSILE	8"	F/S (RIGHT)	36"	9"	1	3+	10	-
BEOWULF MISSILE	8"	F/S (LEFT)	36"	9"	1	3+	10	-



VOIDHAWK BARREL BOMBER					65 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
16"	A	11	4	AIRCRAFT	RARE

SQUAD SIZE: 1

This unit may take an AA Cannon for +15 points.

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
FRAG BARREL	8"	F/S/R	6"	6"	1	3+	10	ALT-1, AREA, LIMITED 2
GOLIATH BOMB	8"	F/S/R	6"	6"	1	5+	13	ALT-1, AREA, LIMITED 1, DEVASTATOR-2 (BEHEMOTH, VEHICLE), DEVASTATOR-8 (SCENERY)
MISSILE POD	8"	F	36"	9"	1	3+	8	PENETRATIVE
HEAVY MACHINE GUN	8"	F	36"	12"	2	3+	5	-
OPTIONAL WEAPONS								
AA CANNON	8"	F/S/R	36"	18"	2	3+	6	AA-2

GOLIATH BOMB

If you target a Destructible Scenery piece with this weapon and the roll to hit is a 1, instead of the weapon missing, that scenery piece suffers D3 E9 hits with the Devastator-4 (Scenery) rule.



STRIKEHAWK TILT-ROTOR					100 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
20"	A	11	5	AIRCRAFT	-

SQUAD SIZE: 1



This unit may replace its Ground Attack Missiles with 2 Sentinel Defence Turrets for +15 points. Sentinel Defence Turrets have a squad size of 1 and cannot fire unless Deployed. Sentinel Defence Turrets carried by a Strikehawk Tilt Rotor may be Deployed from it as if they were an embarked unit. Once Deployed, Sentinel Defence Turrets cannot be moved or embarked for any reason.

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
GROUND ATTACK MISSILES	9"	F	36"	9"	2	3+	9	PENETRATIVE, STRAFE 3
MISSILE BATTERY	8"	F	36"	9"	1	3+	8	PENETRATIVE

HOVER MODE

If this unit moves 10" or less, a squad disembarking out of it gains Rapid Insertion until the end of the round.



SENTINEL DEFENCE TURRET					
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
0"	-	11	1	TANK	RAPID INSERTION 10"

SQUAD SIZE: 1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
HORNETS NEST MISSILES	-	F	18"	12"	4	3+	7	AA-1, PENETRATIVE

DEPLOYED TURRET

This unit cannot be included in your army list and must be purchased as an upgrade for the Strikeshawk Tilt-Rotor or Carryhawk Tilt Carrier .

AUTOMATIC TRACKING

This unit may Reaction Fire against non-Aircraft squads, following the same rules.



REPAIR TECHNICAL					15 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	-	10	1	TANK	-

SQUAD SIZE: 3-6



REPAIR CLAMPS

For each unit in this squad, once per activation, pick one friendly damaged non-Behemoth Vehicle or landed Aircraft within 3" of it. That Vehicle or landed Aircraft replenishes one Damage point. Repair clamps can be used on separate squads and split up throughout this squad's activation.



K9 TECHNICAL					15 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	-	10	1	TANK	-

SQUAD SIZE: 3-6



K9 KENNEL

During this squad's activation, each unit may send a K9 Attack Unit into a Garrison within 6". Roll 1 dice for each unit sending a K9 Attack Unit. Rolls of 1 have is no effect. For every roll of a 2+, place 1 unit of K9 Attack Unit in that Garrison. All K9 Attack Unit units sent into a Garrison at the same time from the same squad count as being a single squad. That squad is the same Battlegroup as the launching squad and may activate in the same round they are spawned, although do not have to re-roll Damage if Shooting a unit in that Garrison this round.



K9 ATTACK UNIT					
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	-	1	5	INFANTRY 5+	BLOODTHIRSTY

SQUAD SIZE: -

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
K9 ASSAULT	-	-	CQ	CQ	5	-	2	-

ATTACK DOG

Squads of K9 Attack Units cannot be bought with points, instead only being used as part of a K9 Technical, and are worth 0 Kill Points. This unit cannot make Signal actions, search for or claim Objectives, and cannot embark in transports during battle. K9 Attack Units always have the Troop Category, regardless of the Category of the vehicle that they originate from.



SAPPERS					35 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
2"	-	7	3	INFANTRY 5+	INFILTRATE 18", RARE

SQUAD SIZE: 2



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TRIGGER DEMO IED	0"	F/S/R	∞	∞	1	4+	1 1	DEVASTATOR-4 (SCENERY)
KNIVES AND PISTOLS	-	-	CQ	CQ	3	-	3	REDUCED-1

CLUSTER IED

When an enemy squad enters a Garrison this squad is in, roll 2D6. The enemy squad takes that much damage, distributed in the same way as Close Quarters weapons. Passive and Dodge saves may be used against this damage. If a double is rolled, the explosion was a bit too powerful! Damage is dealt as normal, but one unit from this squad is then removed as a casualty (controlling player's choice).



SCOUT ATVs					40 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	E+1	9	3	INFANTRY 3+	RESILIENT

SQUAD SIZE: 2-4



WHEELS

This unit may not enter Garrisons.

ENHANCED TARGETING ARRAY

Any friendly Indirect weapon targeting a unit within line of sight of one or more units with this special rule receives a -1 bonus to its Accuracy.

DISRUPTOR ARRAY

Once per activation, pick an enemy non-Behemoth Vehicle squad or Infantry squad with at least one unit in line of sight within 18" of this unit. That squad suffers a +2 penalty to its Accuracy until the end of the round. Multiple units in this squad may affect multiple enemy squads, but each enemy squad may only be affected by this special rule once.

**AA GUN TECHNICAL**

10 PTS

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	-	10	1	TANK	-

SQUAD SIZE: 6-12

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
HEAVY AA MACHINE GUN	6"	F/S	36"	12"	2	2+	5	AA-0



RESISTANCE 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.



JACKSON APC					10 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	13	1	TANK	-

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
GRENADE LAUNCHER	-	F	18"	6"	1	3+	7	PENETRATIVE



BATTLE BUS					15 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	-	11	4	TANK	-

SQUAD SIZE: 1

This unit may take a Rocket Launcher Battery for +10 pts or a Heavy AA Machine Gun Battery for +15 points.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
OPTIONAL WEAPONS								
ROCKET LAUNCHER BATTERY	-	F/S	18"	6"	3	2+	7	PENETRATIVE, FOCUS-2
HEAVY AA MACHINE GUN BATTERY	6"	F/S	36"	12"	6	2+	5	AA-0

FIRING PORTS

Infantry units embarked in this unit may make a Shooting action when this unit activates, regardless of how far it moved. If they do so they suffer a +1 penalty to their Accuracy. Measure line of sight from the centre of this unit as normal. The Infantry unit embarked may not make another Shooting action this round.



KRAKEN HOVERCRAFT					40 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
10"	A, E+1	13	4	SKIMMER	-

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
90MM CANNON	-	F	48"	18"	1	3+	9	-

HOVERCRAFT

When a unit disembarks from this unit, measure from any point on its edge rather than the centre. a disembarking unit suffers only a +1 penalty to its Accuracy instead of a +2, and can target Aircraft in the same round. Additionally, this unit does not have to start the game In Reserve, ignoring the Aerial Advantage rule.



LEVIATHAN HEAVY HOVERCRAFT					100 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
10"	A, E+1	12	9	SKIMMER	LARGE

SQUAD SIZE: 1

This unit may replace its Multiple Rocket Battery with 4 AA Cannons for +30 points.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
MULTIPLE ROCKET BATTERY	0"	F/S/R	36"	18"	2	4+	8	AREA, INDIRECT, PENETRATIVE, STRAFE-2
OPTIONAL WEAPONS								
AA CANNON	6"	F/S/R	36"	18"	2	3+	6	AA-2
AA CANNON	6"	F/S/R	36"	18"	2	3+	6	AA-2
AA CANNON	6"	F/S/R	36"	18"	2	3+	6	AA-2
AA CANNON	6"	F/S/R	36"	18"	2	3+	6	AA-2

HOVERCRAFT

When a unit disembarks from this unit, measure from any point on its edge rather than the centre. a disembarking unit suffers only a +1 penalty to its Accuracy instead of a +2, and can target Aircraft in the same round. Additionally, this unit does not have to start the game In Reserve, ignoring the Aerial Advantage rule.



109 SPLITTING DRILL					45 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
0"	A	15	5	TANK	ACCESS, RARE

SQUAD SIZE: 1



SUBTERRANEAN

When this unit enters play from In Readiness, place it anywhere on the board on Passable terrain. Any units embarking in this Transport count as leaving the board for the purposes of scoring Objectives.



209 BREACHING DRILL					90 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
0"	A	15	8	TANK	ACCESS, LARGE, RARE

SQUAD SIZE: 1



SUBTERRANEAN

When this unit enters play from In Readiness, place it anywhere on the board on Passable terrain. Any units embarking in this Transport count as leaving the board for the purposes of scoring Objectives.

LARGE TRANSPORT

When a unit disembarks from this unit, measure from any point on its edge rather than the centre.



SWIFTHAWK TILT-JET					35 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
24"	A	10	1	AIRCRAFT	-

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
MISSILE POD	12"	F	36"	9"	1	3+	8	PENETRATIVE
MACHINE GUN	-	F/S/R	24"	12"	3	3+	4	-

HOVER MODE

If this unit moves 12" or less, a squad disembarking out of it gains Rapid Insertion until the end of the round.



LIFTHAWK DROPSHIP					35 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
16"	A	11	4	AIRCRAFT	-

SQUAD SIZE: 1

This unit may take an AA Cannon for +25 points.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
MISSILE POD	8"	F	36"	9"	1	3+	8	PENETRATIVE
HEAVY MACHINE GUN	8"	F	36"	12"	2	3+	5	-
OPTIONAL WEAPONS								
AA CANNON	6"	F/S/R	36"	18"	2	3+	6	AA-2



LIFTHAWK TROOPSHIP					45 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
16"	A	11	4	AIRCRAFT	-

SQUAD SIZE: 1

This unit may take a Flamethrower for +10 points.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
DOUBLE MISSILE POD	8"	F	36"	9"	2	3+	8	PENETRATIVE
SKULLTAKER HEAVY MACHINEGUN	8"	F	36"	12"	4	3+	5	-
OPTIONAL WEAPONS								
FLAMETHROWER	8"	F/S	6"	6"	4	3+	4	FLAME



TEMPEST INTERCEPTOR					70 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
24"-36"	A, E+3	11	2	AIRCRAFT	FAST, RARE

SQUAD SIZE: 1-2

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
HAILSTORM CANNON	-	F	∞	24"	3	4+	7	AA-4
HAILSTORM CANNON	-	F	∞	24"	3	4+	7	AA-4



HELLHOG JUMPJET					140 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"-30"	A	11	3	AIRCRAFT	FAST, RARE

SQUAD SIZE: 1-2

This unit may take a Double Missile Pod for +5 points.

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
SATAN CHAINGUN	18"	F	36"	18"	4	3+	7	FOCUS-2, STRAFE 2
COBRA MISSILE	24"	F/S	∞	12"	2	2+	8	AA-3, LIMITED 2
OPTIONAL WEAPONS								
DOUBLE MISSILE POD	-	F	36"	9"	2	3+	8	PENETRATIVE

TILT-JETS

If this unit moves at least 18", it gains Evasion+3 until the beginning of its next activation.



JUGGERNAUT CLASS EXPLORATOR				500 PTS
MOVE	COUNTER MEASURES	ARMOUR	TYPE	SPECIAL
8"	A	15	BEHEMOTH	SPREAD-4"

HULL	16		This unit reduces its Armour by 3.
LEGS	8	8	Reduce this unit's Move by 2", and Shots on Logging Claws by 1.
WEAPONS	16		800mm Naval Defence Gun cannot be used for the rest of the game.

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
800MM NAVAL DEFENCE GUN	1"	F	∞	∞	1	3+	13	AREA, DESTROYER (5+), DEVASTATOR-4 (BEHEMOTH, SCENERY)
CHAINGUN	-	F	36"	18"	4	3+	6	FOCUS-2
CHAINGUN	-	F	36"	18"	4	3+	6	FOCUS-2
LOGGING CLAWS	-	F	8"	8"	2	2+	15	DEVASTATOR-3 (ALL)

SUPPLEMENTARY TRANSPORT

At the start of the game, before deployment, you may pick one squad from another Battlegroup for this unit to transport. For all purposes that squad is treated as part of the Juggernaut's Battlegroup.





COLOSSUS CLASS EXPLORATOR				500 PTS
MOVE	COUNTER MEASURES	ARMOUR	TYPE	SPECIAL
8"	A	15	BEHEMOTH	SPREAD-4"

HULL	16				This unit reduces its Armour by 3.
LEGS	8		8		Reduce this unit's Move by 2", and Shots on Logging Claws by 1.
WEAPONS	4	4	4	4	A Gilgamesh Missile has its Limited value reduced by 1. Roll a dice. On a 4+, reduce the Limited value by 1 again. If this happens, keep rolling until either rolling a 1-3 or there are no more Gilgamesh Missiles left.

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
GILGAMESH MISSILE	-	-	∞	24"	1	3+	12	AREA, DEVASTATOR-2 (ALL), INDIRECT, LIMITED-5
GILGAMESH MISSILE	-	-	∞	24"	1	3+	12	AREA, DEVASTATOR-2 (ALL), INDIRECT, LIMITED-5
BEDWULF-AAV POD	-	-	36"	12"	2	3+	8	AA-0
BEDWULF-AAV POD	-	-	36"	12"	2	3+	8	AA-0
BEDWULF-AAV POD	-	-	36"	12"	2	3+	8	AA-0
BEDWULF-AAV POD	-	-	36"	12"	2	3+	8	AA-0
CHAINGUN	-	F	36"	18"	4	3+	6	FOCUS-2
CHAINGUN	-	F	36"	18"	4	3+	6	FOCUS-2
LOGGING CLAWS	-	F	8"	8"	2	2+	15	DEVASTATOR-3 (ALL)



HULL

16			

This unit reduces its Armour by 3.

LEGS

8		8	

Reduce this unit's Move by 2", and Shots on Logging Claws by 1.

WEAPONS

16			

800mm Naval Defence Gun cannot be used for the rest of the game.



HULL

16

This unit reduces its Armour by 3.

LEGS

8

8

Reduce this unit's Move by 2", and Shots on Logging Claws by 1.

WEAPONS

4

4

4

4

A Gilgamesh Missile has its Limited value reduced by 1. Roll a dice. On a 4+, reduce the Limited value by 1 again. If this happens, keep rolling until either rolling a 1-3 or there are no more Gilgamesh Missiles left.

JUGGERNAUT CLASS EXPLORATOR					500 PTS
MOVE	CM	ARMOUR	TYPE	SPECIAL	
8"	A	15	BEHEMOTH	SPREAD-4"	

HULL	
16	
This unit reduces its Armour by 3.	

LEGS	
8	8
Reduce this unit's Move by 2", and Shots on Logging Claws by 1.	

WEAPONS	
16	
800mm Naval Defence Gun cannot be used for the rest of the game.	

COLOSSUS CLASS EXPLORATOR					500 PTS
MOVE	CM	ARMOUR	TYPE	SPECIAL	
8"	A	15	BEHEMOTH	SPREAD-4"	

HULL			
16			
This unit reduces its Armour by 3.			

LEGS			
B		B	
Reduce this unit's Move by 2", and Shots on Logging Claws by 1.			

WEAPONS			
4			
4			
4			
4			
A Gilgamesh Missile has its Limited value reduced by 1. Roll a dice. On a 4+, reduce the Limited value by 1 again. If this happens, keep rolling until either rolling a 1-3 or there are no more Gilgamesh Missiles left.			



AVERNUS MINING ENGINE				300 PTS
MOVE	COUNTER MEASURES	ARMOUR	TYPE	SPECIAL
8"	A	15	BEHEMOTH	SPREAD-2"

HULL	8		This unit reduces its Armour by 4.
LEGS	4	4	Reduce this unit's Move by 3".
WEAPONS	1 □		Mining Laser cannot be used for the rest of the game.

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
MINING LASER	4"	F	∞	∞	1	2+	13	-
AUTOCANNON	-	F/S(L)	36"	18"	2	3+	9	COVER (ALL)
AUTOCANNON	-	F/S(R)	36"	18"	2	3+	9	COVER (ALL)

MINING LASER

When firing this weapon, do not target a unit. Instead, roll to hit. If successful, draw a 1/2 inch wide straight line directly out horizontally from the Mining Laser. **All** non-Aircraft, non-Garrisoned units and scenery under the line (either fully or partially and both friendly and enemy) are hit with the attack and are damaged as normal.



CERBERUS MINING ENGINE				300 PTS
MOVE	COUNTER MEASURES	ARMOUR	TYPE	SPECIAL
8"	A	15	BEHEMOTH	SPREAD-2"

HULL	8		This unit reduces its Armour by 4.
LEGS	4	4	Reduce this unit's Move by 3".
WEAPONS	1 □		Vent Repeater (both Alts) cannot be used for the rest of the game.

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
VENT REPEATER (STANDARD)	-	F	36"	36"	2	2+	12	ALT-1, DEVASTATOR-2 (ALL)
VENT REPEATER (OVERCHARGE)	2	F	36"	36"	4	3+	13	ALT-1, DEVASTATOR-2 (ALL)
AUTOCANNON	-	F/S(L)	36"	18"	2	3+	9	COVER (ALL)
AUTOCANNON	-	F/S(R)	36"	18"	2	3+	9	COVER (ALL)

VENT REPEATER (OVERCHARGE)

Failed hit rolls cause this unit to lose 1 DP from a random zone.



HULL

8

This unit reduces its Armour by 4.

LEGS

4

4

This unit reduces its Move by 3".

WEAPONS

10

Mining Laser cannot be used for the rest of the game.



HULL

8

This unit reduces its Armour by 4.

LEGS

4

4

This unit reduces its Move by 3".

WEAPONS

10

Vent Repeater (both Alts) cannot be used for the rest of the game.