

IMPERIAL MARINES TO&E

NEW ATTRIBUTES:

Brutal: each figure in the team may re-roll its Close Combat weapons die once during any CC resolution.
CPV: 80.

Deadly/x: each figure rolls a number of weapons dice equal to the value of x during any CC resolution. Wounded figures reduce the value of x by one when determining the number of dice to be rolled.
CPV: 60 per value of x. Maximum x value = 4. Vehicles with Ph/x weapons (see below) add 100 CP per value of x.

SPECIAL RULES

Squads composed of teams with the *Independent* Attribute are not required to remain in coherency, but do conduct their actions during the same squad activation.

Non-PA teams equipped with more than one Support weapon may use any and/or all Support weapons during the same Fire-based action.

Any Heavy IFV, Razorback IFV, or Rhino APC assigned to transport a Captain, Chaplain, Dreadnought captain, Dreadnought Chaplain, or Commandant acquires the *Independent* Attribute at no additional PV cost.

NEW WEAPONS

HtH Weapons: Hand-to-Hand (HtH) Support weapons may be used during a CC/CA action by the possessing team, but may not be used to resolve a CC attack as part of an *Assault Fire* action.
CPV: as per normal weapon construction but must have a Range of 0; CPV is calculated as if the weapon has a Range of 1.

Physical Weapons (Ph/-B, -P, -S): Physical weapons are vehicle-mounted weapons that use physical force to attack their targets, and have a range of zero; the attacking vehicle must conduct an OVR action (including against vehicle targets) to attack with a *Ph* weapon. Each weapon inflicts damage against its target based on the weapon's qualifier:

[B]udgeoning: when attacking a vehicle target, always use the target's lowest armor value or Defense rating, regardless of the target vehicle's facing vis-à-vis the attacker. If all armor values of the target vehicle are equal, subtract one point from the target's armor value when resolving the attack's effects.

[P]iercing: add two points to the weapon's attack dice total when attacking armored and/or soft vehicle targets. The attacker may choose the hit location of the attack (hull or turret), and must compare his attack to the facing of the target vehicle based on the relative position of the attacking vehicle to the target vehicle.

[S]lashing: these weapons may re-roll their Experience die once when resolving a CC combat action.

COMBAT ORGANIZATIONS

SQUAD ORGANIZATIONS

Tactical Squad: 2x Tactical (A, B, and/or C) and/or Attack Teams in any combination.
Heavy Weapons Squad: 1x or 2x Heavy Weapons Teams (AP and/or AT).

FOR USE WITH

STRIKE LEGION STRIKE LEGION PLATOON LEADER

Assault Squad: 2x Assault Teams
Scout Squad: 2x Scout and/or Scout Sniper Teams.
Veteran Squad: 2x Veteran Tactical Teams.
Dragoon Squad: 1x or 2x Motorcycle Teams.
Dreadnought Squad: 1x or 2x Dreadnought (A and/or B) Teams.
Dreadnought Assault Squad: 1x or 2x Dreadnought Assault Teams, 0-1x Dreadnought Lieutenant.

PLATOON ORGANIZATIONS

Tactical Platoon: 2x to 4x Tactical Squads, 1x Sergeant.
Scout Platoon: 1x to 2x Scout Squads, 1x Sergeant.
Support Platoon: 1x to 2x Heavy Weapons Squads, 1x Sergeant.
Fast Platoon: 2x to 3x Assault and/or Motorcycle Squads in any combination
Dreadnought Platoon: 2x to 3x Dreadnought and/or Dreadnought Assault Squads in any combination, 0-1x Dreadnought Captain.
Speeder Section: 2x Landspeeder (-A and/or -C).
Tank Platoon: 2x to 4x Battle Tanks (Mk. I and/or Mk. II)
Walker Section: 2x Marine Walkers (AP and/or AT).

COMPANY ORGANIZATIONS

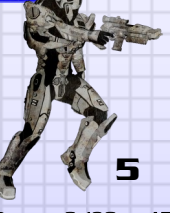
Tactical Company: 2x Tactical Platoons, 1x Support Platoon, 1x Scout Platoon, 0-2x Veteran Tactical Squad, 2x Lieutenant, 1x Captain, 1x Medic, 0-1x Chaplain.
Assault Company: 1x Tactical Platoon, 2x Fast Platoons, 1x Walker Section, 2x Lieutenant, 1x Captain, 1x or 2x Medic, 0-1x Chaplain.

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LEGIONNAIRE
GAMES

[HTTP://WWW.LEGIONNAIREGAMES.COM](http://www.LegionnaireGames.com)

Tactical Team A PV: 183	Tactical Team B PV: 169	Tactical Team C PV: 190	Attack Team PV: 184
 <p>d8 4 → 4</p> <p> d8 Range: 12/30 AT: /6 SAW d10 Sp/d4 Range: 30/75 AT: /5</p>	 <p>d8 4 → 4</p> <p> d8 Range: 12/30 AT: /6 GL d10 E/2 Sp/d4 Range: 12 AT: /4</p>	 <p>d8 4 → 4</p> <p> SAM * d8 Sp/d4 Rng: 30/75 AT: /3</p>	 <p>d8 4 → 4</p> <p> d8 Range: 8/20 AT: /7</p>
<p>ATTRIBUTES</p> <p>Fearless/1 StimPaks Stoic</p>	<p>ATTRIBUTES</p> <p>Fearless/1 StimPaks Stoic</p>	<p>ATTRIBUTES</p> <p>Fearless/1 StimPaks Stoic Tank Hunter/1</p> <p style="text-align: right;">*D=2</p>	<p>ATTRIBUTES</p> <p>CCS CCW/2 Deadly/2 Fearless/1 StimPaks Stoic</p>
Scout Team PV: 169	Scout Sniper Team PV: 178	AP Heavy Weapons Team PV: 252	AT Heavy Weapons Team PV: 336
 <p>d8 3 → 4</p> <p> d8 Range: 12/30 AT: /6 SAW d10 Sp/d4 Range: 30/75 AT: /5</p>	 <p>d8 3 → 4</p> <p> d8 Range: 12/30 AT: /6 SAW d10 Sp/d4 Range: 30/75 AT: /5</p>	 <p>d8 4 → 10</p> <p> 2x SAW d10 Sp/d4 Range: 30/75 AT: /5  2x GL d10 E/2 Sp/d4 Range: 12 AT: /4</p>	 <p>d8 4 → 10</p> <p> 2x ATR* d10 (ER) E HI Rng: 40/100 AT: /3  2x SAM ** d8 Sp/d4 Rng: 30/75 AT: /3</p>
<p>ATTRIBUTES</p> <p>Scout/2 StimPaks Stoic</p>	<p>ATTRIBUTES</p> <p>Scout/2 Sniper/1 StimPaks Stoic</p>	<p>ATTRIBUTES</p> <p>Fearless/1 Independent StimPaks Stoic</p>	<p>ATTRIBUTES</p> <p>Fearless/1 Independent StimPaks Stoic Tank Hunter/1</p> <p style="text-align: right;">*20EW **D=2</p>

Dreadnought Team A PV: 396	Dreadnought Team B PV: 496	Assault: Dreadnought Team PV: 300	Assault Team PV: 217
 <p>d8 4 4P 2 5</p> <p> d10 Sp/2 Range: 20/50 AT: /6  d10 Sp/2 Range: 20/50 AT: /6  d10 Sp/d4 Range: 30/75 AT: /5  d10 Range: 6 AT: /5</p>	 <p>d8 4 4P 2 5</p> <p> d10 Sp/2 Range: 20/50 AT: /6  d10 Sp/2 Range: 20/50 AT: /6  d10 (ER) E HI Rng: 40/100 AT: /3  d8 Sp/d4 Rng: 30/75 AT: /3</p>	 <p>d8 4 4P 2 5</p> <p> d10 Sp/2 Range: 20/50 AT: /6  HtH d10/E3 Range: 0 AT: /4</p>	 <p>d8 4 6V 10 5</p> <p> d8 Range: 8/20 AT: /7</p>
<p>ATTRIBUTES</p> <p>CCS CCW/2/E2 Deadly/2 Fearless/2</p> <p>Independent Power Armor StimPaks Stoic</p> <p>*D=4</p>	<p>ATTRIBUTES</p> <p>CCS CCW/2/E2 Deadly/2 Fearless/2</p> <p>Independent Power Armor StimPaks Stoic Tank Hunter/1</p> <p>*20EW **D=2</p>	<p>ATTRIBUTES</p> <p>Brawler CCS CCW/2 Deadly/3 Fearless/2</p> <p>Independent Power Armor StimPaks Stoic</p>	<p>ATTRIBUTES</p> <p>CCS CCW/2 Deadly/2 Fearless/1 Jet Packs StimPaks Stoic</p>
Motorcycle Team PV: 224	Sergeant PV: 37	Lieutenant PV: 46	Captain PV: 124
 <p>d8 4 4R 10 5</p> <p> d8 Range: 8/20 AT: /7</p>	 <p>d8 4 4 10 1</p> <p> d8 Range: 8/20 AT: /7</p>	 <p>d8 4 4 10 1</p> <p> d8 Range: 8/20 AT: /7</p>	 <p>d8 4 4 10 1</p> <p> d8 Range: 8/20 AT: /7</p>
<p>ATTRIBUTES</p> <p>CCS CCW/2 Deadly/2 Fearless/2 Independent StimPaks Stoic</p>	<p>ATTRIBUTES</p> <p>CCW/1 Fearless/2 Leader/2 StimPaks Stoic</p>	<p>ATTRIBUTES</p> <p>CCS CCW/2 Deadly/2 Fearless/2 Leader/3 StimPaks Stoic</p>	<p>ATTRIBUTES</p> <p>CCS CCW/2 Deadly/3 Fearless/2 Leader/4 Sharpshooter StimPaks Stoic</p> <p>TRAITS</p> <p>Presence Save Superior Tactician/1</p>

<p>Medic PV: 34</p>  <p>d8 4 10</p> <p>d8 Range: 8/20 AT: /7</p>	<p>Chaplain PV: 113</p>  <p>d8 4 10</p> <p>HtH d10/E3 Range: 0 AT: /4</p>	<p>Commandant PV: 180</p>  <p>d8 4 2 4P</p> <p>d10 Sp/2 Range: 20/50 AT: /6 HtH d10/E3 Range: 0 AT: /4</p>	<p>Dreadnought Chaplain PV: 150</p>  <p>d8 4 2 4P</p> <p>d10 Sp/2 Range: 20/50 AT: /6 HtH d10/E3 Range: 0 AT: /4</p>
<p>ATTRIBUTES</p> <p>Fearless/2 Medic StimPaks Stoic</p>	<p>ATTRIBUTES</p> <p>Brutal CCS CCW/3 Deadly/2 Fearless/2 Leader/6 StimPaks Stoic</p> <p>TRAITS</p> <p>Presence Save Superior Tactician/1</p>	<p>ATTRIBUTES</p> <p>Brutal CCW/3 Deadly/4 Fearless/2</p> <p>Leader/6 Power Armor StimPaks Sharpshooter Tough</p> <p>TRAITS</p> <p>Charmed Fights Dirty Presence Save Superior Tactician/2</p>	<p>ATTRIBUTES</p> <p>Brutal CCW/3 Deadly/4 Fearless/2</p> <p>Leader/6 Power Armor StimPaks Sharpshooter Stoic</p> <p>TRAITS</p> <p>Fights Dirty Presence Save Superior Tactician/1</p>
<p>Veteran Tactical Team A PV: 245</p>  <p>d8 4 10 5</p> <p>SAW d10 Sp/d4 Range: 30/75 AT: /5</p>	<p>Veteran Tactical Team B PV: 232</p>  <p>d8 4 10 5</p> <p>GL d10/E Sp/d4 Range: 12 AT: /5</p>	<p>Dreadnought Lieutenant PV: 88</p>  <p>d8 4 2 4P</p> <p>d10 Sp/2 Range: 20/50 AT: /6 HtH d10/E3 Range: 0 AT: /4</p>	<p>Dreadnought Captain PV: 153</p>  <p>d8 4 2 4P</p> <p>d10 Sp/2 Range: 20/50 AT: /6 HtH d10/E3 Range: 0 AT: /4</p>
<p>ATTRIBUTES</p> <p>Brutal CCW/2 Deadly/2 Fearless/2 Sharpshooter StimPaks Stoic</p>	<p>ATTRIBUTES</p> <p>Brutal CCW/2 Deadly/2 Fearless/2 Sharpshooter StimPaks Stoic</p>	<p>ATTRIBUTES</p> <p>Brutal CCS CCW/3 Deadly/2 Fearless/2</p> <p>Leader/3 Power Armor StimPaks Stoic</p> <p>TRAITS</p> <p>Save</p>	<p>ATTRIBUTES</p> <p>Brutal CCW/3 Deadly/4 Fearless/2</p> <p>Leader/4 Power Armor StimPaks Sharpshooter Tough</p> <p>TRAITS</p> <p>Fights Dirty Presence Save Superior Tactician/2</p>

Razorback IFV

Size: 4 PV: 122

Rhino APC

Size: 4 PV: 100

WEAPONS DATA

∞ d8 (T) Range: 20/50 AT: /3
○ d8 (FF) Sp/2 Rng: 12/30 AT: /7

2/2/2

d8

3

4T

ATTRIBUTES

Optics/2

SYSTEMS

Smoke (D=6)
Troop Bay/6



2/2/2

d8

3

4T

WEAPONS DATA

∞ d8 (FF) Sp/2 Rng: 12/30 AT: /7



SYSTEMS

Smoke (D=6)
Troop Bay/10

ATTRIBUTES

Optics/2

Rhino APC

Size: 4 PV: 100

Rhino APC

Size: 4 PV: 100

WEAPONS DATA

∞ d8 (FF) Sp/2 Rng: 12/30 AT: /7

2/2/2

d8

3

4T

ATTRIBUTES

Optics/2

SYSTEMS

Smoke (D=6)
Troop Bay/10



2/2/2

d8

3

4T

WEAPONS DATA

∞ d8 (FF) Sp/2 Rng: 12/30 AT: /7



SYSTEMS

Smoke (D=6)
Troop Bay/10

ATTRIBUTES

Optics/2

Marine Walker (AT)

Size: 4 PV: 240

Marine Walker (AT)

Size: 4 PV: 240

WEAPONS DATA

∞ d10 (ER) E HI Rng: 40/100 AT: /2
○ d8 (EL) Sp/d6 Rng: 20/50 AT: /6

3/3/2

3/3/2

d8

3

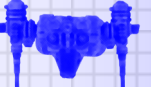
4W

ATTRIBUTES

Optics/2

SYSTEMS

Autonomous
Smoke (D=6)



3/3/2

3/3/2

d8

3

4W

WEAPONS DATA

∞ d10 (ER) E HI Rng: 40/100 AT: /2
○ d8 (EL) Sp/d6 Rng: 20/50 AT: /6



SYSTEMS

Autonomous
Smoke (D=6)

ATTRIBUTES

Optics/2

Marine Walker (AP)

Size: 4 PV: 205

Marine Walker (AP)

Size: 4 PV: 205

WEAPONS DATA

∞ d8 (ER) Sp/d6 Rng: 20/50 AT: /6
○ d12 (EL) Ph/S Rng: 0 AT: /4

3/3/2

3/3/2

d8

3

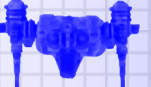
4W

ATTRIBUTES

Deadly/3
Optics/2

SYSTEMS

Autonomous
Smoke (D=6)



3/3/2

3/3/2

d8

3

4W

WEAPONS DATA

∞ d8 (ER) Sp/d6 Rng: 20/50 AT: /6
○ d12 (EL) Ph/S Rng: 0 AT: /4






SYSTEMS

Autonomous
Smoke (D=6)

ATTRIBUTES

Deadly/3
Optics/2

Mk. I Battle Tank Size: 3 PV: 241

WEAPONS DATA
 ○○ d10 (T) HV Rng: 30/75 AT: /3
 ○ d8 (F) Sp/2 Rng: 12/30 AT: /7

ATTRIBUTES
 Optics/2

SYSTEMS
 Smoke (D=4)




4/3/2
4/3/2

d8

3

4T

Mk. II Battle Tank Size: 3 PV: 257

WEAPONS DATA
 ○○ d10 (T) E H I D Rng: 40/100 AT: /2

ATTRIBUTES
 Optics/2

SYSTEMS
 Smoke (D=6)


4/3/3
4/3/2

d8

3

4T

Mk. I Battle Tank Size: 3 PV: 241





WEAPONS DATA
 ○○ d10 (T) HV Rng: 30/75 AT: /3
 ○ d8 (F) Sp/2 Rng: 12/30 AT: /7

ATTRIBUTES
 Optics/2

SYSTEMS
 Smoke (D=4)


4/3/2
4/3/2

d8

3

4T

Mk. II Battle Tank Size: 3 PV: 257


WEAPONS DATA
 ○○ d10 (T) E H I D Rng: 40/100 AT: /2

ATTRIBUTES
 Optics/2

SYSTEMS
 Smoke (D=6)




4/3/3
4/3/2

d8

3

4T

Mk. I Battle Tank Size: 3 PV: 241

WEAPONS DATA
 ○○ d10 (T) HV Rng: 30/75 AT: /3
 ○ d8 (F) Sp/2 Rng: 12/30 AT: /7

ATTRIBUTES
 Optics/2

SYSTEMS
 Smoke (D=4)




4/3/2
4/3/2

d8

3

4T

Mk. II Battle Tank Size: 3 PV: 257

WEAPONS DATA
 ○○ d10 (T) E H I D Rng: 40/100 AT: /2

ATTRIBUTES
 Optics/2

SYSTEMS
 Smoke (D=6)



4/3/3
4/3/2

d8

3

4T

Mk. I Battle Tank Size: 3 PV: 241


WEAPONS DATA
 ○○ d10 (T) HV Rng: 30/75 AT: /3
 ○ d8 (F) Sp/2 Rng: 12/30 AT: /7

ATTRIBUTES
 Optics/2

SYSTEMS
 Smoke (D=4)




4/3/2
4/3/2

d8

3

4T

Mk. II Battle Tank Size: 3 PV: 257

WEAPONS DATA
 ○○ d10 (T) E H I D Rng: 40/100 AT: /2

ATTRIBUTES
 Optics/2

SYSTEMS
 Smoke (D=6)

4/3/3
4/3/2

d8

3

4T

Landspeeder-A

Size: 3 PV: 137

Landspeeder-C

Size: 3 PV: 185

2/2/2

WEAPONS DATA

- d8 (FF) E Rng: 30/80 AT: /3
- d8 (F) Sp/2 Rng: 12/30 AT: /7

d8

3

SYSTEMS

Optics/2
Scout/2

ATTRIBUTES



2/2/2

d8

3

SYSTEMS

Optics/2
Scout/2

ATTRIBUTES



WEAPONS DATA

- d8 (F) Sp/2 Rng: 12/30 AT: /7
- SAM* d8 Sp/d4 Rng: 30/75 AT: /3
- SAM** d8 Rng: 30/75 AT: /2

Missiles
SAM*:



SAM**:



Landspeeder-A

Size: 3 PV: 137

Landspeeder-C

Size: 3 PV: 185

2/2/2

WEAPONS DATA

- d8 (FF) E Rng: 30/80 AT: /3
- d8 (F) Sp/2 Rng: 12/30 AT: /7

d8

3

SYSTEMS

Optics/2
Scout/2

ATTRIBUTES



2/2/2

d8

3

SYSTEMS

Optics/2
Scout/2

ATTRIBUTES



WEAPONS DATA

- d8 (F) Sp/2 Rng: 12/30 AT: /7
- SAM* d8 Sp/d4 Rng: 30/75 AT: /3
- SAM** d8 Rng: 30/75 AT: /2

Missiles
SAM*:



SAM**:



Raider Heavy IFV

Size: -1 PV: 323P

Raider Heavy IFV

Size: -1 PV: 323P

5/5/5

WEAPONS DATA

- d10 (LF) E HI Rng: 40/100 AT: /2
- d10 (RF) E HI Rng: 40/100 AT: /2
- d8 (FF) Sp/2 Rng: 12/30 AT: /7

d8

3

SYSTEMS

Autonomous
Smoke (D=6)
Troop Bay/20

ATTRIBUTES

Optics/2



5/5/5

d8

3

SYSTEMS

Autonomous
Smoke (D=6)
Troop Bay/20

ATTRIBUTES

Optics/2



WEAPONS DATA

- d10 (LF) E HI Rng: 40/100 AT: /2
- d10 (RF) E HI Rng: 40/100 AT: /2
- d8 (FF) Sp/2 Rng: 12/30 AT: /7

Raider Heavy IFV

Size: -1 PV: 323P

Raider Heavy IFV

Size: -1 PV: 323P

5/5/5

WEAPONS DATA

- d10 (LF) E HI Rng: 40/100 AT: /2
- d10 (RF) E HI Rng: 40/100 AT: /2
- d8 (FF) Sp/2 Rng: 12/30 AT: /7

d8

3

SYSTEMS

Autonomous
Smoke (D=6)
Troop Bay/20

ATTRIBUTES

Optics/2



5/5/5

d8

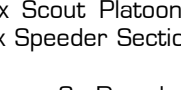
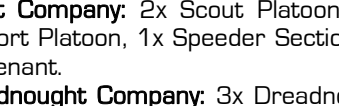
3

SYSTEMS

Autonomous
Smoke (D=6)
Troop Bay/20

ATTRIBUTES

Optics/2



Scout Company: 2x Scout Platoons, 1x Support Platoon, 1x Speeder Section, 2x Lieutenant.

Dreadnought Company: 3x Dreadnought Platoons, 1x Walker Section, 0-1x Commandant, 0-1x Dreadnought Chaplain.

Vehicle Platoon Assignment

Up to two Tank Platoons and two Walker Platoons may be assigned to any company.

Troop Transports

Any Tactical, Heavy Weapon, Veteran, or Scout Squad may be mounted in a *Rhino APC*.

Any single-team Heavy Weapons Squad, Lieutenant, Chaplain, or Captain may be mounted in a *Razorback IFV*.

Any Veteran, Dreadnought, or Dreadnought Assault squad, as well as any Dreadnought Captain, Dreadnought Chaplain, or Commandant may be mounted in a *Heavy IFV*.