EPIRIAN FOUNDATION ABILITY SUMMARY

ADVANCED TRACKING: The model's long ranged weapons do not automatically miss at short range.

AERIAL INSERTION: (exclusive ability) When performing a Dash action from reserve, this unit can make an unlimited range dynamic move, but cannot end within 6" of the enemy or be on the move. If ending this dynamic move touching an obstacle or area terrain, it gains +2D3 STs. When returning to the game as a reinforcement, this unit may only utilize aerial insertion if you expend 1 command point (from your command point pool).

AoE: SB (small blast), LB (large blast) or SPR (spray) template. Number of models under template is the number of bonus shots the weapon fires, but cannot cover friendly models. LB & SB must have their hole entirely over the base of a model in the primary target, unless an **Ind Fire** attack. SPR has the **Short Ranged** & **Ignore Cover** abilities, must touch the firing model's base, and be entirely within its front arc.

BEAM: If damage is caused on a model beyond what is required to remove it as a casualty, immediately inflict an additional DAM1 penetration on that unit.

BODYGUARD (X+): When suffering **Precision Kill** penetrations, the unit may roll a D6. On (X+), the penetrations are applied to bodyguard models first, unless the attacks are against the unit's rear arc.

BOT HANDLER: All robots in the unit have the **Bodyguard (4+)** ability. When a bot handler issues an order to a unit with **Bot Protocols**, and that unit passes its activation discipline check, their **Bot Protocols** are enabled. A bot handler can issue an order to a unit with no STs.

BOT PROTOCOLS: Must be enabled by a Handler. Lasts until the unit next activates or all models in the unit with it are killed:

- **Defensive Maneuvers:** The unit's **Dodge** ability is improved by +1.
- **Lock-on:** May shoot either focused or suppressive fire during an Advance & Fire action, instead of normal fire.
- **Overdrive:** Increases the model's MV value by +1 for every command point a **Bot Handler** expends issuing that unit an order, to a max of +5.
- **Rapid Fire:** During the unit's main action, the model gains +1 SHO for a single weapon it fires.
- **Stay Low!:** The unit's **Dug-in** ability is improved by +1.
- **Swarm Defense:** (squad ability) While enabled, this unit has the **Dodge (X)** ability, with X equal to the current number of models in the unit with this bot protocol. When one or more hits are ignored by this **Dodge** during a round of shooting, immediately roll a D6. If the result is equal to or less than the number of hits that were ignored, then a single model in the unit with this bot protocol suffers an automatic injury.

BOT REPAIRS (X): (squad ability) When this unit completes an Advance & Fire or Dash action, it may remove (X) STs from one other friendly unit within 6" that contains at least half robot models. If a unit contains models with differing bot repair values, use the highest value available.

BURST (X): When (X+) is rolled to successfully hit, 2 hits are inflicted instead of 1. Has no effect on wild fire.

CHEMTEK SPRAYER: Enemy units with at least 1 organic model treat the area within 6" of a Chemtek Sprayer as lethal ground.

COMMAND (X): Generates (X) command points a turn. These can be allocated to command models, not exceeding their WP. Command models can then issue an order to a unit within 18" when that unit is activated, removing STs from the unit equal to the command points expended. A model cannot issue more orders per turn than its command value.

COMMAND ARRAY: The model gains the **Bot Handler** and **Command (1)** abilities. If it already has the **Command** ability, it gains +1 instead.

COVER DRILL: (squad ability) While performing an Advance & Fire main action, this unit may elect to be pinned after it completes its move but before it shoots.

DODGE (X): Ignore (X) hits each round of shooting. Cannot be used when pinned or the same round that cover or another ability ignores hits.

DUG-IN (+X): The unit gains an additional bonus to their cover value while pinned, with (X) being the modifier.

DYNAMIC MOVE: Model can move dynamically.

EMP (X+): Cannot be ignored by a **Field**. When (X+) is rolled to successfully penetrate, it gains +1 DAM against inorganic models.

ENHANCED BOT REPAIRS (+X): (squad ability) While a model with this ability is part of a unit, that unit's **Bot Repairs** ability is improved by (+X).

ENHANCED MEDIC (+X): (squad ability) While a model with this ability is part of a unit, that unit's **Medic** ability is improved by (+X).

F-PEN (X+): (X+) is the minimum result needed to successfully roll to penetrate, regardless of the defender's AV.

FIRE ASSIST (+X): A model with this ability is able to fire (+X) more weapons during each round of shooting than they are normally allowed. Note that when a model is not allowed to fire at all, this ability does not allow them to.

FEARLESS: The unit ignores psych STs, is never shell-shocked, pinned, or required to retreat or flee the battle. It does not take suppressive fire discipline checks or CQ discipline checks. When performing a Shaken action, the unit must either make a single move or remain stationary and fire a single round of wild shooting. Upon completing a Dig-in or Shaken action, shake-off the extra D3 STs as though it were pinned.

FIELD (X): Ignore (X) hits each round of shooting. Cannot be used the same round that cover or another ability ignores hits.

GRENADE: Has the **Short Ranged** ability. Only 1 model per unit can use grenades per round. 1 model per unit may toss grenades while charging, placing D3 STs on the charge target before it fires defensively. The model tossing grenades halves the shots it fires with its primary CQ weapon in the subsequent round of CQ fighting.

GUIDED: When firing at a painted unit (see **Paint** ability), attacks gain both the **Long Ranged** and/or **Smart** abilities, if desired.

HEAVY: Non-melee weapon: Cannot be fired while on the move. If a unit moves and shoots in the same action, these attacks are wild. Melee weapon: If a heavy melee weapon is a primary CQ weapon, then the model cannot use a secondary CQ weapon. A heavy melee weapon cannot be a secondary CQ weapon.

HEAVY GUNNER: Ignore the **Heavy** ability, except when CQ fighting.

HIT & RUN (X+): Always hit on rolls of (X+) during a hit & run, despite it being wild fire. If range is 'H&R', then it may only be used in a hit & run.

IGNORE COVER: These hits cannot be ignored by cover.

IND FIRE: Halve firer's SKL, but unit can fire at targets out of line of sight. Penetration rolls are resolved using rear AV and if all attacks are indirect, they count as hitting the target's rear arc. Automatically misses at short range. If noted as 'optional', the unit can choose to fire indirectly or not.

KILL MISSION: This unit cannot control mission objective markers, but can still contest them.

LINEBREAKER: When an enemy unit takes a CQ discipline check caused by this unit, the result needed to pass is increased by one.

LIMITED USE (X): Can only be used in (X) rounds during the game.

LONG RANGED (+X"): Add (X) inches to the attack's range. If no value is listed, double it. Automatically misses at short range.

MARKSMAN (+X): Add (X) to the model's SKL when shooting, except in CQ fighting. If no value is listed, double the model's SKL.

MASSIVE STRENGTH: If a model's primary CQ weapon is a melee weapon: add +1 DAM, and its PEN value is double the model's MAS. Ignore the **Heavy** ability during CQ fighting.

MEDIC (X): (squad ability) When this unit completes an Advance & Fire or Dash action, it may select one friendly unit within 6" (including itself) that contains at least half organic models. The selected unit immediately removes (X) STs.

MELEE: Has the **Ignore Cover** ability and is a CQ weapon. If SHO is not listed, it is the model's EVS+MAS+FOR, halved. If PEN is not listed, it is the model's MAS.

EPIRIAN FOUNDATION ABILITY SUMMARY (Continued)

MICRO DRONES:

- **Aerial Uplink:** The Aerial Drone Strike LIMITED USE ability becomes (2).
- **Command Booster:** Command range is increased to 24". For a COMMAND (0) model, this instead gives a normal 18" command range.
- **Defense:** Can be activated once per game at any point during the turn. When activated, the model gains the FIELD (2) ability and may use the Micro Defense Drones weapon profile for the remainder of the turn.
- **Spotter:** The model gains the PAINT (4+) ability for all its non-CQ attacks, as long as they are not IND FIRE or SMART attacks.
- **Targeting:** The model's unit gains the MARKSMAN (+3) ability.

MINOR BOT REPAIRS: When finishing an Advance & Fire or Dash action not on the move or pinned, select 1 unit within 6" containing at least 1/2 robot models that is not on the move. The selected unit removes D3 STs. Cannot be used into or out of a building.

NEURAL BOT INTERFACE: +1 to the model's COMMAND ability.

NEURAL NODE: Each turn, as long as a command model does not fire as part of its main action, each Neural Node it is equipped with allows the model to issue an order to one more friendly unit than is normally allowed. Note that when a command model isn't allowed to issue any orders at all, a Neural Node does not allow them to.

OVERRUN: Can move through (overrun) standard-sized enemy units. Enemy units can fire defensively at a unit that overruns them.

PAINT (X+): When (X+) is rolled to successfully hit, then after that round of shooting, the target is painted for the rest of the turn. Painted units have -1 cover value, or -2 if painted from their rear arc. Wild fire cannot paint its target. This ability is cumulative, but only to a max of -2.

PISTOL: CQ weapon. Has the SHORT RANGED ability. 2 pistols can be fired together as linked weapons, but not during CQ fighting.

POINT DEFENSE ACTION: Once per turn, when a visible unit within 6" is about to perform defensive fire, this unit may first perform point defense against the same enemy unit. This is resolved as defensive fire, but counts as being at standard range and short ranged weapons cannot be used.

POISON (X+): When (X+) is rolled to successfully penetrate, the attack gains +1 DAM against organic models.

PRECISION KILL: During casualty removal, penetrations with this ability are applied first and by the firing player.

RECON PACKAGE: (squad ability) All of this unit's attacks have the PAINT (4+) ability, not including CQ attacks.

RESUPPLY PACKAGE: (squad ability) Friendly units within 6" of this unit (including itself) may re-roll one failed roll to hit during each round of shooting.

SCOUT: May deploy in no-man's land, but entirely in the owning player's table half. It may make a flanking maneuver when held in reserve.

SECDEF COMMANDER: For each command point expended issuing an order to a SECDEF unit, that unit removes 2 STs instead of 1. This character can only join a unit which has the SECDEF designator. SecDef Tactical Teams may be taken as a [Core] selection in detachments led by this model.

SHOCK ASSAULT: (squad ability) This unit has the DODGE (2) ability while targeted by enemy defensive fire.

SHORT RANGED (+X): Add (X) shots at short range. If no value is listed, double the shots fired. Automatically misses at long range.

SIT REP: During either an Advance & Fire or Hold & Fire main action, if this model forgoes firing a weapon, generate 1 command point into your command point pool.

SLAVED: If a unit contains only slaved models, remove them as casualties.

SMART: Cannot be ignored by the DODGE ability and can target units out of line of sight. Does not apply to short ranged fire.

SNIPER (X+): When rolling (X+) to successfully hit, this attack gains +1 DAM and the IGNORE COVER and PRECISION KILL abilities.

SUPPRESS (X): A unit hit by this weapon gains (X) additional STs. If noted as 'psych', then these are psych STs. Not cumulative, use the value that results in the most STs being placed.

SIT REP: During either an Advance & Fire or Hold & Fire main action, if this model forgoes firing a weapon, generate 1 command point into your command point pool.

TACTILE BOT INTERFACE: Model has the COMMAND (0) ability.

TARGET DESIGNATOR: (squad ability) All of this unit's non-CQ attacks gain the PAINT (6+) ability.

VERT CLIMB (X"): Ignore (X) inches of vertical movement the unit would normally count each move.

ADD-ON MODELS

⊕ unit cards represent models that may **only** be included in your force by being added into an existing unit. You must specify on your force roster which unit an add-on model is part of, and the add-on model is considered part of that unit in all respects. Except where specified otherwise, you cannot include more than one type of add-on model within the same unit. If an add-on model has the Squad Leader designator, then it is automatically the unit's starting squad leader.

In some cases, you can only include add-on models in units 'without exceeding their normal maximum size'. A unit's maximum size is the number of models it contains when all possible models from its unit options are included. For example, a SecDef Tactical Team unit's maximum size is 5 models, which means it can include a maximum of 2 add-on models (on top of its 3 base models). which means it can include a maximum of 2 add-on models (on top of its 4 base models).

MAELSTROM'S EDGE

EPIRIAN FOUNDATION WEAPONS SUMMARY

Name	RNG	SHO	PEN	DAM	Special
Aerial Drone Strike	30"	4+LB	4	1	AoE (LB), Guided, Ind Fire, Limited Use (1), Suppress (D3)
Araldyne AR60 Assault Rifle	30"	2	4	1	
Araldyne CB22 Assault Carbine	18"	2	4	1	Burst (6+), Short Ranged
Araldyne CF13 Clingfire Sprayer (Standard)	8"	2+SPR	4	1	AoE (SPR), Suppress (D3)
Araldyne CF13 Clingfire Sprayer (Burst Mode)	6"	2	4	1	Pistol, Suppress (D3)
Araldyne CG100 Chaingun	30"	2	6	2	Burst (6+), Heavy
Araldyne Clingfire Grenades	6"	2+SB	4	1	AoE (SB), Grenade, Ignore Cover, Suppress (D3)
Araldyne FG19 Flakk Gun	18"	2	5	2	Short Ranged
Araldyne G20 Pistol	12"	2	4	1	Pistol
Araldyne LM14 Machine Gun	24"	2	4	1	Burst (4+)
Araldyne SR40 Sniper Rifle	30" (48")	2	4	1	Long Ranged (+18"), Sniper (3+)
Aux Grenade Launcher (Choke Rounds)	24"	2+SB	1	1	AoE (SB), Ignore Cover, Poison (6+), Suppress (psych 1)
Aux Grenade Launcher (EMP Rounds)	24"	2+SB	1	1	AoE (SB), EMP (5+), Ignore Cover
Choke Grenades	6"	2+SB	1	1	AoE (SB), Grenade, Ignore Cover, Poison (6+), Suppress (psych 1)
Clingfire Pod	H&R	2+SB	3	1	AoE (SB), Hit & Run (4+), Ignore Cover, Suppress (D3)
Clingfire Sprayer	8"	2+SPR	3	1	AoE (SPR), Suppress (D3)
Clingfire Sprayer Burst Mode (Subjugator only)	6"	2	3	1	Pistol, Suppress (D3)
Cluster Missile Pod	30"	1+SB	3	1	AoE (SB), Burst (6+), Guided, Heavy
Cutter Light Machine Gun	24"	2	4	1	Burst (6+)
Drone Class Laser System (High Power)	24"	1	4	2	Beam, Paint (5+)
Drone Class Laser System (Low Power)	24"	4	1	1	Paint (5+)
EMP Grenades	6"	2+SB	1	1	AoE (SB), EMP (5+), Grenade, Ignore Cover
Flakk Cannon	18"	3	5	1	Heavy, Short Ranged
Flakk Defense Battery	6"	4	5	1	Heavy, Short Ranged
Flakk Gun	18"	2	5	1	Short Ranged
Hydraulic Fist	CQ	-	+2	1	Heavy, Melee
Maglock Assault Rifle	24"	2	3	1	
Maglock Chaingun	36"	3	5	2	Burst (6+), Heavy
Maglock Dominator Pistol	24"	2	4	2	Pistol
Maglock Guardian Pistol	12"	2	3	1	Pistol
Maglock Railrifle	36" (60")	2	5	2	Heavy, Long Ranged (+24"), Sniper (4+)
Micro Defense Drones	CQ	10	4	1	Burst (5+), Heavy, Limited Use (1), Melee
Repair Claw	CQ	-	+1	1	Bot Repairs (2D3), Melee
Shock Baton	CQ	-	4+	1	F-PEN (4+), Melee, Suppress (1)
Shock Maul	CQ	-	4+	2	F-PEN (4+), Heavy, Melee, Suppress (2)
Strike Missile Pod	30"	1	7	3	Guided, Heavy
Suppressor Dual Machine Gun	30"	3	4	1	Burst (5+), Heavy