

Imperial Marines TO&E

Battalion Type	Composition	Point/SP Cost
Heavy Marine	4x Heavy IFV w/Heavy Marines	204/12
Marine	3x APC w/Marines, 1x APC w/AT Marines, 1x Marine Assault Troops (Det)	155/15
AT	4x APC w/AT Marines	148/12
Assault	4x Marine Assault Troops	112/12
Scout	4x Marine Scouts w/Transport	116/12
Reserve	4x APC w/Marines OR 4x Marines on Foot	120/12 OR 80/4
Tank	3x Marine Battle Tank	120/4
Artillery	3x Marine Assault Gun OR 3x Marine Support Tank	104/12 OR 156/12

Imperial Marine Strike Brigade Organization

Each Marine Strike Brigade consists of:

1x Heavy Marine Bn., 4x Marine Bn., 1x AT Bn., 1x Scout Bn., 1 Assault Bn., 2x Reserve Bn. 1x Command IFV w/Heavy Marines, and 3x Command APC w/Marines.

Each Marine Strike Brigade may include up to two additional battalions, which may be Tank and/or Artillery battalions.

The entire Strike Brigade is organized into four Maneuver Regiments of three battalions each, with the composition of each Maneuver Regiment left to the player's discretion.

Marine Strike Brigades *always* have up to two Air markers and two Orbital Support choices available to them.

Other troop types not included as Combat Unit stands for any of the listed battalion types may be taken as Detachment stands up to the normal Detachment limits.

Imperial Marines use *Average* C3 and are *Trained*. The Heavy Marine, Assault, and up to one Marine Battalion may be rated as *Veteran* by paying the appropriate point cost.

Marine Orbital Support		
<p><u>Destroyer Class</u></p> <p>Attack: 3d6 Depletion: 4 Point Cost: 72 Supply Points: 4</p>	<p><u>Cruiser Class</u></p> <p>Attack: 3d8 Depletion: 4 Point Cost: 96 Supply Points: 4</p>	<p><u>Battleship Class</u></p> <p>Attack: 3d10 Depletion: 6 Point Cost: 90 Supply Points: 3</p>

Heavy IFV w/Heavy Marines PV: 51

STATS
MV: 8/Tracked
Def: d8
Attack: d6
Range: 4/10
EW: 5

SPECIAL
Assault +d3
Firefight +2/+1

NOTES
Mech Inf
4DMG
Supply Points: 3

Command IFV w/Heavy Marines PV: 54

STATS
MV: 8/Tracked
Def: d8
Attack: d6
Range: 4/10
EW: 5

SPECIAL
Assault +d4
Firefight +2
HQ

NOTES
Mech Inf
4DMG
Supply Points: 6

APC w/Marines PV: 30

STATS
MV: 8/Tracked
Def: d5
Attack: d6
Range: 2/7
EW: 3

SPECIAL
Assault +2
Firefight +1

NOTES
Mech Inf
3DMG
Supply Points: 3

Command APC w/Marines PV: 32

STATS
MV: 8/Tracked
Def: d5
Attack: d6
Range: 2/7
EW: 3

SPECIAL
Assault +d3
Firefight +1
HQ

NOTES
Mech Inf
3DMG
Supply Points: 5

Marine Battle Tank PV: 30

STATS
MV: 8/Tracked
Def: d6
Attack: d6
Range: 4/10
EW: 4

SPECIAL
Assault +1
AT

NOTES
Detachment
2DMG
Supply Points: 1

Marine Assault Gun PV: 26

STATS
MV: 8/Tracked
Def: d5
Attack: d8
Range: 4/10
EW: 2

SPECIAL
ART/2 R15

NOTES
Detachment
2DMG
Supply Points: 3

Marine Support Tank PV: 39

STATS
MV: 8/Tracked
Def: d5
Attack: d8
Range: 5/13
EW: 3

SPECIAL
ART/2 R20

NOTES
Detachment
2DMG
Supply Points: 3

Marine Walker PV: 33

STATS
MV: 5/Walker
Def: d6
Attack: d5
Range: 4/10
EW: 4

SPECIAL
Assault +2/+1
AT

NOTES
Detachment
2DMG
Supply Points: 1

Marine Scouts w/Transport PV: 29

STATS
MV: 8/Tracked
Def: d5
Attack: d5
Range: 4/10
EW: 4

SPECIAL
Assault +1
Firefight +1
Scout

NOTES
Mech Inf
2DMG
Supply Points: 3

Marine Landspeeders PV: 26

STATS
MV: 8/Grav
Def: d5
Attack: d5
Range: 2/6
EW: 3

SPECIAL
Assault +1
Scout

NOTES
Detachment
2DMG
Supply Points: 2

Marine Assault Troops PV: 28

STATS
MV: 8/Hover
Def: d6
Attack: d5
Range: 1/4
EW: 2

SPECIAL
Assault +2
Firefight +1
Shock Troops

NOTES
Detachment
2DMG
Supply Points: 3

Marine Cyclists PV: 22

STATS
MV: 8/Wheeled
Def: d6
Attack: d4
Range: 1/4
EW: 2

SPECIAL
Assault +2
Firefight +1
Shock Troops

NOTES
Detachment
2DMG
Supply Points: 3

Marine Dropship PV: 56

STATS
MV: 15" radius
Def: d8
Attack: d8/d5
EW: 6

SPECIAL
Firefight +1

NOTES
Air Marker
3 Damage dice
Supply Points: 3

APC w/AT Marines PV: 37

STATS
MV: 8/Tracked
Def: d5
Attack: d6
Range: 4/10
EW: 3

SPECIAL
Assault +d3
Firefight +2

NOTES
Mech Inf
3DMG
Supply Points: 3

Marines on Foot PV: 20

STATS
MV: 4/Foot
Def: d6
Attack: d5
Range: 2/5
EW: 2

SPECIAL
Assault +2
Firefight +1

NOTES
2DMG
Supply Points: 1

Hunter Missile Tank PV: 24

STATS
MV: 8/Tracked
Def: d5
Attack: -
Range: -/
EW: 4

SPECIAL
MSL (d6) R12
AA MSL (d6) R12

NOTES
Detachment
MSL Depl: 6
AA Msl Depl: 6
2DMG
Supply Points: 3