

Star Guardians TO&E

Battalion Type	Composition	Point/SP Cost
Defense	4x Guardians w/Serpent IFV, 1x Rangers w/Serpent IFV (Det.), 1x Prism Mobile Artillery (Det.)	205/12
Attack	4x Retributionists and/or Banshees w/Serpent IFV, 1x Dragons w/Serpent IFV (Det.), 1x Rangers w/Serpent IFV (Det.)	Varies
Assault	4x Reapers w/Serpent IFV, 1x Scorpions w/Serpent IFV (Det.), 1x Prism Mobile Artillery (Det.)	241/21
Mobile	4x Hawks OR 4x Arachnids	76/8 OR 112/4
Elite	4x Wraith Princes w/Serpent IFV, 1x Dragons w/Serpent IFV (Det.), 1x Rangers w/Serpent IFV (Det.)	291/21
Tank	4x Falcon and/or Firestorm Tank	Varies
Heavy Tank	3x (any of) Scorpion, Cobra, Storm Serpent, 1x Void Heavy Tank (Det.)	Varies
Light Artillery	4x Prism Mobile Artillery	136/4
Medium Artillery	3x Spinner Mobile Artillery	123/9
Heavy Artillery	3x Void Heavy Tank	242/15
Heavy Assault	3x Megawalker (any)	Varies

Star Guardians Organization

Defense, Attack, Assault, and Elite battalions may be fielded as cross-attached battalions by removing one units stand of '(troop type) w/Serpent IFV' and replacing it with 1x Firestorm or Falcon Tank stand.

Elite battalions (only) may be fielded as cross-attached battalions as above, but may include 1x Scorpion, Cobra, or Storm Serpent Heavy Tank Stand.

Each Star Guardian Maneuver Regiment may contain three or four battalions of any type, and must include 1x Guardian Monarch w/Serpent IFV HQ stand.

Star Guardian forces may choose one Air marker for each two Maneuver Regiments in play, and may take one Orbital Support choice for each three Maneuver Regiments in play.

Star Guardians have *Average* C3 ratings and are *Trained*. Any Star Guardian battalion may become *Veteran* by paying the appropriate point costs.

If using the optional Supply Corps rule (27.2) during a CG, Star Guardians are *always* considered to have *Superior C3* for calculating SP costs (only).

Guardians w/Serpent IFV M PV: 34

STATS
MV: 9/Grav
Def: d6
Attack: d6
Range: 4/10
EW: 4

SPECIAL
Assault +1
Firefight +2

NOTES
Mech Inf
2DMG
Supply Points: 2

Retributionists w/Serpent IFV M PV: 36

STATS
MV: 9/Grav
Def: d6
Attack: d6
Range: 4/10
EW: 4

SPECIAL
Assault +2
Firefight +d3

NOTES
Mech Inf
2DMG
Supply Points: 2

Hawks S PV: 19

STATS
MV: 8/STOVL
Def: d4
Attack: d5
Range: 1/5
EW: 2

SPECIAL
Assault +1

NOTES
2DMG
Supply Points: 2

Banshees w/Serpent IFV M PV: 35

STATS
MV: 9/Grav
Def: d6
Attack: d6
Range: 4/10
EW: 4

SPECIAL
Assault +1
Firefight +2

NOTES
Mech Inf
2DMG
Supply Points: 2

Dragons w/Serpent IFV M PV: 40

STATS
MV: 9/Grav
Def: d6
Attack: d6
Range: 4/10
EW: 4

SPECIAL
Assault +2/+1
Firefight +1/+2
AT

NOTES
Detachment
Mech Inf
2DMG
Supply Points: 2

Arachnids S PV: 28

STATS
MV: 6/Displace
Def: d6
Attack: d5
Range: 1/4
EW: 2

SPECIAL
Assault +2/+d3
Firefight +1

NOTES
2DMG
Supply Points: 1

Rangers w/Serpent IFV M PV: 39

STATS
MV: 9/Grav
Def: d6
Attack: d6
Range: 4/10
EW: 4

SPECIAL
Assault +1
Firefight +2
Scout

NOTES
Detachment
Mech Inf
2DMG
Supply Points: 3

Scorpions w/Serpent IFV M PV: 43

STATS
MV: 9/Grav
Def: d8
Attack: d6
Range: 4/10
EW: 4

SPECIAL
Assault +2/+d4
Firefight +1
Shock Troops

NOTES
Detachment
Mech Inf
2DMG
Supply Points: 4

Wraith Princes w/Serpent IFV M PV: 53

STATS
MV: 9/Grav
Def: d6
Attack: d6
Range: 4/10
EW: 4

SPECIAL
Assault +d4/+d3
Firefight +2/+1

NOTES
Mech Inf
4DMG
Supply Points: 4

Reapers w/Serpent IFV M PV: 41

STATS
MV: 9/Grav
Def: d6
Attack: d6
Range: 4/10
EW: 4

SPECIAL
MSL (d5) R8
Assault +2/+d3
Firefight +1

NOTES
Mech Inf
MSL Depl: 4
2DMG
Supply Points: 4

Jetbike Squadron S PV: 32

STATS
MV: 8/Grav
Def: d6
Attack: d6
Range: 4/10
EW: 2

SPECIAL
Assault +2/+d3
Firefight +1

NOTES
2DMG
Supply Points: 1

Combat Walker S PV: 29

STATS
MV: 8/Walker
Def: d6
Attack: d5
Range: 4/10
EW: 2

SPECIAL
Assault +2/+d3
Firefight +1

NOTES
2DMG
Supply Points: 1

Falcon Tank S PV: 40

STATS
MV: 9/Grav
Def: d6
Attack: d5
Range: 4/10
EW: 4

SPECIAL
Assault +1
Firefight +1/+2

NOTES
3DMG
Supply Points: 1

Prism Mobile Artillery S PV: 34

STATS
MV: 9/Grav
Def: d6
Attack: d5
Range: 3/8
EW: 4

SPECIAL
ART/O R12
Assault +1
Firefight +1

NOTES
Detachment
2DMG
Supply Points: 1

Firestorm Tank S PV: 41

STATS
MV: 9/Grav
Def: d6
Attack: d5
Range: 3/8
EW: 4

SPECIAL
Assault +1
Firefight +2

NOTES
3DMG
Supply Points: 1

Spinner Mobile Artillery S PV: 41

STATS
MV: 9/Grav
Def: d6
Attack: d8
Range: 4/10
EW: 3

SPECIAL
ART/2 R15
Firefight +2

NOTES
Detachment
2DMG
Supply Points: 3

Scorpion Heavy Tank M PV: 66

STATS
MV: 8/Grav
Def: d8
Attack: d8
Range: 4/12
EW: 5

SPECIAL
Assault +d3
Firefight +2/+1

NOTES
4DMG
Supply Points: 2

Storm Serpent Heavy Tank M PV: 62

STATS
MV: 8/Grav
Def: d8
Attack: d10
Range: 3/8
EW: 5

SPECIAL
Assault +d3/+d4
Firefight +d3/+2

NOTES
5DMG
Supply Points: 4

Cobra Heavy Tank M PV: 74

STATS
MV: 8/Grav
Def: d8
Attack: d10
Range: 3/8
EW: 5

SPECIAL
MSL (d6) R12
Assault +d3
Firefight +2/+1

NOTES
MSL Depl: 6
5DMG
Supply Points: 4

Void Heavy Tank M PV: 81

STATS
MV: 8/Grav
Def: d8
Attack: d10
Range: 4/10
EW: 4

SPECIAL
ART/3 R15
Assault +d3
Firefight +1

NOTES
Detachment
5DMG
Supply Points: 5

Revenant Megawalker L PV: 63

STATS
MV: 6/Walker
Def: d8
Attack: d6
Range: 4/10
EW: 6

SPECIAL
MSL (d5) R10
Assault +d4/+1
Firefight +2/+d3

NOTES
MSL Depl: 4
4DMG
Supply Points: 5

Vampire Fighter PV: 66

STATS
MV: 21" radius
Def: d6
Attack: d6/d5
EW: 5

SPECIAL
Firefight +2

NOTES
Air Marker
4 Damage Dice
Supply Points: 4

Warlock Megawalker L PV: 93

STATS
MV: 4/Walker
Def: d10
Attack: d10
Range: 4/12
EW: 6

SPECIAL
MSL (d6) R10
Assault +d6/+1
Firefight +d4/+d3

NOTES
MSL Depl: 2
5DMG
Supply Points: 7

Firebird Bomber PV: 80

STATS
MV: 21" radius
Def: d8
Attack: d8/d6
EW: 6

SPECIAL
Firefight +d3

NOTES
Air Marker
4 Damage Dice
Supply Points: 4

Phantom Megawalker L PV: 108

STATS
MV: 4/Walker
Def: d10
Attack: d10
Range: 4/12
EW: 6

SPECIAL
MSL (d6) R10
Assault +d10/+1
Firefight +d5/+d4

NOTES
MSL Depl: 2
6DMG
Supply Points: 9

Star Guardians Orbital Support

Destroyer Class
Attack: 3d6
Depletion: 4
Point Cost: 72
Supply Points: 4

Cruiser Class
Attack: 3d8
Depletion: 4
Point Cost: 96
Supply Points: 4

Battleship Class
Attack: 3d10
Depletion: 6
Point Cost: 90
Supply Points: 3

Guardian Monarch w/Serpent IFV M PV: 41

STATS
MV: 9/Grav
Def: d6
Attack: d6
Range: 4/10
EW: 4

SPECIAL
Assault +2/+d4
Firefight +2
HQ

NOTES
Detachment
Mech Inf
2DMG
Supply Points: 5