

Imperial Marines

A *Strike Legion*® Army List

New Systems, Weapons, And Attributes

Personality Traits

Arcane Knowledge: Once per turn, the Personality may force the re-roll of a single dice roll for any game function that affects any unit/element within 18" Cost: 25 points.

Pious: All Personnel units within 6" of this Personality decrease their Suppression Rally target number by two points, in addition to any modifiers due to a Personality with the Presence trait. Cost: 20 points.

New Systems

Autopilot: Allows a Large vehicle with only one Crew hit remaining to both Fire and Move. Cost: 10% BHV; 2 System Points. TL5.

New Attributes

Psychic Blast: Choose one enemy squad within 12" of the unit. That squad makes an unmodified Morale test. If the test is failed, roll a d6. On a 1-2, the unit is Suppressed; on a 3-4, it becomes Broken; and on a 5 or 6, the unit suffers a K1 result and becomes Suppressed. Using this attribute is considered use of all available weapons for the turn.

If the target of the Psychic Blast also has this attribute, both sides roll a single round of CC, using their Training die + d8, applying CC results normally. Cost: 50 points/Team.

Imperial Marines Unit Organizations:

Infantry Platoon: 2 to 4 Marine Squads.

Elite Platoon: 2 to 4 Heavy Marine or Veteran Squads.

Weapons Platoon: 2 to 4 Weapons Squads.

Assault Platoon: 2 to 4 Assault Squads.

Scout Platoon: 2 to 4 Scout Squads,

Attack Platoon: 2 Motorbike, or Attack Bike Squads,

Company Organizations

Personnel: A minimum of two Infantry Platoons, plus up to two other platoons of any type.

One Personality is available for each two Personnel Companies or fraction of four vehicle platoons in play. Commandants, Priests, and Psychic's Teams are unique; only one of each may be in play at one time.

Vehicles

Imperial Marine vehicles operate as independent platoons of 2 to 4 vehicles each. Heavy IFV may be assigned to Heavy Marine Platoons at the rate of one vehicle per squad, and may be assigned to any Personality team.

Marine Transport and Command IFV may be assigned to transport Personalities, Marine Squads of an type, and Scout Platoons, with one vehicle per squad or Personality.

Special Rules

All Imperial Marine units are Fearless.

Personalities, Heavy, and Veteran Squads use Veteran Training, All Vehicles, and all other Personnel units save Scouts are Trained; Scouts use Green Training levels.

All Imperial Marine Formations have a Lacking C2 rating.

Heavy Marines may deploy via Teleporting when using the Orbital Insertion rules.

Personalities may not be attached to Scout platoons, nor to a vehicle type other than a Marine Walker.

Marine Walkers may not be commandeered via the Kleptomaniac Personality trait.

MARINE SQUAD A (2 TEAMS) PV: 58

MV: 6"/Foot Defense: 10

AP (d8)	4/8/14/20	Personnel Target
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ATTRIBUTESFearless
Power Armor**NOTES****MARINE SQUAD B (2 TEAMS) PV: 66**

MV: 6"/Foot Defense: 10

AP (d8)	4/8/14/20	Personnel Target
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ATTRIBUTESFearless
Power Armor
Power Weapon**NOTES****AP MARINE SQUAD A (2 TEAMS) PV: 88**

MV: 6"/Foot Defense: 10

AP (d8)	4/8/14/20	Personnel Target
SAW (d10) *	6/12/21/30	

ATTRIBUTESFearless
Power Armor**NOTES**

*1 team only.

AP MARINE SQUAD B (2 TEAMS) PV: 96

MV: 6"/Foot Defense: 10

AP (d8)	2/4/7/10	Personnel Target
SAW (d10) *	6/12/21/30	

ATTRIBUTESCCW
Fearless
Power Armor
Power Weapon**NOTES**

*1 team only.

AT MARINE SQUAD A (2 TEAMS) PV: 76

MV: 6"/Foot Defense: 10

AP (d8)	4/8/14/20	Personnel Target
Gauss ATR (30EW)(d6)*	6/12/21/30	

ATTRIBUTESFearless
Power Armor**NOTES**

*1 team only.

AT MARINE SQUAD B (2 TEAMS) PV: 77

MV: 6"/Foot Defense: 10

AP (d8)	4/8/14/20	Personnel Target
Laser ATR (30EW)(d8)*	6/12/21/30	

ATTRIBUTESFearless
Power Armor**NOTES**

*1 team only.

HEAVY MARINE SQUAD (2 TEAMS) PV: 232

MV: 6"/Foot Defense: 12

2 x AP (d8)	4/8/14/20	Personnel Target
Gauss ATR (30EW)(d6)	6/12/21/30	
SAW (d10)	6/12/21/30	

ATTRIBUTESCCW
FT
Fearless
Power Armor
Power Weapon x 2
Rapid Fire**NOTES**FT:
1. 0
2. 0**ASSAULT MARINE SQUAD (2 TEAMS) PV: 66**

MV: 12" Assist/Hover Defense: 10

AP (d8)	2/4/7/10	Personnel Target
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ATTRIBUTESCCW
Fearless
Power Armor
Power Weapon
Rapid Fire**NOTES**

AT WEAPONS SQUAD (2 TEAMS) PV: 128

MV: 6"/Foot Defense: 10

AP (d8)	4/8/14/20	Personnel Target
Gauss ATR (30EW)(d6)	6/12/21/30	
Laser ATR (30EW)(d8)	6/12/21/30	

ATTRIBUTESFearless
Power Armor**NOTES**290
186
162**AP WEAPONS SQUAD (2 TEAMS) PV: 198**

MV: 6"/Foot Defense: 10

AP (d8)	4/8/14/20	Personnel Target
2 x SAW (d10)	6/12/21/30	

ATTRIBUTESFearless
Power Armor**NOTES****SCOUT SQUAD (2 TEAMS) PV: 70**

MV: 6"/Foot Defense: 9

AP (d8)	4/8/14/20	Personnel Target
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ATTRIBUTESCCW
Fearless
Stealth**NOTES****MOTORBIKE SQUAD (2 TEAMS) PV: 94**

MV: 12" Assist/Wheel Defense: 11

2 x AP (d8)	2/4/7/10	Personnel Target
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ATTRIBUTESCCW
Fearless
Hit and Run
Power Armor
Power Weapon
Rapid Fire**NOTES****SIDECAR SQUAD (2 TEAMS) PV: 154**

MV: 12" Assist/Wheel Defense: 11

AP (d8)	2/4/7/10	Personnel Target
SAW (d10)	6/12/21/30	

ATTRIBUTESCCW
Fearless
Hit and Run
Power Armor
Power Weapon
Rapid Fire**NOTES****VETERAN MARINE SQUAD (2 TEAMS) PV: 108**

MV: 6"/Foot Defense: 10

2 x AP (d8)	4/8/14/20	Personnel Target
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ATTRIBUTESCCW
FT
Fearless
Power Armor
Power Weapon**NOTES****AP MARINE WALKER PV: 114**

MV: 8"/Walker Sig: 3 EW: 6 (Fixed DEW) Def: 9

AP(d8)(F)	6/12/21/30	Sharmor F: 4/4/4 R: 4/4/4
Ph Slashing (d10)(RF)	0/0/0/0	

SYSTEMS

Smoke (2)

NOTESSmoke
1. 00
2. 00
3. 00
4. 00**AT MARINE WALKER PV: 140**

MV: 8"/Walker Sig: 3 EW: 8 Def: 9

AT Laser (d8)(F)	8/16/28/40	Sharmor F: 4/4/4 R: 4/4/4
AP(d6)(F)	6/12/21/30	

SYSTEMS

Smoke (2)

NOTESSmoke
1. 00
2. 00
3. 00
4. 00

LANDSPEEDER-A PV: 117

MV: 12"/Grav Sig: 3 EW: 6 (Fixed DEW) Def: 9

APT (d8)(F) 6/12/21/30
AP (d6)(FF) 4/8/14/20Sharmor
H: 4/4/4**SYSTEMS**

Smoke (2)

NOTESSmoke
1. 00
2. 00
3. 00
4. 00**LANDSPEEDER-B PV: 111**

MV: 12"/Grav Sig: 3 EW: 6 (Fixed DEW) Def: 9

AP (d8)(F) 6/12/21/30
APT (d6)(FF) 6/12/21/30Sharmor
H: 4/4/4**SYSTEMS**

Smoke (2)

NOTESSmoke
1. 00
2. 00
3. 00
4. 00**LANDSPEEDER-C PV: 130**

MV: 12"/Grav Sig: 3 EW: 8 Def: 9

AP (d8)(FF) 6/12/21/30
APMC (d10) Range: 30/45 1 Sqd/Sft
2 x ATM (d8) 8/16/28/40Sharmor
H: 4/4/4**SYSTEMS**

Smoke (2)

NOTES

APMC	ATM	Smk
1. 0	00	00
2. 0	00	00
3. 0	00	00
4. 0	00	00

MARINE TRANSPORT PV: 59

MV: 12"/Tracked Sig: 4 EW: 6 (Fixed DEW) Def: 8

AP (d6)(FF) 6/12/21/30

Sharmor
H: 4/4/4**SYSTEMS**Smoke (2)
Troop Bay (2)**NOTES**Smoke
1. 00
2. 00
3. 00
4. 00**MARINE COMMAND TRANSPORT PV: 86**

MV: 12"/Tracked Sig: 4 EW: 8 Def: 8

AP (d6)(FF) 6/12/21/30
AT Plasma (d6)(FF) 8/16/28/40Sharmor
H: 4/4/4**SYSTEMS**Smoke (2)
Troop Bay (1)**NOTES**Smoke
1. 00
2. 00
3. 00
4. 00**MARINE SUPPORT TANK PV: 104**

MV: 12"/Tracked Sig: 4 EW: 6 (Fixed DEW) Def: 8

ART (d10) (T) Range: 50/75 AoE: 2"

Sharmor
T: 4/4/4
H: 4/4/4**SYSTEMS**

Smoke (2)

NOTESSmoke
1. 00
2. 00
3. 00
4. 00**MARINE ASSAULT GUN PV: 86**

MV: 12"/Tracked Sig: 4 EW: 6 (Fixed DEW) Def: 8

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

Sharmor
H: 4/4/4**SYSTEMS**

Smoke (2)

NOTESSmoke
1. 00
2. 00
3. 00
4. 00**HUNTER PV: 111**

MV: 12"/Tracked Sig: 4 EW: 8 Def: 8

4 x AAM (d8) 10/20/35/50
4 x ATM (d8) 10/20/35/50Sharmor
H: 4/4/4**NOTES**

Smoke	ATM	AAM
1. 00	0000	0000
2. 00	0000	0000
3. 00	0000	0000
4. 00	0000	0000

SYSTEMS

Smoke (2)

MARINE BATTLE TANK Mk. A **PV: 151**

MV: 12"/Tracked Sig: 3 EW: 8 Def: 9

AT Gauss (d8-1)(T) 8/16/28/40
AP (d8-1)(F) 6/12/21/30

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

SYSTEMS

Smoke (2)

NOTES

Smoke
1. 00
2. 00
3. 00
4. 00

MARINE BATTLE TANK Mk. B **PV: 158**

MV: 12"/Tracked Sig: 3 EW: 8 Def: 9

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

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

SYSTEMS

Smoke (2)

NOTES

Smoke
1. 00
2. 00
3. 00
4. 00

MARINE HEAVY IFV **PV: 378**

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

Dual AT Laser (d8)(LS) 8/16/28/40
Dual AT Laser (d8)(RS) 8/16/28/40
AP (d8)(F) 6/12/21/30

Sharmor
H: 6/6/6

SYSTEMS

Autopilot
Smoke (2) 00
Troop Bay (4)

Primary	Secondary
1-2: 2ndary (roll)	1-6: None
3-4: Mobility 000 (4)	7: Smoke
5-6: Wpns 000 (2)	8: Troop Bay
7-8: EW 000 (4)	9-10: Autopilot
9: Crew 000	
10: Critical (2d10)	

MARINE AP IFV **PV: 335**

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

AP (d8)(F) 6/12/21/30
AP (d8)(LS) 6/12/21/30
AP (d8)(RS) 6/12/21/30

Sharmor
H: 6/6/6

SYSTEMS

Autopilot
Smoke (2) 00
Troop Bay (4)

Primary	Secondary
1-2: 2ndary (roll)	1-6: None
3-4: Mobility 000 (4)	7: Smoke
5-6: Wpns 000 (2)	8: Troop Bay
7-8: EW 000 (4)	9-10: Autopilot
9: Crew 000	
10: Critical (2d10)	

DROP POD **PV: 73**

MV: 0/Special Sig: 4 EW: 4 Def: 8

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

Sharmor: 4

SYSTEMS

Braking Jets
Stabilizers
Streamlining
Troop Bay (3)

NOTES

MARINE DROP SHIP **PV: 550**

MV: 24"/STOVL Sig: -2 EW: 10 Def: 12

APT (d10)(FF) 10/20/35/50
Dual AP (d8)(F) 6/12/21/30
AP (d8)(LS) + (RS)* 6/12/21/30

Sharmor: 6

SYSTEMS

Chaff (3) 000
Smoke (2) 00
Stabilizers
Streamlined
Troop Bay (8)

Turn Mode: 3

Primary	Secondary
1-2: 2ndary (roll)	1-6: None
3-4: Mobility 000 (8)	7: Smoke
5-6: Wpns 000 (2)	8: Troop Bay
7-8: EW 000 (4)	9: Chaff
9: Crew 000	10: Stabilizers
10: Critical (2d10)	

MARINE ORTILLERY

TYPE	DMG	AoE	AVOID	COST EA
Strike Cruiser	d12	2"	1	180
Battle Barge	d12+1	3"	2	390

Strikes:

SC: 00

BB: 00

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

COMMANDANT'S TEAM **PV: 572**

MV: 6"/Foot Defense: 12

2 x AP (d8) 4/8/14/20
Gauss ATR (30EW)(d6) 6/12/21/30
SAW (d10) 6/12/21/30

Personality
3 hits: 000

ATTRIBUTES

CCW
Enhanced FT 0
Fearless
Power Armor
Power Weapon

Traits:

Charmed
Fights Dirty
Leader Team
Presence
Superior Tactician 2
Save (3+)

PRIEST'S TEAM PV: 281

MV: 6"/Foot Defense: 12

2 x AP (d8)	4/8/14/20	Personality
Gauss ATR (30EW)(d6)	6/12/21/30	2 hits: OO
SAW (d10)	6/12/21/30	

ATTRIBUTES

CCW
Fearless
Power Armor
Power Weapon

Traits:

Charmed
Fights Dirty
Leader
Pious
Save (3+)

PSYCHIC'S TEAM PV: 288

MV: 6"/Foot Defense: 12

2 x AP (d8)	4/8/14/20	Personality
Gauss ATR (30EW)(d6)	6/12/21/30	2 hits: OO
SAW (d10)	6/12/21/30	

ATTRIBUTES

CCW
Fearless
Power Armor
Power Weapon
Psychic Blast

Traits:

Arcane Knowledge
Charmed
Fights Dirty
Leader
Save (3+)

COMPANY CAPTAIN'S TEAM PV: 177

MV: 6"/Foot Defense: 10

AP (d8)	4/8/14/20	Personality
		2 hits: OO

ATTRIBUTES

CCW
Fearless
Power Armor
Power Weapon

Traits:

Charmed
Leader Team
Save (5+)
Superior Tactician 1

MEDIC'S TEAM PV: 96

MV: 6"/Foot Defense: 10

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

ATTRIBUTES

Fearless
Power Armor
Power Weapon

Traits:

Healer
Leader Team
Save (5+)

MIXED WEAPONS SQUAD A (2 TEAMS) PV: 156

MV: 6"/Foot Defense: 10

AP (d8)	4/8/14/20	Personnel Target
Laser ATR (30EW)(d8)	6/12/21/30	
SAW (d10)	6/12/21/30	

ATTRIBUTES

Fearless
Power Armor

NOTES

COMPANY LIEUTENANT'S TEAM PV: 63

MV: 6"/Foot Defense: 10

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

ATTRIBUTES

CCW
Fearless
Power Armor
Power Weapon

Traits:

Leader Team
Save (5+)

MIXED WEAPONS SQUAD B (2 TEAMS) PV: 152

MV: 6"/Foot Defense: 10

AP (d8)	4/8/14/20	Personnel Target
Gauss ATR (30EW)(d6)	6/12/21/30	
SAW (d10)	6/12/21/30	

ATTRIBUTES

Fearless
Power Armor

NOTES