

# 30 MM ARMY LIST UCE +32

This section contains all the datasheets that you will need in order to fight battles with your 30 Minutes Missions (30 MM) miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it might have. Some rules are common to several 30 MM units - these are described below and referenced on the datasheets.

## KEYWORDS

There are several keywords in the following datasheets that are not standard to regular Warhammer 40k. Notably, keywords like **30 MM**, **<YEAR>**, **<FACTION>**, **Ground**, and **Space**. **30 MM** defines the particular universe that these suits fall into, and **<YEAR>** indicates the year the unit was deployed. **<FACTION>** indicates which Army of the 30 MM universe that unit was assigned to.

## ABILITIES

The following abilities are common to several 30 MM units:

## EXAMACS

This model can Fall Back in the movement phase and still shoot in the same turn. When this model moves, it may move over enemy **Infantry** models, although it must end its move more than 1" from any enemy units. This model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer. EXAMACS troop units have Objective Secured, and count as 5 models when comparing to **Infantry** units with the same rule.

## Core Explodes

If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 2D6" receives D6 mortal wounds.

## <FACTION> RoyRoy

When a unit with RoyRois is set up, any accompanying RoyRoy models are embarked on the EXAMACS models (up to one per EXAMACS) and are treated as being embarked. While the RoyRoy models remain attached, none of the weapons of the RoyRoy models are available, but the EWAC RoyRoy is active. When disembarked, those RoyRoy models are treated as a separate **<FACTION> RoyRoy Squad** unit. If the controlling unit is destroyed, those RoyRoy models are destroyed as well. See the **RoyRoy Squad** entry for unit specific information and rules.

## Maestro

This model is considered a psyker. This model can attempt to manifest a single psychic power in each friendly psychic phase, and can attempt to deny a single psychic power in each enemy psychic phase. It may use any power from the Maestro Discipline when manifesting. Note - Maestros do not know Smite, and do not damage other models from Perils of the Warp.

NEWTYPE DISCIPLINE
<p><b>System Hack</b></p> <p><i>System Hack</i> has a warp charge value of 7. If manifested, select an enemy <b>Vehicle</b> model within 18" of the psyker and roll 3D6. If the score is less than that model's Leadership characteristic, nothing happens, but if it equals or exceeds it, that model can either shoot as if it were your Shooting phase, or make a single close combat attack as if it were the Fight phase. In either case, treat that model as if it were a separate unit that is part of your army whilst shooting or making that close combat attack. Models cannot attack themselves, but they can attack other members of their unit.</p>
<p><b>Plot Armor</b></p> <p><i>Plot Armor</i> has a warp charge value of 6. If manifested, until the start of your next psychic phase, each time a model from the Maestro's unit suffers a wound or mortal wound, roll a D6; on a 5 or 6, the model does not lose a wound.</p>
<p><b>Combat Hypnosis</b></p> <p><i>Combat Hypnosis</i> has a warp charge value of 6. If manifested, the Maestro's unit can Advance and shoot this turn without suffering any penalties to their Ballistic Skill for moving and shooting Heavy weapons, or Advancing and shooting Assault weapons. In addition, the Maestro's unit can Charge this turn.</p>

## Weapon and Equipment lists

EXAMACS (Extended Armament and Module Assemble and Combine System) are constructed on extremely flexible frames. Even basic troop units tend to have some factory modifications before deployment. Some items of wargear see common use in battle and are widely available throughout an army. If models in a unit have the option to exchange one or more of their weapons for, or, take an item from one of the 30 MM wargear lists, the options they can choose from are detailed in the appropriate lists below. The profiles for the weapons in these lists can be found in the 30 MM Wargear section.

Weapons and Equipment	Power Rating	Weapons and Equipment	Power Rating	Option Armor	Power Rating
Universal Weapons		Universal Equipment		Alto Option Armor	
Missile Pod	1	Extra Armor	1	Close Combat	2
Rail Cannon	1	Flight Pod	1	Command	2
Rocket Pod	1	Multi Booster	1	Sniper	2
Small Vulcan	0	Reactive Armor **	1	Flight Type **	2
Twin Missile Pod	2	Searchlight	0	Ground Type **	2
Twin Rail Cannon	2	Shield	1		
Twin Rocket Pod	2	Twin Small Shield	1		
Twin Small Vulcan	1				
AUR Weapons		UEA Weapons		Portanova Option Armor	
Knuckle Guard *	0	Knuckle Guard *	0	Close Combat	2
Ax	1	Ax	1	Command	2
Knife	0	Knife	0	Special Squad	2
Lance	1	Sword	1	Space Type **	2
Shot Impactor *	0	Submachine Gun *	0	Underwater Type **	2
Gatling Impactor	1	Machine Gun	1		
Rail Impactor	2	Sniper Rifle	2		
Stabilizing Handle +	0	Scope +	0		

\* = Stock weapon

\*\* = Character Unit Only

+ = May be added to any ranged weapon



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POWER

# bEXM-15 PORTANOVA SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
bEXM-15 Portanova	8"	3+	4+	6	7	8	3	7	3+	
AUR RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single bEXM-15 Portanova model and a single AUR RoyRoy model. It can include up to 3 additional bEXM-15 Portanova models ( <b>Power Rating +4 per model</b> ). It can include up to 3 additional AUR RoyRoy models, up to the number of additional bEXM-15 Portanova models ( <b>Power Rating +1 per model</b> ). Each bEXM-15 Portanova is equipped with a Heavy Punch, a Knuckle Guard, and a Shot Impactor. Each AUR RoyRoy is the Armored Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Shot Impactor	24"	Assault 4		7	-1	1	-			
WARGEAR OPTIONS	Any bEXM-15 Portanova model may replace its Shot Impactor or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>AUR Weapons</b> lists.									
	Any bEXM-15 Portanova model may take an upgrade from one of the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>AUR Weapons</b> lists.									
	Any AUR RoyRoy Armored Type model may be changed to the EWAC Type or Tactical Type.									
ABILITIES	AUR RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, AUR									
bEXM-15 PORTANOVA SQUAD KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground									
AUR ROYROY SQUAD KEYWORDS	Vehicle, Space, Ground									



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POWER

## bEXM-15

UNDERWATER TYPE PORTANOVA  
SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
bEXM-15 Underwater Type Portanova	6"	3+	4+	6	8	9	3	7	3+	
AUR RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single bEXM-15 Underwater Type Portanova model and a single AUR RoyRoy model. It can include up to 3 additional bEXM-15 Underwater Type Portanova models ( <b>Power Rating +6 per model</b> ). It can include up to 3 additional AUR RoyRoy models, up to the number of additional bEXM-15 Underwater Type Portanova models ( <b>Power Rating +1 per model</b> ). Each bEXM-15 Underwater Type Portanova is equipped with a Heavy Punch, an Anchor Claw, and a Shot Impactor. Each AUR RoyRoy is the Armored Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Anchor Claw	Melee	Melee		x2	-3	2	When attacking with this weapon, subtract 1 from the hit roll.			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Shot Impactor	24"	Assault 4		7	-1	1	-			
WARGEAR OPTIONS	Any bEXM-15 Underwater Type Portanova model may replace its Shot Impactor with a weapon from one of the <b>Universal Weapons</b> or the <b>AUR Weapons</b> lists.									
	Any bEXM-15 Underwater Type Portanova model may take an upgrade from one of the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>AUR Weapons</b> lists.									
	Any AUR RoyRoy Armored Type model may be changed to the EWAC Type or Tactical Type.									
ABILITIES	<b>Anchor Claw:</b> All the models in this unit may fire their Anchor Claws during the charge phase to add up to 6" to a charge roll. If a model uses this ability, it subtracts 1 from its Attack characteristic until the next Charge phase.									
	<b>Underwater Thrusters:</b> When this unit Advances, roll an additional D6 to add to the models' M value.									
ABILITIES	AUR RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, AUR									
bEXM-15 UNDERWATER TYPE PORTANOVA SQUAD KEYWORDS	Titanic, Vehicle, EXAMACS, Ground, Aquatic									
AUR ROYROY SQUAD KEYWORDS	Vehicle, Ground, Space									



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POWER

# bEXM-15 UNDERWATER TYPE PORTANOVA SUPPORT SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
bEXM-15 Underwater Type Portanova Support	6"	3+	3+	6	7	8	4	8	3+	
AUR RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single bEXM-15 Underwater Type Portanova Support model and a single AUR RoyRoy model. It can include up to 1 additional bEXM-15 Underwater Type Portanova Support model ( <b>Power Rating +6</b> ). It can include up to 1 additional AUR RoyRoy models, up to the number of additional bEXM-15 Underwater Type Portanova Support models ( <b>Power Rating +1</b> ). Each bEXM-15 Underwater Type Portanova Support is equipped with a Heavy Punch, an Anchor Claw, and a Shot Impactor. Each AUR RoyRoy is the Armored Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Anchor Claw	Melee	Melee		x2	-3	2	When attacking with this weapon, subtract 1 from the hit roll.			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Shot Impactor	24"	Assault 4		7	-1	1	-			
WARGEAR OPTIONS	Any bEXM-15 Underwater Type Portanova Support model may replace its Shot Impactor with a weapon from one of the <b>Universal Weapons</b> or the <b>AUR Weapons</b> lists.									
	Any bEXM-15 Underwater Type Portanova Support model may take an upgrade from one of the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>AUR Weapons</b> lists.									
	Any AUR RoyRoy Armored Type model may be changed to the EWAC Type or Tactical Type.									
	<b>Anchor Claw:</b> All the models in this unit may fire their Anchor Claws during the charge phase to add up to 6" to a charge roll. If a model uses this ability, it subtracts 1 from its Attack characteristic until the next Charge phase.									
ABILITIES	AUR RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, AUR									
bEXM-15 UNDERWATER TYPE PORTANOVA SUPPORT SQUAD										
KEYWORDS	Titanic, Vehicle, EXAMACS, Ground, Aquatic									
AUR ROYROY SQUAD										
KEYWORDS	Vehicle, Ground, Space									



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POWER

bEXM-15

## SPACE TYPE PORTANOVA SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
bEXM-15 Space Type Portanova	8"	3+	3+	6	7	8	4	8	3+	
AUR RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single bEXM-15 Space Type Portanova model and a single AUR RoyRoy model. It can include up to 2 additional bEXM-15 Space Type Portanova models ( <b>Power Rating +6 per model</b> ). It can include up to 2 additional AUR RoyRoy models, up to the number of additional bEXM-15 Space Type Portanova models ( <b>Power Rating +1 per model</b> ). Each bEXM-15 Space Type Portanova is equipped with a Heavy Arm Cannon, a Heavy Punch, a Mine Claw, and Twin Small Shields. Each AUR RoyRoy is the Armored Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Am Cannon	36"	Heavy 2		8	-3	D6	-			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Mine Claw	Melee	Melee		x2	-3	2	When attacking with this weapon, subtract 1 from the hit roll.			
WARGEAR OPTIONS	Any bEXM-15 Space Type Portanova model may take an upgrade from one of the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>AUR Weapons</b> lists. It may not choose a Flight Pod, a Shield, or Twin Small Shields.									
	Any AUR RoyRoy Armored Type model may be changed to the EWAC Type or Tactical Type.									
ABILITIES	<b>Space Type:</b> When this unit is targeted by a ranged attack, the enemy must subtract 1 from every hit roll.									
	<b>Twin Small Shields:</b> A model equipped with Twin Small Shields has a 5+ invulnerable save.									
ABILITIES	AUR RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, AUR									
bEXM-15 SPACE TYPE PORTANOVA SQUAD										
KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Fly									
AUR ROYROY SQUAD										
KEYWORDS	Vehicle, Ground, Space									



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POWER

# bEXM-15 PORTANOVA VETERAN SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
bEXM-15 Portanova Veteran	8"	3+	3+	6	7	8	3	8	3+	
AUR RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single bEXM-15 Portanova Veteran model and a single AUR RoyRoy model. It can include up to 2 additional bEXM-15 Portanova Veteran models ( <b>Power Rating +5 per model</b> ). It can include up to 2 additional AUR RoyRoy models, up to the number of additional bEXM-15 Portanova models ( <b>Power Rating +1 per model</b> ). Each bEXM-15 Portanova Veteran model is equipped with a Heavy Punch, a Knuckle Guard, and a Shot Impactor. Each AUR RoyRoy is the Armored Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Shot Impactor	24"	Assault 4		7	-1	1	-			
WARGEAR OPTIONS	Any bEXM-15 Portanova Veteran model may replace its Shot Impactor and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>AUR Weapons</b> lists for each weapon replaced.									
	Any bEXM-15 Portanova Veteran model may take an upgrade from one of the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>AUR Weapons</b> lists.									
WARGEAR OPTIONS	Any bEXM-15 Portanova Veteran model may take an Option Armor from the <b>Portanova Option Armor</b> list.									
	Any AUR RoyRoy Armored Type model may be changed to the EWAC Type or Tactical Type.									
ABILITIES	AUR RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, AUR									
bEXM-15 PORTANOVA VETERAN SQUAD										
KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground									
AUR ROYROY SQUAD										
KEYWORDS	Vehicle, Space, Ground									



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POWER

# bEXM-15 PORTANOVA OFFICER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
bEXM-15 Portanova Officer	8"	2+	3+	6	7	8	4	9	3+	
AUR RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single bEXM-15 Portanova Officer model and a single AUR RoyRoy model. The bEXM-15 Portanova Officer model is equipped with a Heavy Punch, a Knuckle Guard, and a Shot Impactor. Each AUR RoyRoy is the Armored Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Shot Impactor	24"	Assault 4		7	-1	1	-			
	The bEXM-15 Portanova Officer may replace its Shot Impactor and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>AUR Weapons</b> lists for each weapon replaced. The bEXM-15 Portanova Officer may take up to two upgrades from the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>AUR Weapons</b> lists. The bEXM-15 Portanova Officer may take an Option Armor from the <b>Portanova Option Armor</b> list.									
WARGEAR OPTIONS	The AUR RoyRoy Armored Type model may be changed to the EWAC Type or Tactical Type.									
ABILITIES	AUR RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, AUR									
bEXM-15 PORTANOVA OFFICER KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground, Character									
AUR ROYROY SQUAD KEYWORDS	Vehicle, Space, Ground									





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POWER

# ADELSON ZORN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Adelson Zorn	8"	2+	2+	6	7	8	4	9	3+	
AUR RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
Adelson Zorn in a bEXM-15 Portanova is a unit with a single model and a single AUR RoyRoy model. Adelson Zorn is equipped with a Heavy Punch, a Knuckle Guard, and a Shot Impactor. Each AUR RoyRoy is the Armored Type. Your army may only include a single <b>Adelson Zorn</b> model.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Shot Impactor	24"	Assault 4		7	-1	1	-			
WARGEAR OPTIONS	Adelson Zorn may replace her Shot Impactor and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>AUR Weapons</b> lists for each weapon replaced.									
	Adelson Zorn may take up to two upgrades from the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>AUR Weapons</b> lists.									
WARGEAR OPTIONS	Adelson Zorn may take an Option Armor from the <b>Portanova Option Armor</b> list.									
	The AUR RoyRoy Armored Type model may be changed to the EWAC Type or Tactical Type.									
ABILITIES	AUR RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, AUR									
bEXM-15 PORTANOVA OFFICER KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground, Character, Adelson Zorn									
AUR ROYROY SQUAD KEYWORDS	Vehicle, Space, Ground									



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POWER

## SOLARI MITTAL

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Solari Mittal	8"	2+	3+	6	7	8	4	9	3+	
AUR RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
Solari Mittal in a bEXM-15 Portanova is a unit with a single model and a single AUR RoyRoy model. Solari Mittal model is equipped with a Heavy Punch, a Knuckle Guard, and a Shot Impactor. Each AUR RoyRoy is the Armored Type. Your army may only include a single <b>Solari Mittal</b> model.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Shot Impactor	24"	Assault 4		7	-1	1	-			
WARGEAR OPTIONS	Solari Mittal may replace her Shot Impactor and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>AUR Weapons</b> lists for each weapon replaced. Solari Mittal may take up to two upgrades from the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>AUR Weapons</b> lists. Solari Mittal may take an Option Armor from the <b>Portanova Option Armor</b> list. The AUR RoyRoy Armored Type model may be changed to the EWAC Type or Tactical Type.									
	<b>Hot Headed Ace:</b> Solari Mittal may reroll any charge roll.									
ABILITIES	<b>AUR RoyRoy</b> (p.1); <b>EXAMACS</b> (p. 1); <b>Core Explodes</b> (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, AUR									
bEXM-15 PORTANOVA										
OFFICER KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground, Character, Solari Mittal									
AUR ROYROY SQUAD										
KEYWORDS	Vehicle, Space, Ground									



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POWER

# bEXM-15 PORTANOVA CONCERTMASTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
bEXM-15 Portanova Concertmaster	8"	2+	3+	6	7	8	4	9	3+	
AUR RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single bEXM-15 Portanova Concertmaster model and a single AUR RoyRoy model. The bEXM-15 Portanova Concertmaster model is equipped with a Heavy Punch, a Knuckle Guard, and a Shot Impactor. Each AUR RoyRoy is the Armored Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Shot Impactor	24"	Assault 4		7	-1	1	-			
WARGEAR OPTIONS	The bEXM-15 Portanova Concertmaster may replace its Shot Impactor and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>AUR Weapons</b> lists for each weapon replaced.									
	The bEXM-15 Portanova Concertmaster may take up to two upgrades from the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>AUR Weapons</b> lists.									
WARGEAR OPTIONS	The bEXM-15 Portanova Concertmaster may take an Option Armor from the <b>Portanova Option Armor</b> list.									
	The AUR RoyRoy Armored Type model may be changed to the EWAC Type or Tactical Type.									
ABILITIES	<b>Concertmaster:</b> This unit's order and Aura range is extended by 3". Similarly, this unit may control up to two <b>AUR RoyRoy Squads</b> up to 9" away instead of a single squad at up to 6".									
	<b>AUR RoyRoy</b> (p.1); <b>EXAMACS</b> (p. 1); <b>Core Explodes</b> (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, AUR									
bEXM-15 PORTANOVA CONCERTMASTER										
KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground, Character									
AUR ROYROY SQUAD										
KEYWORDS	Vehicle, Space, Ground									



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POWER

# bEXM-15 PORTANOVA CONDUCTOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
bEXM-15 Portanova Conductor	8"	2+	2+	6	7	8	5	9	3+	
AUR RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single bEXM-15 Portanova Conductor model and a single AUR RoyRoy model. The bEXM-15 Portanova Conductor model is equipped with a Heavy Punch, a Knuckle Guard, and a Shot Impactor. Each AUR RoyRoy is the Armored Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Shot Impactor	24"	Assault 4		7	-1	1	-			
WARGEAR OPTIONS	The bEXM-15 Portanova Conductor may replace its Shot Impactor and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>AUR Weapons</b> lists for each weapon replaced.									
	The bEXM-15 Portanova Conductor may take up to two upgrades from the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>AUR Weapons</b> lists.									
WARGEAR OPTIONS	The bEXM-15 Portanova Conductor may take an Option Armor from the <b>Portanova Option Armor</b> list.									
	The AUR RoyRoy Armored Type model may be changed to the EWAC Type or Tactical Type.									
ABILITIES	AUR RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
PSYKER	Conductor: A model that is a Conductor counts as a Maestro, and is considered a psyker. This model only knows Combat Hypnosis from the Maestro Power Discipline. This model may attempt to cast a single psychic power in your psychic phase, and deny a single psychic power in each enemy psychic phase. Note - Maestros do not know Smite, and do not damage other models from Perils of the Warp.									
FACTION KEYWORDS	30 MM, UCE +32, AUR									
bEXM-15 PORTANOVA CONDUCTOR										
KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground, Character, Psyker									
AUR ROYROY SQUAD										
KEYWORDS	Vehicle, Space, Ground									



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POWER

## TANABATA GAL

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Tanabata Gal	8"	2+	2+	6	7	8	5	9	3+	
AUR RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
Tanabata Gal in a bEXM-15 Portanova is a unit with a single model and a single AUR RoyRoy model. Tanabata Gal is equipped with a Heavy Punch, a Knuckle Guard, and a Shot Impactor. Each AUR RoyRoy is the Armored Type. Your army may only have a single <b>Tanabata Gal</b> model.										
WEAPON	RANGE	TYPE	S			AP	D	ABILITIES		
Heavy Punch	Melee	Melee	User			0	1	Make 2 hit rolls for each attack with this weapon.		
Knuckle Guard	Melee	Melee	+1			-1	2	Each time the bearer fights, it may make one additional attack with this weapon.		
Shot Impactor	24"	Assault 4			7	-1	1	-		
WARGEAR OPTIONS	Tanabata Gal may replace his Shot Impactor and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>AUR Weapons</b> lists for each weapon replaced. Tanabata Gal may take up to two upgrades from the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>AUR Weapons</b> lists. Tanabata Gal may take an Option Armor from the <b>Portanova Option Armor</b> list.									
	The AUR RoyRoy Armored Type model may be changed to the EWAC Type or Tactical Type.									
ABILITIES	<b>Golden Comet Ace:</b> Tanabata Gal may make a normal move in the Charge Phase instead of Charging, but must end outside of the Engagement Range of any enemy unit. Tanabata Gal may reroll Armor Save rolls of 1.									
	<b>AUR RoyRoy</b> (p.1); <b>EXAMACS</b> (p. 1); <b>Core Explodes</b> (p. 1)									
PSYKER	<b>Conductor:</b> A model that is a Conductor counts as a Maestro, and is considered a psyker. This model only knows Combat Hypnosis from the Maestro Power Discipline. This model may attempt to cast a single psychic power in your psychic phase, and deny a single psychic power in each enemy psychic phase. Note - Maestros do not know Smite, and do not damage other models from Perils of the Warp.									
FACTION KEYWORDS	30 MM, UCE +32, AUR									
bEXM-15 PORTANOVA CONDUCTOR										
KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground, Character, Psyker, Tanabata Gal									
AUR ROYROY SQUAD										
KEYWORDS	Vehicle, Space, Ground									



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POWER

# bEXM-15 PORTANOVA MAESTRO

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
bEXM-15 Portanova Maestro	8"	2+	3+	6	7	8	4	9	3+	
AUR RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single bEXM-15 Portanova Maestro model and a single AUR RoyRoy model. The bEXM-15 Portanova Maestro model is equipped with a Heavy Punch, a Knuckle Guard, and a Shot Impactor. Each AUR RoyRoy is the Armored Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Shot Impactor	24"	Assault 4		7	-1	1	-			
	The bEXM-15 Portanova Maestro may replace its Shot Impactor and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>AUR Weapons</b> lists for each weapon replaced. The bEXM-15 Portanova Maestro may take up to two upgrades from the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>AUR Weapons</b> lists. The bEXM-15 Portanova Maestro may take an Option Armor from the <b>Portanova Option Armor</b> list.									
WARGEAR OPTIONS	The AUR RoyRoy Armored Type model may be changed to the EWAC Type or Tactical Type.									
ABILITIES	AUR RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
PSYKER	Maestro: A model that is a Maestro is considered a psyker. This model may attempt to cast a single psychic power from the Maestro Power Discipline in your psychic phase, and deny a single psychic power in each enemy psychic phase. Note - Maestros do not know Smite, and do not damage other models from Perils of the Warp.									
FACTION KEYWORDS	30 MM, UCE +32, AUR									
bEXM-15 PORTANOVA MAESTRO KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground, Character, Psyker									
AUR ROYROY SQUAD KEYWORDS	Vehicle, Space, Ground									



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POWER

## HENKEL REYES

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Henkel Reyes	8"	2+	3+	6	7	8	4	9	3+	
AUR RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
Henkel Reyes in a bEXM-15 Portanova is a unit with a single model and a single AUR RoyRoy model. Henkel Reyes is equipped with a Heavy Punch, a Knuckle Guard, and a Shot Impactor. Each AUR RoyRoy is the Armored Type. Your army may only include a single <b>Henkel Reyes</b> model.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Shot Impactor	24"	Assault 4		7	-1	1	-			
WARGEAR OPTIONS	Henkel Reyes may replace his Shot Impactor and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>AUR Weapons</b> lists for each weapon replaced. Henkel Reyes may take up to two upgrades from the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>AUR Weapons</b> lists. Henkel Reyes may take an Option Armor from the <b>Portanova Option Armor</b> list. The AUR RoyRoy Armored Type model may be changed to the EWAC Type or Tactical Type.									
ABILITIES	AUR RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
PSYKER	Master Maestro: A model that is a Master Maestro is considered a psyker. This model may attempt to cast up to two psychic powers from the Maestro Power Discipline in your psychic phase, and deny up to two psychic powers in each enemy psychic phase. Note - Maestros do not know Smite, and do not damage other models from Perils of the Warp.									
FACTION KEYWORDS	30 MM, UCE +32, AUR									
bEXM-15 PORTANOVA MAESTRO KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground, Character, Psyker, Henkel Reyes									
AUR ROYROY SQUAD KEYWORDS	Vehicle, Space, Ground									



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POWER

# eEXM-17 ALTO SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
eEXM-17 Alto	8"	4+	3+	6	6	8	2	7	3+	
UEA RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single eEXM-17 Alto model and a single UEA RoyRoy model. It can include up to 3 additional eEXM-17 Alto models ( <b>Power Rating +4 per model</b> ). It can include up to 3 additional UEA RoyRoy models, up to the number of additional eEXM-17 Alto models ( <b>Power Rating +1 per model</b> ). Each eEXM-17 Alto is equipped with a Heavy Punch, a Knuckle Guard, and a Submachine Gun. Each UEA RoyRoy is the EWAC Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Submachine Gun	30"	Rapid Fire 3		6	-1	1	When targeting units with 3 or more models, change this weapon's type to Rapid Fire 6.			
WARGEAR OPTIONS	Any eEXM-17 Alto model may replace its Shot Impactor or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>UEA Weapons</b> lists.									
	Any eEXM-17 Alto model may take an upgrade from one of the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>UEA Weapons</b> lists.									
	Any UEA RoyRoy EWAC Type model may be changed to the Armored Type or Tactical Type.									
ABILITIES	UEA RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, UEA									
eEXM-17 ALTO SQUAD										
KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground									
UEA ROYROY SQUAD										
KEYWORDS	Vehicle, Space, Ground									





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POWER

eEXM-17

## GROUND TYPE ALTO SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
eEXM-17 Alto Ground Type	6"	4+	3+	6	7	9	2	7	2+	
UEA RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single eEXM-17 Alto Ground Type model and a single UEA RoyRoy model. It can include up to 3 additional eEXM-17 Alto Ground Type models ( <b>Power Rating +7 per model</b> ). It can include up to 3 additional UEA RoyRoy models, up to the number of additional eEXM-17 Alto Ground Type models ( <b>Power Rating +1 per model</b> ). Each eEXM-17 Alto Ground Type model is equipped with a Bazooka Cannon, Crushing Treads, a Heavy Punch, and two Small Shields. Each UEA RoyRoy is the EWAC Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bazooka Cannon	36"	Heavy 2		8	-2	3	When targeting units with 3 or more models, change this weapon's type to Heavy 4.			
Crushing Treads	Melee	Melee		User	-1	D3	Make 2 hit rolls for each attack with this weapon.			
Hand Cannon	24"	Assault 4		7	-1	2	When targeting units with 3 or more models, change this weapon's type to Assault 8.			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	Any eEXM-17 Alto Ground Type model may replace its Bazooka Cannon with a Hand Cannon. Any UEA RoyRoy EWAC Type model may be changed to the Armored Type or Tactical Type.									
Two Small Shields: A model with two Small Shields gains a 5+ invulnerable save.										
ABILITIES	UEA RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, UEA									
eEXM-17 ALTO SQUAD KEYWORDS	Titanic, Vehicle, EXAMACS, Ground									
UEA ROYROY SQUAD KEYWORDS	Vehicle, Space, Ground									



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POWER

# eEXM-17 GROUND TYPE ALTO SUPPORT SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
eEXM-17 Alto Ground Type Support	6"	3+	3+	6	7	9	2	8	2+	
UEA RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single eEXM-17 Alto Ground Type Support model and a single UEA RoyRoy model. It can include up to 1 additional eEXM-17 Alto Ground Type Support models ( <b>Power Rating +7</b> ). It can include up to 3 additional UEA RoyRoy models, up to the number of additional eEXM-17 Alto Ground Type Support models ( <b>Power Rating +1 per model</b> ). Each eEXM-17 Alto Ground Type Support model is equipped with a Bazooka Cannon, Crushing Treads, a Heavy Punch, and Twin Small Shields. Each UEA RoyRoy is the EWAC Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bazooka Cannon	36"	Heavy 2		8	-2	3	When targeting units with 3 or more models, change this weapon's type to Heavy 4.			
Crushing Treads	Melee	Melee		User	-1	D3	Make 2 hit rolls for each attack with this weapon.			
Hand Cannon	24"	Assault 4		7	-1	2	When targeting units with 3 or more models, change this weapon's type to Assault 8.			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	Any eEXM-17 Alto Ground Type Support model may replace its Bazooka Cannon with a Hand Cannon.									
	Any eEXM-17 Alto Ground Type Support model may take an upgrade from one of the <b>Universal Weapons</b> or <b>Universal Equipment</b> lists, but may not take a Shield or Twin Small Shields.									
	Any UEA RoyRoy EWAC Type model may be changed to the Armored Type or Tactical Type.									
	<b>Twin Small Shields:</b> A model with Twin Small Shields gains a 5+ invulnerable save.									
ABILITIES	UEA RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, UEA									
eEXM-17 ALTO SQUAD KEYWORDS	Titanic, Vehicle, EXAMACS, Ground									
UEA ROYROY SQUAD KEYWORDS	Vehicle, Space, Ground									



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POWER

eEXM-17

## FLIGHT TYPE ALTO SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
eEXM-17 Alto Ground Type Support	20"	3+	3+	6	7	8	2	8	3+	
UEA RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single eEXM-17 Alto Flight Type model and a single UEA RoyRoy model. It can include up to 2 additional eEXM-17 Alto Flight Type models ( <b>Power Rating +6 per model</b> ). It can include up to 2 additional UEA RoyRoy models, up to the number of additional eEXM-17 Alto Flight Type models ( <b>Power Rating +1 per model</b> ). Each eEXM-17 Alto Flight Type model is equipped with two Autocannons and a Heavy Punch. Each UEA RoyRoy is the EWAC Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Autocannon	30"	Assault 6		7	-1	1	-			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
WARGEAR OPTIONS	Any eEXM-17 Alto Flight Type model may take an upgrade from one of the <b>Universal Weapons</b> or <b>Universal Equipment</b> lists, but may not take a Flight Pod or Multi Booster. Any UEA RoyRoy EWAC Type model may be changed to the Armored Type or Tactical Type.									
	<b>Flight Type:</b> When this unit is targeted by a Ranged Attack, the enemy must subtract 1 from every hit roll. Any model in this unit may reroll any charge roll. When making an Advance move, do not roll for the distance; increase this unit's movement score by 6" instead.									
ABILITIES	UEA RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, UEA									
eEXM-17 ALTO SQUAD KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground, Fly									
UEA ROYROY SQUAD KEYWORDS	Vehicle, Space, Ground									



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POWER

# eEXM-17 ALTO VETERAN SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
eEXM-17 Alto Veteran	8"	3+	3+	6	6	8	2	8	3+	
UEA RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single eEXM-17 Alto Veteran model and a single UEA RoyRoy model. It can include up to 2 additional eEXM-17 Alto Veteran models ( <b>Power Rating +4 per model</b> ). It can include up to 2 additional UEA RoyRoy models, up to the number of additional bEXM-15 Portanova models ( <b>Power Rating +1 per model</b> ). Each eEXM-17 Alto Veteran model is equipped with a Heavy Punch, a Knuckle Guard, and a Submachine Gun. Each UEA RoyRoy is the EWAC Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Submachine Gun	30"	Rapid Fire 3		6	-1	1	When targeting units with 3 or more models, change this weapon's type to Rapid Fire 6.			
WARGEAR OPTIONS	Any eEXM-17 Alto Veteran model may replace its Submachine Gun and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>UEA Weapons</b> lists for each weapon replaced.									
	Any eEXM-17 Alto Veteran model may take an upgrade from one of the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>UEA Weapons</b> lists.									
	Any eEXM-17 Alto Veteran model may take an Option Armor from the <b>Alto Option Armor</b> list.									
	Any UEA RoyRoy EWAC Type model may be changed to the Armored Type or Tactical Type.									
ABILITIES	UEA RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, UEA									
eEXM-17 ALTO VETERAN SQUAD										
KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground									
UEA ROYROY SQUAD										
KEYWORDS	Vehicle, Space, Ground									



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POWER

# eEXM-17 ALTO OFFICER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
eEXM-17 Alto Officer	8"	3+	2+	6	7	8	3	9	3+	
UEA RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single eEXM-17 Alto Officer model and a single UEA RoyRoy model. The eEXM-17 Alto Officer is equipped with a Heavy Punch, a Knuckle Guard, and a Submachine Gun. The UEA RoyRoy is the EWAC Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Submachine Gun	30"	Rapid Fire 3		6	-1	1	When targeting units with 3 or more models, change this weapon's type to Rapid Fire 6.			
WARGEAR OPTIONS	The eEXM-17 Alto Officer may replace its Submachine Gun and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>UEA Weapons</b> lists for each weapon replaced.									
	The eEXM-17 Alto Officer may take up to two upgrades from the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>UEA Weapons</b> lists.									
	The eEXM-17 Alto Officer may take an Option Armor from the <b>Alto Option Armor</b> list.									
	The UEA RoyRoy EWAC Type model may be changed to the Armored Type or Tactical Type.									
ABILITIES	UEA RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, UEA									
eEXM-17 ALTO OFFICER KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground, Character									
UEA ROYROY SQUAD KEYWORDS	Vehicle, Space, Ground									



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POWER

## SHINICHI TAKADA

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Shinichi Takada	8"	2+	2+	6	7	8	3	9	3+	
UEA RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
Shinichi Takada in an eEXM-17 Alto is a single model and a single UEA RoyRoy model. Shinichi Takada is equipped with a Heavy Punch, a Knuckle Guard, and a Submachine Gun. The UEA RoyRoy is the EWAC Type. Your army can only include a single <b>Shinichi Takada</b> unit.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Submachine Gun	30"	Rapid Fire 3		6	-1	1	When targeting units with 3 or more models, change this weapon's type to Rapid Fire 6.			
WARGEAR OPTIONS	Shinichi Takada may replace his Submachine Gun and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>UEA Weapons</b> lists for each weapon replaced. Shinichi Takada may take up to two upgrades from the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>UEA Weapons</b> lists.									
	Shinichi Takada may take an Option Armor from the <b>Alto Option Armor</b> list. The UEA RoyRoy EWAC Type model may be changed to the Armored Type or Tactical Type.									
ABILITIES	UEA RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, UEA									
eEXM-17 ALTO										
OFFICER KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground, Character, Shinichi Takada									
UEA ROYROY SQUAD KEYWORDS	Vehicle, Space, Ground									



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POWER

## LOHIA JOHANNSON

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Lohio Johansson	8"	3+	2+	6	7	8	3	9	3+	
UEA RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
Lohia Johansson in an eEXM-17 Alto is a single model and a single UEA RoyRoy model. Lohia Johansson is equipped with a Heavy Punch, a Knuckle Guard, and a Submachine Gun. The UEA RoyRoy is the EWAC Type. Your army can only include a single <b>Lohia Johansson</b> unit.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Submachine Gun	30"	Rapid Fire 3		6	-1	1	When targeting units with 3 or more models, change this weapon's type to Rapid Fire 6.			
	Lohia Johansson may replace her Submachine Gun and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>UEA Weapons</b> lists for each weapon replaced. Lohia Johansson may take up to two upgrades from the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>UEA Weapons</b> lists.									
<b>WARGEAR OPTIONS</b>	Lohia Johansson may take an Option Armor from the <b>Alto Option Armor</b> list. The UEA RoyRoy EWAC Type model may be changed to the Armored Type or Tactical Type.									
	<b>Dead-eye Ace:</b> When making a ranged attack, Lohia Johansson may reroll any hit.									
<b>ABILITIES</b>	<b>UEA RoyRoy</b> (p.1); <b>EXAMACS</b> (p. 1); <b>Core Explodes</b> (p. 1)									
<b>FACTION KEYWORDS</b>	30 MM, UCE +32, UEA									
<b>eEXM-17 ALTO</b>										
<b>OFFICER KEYWORDS</b>	Titanic, Vehicle, EXAMACS, Space, Ground, Character, Lohia Johansson									
<b>UEA ROYROY SQUAD KEYWORDS</b>	Vehicle, Space, Ground									



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POWER

# eEXM-17 ALTO CONCERTMASTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
eEXM-17 Alto Concertmaster	8"	3+	2+	6	7	8	3	9	3+	
UEA RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single eEXM-17 Alto Concertmaster model and a single UEA RoyRoy model. The eEXM-17 Alto Concertmaster is equipped with a Heavy Punch, a Knuckle Guard, and a Submachine Gun. The UEA RoyRoy is the EWAC Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Submachine Gun	30"	Rapid Fire 3		6	-1	1	When targeting units with 3 or more models, change this weapon's type to Rapid Fire 6.			
WARGEAR OPTIONS	The eEXM-17 Alto Concertmaster may replace its Submachine Gun and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>UEA Weapons</b> lists for each weapon replaced. The eEXM-17 Alto Concertmaster may take up to two upgrades from the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>UEA Weapons</b> lists. The eEXM-17 Alto Concertmaster may take an Option Armor from the <b>Alto Option Armor</b> list. The UEA RoyRoy EWAC Type model may be changed to the Armored Type or Tactical Type.									
	<b>Concertmaster:</b> This unit's order range is extended by 3". Similarly, this unit may control up to two <b>UEA RoyRoy Squads</b> up to 9" away instead of a single squad at up to 6".									
ABILITIES	UEA RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
FACTION KEYWORDS	30 MM, UCE +32, UEA									
eEXM-17 ALTO CONCERTMASTER										
KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground, Character									
UEA ROYROY SQUAD										
KEYWORDS	Vehicle, Space, Ground									





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POWER

# eEXM-17 ALTO CONDUCTOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
eEXM-17 Alto Conductor	8"	2+	2+	6	7	8	4	9	3+	
UEA RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single eEXM-17 Alto Conductor model and a single UEA RoyRoy model. The eEXM-17 Alto Conductor is equipped with a Heavy Punch, a Knuckle Guard, and a Submachine Gun. The UEA RoyRoy is the EWAC Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Submachine Gun	30"	Rapid Fire 3		6	-1	1	When targeting units with 3 or more models, change this weapon's type to Rapid Fire 6.			
	The eEXM-17 Alto Conductor may replace its Submachine Gun and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>UEA Weapons</b> lists for each weapon replaced. The eEXM-17 Alto Conductor may take up to two upgrades from the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>UEA Weapons</b> lists. The eEXM-17 Alto Conductor may take an Option Armor from the <b>Alto Option Armor</b> list. The UEA RoyRoy EWAC Type model may be changed to the Armored Type or Tactical Type.									
WARGEAR OPTIONS										
ABILITIES	UEA RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
PSYKER	<b>Conductor:</b> A model that is a Conductor counts as a Maestro, and is considered a psyker. This model only knows Combat Hypnosis from the Maestro Power Discipline. This model may attempt to cast a single psychic power in your psychic phase, and deny a single psychic power in each enemy psychic phase. Note - Maestros do not know Smite, and do not damage other models from Perils of the Warp.									
FACTION KEYWORDS	30 MM, UCE +32, UEA									
eEXM-17 ALTO CONDUCTOR KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground, Character, Psyker									
UEA ROYROY SQUAD KEYWORDS	Vehicle, Space, Ground									



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POWER

## JACK RACKHAM

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Jack Rackham	8"	2+	2+	6	7	8	4	9	3+	
UEA RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
Jack Rackham in an eEXM-17 Alto Conductor is a single model and a single UEA RoyRoy model. Jack Rackham is equipped with a Heavy Punch, a Knuckle Guard, and a Submachine Gun. The UEA RoyRoy is the EWAC Type. Your army can only include one <b>Jack Rackham</b> model.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Submachine Gun	30"	Rapid Fire 3		6	-1	1	When targeting units with 3 or more models, change this weapon's type to Rapid Fire 6.			
WARGEAR OPTIONS	Jack Rackham may replace his Submachine Gun and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>UEA Weapons</b> lists for each weapon replaced. Jack Rackham may take up to two upgrades from the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>UEA Weapons</b> lists.									
	Jack Rackham may take an Option Armor from the <b>Alto Option Armor</b> list. The UEA RoyRoy EWAC Type model may be changed to the Armored Type or Tactical Type.									
ABILITIES	<b>Swashbuckling Ace:</b> Jack Rackham may make a normal move in the Charge Phase instead of Charging, but must end outside of the Engagement Range of any enemy unit. Jack Rackham may reroll Armor Save rolls of 1.									
	<b>UEA RoyRoy</b> (p.1); <b>EXAMACS</b> (p. 1); <b>Core Explodes</b> (p. 1)									
PSYKER	<b>Conductor:</b> A model that is a Conductor counts as a Maestro, and is considered a psyker. This model only knows Combat Hypnosis from the Maestro Power Discipline. This model may attempt to cast a single psychic power in your psychic phase, and deny a single psychic power in each enemy psychic phase. Note - Maestros do not know Smite, and do not damage other models from Perils of the Warp.									
FACTION KEYWORDS	30 MM, UCE +32, UEA									
eEXM-17 ALTO CONDUCTOR										
KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground, Character, Psyker, Jack Rackham									
UEA ROYROY SQUAD										
KEYWORDS	Vehicle, Space, Ground									



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POWER

# eEXM-17 ALTO MAESTRO

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
eEXM-17 Alto Maestro	8"	3+	2+	6	7	8	3	9	3+	
UEA RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains a single eEXM-17 Alto Maestro model and a single UEA RoyRoy model. The eEXM-17 Alto Maestro is equipped with a Heavy Punch, a Knuckle Guard, and a Submachine Gun. The UEA RoyRoy is the EWAC Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Submachine Gun	30"	Rapid Fire 3		6	-1	1	When targeting units with 3 or more models, change this weapon's type to Rapid Fire 6.			
WARGEAR OPTIONS	The eEXM-17 Alto Maestro may replace its Submachine Gun and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>UEA Weapons</b> lists for each weapon replaced.									
	The eEXM-17 Alto Maestro may take up to two upgrades from the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>UEA Weapons</b> lists.									
WARGEAR OPTIONS	The eEXM-17 Alto Maestro may take an Option Armor from the <b>Alto Option Armor</b> list.									
	The UEA RoyRoy EWAC Type model may be changed to the Armored Type or Tactical Type.									
ABILITIES	UEA RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)									
PSYKER	<b>Maestro:</b> A model that is a Maestro is considered a psyker. This model may attempt to cast a single psychic power from the Maestro Power Discipline in your psychic phase, and deny a single psychic power in each enemy psychic phase. Note - Maestros do not know Smite, and do not damage other models from Perils of the Warp.									
FACTION KEYWORDS	30 MM, UCE +32, UEA									
eEXM-17 ALTO MAESTRO KEYWORDS	Titanic, Vehicle, EXAMACS, Space, Ground, Character, Psyker									
UEA ROYROY SQUAD KEYWORDS	Vehicle, Space, Ground									



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POWER

## SY LI

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Sy Li	8"	3+	2+	6	7	8	3	9	3+	
UEA RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
Sy Li in an eEXM-17 Alto is a unit that contains a single model and a single UEA RoyRoy model. Sy Li is equipped with a Heavy Punch, a Knuckle Guard, and a Submachine Gun. The UEA RoyRoy is the EWAC Type. Your army can only include one <b>Sy Li</b> model.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heavy Punch	Melee	Melee		User	0	1	Make 2 hit rolls for each attack with this weapon.			
Knuckle Guard	Melee	Melee		+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.			
Submachine Gun	30"	Rapid Fire 3		6	-1	1	When targeting units with 3 or more models, change this weapon's type to Rapid Fire 6.			
		Sy Li may replace her Submachine Gun and/or Knuckle Guard with a weapon from one of the <b>Universal Weapons</b> or the <b>UEA Weapons</b> lists for each weapon replaced. Sy Li may take up to two upgrades from the <b>Universal Weapons</b> , <b>Universal Equipment</b> , or <b>UEA Weapons</b> lists. Sy Li may take an Option Armor from the <b>Alto Option Armor</b> list.								
WARGEAR OPTIONS		The UEA RoyRoy EWAC Type model may be changed to the Armored Type or Tactical Type.								
ABILITIES		UEA RoyRoy (p.1); EXAMACS (p. 1); Core Explodes (p. 1)								
PSYKER		Master Maestro: A model that is a Master Maestro is considered a psyker. This model may attempt to cast up to two psychic powers from the Maestro Power Discipline in your psychic phase, and deny up to two psychic powers in each enemy psychic phase. Note - Maestros do not know Smite, and do not damage other models from Perils of the Warp.								
FACTION KEYWORDS		30 MM, UCE +32, UEA								
SHINICHI TAKADA KEYWORDS		Titanic, Vehicle, EXAMACS, Space, Ground, Character, Psyker, Sy Li								
UEA ROYROY SQUAD KEYWORDS		Vehicle, Space, Ground								



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POWER

## ROYROY SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
<FACTION> RoyRoy	8"	6+	4+	3	4	1	1	6	4+	
This unit contains 3 <FACTION> RoyRoy models. It may contain up to 3 additional <FACTION> RoyRoy models (+3 Power). Each <FACTION> RoyRoy is the Tactical Type.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Twin Small Vulcan	18"	Rapid Fire 4		4	0	1	When targeting units with models that <b>Fly</b> , add +1 to each hit roll.			
WARGEAR OPTIONS	Any <FACTION> RoyRoy Tactical Type model may be changed to the Armored Type or EWAC Type.									
	Any <FACTION> RoyRoy Tactical Type model may replace its Twin Small Vulcan with a weapon from the <b>Universal Weapons</b> list with a Power Rating of 1 or less ( <b>Power Rating +1 per model</b> ).									
ABILITIES	<b>Saviour Protocols:</b> If a <b>RoyRoy</b> unit is within 3" of an allied <b>&lt;FACTION&gt;</b> unit when an enemy successfully wounds that unit, you can choose to allocate that wound to the <b>RoyRoy</b> unit instead of the target unit. If you do, that <b>RoyRoy</b> unit suffers a mortal wound instead of the normal damage.									
	<b>Armored Type:</b> A UEA RoyRoy Armored Type has a 5+ Invulnerable Save. Each time a <FACTION> RoyRoy Armored Type model suffers a wound or mortal wound, roll a D6; on a 5 or 6, the model does not lose a wound. A <FACTION> RoyRoy Armored Type model may make an emergency disembarkation from an EXAMACS unit at any time to engage Saviour Protocols, but is then destroyed at the end of that Phase.									
	<b>EWAC Type:</b> Your opponent must subtract 1 from all hit rolls for ranged weapons that target any <FACTION> <b>Vehicle</b> Unit within 6" of any Disembarked <FACTION> RoyRoy EWAC Type models.									
	<b>Tactical Type:</b> A <FACTION> RoyRoy Tactical Type model is equipped with a Twin Small Vulcan.									
	<b>Drones:</b> A <FACTION> RoyRoy Squad can only operate if a friendly <b>&lt;FACTION&gt; EXAMACS</b> unit is within 6". A single <FACTION> EXAMACS unit cannot operate multiple <FACTION> RoyRoy Squads in this way in a single turn. If, at the end of any phase, there are no <FACTION> EXAMACS units within 6" of a <FACTION> RoyRoy Squad, it immediately shuts down, is removed from play, and counts as destroyed.									
	<b>Docking Clamps:</b> <FACTION> RoyRoy models may Embark on allied <b>&lt;FACTION&gt; EXAMACS</b> models if the allied unit has at least as many models as the RoyRoy unit with no already Embarked EXAMACS, one RoyRoy per EXAMACS. If taken as a subunit as part of an EXAMACS squad, then each RoyRoy model starts the battle Embarked on an EXAMACS model, and must end each phase within 6" of the EXAMACS squad it started the battle Embarked upon.									
FACTION KEYWORDS	30 MM, <YEAR>, <FACTION>									
<FACTION> ROYROY KEYWORDS	Vehicle, Space, Ground									

2

POWER

## CLOSE COMBAT ARMOR

Close Combat Armor is an Option Armor that may be taken by either AUR or UEA models with the appropriate wargear option. It comes with a Shield. The model that equips this option armor may not take Twin Small Shields or a Shield from the Universal Equipment list.

**Close Combat Armor:** A model equipped with Close Combat Armor increases the S, A, and T values on their data sheet by +1.

## ABILITIES

**Shield:** A model equipped with a Shield has a 5+ invulnerable save.

**FACTION KEYWORDS** 30 MM, <FACTION>, <YEAR>

2

POWER

## COMMAND ARMOR

Command Armor is an Option Armor that may be taken by either AUR or UEA CHARACTER models with the appropriate wargear option. It comes with a Shield. The model that equips this option armor may not take Twin Small Shields or a Shield from the Universal Equipment list.

**Command Armor:** A model equipped with Command Armor increases the LD and T values on their data sheet by +1. When issuing orders, this model may issue an additional order.

## ABILITIES

**Shield:** A model equipped with a Shield has a 5+ invulnerable save.

**FACTION KEYWORDS** 30 MM, <FACTION>, <YEAR>

2

POWER

## SNIPER ARMOR

Sniper Armor is an Option Armor that may be taken by any UEA model with the appropriate wargear option. It comes with a Shield. The model that equips this option armor may not take Twin Small Shields or a Shield from the Universal Equipment list.

**Sniper Armor:** A model equipped with Sniper Armor increases the range of ranged weapons it is equipped with by 6". Each time this model makes a ranged attack, re-roll a hit roll of 1. If this model did not move in the movement phase this turn, each time this model makes a ranged attack, you can re-roll the hit roll. Each time this model selects a target, you can ignore the Look out, Sir rule.

## ABILITIES

**Shield:** A model equipped with a Shield has a 5+ invulnerable save.

**FACTION KEYWORDS** 30 MM, UEA, <YEAR>

# 2

POWER

## FLIGHT TYPE ARMOR

Flight Type Armor is an Option Armor that may be taken by any UEA CHARACTER model with the appropriate wargear option. This Option Armor replaces the model's Submachine Gun and Knuckle Guard with two Autocannons. A model that equips this option armor may not take a Flight Pod or Multi Booster from the Universal Equipment List.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	30"	Assault 6	7	-1	1	-
ABILITIES	<b>Flight Type Armor:</b> A model equipped with Flight Type Armor increases the M value on their data sheet by +12". When a model equipped with Flight Type Armor is targeted by a Ranged Attack, the enemy must subtract 1 from every hit roll. This model may reroll any charge roll. When making an Advance move, do not roll for the distance; increase this model's movement score by 6" instead.					
FACTION KEYWORDS	30 MM, UEA, <YEAR>					
KEYWORDS	Fly					

# 3

POWER

## GROUND TYPE ARMOR

Ground Type Armor is an Option Armor that may be taken by any UEA CHARACTER model with the appropriate wargear option. This Option Armor replaces the model's Submachine Gun with a Bazooka Cannon and the Knuckle Guard with Crushing Treads. This Option Armor comes with Twin Small shields. A model that equips this option armor may not take a Shield or Twin Small Shields from the Universal Equipment List.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bazooka Cannon	36"	Heavy 2	8	-2	3	When targeting units with 3 or more models, change this weapon's type to Heavy 4.
Crushing Treads	Melee	Melee	User	-1	D3	Make 2 hit rolls for each attack with this weapon.
Hand Cannon	24"	Assault 4	7	-1	2	When targeting units with 3 or more models, change this weapon's type to Assault 8.
WARGEAR OPTIONS	This model may replace the Bazooka Cannon with a Hand Cannon.					
ABILITIES	<b>Flight Type Armor:</b> A model equipped with Ground Type Armor increases the T and W values on their data sheet by +1, improves the Sv value on their data sheet to 2+, and decreases the M value on their data sheet by -2". This model loses any <b>Space</b> keyword.  <b>Twin Small Shields:</b> A model equipped with Twin Small Shields has a 5+ invulnerable save.					
FACTION KEYWORDS	30 MM, UEA, <YEAR>					
KEYWORDS	Ground					

2

POWER

## SPECIAL SQUAD ARMOR

Special Squad Armor is an Option Armor that may be taken by any AUR model with the appropriate wargear option. It comes with a Shield. The model that equips this option armor may not take Twin Small Shields or a Shield from the Universal Equipment list.

**Special Squad Armor:** A model equipped with Special Squad Armor increases the A value on their data sheet by +1. This model may reroll any charge roll. During deployment, you can set up this unit in ambush instead of placing it on the battlefield. At the end of any of your Movement phases after the first Battle Round, this unit can ambush – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

## ABILITIES

**Shield:** A model equipped with a Shield has a 5+ invulnerable save.

## FACTION KEYWORDS

30 MM, AUR, <YEAR>

2

POWER

## SPACE TYPE ARMOR

Space Type Armor is an Option Armor that may be taken by any AUR CHARACTER model with the appropriate wargear option. This Option Armor replaces the model's Shot Impacter with a Heavy Arm Cannon and the Knuckle Guard with a Mine Claw. It comes with a Twin Small Shields. The model that equips this option armor may not take a Flight Pod, Twin Small Shields, or a Shield from the Universal Equipment list.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy Arm Cannon	36"	Heavy 2	8	-3	D6	-
Mine Claw	Melee	Melee	x2	-3	2	When attacking with this weapon, subtract 1 from the hit roll.
<p><b>Space Type Armor:</b> A model equipped with Space Type Armor increases the T value on their data sheet by +1 and the M value on their data sheet by +6". This model loses any <b>Ground</b> keywords. When this model is targeted by a ranged attack, the enemy must subtract 1 from every hit roll.</p>						
ABILITIES		<p><b>Twin Small Shields:</b> A model equipped with Twin Small Shields has a 5+ invulnerable save.</p>				
FACTION KEYWORDS		30 MM, AUR, <YEAR>				
KEYWORDS		Space, Fly				



# 2

POWER

## UNDERWATER TYPE ARMOR

Underwater Type Armor is an Option Armor that may be taken by any AUR CHARACTER model with the appropriate wargear option. This Option Armor replaces the model's Knuckle Guard with an Anchor Claw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anchor Claw	Melee	Melee	x2	-3	2	When attacking with this weapon, subtract 1 from the hit roll.
<p><b>Underwater Type Armor:</b> A model equipped with Underwater Type Armor increases the T and W values on their data sheet by +1, and decreases the M value on their data sheet by -2". This model loses any <b>Space</b> keywords.</p> <p><b>Anchor Claw:</b> All the models in this unit may fire their Anchor Claws during the charge phase to add up to 6" to a charge roll. If a model uses this ability, it subtracts 1 from its Attack characteristic until the next Charge phase.</p>						
ABILITIES						
FACTION KEYWORDS	30 MM, AUR, <YEAR>					
KEYWORDS	Ground, Aquatic					

# 30 MM POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points values of all your models, as well as the wargear they are equipped with, to determine your army's total points value.

HQ		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Alto Officer	1	90
Alto Concertmaster	1	100
Alto Conductor	1	110
Alto Maestro	1	110
Portanova Officer	1	100
Portanova Concertmaster	1	110
Portanova Conductor	1	120
Portanova Maestro	1	120

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Alto Veteran	1-3	80
Portanova Veteran	1-3	90

HEAVY SUPPORT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Alto Ground Type Support	1-2	100
Portanova Underwater Type Support	1-2	110

TROOPS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Alto Squad	1-4	75
Ground Type Alto Squad	1-3	95
Portanova Squad	1-4	85
Underwater Type Portanova Squad	1-3	105

ROYROY SUBUNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
AUR RoyRoy	1	15
UEA RoyRoy	1	15

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES NOT INCLUDE WARGEAR)
Flight Type Alto Squad	1-3	85
UEA RoyRoy Squad	3-6	15
Space Type Portanova Squad	1-3	95
AUR RoyRoy Squad	3-6	15

OPTION ARMOR		
UNIT	MODELS PER UNIT	POINTS PER MODEL (DOES INCLUDE WARGEAR)
Close Combat	1	35
Command	1	35
Sniper	1	35
Flight Type	1	45
Ground Type	1	45
Special Squad	1	35
Space Type	1	45
Underwater Type	1	45

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	COST PER MODEL (DOES NOT INCLUDE WARGEAR)
Jack Rackham	1	140
Sy Li	1	140
Lohia Johansson	1	100
Shinichi Takada	1	90
Tanabata Gal	1	150
Henkel Rayes	1	150
Solari Mittal	1	120
Adelson Zorn	1	100

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Autocannon	20
Bazooka Cannon	20
Gatling Impactor	20
Hand Cannon	20
Heavy Arm Cannon	20
Machine Gun	15
Missile Pod	20
Rail Cannon	15
Rail Impactor	30
Rocket Pod	15
Shot Impactor	0
Small Vulcan	5
Sniper Rifle	30
Submachine Gun	0
Twin Missile Pod	40
Twin Rail Cannon	30
Twin Rocket Pod	30
Twin Small Vulcan	10

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Anchor Claw	15
Ax	20
Crushing Treads	10
Heavy Punch	0
Knife	5
Knuckle Guard	0
Lance	20
Mine Claw	10
Sword	20

OTHER WARGEAR	
WARGEAR	POINTS PER ITEM
Extra Armor	10
Flight Pod	15
Multi Booster	15
Reactive Armor	10
Scope	5
Searchlight	5
Shield	20
Stabilizing Handle	5
Twin Small Shield	20

# UCE +32 WARGEAR

RANGED WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	30"	Assault 6	7	-1	1	-
Bazooka Cannon	36"	Heavy 2	8	-2	3	When targeting units with 3 or more models, change this weapon's type to Heavy 4.
Gatling Impactor	30"	Heavy D6	7	-1	1	When targeting units with 3 or more models, change this weapon's type to Heavy 2D6.
Hand Cannon	24"	Assault 4	7	-1	2	When targeting units with 3 or more models, change this weapon's type to Assault 8.
Heavy Arm Cannon	36"	Heavy 2	8	-3	D6	-
Machine Gun	36"	Rapid Fire 3	7	-1	1	When targeting units with 3 or more models, change this weapon's type to Rapid Fire 6.
Missile Pod	48"	Heavy 3	8	-1	3	At the end of each shooting phase, roll a D6 if this weapon was fired. On a 4+, it has run out of missiles and may not be used for the rest of the game.
Rail Cannon	36"	Heavy 2	8	-2	2	-
Rail Impactor	When firing this weapon, choose one of the modes below.					
--- Impactor	36"	Heavy 2	8	-2	2	-
--- Vaporizing Plasma	30"	Heavy 2	9	-3	D6	Each unmodified hit roll of 1 deals a Mortal Wound to the firing model. If one or more unmodified Wound rolls are a 6, then inflict 1 Mortal Wound in addition to the normal damage.
Rocket Pod	48"	Assault D6	6	-1	D3	Blast
Shot Impactor	24"	Assault 4	7	-1	1	-
Small Vulcan	18"	Rapid Fire 2	4	0	1	When targeting units with models that <b>Fly</b> , add +1 to each hit roll.
Sniper Rifle	42"	Heavy 2	8	-3	D6	If one or more unmodified Wound rolls is a 6, then inflict 1 Mortal Wound in addition to the normal damage.
Submachine Gun	30"	Rapid Fire 3	6	-1	1	When targeting units with 3 or more models, change this weapon's type to Rapid Fire 6.
Twin Missile Pod	48"	Heavy 6	8	-1	3	At the end of each shooting phase, roll a D6 if this weapon was fired. On a 4+, it has run out of missiles and may not be used for the rest of the game.
Twin Rail Cannon	36"	Heavy 4	8	-2	2	-
Twin Rocket Pod	48"	Assault 2D6	6	-1	D3	Blast
Twin Small Vulcan	18"	Rapid Fire 4	4	0	1	When targeting units with models that <b>Fly</b> , add +1 to each hit roll.

## MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anchor Claw	Melee	Melee	x2	-3	2	When attacking with this weapon, subtract 1 from the hit roll.
Ax	Melee	Melee	+3	-2	3	-
Crushing Treads	Melee	Melee	User	-1	D3	Make 2 hit rolls for each attack with this weapon.
Heavy Punch	Melee	Melee	User	0	1	Make 2 hit rolls for each attack with this weapon.
Knife	Melee	Melee	+1	-2	2	Each time the bearer fights, it may make one additional attack with this weapon.
Knuckle Guard	Melee	Melee	+1	-1	2	Each time the bearer fights, it may make one additional attack with this weapon.
Lance	Melee	Melee	+1	-3	D6	On a turn in which this unit successfully charged, change this weapon's strength to Sx2
Mine Claw	Melee	Melee	x2	-3	2	When attacking with this weapon, subtract 1 from the hit roll.
Sword	Melee	Melee	+2	-3	3	-

## OTHER WARGEAR

Anchor Claw	All the models in this unit may fire their Anchor Claws during the charge phase to add up to 6" to a charge roll. If a model uses this ability, it subtracts 1 from its Attack characteristic until the next Charge phase.
Extra Armor	A model with Extra Armor improves their printed Toughness by 1 (e.g. T6 becomes T7).
Flight Pod	A model with a Flight Pod gains <b>Fly</b> and increases their current Move score by 6".
Multi Booster	A model with a Multi Booster increases their current Move score by 6", may reroll any charge roll, and does not roll dice when advancing - instead move the full 6".
Reactive Armor	When a model with Reactive Armor suffers a wound or mortal wound, roll a D6; on a 5 or 6, the model does not lose a wound.
Scope	Reroll 1's to hit with this weapon. This may be added to any weapon option without taking an option slot.
Searchlight	A unit with a model with a Searchlight negates 1 point of negative hit penalty for ranged shooting attacks.
Shield	A model with a Shield has a 5+ invulnerable save.
Stabilizing Handle	Reroll 1's to wound with this weapon. This may be added to any weapon option without taking an option slot.
Twin Small Shield	A model with Twin Small Shields has a 5+ invulnerable save.