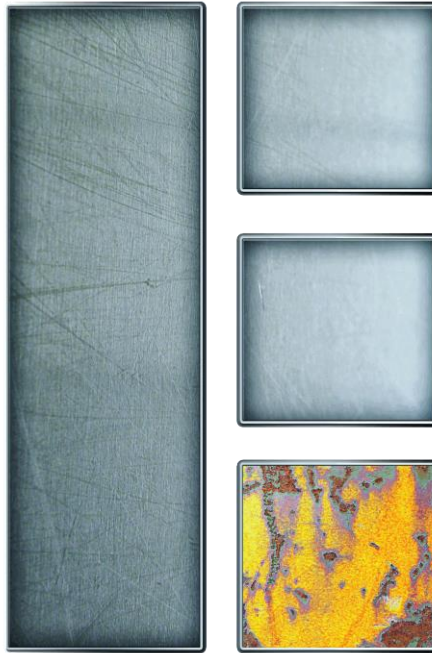


MAELSTROM'S EDGE

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.

We welcome any feedback on your games with these rules. Visit us at the Comm Guild Facebook group, or in the Maelstrom's Edge discussion section on the Dakka Dakka forums.

www.dakkadakka.com

www.facebook.com/groups/MaelstromsEdge

THE EPIRIAN FOUNDATION

Note: The Command unit included here as a SecDef Field Commander uses the model that in the first edition Maelstrom’s Edge rules represents a Master Bot Handler. When we started fleshing out the different Epirian sub-factions, it became apparent that the existing Master Bot Handler didn’t really fit, and the model as designed works better as a member of SecDef. A new Master Bot Handler model is in the works, and will receive new rules upon release.

UNITS

<u>JOURNEYMAN BOT HANDLER</u>	2
<u>SECDEF FIELD COMMANDER</u>	3
<u>SECDEF LIEUTENANT</u>	4
<u>CONTRACTOR DEFENDERS</u>	5
<u>CONTRACTOR ENGINEERS</u>	6
<u>CONTRACTOR MEDICS</u>	7
<u>CONTRACTOR SCOUTS</u>	8
<u>CONTRACTOR SUPPRESSION TEAM</u>	9
<u>SPIDER DRONES</u>	10
<u>SCARECROW SNIPER</u>	11
<u>COMMAND SCARECROW</u>	12
<u>SECDEF TACTICAL TEAM</u>	13
<u>SECDEF RAPID INSERTION TEAM</u>	14
<u>SECDEF ANNIHILATOR TEAM</u>	13
<u>SECDEF MEDIC</u>	16
<u>FIREFLY RECON DRONES</u>	17
<u>HUNTER-CLASS WARMECH</u>	18
<u>EPIRIAN FOUNDATION FACTION OBJECTIVES</u>	19



JOURNEYMAN BOT HANDLER

POINTS: 11

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.

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)

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

ABILITY AND 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 **ROBOT** 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 **COMMAND** 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: Free action - at the end of this unit's activation, expend 2 CPs to immediately reactivate a friendly **ROBOT** unit within 18" that has already activated this turn. Raise the reactivated unit's suppression level by +2 before it performs any actions.

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



SECDEF FIELD COMMANDER

POINTS: 10

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



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).

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Araldyne FG19 Flakk Gun	18"	1	5	3	4+	Short Ranged	
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

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.
- 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.
- This detachment may include the following additional units. These must all have the **SECDEF** designator:



1-4



0-2



0-2



0-2

ABILITY AND 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.

ARMOUR PIERCING: AV dice flips against this attack cost 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 unit which has the **SECDEF** designator.

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, Human, SecDef



SECDEF LIEUTENANT

POINTS: 6

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



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.

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+	Short Ranged	

OPTIONS:

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



1-4



0-2



0-2



0-2

ABILITY AND 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 CPs 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 unit which has the **SECDEF** designator.

SIT REP: Status action - Gain 1 CP.

TARGET DESIGNATOR: During a Fire action at a target within 30", this model may forgo their shooting to place a 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, Human, SecDef



CONTRACTOR DEFENDERS

POINTS: 4

These days, it's cheaper to hire somebody to bill 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 (Human)
Contractor Team Leader	7	4	2	2	1	1	4+	Infantry (Human, Squad Leader)
Contractor Drone	7	4	2	2	1	1	6+	Infantry (Robot)

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.

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	
Maglock Chaingun	36"	3	5	2	5+	Heavy	
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+	Short Ranged	
Twin Strike Missile Pods	30"	2	6	4	5+	Heavy	Armor Piercing, Guided

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.
 - 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.
 - Contractor Team Leader may replace Maglock Guardian Pistol with:
 - Shock Baton: +0 pts.
 - Shock Maul: +1 pt.
- *Heavy Defenders:** A Contractor Defender unit with 2 Contractor Drones is an **ANVIL** selection.

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 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: Contractors



CONTRACTOR ENGINEERS

POINTS: 5

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



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

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.

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)

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.

ABILITY AND EQUIPMENT SUMMARY
<p>CONTRACTOR BOT REPAIRS: Status action - Choose a friendly unit within 6" that is at least half composed of robot models. Either lower that unit's suppression level by -2 or heal 2 injuries on one 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.</p> <p>DISPERSED FIRE: Each hit counts as 2 when blocked by cover.</p>
<p>POISON (+1): (+1) DAM on organic models.</p> <p>SHOCK (+1): Critical hit - Immediately raise the target's suppression level by (+1).</p> <p>SLAVED: If a unit ever contains only slaved models, immediately remove them as casualties</p>
<p>UNIT DESIGNATORS: Contractors</p>



CONTRACTOR MEDICS

POINTS: 5

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 (Human)
Contractor Team Leader	7	4	2	2	1	1	4+	Infantry (Human, Squad Leader)
Contractor Drone	7	4	2	2	1	1	6+	Infantry (Robot)

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.

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)

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.

ABILITY AND EQUIPMENT SUMMARY

CONTRACTOR MEDICS: Status action - Choose a friendly unit within 6" that is at least half comprised of organic models. Either lower that unit's suppression level by -2 or heal 2 injuries from one organic 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: Contractors



CONTRACTOR SCOUTS

POINTS: 5

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 (Human)
Contractor Team Leader	7	4	2	2	1	1	4+	Infantry (Human, Squad Leader)
Contractor Drone	7	4	2	2	1	1	6+	Infantry (Robot)

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.

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)

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.

ABILITY AND 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 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.

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 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: Contractors



CONTRACTOR SUPPRESSION TEAM

POINTS: 5

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 (Human)
Contractor Team Leader	7	4	2	2	1	1	4+	Infantry (Human, Squad Leader)
Subjugator	7	4	2	3	1	3	6+	Infantry (Robot)

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.

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)

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.
- Any model may replace its Maglock Assault Rifle and/or Maglock Guardian Pistol with:
 - Shock Baton: +0 pts each.
 - Shock Maul: +1 pt each.
- Subjugator may replace max of 1 Clingfire Burst Sprayer with a Chemtek Sprayer: +0 pts.

ABILITY AND 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.

CHEMTEK SPRAYER: Enemy units with at least one organic model 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: See main 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: Contractors



SPIDER DRONES

POINTS: 7

A Spider Drone's low-profile and unique leg design makes 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 (Robot)
Apprentice Bot Handler	6	4	2	2	1	1	4+	Infantry (Bot Handler, Human, 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.

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

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.

ABILITY AND EQUIPMENT SUMMARY

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

BOT PROTOCOL – STAY LOW: Free action - 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: Bot Division



SCARECROW SNIPER

POINTS: 8

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



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.

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

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** selection.

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

BOT PROTOCOL - OVERDRIVE: Free action - 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: Free action - 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.

CHEMTEK SPRAYER: Enemy units with at least one organic model 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 make 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, Robot, Solo



COMMAND SCARECROW

POINTS: 10

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 Rifle.

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

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

OPTIONS:

- May replace Clingfire Sprayer with Chemtek Sprayer: +0 pts.
- This detachment may include the following additional units. These must all have the **BOT DIVISION** designator:



1-3



0-1



0-1



0-1

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 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 **ROBOT** unit, lower its suppression level by -2, instead of -1.

BOT PROTOCOL – RAPID FIRE: Free action - 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.

CHEMTEK SPRAYER: Enemy units with at least one organic model 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 make 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 Handler, Bot Division, Robot, Solo



SECDEF TACTICAL TEAM

POINTS: 10

The finest soldiers money can buy.



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.

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+	Short Ranged	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)
Araldyne ML9 Assault Launcher (Strike Warhead)	36"	1	6	5	5+	Heavy	Armor Piercing, Guided
Araldyne SR40 Sniper Rifle	48"	1	6	2	2+	Heavy	Armor Piercing, Sniper

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 L14 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.

ABILITY AND 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: AV dice flips against this attack cost 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 make 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: Human, SecDef



SECDEF RAPID INSERTION TEAM

POINTS: 10

Float like a butterfly, sting like a sledgehammer.



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: Frag Grenades, Twin Araldyne CB22 Assault Carbines.

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

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

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.

ABILITY AND 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 main 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.

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

FRAG GRENADES: See main rulebook for details.

MOBILE: Ignore the wild firing penalty for shooting after making 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 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: Human, SecDef



SECDEF ANNIHILATOR TEAM

POINTS: 10

Twice the bullets, twice the firepower, twice the price.



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.

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)
Araldyne ML9 Assault Launcher (Strike Warhead)	36"	1	6	5	5+	Heavy	Armor Piercing, Guided

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 L14 Machine Gun: +1 pt each.
 - Araldyne CG100 Chaingun: +3 pts each.
 - Araldyne ML9 Assault Launcher: +3 pts each.

ABILITY AND 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: AV dice flips against this attack cost 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: Human, SecDef



SECDEF MEDIC

POINTS: X

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
SecDef Medic	6	4	3	3	2	2	4+	Infantry

UNIT SIZE: 1 SecDef Medic.

EQUIPMENT: Araldyne CB22 Assault Carbine.

ABILITIES: Aerial Insertion, SecDef Medic.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Araldyne CB22 Assault Carbine	18"	1	4	1	4+	Short Ranged	

OPTIONS:

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

ABILITY AND 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 unit within 6" that is at least half composed of organic models. 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: Human, SecDef



FIREFLY RECON DRONES

POINTS: 9

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.

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

OPTIONS:

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

ABILITY AND EQUIPMENT SUMMARY

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

BOT PROTOCOL – DEFENSIVE MANEUVERS: Free action - 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.

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 main rulebook).

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

PAINT: During a Fire action at a target within 24", one model may forgo their shooting to place a 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

SCOUT: When deploying your force, this unit may 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, Robot



HUNTER-CLASS WARMECH

POINTS: 13

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, Kill Mission.

DAMAGED
<ul style="list-style-type: none"> At FOR 4-5, this model can fire a max of 3 weapons. At FOR 1-3, this model can fire a max of 2 weapons.

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, Short Ranged	
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

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.

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 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 make a free Aim status action. This can allow the unit to make up to 2 Aim actions during a single activation.

BOT PROTOCOL - OVERDRIVE: Free action - 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.

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

UNIT DESIGNATORS: Bot Division, Robot

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.

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 a maximum of 3 VPs per game, after which it shuts down and is immediately removed.

- (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.

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.

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

OPTIONS: None.

ABILITY AND EQUIPMENT SUMMARY	
<p>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.</p>	<p>Contact Headquarters: In the command phase, if the relay hasn't been destroyed/shut down, you may generate +1 CP.</p>
<p>UNIT DESIGNATORS: Bot Division, Robot, Solo</p>	

MODELING AN AUTOMATED UPLINK RELAY

We encourage the budding Epirian Foundation player to scratchbuild 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.

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 a maximum of 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.

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, and 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 a maximum of 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).