



AOUAN PRIME



FLEET TACTICS BONUS = +2

MARs SUMMARY

Beam Weapon

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

Difficult Target

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





FLEET TACTICS BONUS = +1



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 -I on Damage Table roll.

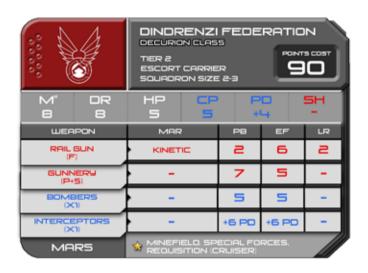
Requisition

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.







DINDRENZI FEDERATION



FLEET TACTICS BONUS = +3

MARs SUMMARY

Difficult Target

Attacker suffers - I 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.





FI FFT TACTICS BONUS = +2



MARS SUMMARY

Beam Weapon

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

Cyclic ShieldingThis 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 -I 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







FI FFT TACTICS BONUS = +1

MAR_s SUMMARY

Difficult Target

Attacker suffers -I on Damage Table roll.

Experienced EngineersOn 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.

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

Pack Hunter

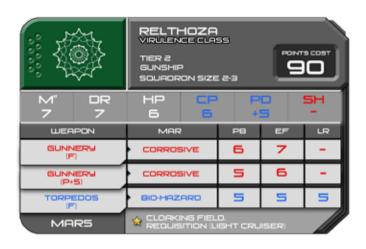
If ALL Firing Solutions from a Squadron target the same model the Attacker gains +1 on their Damage Table roll. The target must of a higher Tier Class.

Requisition

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

Scatter

The Attacker ignores the effect of the Difficult Target MAR.









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 -I 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).