Imperial Marines

New Systems, Weapons, And Attributes

Personality Traits

<u>Arcane Knowledge:</u> 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.

<u>Pious:</u> 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

<u>Psychic Blast</u>: Choose one enemy squad within 12" of the unit. That squad makes an unmodified Morale test. If the test is failed, roll a d6. One 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	2 TEAMS)	PV: 58		MARINE SQUAD B (2	TEAMS)	PV: 66
+	MV: 6"/Foot		Defense: 10		MV: 6"/Foot		Defense: 10
	AP (d8)	4/8/14/20	Personnel Target	T	AP (d8)	4/8/14/20	Personnel Target
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	ATTRIBUTES	NOTES		\mathbf{Y}	ATTRIBUTES	NOTES	
+	Fearless Power Armor				Fearless		
+	Power Armor				Power Armor Power Weapon		
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	AP MARINE SQUAD A	A (2 TEAMS)	PV: 88		AP MARINE SQUAD B	(2 TEAMS)	PV: 96
	MV: 6"/Foot		Defense: 10		MV: 6"/Foot		Defense: 10
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\mp	AP (d8) SAW (d10) *	4/8/14/20 6/12/21/30	Personnel Target		AP (d8) SAW (d10) *	2/4/7/10 6/12/21/30	Personnel Target
		J 12/21/30				J/ 12/ 21/ 30	
	ATTRIBUTES	NOTES					
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+	Fearless Power Armor	*1 team only.			CCW Fearless	*1 team only.	
					Power Armor Power Weapon		
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	AT MARINE SQUAD A	A (2 TEAMS)	PV: 76		AT MARINE SQUAD B	(2 TEAMS)	PV: 77
	AT MARINE SQUAD A MV: 6"/Foot	A (2 TEAMS)	PV: 76 Defense: 10		AT MARINE SQUAD B	(2 TEAMS)	PV: 77 Defense: 10
		4 (2 TEAMS) 4/8/14/20				(2 TEAMS) 4/8/14/20	
	MV: 6"/Foot		Defense: 10		MV: 6"/Foot		Defense: 10
	MV: 6"/Foot AP (d8)	4/8/14/20	Defense: 10		MV: 6"/Foot AP (d8)	4/8/14/20	Defense: 10
	MV: 6"/Foot AP (d8)	4/8/14/20	Defense: 10		MV: 6"/Foot AP (d8)	4/8/14/20	Defense: 10
	MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6)* ATTRIBUTES Fearless	4/8/14/20 6/12/21/30	Defense: 10		MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8)* ATTRIBUTES Fearless	4/8/14/20 6/12/21/30	Defense: 10
	MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6)* ATTRIBUTES	4/8/14/20 6/12/21/30 NOTES	Defense: 10		MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8)*	4/8/14/20 6/12/21/30 NOTES	Defense: 10
	MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6)* ATTRIBUTES Fearless	4/8/14/20 6/12/21/30 NOTES	Defense: 10		MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8)* ATTRIBUTES Fearless	4/8/14/20 6/12/21/30 NOTES	Defense: 10
	MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6)* ATTRIBUTES Fearless	4/8/14/20 6/12/21/30 NOTES	Defense: 10		MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8)* ATTRIBUTES Fearless	4/8/14/20 6/12/21/30 NOTES	Defense: 10
	MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6)* ATTRIBUTES Fearless Power Armor	4/8/14/20 6/12/21/30 NOTES *1 team only.	Defense: 10 Personnel Target		MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8)* ATTRIBUTES Fearless Power Armor	4/8/14/20 6/12/21/30 NOTES *1 team only.	Defense: 10 Personnel Target
	MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6)* ATTRIBUTES Fearless Power Armor HEAVY MARINE SQU	4/8/14/20 6/12/21/30 NOTES *1 team only.	Defense: 10 Personnel Target		MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8)* ATTRIBUTES Fearless Power Armor ASSAULT MARINE SG	4/8/14/20 6/12/21/30 NOTES *1 team only.	Defense: 10 Personnel Target
	MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6)* ATTRIBUTES Fearless Power Armor HEAVY MARINE SQU MV: 6"/Foot	4/8/14/20 6/12/21/30 NOTES *1 team only.	Defense: 10 Personnel Target PV: 232 Defense: 12		MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8)* ATTRIBUTES Fearless Power Armor ASSAULT MARINE SC MV: 12" Assist/Hov	4/8/14/20 6/12/21/30 NOTES *1 team only.	Defense: 10 Personnel Target
	MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6)* ATTRIBUTES Fearless Power Armor HEAVY MARINE SQU MV: 6"/Foot 2 x AP (d8)	4/8/14/20 6/12/21/30 NOTES *1 team only. AD (2 TEAMS)	Defense: 10 Personnel Target PV: 232 Defense: 12		MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8)* ATTRIBUTES Fearless Power Armor ASSAULT MARINE SO MV: 12" Assist/How	4/8/14/20 6/12/21/30 NOTES *1 team only.	Defense: 10 Personnel Target
	MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6)* ATTRIBUTES Fearless Power Armor HEAVY MARINE SQU MV: 6"/Foot 2 x AP (d8) Gauss ATR (30EW)(d6)	4/8/14/20 6/12/21/30 NOTES *1 team only. AD (2 TEAMS) 4/8/14/20 6/12/21/30	Defense: 10 Personnel Target PV: 232 Defense: 12		MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8)* ATTRIBUTES Fearless Power Armor ASSAULT MARINE SC MV: 12" Assist/Hov	4/8/14/20 6/12/21/30 NOTES *1 team only.	Defense: 10 Personnel Target
	MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6)* ATTRIBUTES Fearless Power Armor HEAVY MARINE SQU MV: 6"/Foot 2 x AP (d8) Gauss ATR (30EW)(d6) SAW (d10)	4/8/14/20 6/12/21/30 NOTES *1 team only. AD (2 TEAMS) 4/8/14/20 6/12/21/30 6/12/21/30	Defense: 10 Personnel Target PV: 232 Defense: 12		MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8)* ATTRIBUTES Fearless Power Armor ASSAULT MARINE SC MV: 12" Assist/How AP (d8)	4/8/14/20 6/12/21/30 NOTES *1 team only.	Defense: 10 Personnel Target
	MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6)* ATTRIBUTES Fearless Power Armor HEAVY MARINE SQU MV: 6"/Foot 2 x AP (d8) Gauss ATR (30EW)(d6) SAW (d10) ATTRIBUTES	4/8/14/20 6/12/21/30 NOTES *1 team only. AD (2 TEAMS) 4/8/14/20 6/12/21/30	Defense: 10 Personnel Target PV: 232 Defense: 12		MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8)* ATTRIBUTES Fearless Power Armor ASSAULT MARINE SC MV: 12" Assist/Hov AP (d8)	4/8/14/20 6/12/21/30 NOTES *1 team only.	Defense: 10 Personnel Target
	MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6)* ATTRIBUTES Fearless Power Armor HEAVY MARINE SQU MV: 6"/Foot 2 x AP (d8) Gauss ATR (30EW)(d6) SAW (d10) ATTRIBUTES CCW FT	4/8/14/20 6/12/21/30 NOTES *1 team only. AD (2 TEAMS) 4/8/14/20 6/12/21/30 6/12/21/30 6/12/21/30 FT:	Defense: 10 Personnel Target PV: 232 Defense: 12		MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8)* ATTRIBUTES Fearless Power Armor ASSAULT MARINE SC MV: 12" Assist/Hov AP (d8) ATTRIBUTES CCW Fearless	4/8/14/20 6/12/21/30 NOTES *1 team only.	Defense: 10 Personnel Target
	MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6)* ATTRIBUTES Fearless Power Armor HEAVY MARINE SQU MV: 6"/Foot 2 x AP (d8) Gauss ATR (30EW)(d6) SAW (d10) ATTRIBUTES CCW FT Fearless Power Armor	4/8/14/20 6/12/21/30 NOTES *1 team only. AD (2 TEAMS) 4/8/14/20 6/12/21/30 6/12/21/30 6/12/21/30	Defense: 10 Personnel Target PV: 232 Defense: 12		MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8)* ATTRIBUTES Fearless Power Armor MV: 12" Assist/How AP (d8) ATTRIBUTES CCW Fearless Power Armor Power Weapon	4/8/14/20 6/12/21/30 NOTES *1 team only.	Defense: 10 Personnel Target
	MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6)* ATTRIBUTES Fearless Power Armor HEAVY MARINE SQU MV: 6"/Foot 2 x AP (d8) Gauss ATR (30EW)(d6) SAW (d10) ATTRIBUTES CCW FT Fearless	4/8/14/20 6/12/21/30 NOTES *1 team only. AD (2 TEAMS) 4/8/14/20 6/12/21/30 6/12/21/30 6/12/21/30 NOTES FT: 1.0	Defense: 10 Personnel Target PV: 232 Defense: 12		MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8)* ATTRIBUTES Fearless Power Armor ASSAULT MARINE SC MV: 12" Assist/How AP (d8) ATTRIBUTES CCW Fearless Power Armor	4/8/14/20 6/12/21/30 NOTES *1 team only.	Defense: 10 Personnel Target

+	AT WEAPONS SQUA	D (2 TEAMS)	PV: 128		AP WEAPONS SQU	AD (2 TEAMS)	PV: 198	
	MV: 6"/Foot		Defense: 10		MV: 6"/Foot		Defense: 10	
	AP (d8)	4/8/14/20	Personnel Target	5	AP (d8)	4/8/14/20	Personnel Target	4
+	Gauss ATR (30EW)(d6)	6/12/21/30			2 x SAW (d10)	6/12/21/30		
+	Laser ATR (30EW)(d8)	6/12/21/30		JE	1		Ę	
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+	Power Armor	186 162			Power Armor			Ē
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+	SCOUT SQUAD (2 T	'EAMS) 	PV: 70		MOTORBIKE SQUA		PV: 94	
	MV: 6"/Foot		Defense: 9		MV: 12" Assist/V	Vheel	Defense: 11	╨
Ŧ	AP (d8)	4/8/14/20	Personnel Target		2 x AP (d8)	2/4/7/10	Personnel Target	t]
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+	Stealth				Hit and Run Power Armor	Ħ		
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	SIDECAR SQUAD (2	TEAMS)	PV: 154		VETERAN MARINE	SQUAD (2 TEAMS	s) PV: 108	
	SIDECAR SQUAD (2 MV: 12" Assist/Wh		PV: 154 Defense: 11		VETERAN MARINE MV: 6"/Foot		5) PV: 108 Defense: 10	
	MV: 12" Assist/Wh		Defense: 11		MV: 6"/Foot		Defense: 10	
	MV: 12" Assist/Wh	2/4/7/10	Defense: 11		MV: 6"/Foot		Defense: 10	
	MV: 12" Assist/Wh	2/4/7/10	Defense: 11		MV: 6"/Foot		Defense: 10	
	MV: 12" Assist/Wh AP (d8) SAW (d10) ATTRIBUTES CCW	neel 2/4/7/10 6/12/21/30	Defense: 11		MV: 6"/Foot 2 x AP (d8) ATTRIBUTES CCW	4/8/14/20	Defense: 10	
	MV: 12" Assist/Wh AP (d8) SAW (d10) ATTRIBUTES	neel 2/4/7/10 6/12/21/30	Defense: 11		MV: 6"/Foot 2 x AP (d8) ATTRIBUTES	4/8/14/20	Defense: 10	
	MV: 12" Assist/Wh AP (d8) SAW (d10) ATTRIBUTES CCW Fearless	neel 2/4/7/10 6/12/21/30	Defense: 11		MV: 6"/Foot 2 x AP (d8) ATTRIBUTES CCW FT	4/8/14/20	Defense: 10	
	MV: 12" Assist/Wr AP (d8) SAW (d10) ATTRIBUTES CCW Fearless Hit and Run Power Armor	neel 2/4/7/10 6/12/21/30	Defense: 11		MV: 6"/Foot 2 x AP (d8) ATTRIBUTES CCW FT Fearless Power Armor	4/8/14/20	Defense: 10	
	MV: 12" Assist/Wr AP (d8) SAW (d10) ATTRIBUTES CCW Fearless Hit and Run Power Armor Power Weapon Rapid Fire	neel 2/4/7/10 6/12/21/30	Defense: 11 Personnel Target		MV: 6"/Foot 2 x AP (d8) ATTRIBUTES CCW FT Fearless Power Armor Power Weapon	4/8/14/20	Defense: 10 Personnel Target	
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	MV: 12" Assist/Wh AP (d8) SAW (d10) ATTRIBUTES CCW Fearless Hit and Run Power Armor Power Weapon Rapid Fire	eel 2/4/7/10 6/12/21/30 NOTES ig: 3 EW: 6 (Fixed	Defense: 11 Personnel Target PV: 114 DEW) Def: 9		MV: 6"/Foot 2 x AP (d8) ATTRIBUTES CCW FT Fearless Power Armor Power Weapon AT MARINE WALKER	4/8/14/20	Personnel Target	
ſ	MV: 12" Assist/Wr AP (d8) SAW (d10) ATTRIBUTES CCW Fearless Hit and Run Power Armor Power Weapon Rapid Fire AP MARINE WALKER MV: 8"/Walker Si AP(d8)(F)	eel 2/4/7/10 6/12/21/30 NOTES ig: 3 EW: 6 (Fixed 6/12/21/30	Defense: 11 Personnel Target PV: 114 DEW) Def: 9 Sharmor		MV: 6"/Foot 2 x AP (d8) ATTRIBUTES CCW FT Fearless Power Armor Power Weapon AT MARINE WALKER MV: 8"/Walker AT Laser (d8)(F)	4/8/14/20 NOTES Sig: 3 EW: 8 8/16/28/40	Personnel Target	
ſ	MV: 12" Assist/Wr AP (d8) SAW (d10) ATTRIBUTES CCW Fearless Hit and Run Power Armor Power Weapon Rapid Fire AP MARINE WALKER MV: 8"/Walker Si	eel 2/4/7/10 6/12/21/30 NOTES ig: 3 EW: 6 (Fixed	Defense: 11 Personnel Target PV: 114 DEW) Def: 9 Sharmor F: 4/4/4		MV: 6"/Foot 2 x AP (d8) ATTRIBUTES CCW FT Fearless Power Armor Power Weapon AT MARINE WALKER MV: 8"/Walker	4/8/14/20 NOTES	Personnel Target Personnel Target PV: 140 Def: 9 Sharmor F: 4/4/4	
	MV: 12" Assist/Wr AP (d8) SAW (d10) ATTRIBUTES CCW Fearless Hit and Run Power Armor Power Weapon Rapid Fire AP MARINE WALKER MV: 8"/Walker Si AP(d8)(F) Ph Slashing (d10)(RF)	eel 2/4/7/10 6/12/21/30 NOTES ig: 3 EW: 6 (Fixed 6/12/21/30	Defense: 11 Personnel Target PV: 114 DEW) Def: 9 Sharmor F: 4/4/4 R: 4/4/4		MV: 6"/Foot 2 x AP (d8) ATTRIBUTES CCW FT Fearless Power Armor Power Weapon AT MARINE WALKER MV: 8"/Walker AT Laser (d8)(F) AP(d6)(F)	4/8/14/20 NOTES Sig: 3 EW: 8 8/16/28/40	Personnel Target Personnel Target PV: 140 Def: 9 Sharmor F: 4/4/4 R: 4/4/4	
	MV: 12" Assist/Wr AP (d8) SAW (d10) ATTRIBUTES CCW Fearless Hit and Run Power Armor Power Weapon Rapid Fire AP MARINE WALKER MV: 8"/Walker Si AP(d8)(F) Ph Slashing (d10)(RF)	eel 2/4/7/10 6/12/21/30 NOTES ig: 3 EW: 6 (Fixed 6/12/21/30	Defense: 11 Personnel Target PV: 114 DEW) Def: 9 Sharmor F: 4/4/4		MV: 6"/Foot 2 x AP (d8) ATTRIBUTES CCW FT Fearless Power Armor Power Weapon AT MARINE WALKER MV: 8"/Walker AT Laser (d8)(F)	4/8/14/20 NOTES Sig: 3 EW: 8 8/16/28/40	Personnel Target Personnel Target PV: 140 Def: 9 Sharmor F: 4/4/4	
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	MV: 12" Assist/Wr AP (d8) SAW (d10) ATTRIBUTES CCW Fearless Hit and Run Power Armor Power Weapon Rapid Fire AP MARINE WALKER MV: 8"/Walker Si AP(d8)(F) Ph Slashing (d10)(RF)	eel 2/4/7/10 6/12/21/30 NOTES ig: 3 EW: 6 (Fixed 6/12/21/30	Defense: 11 Personnel Target PV: 114 DEW) Def: 9 Sharmor F: 4/4/4 R: 4/4/4 NOTES Smoke 1. OO 2. OO		MV: 6"/Foot 2 x AP (d8) ATTRIBUTES CCW FT Fearless Power Armor Power Weapon AT MARINE WALKER MV: 8"/Walker AT Laser (d8)(F) AP(d6)(F)	4/8/14/20 NOTES Sig: 3 EW: 8 8/16/28/40	PV: 140 Personnel Target PV: 140 Def: 9 Sharmor F: 4/4/4 R: 4/4/4 NOTES Smoke 1.00 2.00	
	MV: 12" Assist/Wr AP (d8) SAW (d10) ATTRIBUTES CCW Fearless Hit and Run Power Armor Power Weapon Rapid Fire AP MARINE WALKER MV: 8"/Walker Si AP(d8)(F) Ph Slashing (d10)(RF)	eel 2/4/7/10 6/12/21/30 NOTES ig: 3 EW: 6 (Fixed 6/12/21/30	Defense: 11 Personnel Target PV: 114 DEW) Def: 9 Sharmor F: 4/4/4 R: 4/4/4 NOTES Smoke 1. OO		MV: 6"/Foot 2 x AP (d8) ATTRIBUTES CCW FT Fearless Power Armor Power Weapon AT MARINE WALKER MV: 8"/Walker AT Laser (d8)(F) AP(d6)(F)	4/8/14/20 NOTES Sig: 3 EW: 8 8/16/28/40	Personnel Target Personnel Target PV: 140 Def: 9 Sharmor F: 4/4/4 R: 4/4/4 NOTES Smoke 1. 00	

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_	LANDSPEEDER-A		PV: 117		LANDSPEEDER-B		PV: 111	+
-	MV: 12"/Grav Sig: 3 EW:	6 (Fixed [DEW) Def: 9		MV : 12"/Grav S	ig: 3 EW: 6 (Fixed	DEW) Def: 9	+
ſ	APT (d8)(F) 6/12/2	21/30	Sharmor) 	AP (d8)(F)	6/12/21/30	Sharmor	Æ
_	AP (d6)(FF) 4/8/1	14/20	H: 4/4/4	E	APT (d6)(FF)	6/12/21/30	H: 4/4/4	E
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-	SYSTEMS		NOTES	H	SYSTEMS)	NOTES	Æ
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_	LANDSPEEDER-C		PV: 130		MARINE TRANSPOR		PV: 59	Ŧ
-		EW: 8	Def: 9		MV: 12"/Tracked		ed DEW) Def: 8	Ŧ
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	AP (d8)(FF) 6/12/2	· H	Sharmor		AP (d6)(FF)	6/12/21/30	Sharmor	F
-	APMC (d10) Range: 30/45 1 So 2 x ATM (d8) 8/16/3	qd/Sft	H: 4/4/4				H: 4/4/4	E
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ſ	SYSTEMS		NOTES		SYSTEMS		NOTES	Æ
_	Smoke (2)	H	APMC ATM Smk		Smoke (2) Troop Bay (2)		Smoke 1.00	
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	MARINE COMMAND TRANSPO	RT	PV: 86		MARINE SUPPORT T	ANK	PV: 104	
	MARINE COMMAND TRANSPO MV: 12"/Tracked Sig: 4	RT EW: 8	PV: 86		MARINE SUPPORT T		PV: 104	
	MV: 12"/Tracked Sig: 4	EW: 8	Def: 8		MV: 12"/Tracked	Sig: 4 EW: 6 (Fixe	ed DEW) Def: 8	
	MV: 12"/Tracked Sig: 4 AP (d6)(FF) 6/12/2	EW: 8 21/30	Def: 8 Sharmor		MV: 12"/Tracked		ed DEW) Def: 8	
	MV: 12"/Tracked Sig: 4	EW: 8 21/30	Def: 8		MV: 12"/Tracked	Sig: 4 EW: 6 (Fixe	ed DEW) Def: 8	
	MV: 12"/Tracked Sig: 4 AP (d6)(FF) 6/12/2	EW: 8 21/30	Def: 8 Sharmor		MV: 12"/Tracked	Sig: 4 EW: 6 (Fixe	ed DEW) Def: 8 Sharmor T: 4/4/4	
	MV: 12"/Tracked Sig: 4 AP (d6)(FF) 6/12/2 AT Plasma (d6)(FF) 8/16/2	EW: 8 21/30	Def: 8 Sharmor H: 4/4/4		MV: 12"/Tracked ART (d10) (T) Range: 50 SYSTEMS	Sig: 4 EW: 6 (Fixe	ed DEW) Def: 8 Sharmor T: 4/4/4 H: 4/4/4	
	MV: 12"/Tracked Sig: 4 AP (d6)(FF) 6/12/2 AT Plasma (d6)(FF) 8/16/2 SYSTEMS	EW: 8 21/30	Def: 8 Sharmor H: 4/4/4 NOTES		MV: 12"/Tracked	Sig: 4 EW: 6 (Fixe	ed DEW) Def: 8 Sharmor T: 4/4/4 H: 4/4/4 NOTES	
	MV: 12"/Tracked Sig: 4 AP (d6)(FF) 6/12/2 AT Plasma (d6)(FF) 8/16/2 SYSTEMS Smoke (2)	EW: 8 21/30	Def: 8 Sharmor H: 4/4/4 NOTES Smoke 1. OD		MV: 12"/Tracked ART (d10) (T) Range: 50 SYSTEMS	Sig: 4 EW: 6 (Fixe	ed DEW) Def: 8 Sharmor T: 4/4/4 H: 4/4/4 NOTES Smoke 1. OD	
	MV: 12"/Tracked Sig: 4 AP (d6)(FF) 6/12/2 AT Plasma (d6)(FF) 8/16/2 SYSTEMS Smoke (2)	EW: 8 21/30	Def: 8 Sharmor H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00		MV: 12"/Tracked ART (d10) (T) Range: 50 SYSTEMS	Sig: 4 EW: 6 (Fixe	ed DEW) Def: 8 Sharmor T: 4/4/4 H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00	
	MV: 12"/Tracked Sig: 4 AP (d6)(FF) 6/12/2 AT Plasma (d6)(FF) 8/16/2 SYSTEMS Smoke (2) Troop Bay (1)	EW: 8 21/30	Def: 8 Sharmor H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00		MV: 12"/Tracked ART (d10) (T) Range: 50 SYSTEMS Smoke (2)	Sig: 4 EW: 6 (Fixe	ed DEW) Def: 8 Sharmor T: 4/4/4 H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00	
	MV: 12"/Tracked Sig: 4 AP (d6)(FF) 6/12/2 AT Plasma (d6)(FF) 8/16/2 SYSTEMS Smoke (2)	EW: 8 21/30 28/40	Def: 8 Sharmor H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 86		MV: 12"/Tracked ART (d10) (T) Range: 50 SYSTEMS	Sig: 4 EW: 6 (Fixe D/75 AoE: 2"	ed DEW) Def: 8 Sharmor T: 4/4/4 H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 111	
	MV: 12"/Tracked Sig: 4 AP (d6)(FF) 6/12/2 AT Plasma (d6)(FF) 8/16/2 SYSTEMS Smoke (2) Troop Bay (1) MARINE ASSAULT GUN MV: 12"/Tracked Sig: 4 EV	EW: 8 21/30 28/40	Def: 8 Sharmor H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 86 d DEW) Def: 8		MV: 12"/Tracked ART (d10) (T) Range: 50 SYSTEMS Smoke (2) HUNTER MV: 12"/Tracked	Sig: 4 EW: 8	ed DEW) Def: 8 Sharmor T: 4/4/4 H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 111 Def: 8	
	MV: 12"/Tracked Sig: 4 AP (d6)(FF) 6/12/2 AT Plasma (d6)(FF) 8/16/2 SYSTEMS Smoke (2) Troop Bay (1) MARINE ASSAULT GUN MV: 12"/Tracked Sig: 4 EV	EW: 8 21/30 28/40	Def: 8 Sharmor H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 86 d DEW) Def: 8		MV: 12"/Tracked ART (d10) (T) Range: 50 SYSTEMS Smoke (2) HUNTER	Sig: 4 EW: 8	ed DEW) Def: 8 Sharmor T: 4/4/4 H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 111 Def: 8	
	MV: 12"/Tracked Sig: 4 AP (d6)(FF) 6/12/2 AT Plasma (d6)(FF) 8/16/2 SYSTEMS Smoke (2) Troop Bay (1) MARINE ASSAULT GUN MV: 12"/Tracked Sig: 4 EV	EW: 8 21/30 28/40	Def: 8 Sharmor H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 86 d DEW) Def: 8		MV: 12"/Tracked ART (d10) (T) Range: 50 SYSTEMS Smoke (2) HUNTER MV: 12"/Tracked	Sig: 4 EW: 6 (Fixe D/75 AoE: 2"	ed DEW) Def: 8 Sharmor T: 4/4/4 H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 111 Def: 8	
	MV: 12"/Tracked Sig: 4 AP (d6)(FF) 6/12/2 AT Plasma (d6)(FF) 8/16/2 SYSTEMS Smoke (2) Troop Bay (1) MARINE ASSAULT GUN MV: 12"/Tracked Sig: 4 EV	EW: 8 21/30 28/40	Def: 8 Sharmor H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 86 d DEW) Def: 8 Sharmor		MV: 12"/Tracked ART (d10) (T) Range: 50 SYSTEMS Smoke (2) HUNTER MV: 12"/Tracked 4 x AAM (d8)	Sig: 4 EW: 8	ed DEW) Def: 8 Sharmor T: 4/4/4 H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 111 PV: 111 Def: 8 Sharmor	
	MV: 12"/Tracked Sig: 4 AP (d6)(FF) 6/12/2 AT Plasma (d6)(FF) 8/16/2 SYSTEMS Smoke (2) Troop Bay (1) MARINE ASSAULT GUN MV: 12"/Tracked Sig: 4 EV	EW: 8 21/30 28/40	Def: 8 Sharmor H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 86 d DEW) Def: 8 Sharmor		MV: 12"/Tracked ART (d10) (T) Range: 50 SYSTEMS Smoke (2) HUNTER MV: 12"/Tracked 4 x AAM (d8)	Sig: 4 EW: 8	ed DEW) Def: 8 Sharmor T: 4/4/4 H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 111 PV: 111 Def: 8 Sharmor	
	MV: 12"/Tracked Sig: 4 AP (d6)(FF) 6/12/2 AT Plasma (d6)(FF) 8/16/2 SYSTEMS Smoke (2) Troop Bay (1) MARINE ASSAULT GUN MV: 12"/Tracked ART (d10) (FF) Range: 40/60	EW: 8 21/30 28/40	Def: 8 Sharmor H: 4/4/4 NOTES Smoke 1. OO 2. OO 3. OO 4. OO 9 V: 86 d DEW) Def: 8 Sharmor H: 4/4/4 NOTES Smoke		MV: 12"/Tracked ART (d10) (T) Range: 50 SYSTEMS Smoke (2) HUNTER MV: 12"/Tracked 4 x AAM (d8) 4 x ATM (d8) 4 x ATM (d8)	Sig: 4 EW: 6 (Fixe D/75 AoE: 2" Sig: 4 EW: 8 10/20/35/50 10/20/35/50	ed DEW) Def: 8 Sharmor T: 4/4/4 H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 111 PV: 111 Def: 8 Sharmor H: 4/4/4	
	MV: 12"/Tracked Sig: 4 AP (d6)(FF) 6/12/2 AT Plasma (d6)(FF) 8/16/2 SYSTEMS Smoke (2) Troop Bay (1) MARINE ASSAULT GUN MV: 12"/Tracked Sig: 4 EV ART (d10) (FF) Range: 40/60 Ac	EW: 8 21/30 28/40	Def: 8 Sharmor H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 86 d DEW) Def: 8 Sharmor H: 4/4/4 NOTES Smoke 1. 00 2. 00		MV: 12"/Tracked ART (d10) (T) Range: 50 SYSTEMS Smoke (2) HUNTER MV: 12"/Tracked 4 x AAM (d8) 4 x ATM (d8) 4 x ATM (d8) NOTES Smoke ATM AAM 1.00 0000 0000 2.00 0000 0000	Sig: 4 EW: 6 (Fixe 0/75 AoE: 2" Sig: 4 EW: 8 10/20/35/50 10/20/35/50	ed DEW) Def: 8 Sharmor T: 4/4/4 H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 111 PV: 111 Def: 8 Sharmor H: 4/4/4 Systems	
	MV: 12"/Tracked Sig: 4 AP (d6)(FF) 6/12/2 AT Plasma (d6)(FF) 8/16/2 SYSTEMS Smoke (2) Troop Bay (1) MARINE ASSAULT GUN MV: 12"/Tracked Sig: 4 EV ART (d10) (FF) Range: 40/60 Ac	EW: 8 21/30 28/40	Def: 8 Sharmor H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 86 d DEW) Def: 8 Sharmor H: 4/4/4 NOTES Smoke 1. 00		MV: 12"/Tracked ART (d10) (T) Range: 50 SYSTEMS Smoke (2) HUNTER MV: 12"/Tracked 4 x AAM (d8) 4 x ATM (d8) 4 x ATM (d8)	Sig: 4 EW: 6 (Fixe 0/75 AoE: 2" Sig: 4 EW: 8 10/20/35/50 10/20/35/50	ed DEW) Def: 8 Sharmor T: 4/4/4 H: 4/4/4 NOTES Smoke 1. 00 2. 00 3. 00 4. 00 PV: 111 PV: 111 Def: 8 Sharmor H: 4/4/4 Systems	

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+	MARINE BATTLE TAI	NK Mk. A		PV: 151		MARINE BATTLE	TANK Mk. B		PV: 158	
	MV: 12"/Tracked	Sig: 3	EW: 8	Def: 9		MV: 12"/Tracked	Sig: 3	EW: 8	Def: 9]
ſ	AT Gauss (d8-1)(T)	8/16/28	8/40	Sharmor	Æ	AT Laser (d8-1)(T)	8/16	/28/40	Sharmor	
	AP (d8-1)(F)	6/12/2	1/30	T: 5/4/4		AT Laser (d8-1)(F)	8/16	/28/40	T: 5/4/4	
			Å	H: 4/4/4	Ħ			ļ	H: 4/4/4	Ŀ
	SYSTEMS			NOTES		SYSTEMS			NOTES	◀
			Ħ		EE			E	•	Ì
	Smoke (2)			Smoke 1. OO		Smoke (2)			Smoke 1.00	
-			Ħ	2.00 3.00					2.00 3.00	F
			E	4.00					4.00	
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1										
	MARINE HEAVY IFV			PV: 378		MARINE AP IFV			PV: 335	5
+	MV: 12"/Tracked	Sig: -1 I	EW: 10	Def: 12		MV: 12"/Tracked	Sig: -1 E	W: 8 (Fixed	DEW) Def: 12	₂⋕
#								шщ		Щ
+	Dual AT Laser (d8)(LS)	8/16/2	· ·	Sharmor		AP (d8)(F)	,	2/21/30	Sharmor	ŀ
+	Dual AT Laser (d8)(RS)	8/16/2		H: 6/6/6		AP (d8)(LS)		2/21/30	H: 6/6/6	E
+	AP (d8)(F)	6/12/2	21/30		Æ	(d8)(RS)	6/12	2/21/30	1	
+	SYSTEMS		+++++			SYSTEMS				4
-		rimary -2: 2ndary (rol		Secondary 1-6: None	EE	-	/ Primary 1-2: 2ndary	(roll)	Secondary 1-6: None	E
+	Smaller (2) 00	-4: Mobility OC		7: Smoke		Autopilot Smoke (2) 00	3-4: Mobility	000 (4)	7: Smoke	
‡		-6: Wpns 000 -8: EW 000 (4		8: Troop Bay 9-10: Autopilot		Troop Bay (4)	5-6: Wpns C 7-8: EW OO		8: Troop Bay 9-10: Autopilot	þ
+	9	: Crew 000		·			9: Crew 000			E
+		0: Critical (2d					10: Critical			

	DROP POD			PV: 73		MARINE DROP S			PV: 55(
		Sig: 4	EW: 4	PV: 73 Def: 8		MV: 24"/STOVL	HIP Sig: -2	EW: 10		
		Sig: 4 E 6/12/2				MV: 24"/STOVL	Sig: -2 10/20	0/35/50		
	MV: O/Special			Def: 8		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F)	Sig: -2 10/20 6/12	0/35/50 2/21/30	Def: 12	
	MV: O/Special			Def: 8		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)*	Sig: -2 10/20 6/12	0/35/50	Def: 12	
	MV: O/Special			Def: 8 Sharmor: 4		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F)	Sig: -2 10/20 6/12 6/12	0/35/50 2/21/30 2/21/30	Def: 12 Sharmor: 6 Secondary	
	MV: 0/Special S APT (d8)(T) SYSTEMS			Def: 8		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS Chaff (3) 000	Sig: -2 10/20 6/12 6/12 Primary 1-2: 2ndary 3-4: Mobility	0/35/50 2/21/30 2/21/30 (roll) / 000 (8)	D Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke	
	MV: O/Special			Def: 8 Sharmor: 4		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS	Sig: -2 10/20 6/12 6/12 Primary 1-2: 2ndary 3-4: Mobility 5-6: Wpns 0	0/35/50 2/21/30 2/21/30 (roll) (000 (8) 000 (2)	D Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke 8: Troop Bay	
	MV: O/Special APT (d8)(T) SYSTEMS Braking Jets Stabilizers Streamlining			Def: 8 Sharmor: 4		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS Chaff (3) 000 Smoke (2) 00 Stabilizers Streamlined	Sig: -2 10/20 6/12 6/12 9/12 1-2: 2ndary 3-4: Mobility 5-6: Wpns C 7-8: EW 000 9: Crew 000	0/35/50 2/21/30 2/21/30 (roll) (2/21/30 (roll) (rol) (r	D Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke	
	MV: O/Special APT (d8)(T) SYSTEMS Braking Jets Stabilizers			Def: 8 Sharmor: 4		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS Chaff (3) 000 Stabilizers Streamlined Troop Bay (8)	Sig: -2 10/20 6/12 6/12 Primary 1-2: 2ndary 3-4: Mobility 5-6: Wpns C 7-8: EW 00	0/35/50 2/21/30 2/21/30 (roll) (2/21/30 (roll) (rol) (r	D Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke 8: Troop Bay 9: Chaff	
	MV: O/Special APT (d8)(T) SYSTEMS Braking Jets Stabilizers Streamlining			Def: 8 Sharmor: 4		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS Chaff (3) 000 Smoke (2) 00 Stabilizers Streamlined	Sig: -2 10/20 6/12 6/12 9/12 1-2: 2ndary 3-4: Mobility 5-6: Wpns C 7-8: EW 000 9: Crew 000	0/35/50 2/21/30 2/21/30 (roll) (2/21/30 (roll) (rol) (r	D Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke 8: Troop Bay 9: Chaff	
	MV: O/Special APT (d8)(T) SYSTEMS Braking Jets Stabilizers Streamlining Troop Bay (3)	6/12/2		Def: 8 Sharmor: 4		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS Chaff (3) 000 Stabilizers Streamlined Troop Bay (8)	Sig: -2 10/20 6/12 6/12 9/12 1-2: 2ndary 3-4: Mobility 5-6: Wpns C 7-8: EW 000 9: Crew 000	0/35/50 2/21/30 2/21/30 (roll) (2/21/30 (roll) (rol) (r	D Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke 8: Troop Bay 9: Chaff	
	MV: O/Special APT (d8)(T) SYSTEMS Braking Jets Stabilizers Streamlining Troop Bay (3) MARINE ORTILLERY	6/12/2	1/30	Def: 8 Sharmor: 4 NOTES		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS Chaff (3) 000 Stabilizers Streamlined Troop Bay (8)	Sig: -2 10/20 6/12 6/12 7-8: 2Ndary 3-4: Mobility 5-6: Wpns C 7-8: EW OOC 9: Crew OOC 10: Critical	0/35/50 2/21/30 2/21/30 (roll) (2/21/30 (roll) (rol) (r	D Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke 8: Troop Bay 9: Chaff	
	MV: O/Special APT (d8)(T) SYSTEMS Braking Jets Stabilizers Streamlining Troop Bay (3)	6/12/2	1/30	Def: 8 Sharmor: 4 NOTES		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS Chaff (3) 000 Smoke (2) 00 Stabilizers Streamlined Troop Bay (8) Turn Mode: 3	Sig: -2 10/20 6/12 6/12 7-8: 2ndary 3-4: Mobility 5-6: Wpns 0 7-8: EW 000 9: Crew 000 10: Critical	2/21/30 2/21/30 2/21/30 (roll) (000 (8) 000 (2) 0 (4) 0 (2d10)	Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke 8: Troop Bay 9: Chaff 10: Stabilizers PV: 577 Defense: 12	
	MV: O/Special APT (d8)(T) SYSTEMS Braking Jets Stabilizers Streamlining Troop Bay (3) MARINE ORTILLERY	6/12/2 [,]	1/30	Def: 8 Sharmor: 4 NOTES		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS Chaff (3) 000 Smoke (2) 00 Stabilizers Streamlined Troop Bay (8) Turn Mode: 3 COMMANDANT MV: 6"/Foc	Sig: -2 10/20 6/12 6/12 9/12 9/12 1-2: 2ndary 3-4: Mobility 5-6: Wpns C 7-8: EW OOC 9: Crew OOC 10: Critical 10: Critical	0/35/50 2/21/30 2/21/30 (roll) (000 (8) 000 (2) 0 (4) 0 (2d10)	Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke 8: Troop Bay 9: Chaff 10: Stabilizers PV: 577 Defense: 12	
	MV: O/ Special S APT (d8)(T) SYSTEMS Braking Jets Stabilizers Streamlining Troop Bay (3) MARINE ORTILLERY TYPE DN Strike Cruiser d1	6/12/2 [,]	1/30 AVO	Def: 8 Sharmor: 4 NOTES		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS Chaff (3) 000 Smoke (2) 00 Stabilizers Streamlined Troop Bay (8) Turn Mode: 3 COMMANDANT MV: 6"/Foo 2 x AP (d8)	Sig: -2 10/20 6/12 6/12 1-2: 2ndary 3-4: Mobility 5-6: Wpns O 7-8: EW OOO 9: Crew OOO 10: Critical 10: Critical	2/35/50 2/21/30 2/21/30 2/21/30 (roll) (000 (8) 000 (2) 0 (4) 0 (2d10)	Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke 8: Troop Bay 9: Chaff 10: Stabilizers PV: 57 Defense: 12 Personality	
	MV: O/ Special S APT (d8)(T) SYSTEMS Braking Jets Stabilizers Streamlining Troop Bay (3) MARINE ORTILLERY TYPE DN Strike Cruiser d1	6/12/2 MG AoE 2 2"	1/30 AVO 1	Def: 8 Sharmor: 4 NOTES ID COST EA 180		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS Chaff (3) 000 Stabilizers Streamlined Troop Bay (8) Turn Mode: 3 COMMANDANT MV: 6"/Foc 2 x AP (d8) Gauss ATR (30EW)(c	Sig: -2 10/20 6/12 6/12 9rimary 1-2: 2ndary 3-4: Mobility 5-6: Wpns C 7-8: EW OOC 9: Crew OOC 10: Critical 9: Crew OOC 10: Critical VS TEAM	2/21/30 2/21/30 2/21/30 (roll) (000 (8) 000 (2) 0 (4) 0 (2d10) 3/14/20 2/21/30	Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke 8: Troop Bay 9: Chaff 10: Stabilizers PV: 577 Defense: 12	
	MV: O/ Special S APT (d8)(T) SYSTEMS Braking Jets Stabilizers Streamlining Troop Bay (3) MARINE ORTILLERY TYPE DN Strike Cruiser d1	6/12/2 6/12/2 MG AoE 2 2" 2+1 3"	1/30 AVO 1 2 m of 2 st	Def: 8 Sharmor: 4 NOTES		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS Chaff (3) 000 Smoke (2) 00 Stabilizers Streamlined Troop Bay (8) Turn Mode: 3 COMMANDANT MV: 6"/Foc 2 x AP (d8) Gauss ATR (30EW)(c SAW (d10)	Sig: -2 10/20 6/12 6/12 9/12 9/12: 2ndary 3-4: Mobility 5-6: Wpns Of 7-8: EW OOD 9: Crew OOD 10: Critical 10: Critical 10: Critical 4/8 6/12	2/21/30 2/21/30 2/21/30 (roll) (000 (8) 000 (2) 0 (4) 0 (2d10) 2/21/30 2/21/30	Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke 8: Troop Bay 9: Chaff 10: Stabilizers PV: 57 Defense: 12 Personality	
	MV: O/Special S APT (d8)(T) SYSTEMS Braking Jets Stabilizers Streamlining Troop Bay (3) MARINE ORTILLERY TYPE DN Strike Cruiser d1 Battle Barge d1 Strikes:	6/12/2 6/12/2 MG AoE 2 2" 2+1 3" Maximur ship, and	1/30 AVO 1 2 m of 2 str	Def: 8 Sharmor: 4 NOTES ID COST EA 180 390		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS Chaff (3) 000 Stabilizers Streamlined Troop Bay (8) Turn Mode: 3 COMMANDANT MV: 6"/Foc 2 x AP (d8) Gauss ATR (30EW)(c SAW (d10)	Sig: -2 10/20 6/12 6/12 9rimary 1-2: 2ndary 3-4: Mobility 5-6: Wpns C 7-8: EW OOC 9: Crew OOC 10: Critical 9: Crew OOC 10: Critical VS TEAM	2/21/30 2/21/30 2/21/30 (roll) (000 (8) 000 (2) 0 (4) 0 (2d10) 2/21/30 2/21/30	Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke 8: Troop Bay 9: Chaff 10: Stabilizers PV: 57 Defense: 12 Personality	
	MV: O/Special S APT (d8)(T) SYSTEMS Braking Jets Stabilizers Streamlining Troop Bay (3) MARINE ORTILLERY TYPE DN Strike Cruiser d1 Battle Barge d1	6/12/2 6/12/2 MG AoE 2 2" 2+1 3" Maximur ship, and	1/30 AVO 1 2 m of 2 str	Def: 8 Sharmor: 4 NOTES		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS Chaff (3) 000 Smoke (2) 00 Stabilizers Streamlined Troop Bay (8) Turn Mode: 3 COMMANDANT MV: 6"/Foc 2 x AP (d8) Gauss ATR (30EW)(c SAW (d10) ATTRIBUTES CCW	Sig: -2 10/20 6/12 6/12 Primary 1-2: 2ndary 3-4: Mobility 5-6: Wpns O 7-8: EW OOO 9: Crew OOO 10: Critical VS TEAM ot 4/8 6/12 7-8: Charr	2/21/30 2/21/30 2/21/30 (roll) (000 (8) 000 (2) 0 (4) 0 (2d10) 2/21/30 2/21/30 2/21/30 2/21/30 2/21/30	Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke 8: Troop Bay 9: Chaff 10: Stabilizers PV: 57 Defense: 12 Personality	
	MV: O/Special S APT (d8)(T) SYSTEMS Braking Jets Stabilizers Streamlining Troop Bay (3) MARINE ORTILLERY TYPE DN Strike Cruiser d1 Battle Barge d1 Strikes:	6/12/2 6/12/2 MG AoE 2 2" 2+1 3" Maximur ship, and	1/30 AVO 1 2 m of 2 str	Def: 8 Sharmor: 4 NOTES ID COST EA 180 390		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS Chaff (3) 000 Smoke (2) 00 Stabilizers Streamlined Troop Bay (8) Turn Mode: 3 COMMANDANT MV: 6"/Foo 2 x AP (d8) Gauss ATR (30EW)(o SAW (d10) ATTRIBUTES	Sig: -2 10/20 6/12 6/12 Primary 1-2: 2ndary 3-4: Mobility 5-6: Wpns C 7-8: EW OOD 9: Crew OOD 9: Crew OOD 10: Critical 6/12 4/8 d6) 6/12 6/12 Charr Fights	2/35/50 2/21/30 2/21/30 (roll) (000 (8) 000 (2) 0 (4) 0 (2410) 2/21/30 2/21/30 2/21/30	Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke 8: Troop Bay 9: Chaff 10: Stabilizers PV: 57 Defense: 12 Personality	
	MV: 0/ Special APT (d8)(T) SYSTEMS Braking Jets Stabilizers Streamlining Troop Bay (3) MARINE ORTILLERY TYPE DN Strike Cruiser d1 Battle Barge d1 Strikes: SC: 00	6/12/2 6/12/2 MG AoE 2 2" 2+1 3" Maximur ship, and	1/30 AVO 1 2 m of 2 str	Def: 8 Sharmor: 4 NOTES ID COST EA 180 390		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS Chaff (3) 000 Smoke (2) 00 Stabilizers Streamlined Troop Bay (8) Turn Mode: 3 COMMANDANT MV: 6"/Foc 2 x AP (d8) Gauss ATR (30EW)(c SAW (d10) ATTRIBUTES CCW Enhanced FT 0 Fearless Power Armor	Sig: -2 10/20 6/12 6/12 Primary 1-2: 2ndary 3-4: Mobility 5-6: Wpns C 7-8: EW 000 9: Crew 000 10: Critical VS TEAM ot 6/12 Charr Fights Leade Prese	2/35/50 2/21/30 2/21/30 (roll) (000 (8) 000 (2) 0 (4) 0 (2d10) 2/21/30 2/21/30 2/21/30 2/21/30 2/21/30 2/21/30 2/21/30 2/21/30	Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke 8: Troop Bay 9: Chaff 10: Stabilizers PV: 57 Defense: 12 Personality 3 hits: 000	
	MV: 0/ Special APT (d8)(T) SYSTEMS Braking Jets Stabilizers Streamlining Troop Bay (3) MARINE ORTILLERY TYPE DN Strike Cruiser d1 Battle Barge d1 Strikes: SC: 00	6/12/2 6/12/2 MG AoE 2 2" 2+1 3" Maximur ship, and	1/30 AVO 1 2 m of 2 str	Def: 8 Sharmor: 4 NOTES ID COST EA 180 390		MV: 24"/STOVL APT (d10)(FF) Dual AP (d8)(F) AP (d8)(LS) + (RS)* SYSTEMS Chaff (3) 000 Smoke (2) 00 Stabilizers Streamlined Troop Bay (8) Turn Mode: 3 COMMANDANT MV: 6"/Foc 2 x AP (d8) Gauss ATR (30EW)(c SAW (d10) ATTRIBUTES CCW Enhanced FT 0 Fearless	Sig: -2 10/20 6/12 6/12 Primary 1-2: 2ndary 3-4: Mobility 5-6: Wpns C 7-8: EW 000 9: Crew 000 10: Critical VS TEAM ot 6/12 Charr Fights Leade Prese	2/21/30 2/21/30 2/21/30 (roll) (000 (8) 000 (2) 0 (4) 0 (2d10) 2/21/30 2/21/30 2/21/30 2/21/30 2/21/30 2/21/30 2/21/30 2/21/30	Def: 12 Sharmor: 6 Secondary 1-6: None 7: Smoke 8: Troop Bay 9: Chaff 10: Stabilizers PV: 57 Defense: 12 Personality 3 hits: 000	

	PRIEST'S TEAM		PV: 281		PSYCHIC'S TEAM		PV: 288
+							
	MV: 6"/Foot		Defense: 12		MV: 6"/Foot		Defense: 12
+	2 x AP (d8)	4/8/14/20	Personality		2 x AP (d8)	4/8/14/20	Personality
+	Gauss ATR (30EW)(d6)	6/12/21/30 6/12/21/30	2 hits: 00		Gauss ATR (30EW)(d6)	6/12/21/30	2 hits: 00
+	SAW (d10)	6/12/21/30			SAW (d10)	6/12/21/30	
+	ATTRIBUTES	Traits:			ATTRIBUTES	Traits:	
+	CCW Fearless	Charmed Fights Dirty			CCW Fearless	Arcane Knowledge Charmed	9
+	Power Armor Power Weapon	Leader Pious		Ħ	Power Armor Power Weapon	Fights Dirty Leader	
+		Save (3+)			Psychic Blast	Save (3+)	
	COMPANY CAPTAIN'S	6 TEAM	PV: 177		MEDIC'S TEAM		PV: 96
+	MV: 6"/Foot		Defense: 10		MV: 6"/Foot		Defense: 10
╡					<u>+</u>		
1	AP (d8)	4/8/14/20	Personality 2 hits: 00		AP (d8)	4/8/14/20	Personality
1			2 nits: 00			E	
ļ			<u> </u>	ੰ≣			
+		Traits:				Traits:	
+	CCW Fearless	Charmed Leader Team			Fearless Power Armor	Healer Leader Team	
+	Power Armor Power Weapon	Save (5+) Superior Tacticiar	1		Power Weapon	Save (5+)	
+							
+							
	MIXED WEAPONS SQ	iuad a (2 team	IS) PV: 156		COMPANY LIEUTENA	NT'S TEAM	PV: 63
	MIXED WEAPONS SQ MV: 6"/Foot	iuad a (2 team	IS) PV: 156 Defense: 10		COMPANY LIEUTENA	NT'S TEAM	PV: 63 Defense: 10
	MV: 6"/Foot		Defense: 10		MV: 6"/Foot		Defense: 10
		UAD A (2 TEAM 4/8/14/20 6/12/21/30				NT'S TEAM 4/8/14/20	
	MV: 6"/Foot AP (d8)	4/8/14/20	Defense: 10		MV: 6"/Foot		Defense: 10
	MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8)	4/8/14/20 6/12/21/30 6/12/21/30	Defense: 10		MV: 6"/Foot	4/8/14/20	Defense: 10
	MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8) SAW (d10) ATTRIBUTES	4/8/14/20 6/12/21/30 6/12/21/30	Defense: 10		MV: 6"/Foot AP (d8) ATTRIBUTES	4/8/14/20 Traits:	Defense: 10
	MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8) SAW (d10)	4/8/14/20 6/12/21/30 6/12/21/30	Defense: 10		MV: 6"/Foot AP (d8) ATTRIBUTES CCW Fearless	4/8/14/20	Defense: 10
	MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8) SAW (d10) ATTRIBUTES Fearless	4/8/14/20 6/12/21/30 6/12/21/30	Defense: 10		MV: 6"/Foot AP (d8) ATTRIBUTES CCW	4/8/14/20 Traits: Leader Team	Defense: 10
	MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8) SAW (d10) ATTRIBUTES Fearless	4/8/14/20 6/12/21/30 6/12/21/30	Defense: 10		MV: 6"/Foot AP (d8) ATTRIBUTES CCW Fearless Power Armor	4/8/14/20 Traits: Leader Team	Defense: 10
	MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8) SAW (d10) ATTRIBUTES Fearless	4/8/14/20 6/12/21/30 6/12/21/30	Defense: 10		MV: 6"/Foot AP (d8) ATTRIBUTES CCW Fearless Power Armor	4/8/14/20 Traits: Leader Team	Defense: 10
	MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8) SAW (d10) ATTRIBUTES Fearless	4/8/14/20 6/12/21/30 6/12/21/30 NOTES	Defense: 10 Personnel Target		MV: 6"/Foot AP (d8) ATTRIBUTES CCW Fearless Power Armor	4/8/14/20 Traits: Leader Team	Defense: 10
	MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8) SAW (d10) ATTRIBUTES Fearless Power Armor MIXED WEAPONS SO	4/8/14/20 6/12/21/30 6/12/21/30 NOTES	Defense: 10 Personnel Target //S) PV: 152 Defense: 10		MV: 6"/Foot AP (d8) ATTRIBUTES CCW Fearless Power Armor	4/8/14/20 Traits: Leader Team	Defense: 10
	MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8) SAW (d10) ATTRIBUTES Fearless Power Armor	4/8/14/20 6/12/21/30 6/12/21/30 NOTES	Defense: 10 Personnel Target		MV: 6"/Foot AP (d8) ATTRIBUTES CCW Fearless Power Armor	4/8/14/20 Traits: Leader Team	Defense: 10
	MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8) SAW (d10) ATTRIBUTES Fearless Power Armor MIXED WEAPONS SO MV: 6"/Foot	4/8/14/20 6/12/21/30 6/12/21/30 NOTES	Defense: 10 Personnel Target ////////////////////////////////////		MV: 6"/Foot AP (d8) ATTRIBUTES CCW Fearless Power Armor	4/8/14/20 Traits: Leader Team	Defense: 10
	MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8) SAW (d10) ATTRIBUTES Fearless Power Armor MIXED WEAPONS SC MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6) SAW (d10)	4/8/14/20 6/12/21/30 6/12/21/30 NOTES	Defense: 10 Personnel Target ////////////////////////////////////		MV: 6"/Foot AP (d8) ATTRIBUTES CCW Fearless Power Armor	4/8/14/20 Traits: Leader Team	Defense: 10
	MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8) SAW (d10) ATTRIBUTES Fearless Power Armor MIXED WEAPONS SC MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6)	4/8/14/20 6/12/21/30 6/12/21/30 NOTES NOTES UAD B (2 TEAN 4/8/14/20 6/12/21/30	Defense: 10 Personnel Target ////////////////////////////////////		MV: 6"/Foot AP (d8) ATTRIBUTES CCW Fearless Power Armor	4/8/14/20 Traits: Leader Team	Defense: 10
	MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8) SAW (d10) ATTRIBUTES Fearless Power Armor MIXED WEAPONS SC MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6) SAW (d10)	4/8/14/20 6/12/21/30 6/12/21/30 NOTES NOTES 4/8/14/20 6/12/21/30 6/12/21/30	Defense: 10 Personnel Target ////////////////////////////////////		MV: 6"/Foot AP (d8) ATTRIBUTES CCW Fearless Power Armor	4/8/14/20 Traits: Leader Team	Defense: 10
	MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8) SAW (d10) ATTRIBUTES Fearless Power Armor MIXED WEAPONS SG MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6) SAW (d10) ATTRIBUTES	4/8/14/20 6/12/21/30 6/12/21/30 NOTES NOTES 4/8/14/20 6/12/21/30 6/12/21/30	Defense: 10 Personnel Target ////////////////////////////////////		MV: 6"/Foot AP (d8) ATTRIBUTES CCW Fearless Power Armor	4/8/14/20 Traits: Leader Team	Defense: 10
	MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8) SAW (d10) ATTRIBUTES Fearless Power Armor MIXED WEAPONS SQ MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6) SAW (d10) ATTRIBUTES Fearless	4/8/14/20 6/12/21/30 6/12/21/30 NOTES NOTES 4/8/14/20 6/12/21/30 6/12/21/30	Defense: 10 Personnel Target ////////////////////////////////////		MV: 6"/Foot AP (d8) ATTRIBUTES CCW Fearless Power Armor	4/8/14/20 Traits: Leader Team	Defense: 10
	MV: 6"/Foot AP (d8) Laser ATR (30EW)(d8) SAW (d10) ATTRIBUTES Fearless Power Armor MIXED WEAPONS SQ MV: 6"/Foot AP (d8) Gauss ATR (30EW)(d6) SAW (d10) ATTRIBUTES Fearless	4/8/14/20 6/12/21/30 6/12/21/30 NOTES NOTES 4/8/14/20 6/12/21/30 6/12/21/30	Defense: 10 Personnel Target ////////////////////////////////////		MV: 6"/Foot AP (d8) ATTRIBUTES CCW Fearless Power Armor	4/8/14/20 Traits: Leader Team	Defense: 10