ARCHANGEL
INTERCEPTOR

50 POINTS

SQUAD SIZE: 1-2

MOVE	EVASION	ARMOUR	DAMAGE POINTS
24-36"	3	10	1

	RANGE	SHOTS	ACCURACY	ENERGY
RETRIUBTION CANNONS (AA)	12"	2	3+	7

RETRIBUTION CANNONS: This weapon ignores 2 points of Evasion.

Archangel
Tactical Bomber

50 points

Squad Size: 1-2

Move	Evasion	Armour	Damage Points
24-36"	3	10	1

	Range	Shots	Accuracy	Energy
Incendiary Missiles	8"	1	2+	2
Twin Gatling	12"	4	4+	3

Incendiary Missiles: If this weapon targets a scenery piece (even if it does no damage), in the Round Up phase, the scenery piece takes 3D3 extra damage.

SERAPHIM

60 POINTS

SQUAD SIZE: 1

MOVE	EVASION	ARMOUR	DAMAGE POINTS
24-28"	2	12	2

	RANGE	SHOTS	ACCURACY	ENERGY
HEAVENFIRE	12"	1	2+	12
BUNKER BUSTER	12"	1	2+	10

BUNKER BUSTER: If this weapon successfully damages a scenery piece, add D3 damage to the shot.

SERAPHIM RETALIATOR

60 POINTS

SQUAD SIZE: 1

Move	Evasion	Armour	Damage Points
24-28"	2	12	2

	Range	Shots	Accuracy	Energy
Heavenfire	12"	1	2+	12
Missile Cluster	12"	2	4+	11

MISSILE CLUSTER: If this weapon successfully damages a ground asset, add D3 damage to the shot.

CORSAIR

40 POINTS

SQUAD SIZE: 2-4

MOVE	EVASION	ARMOUR	DAMAGE POINTS
24-36"	3	10	1

	RANGE	SHOTS	ACCURACY	ENERGY
PLASMA CANNON (AA)	18"	1	4+	11

BRIGAND

50 POINTS

SQUAD SIZE: 1-3

MOVE	EVASION	ARMOUR	DAMAGE POINTS
24-36"	3	10	1

	RANGE	SHOTS	ACCURACY	ENERGY
ARC CASTER (AA)	18"	2	2+	8

ARC CASTER: If this weapon hits an aircraft at least once, it may (after resolving damage) shoot again at another aircraft if one is within 8". It can continue doing this, but cannot hit the same target twice.
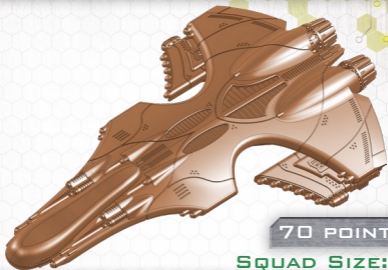
ATHENA

70 POINTS

SQUAD SIZE: 1

Move	Evasion	Armour	Damage Points
24-48"	2	11	2

	Range	Shots	Accuracy	Energy
Twin Rail Repeaters (AA)	24"	6	4+	7
Stealth Missile Battery	12"	1	3+	7
Stealth Cruise Missile	12"	1	2+	12

STEALTH CRUISE MISSILE: If this weapon successfully damages a scenery piece, add D3 damage to the shot. This weapon may only be fired twice per game.

SUPERSONIC: If this unit moves over 30", all of its weapons suffer a +1 Accuracy modifier this round.

Artemis

70 points

Squad Size: 1

Move	Evasion	Armour	Damage Points
24-48"	2	11	2

	Range	Shots	Accuracy	Energy
Twin Rail Repeaters (AA)	24"	6	4+	7
Stealth Missile Battery	12"	1	3+	7
Shooting Star Missiles	12"	5	3+	8

Supersonic: If this unit moves over 30", all of its weapons suffer a +1 Accuracy modifier this round.

WARSPEAR

60 POINTS

SQUAD SIZE: 1-2

Move	Evasion	Armour	Damage Points
20-48"	3	10	1

	Range	Shots	Accuracy	Energy
Twin Heavy Ion Cannons (AA)	18"	3	3+	7
Gauss Cannon	24"	1	2+	10

ENERGY SHIELDS: This unit has a 5+ Passive save.

KHOPESH

60 POINTS

SQUAD SIZE: 1-2

Move	Evasion	Armour	Damage Points
20-48"	3	10	1

	Range	Shots	Accuracy	Energy
Twin Heavy Ion Cannons (AA)	18"	3	3+	7
Heavy Bio-Atomiser	12"	6	4+	5

HEAVY BIO-ATOMISER: If this weapon targets a Ground Asset, it always scores a Critical hit on a roll of 6, regardless of whether it would usually damage or not.

ENERGY SHIELDS: This unit has a 5+ Passive save.

TEMPEST INTERCEPTOR

60 POINTS

SQUAD SIZE: 1-2

MOVE	EVASION	ARMOUR	DAMAGE POINTS
24-36"	2	11	2

	RANGE	SHOTS	ACCURACY	ENERGY
HAILSTORM CANNON (AA)	24"	2	4+	7
HAILSTORM CANNON (AA)	24"	2	4+	7

HAILSTORM CANNON: This weapon ignores 2 points of Evasion.

Hellhog

70 POINTS

SQUAD SIZE: 1

Move	Evasion	Armour	Damage Points
6-30"	1	11	3

	Range	Shots	Accuracy	Energy
Satan Chaingun	12"	4	3+	7
Cobra Missile (AA)	12"	2	2+	8

Cobra Missiles: This weapon may only be fired twice per game and ignores 2 points of Evasion.

Tilt-Jets: At the beginning of this unit's activation (before determining Flight Levels), declare if it is in Hover or Fast Flight mode:
Hover Mode: This unit has a maximum move of 16" and is incapable of any Special Maneuvers except 90° Turn.
Fast Flight Mode: This unit gains +1 Evasion and minimum move becomes 18".

BARREL BOMBER

60 POINTS
SQUAD SIZE: 1

MOVE	EVASION	ARMOUR	DAMAGE POINTS
8-16"	1	11	4

	RANGE	SHOTS	ACCURACY	ENERGY
FRAG BARREL	6"	1	4+	10
GOLIATH BOMB	6"	1	5+	13
MISSILE BATTERY	9"	1	3+	8
CANNON (AA)	18"	2	3+	6

FRAG BARREL: This weapon may only be fired twice per game. If this weapon successfully damages a ground asset, add D3 damage to the shot.

GOLIATH BOMB: This weapon may only be fired once per game. If this weapon successfully damages a scenery piece, add 4D3 damage to the shot.