



## Core: Masters Bioroid Fast Attack Squadron

Base Point Cost = 45 Base Command Points = 8

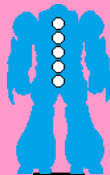


Green Bioroid x1  
Blue Bioroid X5

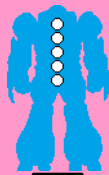
HTH: All



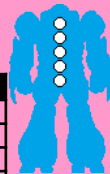
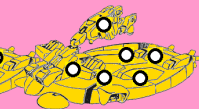
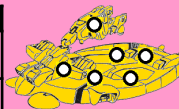
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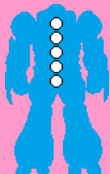
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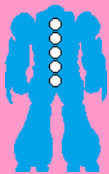
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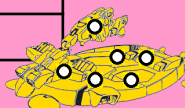
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Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Green Bioroid	5	3	3	6	2	Jump, Quick, Enhanced Systems, Brawler	
Blue Bioroid	6	2	2	6	0	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	+0	+0	+0	+0	+ Hover, Flight	+30

Type	RN	MD	Spec	Upgrade
Green / Blue				
Drum Gun Pod	9	3	Accurate Rapid Fire	
Disc Gun Pod	12	4	Accurate Rapid Fire Inescapable	+5
Hover Sled Cannons	12	3	Rapid Fire	
Masters Heavy Bazooka (One Unit)	18	10	Blast	+5
Head Mounted Plasma Cannons (Green Only)	3	4	Anti-Missile	



## Core: Masters Bioroid Fast Attack Squadron Upgrade

Base Point Cost = 55 Base Command Points = 10



Green Bioroid x2  
Blue Bioroid  
Upgrade X4

HTH: All



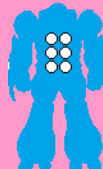
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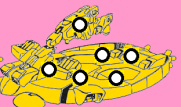
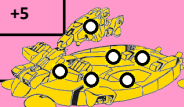
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Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Green Bioroid	5	3	3	6	2	Jump, Quick, Enhanced Systems, Brawler	
Upgraded Blue Bioroid	7	3	2	6	0	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	+0	+0	+0	+0	+ Hover, Flight	+30

Type	RN	MD	Spec			Upgrade
Green / Blue						
Drum Gun Pod	9	3	Accurate	Rapid Fire		
Disc Gun Pod	12	4	Accurate	Rapid Fire	Inescapable	+5
Hover Sled Cannons	12	3	Rapid Fire			
Masters Heavy Bazooka (One Unit)	18	10	Blast			+5
Head Mounted Plasma Cannons (Green Only)	3	4	Anti-Missile			



## Core: Masters Bioroid Defense Squadron



Green Bioroid x2  
Blue Bioroid X4

HTH: All

Base Point Cost = 50 Base Command Points = 10



G1



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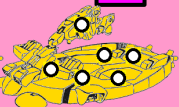
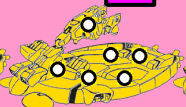
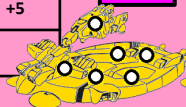
G2



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Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Green Bioroid	5	3	3	6	2	Jump, Quick, Enhanced Systems, Brawler	
Blue Bioroid	6	2	2	6	0	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	+0	+0	+0	+0	+ Hover, Flight	+30

Type	RN	MD	Spec	Upgrade
Green / Blue				
Drum Gun Pod	9	3	Accurate Rapid Fire	
Disc Gun Pod	12	4	Accurate Rapid Fire Inescapable	+5
Hover Sled Cannons	12	3	Rapid Fire	
Masters Heavy Bazooka (One Unit)	18	10	Blast	+5
Head Mounted Plasma Cannons (Green Only)	3	4	Anti-Missile	



## Core: Masters Bioroid Defense Squadron Upgrade



Green Bioroid x2  
Blue Bioroid  
Upgrade X4

HTH: All

Base Point Cost = 60 Base Command Points = 10



G1



1



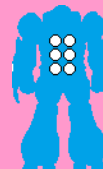
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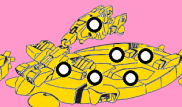
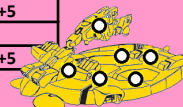
G2



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4



Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Green Bioroid	5	3	3	6	2	Jump, Quick, Enhanced Systems, Brawler	
Upgraded Blue Bioroid	7	3	2	6	0	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	0	0	0	N/A	+ Hover, Flight	+30

Type	RN	MD	Spec	Upgrade
Green/Blue				
Drum Gun Pod	12	3	Accurate	
Disc Gun Pod	18	4	Accurate	Rapid Fire +5
Hover Sled Cannons	24	3	Rapid Fire	
Masters Heavy Bazooka	18	10	Blast	+5
Head Mounted Plasma Cannons (Green Only)	6	3	Anti-Missile	



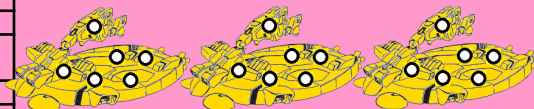
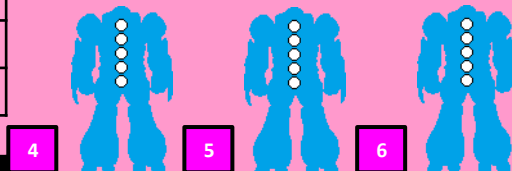
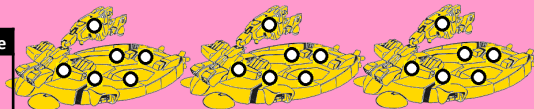
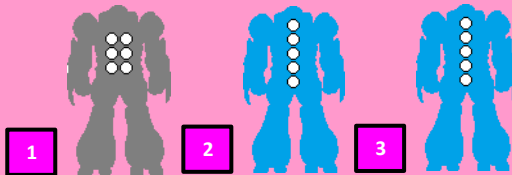
## Core: Masters Bioroid Recon Squadron



Scout x1  
Blue Bioroid X5

HTH: All

Base Point Cost = 50 Base Command Points = 8



Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Scout Bioroid	6	3	2	6	2	Jump, Quick, Enhanced Systems, Brawler, Recon Suite, Electronic Attack Suite	
Blue Bioroid	6	2	2	6	0	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	0	0	0	N/A	+ Hover, Flight	+30

Type	RN	MD	Spec	Upgrade
Scout/Blue				
Drum Gun Pod	12	3	Accurate	
Disc Gun Pod	18	4	Accurate	Rapid Fire +5
Hover Sled Cannons	24	3	Rapid Fire	
Masters Heavy Bazooka	18	10	Blast	+5



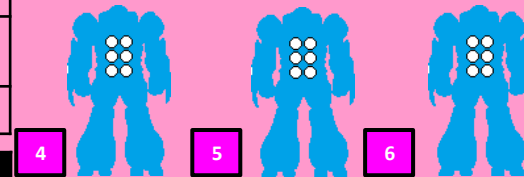
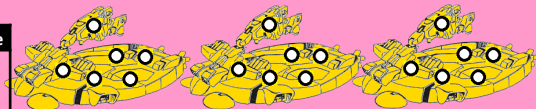
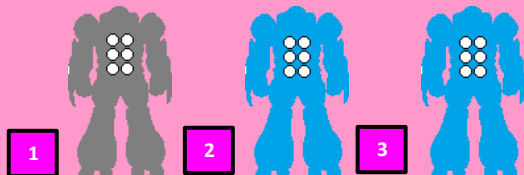
## Core: Masters Bioroid Recon Squadron Upgrade



Scout x2  
Blue Bioroid  
Upgrade X4

HTH: All

Base Point Cost = 60 Base Command Points = 8



Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Scout Bioroid	6	3	2	6	2	Jump, Quick, Enhanced Systems, Brawler, Recon Suite, Electronic Attack Suite	
Upgraded Blue Bioroid	7	3	2	6	0	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	0	0	0	N/A	+ Hover, Flight	+30

Type	RN	MD	Spec	Upgrade
Scout/Blue				
Drum Gun Pod	12	3	Accurate	
Disc Gun Pod	18	4	Accurate	Rapid Fire +5
Hover Sled Cannons	24	3	Rapid Fire	
Masters Heavy Bazooka	18	10	Blast	+5

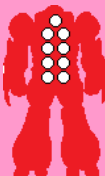


## Core: Masters Bioroid Advanced Squadron

Base Point Cost = 195 Base Command Points = 18

Bioroid Invid  
Fighter x6

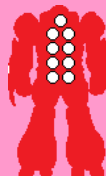
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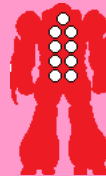
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Unit		MV	PIL	GN	DF	LDR	Specials	Upgrade
Invid Fighter	Unison	7	5	4	7	2	Jump, Quick, Enhanced Systems, Brawler, Armor	
	Separated	7	4	3	7			
	Casualty	7	3	3	7			
Bioroid Sleds		12	+0	+0	+0	+0	Hover, Flight	+30

Type	RN	MD	Spec		
Invid Fighter					
Advanced Disc Gun Pod	15	5	Accurate	Rapid Fire	Inescapable
Hover Sled Cannons	12	3	Rapid Fire		



## Support: Masters Bioroid Fast Attack Squad

Base Point Cost = 15 Base Command Points = 3



Blue Bioroid X3

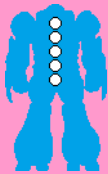
HTH: All



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3



Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Blue Bioroid	6	2	2	6	0	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	0	0	0	N/A	+ Hover, Flight	+15

Type	RN	MD	Spec	Upgrade
Blue				
Drum Gun Pod	12	3	Accurate	
Disc Gun Pod	18	4	Accurate	Rapid Fire
Hover Sled Cannons	24	3	Rapid Fire	+3





## Support: Masters Bioroid Fast Attack Squad Upgrade

Base Point Cost = 25 Base Command Points = 3



Blue Bioroid  
Upgrade X3

HTH: All



1

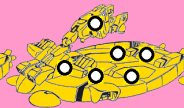


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3

Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Upgraded Blue Bioroid	7	3	2	6	0	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	0	0	0	N/A	+ Hover, Flight	+15



Type	RN	MD	Spec	Upgrade
Blue				
Drum Gun Pod	12	3	Accurate	
Disc Gun Pod	18	4	Accurate	Rapid Fire +3
Hover Sled Cannons	24	3	Rapid Fire	



## Support: Masters Bioroid Defense Squad

Base Point Cost = 25 Base Command Points = 5



Green Bioroid x1  
Blue Bioroid X2

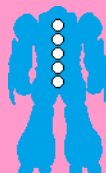
HTH: All



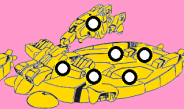
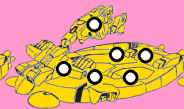
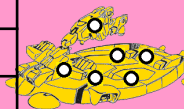
G1



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Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Green Bioroid	5	3	3	6	2	Jump, Quick, Enhanced Systems, Brawler	
Blue Bioroid	6	2	2	6	0	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	+0	+0	+0	+0	+ Hover, Flight	+30

Type	RN	MD	Spec	Upgrade
Green / Blue				
Drum Gun Pod	9	3	Accurate	Rapid Fire
Disc Gun Pod	12	4	Accurate	Rapid Fire
Hover Sled Cannons	12	3	Rapid Fire	
Head Mounted Plasma Cannons (Green Only)	3	4	Anti-Missile	



## Support: Masters Bioroid Defense Squad Upgrade

Base Point Cost = 30 Base Command Points = 5

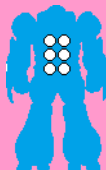


Green Bioroid x1  
Blue Bioroid Upgrade X2

HTH: All



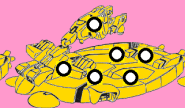
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Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Green Bioroid	5	3	3	6	2	Jump, Quick, Enhanced Systems, Brawler	
Upgraded Blue Bioroid	7	3	2	6	0	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	+0	+0	+0	+0	+ Hover, Flight	+30

Type	RN	MD	Spec	Upgrade		
Green / Blue						
Drum Gun Pod	9	3	Accurate	Rapid Fire		
Disc Gun Pod	12	4	Accurate	Rapid Fire	Inescapable	+3
Hover Sled Cannons	12	3	Rapid Fire			
Head Mounted Plasma Cannons (Green Only)	3	4	Anti-Missile			



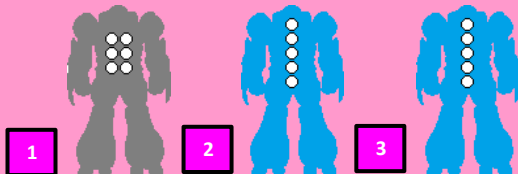
## Support: Masters Bioroid Recon Squad

Base Point Cost = 30 Base Command Points = 5

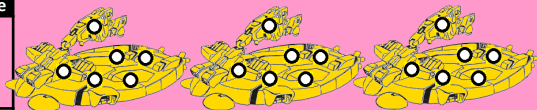


Scout  
Blue Bioroid X2

HTH: All



Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Scout Bioroid	6	3	2	6	2	Jump, Quick, Enhanced Systems, Brawler, Recon Suite, Electronic Attack Suite	
Blue Bioroid	6	2	2	6	0	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	0	0	0	N/A	+ Hover, Flight	+15



Type	RN	MD	Spec	Upgrade
Scout/Blue				
Drum Gun Pod	12	3	Accurate	
Disc Gun Pod	18	4	Accurate	Rapid Fire +3
Hover Sled Cannons	24	3	Rapid Fire	



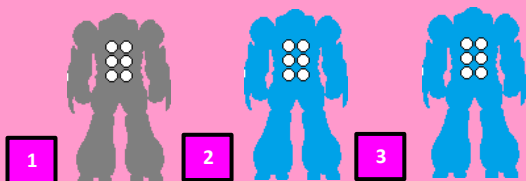
## Support: Masters Bioroid Recon Squad Upgrade

Base Point Cost = 35 Base Command Points = 5

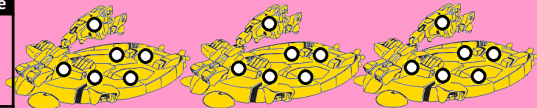


Scout  
Blue Bioroid  
Upgrade X2

HTH: All



Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Scout Bioroid	6	3	2	6	2	Jump, Quick, Enhanced Systems, Brawler, Recon Suite, Electronic Attack Suite	
Upgraded Blue Bioroid	7	3	2	6	0	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	0	0	0	N/A	+ Hover, Flight	+15



Type	RN	MD	Spec	Upgrade
Scout/Blue				
Drum Gun Pod	12	3	Accurate	
Disc Gun Pod	18	4	Accurate	Rapid Fire +3
Hover Sled Cannons	24	3	Rapid Fire	



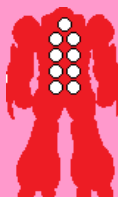
## Support: Masters Bioroid Advanced Squad

Base Point Cost = 100 Base Command Points = 9

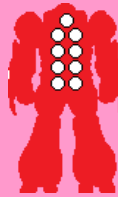


Bioroid Invid  
Fighter x3

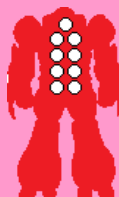
HTH: All



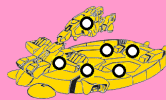
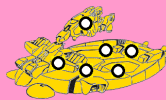
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3



Type	RN	MD	Spec		
Invid Fighter					
Advanced Disc Gun Pod	15	5	Accurate	Rapid Fire	Inescapable
Hover Sled Cannons	12	3	Rapid Fire		

Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Invid Fighter	Unison	7	5	4	7	2	Jump, Quick, Enhanced Systems, Brawler, Armor
	Separated	7	4	3	7		
	Casualty	7	3	3	7		
Bioroid Sleds		12	+0	+0	+0	+0	Hover, Flight +15



**Special: Masters Commander Bioroid**

**Base Point Cost = 20 Base Command Points = 5**

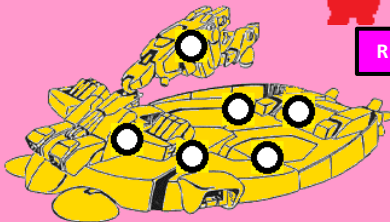


**Red  
Commander  
Bioroid x1**

**HTH: All**



**R**



Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Red Bioroid	6	4	3	7	4	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	+0	+0	+0	+0	+ Hover, Flight	+5

Type	RN	MD	Spec	Upgrade		
Red						
Disc Gun Pod	12	4	Accurate	Rapid Fire	Inescapable	+1
Advanced Disc Pod	15	5	Accurate	Rapid Fire	Inescapable	
Hover Sled Cannons	12	3	Rapid Fire			
Head Mounted Plasma Cannons (Green Only)	3	4	Anti-Missile			



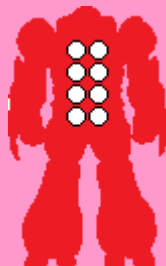
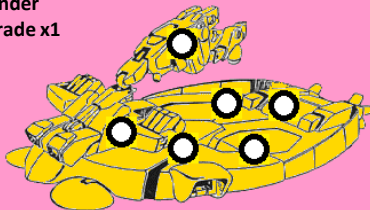
## Special: Masters Bioroid Commander Upgrade

Base Point Cost = 25 Base Command Points = 5



Red Commander  
Bioroid Upgrade x1

HTH: All



R1

Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Red Bioroid Upgrade	7	4	4	7	4	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	+0	+0	+0	+0	+ Hover, Flight	+5

Type	RN	MD	Spec	Upgrade		
Red Upgrade						
Disc Gun Pod	12	4	Accurate	Rapid Fire	Inescapable	+1
Advanced Disc Pod	15	5	Accurate	Rapid Fire	Inescapable	
Hover Sled Cannons	12	3	Rapid Fire			
Head Mounted Plasma Cannons (Green Only)	3	4	Anti-Missile			





Special: Roil-Tiluvo Transport

Base Point Cost = 85    Base Command Points = 5

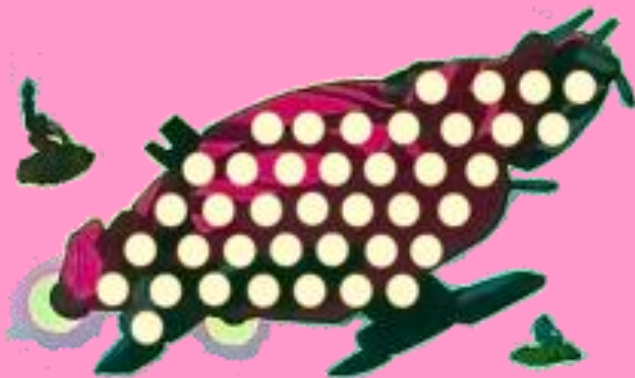


Roil-Tiluvo

Unit	MV	PIL	GN	DF	LDR
Roil-Tiluvo	18	2	2	6	4

→ Flight, Hover,  
Multi-Pilot, Carrier  
(36)

Type	RN	MD	Spec		
Dual Ion Cannons	18	6	Rapid Fire		
Laser Cannons	12	4	Rapid Fire	Split Fire	Anti-Missile
Laser Cannons	12	4	Rapid Fire	Split Fire	Anti-Missile
Rotary Blaster Turret	12	3	Rapid Fire	Rear Fire	Anti-Missile





## Core: Masters Drone Work Detail Squadron



HTH: BB,  
G, K, P,  
Stmp

Heavy Labor  
Drone X6  
Terminator  
Armor x6

HTH: All



Base Point Cost = 50 Base Command Points = 6



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6

Type	RN	MD	Spec	Upgrade
Terminator Armor				
Laser Assault Rifle	12	1	Accurate	
Explosive Grenade	4	2		+12
Heavy Labor Drone				
Plasma Torch	4	3		



1



2

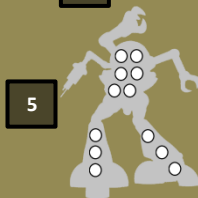


3



4

Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Terminator Armor	4	2	2	4	0	None	
Terminator Officer	4	3	2	4	2	None	+5
Heavy Labor Drone	5	1	1	4	0	Brawler	



5



6



## Core: Masters Drone Recon Squadron



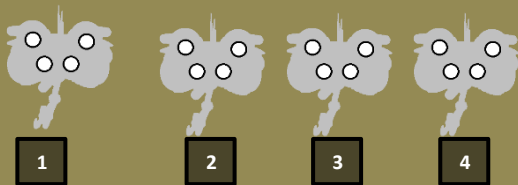
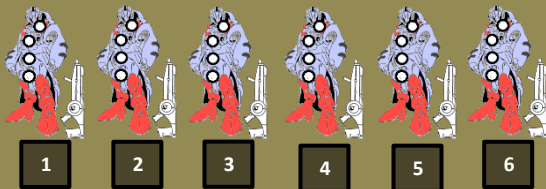
HTH: BB, P



Light Assault  
Drone X6  
Terminator  
Armor x6

HTH: All

Base Point Cost = 55 Base Command Points = 6



Type	RN	MD	Spec	Upgrade
Terminator Armor				
Laser Assault Rifle	12	1	Accurate	
Explosive Grenade	4	2		+12
Light Assault Drone				
Tri-Particle Cannons	12	3		

Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Terminator Armor	4	2	2	4	0	None	
Terminator Officer	4	3	2	4	2	None	+5
Light Assault Drone	7	2	1	4	0	Hover	

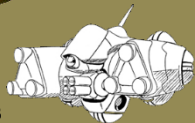




## Core: Masters Drone Air Defense Squadron

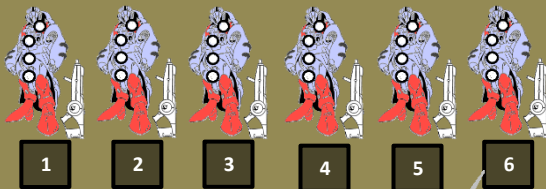
Base Point Cost = 70 Base Command Points = 6

HTH: BB



Air Defense Drone X2  
Terminator Armor x6

HTH: All



Type	RN	MD	Spec	Upgrade		
Terminator Armor						
Laser Assault Rifle	12	1	Accurate			
Explosive Grenade	4	2				+12
Air Defense Drone						
Gatling Particle Cannon	18	5				
Anti-Air Missiles	*	*	Missile	MRM(24)	Volley(3)	

Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Terminator Armor	4	2	2	4	0	None	
Terminator Officer	4	3	2	4	2	None	+5
Air Defense Drone	6	1	2	5	0	Hover	



3	3	3	3
3	3	3	3



3	3	3	3
3	3	3	3



## Core: Masters Drone Infantry Defense Squadron

HTH: BB,  
Kick

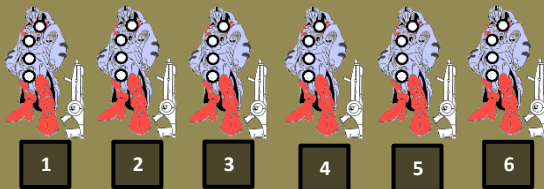


Gun Pod Drone X4  
Terminator Armor  
x6



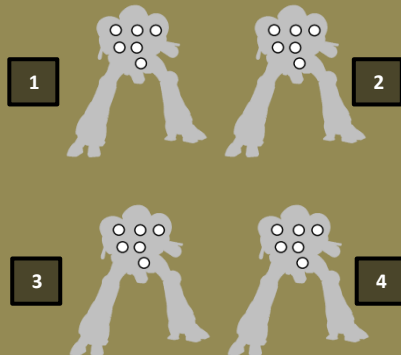
HTH: All

Base Point Cost = 50 Base Command Points = 6



Type	RN	MD	Spec	Upgrade
Terminator Armor				
Laser Assault Rifle	12	1	Accurate	
Explosive Grenade	4	2		+12
Gun Pod Drone				
Pulse Beam Drum Gun	12	3	Rapid Fire	
Anti-Infantry Turrets	6	2	Turreted	

Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Terminator Armor	4	2	2	4	0	None	
Terminator Officer	4	3	2	4	2	None	+5
Gun Pod Drone	5	2	2	5	0	Jump	Quick





## Core: Masters Drone Combat Squadron

Base Point Cost = 65 Base Command Points = 3

HTH: BB, K,  
Stmp



HTH: BB, K, Stmp HTH: All



1



2



3



1



2



3



1



2



3



4

Primary Defense Drone X3  
Gun Pod Drone X4  
Terminator Armor x3

Type	RN	MD	Spec	Upgrade
Terminator Armor				
Laser Assault Rifle	12	1	Accurate	
Explosive Grenade	4	2		+12
Gun Pod Drone				
Pulse Beam Drum Gun	12	3	Rapid Fire	
Anti-Infantry Turrets	6	2	Turreted	
Primary Defense Drone				
Heavy Particle Cannons	18	4		
40 MM Autocannon	12	2	Rapid Fire	
20 MM Autocannon	6	1	Rapid Fire	Turreted

Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Terminator Armor	4	2	2	4	0	None	
Terminator Officer	4	3	2	4	2	None	+5
Gun Pod Drone	5	2	2	5	0	Jump	Quick
Primary Defense Drone	6	2	1	5	0	Leap	



## Support: Masters Drone Recon Squad

Base Point Cost = 25 Base Command Points = 3

HTH: BB, P



Light Assault  
Drone X3  
Terminator  
Armor x3

HTH: All



1



2



3



1



2



3

Type	RN	MD	Spec	Upgrade
Terminator Armor				
Laser Assault Rifle	12	1	Accurate	
Explosive Grenade	4	2		+12
Light Assault Drone				
Tri-Particle Cannons	12	3		

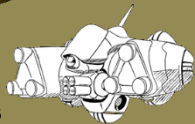
Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Terminator Armor	4	2	2	4	0	None	
Terminator Officer	4	3	2	4	2	None	+5
Light Assault Drone	7	2	1	4	0	Hover	



## Support: Masters Drone Air Defense Squad

Base Point Cost = 35 Base Command Points = 3

HTH: BB



Air Defense  
Drone X1  
Terminator  
Armor x3

HTH: All



1

2

3

Type	RN	MD	Spec	Upgrade		
Terminator Armor						
Laser Assault Rifle	12	1	Accurate			
Explosive Grenade	4	2				+12
Air Defense Drone						
Gatling Particle Cannon	18	5				
Anti-Air Missiles	*	*	Missile	MRM(24)	Volley(3)	

1



Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Terminator Armor	4	2	2	4	0	None	
Terminator Officer	4	3	2	4	2	None	+5
Air Defense Drone	6	1	2	5	0	Hover	

3 3 3 3

3 3 3 3





## Support: Masters Drone Secondary Defense Squad



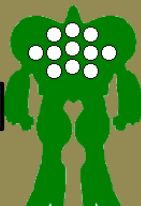
Secondary Defense  
Drones x3

→ *Hover,  
Flight*

HTH (All)

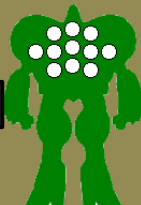
Base Point Cost = 65 Base Command Points = 6

1



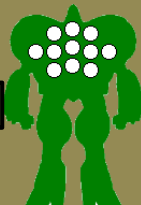
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2



6	6	6	6
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6	6	6	6
6	6	6	6
6	6	6	6
6			

3



6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6	6	6	6
6			

Type	RN	MD	Spec				
Secondary Defense Drone							
Dual 64MM Grenade Launcher	15	12	Blast(4)	Split Fire			
Dual Triple-Barrelled Particle Cannon	15	6	Inescapable	Split Fire			
Mini-Missile Launcher System	*	*	Missile	Volley(6)	SRM(126)	Anti-Missile	Rapid Fire

Unit	MV	PIL	GN	DF	LDR	Specials
Secondary Defense Drone	8 / 15	2	2	5	2	None



## Support: Masters Drone Infantry Defense Squad

Base Point Cost = 25 Base Command Points = 3

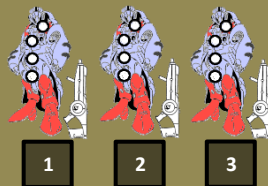
HTH: BB,  
Kick



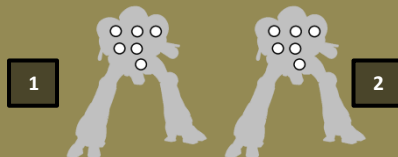
Gun Pod Drone X2  
Terminator Armor x3



HTH: All



Type	RN	MD	Spec	Upgrade
Terminator Armor				
Laser Assault Rifle	12	1	Accurate	
Explosive Grenade	4	2		+12
Gun Pod Drone				
Pulse Beam Drum Gun	12	3	Rapid Fire	
Anti-Infantry Turrets	6	2	Turreted	



Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Terminator Armor	4	2	2	4	0	None	
Terminator Officer	4	3	2	4	2	None	+5
Gun Pod Drone	5	2	2	5	0	Jump	Quick



## Support: Masters Drone Combat Squad



HTH: BB, K,  
Stmp



HTH: BB, K, Stmp



HTH: All

Base Point Cost = 40 Base Command Points = 3

Primary Defense Drone X2

Gun Pod Drone X2

Terminator Armor x3



1



2



3

Type	RN	MD	Spec	Upgrade
Terminator Armor				
Laser Assault Rifle	12	1	Accurate	
Explosive Grenade	4	2		+12
Gun Pod Drone				
Pulse Beam Drum Gun	12	3	Rapid Fire	
Anti-Infantry Turrets	6	2	Turreted	
Primary Defense Drone				
Heavy Particle Cannons	18	4		
40 MM Autocannon	12	2	Rapid Fire	
20 MM Autocannon	6	1	Rapid Fire	Turreted



1



2

Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Terminator Armor	4	2	2	4	0	None	
Terminator Officer	4	3	2	4	2	None	+5
Gun Pod Drone	5	2	2	5	0	Jump	Quick
Primary Defense Drone	6	2	1	5	0	Leap	

1



2





**Special: Masters Drone Elite  
– Advanced Omega Defense  
Drone**

**Base Point Cost = 20  
Base Command Points = 7 (Drone)**



**Omega Drone x1**

**→ Jump,  
Quick**

**HTH (All)**



Type	RN	MD	Spec	
Omega Defense Drone				
Pulse Beam Disk Gun	18	4	Rapid Fire	Accurate

Unit	MV	PIL	GN	DF	LDR
Omega Defense Drone	5	3	3	6	6 (Drone)



**Special: Masters Drone Elite**  
**– Alpha Control Drone**

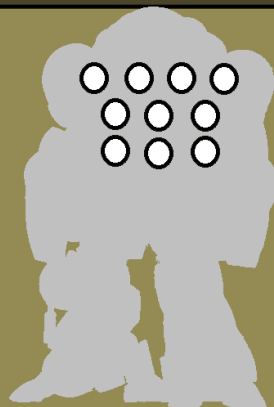
**Base Point Cost = 25**  
**Base Command Points = 9 (Drone)**



**Alpha Control  
Drone x1**

**→ *Jump,*  
*Quick***

**HTH (All)**



**Type**

**RN**

**MD**

**Spec**

**Alpha Control Drone**

**Advanced Pulse Bean Disk Gun**

**24**

**5**

**Rapid Fire**

**Accurate**

**Unit**

**MV**

**PIL**

**GN**

**DF**

**LDR**

**Alpha Control Drone**

**5**

**4**

**4**

**6**

**8 (Drone)**