

Star Guardians

A *Strike Legion*® Army List

New Systems, Weapons, And Attributes

Personality Traits

Magician

A Magician may have from one to four of the following spells. A The Magician trait's base cost without spells is 15 points.

Spells marked with an '*' may be used outside of the Personality's normal activation. Up to two spells may be used per game turn, and no spell may be used more than once per turn. When not specifically noted, a spell lasts until the end of the game turn in which it was cast.

Foresight *: Forces the re-roll of any single Combat-related dice roll made by any unit within 12". Cost: 15 points.

Hide: Adds two to a single Personnel unit/vehicle's Defense/To Hit numbers when targeted within 6" of the Personality's position. 15 points

Psychic Blast: See the Emperor's Legions document for rules and effects. Cost: 25 points.

Psychic War: Allows the Personality to initiate CC against any enemy unit with Psychic attributes that is within 12" of its current position. The Personality forgoes any ranged fire attacks and may not initiate 'normal' CC during the same turn. Use 2 x d10 for each round of this CC, using only the higher of the two die rolls. Cost: 20 points.

Quicken: Adds one to a single CC/CA dice total to any friendly unit within 6". 10 points

Resolve: Makes a single friendly unit within 6" Fearless. 10 points.

Storm: Creates d3 Smoke markers within 6" of the Personality's position. Cost 10 points.

Summon: Calls an Avatar into the game on a successful CQ roll, which deploys within 4" of the Personality. Cost: 40 points; counts as two spells toward limit, and may only be used once per game.

Seer

During the Initiative Phase, immediately after EW Allocation, an unsuppressed/unbroken Seer Personality may take an unmodified CQ test. If he passes the test, roll a d3. The result is the number of enemy units within 24" of the Seer that must reveal their EW assignments AND have orders assigned prior to resuming the normal turn sequence (see Strike Force: The Clockwork Armies, section 8.1). Cost: 75 points.

New Weapons

AP Missile [AMSL]: AP Missiles are missile weapons that specifically target Personnel or Soft vehicle targets., have no effect on armored targets, and may not be fired at Air/STOVL elements. Cost and restrictions are as per ATM/AAM for the fielding element. TL5

New Attributes

Teleport: The unit may teleport up to its normal movement allowance instead of using its normal type of mobility. Teleport movement may be used in conjunction with Hit and Run. Cost: 40 points/team. TL7.

Star Guardians Platoon Organizations

Guardian Platoon: two to four Guardian squads of 2 to 4 teams each, plus one Leader Team. 2-team squads may be mounted in a Serpent (A, B, or C) IFV.

Support Platoon: two Guardian squads of 2 to 4 teams each, plus two squads of two Weapons Platforms each, and one Leader Team.

Specialist Platoon: two squads of two teams each of any but Wraithlords, plus one Leader Team. All non-Walker/non-Assist squads may be mounted in a Serpent (A,B, or C) IFV.

Wraithlord Platoon: two Wraithlord teams.

Tank Platoon: three identical tanks.

Heavy Platoon: one Heavy Tank or Megawalker.

Aerospace Section: Two Firebird Bombers or Vampire Fighters.

Company Organizations

Infantry Company: two Guardian or Support Platoons, plus up to two Specialist Platoons of any type and two Leader Teams.

Jetbike Company: two or three platoons of Jetbikes or Vyper Jetbikes and one Leader Team.

Wraithlord Company: three Wraithlord platoons.

Personality Limitations

A maximum of one Monarch, one Prince, and one Farseer may be in a single force.

One Warlock or Witch may be added for each two Infantry companies in play.

One Champion may be added to each Specialist Platoon in play. The Champion must use the same type of mobility as the Specialist troops to which he will be added.

Special Rules

All Guardian and vehicle formations use Trained CQ; all other unit types use Veteran CQ. All Space Elves use Lacking C2 ratings.

All Tank and Heavy platoons are deployed and operate as independent platoons. Heavy Tanks and Megawalkers are always In Command.

The Avatar, if in play, has the CCW (he may choose a CC die one higher than he pays for in Life Points), Hit and Run, and Power Weapon attributes. IT may be damaged in CC only by a unit with the Power Weapons attribute, and loses one Life Point per K result (K1=1 Life Point, K2 = 2 Life Points, etc.).

If an Avatar is destroyed, all friendly units within 18" must take an immediate CQ test, adding two to their target number. Failure of this test results in the unit/vehicle being Suppressed.

A maximum of one Avatar may be in a single game, whether deployed at-start or Summoned. The point cost of a Summoned Avatar is added to the total point value of the at-start force.

GUARDIANS PV: **

MV: 8"/Foot Defense: 7

AP (d8-1)	2/4/7/10	Personnel Target
-----------	----------	------------------

ATTRIBUTES**NOTES**

**2 Teams = 30 points
 **3 Teams = 45 points
 **4 Teams = 60 points

RETRIBUTIONISTS (2 TEAMS) PV: 50

MV: 8"/Foot Defense: 9

AP (d8)	3/6/10/15	Personnel Target
---------	-----------	------------------

ATTRIBUTES**NOTES**

Personnel Shield (4)
 Power Weapon
 Rapid Fire

HAWKS (2 TEAMS) PV: 93

MV: 12" Assist/Flight Defense: 8

AP (d8-1)	4/8/14/20	Personnel Target
SAW (d8)	4/8/14/20	

ATTRIBUTES

CCW
 Hit and Run

NOTES**BANSHEES (2 TEAMS)** PV: 58

MV: 8"/Foot Defense: 8

AP (d6)	2/4/7/10	Personnel Target
---------	----------	------------------

ATTRIBUTES

CCW
 Fearsome
 Power Weapon

NOTES**DRAGONS (2 TEAMS)** PV: 66

MV: 8"/Foot Defense: 8

APT (d10)	2/4/7/10	Personnel Target
ATR Laser (d8)(30EW)	3/6/10/15	

ATTRIBUTES

FT
 Tank Hunter

NOTES

FT:
 1. 0
 2. 0

ARACHNIDS (2 TEAMS) PV: 76

MV: 6"/Foot Defense: 10

AP (d10-1)	2/4/7/10	
SAW (d6)	3/6/10/15	

ATTRIBUTES

Hit and Run
 Power Armor
 Power Weapons
 Teleport

NOTES**RANGERS (2 TEAMS)** PV: 102

MV: 8"/Foot Defense: 8

AP (d8)	6/12/21/30	Personnel Target
---------	------------	------------------

ATTRIBUTES

Sniper
 Stealth

NOTES**WEAPONS PLATFORM** PV: **

MV: 6"/Foot Defense: 8

Mortar (d10-1)	Range 20/30	AoE: 1"	Personnel Target
APT (d8)*	6/12/21/30		
SAW (d10)	8/16/28/40		

ATTRIBUTES

*Rapid Fire

NOTES

**Must choose one weapon/platform:
 Mortar: 16 points
 APT: 49 points
 SAW: 47 points

SCORPIONS (2 TEAMS) PV: 43

MV: 6"/Foot Defense: 10

2 x AP (d8)	1/2/3/5	Personnel Target
-------------	---------	------------------

ATTRIBUTESCCW
Power Armor
Stealth**NOTES****COMBAT WALKER (2 TEAMS) PV: 162**

MV: 12"/Walker Defense: 10

APT (d8)	6/12/21/30	Personnel Target
ATR Laser (30EW)(d6)	8/16/28/40	

ATTRIBUTESDiscipline
Power Armor
Rapid Fire**NOTES****WRAITH PRINCES (2 TEAMS) PV: 62**

MV: 6"/Foot Defense: 10

APT (d10)	2/4/7/10	Personnel Target
-----------	----------	------------------

ATTRIBUTESCCW
Fearless
Power Armor**NOTES****HEAVY JETBIKE (2 TEAMS) PV: 130**

MV: 12" Assist/Grav Defense: 11

APT (d8)	4/8/14/20	Personnel Target
ATR Laser (30EW)(d8)	8/16/28/40	

ATTRIBUTESHit and Run
Power Weapon
Power Armor**NOTES****REAPERS (2 TEAMS) PV: 102**

MV: 6"/Foot Defense: 10

2x AP MSL (d8)	6/12/21/30	Personnel Target
SAW (d8)	6/12/21/30	

ATTRIBUTES

Power Armor

NOTES**JETBIKE (2 TEAMS) PV: 56**

MV: 12" Assist/Grav Defense: 9

AP (d8-1)	2/4/7/10	Personnel Target
-----------	----------	------------------

ATTRIBUTESHit and Run
Rapid Fire**NOTES****WRAITH KING (1 TEAM) PV: 84**

MV: 6"/Walker Defense: 12

2 x APT (d10)	2/4/7/10	Personnel Target 2 hits
ATR Disr (30EW)(d8)	8/16/28/40	

ATTRIBUTESCCW
Fearless
Power Armor
Power Weapon x 2**NOTES**Hits
1.00
2.00**ASSAULT JETBIKE (2 TEAMS) PV: 46**

MV: 12" Assist/Grav Defense: 10

AP (d10)	1/2/3/5	Personnel Target
----------	---------	------------------

ATTRIBUTES

Hit and Run

NOTES

PRISM PV: 207

MV: 14"/Grav Sig: 3 EW: 8 Def: 9

AT Laser (d8)(T)* 10/20/35/50
ART (d6)(T) Range: 30/45 AoE: 1"

Sharmor
T: 5/5/4
H: 5/4/4

SYSTEMS

CDS
CFC
Imaging Field (+2)
LFC

NOTES

*Pulse Weapon

FALCON PV: 165

MV: 14"/Grav Sig: 3 EW: 8 Def: 9

AT Laser (d8-1)(T)* 8/16/28/40

Sharmor
T: 5/5/4
H: 5/4/4

SYSTEMS

CDS
Imaging Field (+2)
Troop Bay (1)

NOTES

*Pulse Weapon

SERPENT-A IFV PV: 148

MV: 14"/Grav Sig: 3 EW: 8 Def: 9

APT (d8-1)(T)* 6/12/21/30

Sharmor
T: 5/4/4
H: 5/4/3

SYSTEMS

Imaging Field (+2)
Troop Bay (3)

NOTES

*Pulse Weapon

SERPENT-B IFV PV: 165

MV: 14"/Grav Sig: 3 EW: 8 Def: 9

AT Disruptor (d8)(T) 8/16/28/40

Sharmor: 5
T: 5/4/4
H: 5/4/3

SYSTEMS

Imaging Field (+2)
Troop Bay (3)

NOTES

SERPENT-C IFV PV: 125

MV: 14"/Grav Sig: 3 EW: 6 (Fixed DEW) Def: 9

AP (d8) (T) 4/8/14/20

Sharmor
T: 5/4/4
H: 5/4/3

SYSTEMS

Imaging Field (+2)
Troop Bay (3)

NOTES

FIRESTORM PV: 174

MV: 14"/Grav Sig: 3 EW: 8 Def: 9

EMU Disruptor (d8)(T) 8/16/28/40

Sharmor: 5
T: 5/5/4
H: 5/4/4

SYSTEMS

CDS
Imaging Field (+2)

NOTES

SPINNER PV: 156

MV: 14"/Grav Sig: 3 EW: 6 (Fixed DEW) Def: 9

ART (d10)(T) Range: 40/60 AoE: 2"

Sharmor
T: 5/5/4
H: 5/4/4

SYSTEMS

CDS
Imaging Field (+2)

NOTES

SCORPION HEAVY TANK PV: 479

MV: 12"/Grav Sig: 0 EW: 10 Def: 12

AT Disr (d10)(T)* 10/20/35/50

AP (d8) (T) 6/12/21/30

Sharmor
T: 6/6/5
H: 6/6/5

SYSTEMS

Auto-repair
CDS
Cloaking Field (+4)

* Pulse Weapon

Primary
1-2: 2ndary (roll)
3-4: Mobility OOO (4)
5-6: Wpns OOO (2)
7-8: EW OOO (4)
9: Crew OOO
10: Critical (2d10)

Secondary
1-6: No Effect
7: CDS
8: Auto-repair
9-10: Cloak

COBRA HEAVY TANK PV: 513

MV: 12"/Grav Sig: -1 EW: 10 Def: 12

AT Pulse Disr (d12)(T) 6/12/21/30
AP (d8)(T) 6/12/21/30
3 x APMC (d10)(T) Rng: 30/45 1 Sqd/SftSharmor
T: 6/6/5
H: 6/6/5**SYSTEMS**Auto-repair
CDS
Cloaking Field (+4)

Primary	Secondary
1-2: 2ndary (roll)	1-6: No Effect
3-4: Mobility 000 (4)	7: CDS
5-6: Wpns 000 (2)	8: Auto-repair
7-8: EW 000 (4)	9-10: Cloak
9: Crew 000	
10: Critical (2d10)	APMC: 000

STORM SERPENT HEAVY TANK PV: 548

MV: 12"/Grav Sig: -1 EW: 10 Def: 12

AT Pulse Disr (d12)(T) 6/12/21/30
Pulse APT (d8) 6/12/21/30Sharmor
T: 6/6/5
H: 6/6/5**SYSTEMS**Auto-repair
CDS
Cloaking Field (+4)
Teleport System (4)

Primary	Secondary
1-2: 2ndary (roll)	1-5: No Effect
3-4: Mobility 000 (4)	6: Teleport
5-6: Wpns 000 (2)	7: CDS
7-8: EW 000 (4)	8: Auto-repair
9: Crew 000	9-10: Cloak
10: Critical (2d10)	

VOID HEAVY TANK PV: 415

MV: 12"/Grav Sig: -1 EW: 8 (Fixed DEW) Def: 12

Dual ART (d12) Range: 40/60 AoE: 2"

Sharmor
T: 6/5/5
H: 6/6/5**SYSTEMS**Auto-repair
CDS
Cloaking Field (+4)

Primary	Secondary
1-2: 2ndary (roll)	1-6: No Effect
3-4: Mobility 000 (4)	7: CDS
5-6: Wpns 000 (2)	8: Auto-repair
7-8: EW 000 (4)	9-10: Cloak
9: Crew 000	
10: Critical (2d10)	

FIREBIRD AEROSPACE BOMBER PV: 389

MV: 24"/Air Sig: 0 EW: 10 Def: 12

EMU Laser (d8)(FF)* 8/16/28/40
APT (d8)(F) 6/12/21/30
ART (d6)(FF) Range: 20/30 AoE: 1"Sharmor
5**SYSTEMS**Chaff (3) 000
Cloaking Field (+4)
Stabilizers
Streamlined

Primary	Secondary
1-2: 2ndary (roll)	1-6: No Effect
3-4: Mobility 000 (8)	7: Chaff
5-6: Wpns 000 (2)	8: Stabilizers
7-8: EW 000 (4)	9-10: Cloak
9: Crew 000	
10: Critical (2d10)	

* Pulse Weapon

Turn Mode: 3

VAMPIRE AEROSPACE FIGHTER PV: 196

MV: 28"/Air Sig: 3 EW: 10 Def: 9

Dual AT Laser (d8)(FF) 8/16/28/40
EMU Laser (d6)(F) 6/12/21/30Sharmor
5**SYSTEMS**Chaff (3) 000
Imaging Field (+2)
Stabilizers
Streamlined**NOTES**

Turn Mode: 2

REVENANT MEGAWALKER PV: 470

MV: 9"/Walker Sig: 0 EW: 12 Def: 12

EMU Pulse Laser (d8)(T) 8/16/28/40
EMU Pulse Laser (d8)(T) 8/16/28/40
6x MPM(d8) 8/16/28/40Sharmor
F: 6/6/5
R: 5/6/5**SYSTEMS**CDS
Cloaking Field (+4)
Stabilizers

Primary	Secondary
1-2: 2ndary (roll)	1-6: No Effect
3-4: Mobility 000 (3)	7: CDS
5-6: Wpns 000 (2)	8: Stabilizers
7-8: EW 000 (4)	9-10: Cloak
9: Crew 000	
10: Critical (2d10)	

PHANTOM MEGAWALKER PV: 856

MV: 6"/Walker Sig: -3 EW: 12 Def: 12

2x EMU Disr (d12)(T)* 8/16/28/40
10x MPM(d8) 8/16/28/40
4x Ph Slashing (d12)(F) 0/0/0/0Sharmor
F: 6/7/6
R: 6/7/6**SYSTEMS**CDS
Cloaking Field (+4)
Stabilizers

Primary	Secondary
1-2: 2ndary (roll)	1-6: No Effect
3-4: Mobility 0000 (2)	7: CDS
5-6: Wpns 0000 (2)	8: Stabilizers
7-8: EW 0000 (4)	9-10: Cloak
9: Crew 0000	
10: Critical (2d10)	MPM: 0000000000

*Pulse Weapons

WARLOCK MEGAWALKER PV: 756

MV: 6"/Walker Sig: -2 EW: 12 Def: 12

EMU Pulse Disr (d10)(T) 8/16/28/40
Pulse Laser (d12)(T) 10/20/35/50
8x MPM(d8) 8/16/28/40
4x Ph Slashing (d10)(F) 0/0/0/0Sharmor
F: 6/7/6
R: 6/6/6**SYSTEMS**CDS
Cloaking Field (+4)
Stabilizers

Primary	Secondary
1-2: 2ndary (roll)	1-6: No Effect
3-4: Mobility 0000 (2)	7: CDS
5-6: Wpns 0000 (2)	8: Stabilizers
7-8: EW 0000 (4)	9-10: Cloak
9: Crew 0000	
10: Critical (2d10)	MPM: 00000000

MONARCH PV: 314

MV: 8"/Foot Defense: 10

AP (d8) 4/8/14/20

Personality
3 Hits: 000

ATTRIBUTES

CCW
Fearless
Power Armor
Power Weapon
Rapid Fire

TRAITS

Heroic
Leader Team
Save (5+)
Superior Tactician 2

WARLOCK PV: 203

MV: 8"/Foot Defense: 10

AP (d8) 2/4/7/10

Personality
2 Hits: 00

ATTRIBUTES

Power Armor
Power Weapon
Rapid Fire
Weak

TRAITS

Leader Team
Magician
Presence
Save (5+)

SPELLS

Foresight
Psychic Blast
Psychic War
Resolve

TIMESEER PV: 191

MV: 8"/Foot Defense: 10

AP (d8) 2/4/7/10

Personality
2 Hits: 00

ATTRIBUTES

Power Armor
Power Weapon
Rapid Fire
Weak

TRAITS

Leader Team
Presence
Save (5+)
Seer

WITCH PV: 188

MV: 8"/Foot Defense: 10

AP (d8) 2/4/7/10

Personality
2 Hits: 00

ATTRIBUTES

Power Armor
Power Weapon
Rapid Fire
Weak

TRAITS

Leader Team
Magician
Presence
Save (5+)

SPELLS

Foresight
Hide
Quicken
Storm

CHAMPION PV: 117

MV: 8"/Foot Defense: 10

AP (d8) 2/4/7/10

Personality

ATTRIBUTES

CCW
Fearless
Power Armor
Power Weapon
Rapid Fire

TRAITS

Fights Dirty
Leader Team
Presence
Save (5+)
Sneaky
Tracker

CHAMPION 2 PV: 130

MV: 12" Assist/Flight Defense: 10

AP (d8) 2/4/7/10

Personality

ATTRIBUTES

CCW
Fearless
Hit and Run
Power Armor
Power Weapon
Rapid Fire

TRAITS

Fights Dirty
Leader Team
Presence
Save (5+)
Sneaky

CHAMPION 3 PV: 115

MV: 6"/Foot Defense: 10

AP (d8) 2/4/7/10

Personality

ATTRIBUTES

CCW
Fearless
Power Armor
Power Weapon
Rapid Fire
Teleport

TRAITS

Fights Dirty
Leader Team
Presence
Save (5+)
Sneaky

CHAMPION 4 PV: 117

MV: 12" Assist/Grav Defense: 10

AP (d8) 2/4/7/10

Personality

ATTRIBUTES

CCW
Fearless
Power Armor
Power Weapon
Rapid Fire

TRAITS

Fights Dirty
Leader Team
Presence
Save (5+)
Sneaky

PRINCE **PV: 283**

MV: 8"/Foot Defense: 10

AP (d8) 4/8/14/20 Personality
2 Hits: 00

ATTRIBUTES

CCW
Fearless
Power Armor
Power Weapon
Rapid Fire

TRAITS

Leader Team
Magician (Summon, Psychic Blast)
Presence
Save (5+)
Superior Tactician 1

AVATAR **PV: 1100**

Starting Life Points:

ALLOCATIONS

Mobility Allocation:
x 3 =
Movement for turn:

EW Allocation

OEW DEW

LIFE POINTS

0000000000 REGENERATE: 3d6

0000000000
0000000000 REGENERATE: 2d6

0000000000
0000000000 REGENERATE: d6

Special Rules (continued)

The Avatar, if in play, has the CCW (he may choose a CC die one higher than he pays for in Life Points), Hit and Run, and Power Weapon attributes. IT may be damaged in CC only by a unit with the Power Weapons attribute, and loses one Life Point per K result (K1=1 Life Point, K2 = 2 Life Points, etc.).

If an Avatar is destroyed, all friendly units within 18" must take an immediate CQ test, adding two to their target number. Failure of this test results in the unit/vehicle being Suppressed.

A maximum of one Avatar may be in a single game, whether deployed at-start or Summoned. The point cost of a Summoned Avatar is added to the total point value of the at-start force.

SPACE ELVES ORTILLERY

TYPE	DMG	AoE	AVOID	COST EA
DESTROYER	d10	2"	2	
CRUISER	d12	3"	2	

Strikes:

DD: 00

CA: 00

Maximum of 2 strikes per game per ship, and may not be on consecutive turns from the same ship.

All Space Elves Ortilery is resolved as if an FSO has LOS to the target.