



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.

If a Ferrum Drone Base is destroyed, remove squads of Starsprite Drones as casualties immediately until there are no more than 2 squads per Ferrum Drone Base.



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.



POLECAT BUGGY					25 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	A	12	1	TANK	-

SQUAD SIZE: 2-4

This unit may replace its Aggressor Cannon with a Twin Nemesis Minigun for no cost.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
AGGRESSOR CANNON	-	F/S	12"	12"	3	3+	7	FOCUS-2
OPTIONAL WEAPONS								
TWIN NEMESIS MINIGUN	-	F/S	16"	8"	6	3+	4	COVER (BODY, SOFT), FOCUS-1



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



	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.



FLAIL HEAVY TANK					35 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
CLUSTER MISSILE ARRAY	-	F/S/R	-	-	1	3+	6	AREA, PENETRATIVE
TWIN GATLING GUN	-	F/S	36"	12"	4	3+	3	-

CLUSTER MISSILE ARRAY

When firing this weapon, place the template over the firing unit. The firing unit is not hit, but all other units under the template are hit as normal. This weapon ignores Passive and Evasion Countermeasures.



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(C)	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



1

	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	-



VULTURE TROOPSHIP					35 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
18"	A	10	2	AIRCRAFT	-

SQUAD SIZE: 1

This unit may take an AA Battery for +10 points.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN GATLING GUN	-	F	24"	12"	4	4+	3	-
OPTIONAL WEAPONS								
AA BATTERY	8"	F/S/R	36"	9"	2	3+	6	AA-2



VULTURE DROPSHIP					25 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
18"	A	10	2	AIRCRAFT	-

SQUAD SIZE: 1

This unit may take an AA Battery for +10 points.



	MOVE & FIRE	ARC	R(F)	R(G)	SHOTS	ACC	E	SPECIAL
TWIN GATLING GUN	-	F	24"	12"	4	4+	3	-
OPTIONAL WEAPONS								
AA BATTERY	8"	F/S/R	36"	9"	2	3+	6	AA-2



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)