


### Command Scarecrow

A command array allows Scarecrows to essentially control other bots, making them an ad-hoc leader.



**14 pts**

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Scarecrow	5	2	3 (6)	3	2	2	3	Infantry (Robot, Solo)






**UNIT SIZE:** 1 Scarecrow.  
**EQUIPMENT:** CLINGFIRE SPRAYER, COMMAND ARRAY, MAGLOCK RAILRIFLE.  
**ABILITIES:** ADVANCED TRACKING, BOT PROTOCOL - RAPID FIRE, MARKSMAN (+3), POINT DEFENSE ACTION.

### UNIT OPTIONS

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- May replace **CLINGFIRE SPRAYER** with **CHEMTEK SPRAYER**: +0 pts.
- May replace **BOT PROTOCOL - RAPID FIRE** with **BOT PROTOCOL - OVERDRIVE**: -2 pts.

### ADDITIONAL UNITS


2-3 Robot    0-1 Robot    0-1 Robot    0-1 Robot

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### Journeyman Bot Handler

A Handler's neural interface grants unparalleled access to tactical information and the ability to control bots at a distance.



**12 pts**

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Journeyman Bot Handler	7	4	4	3	2	2	4	Infantry (Human, Character)






**UNIT SIZE:** 1 Journeyman Bot Handler.  
**EQUIPMENT:** AERIAL DRONE STRIKE, EMP GRENADES, MAGLOCK DOMINATOR PISTOL, NEURAL BOT INTERFACE.  
**ABILITIES:** BOT HANDLER, COMMAND (1).

### UNIT OPTIONS

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- May replace **MAGLOCK DOMINATOR PISTOL** with **AUX GRENADE LAUNCHER (CHOKE & EMP ROUNDS)**: +0 pts.
- May be equipped with additional **MAGLOCK DOMINATOR PISTOL**: +2 pts.
- May be equipped with up to 1:
  - **MICRO DRONE - AERIAL UPLINK**: +2 pts.
  - **MICRO DRONE - COMMAND BOOSTER**: +3 pts.
  - **MICRO DRONE - DEFENSE**: +0 pts.
  - **MICRO DRONE - SPOTTER**: +2 pts.
  - **MICRO DRONE - TARGETING**: +2 pts.

### ADDITIONAL UNITS

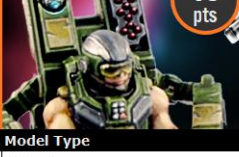
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### Master Bot Handler

Robots are the workhorses of the Epirian Foundation. A Master Handler's control transforms them into the elite.



**16 pts**

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Master Bot Handler	6	3	4	4	3	2	5	Infantry (Human, Squad Leader, Solo)
Firefly Defender Drone	8	5	3	4	1	1	3	Infantry (Robot, Hover)






**UNIT SIZE:** 1 Master Bot Handler.  
**EQUIPMENT:** AERIAL DRONE STRIKE, EMP GRENADES, NEURAL BOT INTERFACE.  
 Firefly Defender Drone: **DRONE CLASS LASER SYSTEM**.  
**ABILITIES:** BOT HANDLER, COMMAND (2), FIRE ASSIST (+1), HEAVY GUNNER.  
 Firefly Defender Drone: **BOT PROTOCOL - SWARM DEFENSE**.

### UNIT OPTIONS

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- May add up to 4 more Firefly Defender Drone: +3 pts each.
- Master Bot Handler may be equipped with additional **2 LINKED CLUSTER MISSILE PODS**: +4 pts or **CLUSTER MISSILE POD & NEURAL NODE**: +4 pts.
- Master Bot Handlers must be equipped with any 2:
  - **CUTTER LIGHT MACHINE GUN**: +1 pt each.
  - **DRONE CLASS LASER SYSTEM**: +1 pt each.
  - **FLAKK GUN**: +0 pts each.
  - **REPAIR CLAW**: +0 pts each.
- Master Bot Handlers may be equipped with up to 1:
  - **MICRO DRONE - AERIAL UPLINK**: +2 pts.
  - **MICRO DRONE - COMMAND BOOSTER**: +3 pts.
  - **MICRO DRONE - DEFENSE**: +0 pts.
  - **MICRO DRONE - SPOTTER**: +0 pts.
  - **MICRO DRONE - TARGETING**: +2 pts.
- Master Bot Handlers may be equipped with **NEURAL NODE**: +2 pts or **CLUSTER MISSILE POD & NEURAL NODE**: +4 pts.

### ADDITIONAL UNITS

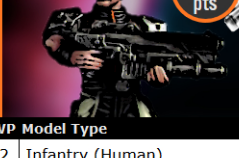
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### Contractor Scouts

There's only a slight bump in pay for nearly suicidal missions, yet there's never a shortage of those willing to sign up.



**7 pts**

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Contractor	7	4	3	3	2	1	2	Infantry (Human)
Contractor Drone	7	4	3	3	2	1	1	Infantry (Robot, Slaved)
Contractor Team Leader	7	4	3	3	2	1	3	Infantry (Human, Squad Leader)


**UNIT SIZE:** 1 Contractor, 1 Contractor Drone, 1 Contractor Team Leader.  
**EQUIPMENT:** Contractor: **MAGLOCK ASSAULT RIFLE**, **MAGLOCK GUARDIAN PISTOL**.  
 Contractor Drone: None. Contractor Team Leader: **MAGLOCK ASSAULT RIFLE**, **MAGLOCK GUARDIAN PISTOL**.  
**ABILITIES:** Contractor: **SCOUT**.  
 Contractor Drone: **RECON PACKAGE**, **SCOUT**.  
 Contractor Team Leader: **SCOUT**.

### UNIT OPTIONS

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- May add up to 2 more Contractors: +2 pts each.
- Up to 2 models may replace **MAGLOCK ASSAULT RIFLE** with **MAGLOCK ASSAULT RIFLE & AUX GRENADE LAUNCHER (CHOKE & EMP ROUNDS)**: +2 pts each.
- Contractor Drone may replace **RECON PACKAGE** with **RESUPPLY PACKAGE**: +1 pt.
- Contractor Team Leader may replace **MAGLOCK GUARDIAN PISTOL** with:
  - **SHOCK BATON**: +0 pts.
  - **SHOCK MAUL**: +1 pt.

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### Firefly Recon Drones

Retrofitted crop-dusters, Fireflies provide invaluable aerial targeting data while carrying a lethal payload of Clingfire.



**12 pts**

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Firefly Drone	8	5	3	2	1	1	3	Infantry (Robot, Hover, Mobile)


**UNIT SIZE:** 3 Firefly Drone.  
**EQUIPMENT:** CLINGFIRE POD, DRONE CLASS LASER SYSTEM.  
**ABILITIES:** BOT PROTOCOL - DEFENSIVE MANEUVERS, SCOUT.

### UNIT OPTIONS

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- May add up to 2 more Firefly Drone: +4 pts each.

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### Contractor Defenders

These days, it's cheaper to hire somebody to fill a uniform than build a new bot.



**6 pts**


Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Contractor	7	4	3	3	2	1	2	Infantry (Human)
Contractor Drone	7	4	3	3	2	1	1	Infantry (Robot, Slaved)
Contractor Team Leader	7	4	3	3	2	1	3	Infantry (Human, Squad Leader)

**UNIT SIZE:** 2 Contractors, 1 Contractor Team Leader.  
**EQUIPMENT:** Contractor: MAGLOCK ASSAULT RIFLE, MAGLOCK GUARDIAN PISTOL. Contractor Drone: 2 LINKED FLAK GUNS. Contractor Team Leader: MAGLOCK ASSAULT RIFLE, MAGLOCK GUARDIAN PISTOL.  
**ABILITIES:** None.


### UNIT OPTIONS

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- May add up to 2 more Contractors: +2 pts each.
- May replace up to 2 Contractors with Contractor Drone for +2 pts each.
- Up to 2 models may replace MAGLOCK ASSAULT RIFLE with MAGLOCK ASSAULT RIFLE & AUX GRENADE LAUNCHER (CHOKE & EMP ROUNDS): +2 pts each.
- Any Contractor Drone may replace 2 LINKED FLAK GUNS with:
  - 2 LINKED CLUSTER MISSILE PODS: +1 pt each.
  - MAGLOCK CHAINGUN: +1 pt each.
  - 2 LINKED STRIKE MISSILE PODS: +1 pt each.
- Contractor Team Leader may replace MAGLOCK GUARDIAN PISTOL with:
  - SHOCK BATON: +0 pts.
  - SHOCK MAUL: +1 pt.


**Heavy Defenders:** A Contractor Defender unit with 2 Contractor Drones is an  selection.

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### Contractor Engineers

Part soldier, part maintenance worker - a mainstay of Foundation defense forces.



**7 pts**

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Contractor	7	4	3	3	2	1	2	Infantry (Human)
Contractor Drone	7	4	3	3	2	1	1	Infantry (Robot, Slaved)
Contractor Team Leader	7	4	3	3	2	1	3	Infantry (Human, Squad Leader)


**UNIT SIZE:** 2 Contractors, 1 Contractor Drone, 1 Contractor Team Leader.  
**EQUIPMENT:** Contractor: MAGLOCK ASSAULT RIFLE, MAGLOCK GUARDIAN PISTOL. Contractor Drone: None. Contractor Team Leader: MAGLOCK ASSAULT RIFLE, MAGLOCK GUARDIAN PISTOL.  
**ABILITIES:** Contractor: BOT REPAIRS (D3). Contractor Drone: ENHANCED BOT REPAIRS (+D3). Contractor Team Leader: BOT REPAIRS (D3).

### UNIT OPTIONS

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- May add up to 2 more Contractors: +2 pts each.
- Up to 2 models may replace MAGLOCK ASSAULT RIFLE with MAGLOCK ASSAULT RIFLE & AUX GRENADE LAUNCHER (CHOKE & EMP ROUNDS): +2 pts each.
- Contractor Team Leader may replace MAGLOCK GUARDIAN PISTOL with:
  - SHOCK BATON: +0 pts.
  - SHOCK MAUL: +1 pt.

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### Contractor Medics

While they're easier to replace than bots, sometimes it's still worth patching up the human troops.



**7 pts**

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Contractor	7	4	3	3	2	1	2	Infantry (Human)
Contractor Drone	7	4	3	3	2	1	1	Infantry (Robot, Slaved)
Contractor Team Leader	7	4	3	3	2	1	3	Infantry (Human)


**UNIT SIZE:** 2 Contractors, 1 Contractor Drone, 1 Contractor Team Leader.  
**EQUIPMENT:** Contractor: MAGLOCK ASSAULT RIFLE, MAGLOCK GUARDIAN PISTOL. Contractor Drone: None. Contractor Team Leader: MAGLOCK ASSAULT RIFLE, MAGLOCK GUARDIAN PISTOL.  
**ABILITIES:** Contractor: MEDIC (D3). Contractor Drone: ENHANCED MEDIC (+D3). Contractor Team Leader: MEDIC (D3).

### UNIT OPTIONS

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- May add up to 2 more Contractors: +2 pts each.
- Up to 2 models may replace MAGLOCK ASSAULT RIFLE with MAGLOCK ASSAULT RIFLE & AUX GRENADE LAUNCHER (CHOKE & EMP ROUNDS): +2 pts each.
- Contractor Team Leader may replace MAGLOCK GUARDIAN PISTOL with:
  - SHOCK BATON: +0 pts.
  - SHOCK MAUL: +1 pt.

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### Spider Drones

A Spider Drone's low-profile and unique leg design makes them high impossible to shake from a defensive position.



**11 pts**

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Apprentice Bot Handler	7	4	4	3	2	1	3	Infantry (Human, Squad Leader)
Spider Drone	6	4	3	3	1	1	3	Infantry (Robot)

**UNIT SIZE:** 1 Apprentice Bot Handler, 2 Spider Drone.

**EQUIPMENT:** Apprentice Bot Handler: **EMP GRENADES**, **MAGLOCK DOMINATOR PISTOL**, **TACTILE BOT INTERFACE**.  
Spider Drone: **CUTTER LIGHT MACHINE GUN**.


**ABILITIES:** Apprentice Bot Handler: **BOT HANDLER**, **COMMAND (0)**.  
Spider Drone: **BOT PROTOCOL - STAY LOW**, **DUG-IN (+1)**, **VERT CLIMB (2")**.

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### UNIT OPTIONS


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- May add up to 2 more Spider Drone: +3 pts each.
- May replace Apprentice Bot Handler with Spider Drone for -2 pts.
- 1 Spider Drone may replace **CUTTER LIGHT MACHINE GUN** with **FLAKK GUN**: -1 pt each.



### Hunter-class Warmech

Designed for battle, heavily armored Hunter warmechs lay down withering fire even on the move



**13 pts**

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Hunter Warmech	5	2	4	5 (4)	3	3	3	Behemoth (Robot)

**UNIT SIZE:** 1 Hunter Warmech.

**EQUIPMENT:** **HYDRAULIC FIST**, **MAGLOCK CHAINGUN**.

**ABILITIES:** **BOT PROTOCOL - LOCK-ON**.

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### UNIT OPTIONS

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- May be equipped with up to 2 Missile Pods:
  - **CLUSTER MISSILE POD**: +3 pts each.
  - **STRIKE MISSILE POD**: +1 pt each.
- May replace **HYDRAULIC FIST** with:
  - **FLAKK CANNON**: +3 pts.
  - **SUPPRESSOR DUAL MACHINE GUN**: +3 pts.
- For -2 pts, may replace **MAGLOCK CHAINGUN** with:
  - **FLAKK CANNON**.
  - **SUPPRESSOR DUAL MACHINE GUN**.
- May replace **BOT PROTOCOL - LOCK-ON** with **BOT PROTOCOL - OVERDRIVE**: -3 pts.



### Contractor Suppression Team

Originally designed to pacify unruly throngs of refugees, Contractor Suppression Teams excel at close quarters fighting.



**7 pts**

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Contractor	7	4	3	3	2	1	2	Infantry (Human)
Contractor Team Leader	7	4	3	3	2	1	3	Infantry (Human, Squad Leader)
Subjugator	7	2	3	3	2	3	2	Infantry (Robot, Slaved)

**UNIT SIZE:** 2 Contractors, 1 Contractor Team Leader.

**EQUIPMENT:** Contractor: **CHOKE GRENADES**, **EMP GRENADES**, **MAGLOCK ASSAULT RIFLE**, **MAGLOCK GUARDIAN PISTOL**.  
Contractor Team Leader: **CHOKE GRENADES**, **EMP GRENADES**, **MAGLOCK ASSAULT RIFLE**, **MAGLOCK GUARDIAN PISTOL**.  
Subjugator: 2x **LINKED CLINGFIRE SPRAYERS**.

**ABILITIES:** **LINEBREAKER**.

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### UNIT OPTIONS


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- May add up to 2 more Contractors: +2 pts each.
- May replace up to 1 Contractor with Subjugator for +3 pts.
- Up to 2 models may replace **MAGLOCK ASSAULT RIFLE** with **MAGLOCK ASSAULT RIFLE & AUX GRENADE LAUNCHER (CHOKE & EMP ROUNDS)**: +2 pts each.
- Any model may replace **MAGLOCK ASSAULT RIFLE** with **SHOCK BATON**: +0 pts each or **SHOCK MAUL**: +1 pt each.
- Any model may replace **MAGLOCK GUARDIAN PISTOL** with **SHOCK BATON**: +0 pts each or **SHOCK MAUL**: +1 pt each.
- 1 Subjugator may replace up to 1 **LINKED CLINGFIRE SPRAYER** with **CHEMTEK SPRAYER**: +0 pts each.



### Scarecrow Sniper

The ultimate security bot - a Scarecrow is always watching and its Railrifle rarely misses.



**9 pts**

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Scarecrow	5	2	3 (6)	3	2	2	3	Infantry (Robot, Solo)

**UNIT SIZE:** 1 Scarecrow.

**EQUIPMENT:** **CLINGFIRE SPRAYER**, **MAGLOCK RAILRIFLE**.

**ABILITIES:** **ADVANCED TRACKING**, **BOT PROTOCOL - RAPID FIRE**, **MARKSMAN (+3)**, **POINT DEFENSE ACTION**.

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### UNIT OPTIONS

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- May replace **CLINGFIRE SPRAYER** with **CHEMTEK SPRAYER**: +0 pts.
- For -2 pts, may replace **MAGLOCK RAILRIFLE** with **LINKED CLINGFIRE SPRAYER**: -2 pts.
- May replace **BOT PROTOCOL - RAPID FIRE** with **BOT PROTOCOL - OVERDRIVE**: -2 pts.

**Multi-Unit Selection:** Up to 2 separate Scarecrow Sniper units may be taken as a single selection.



### SecDef Lieutenant

The lower echelon of SecDef command, Lieutenants are often given the toughest assignments.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
SecDef Lieutenant	6	3	4	4	2	3	4	Infantry (Human, Character, SecDef)




**UNIT SIZE:** 1 SecDef Lieutenant.  
**EQUIPMENT:** ARALDYNE G20 PISTOL, TARGET DESIGNATOR.  
**ABILITIES:** AERIAL INSERTION, COMMAND (1), SECDEF COMMANDER, SIT REP.

### UNIT OPTIONS

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- May replace ARALDYNE G20 PISTOL with ARALDYNE CB22 ASSAULT CARBINE: +1 pt.

### ADDITIONAL UNITS

 1-4 SecDef
  0-2 SecDef
  0-2 SecDef
  0-2 SecDef
  0-2 SecDef

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### SecDef Tactical Team

The finest soldiers money can buy.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
SecDef Infantry	6	3	4	4	2	1	3	Infantry (Human, SecDef)
SecDef Sergeant	6	3	4	4	2	1	4	Infantry (Human, Squad Leader, SecDef)

**UNIT SIZE:** 2 SecDef Infantry, 1 SecDef Sergeant.  
**EQUIPMENT:** ARALDYNE AR60 ASSAULT RIFLE, ARALDYNE G20 PISTOL.  
**ABILITIES:** AERIAL INSERTION, COVER DRILL.

### UNIT OPTIONS

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- May add up to 2 more SecDef Infantry: +4 pts each.
- Up to 2 SecDef Infantry may replace ARALDYNE AR60 ASSAULT RIFLE with:
  - ARALDYNE CG100 CHAINGUN: +2 pts each.
  - ARALDYNE LM14 MACHINE GUN: +1 pt each.
  - ARALDYNE SR40 SNIPER RIFLE: +1 pt each.

**Annihilator Team:** A SecDef Tactical Team equipped with 2 ARALDYNE CG100 CHAINGUNS is an ⚡ selection.

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### SecDef Rapid Intervention Team

Float like a butterfly, sting like a sledgehammer.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
SecDef Boostpack Infantry	8	4	4	4	2	1	3	Infantry (Human, Mobile, SecDef)
SecDef Boostpack Sergeant	8	4	4	4	2	1	4	Infantry (Human, Squad Leader, Mobile, SecDef)


**UNIT SIZE:** 2 SecDef Boostpack Infantry, 1 SecDef Boostpack Sergeant.  
**EQUIPMENT:** 2 LINKED ARALDYNE CB22 ASSAULT CARBINES, ARALDYNE CLINGFIRE GRENADES.  
**ABILITIES:** AERIAL INSERTION, DYNAMIC MOVE, SCOUT, SHOCK ASSAULT.

### UNIT OPTIONS

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- May add up to 2 more SecDef Boostpack Infantry: +4 pts each.
- Up to 2 SecDef Boostpack Infantry may replace
  - 2 LINKED ARALDYNE CB22 ASSAULT CARBINES with:
    - 2 LINKED ARALDYNE CF13 CLINGFIRE SPRAYERS: +2 pts each.
    - 2 LINKED ARALDYNE FG19 FLAKK GUNS: +3 pts each.

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### SecDef Medic

Kill that guy or heal this guy? I get paid the same either way.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
SecDef Medic	6	3	4	4	2	1	3	Infantry (Human, SecDef)

**EQUIPMENT:** ARALDYNE CB22 ASSAULT CARBINE.  
**ABILITIES:** AERIAL INSERTION, MEDIC (D3).

### UNIT OPTIONS

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**Add-on:** May add up to 1 SecDef Medics to the following units, without exceeding their normal maximum size:

- SecDef Tactical Team: +4 pts

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