MAELSTROM'S EDGE®

EPIRIAN FOUNDATION – UNOFFICIAL UNITS

The units in this document are based on Iain's conversions and kitbashes of various Maelstrom's Edge kits and/or models from other miniatures ranges. You can find the original modeling articles in the Hobby section of the Maelstrom's Edge website. These are not 'official' units, and so you can choose to use these modeling articles as a guide for your own conversions, come up with your own versions, or use any other suitable models you have in your collection. You should check with your opponent before using these rules to make sure they are ok and familiar with them.

Note that these rules are intended as just a fun way to use some of your conversions or non-Maelstrom's Edge models in your games. These units are not a 'canon' part of the Maelstrom's Edge background, nor are these rules an official part of the game, so you should only use them with your opponent's consent.

Any abilities with a name in **ORANGE** text are unofficial rules created for this force list. Abilities with **BLACK** names are identical to abilities found in other Maelstrom's Edge factions.

Forces Of The Epirian Foundation

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Konstantin Moor, Veteran Bot Handler — 20 Points

Eschewing the bionic enhancements common amongst bot handlers, Konstantin cuts a distinctive profile on the battlefield with his customised weapon rig and bot companions, Iago and Cassio.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Cassio	6	4	2	2	1	1	5+	Infantry
Iago	6	4	2	2	1	1	5+	Infantry
Konstantin Moor	6	4	3	4	2	4	3+	Infantry (Squad Leader)

UNIT SIZE: 1 Cassio, 1 Iago, 1 Konstantin Moor.

EQUIPMENT: *Cassio:* None.
Iago: Dual Cluster Missile Pods.
Konstantin Moor: Quad Laser Array, 2 x Targeting Systems.

ABILITIES: *Cassio:* Field (D3), Slaved, Unique Model.
Iago: Slaved, Unique Model.
Konstantin Moor: Bot Handler (2), Machine God (2), Unique Character.

OPTIONS:

- 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 0-3 0-1 0-2

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Dual Cluster Missile Pods	30"	2+SB	4	1	4+	AoE, Heavy	Guided
Quad Laser Array	24"	4	6	4	4+		Armor Piercing, Beam, Unstable

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.

FIELD (D3): Block up to (D3) hits each round of shooting.

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.

MACHINE GOD (2): (2) 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.

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.

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

UNIQUE CHARACTER: You may not include more than one of this model in your force.

UNIQUE MODEL: You may not include more than one of this model in your force.

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

UNIT DESIGNATORS: *Konstantin Moor:* Bot Division, Bot Handler, Character, Solo.
Cassio & Iago: Bot Division, Inorganic, Robot.

Ver: 2.0

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Sentinel Bot Unit

5 Points

Originally some nameless engineer's battlefield jury-rig, the Sentinel became a popular option in some Epirian forces where human troops were at more of a premium than bot parts.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Sentinel Bot	7	4	2	2	1	1	5+	Infantry

UNIT SIZE: 3 Sentinel Bots.

EQUIPMENT: Maglock Assault Rifle.

ABILITIES: Bot Protocol - Rapid Fire.

OPTIONS:

- May add up to 2 more Sentinel Bots: +2 pts each.
- Up to 2 Sentinel Bots may add an Aux Grenade Launcher to their Maglock Assault Rifle: +2 pts each.
- Any Sentinel Bot may replace Maglock Assault Rifle 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+		
Shock Baton	CQ	+1	4	1	-	Melee	Shock (+1)
Shock Maul	CQ	+1	4	2	-	Heavy, Melee	Shock (+1)

ABILITY & EQUIPMENT SUMMARY

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.

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).

UNIT DESIGNATORS: Bot Division, Inorganic, Robot.

Ver: 2.1

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Hornet Drone

When Fireflies need to pack a bigger punch, they are sometimes accompanied by their larger cousin.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Hornet Drone	7	5	2	3	1	3	5+	Infantry

UNIT SIZE: 1 Hornet Drone.

EQUIPMENT: Clingfire Pod, Drone Class Heavy Machine Guns.

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

OPTIONS:

- **Add-on:** May add up to 1 Hornet Drone to the following units, without exceeding their normal maximum size: +6 pts.
  - Firefly Recon Drones.

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 Heavy Machine Guns	24"	3	4	1	3+		

ABILITY & EQUIPMENT SUMMARY

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 Rulebook 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 a max of 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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Warden

5 Points

Tasked with exploration and land maintenance in fledgeling colonies, Wardens' mobility & landcraft give them an essential role on the forefront of a battle.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Warden	8	4	2	2	1	2	4+	Infantry

UNIT SIZE: 1 Warden.

EQUIPMENT: Boostpack, Clingfire Sprayer, Frag Grenades, Maglock Guardian Pistol.

ABILITIES: Contest (6), Scout.

OPTIONS:

- May replace Clingfire Sprayer with Maglock Railrifle: +2 pts.
- May be equipped with Micro Drone - Spotter: +1 pt.
- Up to 2 separate Warden units may be taken as a single **Vanguard** selection.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Clingfire Sprayer	8"	1+D6	3	2	2+	SR	Burn (1), Dispersed Fire
Maglock Guardian Pistol	12"	1	3	1	6+	Pistol	
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.

BOOSTPACK: This model may move dynamically (see main rulebook 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).

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

CONTEST (6"): This unit contests objective markers held by opposing units up to 6 away, instead of the standard 3 range.

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

MICRO DRONES:

- **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.

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.

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: Character, Organic, Solo. Ver: 2.1

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Contractor Pathfinders

7 Points

Often working apart from other Epirians for extended periods, Pathfinders have a knack for arriving behind enemy forces.

Unofficial Unit

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)

UNIT SIZE: 2 Contractors, 1 Contractor Team Leader.

EQUIPMENT: Camo Cloak, Maglock Blastgun.

ABILITIES: Guerilla, Scout.

OPTIONS:

- May add up to 2 more Contractors: +3 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Maglock Blastgun	12"	1	4	2	5+	SR	Dispersed Fire

ABILITY & EQUIPMENT SUMMARY

CAMO CLOAK: When this unit performs a Take Cover action, it gains an additional Cover token.

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

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: Contractor, Organic.

Ver: 2.0

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Aurochs Automated Transport — 13 Points

Built in the same factories as the fearsome Hunter war mech, the Aurochs uses a similar drone core and armor plating, making it a versatile, effective and unfortunately expensive tactical option.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Aurochs	8	3	3	4	1	7	4+	Vehicle

UNIT SIZE: 1 Aurochs.

EQUIPMENT: Clingfire Sprayer.

ABILITIES: Bot Protocol - Overdrive, Drone Vehicle, Mission Specialist.

OPTIONS:

- May replace Clingfire Sprayer with:
  - Dual Cutter Light Machine Guns: +1 pt.
  - Maglock Chaingun: +2 pts.
  - Maglock Railrifle: +1 pt.
- May be equipped with Dual Cluster Missile Pods: +1 pt.
- May be equipped with an Enclosed Cabin: +2 pts.
- If equipped with an Enclosed Cabin, may be equipped with an Enhanced Targeting Array: +3 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Clingfire Sprayer	8"	1+D6	3	2	2+	SR	Burn (1), Dispersed Fire
Dual Cluster Missile Pods	30"	2+SB	4	1	4+	Aoe, Heavy	Guided
Dual Cutter Light Machine Guns	18"	2	3	1	4+		
Maglock Chaingun	36"	3	5	2	5+	Heavy	
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 - 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.

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.

DRONE VEHICLE: This vehicle cannot transport **SecDef** models.

ENCLOSED CABIN: This vehicle has a +1 bonus to AV and FOR, and replaces the **Open Transport** designator with **Transport**.

ENHANCED TARGETING ARRAY: During this unit's activation, if within command range of a **Bot Handler**, you may place a Painted token on any number of enemy units in this unit's front arc by expending 1 CP per 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.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

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).

DAMAGED: At FOR 4-5, reduce this model's MV to 6.
At FOR 1-3, reduce this model's MV to 4 and all of this model's weapon profiles SHO values by -1.

UNIT DESIGNATORS: Bot Division, Inorganic, Robot, Open Transport. Ver: 2.0

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Contractor Truck

12 Points

A light transport vehicle crewed by a Contractor with a drone co-pilot that can fire weapons, run self-repair systems and even take over completely if the driver is taken out of action.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Contractor Truck	8	3	2	3	1	5	5+	Vehicle

UNIT SIZE: 1 Contractor Truck.

EQUIPMENT: Dual Cluster Missile Pods.

ABILITIES: Bot Protocol - Self Repair, Mission Specialist.

OPTIONS:

- May replace Dual Cluster Missile Pods with:
  - Dual Cutter Light Machine Guns: +0 pts.
  - Maglock Railrifle: +0 pts.
- May be equipped with an Enclosed Cabin: +2 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Dual Cluster Missile Pods	30"	2+SB	4	1	4+	Aoe, Heavy	Guided
Dual Cutter Light Machine Guns	18"	2	3	1	4+		
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 - SELF REPAIR: During this unit's activation, if within command range of a **Bot Handler**, expend 1 CP to restore this unit's FOR by +1. FOR may not be restored above its starting value.

ENCLOSED CABIN: This vehicle has a +1 bonus to AV and FOR, and replaces the **Open Transport** designator with **Transport**.

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.

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).

DAMAGED: At FOR 1-2, reduce this model's MV to 7 and all of this model's weapon profiles SHO values by -1.

UNIT DESIGNATORS: Contractor, Inorganic, Open Transport. Ver: 2.0

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Scorpion Drone

5 Points

An upgrade to the ubiquitous Spider drone, Scorpions provide heavier fire support when more robust options are unavailable.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Scorpion Drone	5	4	2	2	1	1	5+	Infantry

UNIT SIZE: 1 Scorpion Drone.

EQUIPMENT: Maglock Chaingun.

ABILITIES: Bot Protocol - Targeting Network.

OPTIONS:

- May add up to 2 more Scorpion Drones: +5 pts each.
- Up to 2 separate Scorpion Drone units may be taken as a single **Anvil** selection.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Maglock Chaingun	36"	3	5	2	5+	Heavy	

ABILITY & EQUIPMENT SUMMARY

BOT PROTOCOL - TARGETING NETWORK: During this unit's activation, if within command range of a **Bot Handler**, expend 1 CP to grant the **Guided** ability to this unit's attacks for this 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.

UNIT DESIGNATORS: Bot Division, Inorganic, Robot.

Ver: 2.0

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Thunderbolt Sentry Drone

12 Points

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

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Thunderbolt Senty Drone	2	1	2	4	1	8	5+	Vehicle

UNIT SIZE: 1 Thunderbolt Senty Drone.

EQUIPMENT: Bombardment Cannon.

ABILITIES: Bot Protocol - Lock On, Coordinated Barrage, Mission Specialist, Scout.

OPTIONS:

- May replace Bombardment Cannon with:
  - Maglock Chaincannon: +1 pt.
  - Maglock Railcannon: +0 pts.
  - Strike Missile Array: +0 pts.
- Weapon may be equipped with a Rotating Mount: +3 pts.
- Up to 2 separate Thunderbolt Sentry Drone units may be taken as a single **Anvil** selection.pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Bombardment Cannon	36"	2+SB	3	1	3+	Aoe, SH	Indirect Fire, Suppressor (2)
Maglock Chaincannon	36"	6	5	3	3+	SH	
Maglock Railcannon	60"	3	6	3	2+	SH	Armor Piercing
Strike Missile Array	30"	3	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.

COORDINATED BARRAGE: When performing a Fire or Suppressive Fire action, if within 6 of a friendly unit that also has the **Coordinated Barrage** ability, this unit may re-roll its hit rolls or suppression tests.

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.

INDIRECT FIRE: May shoot at a target out of line of sight, but if so, fire with -1 SHO.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

ROTATING MOUNT: A model using a weapon on a rotating mount has a 360 degree front arc for shots from that weapon.

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.

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's weapons reduce SHO by -1.
At FOR 1-3, this model's weapons reduce SHO by -2.

UNIT DESIGNATORS: Bot Division, Inorganic, Robot, Solo. Ver: 2.1

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Thunderbolt Sentry Drone

Unofficial Unit

Little more than a weapon mount added onto a multi-purpose motile unit with a low-range bot processor, the Thunderbolt is a common sight on frontier worlds lacking the budget for more advanced security bots. Thunderbolts will trundle around their assigned patrol areas, tracking for potential threats. When more direct action is required, nearby Bot Handlers can link into the Thunderbolt's comms network, prioritizing enemies and providing more advanced targeting data.

Thunderbolt Sentry Drone Weapons

Maglock Railcannon

Bombardment Cannon on Rotating Mount

Maglock Chaincannon on Rotating Mount

Strike Missile Array

Modeling a Thunderbolt Sentry Drone

The Thunderbolt Sentry Drone is fielded on a 54mm base. The model shown here is a PDC Gaming Gun Carriage, which is available through the Maelstrom's Edge webstore, but you can use any appropriately-sized, suitable model.

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SecDef Wrecker Team

8 Points

When a situation calls for brute force instead of a scalpel, SecDef Wrecker teams move slower than their brethren but pack a massive punch.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
SecDef Wrecker	5	3	3	4	2	2	4+	Infantry
SecDef Wrecker Sergeant	5	3	3	4	2	2	3+	Infantry (Squad Leader)

UNIT SIZE: 1 SecDef Wrecker, 1 SecDef Wrecker Sergeant.

EQUIPMENT: Dual Araldyne LM14 Machine Guns.

ABILITIES: Advanced Machine Assistance, Aerial Insertion, Torrent of Fire.

OPTIONS:

- May add up to 1 more SecDef Wrecker: +4 pts.
- Any model may replace Dual Araldyne LM14 Machine Guns with Dual Araldyne CG100 Chainguns: +1 pt.
- Any model may be equipped with up to one of the following:
  - Dual Chemtek Missile Pods: +2 pts each.
  - Dual Cluster Missile Pods:+1 pt each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Dual Araldyne CG100 Chainguns	30"	3	5	3	4+		
Dual Araldyne LM14 Machine Guns	24"	4	4	1	3+		
Dual Chemtek Missile Pods	36"	2+SB	3	1	2+	AoE,Heavy	Dispersed Fire, Guided, Poison (+2)
Dual Cluster Missile Pods	30"	2+SB	4	1	4+	Heavy	Guided

ABILITY & EQUIPMENT SUMMARY

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

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

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

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

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

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

UNIT DESIGNATORS: Organic, SecDef.

Ver: 2.0

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SecDef FA90 Reconnaissance Walker — 10 Points

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

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
FA90	7	3	3	3	1	6	3+	Behemoth

UNIT SIZE: 1 FA90.

EQUIPMENT: Dual Araldyne CF13 Clingfire Sprayers, Insertion Locator.

ABILITIES: Mission Specialist, Mobile, Scout, Strike & Feint.

OPTIONS:

- May replace Dual Araldyne CF13 Clingfire Sprayers with:
  - Dual Araldyne CG100 Chainguns: +2 pts.
  - Dual Araldyne FG19 Flakk Guns: +0 pts.
  - Dual Araldyne LC42 Laser Carbines: +1 pt.
  - Dual Araldyne LM14 Machine Guns: +1 pt.
- May be equipped with up to one of the following:
  - Dual Chemtek Missile Pods: +1 pt.
  - Dual Strike Missile Pods:+1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Dual Araldyne CF13 Clingfire Sprayers	8"	2+D6	4	2	2+	SR	Burn (1), Dispersed Fire
Dual Araldyne CG100 Chainguns	30"	3	5	3	4+		
Dual Araldyne FG19 Flakk Guns	18"	2	5	3	4+	SR	
Dual Araldyne LC42 Laser Carbines	18"	2	5	3	4+	SR	Armor Piercing, Beam
Dual Araldyne LM14 Machine Guns	24"	4	4	1	3+		
Dual Chemtek Missile Pods	36"	2+SB	3	1	2+	AoE,Heavy	Dispersed Fire, Guided, Poison (+2)
Dual Strike Missile Pods	30"	2	6	4	5+	Heavy	Armor Piercing, Guided

ABILITY & EQUIPMENT SUMMARY

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

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

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.

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.

INSERTION LOCATOR: **SecDef** units arriving via **Aerial Insertion** within 6 of this unit may perform a Charge action on the turn they arrive.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

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.

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

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.

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.

DAMAGED: At FOR 3-4, reduce this model's MV to 6.
At FOR 1-2, reduce this model's MV to 5 and all of this model's weapon profiles SHO values by -1.

UNIT DESIGNATORS: Organic, SecDef. Ver: 2.0

These are fan-created rules, not an official Spiral Arm Studios product.

SecDef ATV16 "Ironhide Transport — 14 Points

An armored, all-purpose transport favored by SecDef for rapid, secured deployment.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Ironhide Transport	8	3	3	5	1	8	3+	Vehicle

UNIT SIZE: 1 Ironhide Transport.

EQUIPMENT: Dual Araldyne CF13 Clingfire Sprayers on a Rotating Mount.

ABILITIES: Mission Specialist.

OPTIONS:

- May replace Dual Araldyne CF13 Clingfire Sprayers with:
  - Dual Araldyne CG100 Chainguns: +2 pts.
  - Dual Araldyne FG19 Flakk Guns: +0 pts.
  - Dual Araldyne LC42 Laser Carbines: +1 pt.
  - Dual Araldyne LM14 Machine Guns: +1 pt.
- May be equipped with up to one of the following:
  - Dual Chemtek Missile Pods: +1 pt.
  - Dual Strike Missile Pods:+1 pt.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Dual Araldyne CF13 Clingfire Sprayers	8"	2+D6	4	2	2+	SR	Burn (1), Dispersed Fire
Dual Araldyne CG100 Chainguns	30"	3	5	3	4+		
Dual Araldyne FG19 Flakk Guns	18"	2	5	3	4+	SR	
Dual Araldyne LC42 Laser Carbines	18"	2	5	3	4+	SR	Armor Piercing, Beam
Dual Araldyne LM14 Machine Guns	24"	4	4	1	3+		
Dual Chemtek Missile Pods	36"	2+SB	3	1	2+	AoE,Heavy	Dispersed Fire, Guided, Poison (+2)
Dual Strike Missile Pods	30"	2	6	4	5+	Heavy	Armor Piercing, Guided

ABILITY & EQUIPMENT SUMMARY

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

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

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.

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.

ROTATING MOUNT: A model using a weapon on a rotating mount has a 360 degree front arc for shots from that weapon.

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

DAMAGED: At FOR 4-5, reduce this model's MV to 7.
At FOR 1-3, reduce this model's MV to 6 and all of this model's weapon profiles SHO values by -1.

UNIT DESIGNATORS: Armored, SecDef, Transport. Ver: 2.1

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