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.

BLOODTHIRSTY: This unit can elect to perform a Charge action instead of a compulsory Dig-in or Shaken action, but it must charge the enemy unit it can reach by the shortest route.

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:
- **Rapid Fire:** During the unit's main action, the model gains +1 SHO for a single weapon it fires.
- **Targeting Network:** While enabled, shooting attacks made by this unit have **PAINT (5+)**. When attacking a target Painted by a unit with **BOT PROTOCOL – TARGETING NETWORK**, shooting attacks made by this unit have **GUIDED**.

BOOBY TRAPS (X): During its main action, this model may expend one of its allocated command points to trigger a booby trap, up to (X) times per turn. When a booby trap is triggered, select an enemy unit which is both taking cover and visible to the model triggering it. That unit gains D3+1 STs. A single enemy unit cannot be affected by more than one booby trap per turn.

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

CAPTURE: Roll to penetrate against the defending unit's MAS characteristic (instead of its AV characteristic). Capture attacks made against large models reduce their DAM to 1. Weapons with the **CAPTURE** ability have an asterisk listed with their PEN characteristic as a reminder of this ability.

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.

COMMUNE REACTOR: If desired, reduce result needed to pass a discipline check by 1 after seeing the result of the roll, but doing so gains the unit +D3 STs after the check is passed.

CONTEST (X"): This unit contests objective markers held by opposing units up to (X") away, instead of the standard 3" range.

COORDINATED BARRAGE (+X): This unit gains (+X) SHO to its Ind Fire weapons, provided it is within 6" of a friendly unit that also has the **COORDINATED BARRAGE** ability and it is also shooting at the same primary target as the friendly unit did during the same turn.

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.

DEGRADATION (-X): This weapon's SHO characteristic is reduced by (-X) for each injury its bearer has suffered.

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

DRAG UNIT (X"): For each successful hit, all non-large models in the unit may be moved up to (X) inches by the firing player, ending closer to the firing unit than they started and facing the firing unit. Has no effect at long range, nor on units unable to make a fixed move.

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.

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

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

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.

FIRE MAGNET: (squad ability) A unit with the **FIRE MAGNET** ability *shields* friendly units within 3". A shielded unit cannot be selected as a primary target for a round of shooting, provided the fire magnet unit is both closer to the shooting unit and is also a valid target. Shooting that dictates a specific target (CQ fighting, defensive fire, hit & run, etc.) ignores this ability. A unit inside a building cannot shield friendly units, nor can large models be shielded by standard sized models.

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.

GRENADE HARNESS: The model has cluster grenades, molotov bombs and overcharged powercells. A model may not have more than one grenade harness.

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.

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

IGNORE COVER: These hits cannot be ignored by cover.

INSERTION LOCATOR: Reinforcement units utilizing **AERIAL INSERTION** do not need to expend a command point, provided they arrive within 6" of this unit.

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.

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

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.

MICRO DRONE: Command Booster: Command range is increased to 24". For a **COMMAND (0)** model, this instead gives a normal 18" command range.

MOB MENTALITY: This model's WP characteristic is equal to the total number of models in the unit that share this ability, unless that number is lower than the model's actual WP characteristic value. Models with the **MOB MENTALITY** ability have an asterisk listed with their WP characteristic value as a reminder of this ability.

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.

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.

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

REGENERATION: (exclusive ability) This unit shakes-off an extra D3 STs when completing its main action not on the move. In addition, if the unit contains any multi-fortitude models, it can forgo removing some STs to heal an injury. To heal an injury, the unit must forgo removing a number of STs equal to the injured multi-wound model's MAS characteristic. So to heal an injury on a MAS 3 model, it would have to forgo removing 3 STs. A model cannot heal more than one injury per turn this way.

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

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

STOIC: Instead of performing a Shaken action, the unit performs a Dig-in action, unless it has STs equal to at least double its discipline. Shell-shocked stoic units do not automatically fail discipline checks, but instead only pass them on a roll of 6+.

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.

UNSTABLE: When a '1' is rolled to hit with this attack, place a number of STs onto the firing unit equal to the current DAM value of the attack.

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

Weapon	RNG	SHO	PEN	DAM	SPECIAL
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 LM14 Machine Gun	24"	2	4	1	Burst (4+)
Auto Slugger	24"	3	3	1	Burst (6+)
Aux Grenade Launcher (Choke Rounds)	24"	2+SB	1	1	AoE (SB), EMP (5+), Ignore Cover
Aux Grenade Launcher (EMP Rounds)	24"	2+SB	1	1	AoE (SB), Grenade, Ignore Cover, Poison (6+), Suppress (psych 1)
Beam Pistol	12"	2	3	2	Beam, Pistol, Unstable
Chem Cannon	24"	2+SB	3	2	AoE (SB), Heavy, Ignore Cover, Poison (5+), Suppress (2)
Chem Launcher	18"	1+SB	3	1	AoE (SB), Ignore Cover, Poison (5+), Suppress (1)
Chem Pistol	12"	2	3	1	Ignore Cover, Pistol, Poison (5+), Suppress (1)
Choke Grenades	6"	2+SB	1	1	AoE (SB), Grenade, Ignore Cover, Poison (6+), Suppress (Psych 1)
Clingfire Sprayer	8"	2+SPR	3	1	AoE (SPR), 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+)
EMP Harpoon	24"	2	3	2	Drag Unit (1"), EMP (4+)
EMP Missile Array	48"	3+SB	3	2	AoE (SB), EMP (5+), Ignore Cover
Gatling Cannon	24"	5	4	1	Burst (5+), Heavy
Glue Carbine	12"	2	2	2	Capture, Short Ranged, Unstable
Heavy EMP Mortar	36"	4+LB	4	1	AoE (LB), Degradation (-1), EMP (4+), Heavy, Ind Fire
Longbeam Rifle	30"	2	5	3	Beam, Heavy, Unstable
Maglock Assault Rifle	24"	2	3	1	-
Maglock Chaingun	36"	3	5	2	Burst (6+), Heavy
Maglock Guardian Pistol	12"	2	3	1	Pistol
Maglock Railrifle	36"(60")	2	5	2	Heavy, Long Ranged (+24"), Sniper (4+)
Massive Blades	CQ	-	+3	3	Heavy, Melee
Massive Fist	CQ	-	+2	2	Heavy, Melee
Massive Torch	8"	2+SPR	3	1	AoE (SPR), Suppress (D3)
Pulse Carbine	18"	2	4	1	Explosive (6+)
Pulse Longrifle	36"(48")	2	4	2	Explosive (6+), Heavy, Long Ranged (+12"), Sniper (4+)
Pulse Pistol	12"	2	3	1	Explosive (6+), Pistol
Quad EMP Mortar	36"	12+LB	3	1	AoE (LB), Degradation (-2), EMP (5+), Heavy, Ind Fire
Quad Laser Array	24"	4	4	2	Beam, Paint (5+)
Shock Baton	CQ	-	4+	1	F-PEN (4+), Melee, Suppress (1)
Shock Maul	CQ	-	4+	2	F-PEN (4+), Heavy, Melee, Suppress (2)
Slug Pistol	12"	3	2	1	Pistol
Strike Missile Pod	30"	1	7	3	Guided, Heavy