

MAELSTROM'S EDGE®

V2 BETA FACTION FORCE LISTS THE EPIRIAN FOUNDATION

PLEASE NOTE: This is a beta version of the Maelstrom's Edge second edition rules. As such, images and layout are not final, background fiction is not yet in place, and there may be changes to the rules before final publication, based on player feedback and internal playtesting. This list may also include some units and/or options for which models are not yet available – These are in the production queue, but feel free to use suitable proxy models in the meantime.

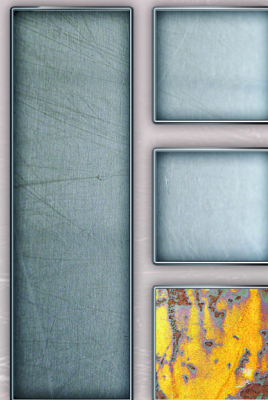
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FORCES OF THE EPIRIAN FOUNDATION

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JOURNEYMAN BOT HANDLER

11 POINTS



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

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Journeyman Bot Handler	6	4	3	3	2	3	3+	Infantry


UNIT SIZE: 1 Journeyman Bot Handler.


EQUIPMENT: Maglock Dominator Pistol.


ABILITIES: Bot Handler (1), Push the Machines.


OPTIONS:

- May be equipped with additional Maglock Dominator Pistol: +2 pts.
- May replace max of 1 Maglock Dominator Pistol with Aux Grenade Launcher: +0 pts.
- May be equipped with up to 1:
 - Micro Drone - Aerial Uplink: +3 pts.
 - Micro Drone - Command Booster: +2 pts.
 - Micro Drone - Spotter: +1 pt.
- This detachment may include the following additional units:


1-4


0-2


0-2


0-2

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Maglock Dominator Pistol	24"	1	4	2	6+	Pistol	Guided
Aux Grenade Launcher	24"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)

ABILITY & EQUIPMENT SUMMARY

BOT HANDLER (1): This model has the **COMMAND (1)** ability, which means it generates (1) extra CPs per turn, and each turn during its activation, can issue (1) orders to a friendly unit within 18". When issuing an order to a **Bot Division** unit, lower its suppression level by -2, instead of -1.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **DODGE** ability.

MICRO DRONES:

- **Aerial Uplink:** The Handler's **Bot Handler** ability is increased by (+1).
- **Command Booster:** The Handler's command range is increased to 24".
- **Spotter:** After completing a Fire action against a target within 24", place a Painted token on that target. Shooting units have a +1 SKL bonus per Painted token their target has. A unit removes **all** of its Painted tokens the next time it moves.

POISON (+1): (+1) DAM on **ORGANIC** models.

PUSH THE MACHINES: At the end of this unit's activation, expend 2 CPs to immediately reactivate a friendly **Bot Division** unit within command range that is composed entirely of **Robot** models. Raise the reactivated unit's suppression level by +2 before it performs any actions.

UNIT DESIGNATORS: Bot Division, Bot Handler, Character, Organic

Ver: β2.0



MASTER BOT HANDLER

14 POINTS



Controlling bots is as natural as breathing when you have the best neural interfaces and the finest combat armature money can buy.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Master Bot Handler	7	4	3	4	2	4	3+	Infantry (Squad Leader)
Defender Drone	7	4	2	2	1	1	4+	Infantry

UNIT SIZE: 1 Master Bot Handler.

EQUIPMENT: *Master Bot Handler:* Maglock Dominator Launcher.

Defender Drone: Defender Laser System.

ABILITIES: *Master Bot Handler:* Bot Handler (2), Hover, Machine God, Master Focus.

Defender Drone: Cascade Field, Hover, Slaved.

OPTIONS:

- May add up to 3 Defender Drones: +2 pts each.
- Master Bot Handler may replace Maglock Dominator Launcher with High-Intensity Laser System: -1 pt.
- May be equipped with up to 2:
 - Micro Drone - Aerial Uplink: +3 pts each.
 - Micro Drone - Command Booster: +2 pts each.
 - Micro Drone - Spotter: +1 pt each.
- This detachment may include the following additional units:



WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Defender Laser System	18"	2	4	2	5+		Beam
High-Intensity Laser System	18"	1	5	3	5+		Armor Piercing, Beam
Maglock Dominator Launcher	30"	2	4	2	6+		Guided

ABILITY & EQUIPMENT SUMMARY

ARMOR PIERCING: Each AV dice flip against this attack costs 1 more than usual.

BEAM: If this attack causes a casualty, inflict 1 additional injury on another model in the target unit.

BOT HANDLER (2): This model has the **COMMAND (2)** ability, which means it generates (2) extra CPs per turn, and each turn during its activation, can issue (2) orders to a **Bot Division** unit within 18". When issuing an order to a **Bot Division** unit, lower its suppression level by -2, instead of -1.

CASCADE FIELD: This is a **FIELD** ability (special defense). Each round of shooting, you may block up to 1 hit per model in this unit with the **CASCADE FIELD** ability. For each hit blocked, roll a D6: on a result of 1-3, raise this unit's suppression level by +1.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **Dodge** ability.

HOVER: This model may move dynamically (see pg 18, Maelstrom's Edge Beta Rulebook).

MACHINE GOD: 1 friendly **Bot Division** unit per turn within command range of this model may utilize its **Bot Protocol** ability at a reduced cost of -1 CP (to a minimum of 0) and that unit gains +1 SKL until the end of its activation.

MASTER FOCUS: Each turn during this unit's activation, choose 1 of the following options:

- **Digital Wrath:** *Status action* - Expend 1 CP and select a valid **ARMORED** or **INORGANIC** enemy target unit within 30". That target is confused: reduce the number of actions it may perform during its next activation by -1. If the target is already confused, raise its suppression level by +1 instead.
- **Lead the Disciples:** This turn, 1 additional friendly unit may benefit from the **MACHINE GOD** ability.

MICRO DRONES:

- **Aerial Uplink:** The Handler's **Bot Handler** ability is increased by (+1).
- **Command Booster:** The Handler's command range is increased to 24".
- **Spotter:** After completing a Fire action against a target within 24", place a Painted token on that target. Shooting units have a +1 SKL bonus per Painted token their target has. A unit removes **all** of its Painted tokens the next time it moves.

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

UNIT DESIGNATORS: *Master Bot Handler:* Armored, Bot Division, Bot Handler, Solo.
Defender Drone: Bot Division, Inorganic, Robot.

Ver: β2.0



COMMAND SCARECROW

10 POINTS



Equipped with a command array, a Scarecrow is able to control other bots, turning it into an ad-hoc leader.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Scarecrow	5	3	2(4)	3	1	2	4+	Infantry

UNIT SIZE: 1 Scarecrow.

EQUIPMENT: Clingfire Sprayer, Maglock Railrifle.

ABILITIES: Bot Handler (1), Bot Protocol - Rapid Fire, Marksman (+2), Point Defense.

OPTIONS:

- May replace Clingfire Sprayer with Chemtek Sprayer: +0 pts.
- This detachment may include the following additional units, which must all have the **Bot** Division designator:



WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Clingfire Sprayer	8"	1+D6	3	2	2+	SR	Burn (1), Dispersed Fire
Maglock Railrifle	60"	1	6	3	2+	Heavy	Armor Piercing, Sniper

ABILITY & EQUIPMENT SUMMARY

ARMOR PIERCING: Each AV dice flip against this attack costs 1 more than usual.

BOT HANDLER (1): This model has the **COMMAND (1)** ability, which means it generates (1) extra CPs per turn, and each turn during its activation, can issue (1) orders to a friendly unit within 18". When issuing an order to a **Bot Division** unit, lower its suppression level by -2, instead of -1.

BOT PROTOCOL - RAPID FIRE: During this unit's activation, if within command range of a **BOT HANDLER**, expend 1 CP to give one weapon +1 SHO for the duration of its activation.

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has. Burn tokens can be removed via the Extinguish action (see pg 21, Maelstrom's Edge Beta Rulebook).

CHEMTEK SPRAYER: Enemy **ORGANIC** units treat the area within 8" of a model with a Chemtek Sprayer as dangerous ground (+1).

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

MARKSMAN (+2): Add (+2) to this model's SKL while firing, except during CQ Fighting.

POINT DEFENSE: Once per turn, when a visible friendly unit within 6" makes a Defensive Fire action, this unit may also take a Defensive Fire action against that same target.

SNIPER: Ignore the +1 SKL dice flip penalty to change a hit roll result from 5 to 6.

UNIT DESIGNATORS: Bot Division, Bot Handler, Inorganic, Robot, Solo

Ver: β2.0



SECDEF LIEUTENANT

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

6 Points



MODEL NAME MV EVS SKL AV CQA FOR WP MODEL TYPE

SecDef Lieutenant 6 4 3 3 2 3 3+ Infantry

UNIT SIZE: 1 SecDef Lieutenant.

EQUIPMENT: Araldyne G20 Pistol, Target Designator.

ABILITIES: Aerial Insertion, SecDef Commander (1), Sit Rep.

OPTIONS:

- May replace Araldyne G20 Pistol with Araldyne CB22 Assault Carbine: +1 pt.
- This detachment may include the following additional units, which must all have the **SecDef** designator:



WEAPON NAME RNG SHO PEN DAM SUP TYPE ABILITIES

Araldyne G20 Pistol 12" 1 4 1 5+ Pistol

Araldyne CB22 Assault Carbine 18" 1 4 1 4+ SR

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: *Movement action* - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

SECDEF COMMANDER (1): This model has the **COMMAND (1)** ability, which generates (1) extra CP per turn, and each turn during its activation, it can issue (1) orders to a friendly unit within 18". When issuing an order to a **SecDef** unit, lower its suppression level by -2, instead of -1. This character can only join a **SecDef** unit.

SIT REP: *Status action* - Gain 1 CP.

TARGET DESIGNATOR: After completing a Fire action against a target within 30", place 1 Painted token on that target once the action is complete. Shooting units have a +1 SKL bonus per Painted token their target has. A unit removes **all** of its Painted tokens the next time it moves.

UNIT DESIGNATORS: Character, Organic, SecDef

Ver: β2.0



SECDEF FIELD COMMANDER

Yes ma'am, I'm a professional. A professional bad-ass here to protect you.

10 POINTS



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
SecDef Field Commander	6	4	3	4	3	4	3+	Infantry


UNIT SIZE: 1 SecDef Field Commander.


EQUIPMENT: None.


ABILITIES: Advanced Machine Assistance, Aerial Insertion, Get the Job Done, SecDef Commander (2).


OPTIONS:

- Must be equipped with any 2:
 - Araldyne FG19 Flakk Gun: +2 pts each.
 - Araldyne LM14 Machine Gun: +3 pts each.
 - Araldyne LS99 High-Intensity Laser: +2 pts each.
 - Hydraulic Fist: +1 pt each.
- This detachment may include the following additional units, which must all have the **SecDEF** designator:


1-4


0-2


0-2


0-2
- May be equipped with 1 of the following:
 - Cluster Missile Pod & Targeting System: +3 pts.
 - Twin Cluster Missile Pods: +3 pts.
 - 2 Targeting Systems: +2 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Araldyne FG19 Flakk Gun	18"	1	5	3	4+	SR	
Araldyne LM14 Machine Gun	24"	3	4	1	3+		
Araldyne LS99 High-Intensity Laser	24"	1	6	4	5+		Armor Piercing, Beam, Unstable
Cluster Missile Pod	30"	1+SB	4	1	4+	AoE, Heavy	Guided
Hydraulic Fist	CQ	+1	5	3	-	Heavy, Melee	
Twin Cluster Missile Pods	30"	2+SB	4	1	4+	AoE, Heavy	Guided

ABILITY & EQUIPMENT SUMMARY

ADVANCED MACHINE ASSISTANCE: May fire all of its weapons during each round of shooting, not just one. Ignore the Heavy weapon type for weapons equipped on this model.

AERIAL INSERTION: *Movement action* - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

ARMOR PIERCING: Each AV dice flip against this attack costs 1 more than usual.

BEAM: If this attack causes a casualty, inflict 1 additional injury on another model in the target unit.

GET THE JOB DONE: *Free action* - expend 2 CPs and choose a **SecDEF** unit within 18". For the remainder of this turn, the selected unit can control an objective marker even when an enemy unit is contesting it.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **DODGE** ability.

SECDEF COMMANDER (2): This model has the **COMMAND (2)** ability, which generates (2) extra CPs per turn, and each turn during its activation, it can issue (2) orders to a friendly unit within 18". When issuing an order to a **SecDEF** unit, lower its suppression level by -2, instead of -1. This character can only join a **SecDEF** unit.

TARGETING SYSTEM: For each targeting system this model is equipped with, add +1 to its SKL.

UNSTABLE: Each hit roll result of 1 raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Character, Organic, SecDef

Ver: β2.0



CONTRACTOR DEFENDERS

4 POINTS

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Contractor	7	4	2	2	1	1	5+	Infantry
Contractor Team Leader	7	4	2	2	1	1	4+	Infantry (Squad Leader)
Contractor Drone	7	4	2	2	1	1	6+	Infantry

UNIT SIZE: 2 Contractors, 1 Contractor Team Leader.

EQUIPMENT: *Contractor & Team Leader:* Maglock Assault Rifle, Maglock Guardian Pistol.

Contractor Drone: Twin Flakk Guns.

ABILITIES: *Contractor & Team Leader:* None.

Contractor Drone: Slaved.

OPTIONS:

- May add up to 2 more Contractors: +2 pts each.
- May replace up to 2 Contractors with a Contractor Drone*: +2 pts each.
- Up to 2 Contractors may be equipped with an Aux Grenade Launcher: +2 pts each.
- Contractor Team Leader may replace Maglock Guardian Pistol with:
 - Shock Baton: +0 pts.
 - Shock Maul: +1 pt.
- Any Contractor Drone may replace Twin Flakk Guns with:
 - Maglock Chaingun: +1 pt each.
 - Twin Cluster Missile Pods: +1 pt each.
 - Twin Strike Missile Pods: +1 pt each.

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

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Aux Grenade Launcher	24"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)
Maglock Assault Rifle	24"	1	3	1	5+		
Maglock Chaingun	36"	3	5	2	5+	Heavy	
Maglock Guardian Pistol	12"	1	3	1	6+	Pistol	
Shock Baton	CQ	+1	4	1	-	Melee	Shock (+1)
Shock Maul	CQ	+1	4	2	-	Heavy, Melee	Shock (+1)
Twin Cluster Missile Pods	30"	2+SB	4	1	4+	AoE, Heavy	Guided
Twin Flakk Guns	18"	2	5	2	5+	SR	
Twin Strike Missile Pods	30"	2	6	4	5+	Heavy	Armor Piercing, Guided

ABILITY & EQUIPMENT SUMMARY

ARMOR PIERCING: Each AV dice flip against this attack costs 1 more than usual.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **Dodge** ability.

POISON (+1): (+1) DAM on **ORGANIC** models.

SHOCK (+1): Critical hit - Immediately raise the target's suppression level by (+1).

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

UNIT DESIGNATORS: *Contractor & Team Leader:* Contractor, Organic.
Contractor Drone: Inorganic, Robot.

Ver: β2.0



CONTRACTOR ENGINEERS

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

5 POINTS



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Contractor	7	4	2	2	1	1	5+	Infantry
Contractor Team Leader	7	4	2	2	1	1	4+	Infantry (Squad Leader)
Contractor Drone	7	4	2	2	1	1	6+	Infantry

UNIT SIZE: 1 Contractor, 1 Contractor Team Leader, 1 Contractor Drone.

EQUIPMENT: *Contractor & Team Leader:* Maglock Assault Rifle, Maglock Guardian Pistol.
Contractor Drone: None.

ABILITIES: *Contractor & Team Leader:* None.
Contractor Drone: Contractor Bot Repairs, Slaved.

OPTIONS:

- May add up to 2 more Contractors: +2 pts each.
- Up to 2 Contractors may be equipped with an Aux Grenade Launcher: +2 pts each.
- Contractor Team Leader may replace Maglock Guardian Pistol with:
 - Shock Baton: +0 pts.
 - Shock Maul: +1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Aux Grenade Launcher	24"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)
Maglock Assault Rifle	24"	1	3	1	5+		
Maglock Guardian Pistol	12"	1	3	1	6+	Pistol	
Shock Baton	CQ	+1	4	1	-	Melee	Shock (+1)
Shock Maul	CQ	+1	4	2	-	Heavy, Melee	Shock (+1)

ABILITY & EQUIPMENT SUMMARY

CONTRACTOR BOT REPAIRS: *Status action* - Choose a friendly **Robot** unit within 6". Either lower that unit's suppression level by -2 or heal 2 injuries on 1 Robot model in that unit. If your Contractor Drone has been removed as casualty, reduce this to only -1 suppression level or 1 injury healed instead.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

POISON (+1): (+1) DAM on **ORGANIC** models.

SHOCK (+1): Critical hit - Immediately raise the target's suppression level by (+1).

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

UNIT DESIGNATORS: *Contractor & Team Leader:* Contractor, Organic.
Contractor Drone: Inorganic, Robot.

Ver: β2.0



CONTRACTOR MEDICS

5 Points

A couple weeks of paid triage training and voilà! A Contractor becomes a medic.



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Contractor	7	4	2	2	1	1	5+	Infantry
Contractor Team Leader	7	4	2	2	1	1	4+	Infantry (Squad Leader)
Contractor Drone	7	4	2	2	1	1	6+	Infantry

UNIT SIZE: 1 Contractor, 1 Contractor Team Leader, 1 Contractor Drone.

EQUIPMENT: *Contractor & Team Leader:* Maglock Assault Rifle, Maglock Guardian Pistol.
Contractor Drone: None.

ABILITIES: *Contractor & Team Leader:* None.
Contractor Drone: Contractor Medics, Slaved.

OPTIONS:

- May add up to 2 more Contractors: +2 pts each.
- Up to 2 Contractors may be equipped with an Aux Grenade Launcher: +2 pts each.
- Contractor Team Leader may replace Maglock Guardian Pistol with:
 - Shock Baton: +0 pts.
 - Shock Maul: +1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Aux Grenade Launcher	24"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)
Maglock Assault Rifle	24"	1	3	1	5+		
Maglock Guardian Pistol	12"	1	3	1	6+	Pistol	
Shock Baton	CQ	+1	4	1	-	Melee	Shock (+1)
Shock Maul	CQ	+1	4	2	-	Heavy, Melee	Shock (+1)

ABILITY & EQUIPMENT SUMMARY

CONTRACTOR MEDICS: *Status action* - Choose a friendly **ORGANIC** unit within 6". Either lower that unit's suppression level by -2 or heal 2 injuries from one **ORGANIC** model in the unit (or one of each). If your Contractor Drone has been removed as casualty, reduce this to only -1 suppression level or 1 injury healed instead.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

POISON (+1): (+1) DAM on **ORGANIC** models.

SHOCK (+1): Critical hit - Immediately raise the target's suppression level by (+1).

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

UNIT DESIGNATORS: *Contractor & Team Leader:* Contractor, Organic.
Contractor Drone: Inorganic, Robot.

Ver: β2.0



CONTRACTOR SCOUTS

5 POINTS



Contractors with an aptitude for sneakiness. Used to paint enemy targets or resupply Foundation units.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Contractor	7	4	2	2	1	1	5+	Infantry
Contractor Team Leader	7	4	2	2	1	1	4+	Infantry (Squad Leader)
Contractor Drone	7	4	2	2	1	1	6+	Infantry

UNIT SIZE: 1 Contractor, 1 Contractor Team Leader, 1 Contractor Drone.

EQUIPMENT: Contractor & Team Leader: Maglock Assault Rifle, Maglock Guardian Pistol.
Contractor Drone: Resupply Package.

ABILITIES: Contractor & Team Leader: Scout.
Contractor Drone: Scout, Slaved.

OPTIONS:

- May add up to 2 more Contractors: +2 pts each.
- Up to 2 Contractors may be equipped with an Aux Grenade Launcher: +2 pts each.
- Contractor Drone may replace Resupply Package with Recon Package: +0 pts.
- Contractor Team Leader may replace Maglock Guardian Pistol with:
 - Shock Baton: +0 pts.
 - Shock Maul: +1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Aux Grenade Launcher	24"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)
Maglock Assault Rifle	24"	1	3	1	5+		
Maglock Guardian Pistol	12"	1	3	1	6+	Pistol	
Shock Baton	CQ	+1	4	1	-	Melee	Shock (+1)
Shock Maul	CQ	+1	4	2	-	Heavy, Melee	Shock (+1)

ABILITY & EQUIPMENT SUMMARY

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

POISON (+1): (+1) DAM on **ORGANIC** models.

RECON PACKAGE: After completing a Fire action against a target within 24", place 1 Painted token on that target. Shooting units have a +1 SKL bonus per Painted token their target has. A unit removes **all** of its Painted tokens the next time it moves.

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

SCOUT: When deploying your force, this unit may be set up in no-man's land, provided it is still entirely on your half of the table (measured from your reserve table edge). Alternatively, scout units in reserve may make a flanking maneuver.

SHOCK (+1): Critical hit - Immediately raise the target's suppression level by (+1).

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

UNIT DESIGNATORS: Contractor & Team Leader: Contractor, Organic.
Contractor Drone: Inorganic, Robot.

Ver: β2.0



CONTRACTOR SUPPRESSION TEAM

5 Points

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Contractor	7	4	2	2	1	1	5+	Infantry
Contractor Team Leader	7	4	2	2	1	1	4+	Infantry (Squad Leader)
Subjugator	7	4	2	3	1	3	6+	Infantry

UNIT SIZE: 2 Contractors, 1 Contractor Team Leader.

EQUIPMENT: *Contractor & Team Leader:* Frag Grenades, Maglock Assault Rifle, Maglock Guardian Pistol.
Subjugator: 2 Clingfire Burst Sprayers.

ABILITIES: *Contractor & Team Leader:* Scout.
Subjugator: Linebreaker, Slaved.

OPTIONS:

- May add up to 2 more Contractors: +2 pts each.
- May replace 1 Contractor with Subjugator: +3 pts.
- Up to 2 Contractors may be equipped with an Aux Grenade Launcher: +2 pts each.
- Subjugator may replace up to 1 Clingfire Burst Sprayer with a Chemtek Sprayer: +0 pts.
- Contractor Team Leader may replace Maglock Guardian Pistol with:
 - Shock Baton: +0 pts.
 - Shock Maul: +1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Aux Grenade Launcher	24"	1+SB	3	1	3+	AoE	Dispersed Fire, Poison (+1)
Clingfire Burst Sprayer	6"	D6	3	2	2+	Pistol	Burn (1), Dispersed Fire
Maglock Assault Rifle	24"	1	3	1	5+		
Maglock Guardian Pistol	12"	1	3	1	6+	Pistol	
Shock Baton	CQ	+1	4	1	-	Melee	Shock (+1)
Shock Maul	CQ	+1	4	2	-	Heavy, Melee	Shock (+1)

ABILITY & EQUIPMENT SUMMARY

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has. Burn tokens can be removed via the Extinguish action (see pg 21, Maelstrom's Edge Beta Rulebook).

CHEMTEK SPRAYER: Enemy **ORGANIC** units treat the area within 8" of a model with a Chemtek Sprayer as dangerous ground (+1).

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See pg 29, Maelstrom's Edge Beta Rulebook for details.

LINEBREAKER: An enemy unit taking a CQ WP test after a round of CQ Fighting with this unit suffers a -1 modifier to its test.

POISON (+1): (+1) DAM on **ORGANIC** models.

SHOCK (+1): Critical hit - Immediately raise the target's suppression level by (+1).

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

UNIT DESIGNATORS: *Contractor & Team Leader:* Contractor, Organic.
Subjugator: Inorganic, Robot.

Ver: β2.0



SPIDER DRONES

7 POINTS



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

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Spider Drone	6	4	2	2	1	1	5+	Infantry
Apprentice Bot Handler	6	4	2	2	1	1	4+	Infantry (Squad Leader)

UNIT SIZE: 1 Apprentice Bot Handler, 2 Spider Drones.

EQUIPMENT: *Apprentice Bot Handler:* Maglock Dominator Pistol.

Spider Drone: Drone Class Machine Guns.

ABILITIES: *Apprentice Bot Handler:* Bot Handler (0).

Spider Drone: Bot Protocol - Stay Low.

OPTIONS:

- May add up to 2 more Spider Drones: +3 pts each.
- May replace Apprentice Bot Handler with Spider Drone: -2 pts.
- Any Spider Drone may replace Drone Class Machine Guns with Drone Class Flakk Guns: +0 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Drone Class Flakk Guns	12"	2	5	2	5+	SR	
Drone Class Machine Guns	18"	2	3	1	4+		
Maglock Dominator Pistol	24"	1	4	2	6+	Pistol	Guided

ABILITY & EQUIPMENT SUMMARY

BOT HANDLER (0): This model has the **COMMAND (0)** ability, which means each turn during its activation, it can issue 1 order, but only to its own unit. When issuing an order to a **Bot Division** unit, lower its suppression level by -2, instead of -1.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **DODGE** ability.

BOT PROTOCOL - STAY LOW: During this unit's activation, if it is already taking cover and within command range of a Bot Handler, expend 1 CP to give this unit an additional Cover token.

UNIT DESIGNATORS: *Apprentice Bot Handler:* Bot Division, Bot Handler, Organic.
Spider Drone: Bot Division, Inorganic, Robot.

Ver: β2.0



SCARECROW SNIPER

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

8 Points



MODEL NAME MV EVS SKL AV CQA FOR WP MODEL TYPE

Scarecrow 5 3 2(4) 3 1 2 4+ Infantry

UNIT SIZE: 1 Scarecrow.

EQUIPMENT: Clingfire Sprayer, Maglock Rifle.

ABILITIES: Bot Protocol - Rapid Fire, Marksman (+2), Point Defense.

OPTIONS:

- May replace Clingfire Sprayer with Chemtek Sprayer: +0 pts.
- May replace all weapons with:
 - Twin Clingfire Sprayers: -2 pts.
 - 1 Clingfire Sprayer & 1 Chemtek Sprayer: -2 pts.
- May replace Bot Protocol - Rapid Fire with Bot Protocol - Overdrive: -2 pts.
- Up to 2 separate Scarecrow Sniper units may be taken as a single **HAMMER** unit selection.

WEAPON NAME RNG SHO PEN DAM SUP TYPE ABILITIES

Clingfire Sprayer 8" 1+D6 3 2 2+ SR Burn (1), Dispersed Fire

Maglock Railrifle 60" 1 6 3 2+ Heavy Armor Piercing, Sniper

Twin Clingfire Sprayers 8" 2+D6 3 2 2+ SR Dispersed Fire

ABILITY & EQUIPMENT SUMMARY

ARMOR PIERCING: Each AV dice flip against this attack costs 1 more than usual.

BOT PROTOCOL - OVERDRIVE: During this unit's activation, if within command range of a **Bot HANDLER**, expend 1 or 2 CPs to increase this unit's MV characteristic by +2 or +4, respectively, for the duration of its activation.

BOT PROTOCOL - RAPID FIRE: During this unit's activation, if within command range of a **Bot HANDLER**, expend 1 CP to give one weapon +1 SHO for the duration of its activation.

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has. Burn tokens can be removed via the Extinguish action (see pg 21, Maelstrom's Edge Beta Rulebook).

CHEMTEK SPRAYER: Enemy **ORGANIC** units treat the area within 8" of a model with a Chemtek Sprayer as dangerous ground (+1).

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

MARKSMAN (+2): Add (+2) to this model's SKL while firing, except during CQ Fighting.

POINT DEFENSE: Once per turn, when a visible friendly unit within 6" makes a Defensive Fire action, this unit may also take a Defensive Fire action against that same target.

SNIPER: Ignore the +1 SKL dice flip penalty to change a hit roll result from 5 to 6.

UNIT DESIGNATORS: Bot Division, Inorganic, Robot, Solo

Ver: β2.0



FIREFLY RECON DRONES

9 POINTS



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

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Firefly Drone	8	5	2	1	1	1	5+	Infantry

UNIT SIZE: 3 Firefly Drones.

EQUIPMENT: Clingfire Pod, Drone Class Laser System.

ABILITIES: Bot Protocol - Defensive Maneuvers, Dodge (1), Hover, Mobile, Scout

OPTIONS:

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

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Clingfire Pod	H&R	1+SB	3	2	2+AoE	Hit & Run	Burn (1), Dispersed Fire
Drone Class Laser System	24"	1	4	2	5+		Beam, Paint

ABILITY & EQUIPMENT SUMMARY

BEAM: If this attack causes a casualty, inflict 1 additional injury on another model in the target unit.

BOT PROTOCOL - DEFENSIVE MANEUVERS: During this unit's activation, if within command range of a **Bot Handler**, expend 1 CP to give this unit +1 to its **DODGE** ability value, until this unit next activates.

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has. Burn tokens can be removed via the Extinguish action (see pg 21, Maelstrom's Edge Beta Rulebook).

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

DODGE (1): Block up to (1) hits each round of shooting.

HOVER: This model may move dynamically (see pg 18, Maelstrom's Edge Beta Rulebook).

MOBILE: Ignore the wild firing penalty for shooting after performing a Dash action, but this unit cannot perform both Aim and Take Cover actions during the same activation.

PAINT: After completing a Fire action against a target within standard range of this weapon, place 1 Painted token on that target (up to 1 new token per Fire action). Shooting units have a +1 SKL bonus per Painted token their target has. A unit removes **all** of its Painted tokens the next time it moves.

SCOUT: When deploying your force, this unit may be set up in no-man's land, provided it is still entirely on your half of the table (measured from your reserve table edge). Alternatively, scout units in reserve may make a flanking maneuver.

UNIT DESIGNATORS: Bot Division, Inorganic, Robot, Solo

Ver: β2.0



HUNTER-CLASS WARMECH

13 Points

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Hunter Warmech	5	3	3	5	3	8	4+	Behemoth

UNIT SIZE: 1 Hunter Warmech.

EQUIPMENT: Hydraulic Fist, Maglock Chaingun.

ABILITIES: Bot Protocol - Lock On, Mission Specialist.

OPTIONS:

- May be equipped with up to 2 Missile Pods:
 - Cluster Missile Pod: +3 pts each.
 - Strike Missile Pod: +1 pt each.
- May replace Maglock Chaingun with:
 - Flakk Cannon: -2 pts.
 - Suppressor Dual Machine Gun: -2 pts.
- May replace Hydraulic Fist with:
 - Flakk Cannon: +3 pts.
 - Suppressor Dual Machine Gun: +3 pts.
- May replace Bot Protocol - Lock-On with Bot Protocol - Overdrive: -2 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cluster Missile Pod	30"	1+SB	4	1	4+	AoE, Heavy	Guided
Flakk Cannon	18"	2	5	3	5+	Heavy, SR	
Hydraulic Fist	CQ	+1	5	3	-	Heavy, Melee	
Maglock Chaingun	36"	3	5	2	5+	Heavy	
Suppressor Dual Machine Gun	30"	4	4	1	3+	Heavy	
Strike Missile Pod	30"	1	6	4	5+	Heavy	Armor Piercing, Guided

ABILITY & EQUIPMENT SUMMARY

ARMOR PIERCING: Each AV dice flip against this attack costs 1 more than usual.

BOT PROTOCOL - LOCK ON: During this unit's activation, if within command range of a **BOT HANDLER**, expend 1 CP to allow this unit to take a free Aim status action. This can allow the unit to make up to 2 Aim actions during a single activation.

BOT PROTOCOL - OVERDRIVE: During this unit's activation, if within command range of a **Bot HANDLER**, expend 1 or 2 CPs to increase this unit's MV characteristic by +2 or +4, respectively, for the duration of its activation.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **DODGE** ability.

MISSION SPECIALIST: This unit cannot control mission objective markers, though it can still contest them as usual.

DAMAGED: At FOR 4-5 can fire up to 3 weapons. At FOR 1-3 can fire up to 2 weapons.

UNIT DESIGNATORS: Bot Division, Inorganic, Robot, Solo

Ver: β2.0



SECDEF TACTICAL TEAM

The finest soldiers money can buy.

10 POINTS



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
SecDef Infantry	6	4	3	3	2	2	4+	Infantry
SecDef Sergeant	6	4	3	3	2	2	3+	Infantry (Squad Leader)

UNIT SIZE: 2 SecDef Infantry, 1 SecDef Sergeant.

EQUIPMENT: Araldyne AR60 Assault Rifle, Araldyne G20 Pistol.

ABILITIES: Aerial Insertion, Cover Drill.

OPTIONS:

- May add up to 2 more SecDef Infantry: +4 pts each.
- Up to 1 SecDef Infantry may replace Araldyne AR60 Assault Rifle with:
 - Araldyne CG100 Chaingun: +3 pts.
 - Araldyne GL2 Grenade Launcher: +2 pts.
 - Araldyne LC42 Laser Carbine: +1 pt.
 - Araldyne LM14 Machine Gun: +1 pt.
 - Araldyne ML9 Assault Launcher: +2 pts.
 - Araldyne SR40 Sniper Rifle: +1 pt.
- Up to 1 SecDef Infantry may replace Araldyne AR60 Assault Rifle with:
 - Araldyne GL2 Grenade Launcher: +2 pts.
 - Araldyne LC42 Laser Carbine: +1 pt.
 - Araldyne SR40 Sniper Rifle: +1 pt.
- A SecDef Tactical Team may be taken as a **CORE** unit selection in a detachment led by a **SECDEF** Command unit.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Araldyne AR60 Assault Rifle	30"	1	4	1	4+		
Araldyne CG100 Chaingun	30"	2	5	3	4+		
Araldyne G20 Pistol	12"	1	4	1	5+	Pistol	
Araldyne GL2 Grenade Launcher	24"	2+SB	3	1	2+	AoE	Dispersed Fire, Poison (+2)
Araldyne LC42 Laser Carbine	18"	1	5	3	4+	SR	Armor Piercing, Beam
Araldyne LM14 Machine Gun	24"	3	4	1	3+		
Araldyne ML9 Assault Launcher							
- Chemtek Warhead	36"	2+SB	3	1	2+	AoE, Heavy	Dispersed Fire, Guided, Poison (+2)
- Strike Warhead	36"	1	6	5	5+	Heavy	Armor Piercing, Guided
Araldyne SR40 Sniper Rifle	48"	1	6	2	2+	Heavy	Armor Piercing, Sniper

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: *Movement action* - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

ARMOR PIERCING: Each AV dice flip against this attack costs 1 more than usual.

BEAM: If this attack causes a casualty, inflict 1 additional injury on another model in the target unit.

COVER DRILL: This unit may take a free Take Cover status action during each activation. This allows the unit to make up to 2 Take Cover actions during a single activation.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **DODGE** ability.

POISON (+2): (+2) DAM on **ORGANIC** models.

SNIPER: Ignore the +1 SKL dice flip penalty to change a hit roll result from 5 to 6.

UNIT DESIGNATORS: Organic, SecDef

Ver: β2.0



SECDEF RAPID INSERTION TEAM

Float like a butterfly, sting like a sledgehammer.

10 POINTS



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
SecDef Boostpack Infantry	8	4	3	3	2	2	4+	Infantry
SecDef Boostpack Sergeant	8	4	3	3	2	2	3+	Infantry (Squad Leader)

UNIT SIZE: 2 SecDef Boostpack Infantry, 1 SecDef Boostpack Sergeant.

EQUIPMENT: Boostpack, Frag Grenades, Twin Araldyne CB22 Assault Carbines.

ABILITIES: Aerial Insertion, Mobile, Strike and Feint, Scout

OPTIONS:

- May add up to 2 more SecDef Boostpack Infantry: +4 pts each.
- Up to 2 SecDef Boostpack Infantry may replace Twin Araldyne CB22 Assault Carbines with:
 - Twin Araldyne CF13 Clingfire Sprayers: +2 pts each.
 - Twin Araldyne FG19 Flakk Guns: +3 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Twin Araldyne CB22 Assault Carbines	18"	2	4	1	4+	SR	
Twin Araldyne CF13 Clingfire Sprayers	8"	2+D6	4	2	2+	SR	Burn (1), Dispersed Fire
Twin Araldyne FG19 Flakk Guns	18"	2	5	3	4+	SR	

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: *Movement action* - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

BOOSTPACK: This model may move dynamically (see pg 18, Maelstrom's Edge Beta Rulebook).

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has. Burn tokens can be removed via the Extinguish action (see pg 21, Maelstrom's Edge Beta Rulebook).

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See pg 29, Maelstrom's Edge Beta Rulebook for details.

MOBILE: Ignore the wild firing penalty for shooting after performing a Dash action, but this unit cannot perform both Aim and Take Cover actions during the same activation.

STRIKE & FEINT: When the enemy declares this unit as a charge target, it may immediately retreat, but its suppression level is raised by +2 if it does. If retreating means this unit can no longer be reached by the charge, the enemy makes a Move action instead.

SCOUT: When deploying your force, this unit may be set up in no-man's land, provided it is still entirely on your half of the table (measured from your reserve table edge). Alternatively, scout units in reserve may make a flanking maneuver.

UNIT DESIGNATORS: Organic, SecDef

Ver: β2.0



SECDEF ANNIHILATOR TEAM

Twice the firepower, twice the price.

10 POINTS



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
SecDef Infantry	6	4	3	3	2	2	4+	Infantry
SecDef Sergeant	6	4	3	3	2	2	3+	Infantry (Squad Leader)

UNIT SIZE: 2 SecDef Infantry, 1 SecDef Sergeant.

EQUIPMENT: Araldyne AR60 Assault Rifle, Araldyne G20 Pistol.

ABILITIES: Aerial Insertion, Torrent of Fire.

OPTIONS:

- 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: +3 pts each.
 - Araldyne LM14 Machine Gun: +1 pt each.
 - Araldyne ML9 Assault Launcher: +3 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Araldyne AR60 Assault Rifle	30"	1	4	1	4+		
Araldyne CG100 Chaingun	30"	2	5	3	4+		
Araldyne G20 Pistol	12"	1	4	1	5+	Pistol	
Araldyne LM14 Machine Gun	24"	3	4	1	3+		
Araldyne ML9 Assault Launcher							
- Chemtek Warhead	36"	2+SB	3	1	2+	AoE, Heavy	Dispersed Fire, Guided, Poison (+2)
- Strike Warhead	36"	1	6	5	5+	Heavy	Armor Piercing, Guided

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: *Movement action* - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

ARMOR PIERCING: Each AV dice flip against this attack costs 1 more than usual.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **DODGE** ability.

POISON (+2): (+2) DAM on **ORGANIC** models.

TORRENT OF FIRE: *Status action* - For the remainder of this activation, all weapons in this unit gain +1 SHO and a +1 modifier to any suppression tests they make. This action cannot be performed during the same activation that any movement action and/or an Aim status action is also performed.

UNIT DESIGNATORS: Organic, SecDef

Ver: β2.0



SECDEF MEDIC

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

X POINTS



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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SecDef Medic	6	4	3	4	2	2	4+	Infantry
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UNIT SIZE: 1 SecDef Medic.

EQUIPMENT: Araldyne CB22 Assault Carbine.

ABILITIES: Aerial Insertion, SecDef Medic.

OPTIONS:

- Add-on: May add up to 1 SecDef Medic to the following units, without exceeding their normal maximum size:
 - SecDef Annihilator Team: +4 pts.
 - SecDef Tactical Team: +4 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
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Araldyne CB22 Assault Carbine	18"	1	4	1	4+	SR	
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ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: *Movement action* - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

SECDEF MEDIC: *Status action* - Choose a friendly **ORGANIC** unit within 6". Either lower that unit's suppression level by -1 or heal 1 injury on an **ORGANIC** model in that unit. If the chosen unit is a **SECDEF** unit, then improve this to -2 suppression levels or 2 injuries healed (or one of each).

UNIT DESIGNATORS: Organic, SecDef

Ver: β2.0

EPIRIAN FOUNDATION FACTION OBJECTIVES

AUTOMATED UPLINK RELAY

The dependence on robotic units and information warfare means that the Epirian Foundation relies on electronic communication to function as an effective fighting force. When pursuing conflicts outside of its zone of control, the Foundation uses portable uplinks that link to orbital satellites and airborne recon, providing battlefield intelligence about enemy positions and weaknesses and allowing Bot Handlers to remotely interface with Epirian drones on the ground.

(Target Objective) This is a special destructible objective you place while deploying your force. It is placed anywhere wholly within your deployment zone, while also touching no-man's land. It may be placed within 12" of another objective marker. It can generate up to 3 VPs per game, after which it shuts down and is immediately removed. The Automated Uplink Relay uses the unit rules found on page 21.

- (each end phase) If the relay is not destroyed/shut down and also the **CONTACT HEADQUARTERS** ability was not utilized this turn, gain 1 VP.
- (final turn end phase) If the relay is not destroyed/shut down, gain all of its remaining VPs.

MASTER OF MACHINES

Epirian Bot Handlers constantly seek to improve their command over their charges through fine-tuning their neural links, streamlining pre-programmed command streams and running through countless simulations covering any imaginable scenario. This gives a skilled Bot Handler a distinct edge on the battlefield against a less organised foe.

This objective may only be utilized if your force commander has the **BOT HANDLER** designator.

This objective can generate up to 3 VPs per game, after which you may no longer utilize the **BOT MASTERY** ability.

- (each end phase) If the **BOT MASTERY** ability was not utilized that turn and you have at least one **BOT HANDLER** on the table, excluding Apprentice Bot Handlers, gain 1 VP.
- (final turn end phase) If you have at least one **BOT HANDLER** on the table, excluding Apprentice Bot Handlers, gain all of this objective's remaining VPs.

Bot Mastery: Once per turn, if you have at least one **BOT HANDLER** on the table, excluding Apprentice Bot Handlers, one of your units may utilize its bot protocols even when it isn't within command range of a **BOT HANDLER**.

BEACHHEAD

SecDef are famous for using their aerial superiority to create a beachhead deep within enemy held territory. Once established, such a beachhead allows SecDef forces to pincer their foes, causing tremendous confusion and terror.

This objective may only be utilized if your force commander has the **SECDEF** designator.

(Control Objective) This is a special objective marker you place after both sides have finished deploying their forces, but before the game begins. It must be placed wholly within your opponent's deployment zone. It may be placed within 12" of another objective marker. It can only be controlled by friendly units, though it can be contested. A beachhead can generate up to 3 VPs per game, after which you may still utilize the **FORWARD BASE** ability, you just cannot generate any further VPs from it.

- (each end phase) If a friendly unit controls your beachhead, gain 1 VP.
- (final turn end phase) If a friendly unit controls your beachhead, gain all of its remaining VPs.

Forward Base: In each end phase before calculating VPs, if you control your beachhead, then any enemy units within 24" of the center of it have the option to immediately retreat. Any enemy units still within 24" of the center of your beachhead after retreating, or electing not to retreat, immediately raise their suppression level by an amount equal to the consecutive number of turns you've controlled the beachhead (e.g. you've controlled the beachhead for 3 consecutive turns = +3 suppression levels).

AUTOMATED UPLINK RELAY

OBJECTIVE



Providing real-time data feeds about battlefield conditions, Automated Uplink Drones are a vital resource in the Epirian battle line..

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Automated Uplink Relay	3	3	0	3	1	6	6+	Behemoth

UNIT SIZE: 1 Automated Uplink Relay.

EQUIPMENT: 2 Flakk Defense Batteries.

ABILITIES: Automated Objective, Contact Headquarters.

OPTIONS:

- None.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Flakk Defense Battery	6"	3	5	2	4+	Heavy, SR	

ABILITY & EQUIPMENT SUMMARY

AUTOMATED OBJECTIVE: Although a unit, it does not count as one towards any other mission objectives. It cannot be put into reserve, be a reinforcement or enter a building/transport.

CONTACT HEADQUARTERS: In the command phase, if the relay hasn't been destroyed/shut down, you may generate +1 CP.

MODELING AN AUTOMATED UPLINK RELAY

We encourage the budding Epirian Foundation player to scratch-build or convert their own automated uplink relay if you're up for that modeling challenge. An automated uplink relay is a behemoth, and so should be mounted on a 46mm base

UNIT DESIGNATORS: Bot Division, Inorganic, Robot, Solo

Ver: β2.0

EPIRIAN FOUNDATION EQUIPMENT

EPIRIAN FOUNDATION WEAPONS

Epirian weapons tend to be solid and utilitarian, with the Foundation preferring durable and inexpensive over more sophisticated options. Some of these weapons are adapted from industrial or farming equipment, while others, most famously those destined for use by SecDef, are custom designed by those franchises within the Foundation with a penchant for weapons manufacture.

CLINGFIRE WEAPONS

Clingfire was originally developed as a means to deforest large areas of natural foliage during terraforming, but is just as effective in military actions to flush the enemy out of cover. The thick and sticky fuel explodes violently on contact and reacts with most conventional fire-retardant chemicals, making attempts to dampen its flames backfire.



Clingfire Sprayer / Clingfire Burst Sprayer



Araldyne CF13 Clingfire Sprayer

FLAKK WEAPONS

Originally created to fire huge rivets into starship hulls, Flakk weapons are adapted so that the large rivet round shatters as it exits the barrel. The result is a short ranged storm of high velocity metal shards that tears open even the toughest of targets at close range.



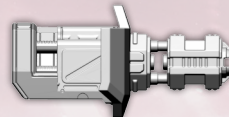
Flakk Gun (Drone Configuration)



Araldyne FG19 Flakk Gun (Harness Configuration)



Araldyne FG19 Flakk Gun



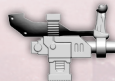
Flakk Cannon



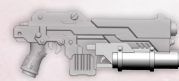
Flakk Defense Battery

GRENADE LAUNCHERS

The simple, rugged design of Foundation grenade launchers makes them ideal for the often harsh conditions of terraforming. Whether a rampaging local beast has to be subdued or a crowd needs to be dispersed, a sturdy Grenade Launcher loaded with Choke rounds is the right tool for the job. Due to widespread demand, the Foundation produces both stand alone launchers in various configurations, and auxiliary launchers to strap onto other weapons.



Auxiliary Grenade Launcher (Forearm Configuration)



Auxiliary Grenade Launcher (Rifle Configuration)



Araldyne GL2 Grenade Launcher

GRENADES

Epirian forces use a range of different grenade types depending on what is easily available through their local franchises. While differing in technology, they all serve a similar function on the battlefield, forcing an enemy to keep their heads down while troops advance. Choke Grenades carry a potent gas that, while non-lethal, are powerful enough to put an enemy combatant out of the battle for quite some time. EMP Grenades were originally designed specifically to shut down rogue robots, but in an age where almost every enemy is equipped with electronic equipment, have much wider applications. Clingfire grenades unleash the same devastating explosive fuel found in other types of clingfire weaponry.

EPIRIAN FRAG GRENADES



Choke Grenade



Clingfire Grenade



EMP Grenade

LASER-GUIDED MISSILES

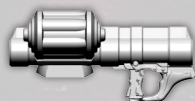
When the cerebral circuitry of a drone is retired from service, this legacy technology is not simply jettisoned, but instead becomes the control circuitry for guided missiles. While these missiles are able to do some minor targeting and course correction on their own, they become quite potent when their target is painted ahead of time by a laser designator.



Cluster Missiles



Strike Missile



Araldyne ML9 Assault Launcher

ARALDYNE
BECAUSE THE BEST
DESERVE THE BEST.



LASER WEAPONS

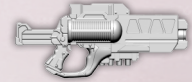
While originally developed for industrial applications, weaponised lasers are designed to fire in short, high-power bursts to maximise their armor penetration. Due to their complicated cooling systems, portable lasers are expensive and so generally only carried by SecDef units. Other Epirian units make use of Drone Class Laser Systems to provide Firefly Drones their offensive capabilities, while also relaying important location data about their target back to the rest of their force.



Drone Class Laser System



Araldyne LS99 High-Intensity Laser (Harness Configuration)



Araldyne LC42 Laser Carbine

MAGLOCK WEAPONS

Maglock technology fires rounds accelerated by magnetic fields at considerable velocity. The weight saved by using caseless rounds allows far more ammunition to be carried by each trooper. Maglock cartridges are also designed to be interchangeable amongst several weapon systems, thereby reducing cost and maximising efficiency.



Maglock Guardian/Dominator Pistol



Maglock Assault Rifle



Drone Class Machine Gun



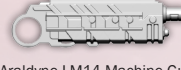
Maglock Railgun



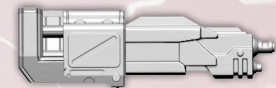
Araldyne G20 Pistol



Araldyne AR60 Assault Rifle



Araldyne LM14 Machine Gun (Harness Configuration)



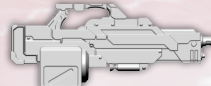
Suppressor Dual Machine Gun



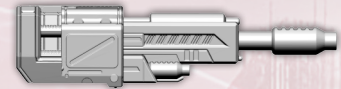
Araldyne CB22 Assault Carbine



Araldyne SR40 Sniper Rifle



Araldyne LM14 Machine Gun



Maglock Chaingun



Araldyne CG100 Chaingun

SHOCK WEAPONS

Adapted from electric stun sticks for animal control, shock weapons are just as effective at pacifying unruly human targets. Most Epirian franchises use shock weapons made by the Agrotican Corporation, a company that specialises in weapons with variable strength of electric and sonic charges, allowing them to be used both in a peacekeeping and battlefield role.



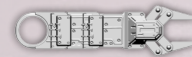
Shock Baton



Shock Maul

MELEE WEAPONS

While not originally intended for combat purposes, the powered hands and claws found on some Epirian bots and utility rigs are rugged and powerful enough to cause significant damage, tearing their way through heavy armor with ease.



Hydraulic Fist (Harness)

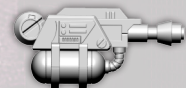


Hydraulic Fist (Hunter Mech)

EPIRIAN FOUNDATION SUPPORT EQUIPMENT

CHEMTEK SPRAYER

Chemtek Industries originally developed their sprayer technology to spread pest-killing neurotoxins over large swathes of land, but they proved just as effective against other organic targets. Chemtek sprayers are a low-cost area defence option, causing blistering of the skin and eyes, disorienting and disabling intruders to an Epirian facility. While the original manufacturer has long since been liquidated, such is the popularity of the product that the brand name lives on.



Chemtek Sprayer

TARGET ASSISTANCE

While most Epirian forces employ bots for advanced targeting information, SecDef prefers to make use of more direct electronic aids, using advanced sensors to provide aim assist and paint enemy targets for the attention of fire support units.



Target Designator



Targeting System