MAELSTROM'S EDGE

Forces Of The Epirian Foundation

This document includes the rules pages for all of the current units available to the Epirian Foundation in Maelstrom's Edge V2. Pages with a **2.0** version number are identical to those found in the print rulebook. New units will be added as they become available.

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Journeyman Bot Handler

11 Points

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

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

UNIT SIZE: 1 Journeyman Bot Handler.

EQUIPMENT: Maglock Dominator Pistol.

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

OPTIONS:

- May be equipped with additional Maglock Dominator Pistol: +2 pts.
- May replace up to 1 Maglock Dominator Pistol with Aux Grenade Launcher: +0 pts.
- May be equipped with up to 2:
  - Micro Drone - Aerial Uplink: +3 pts each.
  - Micro Drone - Command Booster: +2 pts each
  - Micro Drone - Spotter: +1 pt each.
- This detachment may include the following additional units: **1-4** **0-2** **0-2** **0-2**

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

ABILITY & EQUIPMENT SUMMARY

BOT HANDLER (1): This model has the **Command (1)** ability, which means it generates (1) extra CPs per turn, and each turn during its activation, 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: 2.0

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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: **1-4** **0-2** **0-2** **0-2**

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 ctivation, 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: 2.0

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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

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 (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.

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. Ver: 2.0

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SecDef Lieutenant

6 Points

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.

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.

Ver: 2.0

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SecDef Field Commander

10 Points

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).

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.
  - Dual Cluster Missile Pods: +3 pts.
  - 2 Targeting Systems: +2 pts.
- 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 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 (1) extra CP 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. Ver: 2.0

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Contractor Defenders

4 Points

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

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

UNIT SIZE: 2 Contractors, 1 Contractor Team Leader.

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

Ver: 2.0

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Contractor Engineers

5 Points

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
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: 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.

Ver: 2.0

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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: 2 Contractors, 1 Contractor Team Leader.

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 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.

Ver: 2.0

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Contractor Scouts

5 Points

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

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

UNIT SIZE: 2 Contractors, 1 Contractor Team Leader.

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.

Ver: 2.0

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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 a 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.
- Any model may replace its Maglock Assault Rifle and/or 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 main rulebook 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.

Ver: 2.0

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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.

Ver: 2.0

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Scarecrow Sniper

8 Points

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 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
Dual Clingfire Sprayers	8"	2+D6	3	2	2+	SR	Burn (1), Dispersed Fire
Maglock Railrifle	60"	1	6	3	2+	Heavy	Armor Piercing, Sniper

ABILITY & EQUIPMENT SUMMARY

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

BOT 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 - 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: 2.0

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Firefly Recon Drones

9 Points

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

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

UNIT SIZE: 3 Firefly Drones.

EQUIPMENT: Clingfire Pod, Drone Class Laser System.

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

OPTIONS:

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

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

ABILITY & EQUIPMENT SUMMARY

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

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

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has. Burn tokens can be removed via the Extinguish action (see main rulebook 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. Ver: 2.0

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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
Hunter Warmech	5	3	3	5	3	8	4+	Behemoth

UNIT SIZE: 1 Hunter Warmech.

EQUIPMENT: Hydraulic Fist, Maglock Chaingun.

ABILITIES: Bot Protocol - Lock On, Mission Specialist.

OPTIONS:

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

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Cluster Missile Pod	30"	1+SB	4	1	4+	AoE, Heavy	Guided
Flakk Cannon	18"	2	5	3	5+	Heavy, SR	
Hydraulic Fist	CQ	+1	5	3	-	Heavy, Melee	
Maglock Chaingun	36"	3	5	2	5+	Heavy	
Suppressor Dual Machine 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. Ver: 2.0

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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.

*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 (+1): (+1) 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. Ver: 2.0

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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 CB22 Assault Carbines	8"	2+D6	4	2	2+	SR	Burn (1), Dispersed Fire
Dual Araldyne CB22 Assault Carbines	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 main rulebook 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. Ver: 2.0

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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.
  - Araldyne LM14 Machine Gun: +1 pt.
  - Araldyne ML9 Assault Launcher: +2 pts.

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 (+1): (+1) 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).

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. Ver: 2.0

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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
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.

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
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 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: 2.0

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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).

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Automated Uplink Relay

Objective

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

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

UNIT SIZE: 1 Automated Uplink Relay.

EQUIPMENT: 2 Flakk Defense Batteries.

ABILITIES: Automated Objective, Contact Headquarters.

OPTIONS:

- None.

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

ABILITY & EQUIPMENT SUMMARY

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

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

Modeling an Automated Uplink Relay

We encourage the budding Epirian Foundation player to scratch-build or convert 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: 2.0

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Epirian Foundation Equipment

Epirian Foundation Weapons

Eprian weapons are solid and utilitarian, with a preference for economy and durability over sophistication. Some are adapted from industrial or farming equipment, while others, most famously those destined for use by SecDef, are custom designed by franchises with a penchant for weapons manufacture.

Clingfire Weapons

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

Clingfire Sprayer / Clingfire Burst Sprayer

Araldyne CF13 Clingfire Sprayer

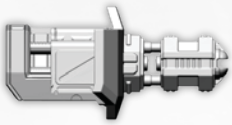
Flakk Weapons

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

Flakk Gun (Drone Configuration)

Araldyne FG19 Flakk Gun (Harness Configuration)

Araldyne FG19 Flakk Gun

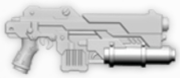

Flakk Cannon

Flakk Defense Battery

Grenade Launchers

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

Auxiliary Grenade Launcher (Forearm Configuration)


Auxiliary Grenade Launcher (Rifle Configuration)

Araldyne GL2 Grenade Launcher

Grenades

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

Epirian Frag Grenades

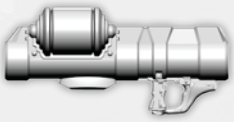
Choke Grenade

Clingfire Grenade

EMP Grenade

Laser-Guided Missiles

When the cerebral node of a drone is retired from service, this legacy technology is repurposed to become the control circuitry for guided missiles. While these missiles are able to do some minor targeting and course correction on their own, they become quite potent when their target is painted ahead of time by a laser designator.


Araldyne ML9 Assault Launcher

Cluster Missiles

Strike Missile

ARALDYNE
BECAUSE THE BEST
DESERVE THE BEST.

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Laser Weapons

Developed for industrial applications, weaponized lasers fire short, high-power bursts to maximize their armor penetration. Due to their complex cooling systems, hand-portable lasers are expensive and so only carried by SecDef and other high-ranking individuals. Firefly Drones carry a less potent version, which is used offensively and also as a remote guidance system to relay location data about their target back to the rest of their force.

High-Intensity Laser System

Araldyne LC42 Laser Carbine

Drone Class Laser System

Araldyne LS99 High-Intensity Laser (Harness Configuration)

Defender Drone

Maglock Weapons

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

Araldyne LM14 Machine Gun

Suppressor Dual Machine Gun

Maglock Guardian/Dominator Pistol

Araldyne G20 Pistol

Maglock Dominator Launcher

Maglock Railgun

Maglock Chaingun

Maglock Assault Rifle

Araldyne AR60 Assault Rifle

Drone Class Machine Gun

Araldyne SR40 Sniper Rifle

Araldyne CB22 Assault Carbine

Araldyne LM14 Machine Gun (Harness Configuration)

Araldyne CG100 Chaingun

Shock Weapons

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

Shock Baton

Shock Maul

Melee Weapons

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

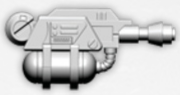
Hydraulic Fist (Harness Configuration)

Hydraulic Fist (Hunter Mech)

Epirian Foundation Support Equipment

Chemtek Sprayer

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


Chemtek Sprayer

Target Assistance

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

Target Designator

Targeting System

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Epirian Foundation Sample Roster – 120 Points

Journeyman Bot Handler — 16 Pts
2 x Maglock Dominator Pistols
Micro Drone - Aerial Uplink

Spider Drones — 13 Pts
- 4 x Spider Drones
  - Drone Class Machine Guns
- Apprentice Bot Handler
  - Maglock Dominator Pistol

Spider Drones — 13 Pts
- 4 x Spider Drones
  - Drone Class Machine Guns
- Apprentice Bot Handler
  - Maglock Dominator Pistol

Contractor Defenders — 10 Pts
- 3 x Contractors & Contractor Team Leader
  - Maglock Assault Rifle & Maglock Guardian Pistol
- Contractor Drone
  - Dual Flakk Guns

Scarecrow Sniper — 8 Pts
- Clingfire Sprayer & Maglock Railrifle

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- Clingfire Sprayer & Maglock Railrifle

Firefly Recon Drones — 17 Pts
- 5 x Firefly Drones
- Clingfire Pod, Drone Class Laser System

Contractor Scouts — 7 Pts
- 2 x Contractors & Contractor Team Leader
  - Maglock Assault Rifle & Maglock Guardian Pistol
- Contractor Drone
  - Recon Package

Contractor Defenders — 14 Pts
- 2 x Contractors & Contractor Team Leader
  - Maglock Assault Rifle & Maglock Guardian Pistol
- 2 x Contractor Drones
  - Dual Strike Missile Pods

Hunter-Class Warmech — 14 Pts
- 2 x Strike Missile Pods
- 2 x Suppressor Dual Machine Gun
- Bot Protocol - Overdrive

Bringing the Bots

In a force led by a Handler, bots are the main focus. The Journeyman's Bot Handler ability, improved by the Aerial Uplink, allows them to keep suppression under control for the force's bots, while their Push the Machines ability allows you to reactivate an already activated bot unit, doubling the effectiveness of a Hunter or one of the Scarecrows each turn. Any leftover command points will be useful for triggering bot protocols throughout the force, and taking the Master of Machine faction objective potentially gives the force an additional free bot protocol activation each turn, allowing the Hunter to move more quickly around the battlefield, the Scarecrows to pump out additional firepower, and the Fireflies to more effectively dodge enemy fire.

While the force only has a single command unit, the presence of the Apprentice Handlers in the Spider Drone units gives them the freedom to move out of the Journeyman's command radius without losing the benefit of orders and bot protocols. Some Contractor units added to the mix give the force some additional firepower. This is boosted even further with some synergies provided by the vanguard units - The Contractor Scouts Recon Package drone, and the Drone Class Laser Systems on the Fireflies both paint enemy units for the attention of the Defenders' and Hunter Warmech's Strike Missiles.

Alternatively, you could drop the Journeyman's second pistol and switch one of the Scarecrow Snipers to a Command Scarecrow, splitting the bot units off into a second detachment. This would provide an additional command point each turn, and having the second command model allows the force to be more spread out while remaining in a command radius bubble for orders and bot protocols.

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