**AQUAN PRIME**

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

**Difficulty 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.

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**FLEET TACTICS BONUS = +2**

**MARs SUMMARY**

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

**Difficulty 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.
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.
**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.

**FLEET TACTICS BONUS = +3**
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).
### 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.

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**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.
**RELTHOZA VIRULENCE CLASS**

**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).