Bioficer Abilities

Famous and Faction Admirals may take additional Abilities from the following table when building your lists. Each Famous and Faction Admiral will state the amount of additional Abilities they may take. You can only take each Ability once per list.

Cost	Effect
1AP	**Good Fight, We Should Do It More Often:** If a friendly Group's attack would cause an enemy Group to be completely removed from the table, the friendly Group may immediately turn up to 45 degrees.
3AP	**Maddening Communiqué:** At the start of the Activation Phase, pick an opponent. That opponent's Abilities cost 1 additional AP to use until the end of the round.
2AP	**Forcing an Unfair Fight:** At the start of the Asset Phase, pick a Dropsite you contest. Each player rolls D6 and adds that many Battalions to The Dropsite or any of its Features they already have Battalions on.
3AP	**Precision Strike:** When you attack with a Group, pick one of its Weapons. Each Ship in the Group with the same Weapon improves the lock of that Weapon by 1.
1AP	**Prismatic Surprise:** At the end of the Planning Phase, you may swap the attached Payloads of two Porter Ships with the same Porter value.
4AP	**Unsportsmanlike Behaviour:** At the end of a round, all players retain any unspent AP from this round into the next round. In the next round, players cannot gain any AP in the Planning Phase.

Bioficer Admirals

Bioficer Ardent
Admiral Level 1 – 25 pts

Cost	Effect
*	This Admiral may take 1 additional Abilty from the Bioficer Abilities Table.
2AP	**Backpedal:** At the start of a friendly Group's activation, pick any friendly Group. You may move each Ship in that Group up to 3" directly backwards.

Bioficer Accumulator
Admiral Level 3 – 65 pts

Cost	Effect
*	This Admiral may take 1 additional Abilty from the Bioficer Abilities Table.
2AP	**Gravitic Manoeuvring**: When a friendly Group is given a Max Thrust Order, it may turn as if it was on General Quarters.
2AP	**Kinetic Deconstruction**: When a friendly Group makes an attack with any number of weapons with "Decon" in its name, those weapons change their Type to Kinetic until the end of its activation.

Bioficer Launch Assets

Load	Thrust	Att	Lock	DMG	Type	Special
Torpedo	9"	3	2+	1	K	Corruptor-2
Bombers	13"	3	4+	1	K	-
Mines	5"	4	3+	1	K	-

Load	Thrust	KS Re-roll
Fighters	16"	1

Bioficer Deployable Features

PTS	Type	ES	KS	Special
20	Genitor Tower	4+	4+	-

This Feature may be purchased for your fleet when you build your list. It must be assigned to a Ship with the Porter special rule as if it were a Ship with the Payload S-1 special rule.

When any number of enemy Battalions on this Dropsite and its Features are removed for any reason, place 2 friendly Battalions on this Dropsite (regardless of the number of Battalions removed). If these Battalions are gained through Battalion Combat, they are placed after Battalion Combat.

When this Feature is destroyed, it contributes its points to the Kill Points of the opposing player that destroyed it.

Atlas – Catastrophe

155 pts (45 + 110 pts)

Famous Admiral Level 2 & Heavy Cruiser

M / 40mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G		Special
7"	8"	4"	9	4+	4+	5+	1		Porter S-1

Name	Arc	Att	Lock	DMG	Type	Special
Heavy Lightvice	F	2	2+	3	K	Close Action, Focused
Thermator	F	3	4+	2	E	Overcharge, Scald-1

One Upsmanship

If this Admiral is your highest level Admiral, whenever your opponent uses an Ability, roll a dice. On a 4+, you gain 1AP.

Cost	Effect
*	This Admiral may take 1 additional Abilty from the Bioficer Abilities Table.
2AP	**Emergency Reattachment Protocol** - When an enemy would destroy one of your Payload Ships, it is not destroyed and is instead reattached to a valid Porter Ship within 6".

Atom – Scion	195 pts (45 + 150 pts)
Famous Admiral Level 2 & Battlecruiser	H / 50mm
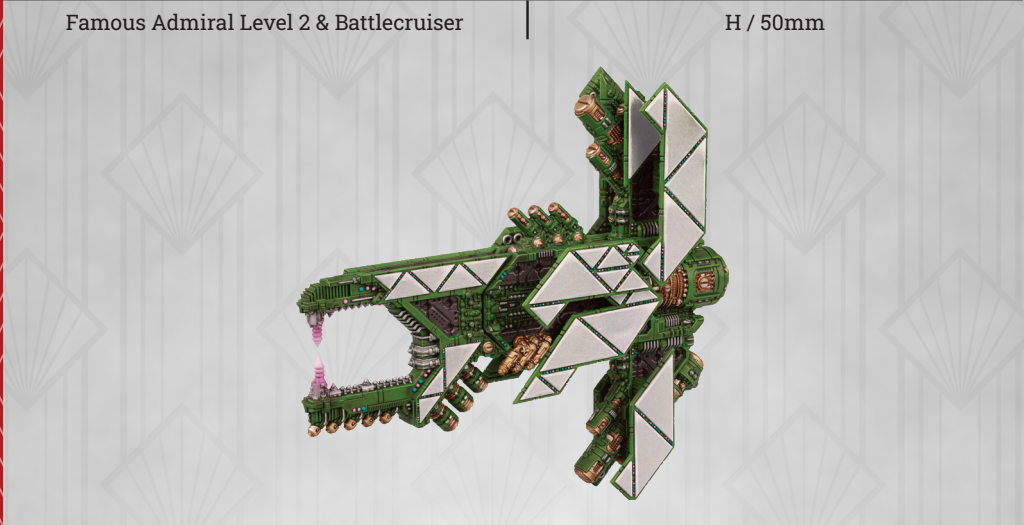
Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
8"	10"	4"	12	4+	4+	5+	1	-

Name	Arc	Att	Lock	DMG	Type	Special
Godray Lightvice	F	2	2+	5	K	Bloom-1, Bombardment, Close Action, Focused

Godray Lightvice

This weapon's Bombardment special rule has no effect on Ships in Atmosphere.

Cost	Effect
*	This Admiral may take 1 additional Ability from the Bioficer Abilities Table.
2AP	**Vice Lightly** - When you assign targets to a weapon with "Lightvice" in its name, that weapon ignores its Focused rule for that attack.

Agency – Bastion Battleship	310 pts (65 + 245 pts)
Famous Admiral Level 3 & Battleship	H / 50mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
8"	12"	6"	17	3+	3+	4+	1	Porter L-1

Name	Arc	Att	Lock	DMG	Type	Special
Gravitic Hyperspear	FN	6	3+	2	C	Arrest-4, Bloom-2
Thermator	F	3	4+	2	E	Overcharge, Scald-1

Load	Launch	Special
Torpedo	2	Limited-4

Cost	Effect
*	This Admiral may take 1 additional Abilty from the Bioficer Abilities Table.
2AP	**Sinthetic Grav Waves** - When you inflict damage to an enemy Ship with a weapon with the Arrest-X special rule, each Ship in the damaged Group is affected by the Arrest rule and increases its X value by 2 for that attack.

Invasion Cell	15 pts
Cell	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
2"	8"	1"	2	4+	4+	6+	-	Payload S-1, Vectored

Name	Arc	Att	Lock	DMG	Type	Special
Bombardment	F/S/R	3	5+	2	E	Alt Launch, Bombardment

Load	Launch	Special
Drop Pods	1	-

Lander Cell	15 pts
Cell	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
2"	8"	1"	2	4+	4+	6+	-	Payload S-1, Vectored

Load	Launch	Special
Bulk Landers	2	-

Torpedo Cell	20 pts
Cell	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
2"	8"	1"	2	4+	4+	6+	-	Payload S-1

Load	Launch	Special
Torpedo	1	-

Prism Cell	10 pts
Cell	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
2"	8"	1"	2	4+	4+	6+	-	Aegis-1, Payload S-1, Vectored

Name	Arc	Att	Lock	DMG	Type	Special
Prism	F/S/R	3	3+	1	E	-

Limited Aegis Bandwidth

These Ships do not combine their Aegis-X rule into a single value. Only their X value is used when gaining additional dice due to the Aegis special rule.

Supercell	55 pts
Cell	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
2"	8"	3"	3	3+	3+	4+	-	Aegis-3, Payload L-1, Vectored

Name	Arc	Att	Lock	DMG	Type	Special
Concussion Prism	F/S/R	6	3+	1	E	-

Limited Aegis Bandwidth

These Ships do not combine their Aegis-X rule into a single value. Only their X value is used when gaining additional dice due to the Aegis special rule.

Summoner Cell	60 pts
Cell	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
2"	8"	3"	3	3+	3+	4+	-	Payload L-1, Vectored

Load	Launch	Special
Fighters & Bombers	3	-

Summoning Cell

When activating Fighters & Bombers within 4" of this Ship, you may place them anywhere within 18" of this ship instead of moving them normally.

Vertex		30 pts
Corvette		L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G		Special
12"	8"	2"	4	5+	5+	-	1-3		Descent

Name	Arc	Att	Lock	DMG	Type		Special
Decon Slayer	FN	3	3+	1	E		Air to Air

Logic	20 pts
Lighter	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
16"	8"	1"	2	5+	5+	-	1-3	Rare

Name	Arc	Att	Lock	DMG	Type	Special
Light Bombardment	F/S/R	3	5+	1	E	Bombardment, Alt Launch

Load	Launch	Special
Drop Pods	1	-

Fugue	35 pts
Frigate	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
14"	8"	1"	3	5+	5+	-	2-6	-

Name	Arc	Att	Lock	DMG	Type	Special
Lightvice	F/S	1	2+	3	K	Close Action

Forestall	40 pts
Frigate	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
14"	8"	1"	3	5+	5+	-	2-6	-

Name	Arc	Att	Lock	DMG	Type	Special
Scythe Nodule	F	4	4+	1	E	Anti Wing, Reave-1

Foray		25 pts
Frigate		L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
14"	8"	1"	3	5+	5+	-	1-2	Porter S-1

Name	Arc	Att	Lock	DMG	Type	Special
Decon Burst	F/S/R	1	4+	1	E	-

Fulcrum	40 pts
Frigate	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
14"	10"	1"	3	5+	5+	-	2-6	-

Name	Arc	Att	Lock	DMG	Type	Special
Barb Spiker	FN	1	2+	2	K	Reave-1

Fresco	40 pts
Frigate	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
14"	8"	1"	3	5+	5+	-	2-6	-

Name	Arc	Att	Lock	DMG	Type	Special
Winnower	F/S	5	4+	1	E	Calibre-L, Close Action

Mantle	65 pts
Monitor	L / 30mm
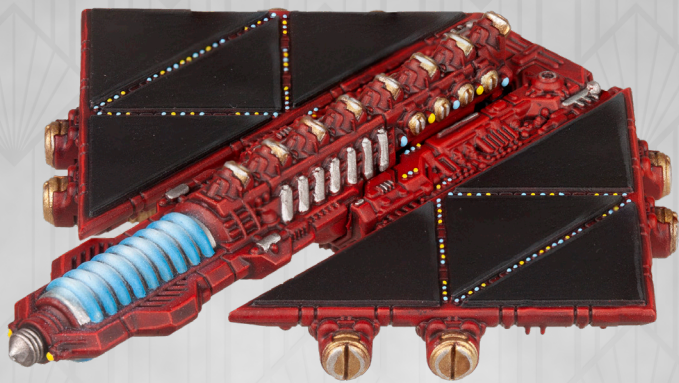
Thrust	Scan	Sig	Hull	ES	KS	BS	G		Special
4"	12"	3"	4	4+	4+	5+	1-2		Monitor, Rare

Name	Arc	Att	Lock	DMG	Type	Special
Gravitic Pulveriser (Anti-Ship)	F	6	3+	1	C	Alt-1, Arrest-2, Close Action
Gravitic Pulveriser (Bombardment)	F	6	4+	1	C	Alt-1, Bombardment

Monarch	85 pts
Monitor	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G		Special
4"	12"	3"	4	4+	4+	5+	1-2		Monitor

Name	Arc	Att	Lock	DMG	Type		Special
Decon Blast	F/S/R	4	4+	1	E		-

Load	Launch	Special
Fighters & Bombers	2	-

Matrix	65 pts
Monitor	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
4"	12"	3"	4	4+	4+	5+	1-3	Monitor

Name	Arc	Att	Lock	DMG	Type	Special
Decon Blast	F/S/R	4	4+	1	E	-

Load	Launch	Special
Torpedo	1	-

Torrent	60 pts
Cutter	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
14"	8"	3"	5	5+	5+	6+	1-3	-

Name	Arc	Att	Lock	DMG	Type	Special
Scythe Cluster	F	5	4+	1	E	Anti Wing, Fusillade-3, Reave-1

Tine	55 pts
Cutter	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
14"	8"	3"	5	5+	5+	6+	1-3	-

Name	Arc	Att	Lock	DMG	Type	Special
Gravitic Stave	FN	3	4+	1	C	Arrest-2

Tally	85 pts
Cutter	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
14"	8"	3"	5	5+	5+	6+	1-2	Rare

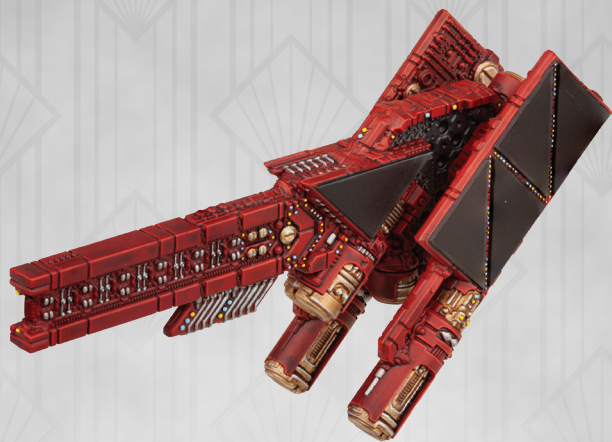| Name	Arc	Att	Lock	DMG	Type	Special
Graviton Lens	F/S	4	3+	1	C	Close Action

Gravitational Lensing

Once per round, when determining targets for a friendly ship within 8" of this ship, you may treat one of its weapons as having an Arc of F/S instead of its normal Arcs for that attack.
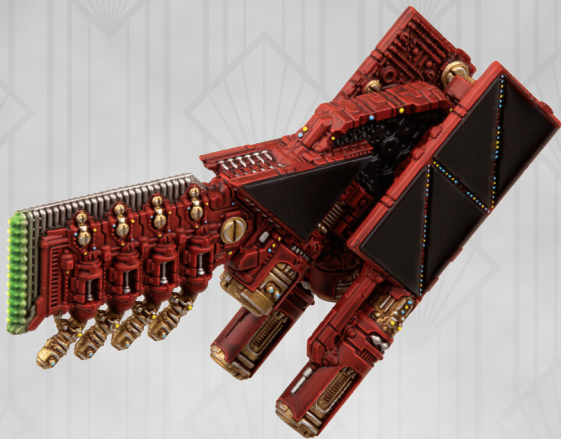
Domain	65 pts
Destroyer	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G		Special
8"	8"	2"	5	4+	4+	5+	1-3		-

Name	Arc	Att	Lock	DMG	Type		Special
Decon Cannon	FN	7	3+	1	E		-

Diode	75 pts
Destroyer	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
8"	8"	2"	5	4+	4+	5+	1-3	-

Name	Arc	Att	Lock	DMG	Type	Special
Bisector	FN	2	3+	3	E	Bloom-1, Calibre-H/C, Penetrator

Disciple	55 pts
Destroyer	L / 30mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
8"	8"	2"	5	4+	4+	5+	1-3	Porter L-1

Name	Arc	Att	Lock	DMG	Type	Special
Decon Blast	F/S/R	4	4+	1	E	-

Cache · 65 pts

Light Cruiser · M / 40mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
10"	8"	2"	5	4+	4+	-	1-3	Porter S-1

Name	Arc	Att	Lock	DMG	Type	Special
Heavy Lightvice	F	2	2+	3	K	Close Action, Focused

Cipher	70 pts
Light Cruiser	M / 40mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
10"	8"	2"	5	4+	4+	-	1-3	Porter S-1

Name	Arc	Att	Lock	DMG	Type	Special
Thermator	F	3	4+	2	E	Overcharge, Scald-1

Charger	75 pts
Light Cruiser	M / 40mm
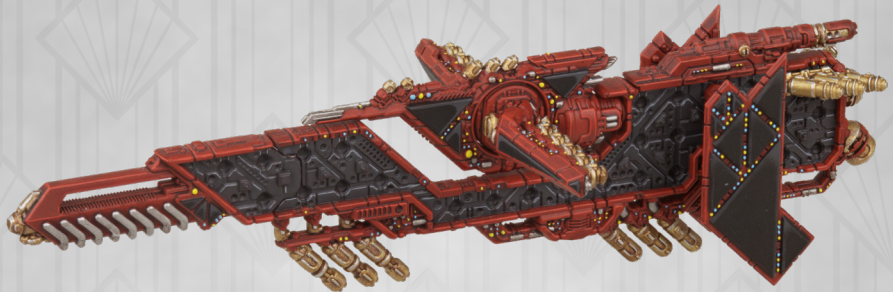
Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
10"	11"	2"	5	4+	4+	-	1-3	Porter S-1

Name	Arc	Att	Lock	DMG	Type	Special
Barb Launcher	FN	1	2+	4	K	Reave-1

Callous	80 pts
Cruiser	M / 40mm
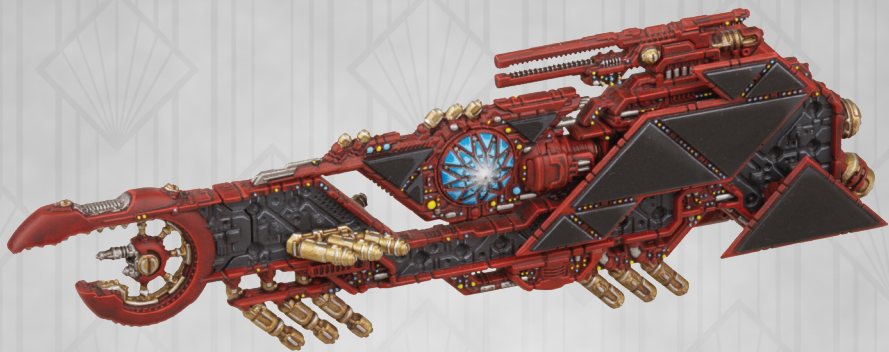
Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
8"	8"	3"	7	4+	4+	-	1-2	Porter S-1

Name	Arc	Att	Lock	DMG	Type	Special
Ghost Orb	F/S	2	4+	2	E	Close Action, Status
Decon Blaster	FN	3	3+	1	E	-

Construct	100 pts
Cruiser	M / 40mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
8"	10"	3"	7	4+	4+	-	1-2	Porter S-1

Name	Arc	Att	Lock	DMG	Type	Special
Scythes	FN	8	4+	1	E	Anti Wing, Fusillade-2, Reave-1
Barb Stinger	FN	1	2+	2	K	Reave-1

Conqueror	75 pts
Cruiser	M / 40mm
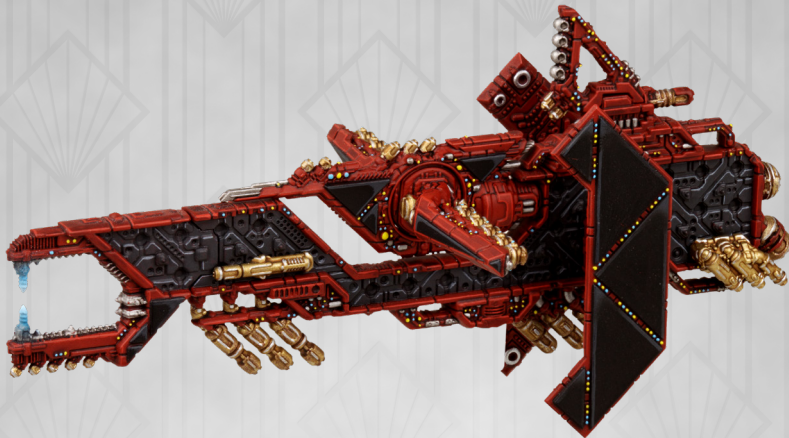
Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
8"	8"	3"	7	4+	4+	-	1-2	Porter S-1

Name	Arc	Att	Lock	DMG	Type	Special
Heavy Lightvice	F	2	2+	3	K	Close Action, Focused

Tractor Beamer

At the end of this Ship's activation, you may pick a single friendly Ship with the Payload special rule within 6". Move that ship up to 4" in any direction, .

Choral	80 pts
Cruiser	M / 40mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
8"	11"	3"	7	4+	4+	-	1-2	Detector, Porter S-1

Name	Arc	Att	Lock	DMG	Type	Special
Barb Launcher	FN	1	2+	4	K	Reave-1

Comet	90 pts
Cruiser	M / 40mm
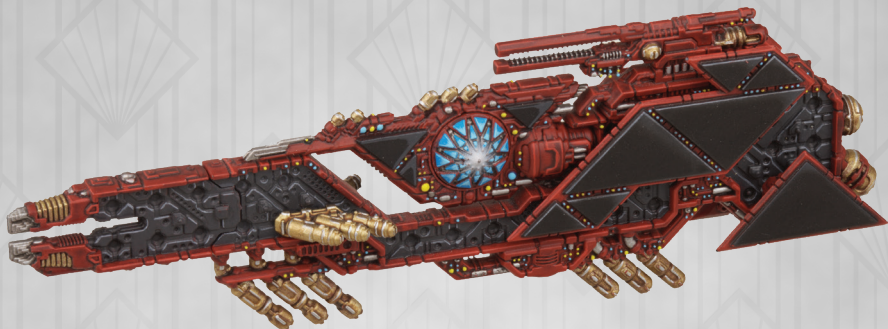
Thrust	Scan	Sig	Hull	ES	KS	BS	G		Special
8"	8"	3"	7	4+	4+	-	1-2		Porter S-1

Name	Arc	Att	Lock	DMG	Type		Special
Thermator	F	3	4+	2	E		Overcharge, Scald-1
Decon Blaster	FN	3	3+	1	E		-

Cosmic	80 pts
Cruiser	M / 40mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
8"	11"	3"	7	4+	4+	-	1-2	Porter S-1

Name	Arc	Att	Lock	DMG	Type	Special
Barb Launcher	FN	1	2+	4	K	Reave-1
Barb Stinger	FN	1	2+	2	K	Reave-1

Cavern	125 pts
Fleet Carrier	M / 40mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
8"	8"	3"	7	4+	4+	-	1	Porter S-1

Name	Arc	Att	Lock	DMG	Type	Special
Scythes	FN	8	4+	1	E	Anti Wing, Fusillade-2, Reave-1

Load	Launch	Special
Fighters & Bombers	2	-

Combine	75 pts
Cruiser	M / 40mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
8"	11"	3"	7	4+	4+	-	1-2	Porter S-2

Name	Arc	Att	Lock	DMG	Type	Special
Barb Launcher	FN	1	2+	4	K	Reave-1

Cataphract	105 pts
Heavy Cruiser	M / 40mm
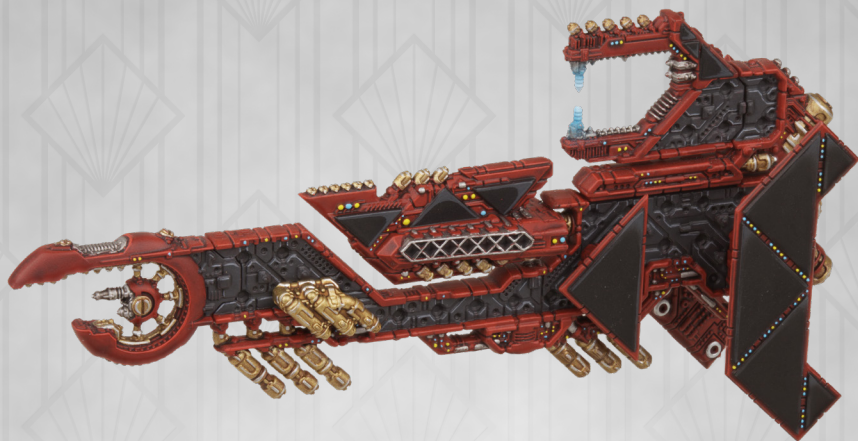
Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
7"	8"	4"	9	4+	4+	5+	1	Porter S-1

Name	Arc	Att	Lock	DMG	Type	Special
Ghost Orb	F/S	2	4+	2	E	Close Action, Status
Heavy Lightvice	F	2	2+	3	K	Close Action, Focused

Cacophony	140 pts
Heavy Cruiser	M / 40mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G		Special
7"	8"	4"	9	4+	4+	5+	1		Porter S-1

Name	Arc	Att	Lock	DMG	Type	Special
Scythes	FN	8	4+	1	E	Anti Wing, Fusillade-2, Reave-1
Scythes	FN	8	4+	1	E	Anti Wing, Fusillade-2, Reave-1

Catastrophe — 110 pts

Heavy Cruiser · M / 40mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G		Special
7"	8"	4"	9	4+	4+	5+	1		Porter S-1

Name	Arc	Att	Lock	DMG	Type		Special
Heavy Lightvice	F	2	2+	3	K		Close Action, Focused
Thermator	F	3	4+	2	E		Overcharge, Scald-1

Carronade	110 pts
Heavy Cruiser	M / 40mm
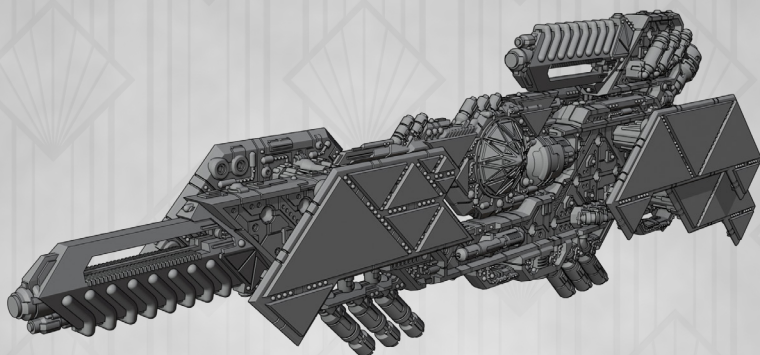
Thrust	Scan	Sig	Hull	ES	KS	BS	G		Special
7"	11"	4"	9	4+	4+	5+	1		Porter S-1

Name	Arc	Att	Lock	DMG	Type		Special
Barb Launcher	FN	1	2+	4	K		Reave-1
Barb Launcher	FN	1	2+	4	K		Reave-1

Scion	150 pts
Battlecruiser	H / 50mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
8"	10"	4"	12	4+	4+	5+	1	-

Name	Arc	Att	Lock	DMG	Type	Special
Hyper Lightvice	F	2	2+	5	K	Bloom-1, Close Action, Focused, Scald-1

Sanctum	200 pts
Battlecruiser	H / 50mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G		Special
8"	10"	4"	12	4+	4+	5+	1		-

Name	Arc	Att	Lock	DMG	Type		Special
Decon Blast	F/S/R	4	4+	1	E		-

Load	Launch	Special
Fighters & Bombers	5	-

Stature	140 pts
Battlecruiser	H / 50mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
8"	10"	4"	12	4+	4+	5+	1	-

Name	Arc	Att	Lock	DMG	Type	Special
Decon Annihilator	FN	12	3+	1	E	Reave-1

Binary	225 pts
Battleship	H / 50mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G		Special
8"	12"	6"	17	3+	3+	4+	1		Porter L-1

Name	Arc	Att	Lock	DMG	Type	Special
Grand Bisector	FN	2	3+	5	E	Calibre-H/C, Crippling, Penetrator, Bloom-1
Scythe Nodule	F	4	4+	1	E	Anti Wing, Reave-1
Scythe Nodule	F	4	4+	1	E	Anti Wing, Reave-1

Torpedo Upgrade

This Ship may take a Torpedo Upgrade for +20 points, gaining the following Launch Asset:

Load	Launch	Special
Torpedo	2	Limited-4

One of the first nightmarish Bioficer battleships encountered, the Binary is built around a colossal, spinal-mounted Grand Bisector. This weapon is already infamous for neatly slicing cruisers in half with a single, silent discharge. Like most Bioficer battleships, it can be upgraded with Genitor Torpedoes and can carry a single Supercell into battle.

Brutal								230 pts
Battleship								H / 50mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G		Special
8"	12"	6"	17	3+	3+	4+	1		Porter L-1

Name	Arc	Att	Lock	DMG	Type	Special
Giga Winnower	F/S	15	3+	1	E	Close Action, Fusillade-5
Scythe Nodule	F	4	4+	1	E	Anti Wing, Reave-1
Scythe Nodule	F	4	4+	1	E	Anti Wing, Reave-1

Torpedo Upgrade

This Ship may take a Torpedo Upgrade for +20 points, gaining the following Launch Asset:

Load	Launch	Special
Torpedo	2	Limited-4

The Brutal class battleship is built around the terrifying Giga-Winnower, a weapon of awesome, indiscriminate lethality. When unleashed at full force, it projects coruscating tsunamis of molecular deconstructive power, reducing multiple targets to random chunks. Like all Winnowers, its weakness is its short range, making extreme aggression an enjoyed necessity for the intelligences that direct this massive ship

Bastion	225 pts
Battleship	H / 50mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G		Special
8"	12"	6"	17	3+	3+	4+	1		Porter L-1

Name	Arc	Att	Lock	DMG	Type		Special
Gravitic Hyperlance	FN	6	3+	2	C		Arrest-2, Bloom-2
Thermator	F	3	4+	2	E		Overcharge, Scald-1

Torpedo Upgrade

This Ship may take a Torpedo Upgrade for +20 points, gaining the following Launch Asset:

Load	Launch	Special
Torpedo	2	Limited-4

The Bastion class battleship is built around the massive Gravitic Hyperlance. This weapon projects a thin tunnel of massively undulating gravity, pulling and shaking a cylinder of hull to pieces while arresting the target for further abuse, should it survive at all. A Thermitor battery augments this ship's already awesome destructive power.

Blackbird	265 pts
Super Battleship	H / 50mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G		Special
6"	12"	6"	19	3+	3+	4+	1		Marines-1, Porter L-1

Name	Arc	Att	Lock	DMG	Type	Special
Grand Bisector	FN	2	3+	5	E	Calibre-H/C, Crippling, Penetrator, Bloom-1
Scythes	FN	8	4+	1	E	Anti Wing, Fusillade-2, Reave-1
Thermator	F	3	4+	2	E	Overcharge, Scald-1

Load	Launch	Special
Boarding Pods	1	-

Torpedo Upgrade

This Ship may take a Torpedo Upgrade for +20 points, gaining the following Launch Asset:

Load	Launch	Special
Torpedo	2	Limited-4

The Blackbird is one of the new enemy's most awesome, maxed-out vessels. The extreme and frankly insulting effects of the Grand Bisector are already, regrettably, well known, but once augmented with multiple other weapons this vessel becomes a top-tier threat. Its Scythes, Thermator, and boarding pods are bad enough, plus it can be further upgraded with Genitor Torpedoes.

Bishop	265 pts
Super Battleship	H / 50mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G	Special
6"	12"	6"	19	3+	3+	4+	1	Marines-1, Porter L-1

Name	Arc	Att	Lock	DMG	Type	Special
Giga Winnower	F/S	15	3+	1	E	Close Action, Fusillade-5
Scythes	FN	8	4+	1	E	Anti Wing, Fusillade-2, Reave-1
Thermator	F	3	4+	2	E	Overcharge, Scald-1

Load	Launch	Special
Boarding Pods	1	-

Torpedo Upgrade

This Ship may take a Torpedo Upgrade for +20 points, gaining the following Launch Asset:

Load	Launch	Special
Torpedo	2	Limited-4

Much like the Blackbird is an up-gunned version of the Binary, the Bishop super battleship shares the primary armaments of the Brutal class. It sacrifices some thrust to add a Thermitor and boarding pods while retaining the option to add Genitor Torpedoes and a Supercell. Fully equipped and upgraded, this is a terrifying opponent at close quarters.

Binder		270 pts
Super Battleship		H / 50mm

Thrust	Scan	Sig	Hull	ES	KS	BS	G		Special
6"	12"	6"	19	3+	3+	4+	1		Marines-1, Porter L-1

Name	Arc	Att	Lock	DMG	Type	Special
Gravitic Hyperlance	FN	6	3+	2	C	Arrest-2, Bloom-2
Scythes	FN	8	4+	1	E	Anti Wing, Fusillade-2, Reave-1
Thermator	F	3	4+	2	E	Overcharge, Scald-1

Load	Launch	Special
Boarding Pods	1	-

Torpedo Upgrade

This Ship may take a Torpedo Upgrade for +20 points, gaining the following Launch Asset:

Load	Launch	Special
Torpedo	2	Limited-4

Consistent with the enemy's other super battleships, the Binder is effectively an up-gunned, slower derivative of the Bastion class. Its devastating, mixed armament is a primary threat to any vessel. Like other Bioficer super battleships, it features a greater offensive crew compliment to fill its boarding pods, making boarding actions against this leviathan a foolhardy endeavour.