



| KODIAK COMMAND ACV | | | | | 125 PTS |
|--------------------|------------------|--------|---------------|------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 4" | A | 14 | 4 | TANK | - |

SQUAD SIZE: 1



| | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL |
|----------------|-------------|-------|----------|----------|-------|-----|----|----------------------------------------|
| ORBITAL STRIKE | 0" | F/S/R | ∞ | ∞ | 1 | 3+ | 13 | AREA, DEVASTATOR-2 (SCENERY), INDIRECT |



| PHOENIX COMMAND GUNSHIP | | | | | 190 PTS |
|-------------------------|------------------|--------|---------------|----------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 16" | A | 10 | 9 | AIRCRAFT | - |

SQUAD SIZE: 1

| | MOVE & FIRE | ARC | R(F) | R(G) | SHOTS | 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 cannot be damaged for the rest of the round in any way. In the round up phase, roll a dice. On a 1-3 it is destroyed. On a 4-5 it replenishes 2 Damage Points, and on a 6 it replenishes 3 Damage Points.



| WOLF COMMAND LAV | | | | | 60 PTS |
|------------------|------------------|--------|---------------|------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 9" | A | 12 | 3 | TANK | - |

SQUAD SIZE: 1



| | MOVE & FIRE | ARC | R(F) | R(G) | SHOTS | ACC | E | SPECIAL |
|------------------|-------------|-----|------|------|-------|-----|---|----------------------------------|
| AP MULTI-MISSILE | - | F | 12" | 8" | 1 | 2+ | 8 | ALT-1 , PENETRATIVE, STRAFE-3 |
| AA MULTI-MISSILE | 3" | F | 12" | 8" | 3 | 4+ | 7 | ALT-1, AA-O, INDIRECT |



| FERRUM DRONE BASE | | | | | 155 PTS |
|-------------------|------------------|--------|---------------|------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 3" | A | 12 | 5 | TANK | LARGE |

SQUAD SIZE: 1



| | MOVE & FIRE | ARC | R(F) | R(G) | SHOTS | ACC | E | SPECIAL |
|-------------------------|-------------|-------------|------|------|-------|-----|---|-------------------|
| POINT DEFENCE LAUNCHERS | - | 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.



| STARSPRITE DRONES | | | | | - |
|-------------------|------------------|--------|---------------|------------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 30" | A | 8 | 1 | AIRCRAFT-S | - |

SQUAD SIZE: 4

| | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL |
|--------------|-------------|-----|------|------|-------|-----|---|---------------|
| GOLDEN ARROW | 15" | F | 24" | 6" | 1 | 3+ | 6 | AA-2, FOCUS-3 |

SHORT RANGED DRONES

Squads of Starsprite Drones cannot be bought with points, instead only being used as part of a Ferrum Drone Base, and are worth 0 Kill Points. In addition, Starsprite Drones may not Reaction Fire and their Focus ability can be used to combine shots from the whole squad.

SELF-DESTRUCT

Instead of making a shooting action, you may choose to remove this entire squad from the board as casualties.



| SABRE TANK | | | | | 35 PTS |
|------------|------------------|--------|---------------|------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 4" | A | 15 | 1 | TANK | - |

SQUAD SIZE: 3-9



| | MOVE & FIRE | ARC | R(F) | R(G) | SHOTS | ACC | E | SPECIAL |
|-----------------|-------------|-------|----------|------|-------|-----|----|-------------|
| AVENGER RAILGUN | - | F/S/R | ∞ | 24" | 1 | 1+ | 10 | ARTICULATED |
| GATLING GUN | - | F | 36" | 12" | 2 | 3+ | 3 | - |



| KATANA LIGHT TANK | | | | | 35 PTS |
|-------------------|------------------|--------|---------------|------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 6" | A | 14 | 1 | TANK | - |

SQUAD SIZE: 3-9



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

| | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL |
|------------------|-------------|-------|------|------|-------|-----|---|---------|
| TWIN CANNON | - | F/S/R | 48" | 18" | 2 | 2+ | 9 | - |
| OPTIONAL WEAPONS | | | | | | | | |
| FLAMETHROWER | - | F/S/R | 6" | 6" | 6 | 3+ | 4 | FLAME |

SMOKE LAUNCHERS

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.



| LEGIONNAIRES | | | | | 20 PTS |
|--------------|------------------|--------|---------------|-------------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 2" | - | 7 | 5 | INFANTRY 4+ | - |

SQUAD SIZE: 2-3



| | MOVE & FIRE | ARC | R(F) | R(G) | SHOTS | ACC | E | SPECIAL |
|----------------------|-------------|-------|------|------|-------|-----|---|-----------|
| ASSAULT RIFLES | - | F/S/R | 36" | 9" | 4 | 3+ | 3 | REDUCED-1 |
| MISSILE LAUNCHER | 0" | F/S/R | ∞ | 9" | 1 | 3+ | 9 | - |
| CLOSE ASSAULT RIFLES | - | - | CQ | CQ | 4 | - | 3 | REDUCED-1 |



| PRAETORIAN SPEC-OPS | | | | | 40 PTS |
|---------------------|------------------|--------|---------------|-------------|------------------------------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 2" | - | 7 | 5 | INFANTRY 2+ | DODGE 4+, RAPID INSERTION 4" |

SQUAD SIZE: 2-3



1

| | MOVE & FIRE | ARC | R(F) | R(G) | SHOTS | ACC | E | SPECIAL |
|------------------|-------------|-------|------|------|-------|-----|---|------------------|
| SMG SPECIAL | - | F/S/R | 12" | 6" | 10 | 2+ | 2 | REDUCED-2 |
| SMG CLOSE | - | - | CQ | CQ | 10 | - | 2 | ALT-1, REDUCED-2 |
| ASSAULT GRENADES | - | - | CQ | CQ | 5 | - | 5 | ALT-1, REDUCED-1 |



| GLADIUS HEAVY TANK | | | | | 55 PTS |
|--------------------|------------------|--------|---------------|------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 3" | A | 15 | 2 | TANK | - |

SQUAD SIZE: 2-6



This unit may replace its Twin Avenger Railguns with a Quake Accelerated Mortar for no cost.

| | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL |
|--------------------------|-------------|-------|----------|------|-------|-----|----|----------------------------------------|
| TWIN AVENGER RAILGUNS | - | F/S/R | ∞ | 24" | 2 | 1+ | 10 | ARTICULATED |
| TWIN GATLING GUN | - | F | 36" | 12" | 4 | 3+ | 3 | - |
| OPTIONAL WEAPONS | | | | | | | | |
| QUAKE ACCELERATED MORTAR | - | F/S/R | 24" | 24" | 1 | 3+ | 9 | AREA, INDIRECT, DEVASTATOR-3 (SCENERY) |



| SCIMITAR HEAVY TANK | | | | | 50 PTS |
|---------------------|------------------|--------|---------------|------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 3" | A | 15 | 2 | TANK | - |

SQUAD SIZE: 2-4



| | MOVE & FIRE | ARC | R(F) | R(G) | SHOTS | ACC | E | SPECIAL |
|------------------|-------------|-----|----------|----------|-------|-----|----|--------------|
| MARKSMAN LASER | 1" | F | ∞ | ∞ | 1 | 2+ | 11 | DESTROYER 6+ |
| TWIN GATLING GUN | - | F | 36" | 12" | 4 | 3+ | 3 | - |

MARKSMAN LASER

The Accuracy of this weapon may not be modified by more than +2 total.



| BROADSWORD SUPER HEAVY TANK | | | | | 85 PTS |
|-----------------------------|------------------|--------|---------------|------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 3" | A | 15 | 4 | TANK | - |

SQUAD SIZE: 1-3

This unit may replace its Mythslayer Railgun with a HI-EX Demolition Cannon, FRAG Demolition Cannon, and Nemesis Minigun for no cost.



| | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL |
|-------------------------|-------------|-------|------|------|-------|-----|----|-------------------------------|
| MYTHSLAYER RAILGUN | - | F/S/R | ∞ | 36" | 1 | 1+ | 13 | DEVASTATOR-3 (VEHICLE) |
| OPTIONAL WEAPONS | | | | | | | | |
| HI-EX DEMOLITION CANNON | - | F/S | 24" | 18" | 1 | 2+ | 11 | ALT-1, DEVASTATOR-5 (SCENERY) |
| FRAG DEMOLITION CANNON | - | F/S | 24" | 18" | 1 | 2+ | 7 | ALT-1, AREA |
| NEMESIS MINIGUN | - | F/S | 16" | 8" | 3 | 3+ | 4 | COVER (BODY, SOFT), FOCUS-1 |



| ROC HEAVY GUNSHIP | | | | | 220 PTS |
|-------------------|------------------|--------|---------------|----------|----------------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 16" | A | 10 | 9 | AIRCRAFT | COMMAND CENTRE |

SQUAD SIZE: 1

| | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL |
|-------------------|-------------|-------------|------|------|-------|-----|----|-----------------|
| MISSILE BATTERY | 4" | F | 36" | 9" | 1 | 3+ | 10 | AREA, LIMITED 2 |
| TWIN MISSILE PODS | 8" | F | 36" | 9" | 2 | 3+ | 8 | PENETRATIVE |
| 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 |
| MINIGUN TRIAD | 8" | F | 36" | 12" | 3 | 2+ | 6 | FOCUS-3 |



| HAZARD SUITS | | | | | 35 PTS |
|--------------|------------------|--------|---------------|-------------|-----------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 1" | - | 9 | 3 | INFANTRY 2+ | RESILIENT |

SQUAD SIZE: 2



| | MOVE & FIRE | ARC | R(F) | R(G) | SHOTS | ACC | E | SPECIAL |
|------------------|-------------|-------|----------|------|-------|-----|---|--------------------|
| COMPACT RAILGUNS | 0" | F/S/R | ∞ | 24" | 3 | 1+ | 6 | FOCUS-2, REDUCED-1 |
| POWERED ARMOUR | - | - | CQ | CQ | 3 | - | 5 | REDUCED-1 |

HAZARD SUIT

Re-roll successful Collateral Damage hits against this unit.



| FLAK AA TEAM | | | | | 35 PTS |
|--------------|------------------|--------|---------------|-------------|-----------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 2" | A | 7 | 6 | INFANTRY 4+ | RESILIENT |

SQUAD SIZE: 2



1

| | MOVE & FIRE | ARC | R(F) | R(G) | SHOTS | ACC | E | SPECIAL |
|--------------|-------------|-------|------|------|-------|-----|---|-----------------|
| FLAK CANNONS | 0" | F/S/R | 30" | 18" | 3 | 3+ | 6 | AA-2, REDUCED-1 |

LOADER

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



| RAPIER AA TANK | | | | | 40 PTS |
|----------------|------------------|--------|---------------|------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 4" | A | 15 | 1 | TANK | - |

SQUAD SIZE: 3



| | MOVE & FIRE | ARC | R(F) | R(G) | SHOTS | ACC | E | SPECIAL |
|-----------------|-------------|-------|----------|------|-------|-----|---|--------------------------|
| AA VINDICATOR | - | F/S/R | ∞ | 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 | - |



| Longbow Howitzer | | | | | 30 PTS |
|------------------|------------------|--------|---------------|------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 0" | A | 12 | 1 | TANK | - |

SQUAD SIZE: 1-4



| | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL |
|-----------------------|-------------|-----|----------|------|-------|-----|----|---------------------------------------------------------|
| ARMOUR PIERCING SHELL | - | F | ∞ | 24" | 1 | 3+ | 10 | ALT-1, INDIRECT |
| DAISY CUTTER SHELL | - | F | ∞ | 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.



| CROSSBOW LASER ARTILLERY | | | | | 25 PTS |
|--------------------------|------------------|--------|---------------|------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 0" | A | 12 | 1 | TANK | - |

SQUAD SIZE: 1-4



| | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL |
|----------------|-------------|-----|----------|----------|-------|-----|----|--------------|
| MARKSMAN LASER | - | F | ∞ | ∞ | 1 | 2+ | 11 | DESTROYER 6+ |

MARKSMAN LASER

The Accuracy of this weapon may not be modified by more than +2 total.



| MORTAR TEAM | | | | | 35 PTS |
|-------------|------------------|--------|---------------|-------------|-----------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 2" | - | 7 | 6 | INFANTRY 4+ | RESILIENT |

SQUAD SIZE: 2



| | MOVE & FIRE | ARC | R(F) | R(G) | SHOTS | ACC | E | SPECIAL |
|------------------|-------------|-------|------|------|-------|-----|---|-----------------------------------------------|
| MORTAR ROUND | 0" | F/S/R | 48" | 48" | 3 | 4+ | 6 | ALT-1, AREA, INDIRECT, PENETRATIVE, REDUCED-1 |
| CONCUSSION ROUND | 0" | F/S/R | 48" | 48" | 3 | 4+ | - | ALT-1, INDIRECT |

LOADER

This unit reduces its Shots value by 1 for 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 LIGHT GUNSHIP | | | | | 40 PTS |
|----------------------|------------------|--------|---------------|----------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 24" | A, E+4 | 10 | 1 | AIRCRAFT | - |

SQUAD SIZE: 1-4

This unit may replace its Twin Minigun with AP and AA Multi-Missiles for +10 points.

| | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL |
|------------------|-------------|-----|------|------|-------|-----|---|------------------------------|
| TWIN MINIGUN | 12" | F | 36" | 12" | 2 | 2+ | 6 | FOCUS-3 |
| TWIN GATLING GUN | 12" | F | 24" | 12" | 4 | 4+ | 3 | - |
| OPTIONAL WEAPONS | | | | | | | | |
| 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 |



| OSPREY LIGHT GUNSHIP | | | | | 75 PTS |
|----------------------|------------------|--------|---------------|----------|-----------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 24" | A, E+2 | 10 | 2 | AIRCRAFT | RESILIENT |

SQUAD SIZE: 1-2

| | MOVE & FIRE | ARC | R(F) | R(G) | SHOTS | ACC | E | SPECIAL |
|---------------------|-------------|-----|----------|------|-------|-----|---|---------|
| TWIN LIGHT RAILGUNS | 12" | F | ∞ | 12" | 2 | 3+ | 9 | - |
| MULTI-MISSILE (AA) | 12" | F | 12" | 8" | 3 | 4+ | 7 | AA-2 |
| TWIN GATLING GUN | 12" | F | 24" | 12" | 4 | 4+ | 3 | - |



| EAGLE HEAVY GUNSHIP | | | | | 100 PTS |
|---------------------|------------------|--------|---------------|----------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 18" | A | 10 | 3 | AIRCRAFT | - |

SQUAD SIZE: 1

| | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL |
|-----------------------|-------------|-------------|----------|------|-------|-----|----|-------------|
| TWIN HEAVY RAILGUNS | 6" | F | ∞ | 24" | 2 | 1+ | 11 | - |
| COMPOUND MISSILE PODS | 6" | F/S (LEFT) | 36" | 6" | 2 | 3+ | 8 | PENETRATIVE |
| COMPOUND MISSILE PODS | 6" | F/S (RIGHT) | 36" | 6" | 2 | 3+ | 8 | PENETRATIVE |
| TWIN GATLING GUN | - | F | 24" | 12" | 4 | 4+ | 3 | - |



| PRAETORIAN SNIPERS | | | | | 35 PTS |
|--------------------|------------------|--------|---------------|-------------|--------------------------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 3" | E+4 | 7 | 3 | INFANTRY 2+ | INFLTRATE 18", RESILIENT |

SQUAD SIZE: 2-3



| | MOVE & FIRE | ARC | R(F) | R(G) | SHOTS | ACC | E | SPECIAL |
|---------------|-------------|-------|----------|------|-------|-----|---|----------------------------|
| SNIPER RIFLES | 0" | F/S/R | ∞ | 24" | 3 | 2+ | 4 | REDUCED-1, DESTROYER 6+ |
| SIDEARMS | - | - | CQ | CQ | 3 | - | 2 | REDUCED-1 |



| WOLVERINE SCOUT BUGGY | | | | | 20 PTS |
|-----------------------|------------------|--------|---------------|------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 9" | A | 1 1 | 1 | TANK | - |

SQUAD SIZE: 4-8

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



| | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL |
|--------------------|-------------|-------|------|------|-------|-----|---|-------------|
| MISSILE POD | - | F/S/R | 36" | 9" | 1 | 3+ | 8 | PENETRATIVE |
| OPTIONAL WEAPONS | | | | | | | | |
| MINIGUN | - | F/S/R | 36" | 12" | 1 | 2+ | 6 | AA-2 |
| LIGHT FLAMETHROWER | - | F/S/R | 3" | 3" | 3 | 3+ | 4 | FLAME |



| 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.



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

SQUAD SIZE: 1



| | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL |
|------------------|-------------|-------|------|------|-------|-----|---|---------|
| TWIN GATLING GUN | - | F/S/R | 24" | 12" | 4 | 4+ | 3 | - |



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

SQUAD SIZE: 1



SCAN BOOSTER UNIT

All Scan Tokens within 6" of this 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 re-roll any failed damage rolls for that shooting action.



| CONDOR DROPSHIP | | | | | 30 PTS |
|-----------------|------------------|--------|---------------|----------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 18" | A | 10 | 3 | AIRCRAFT | - |

SQUAD SIZE: 1



| | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL |
|------------------|-------------|-----|------|------|-------|-----|---|---------|
| TWIN GATLING GUN | - | F | 24" | 12" | 4 | 4+ | 3 | - |



| ALBATROSS HEAVY DROPSHIP | | | | | 60 PTS |
|--------------------------|------------------|--------|---------------|----------|---------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 18" | A | 10 | 6 | AIRCRAFT | - |

SQUAD SIZE: 1

 **18**

| | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL |
|------------------|-------------|-------------|------|------|-------|-----|---|---------|
| TWIN GATLING GUN | - | F | 24" | 12" | 4 | 4+ | 3 | - |
| TWIN GATLING GUN | - | F/S (LEFT) | 24" | 12" | 4 | 4+ | 3 | - |
| TWIN GATLING GUN | - | F/S (RIGHT) | 24" | 12" | 4 | 4+ | 3 | - |



| RAVEN LIGHT TROOPSHIP | | | | | 25 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 |
|------------------|-------------|-----|------|------|-------|-----|---|---------|
| TWIN GATLING GUN | - | F | 24" | 12" | 4 | 4+ | 3 | - |



| RAVEN LIGHT DROPSHIP | | | | | 15 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 |
|------------------|-------------|-----|------|------|-------|-----|---|---------|
| TWIN GATLING GUN | - | F | 24" | 12" | 4 | 4+ | 3 | - |



| ARCHANGEL INTERCEPTOR | | | | | 45 PTS |
|-----------------------|------------------|--------|---------------|----------|------------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 24"-36" | A, E+5 | 10 | 1 | AIRCRAFT | FAST, RARE |

SQUAD SIZE: 1-2

| | MOVE & FIRE | ARC | R(F) | R(C) | SHOTS | ACC | E | SPECIAL |
|---------------------|-------------|-----|----------|------|-------|-----|---|---------|
| RETRIBUTION CANNONS | - | F | ∞ | 12" | 2 | 3+ | 7 | AA-3 |



| ARCHANGEL TACTICAL BOMBER | | | | | 50 PTS |
|---------------------------|------------------|--------|---------------|----------|------------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 24"-36" | A, E+5 | 10 | 1 | AIRCRAFT | FAST, RARE |

SQUAD SIZE: 1-2

| | MOVE & FIRE | ARC | R(F) | R(G) | SHOTS | ACC | E | SPECIAL |
|---------------------|-------------|-----|------|------|-------|-----|---|---------|
| INCENDIARY MISSILES | - | F | 8" | 8" | 1 | 2+ | 2 | - |
| TWIN GATLING GUN | - | F | 24" | 12" | 4 | 4+ | 3 | - |

INCENDIARY MISSILES

If this weapon hits a scenery piece, it causes 3D3 Collateral Damage tokens to be placed.



| SERAPHIM BOMBER | | | | | 90 PTS |
|-----------------|------------------|--------|---------------|----------|------------|
| MOVE | COUNTER MEASURES | ARMOUR | DAMAGE POINTS | TYPE | SPECIAL |
| 24"-28" | A, E+4 | 12 | 2 | AIRCRAFT | FAST, RARE |

SQUAD SIZE: 1

This unit may replace its Missile Cluster with a Bunker Buster for no cost.

| | MOVE & FIRE | ARC | R(F) | R(G) | SHOTS | ACC | E | SPECIAL |
|---------------------|-------------|-----|------|------|-------|-----|----|------------------------------|
| FOCUSED HEAVENFRE | - | F | 12" | 12" | 1 | 2+ | 12 | ALT-1 |
| FIRESTORM HEAVENFRE | - | F | 12" | 12" | 4 | 2+ | 4 | ALT-1, FLAME |
| MISSILE CLUSTER | - | F | 12" | 12" | 2 | 3+ | 11 | AREA, COVER (ALL), LIMITED-4 |
| OPTIONAL WEAPONS | | | | | | | | |
| BUNKER BUSTER | - | F | 12" | 12" | 1 | 5+ | 10 | DEVASTATOR-4 (SCENERY) |