

M <sup>1</sup>		DR	HP	CP	PD	SH
10		7	5	3	+3	+1
WEAPON		MAR	PB	EF	LR	
LASER BATTERIES (360°)		BEAM	5	5	2	
TORPEDOES (360°)		PRECISION	3	3	3	
BOMBER SORTIES (X1)		-	4	4	-	
INTERCEPTORS (X1)		-	+6 PD	+6 PD	-	
MARS		★ MINEFIELD, REQUISITION (CRUISER), SECURED BULKHEADS				

M <sup>1</sup>		DR	HP	CP	PD	SH
10		7	4	4	+2	+1
WEAPON		MAR	PB	EF	LR	
LASER BATTERIES (360°)		BEAM, PRECISION	6	6	3	
TORPEDOES (360°)		PRECISION	3	3	3	
MARS		★ MINEFIELD, SECURED BULKHEADS				

**FLEET TACTICS BONUS = +2**

M <sup>1</sup>		DR	HP	CP	PD	SH
12		5	2	1	+2	-
WEAPON		MAR	PB	EF	LR	
LASER BATTERIES (360°)		BEAM	3	3	-	
MARS		★ DIFFICULT TARGET				

## MARs SUMMARY

### Beam Weapon

Attacker can force the Defender to re-roll their die on the Damage Table.

### Difficult Target

Attacker suffers -1 on Damage Table roll.

### Minefield

Player with the most Squadrons with this **MAR** can place Minefields.

### Precision

Attacker gains +1 on their Damage Table roll.

### Requisition

This model may replace a model in a Squadron (see brackets).

### Secured Bulkheads

Attacker suffers -1 on their Damage Table roll when performing a Boarding Assault.

**AQUAN PRIME**

MARS		DIRECTORATE ASCENDENCY CLASS				POINTS COST
		TIER 2 ESCORT CARRIER SQUADRON SIZE 2-3				75
M'	DR	HP	CP	PD	SH	
8	7	4	4	+3	+1	
WEAPON		MAR	PB	EF	LR	
LASER BATTERIES (360°)		BEAM BIO-HAZARD	6	5	2	
TORPEDOES (P+S)		BIO-HAZARD	4	4	4	
BOMBERS (X1)		-	5	5	-	
INTERCEPTORS (X1)		-	+6 PD	+6 PD	-	
MARS		★ REQUISITION (CRUISER)				

MARS		DIRECTORATE CHAMPION CLASS				POINTS COST
		TIER 2 CRUISER SQUADRON SIZE 2-3				50
M'	DR	HP	CP	PD	SH	
9	6	4	5	+3	+1	
WEAPON		MAR	PB	EF	LR	
LASER BATTERIES (360°)		BEAM BIO-HAZARD	7	5	-	
TORPEDOES (P+S)		BIO-HAZARD	4	4	4	
MARS		★ SPECIAL FORCES				

**FLEET TACTICS BONUS = +1**

MARS		DIRECTORATE IMPACT CLASS				POINTS COST
		TIER 3 LIGHT FRIGATE SQUADRON SIZE 3-5				20
M'	DR	HP	CP	PD	SH	
15	4	2	2	+1	-	
WEAPON		MAR	PB	EF	LR	
GUNNERY (360°)		BIO-HAZARD	3	2	-	
MARS		★ DIFFICULT TARGET				

## MARs SUMMARY

### Beam Weapon

Attacker can force the Defender to re-roll their die on the Damage Table.

### Bio-Hazard

If a Weapon with this **MAR** causes a *Disorder* Marker to be added to a model, add an additional *Disorder* Marker to the same model.

### Difficult Target

Attacker suffers -1 on Damage Table roll.

### Requisition

This model may replace a model in a Squadron (see brackets).

### Special Forces

Attacker gains +1 on their Damage Table roll when performing a Boarding Assault.

**DIRECTORATE**

DINDRENZI FEDERATION DECURION CLASS		POINTS COST <b>90</b>			
TIER 2 ESCORT CARRIER SQUADRON SIZE 2-3					
M <sup>*</sup> 8	DR 8	HP 5	CP 5	PD +4	SH -
WEAPON		MAR	PB	EF	LR
RAIL GUN (F)		KINETIC	2	6	2
GUNNERY (P+S)		-	7	5	-
BOMBERS (X1)		-	5	5	-
INTERCEPTORS (X1)		-	+6 PD	+6 PD	-
MARS		★ MINEFIELD, SPECIAL FORCES, REQUISITION (CRUISER)			

DINDRENZI FEDERATION VELITES CLASS		POINTS COST <b>65</b>			
TIER 2 CRUISER SQUADRON SIZE 2-3					
M <sup>*</sup> 9	DR 7	HP 4	CP 4	PD +3	SH -
WEAPON		MAR	PB	EF	LR
RAIL GUN (F)		HIGH ENERGY KINETIC	3	7	3
GUNNERY (P+S)		-	4	3	-
TORPEDOS (F)		-	5	5	-
MARS		★ MINEFIELD			

**FLEET TACTICS BONUS = +3**

DINDRENZI FEDERATION PUGIO CLASS		POINTS COST <b>25</b>			
TIER 3 LIGHT FRIGATE SQUADRON SIZE 3-5					
M <sup>*</sup> 12	DR 5	HP 2	CP 2	PD +2	SH -
WEAPON		MAR	PB	EF	LR
GUNNERY (F)		-	4	3	-
MARS		★ DIFFICULT TARGET			

## DINDRENZI FEDERATION

### MARs SUMMARY

#### Difficult Target

Attacker suffers -1 on Damage Table roll.

#### High Energy

The Attacker may elect to re-roll their result on the Damage Table, the second result **MUST** be taken.

#### Kinetic

All **Shield** Saves made by the enemy against a Weapon with this **MAR** **MUST** use the Heavy Dice Mechanic.

#### Minefield

Player with the most Squadrons with this **MAR** can place Minefields.

#### Requisition

This model may replace a model in a Squadron (see brackets).

#### Special Forces

Attacker gains +1 on their Damage Table roll when performing a Boarding Assault.

		<b>TERRAN ALLIANCE</b> HARPOON CLASS TIER 2 TORPEDO CRUISER SQUADRON SIZE 2-3			POINTS COST <b>90</b>
M"	DR	HP	CP	PD	SH
7	5	5	4	+3	+3
WEAPON		MAR	PB	EF	LR
LASER BATTERIES (360°)		BEAM	4	5	-
TORPEDOES (360°)		NUCLEAR	6	7	8
MARS		★ REQUISITION (LIGHT CRUISER) CYCLIC SHIELDING			

		<b>TERRAN ALLIANCE</b> PERSEUS CLASS TIER 2 LIGHT CRUISER SQUADRON SIZE 2-3			POINTS COST <b>55</b>
M"	DR	HP	CP	PD	SH
8	5	4	3	+2	+2
WEAPON		MAR	PB	EF	LR
LASER BATTERIES (360°)		BEAM	7	5	-
TORPEDOES (360°)		NUCLEAR	3	4	5
MARS					

**FLEET TACTICS BONUS = +2**

		<b>TERRAN ALLIANCE</b> WARFARER CLASS TIER 3 LIGHT FRIGATE SQUADRON SIZE 3-5			POINTS COST <b>20</b>
M"	DR	HP	CP	PD	SH
13	4	2	1	+2	+1
WEAPON		MAR	PB	EF	LR
TORPEDOES (360°)		NUCLEAR	2	3	-
MARS		★ DIFFICULT TARGET			

## MARs SUMMARY

### Beam Weapon

Attacker can force the Defender to re-roll their die on the Damage Table.

### Cyclic Shielding

This model uses its **Shields** to defend against all forms of Weapon Attacks (including Torpedoes) but uses the Heavy Dice Mechanic to do so.

### Difficult Target

Attacker suffers -1 on Damage Table roll.

### Nuclear

If a Weapon with this **MAR** destroys an enemy target, on a roll of **4+** **ALL** models within **4"** gain a Disorder Marker.

### Requisition

This model may replace a model in a Squadron (see brackets).

**TERRAN ALLIANCE**

SORYLIAN COLLECTIVE HARVESTER CLASS		POINTS COST <b>85</b>			
TIER 2 GUNSHIP SQUADRON SIZE 2-3					
M <sup>1</sup> 10	DR 7	HP 5	CP 4	PD +4	SH +1
WEAPON		MAR	PB	EF	LR
GUNNERY (F)		KINETIC	6	4	-
GUNNERY (P+S)		SCATTER	7	7	-
TORPEDOS (F)		-	3	4	4
MARS		★ EXPERIENCED ENGINEERS. REQUISITION (LIGHT CRUISER)			

SORYLIAN COLLECTIVE LUCERN CLASS		POINTS COST <b>50</b>			
TIER 2 LIGHT CRUISER SQUADRON SIZE 2-3					
M <sup>1</sup> 10	DR 5	HP 4	CP 3	PD +2	SH -
WEAPON		MAR	PB	EF	LR
GUNNERY (F)		KINETIC	5	3	-
GUNNERY (P+S)		SCATTER	5	5	-
TORPEDOS (F)		-	3	4	4
MARS		★ EXPERIENCED ENGINEERS. PACK HUNTER			

## FLEET TACTICS BONUS = +1

### MARs SUMMARY

#### Difficult Target

Attacker suffers -1 on Damage Table roll.

#### Experienced Engineers

On a roll of 4+ in the End Phase, remove a one *Disorder* Marker from a model. You can roll for **EACH** *Disorder* Marker a model may have.

#### Kinetic

All **Shield** Saves made by the enemy against a Weapon with this **MAR** must use the Heavy Dice Mechanic.

#### Pack Hunter

If **ALL** Firing Solutions from a Squadron target the same model the Attacker gains +1 on their Damage Table roll. The target must of a higher Tier Class.

#### Requisition

This model may replace a model in a Squadron (see brackets).


#### Scatter

The Attacker ignores the effect of the *Difficult Target* **MAR**.

SORYLIAN COLLECTIVE FLECHETTE CLASS		POINTS COST <b>15</b>			
TIER 3 LIGHT FRIGATE SQUADRON SIZE 3-5					
M <sup>1</sup> 12	DR 3	HP 2	CP 1	PD +1	SH -
WEAPON		MAR	PB	EF	LR
GUNNERY (P+S)		SCATTER	2	3	-
MARS		★ DIFFICULT TARGET. PACK HUNTER			

## SORYLIAN COLLECTIVE

		<b>RELTHOZA</b> VIRULENCE CLASS				POINTS COST <b>90</b>
TIER 2 GUNSHIP SQUADRON SIZE 2-3						
M'	DR	HP	CP	PD	SH	
7	7	6	6	+5	-	
WEAPON		MAR		PB	EF	LR
GUNNERY (F)		CORROSIVE		6	7	-
GUNNERY (P+S)		CORROSIVE		5	6	-
TORPEDOS (F)		BIO-HAZARD		5	5	5
MARS		★ CLOAKING FIELD, REQUISITION (LIGHT CRUISER)				

		<b>RELTHOZA</b> IRAMON CLASS				POINTS COST <b>50</b>
TIER 2 LIGHT CRUISER SQUADRON SIZE 2-3						
M'	DR	HP	CP	PD	SH	
9	4	4	4	+3	-	
WEAPON		MAR		PB	EF	LR
GUNNERY (F)		CORROSIVE		4	5	-
GUNNERY (P+S)		CORROSIVE		3	4	-
TORPEDOS (F)		BIO-HAZARD		4	4	4
MARS		★ CLOAKING FIELD, MINEFIELD				

## FLEET TACTICS BONUS = +2

### MARs SUMMARY

#### Bio-Hazard

If a Weapon with this **MAR** causes a *Disorder* Marker to be added to a model, add an additional *Disorder* Marker to the same model.

#### Corrosive

Should a Weapon with this **MAR** force a roll on the Damage Table, roll a separate D6. On the roll of a **4+**, place a *Disorder* Marker on the Target in addition to all other effects.

#### Cloaking Field

All incoming and outgoing Attacks use the Heavy Dice Mechanic until the model de-cloaks.

#### Difficult Target

Attacker suffers -1 on Damage Table roll.

#### Minefield

Player with the most Squadrons with this **MAR** can place Minefields.

#### Requisition

This model may replace a model in a Squadron (see brackets).

		<b>RELTHOZA</b> ERIGONE CLASS				POINTS COST <b>25</b>
TIER 3 LIGHT FRIGATE SQUADRON SIZE 3-5						
M'	DR	HP	CP	PD	SH	
12	3	2	1	+1	-	
WEAPON		MAR		PB	EF	LR
GUNNERY (F)		-		4	3	-
MARS		★ CLOAKING FIELD, DIFFICULT TARGET				

**RELTHOZA**