


### Gnolti Longhorn

*Ancient, wise and massive, Gnolti Longhorns are respected leaders in Broken settlements.*

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Gnolti Longhorn	4	1	4	3	3	5	4	Behemoth (Squad Leader, Xeno)

**UNIT SIZE:** 1 Gnolti Longhorn.  
**EQUIPMENT:** 2x **MASSIVE FISTS**.  
**ABILITIES:** **COMMAND (2)**, **FIRE MAGNET**, **REGENERATION**, **STOIC**.







**12 pts**

**UNIT OPTIONS** © Spiral Arm Studios 2018

- May be equipped with **(CHEM CANNON)**: +2 pts or **(GATLING CANNON)**: +3 pts.

**ADDITIONAL UNITS**








1-4    0-2    0-2    0-2

46.1118

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### Skyboarders

*Adrenalin junkies who crave speed, Skyboarders tear across the battlefield on ramshackle boards cobbled together from scavenged parts.*

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Skyboarder	9	6	2	2	2	1	2*	Infantry (Human, Hover, Mobile)

**UNIT SIZE:** 3 Skyboarders.  
**EQUIPMENT:** **GRENADE HARNESS**, **SLUG PISTOL**.  
**ABILITIES:** **BOOBY TRAPS (3)**, **MOB MENTALITY**, **SCOUT**.



**6 pts**

**UNIT OPTIONS** © Spiral Arm Studios 2018

- May add up to 3 more Skyboarders: +2 pts each.
- Any Skyboarders may replace **SLUG PISTOL** with **BEAM PISTOL**: +1 pt each or **CHEM PISTOL**: +1 pt each.
- 1 Skyboarder may replace **SLUG PISTOL** with **GLUE CARBINE**: +2 pts each.

41.1118

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### Attack Buggy

*Fast-moving, light vehicles are favoured by the Broken for their ability to conduct lightning strikes and ease of repair.*

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Attack Buggy	10	3	2	3/2	3	2	3	Vehicle (Mobile)

**UNIT SIZE:** 1 Attack Buggy.  
**EQUIPMENT:** **(EMP MISSILE ARRAY)**.  
**ABILITIES:** None.



**12 pts**


**UNIT OPTIONS** © Spiral Arm Studios 2018

- For -1 pts, may replace **(EMP MISSILE ARRAY)** with **AUTO SLUGGER** or **MASSIVE TORCH**

**Multi-Unit Selection:** Up to 3 separate Attack Buggy units may be taken as a single selection.

42.1019

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### Gnolti Berserker

*Some Gnolti are driven berserk by the stress of battle, turning them into unstoppable juggernauts of rage.*

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Gnolti Berserker	5	1	3	3	3	4	3	Behemoth (Xeno)

**UNIT SIZE:** 1 Gnolti Berserker.  
**EQUIPMENT:** 2x **(MASSIVE BLADES)**.  
**ABILITIES:** **BLOODTHIRSTY**, **FIRE MAGNET**, **LINEBREAKER**, **REGENERATION**.



**11 pts**

**UNIT OPTIONS** © Spiral Arm Studios 2018

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

47.1118



### Broken Raider

*A light transport vehicle built from scavenged spare parts and old wreckage.*



10 pts

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**UNIT OPTIONS**

- May replace **AUTO SLUGGER** with:
  - **CHEM LAUNCHER**: +0 pts.
  - **LONGBEAM RIFLE**: +1 pt.
  - **QUAD EMP MORTAR**: +5 pts.
- May be equipped with up to 2 **EMP HARPOON**: +1 pt each.

**Multi-Unit Selection:** Up to 3 separate Broken Raider units may be taken as a single selection.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Raider	10	3	2	3/2	4	2	3	Vehicle (Open Transport)

**UNIT SIZE:** 1 Raider.  
**EQUIPMENT:** **AUTO SLUGGER**.  
**ABILITIES:** None.

63.1019

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### Pa'ku Heavy Artillery

*No scruples and a mighty big cannon make Pa'ku a fearsome adversary on the battlefield.*



12 pts

© Spiral Arm Studios 2019

**UNIT OPTIONS**

**Multi-Unit Selection:** Up to 2 separate Pa'ku Heavy Artillery units may be taken as a single selection.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Pa'ku	4	1	2	3/2	3	3	3	Behemoth (Xeno)

**UNIT SIZE:** 1 Pa'ku.  
**EQUIPMENT:** **(HEAVY EMP MORTAR)**.  
**ABILITIES:** **COORDINATED BARRAGE (+2)**.

53.1019

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### Reaper Cadre

*Masters of stealth, Reapers lurk in the shadows, waiting for targets worthy of the kiss of their deadly longrifles.*



11 pts

© Spiral Arm Studios 2018

**UNIT OPTIONS**

- May add up to 2 more Reapers: +4 pts each.
- Up to 2 Reapers may replace **PULSE CARBINE** with **PULSE LONGRIFLES**: +2 pts each.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Reaper	6	4	5	3	2	1	4	Infantry (Human)

**UNIT SIZE:** 3 Reapers.  
**EQUIPMENT:** **COMMUNE REACTOR, PULSE CARBINE, PULSE PISTOL**.  
**ABILITIES:** **DUG-IN (+1), SCOUT**.

31.1118

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### Raptor Assault Skimmer

*Fast-moving Raptors are used to drop Karist forces directly into combat zones.*



14 pts

© Spiral Arm Studios 2019


**UNIT OPTIONS**

- May replace **CORIOLIS ENERGY LAUNCHER** with:
  - **CYBEL LANCE**: +1 pt.
  - **RAVAGER PULSE CANNON**: +0 pts.
- May be equipped with up to 2 **RIPPER HEAVY GRENADE LAUNCHER**: +3 pts each.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Raptor	7	3	4	5/4	4	2	3	Vehicle (Slaved, Hover, Transport)


**UNIT SIZE:** 1 Raptor.  
**EQUIPMENT:** **CORIOLIS ENERGY LAUNCHER**.  
**ABILITIES:** **AERIAL INSERTION**.

64.1019



### Scorpio Attack Vehicle

Scorpio grav vehicles serve as escorts for slower moving Raptor transports, and provide fire support for Karist infantry forces.



**12 pts**

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Scorpio	8	3	4	4/3	4	2	3	Vehicle (Hover)


**UNIT SIZE:** 1 Scorpio.  
**EQUIPMENT:** 2 LINKED CYBEL LANCES.  
**ABILITIES:** None.

### UNIT OPTIONS

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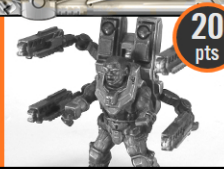
- For -1 pts, may replace 2 LINKED CYBEL LANCES with 2 LINKED RAVAGER PULSE CANNONS

74.0921



### Konstantin Moor, Veteran Bot Handler

A veteran of countless battles, Konstantin Moor wages war with his customised weapon rig and his drone companions Iago and Cassio.



**20 pts**






Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Cassio	6	4	3	3	1	1	3	Infantry (Robot, Hover)
Iago	6	4	3	3	1	1	3	Infantry (Robot)
Konstantin Moor	6	3	4	4	3	2	5	Infantry (Human, Squad Leader, Solo)

**UNIT SIZE:** 1 Cassio, 1 Iago, 1 Konstantin Moor.  
**EQUIPMENT:** Cassio: None. Iago: 2x LINKED CLUSTER MISSILE PODS. Konstantin Moor: (QUAD LASER ARRAY), MICRO DRONE - COMMAND BOOSTER, NEURAL BOT INTERFACE, 2x NEURAL NODES.  
**ABILITIES:** Cassio: (FIELD (D3)). Konstantin Moor: BOT HANDLER, COMMAND (2), FIRE ASSIST (+1).

### UNIT OPTIONS


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### ADDITIONAL UNITS


1-4    0-3    0-1    0-2

36.1118



### Sentinel Bot Unit

Starting out as some nameless Engineer's battlefield jury-rig, the Sentinel has found its way into many Epirian forces where manpower is at more of a premium than bot parts.



**7 pts**

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Sentinel Bot	7	4	3	3	2	1	2	Infantry (Robot)
Sentinel Bot Prime	7	4	3	3	2	1	3	Infantry (Robot)


**UNIT SIZE:** 2 Sentinel Bots, 1 Sentinel Bot Prime.  
**EQUIPMENT:** MAGLOCK ASSAULT RIFLE.  
**ABILITIES:** BOT PROTOCOL - RAPID FIRE.

### UNIT OPTIONS

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- May add up to 2 more Sentinel Bots: +2 pts each.
- Up to 2 Sentinel Bots may replace MAGLOCK ASSAULT RIFLE with MAGLOCK ASSAULT RIFLE & AUX GRENADE LAUNCHER (CHOKE & EMP ROUNDS): +2 pts each.
- Sentinel Bot Prime may be equipped with SHOCK BATON: +1 pt or SHOCK MAUL: +2 pts.

32.1118



### SecDef FA90 Reconnaissance Walker

FA90s serve as advance scouts and landing beacons for inbound SecDef strike teams.



**12 pts**

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
SecDef FA90	7	3	4	4	4	2	3	Behemoth (Mobile, SecDef)


**UNIT SIZE:** 1 SecDef FA90.  
**EQUIPMENT:** (INSERTION LOCATOR), 2 LINKED ARALDYNE CG100 CHAINGUNS.  
**ABILITIES:** SCOUT.

### UNIT OPTIONS

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- May be equipped with 2 LINKED CLUSTER MISSILE PODS: +1 pt.
- May be equipped with 2 LINKED STRIKE MISSILE PODS: +1 pt.

39.1118




### Warden

*Originally tasked with scrub-clearing & exploration, Wardens' mobility & proficiency with clingfire give them an essential role on the forefront of a battle*

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Warden	7	4	3	3	2	2	3	Infantry (Human, Mobile, Solo)

**UNIT SIZE:** 1 Warden.  
**EQUIPMENT:** CHOKE GRENADES, CLINGFIRE SPRAYER, MAGLOCK GUARDIAN PISTOL.  
**ABILITIES:** CONTEST (6<sup>+</sup>), DYNAMIC MOVE, SCOUT.



5  
pts


#### UNIT OPTIONS

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

29.1118

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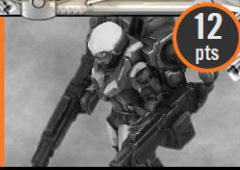


### SecDef Heavy Weapons Team

*Called in when the situation calls for brute force rather than a scalpel, SecDef heavy weapon teams are slower than their brethren but pack a massive punch.*

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
SecDef Heavy	5	3	4	4	3	1	3	Infantry (Human, SecDef)
SecDef Heavy Sergeant	5	3	4	4	3	1	3	Infantry (Human, Squad Leader, Robot, SecDef)

**UNIT SIZE:** 2 SecDef Heavy, 1 SecDef Heavy Sergeant.  
**EQUIPMENT:** SecDef Heavy: None. SecDef Heavy Sergeant: None.  
**ABILITIES:** SecDef Heavy: AERIAL INSERTION, COVER DRILL, HEAVY GUNNER.  
 SecDef Heavy Sergeant: AERIAL INSERTION, COVER DRILL, HEAVY GUNNER.



12  
pts

#### UNIT OPTIONS

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- Any SecDef Heavy must be equipped with **2 LINKED ARALDYNE CG100 CHAINGUNS**: +2 pts each or **2 LINKED ARALDYNE LM14 MACHINE GUNS**: +1 pt each.
- Any SecDef Heavy Sergeants must be equipped with **2 LINKED ARALDYNE CG100 CHAINGUNS**: +2 pts each or **2 LINKED ARALDYNE LM14 MACHINE GUNS**: +1 pt each.

45.1118



### Thunderbolt Sentry Drone

*Although possessing only limited autonomy, the Thunderbolt comes in handy when Epirian forces need serious firepower.*

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Thunderbolt Sentry Drone	2	1	1	5/4	3	3	1	Vehicle (Robot)

**UNIT SIZE:** 1 Thunderbolt Sentry Drone.  
**EQUIPMENT:** (BOMBARDMENT CANNON).  
**ABILITIES:** (REMOTE CONTROL LINK).



12  
pts

#### UNIT OPTIONS

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- May replace (BOMBARDMENT CANNON) with:
  - (MAGLOCK CHAINCANNON): +0 pts.
  - (MAGLOCK RAILCANNON): +0 pts.
  - (STRIKE MISSILE ARRAY): +0 pts.
- May be equipped with (ROTATING MOUNT): +3 pts.

71.0321



### Scorpion Drone

*An upgrade to the ubiquitous Spider Drone, Scorpions provide some heavier fire support for Epirian forces when more robust options are unavailable.*

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Scorpion Drone	5	4	3	3	1	1	3	Infantry (Robot)

**UNIT SIZE:** 1 Scorpion Drone.  
**EQUIPMENT:** MAGLOCK CHAINGUN.  
**ABILITIES:** (BOT PROTOCOL - TARGETING NETWORK), DUG-IN (+1), VERT CLIMB (2<sup>+</sup>).



5  
pts

#### UNIT OPTIONS

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- May add up to 2 more Scorpion Drone: +5 pts each.

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

30.1118

### Contractor Truck

*A light transport vehicle crewed by a Contractor with a drone-controlled weapon system.*

12  
pts

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Contractor Truck	9	2	3	4/3	4	1	2	Vehicle (Open Transport)

**UNIT SIZE:** 1 Contractor Truck.  
**EQUIPMENT:** 2 LINKED CLUSTER MISSILE PODS.  
**ABILITIES:** None.

**UNIT OPTIONS** © Spiral Arm Studios 2019

- May replace 2 LINKED CLUSTER MISSILE PODS with:
  - 2 LINKED CUTTER LIGHT MACHINE GUNS: +0 pts.
  - MAGLOCK RAILRIFLE: +0 pts.

61.1019

### SecDef ATV16 "Ironhide" Transport

*An armoured, all-purpose transport favoured by the SecDef for rapid, secured deployment.*

14  
pts

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Ironhide Transport	8	2	4	5/4	5	2	3	Vehicle (SecDef, Transport)

**UNIT SIZE:** 1 Ironhide Transport.  
**EQUIPMENT:** 2 LINKED ARALDYNE CF13 CLINGFIRE SPRAYERS.  
**ABILITIES:** None.

**UNIT OPTIONS** © Spiral Arm Studios 2019

- May replace 2 LINKED ARALDYNE CF13 CLINGFIRE SPRAYERS with:
  - 2 LINKED ARALDYNE CG100 CHAINGUNS: +2 pts.
  - 2 LINKED ARALDYNE LM14 MACHINE GUNS: +1 pt.
- May be equipped with 2 LINKED CLUSTER MISSILE PODS: +1 pt or 2 LINKED STRIKE MISSILE PODS: +1 pt.

62.1019