



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	11	9	AIRCRAFT	-

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
AA BATTERY	8"	F/S/R	36"	9"	2	3+	6	AA -2
MINIGUN TRIAD	8"	F/S (LEFT)	18"	12"	1	2+	12	-
MINIGUN TRIAD	8"	F/S (RIGHT)	18"	12"	1	2+	12	-

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					55 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	A	12	3	TANK	-

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ARMOUR BREAKER MISSILE	-	F	24"	12"	1	3+	10	ALT-1 , DEVASTATOR-2 (VEHICLE)
AA FLAK MISSILE	-	F	18"	18"	3	2+	6	ALT-1, AA-2, INDIRECT



FERRUM DRONE BASE					155 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
3"	A	13	7	TANK	LARGE

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	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	B	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. Starsprite Drones always have the Scout Category regardless of the Category of the vehicle that Launched them.

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(C)	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 non-Behemoth 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	18"	18"	3	3+	7	PENETRATIVE
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(C)	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 3+	DODGE 4+, RAPID INSERTION 4"

SQUAD SIZE: 2-3

	MOVE & FIRE	ARC	R(F)	R(C)	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					45 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
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	WIDE

SQUAD SIZE: 2-4



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TESLA ARRAY	-	F/S/R	-	-	1	2+	12	-
TWIN GATLING GUN	-	F/S	36"	12"	4	3+	3	-

TESLA ARRAY

When firing this weapon, roll to hit as if targeting the firing unit. The firing unit is not damaged, but all other non-Aircraft, non-Garrisoned enemy units (including behemoths) within 4" are hit. After rolling to hit, you may reduce the Energy of this shot to increase the range of its effect by 1' for each point of Energy the shot is reduced by.



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

SQUAD SIZE: 1-3

This unit may replace its Mythslayer Railgun with a Demolition Cannon and Tremor Rotary Cannon 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) DEVASTATOR-2 (BEHEMOTH)
OPTIONAL WEAPONS								
DEMOLITION CANNON	-	F/S	24"	18"	2	2+	10	ALT-1, DEVASTATOR-4 (SCENERY)
TREMOR ROTARY CANNON	-	F/S	24"	12"	2	3+	5	COVER (ALL), FLAME, STRAFE-2

**ROC HEAVY GUNSHIP**

220 PTS

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
16"	A	11	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)	18"	12"	1	2+	12	-
MINIGUN TRIAD	8"	F/S (RIGHT)	18"	12"	1	2+	12	-
MINIGUN TRIAD	8"	F	18"	12"	1	2+	12	-



JACKAL LAV					50 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	A	12	3	TANK	-

SQUAD SIZE: 1-4



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
REQUITER ORGAN GUN	-	F	12"	12"	1	3+	8	AREA, COVER (SOFT), TECH KILLER

REQUITER ORGAN GUN

When firing this weapon, the target's Evasion Countermeasures are reduced by 3.



VULTURE GUNSHIP					80 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 CANNON	-	F/S/R	48"	18"	2	2+	9	-
TWIN CANNON	-	F/S/R	48"	18"	2	2+	9	-
OPTIONAL WEAPONS								
AA BATTERY	8"	F/S/R	36"	9"	2	3+	6	AA-2

**DOMINION HEAVY BOMBER**

220 PTS

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"-24"	A, E+2	12	4	AIRCRAFT	FAST, RARE

SQUAD SIZE: 1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
QUAD AUTOCANNONS	-	F	36"	12"	4	3+	9	FOCUS-1
SATURATION MISSILE ARRAY	-	F/S	24"	24"	1	2+	7	AREA, COVER (ALL)
AA CANNON	-	R	36"	18"	2	2+	6	AA-2
TITANBANE BOMB	12"	R	24"	12"	1	2+	12	DEVASTATOR-2 (ALL), DEVASTATOR-4 (BEHEMOTH, SCENERY), LIMITED-2



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

SQUAD SIZE: 2



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
COMPACT RAILGUNS	-	F/S/R	∞	24"	3	1+	7	FOCUS-2, REDUCED-1
POWERED ARMOUR	-	-	CQ	CQ	3	-	6	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



	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(C)	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	2+	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 non-Behemoth 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+	12	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(C)	SHOTS	ACC	E	SPECIAL
MORTAR ROUND	0"	F/S/R	48"	24"	3	4+	6	ALT-1, AREA, INDIRECT, PENETRATIVE, REDUCED-1
CONCUSSION ROUND	0"	F/S/R	48"	24"	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					35 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"	18"	1	2+	10	-
TWIN GATLING GUN	12"	F	24"	12"	4	4+	3	-
OPTIONAL WEAPONS								
AP MULTI-MISSILE	12"	F	18"	12"	1	2+	9	ALT-1, PENETRATIVE, STRAFE-2
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(C)	SHOTS	ACC	E	SPECIAL
TWIN LIGHT RAILGUNS	12"	F	∞	12"	2	2+	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	9"	F	∞	24"	2	1+	12	-
COMPOUND MISSILE PODS	9"	F/S (LEFT)	36"	6"	2	3+	8	PENETRATIVE
COMPOUND MISSILE PODS	9"	F/S (RIGHT)	36"	6"	2	3+	8	PENETRATIVE
TWIN GATLING GUN	-	F	24"	12"	4	4+	3	-



DINGO LAV					30 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	A	12	3	TANK	-

SQUAD SIZE: 1-4



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
REINFORCING CEMENT	-	F	6"	6"	1	2+	-	-

REINFORCING CEMENT

This weapon deals no damage. If it hits a destructible scenery piece, that scenery piece replenishes 5 Damage Points and removes all Collateral Damage tokens.

If this weapon hits an Infantry unit, that unit must make a Fortitude roll, if it fails, it is destroyed.



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

SQUAD SIZE: 2-4



This unit may replace its UM-92 Heavy Mortar with a UMX-9 Plasma Mortar for no cost.

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
UM-92 HEAVY MORTAR	1"	F	24"	24"	1	3+	8	AREA, INDIRECT, DEVASTATOR-3 (SCENERY)
OPTIONAL WEAPONS								
UMX-9 PLASMA MORTAR	1"	F	18"	18"	1	3+	11	INDIRECT, DEVASTATOR-2 (INFANTRY, SCENERY)



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

SQUAD SIZE: 2-3



	MOVE & FIRE	ARC	R(F)	R(C)	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	11	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



BUZZARD AERIAL TARGET CRAFT					60 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 CANNON	-	F/S/R	48"	18"	2	2+	9	-
OPTIONAL WEAPONS								
AA BATTERY	8"	F/S/R	36"	9"	2	3+	6	AA-2



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.

**BADGER BUGGY**

10 PTS

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	A	12	1	TANK	-

SQUAD SIZE: 2-4

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	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN GATLING GUN	-	F	36"	12"	4	3+	3	-



FERRET BUGGY					15 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	A	12	1	TANK	-

SQUAD SIZE: 2-4



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TARGET DESIGNATOR

Friendly Commanders and friendly units firing Indirect weapons may treat this unit as if it has the Scout category.



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 non-Behemoth friendly units within 6". Additionally, if a friendly non-Behemoth unit within 6" of the Scan Booster Squad makes a shooting action, it may use a Scan token to re-roll any failed damage rolls against a single target 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(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



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(C)	SHOTS	ACC	E	SPECIAL
INCENDIARY MISSILES	-	F	8"	8"	2	2+	6	DEVASTATOR-2 (INFANTRY, SCENERY), FLAME
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(C)	SHOTS	ACC	E	SPECIAL
FOCUSED HEAVENFIRE	-	F	12"	12"	1	2+	12	ALT-1
FIRESTORM HEAVENFIRE	-	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/S	12"	12"	2	5+	10	DEVASTATOR-5 (SCENERY), DEVASTATOR-2 (BEHEMOTH)



AMERICA HEAVY BATTLE-MECH				525 PTS	
MOVE	COUNTER MEASURES		ARMOUR	TYPE	SPECIAL
8"	A		16	BEHEMOTH	SPREAD-3"

HULL	9		9		This unit reduces its Armour by 2, and one Missile Battery cannot be used for the rest of the game.
LEGS	3	3	3	3	This unit reduces its Move by 2". Once all Damage Thresholds are passed, this unit loses the Leg Stabilisers special rule.
WEAPONS	9		9		One UMH-1 Mass Driver cannot be used for the rest of the game.

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
UMH-1 MASS DRIVER	-	F/S (LEFT)	∞	∞	1	1+	13	DEVASTATOR-5 (ALL)
UMH-1 MASS DRIVER	-	F/S (RIGHT)	∞	∞	1	1+	13	DEVASTATOR-5 (ALL)
GATLING CANNON BATTERY	-	F	48"	18"	9	3+	6	COVER (SOFT, BODY), STRUCTURAL
GATLING CANNON BATTERY	-	F	48"	18"	9	3+	6	COVER (SOFT, BODY), STRUCTURAL
MISSILE BATTERY	-	F	36"	18"	1	3+	10	AREA
MISSILE BATTERY	-	F	36"	18"	1	3+	10	AREA

LEG STABILISERS

If this unit does not move in a round, re-roll any unsuccessful hit rolls for that round. If two or more Legs damage thresholds have been lost, re-roll hit rolls of 1 instead.



JAPAN HEAVY BATTLE-MECH				500 PTS
MOVE	COUNTER MEASURES	ARMOUR	TYPE	SPECIAL
8"	A	16	BEHEMOTH	SPREAD-3"

HULL	9	9	This unit reduces its Armour by 2, and one Heavy Munitions Hailfire cannot be used for the rest of the game.		
LEGS	3	3	3	3	This unit reduces its Move by 2". Once all Damage Thresholds are passed, this unit loses the Leg Stabilisers special rule.
WEAPONS	9	9	One UMH-9 Stormcrow Cannon cannot be used for the rest of the game		

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
UMH-9 STORMCROW CANNON	-	F/S (LEFT)	∞	18"	6	3+	10	DEVASTATOR-2 (SCENERY), FOCUS (1)
UMH-9 STORMCROW CANNON	-	F/S (RIGHT)	∞	18"	6	3+	10	DEVASTATOR-2 (SCENERY), FOCUS (1)
GATLING CANNON BATTERY	-	F	48"	18"	9	3+	6	COVER (SOFT, BODY), STRUCTURAL
GATLING CANNON BATTERY	-	F	48"	18"	9	3+	6	COVER (SOFT, BODY), STRUCTURAL
HEAVY MUNITIONS HAILFIRE	1"	F	∞	18"	1	3+	11	AREA, DEVASTATOR-3 (BEHEMOTH), LIMITED (2)
HEAVY MUNITIONS HAILFIRE	1"	F	∞	18"	1	3+	11	AREA, DEVASTATOR-3 (BEHEMOTH), LIMITED (2)

LEG STABILISERS

If this unit does not move in a round, re-roll any unsuccessful hit rolls for that round. If two or more Legs damage thresholds have been lost, re-roll hit rolls of 1 instead.



HULL

9		
9		

This unit reduces its Armour by 2 and one Missile Battery cannot be used for the rest of the game.

LEGS

3		
3		
3		
3		

This unit reduces its Move by 2". Once all Damage Thresholds are passed, this unit loses the Leg Stabilisers special rule.

WEAPONS

9		
9		

One UMH-1 Mass Driver cannot be used for the rest of the game.



HULL		
9		
9		

This unit reduces its Armour by 2 and one Heavy Munitions Hailfire cannot be used for the rest of the game.

LEGS		
3		
3		
3		
3		

This unit reduces its Move by 2". Once all Damage Thresholds are passed, this unit loses the Leg Stabilisers special rule.

WEAPONS		
9		
9		

One UMH-9 Stormcrow Cannon cannot be used for the rest of the game.

AMERICA				525 PTS
MOVE	CM	ARMOUR	TYPE	SPECIAL
8"	A	16	BEHEMOTH	SPREAD-3"

HULL	
9	
9	

This unit reduces its Armour by 2 and one Missile Battery cannot be used for the rest of the game.

LEGS	
3	
3	
3	
3	

This unit reduces its Move by 2". Once all Damage Thresholds are passed, this unit loses the Leg Stabilisers special rule.

WEAPONS	
9	
9	

One UMH-1 Mass Driver cannot be used for the rest of the game.

JAPAN					500 PTS
MOVE	CM	ARMOUR	TYPE	SPECIAL	
8"	A	16	BEHEMOTH	SPREAD-3"	

HULL	
9	
9	

This unit reduces its Armour by 2 and one Heavy Munitions Hailfire cannot be used for the rest of the game.

LEGS	
3	
3	
3	
3	

This unit reduces its Move by 2". Once all Damage Thresholds are passed, this unit loses the Leg Stabilisers special rule.

WEAPONS	
9	
9	

One UMH-9 Stormcrow Cannon cannot be used for the rest of the game.



BRAZIL LIGHT BATTLE-MECH				280 PTS
MOVE	COUNTER MEASURES	ARMOUR	TYPE	SPECIAL
6"	A	15	BEHEMOTH	SPREAD-2"

HULL	7		This unit reduces its Armour by 3.
LEGS	5	5	This unit reduces its Move by 3".
WEAPONS	5	5	One UMH-2 Mass Driver Pair cannot be used for the rest of the game.

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
UMH-2 MASS DRIVER PAIR	-	F/S	∞	∞	1	1+	12	DEVASTATOR-4 (ALL)
UMH-2 MASS DRIVER PAIR	-	F/S	∞	∞	1	1+	12	DEVASTATOR-4 (ALL)
UM-888 CHAINGUNS	-	F/S/R	24"	12"	1	3+	8	AA-2, DEVASTATOR-2 (AIRCRAFT), STRAFE-2



INDIA LIGHT BATTLE-MECH				280 PTS
MOVE	COUNTER MEASURES	ARMOUR	TYPE	SPECIAL
6"	A	15	BEHEMOTH	SPREAD-2"

HULL	7		This unit reduces its Armour by 3.
LEGS	5	5	This unit reduces its Move by 3".
WEAPONS	5	5	One UMH-19 Flak Cannon Pair cannot be used for the rest of the game.

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
UMH-19 FLAK CANNON PAIR	4"	F/S	48"	24"	2	2+	9	AA-5, AREA, DEVASTATOR-3 (AIRCRAFT)
UMH-19 FLAK CANNON PAIR	4"	F/S	48"	24"	2	2+	9	AA-5, AREA, DEVASTATOR-3 (AIRCRAFT)
UM-888 CHAINGUNS	-	F/S/R	24"	12"	1	3+	8	AA-2, DEVASTATOR-2 (AIRCRAFT), STRAFE-2

UMH-19 FLAK CANNON QUAD

This weapon suffers a +2 Accuracy penalty when shooting non-Aircraft units without the Large Special Rule.

HARNESBREAKER

Each of this unit's useable UMH-19 Flak Cannon Pairs counts as two separate AA weapons for Behemoths arriving via Drop Harness.



HULL

7

This unit reduces its Armour by 3.

LEGS

5

5

This unit reduces its Move by 3".

WEAPONS

5

5

One UMH-2 Mass Driver Pair cannot be used for the rest of the game.



HULL

7

This unit reduces its Armour by 3.

LEGS

5

5

This unit reduces its Move by 3".

WEAPONS

5

5

One UMH-19 Flak Cannon Pair cannot be used for the rest of the game.