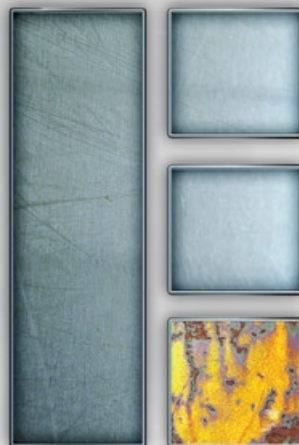


FORCES OF THE EPIRIAN FOUNDATION

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“You’re not even listening, you arrogant little bureaucrat!”

The bearded man across the table was pounding his fist and looking furious. Foundation Rep Ysaria started, looking momentarily embarrassed. She had drifted off whilst he was talking. But then, she’d heard it all before. Some speaker for the little people trying to cut a deal for their constituents, threatening outright rebellion if their demands weren’t met. These last months she’d had at least two dozen similar interviews and they were growing tiresome.

“Foreman Rand,” Ysaria replied in a conciliatory tone, “I understand you’re worried about your people. Please rest assured that we are doing all we can to ensure timely evacuation for the entire population and to provide for them until such time has come, and we are progressing on schedule. Now if you will excuse me, I have another appointment.”

As the still clearly seething foreman stalked from the chamber, Master Handler Serena stepped forward from her customary position behind the representative’s shoulder, speaking up in her impassive, synthesized voice, “The schedule is flawed. The Broken are gaining support. The more you delay, the more you drive to their cause.”

Ysaria sighed. “We have provided you with ample drones and warmechs, have we not, Master Handler? You do your job, I’ll continue doing mine. There are myriad details I must personally ...”

A massive explosion cut her off, shaking the building and shattering several windows. Serena immediately engaged her neural interface and linked with the Scarecrow bot surveying the compound. Broken insurgents had blasted a hole in the perimeter wall and masses of the unwashed were swarming through the gap. The poor sods had no chance. Acting on pre-set programming, two Hunter Warmechs were already closing on the breach and raining death on the invaders. As she watched, the huge form of a Gnolti reared up in the gap, swinging what looked like a light post as a club. She pulsed the command to her Scarecrows to designate the Gnolti a priority target. In moments, the beast fell, pierced by multiple rail rifle rounds. It was done.

Serena spoke aloud, “Threat contained, commencing clean-up.”

As much as she sympathized with some of these people’s concerns, the Broken had no business interfering with Foundation affairs by force. Between these out of control Broken rebels, Karist zealots, the approaching Artarian fleet and hostile aliens, the Foundation was all that stood between orderly evacuation and anarchy.



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 up to 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:



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, it can issue up to (1) orders to friendly units 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 by +6".
- 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, or by +3 if the unit contains any behemoth or vehicle models. Note that this reactivation does not count as one of your normal unit activations.

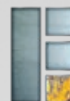
UNIT DESIGNATORS: Bot Division, Bot Handler, Character, Organic.

Ver: β2.1



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.
- 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.
- Master Bot Handler may replace Maglock Dominator Launcher with High-Intensity Laser System: -1 pt.
- 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, it can issue up to (2) orders to friendly units 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 it blocks, 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 page 24).

MACHINE GOD (1): (1) friendly **Bot Division** units per turn within command range of this model may utilize their **Bot Protocol** ability at a reduced cost of -1 CP (to a minimum of 0) and those units gain +1 SKL until the end of their 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:** Add +1 to this model's **MACHINE GOD** ability value until the end of the turn.

MICRO DRONES:

- Aerial Uplink:** The Handler's **BOT HANDLER** ability is increased by (+1).
- Command Booster:** The Handler's command range is increased by +6".
- 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.

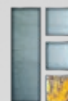
UNIT DESIGNATORS: *Master Bot Handler:* Armored, Bot Division, Bot Handler, Solo.
Defender Drone: Bot Division, Inorganic, Robot.

Ver: β2.1



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, all of which must have the **Bot** Division designator:



1-3 0-1 0-1 0-1

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
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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, it can issue up to (1) orders to friendly units 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 page 28).

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 additional dice flip penalty for changing a non-critical result to a critical result (i.e. when changing a hit roll result from 5 to 6).

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

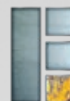
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SecDEF LIEUTENANT

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, all of which must have the **SecDEF** designator:



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

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 up to (1) orders to friendly units 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.

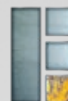
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SECDEF FIELD COMMANDER

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, all of which must 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.
 - Dual 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
Dual Cluster Missile Pods	30"	2+SB	4	1	4+	AoE, Heavy	Guided
Hydraulic Fist	CQ	+1	5	3	-	Heavy, Melee	

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 up to (2) orders to friendly units 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.

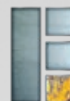
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CONTRACTOR DEFENDERS

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

4 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: 2 Contractors, 1 Contractor Team Leader.

EQUIPMENT: *Contractor & Team Leader:* Maglock Assault Rifle, Maglock Guardian Pistol.
Contractor Drone: Dual 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 Dual Flakk Guns with:
 - Dual Cluster Missile Pods: +1 pt each.
 - Dual Strike Missile Pods: +1 pt each.
 - Maglock Chaingun: +1 pt each.
 - Suppressor Dual Machine Gun: +2 pts 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)
Dual Cluster Missile Pods	30"	2+SB	4	1	4+	AoE, Heavy	Guided
Dual Flakk Guns	18"	2	5	2	5+	SR	
Dual Strike Missile Pods	30"	2	6	4	5+	Heavy	Armor Piercing, Guided
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)
Suppressor Dual Machine Guns	30"	4	4	1	4+	Heavy	Suppressor (2)

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.

SUPPRESSOR (2): When performing Suppressive Fire, make (2) separate suppression tests for firing this weapon, instead of just 1.

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

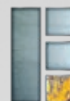
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CONTRACTOR ENGINEERS

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:* Contractor Bot Repairs.
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 up to 2 injuries on a **ROBOT** model in that 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: Contractor, Inorganic, Robot.

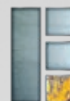
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CONTRACTOR MEDICS

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

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:* Contractor Medics.
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 up to 2 injuries on an **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: Contractor, Inorganic, Robot.

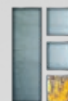
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CONTRACTOR SCOUTS

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

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: 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: Contractor, Inorganic, Robot.

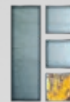
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CONTRACTOR SUPPRESSION TEAM

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:* Linebreaker.
Subjugator: Linebreaker, Slaved.

OPTIONS:

- May add up to 2 more Contractors: +2 pts each.
- May replace up to 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 page 28).

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 page 37 for details.

LINEBREAKER: An enemy unit taking a CQ WP test after a round of CQ Fighting with this unit suffers an additional -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: Contractor, Inorganic, Robot.

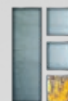
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SPIDER DRONES

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 each.

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.

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.

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.

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

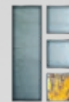
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SCARECROW SNIPER

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
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Scarecrow	5	3	2(4)	3	1	2	4+	Infantry
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UNIT SIZE: 1 Scarecrow.

EQUIPMENT: Clingfire Sprayer, Maglock Railrifle.

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

OPTIONS:

- May replace Clingfire Sprayer with Chemtek Sprayer: +0 pts.
- May replace all weapons with:
 - Dual 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
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Dual Clingfire Sprayers	8"	2+D6	3	2	2+	SR	Burn (1), Dispersed Fire
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Maglock Railrifle	60"	1	6	3	2+	Heavy	Armor Piercing, Sniper
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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 page 28).

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 additional dice flip penalty for changing a non-critical result to a critical result (i.e. when changing a hit roll result from 5 to 6).

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

Ver: β2.1



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
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Drone Class Laser System	24"	1	4	2	5+		Beam, Paint
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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 page 28).

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 page 24).

MOBILE: Ignore the wild firing penalty for shooting and performing a Dash action during the same activation. 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.

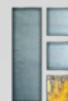
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HUNTER-CLASS WARMECH

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
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Hunter Warmech	5	3	3	5	3	8	4+	Behemoth
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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 Guns	30"	4	4	1	4+	Heavy	Suppressor (2)
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, but can still contest them as usual. This unit is ignored when calculating zone objectives.

SUPPRESSOR (2): When performing Suppressive Fire, make (2) separate suppression tests for firing this weapon, instead of just 1.

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

UNIT DESIGNATORS: Bot Division, Inorganic, Robot.

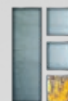
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SECDEF TACTICAL TEAM

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 additional dice flip penalty for changing a non-critical result to a critical result (i.e. when changing a hit roll result from 5 to 6).

UNIT DESIGNATORS: Organic, SecDef.

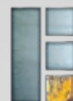
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SecDef RAPID INSERTION TEAM

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, Dual Araldyne CB22 Assault Carbines.

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

OPTIONS:

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

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Dual Araldyne CB22 Assault Carbines	18"	2	4	1	4+	SR	
Dual Araldyne CF13 Clingfire Sprayers	8"	2+D6	4	2	2+	SR	Burn (1), Dispersed Fire
Dual 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 page 24 for details).

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 page 28).

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 page 37 for details.

MOBILE: Ignore the wild firing penalty for shooting and performing a Dash action during the same activation. 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.

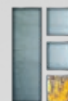
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SECDEF ANNIHILATOR TEAM

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 or an Aim status action is also performed.

UNIT DESIGNATORS: Organic, SecDef.

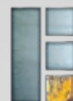
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SECDEF MEDIC

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	3	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 up to 2 injuries healed (or one of each).

UNIT DESIGNATORS: Organic, SecDef.

Ver: β2.1

EPIRIAN FOUNDATION FACTION OBJECTIVES

AUTOMATED UPLINK RELAY

Their dependence on robots and information warfare means the Epirian Foundation relies heavily on electronic communication to function on the battlefield. When engaged in conflict outside of its usual zone of control, the Foundation uses portable uplinks to orbital satellites to provide real-time intelligence about the enemy, and to allow 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. See the Automated Uplink Relay unit profile on the next page for more details.

- **(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

Bot Handlers constantly seek to improve command over their charges through fine-tuning their neural links, updating pre-programmed command streams and running countless simulations. This provides a skilled Bot Handler a distinct edge on the battlefield against less organized foes.

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 without the **FEARLESS** ability that are still within 24" of the center of your beachhead after this 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

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

OBJECTIVE



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
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Automated Uplink Relay	3	3	0	3	1	6	6+	Behemoth
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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
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Flakk Defense Battery	6"	3	5	2	4+	Heavy, SR	
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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 your 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: β2.1