



TSA FRONTIERSMEN

- WE ENDANGER SPECIES -

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IMAGE by MONKEY930.CO.UK



Written by SDFarsight

This unofficial codex is mostly based on the game 'Natural Selection' by Unknown Worlds Entertainment, along with other sci-fi games and films which fit in with the Frontiersmen's style. I do not own any of the pictures or related media.

Credit to sumi808 for changing the aircraft names.

Who are the Frontiersmen?

The Frontiersmen are a highly diverse group of former Guardsmen, rogue traders and potential heretics. They travel as independent parties on the edges of Imperial space; scavenging damaged ships and space hulks in search of lost relics or any other loot which can pay for their expedition.

As they don't always have the support of the Imperium, they tend to favour small infantry-based actions rather than having to deal with the colossal expense of constructing,

transporting and maintaining entire armoured companies and battle-class titans. This also fits their style of limiting their actions to raiding isolated ships and outposts.

However they're not without their heavy weaponry; their links to the grittier parts of Imperial society has allied them with an innovative federation of rogue traders known as the 'Merchant Guilds', as well as bands of exiled tech-cultists with their ancient scout titans.

Frontier Marines are renowned for their fearlessness, as living life alone on the edges of Imperial space has given the Frontiersmen a brave tenacity and resourcefulness above that of the average Guardsmen.

Why collect a Frontiersmen army?

The Frontiersmen offer a change by being neither Imperial nor Chaos, and they use relatively archaic, utilitarian technology rather than the psykers and religious doctrine of the Imperium.

Their advantages include high leadership, infantry-built turrets, a good air force and plenty of well-armed battlesuits; their disadvantages include having weak infantry armour, no heavy tanks and relying on dedicated units such as flyers to kill tanks at medium-long range.

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HQ

Expeditionary Captain



Cost Ws Bs S T W I A Ld Sv

Expeditionary Captain 40 4 5 3 3 3 4 2 10 5+

Type: Infantry, Independent Character

Wargear: Heavy Machine Gun, Frag grenades.

Options: The Elite Marine may replace his Heavy Machine Gun with a Shotgun for 1pt, an H3 Grenade Launcher at 6pts, or a Flux Gun at 10 points. Alternatively, he may be equipped with a Servo Engine for 35pts.

Command Consoles

A Command console is a stationary vehicle which directs the infantry who are in the battlefield, placing down 'structure plans' (blueprints) anywhere on the table for Welder-equipped models to construct as long as the Command Console is alive. All structures and their options must be chosen as part of the player's list before the game starts.

To see the details of how structure plans work and the models that they create, see the Welder section of the Armoury.

Cost Bs Front Side Rear

Elite Command Console 130 4 12 11 10

Type: Vehicle, Turret

Hull Points: 3

Equipment: 10 structure plans, twin-linked Flux Gun on turret.

	Cost	Bs	Front	Side	Rear
Veteran Command Console	70	-	11	11	10

Type: Vehicle, Turret

Hull Points: 3

Equipment: 5 structure plans.

	Cost	Bs	Front	Side	Rear
Command Console	50	-	11	11	10

Type: Vehicle, Turret

Hull Points: 3

Equipment: 3 structure plans.

Elites:

Armour Trains



Heavy Frontier Marines wear pre-heresy patterns of Astartes power armour modified by exiled tech-cultists to fit regular humans. This unit came to be known as the “armour trains” due to the queued line of armoured marines running single-file through the narrow corridors of space hulks.

	Cost	Ws	Bs	S	T	W	I	A	Ld	Sv
Heavy Marine	15	4	4	4	3	1	3	1	9	3+

	Cost	Ws	Bs	S	T	W	I	A	Ld	Sv
Veteran Heavy	25	4	4	4	3	1	4	2	10	3+

Type: Infantry

4-12

Wargear: Power Armour, Shotgun

Options:

Dedicated Rush team:

The entire unit may replace their Shotguns with Heavy Machine Guns at 5pts, H3 Grenade Launchers at 6pts, or Flux Guns at 10 points (all per model). Note that they must all take the same weapon.

Character: For an additional cost of 10 points, 1 Heavy Marine may be upgraded to A Veteran Heavy. The Veteran Heavy may then take a Welder at 3 pts.

Engineers



	Cost	Ws	Bs	S	T	W	I	A	Ld	Sv
Engineer	12	4	3	3(4)	3	1	3	2	9	5+

	Cost	Ws	Bs	S	T	W	I	A	Ld	Sv
Engineer Veteran	22	4	3	3(4)	3	1	4	3	9	5+

6-15

Type: Infantry

Wargear: Welder, Shotgun

Options: up to 2 Engineers may take a Heavy Machine Gun at 5pts, an H3 Grenade Launcher at 6pts, or a Flux Gun at 10 points. The entire unit may also take Frag Grenades at 1pt each.

Character: For an additional cost of 10 points, 1 Engineer may be upgraded to an Engineer Veteran. The Engineer Veteran and may take a Servo Engine at 30pts.

Troops



In addition to their former Guard training, hearing Tyranids skittering through the air ducts of their ship on a regular basis results in the Frontier Marines being very daring soldiers. However they don't always have access to the Imperial Guard's body armour and often have to buy or engineer their own; which despite innovative improvements such as HUD displays, it doesn't always provide the same protection.

Frontier Marines

	Cost	Ws	Bs	S	T	W	I	A	Ld	Sv
Marine	6	3	3	3	3	1	3	1	8	6+

	Cost	Ws	Bs	S	T	W	I	A	Ld	Sv
Veteran Marine	16	3	3	3	3	1	3	2	9	6+

Type: Infantry

8-20

Wargear: Light Machine Gun

Options: The entire unit may replace their Light Machine Guns with Shotguns for 1pts each, and up to 2 Marines may take a Heavy Machine Gun at 5pts, an H3 Grenade Launcher at 6pts, or a Flux Gun at 10 points. The entire unit may also take Frag Grenades at 1pt each and 5+ armour at 2pts each.

Character: For an additional cost of 10 points, 1 Marine may be upgraded to a Veteran Marine. The Veteran Marine may then take a Welder at 3 pts.

Fast Attack

Jetpack Marines

	Cost	Ws	Bs	S	T	W	I	A	Ld	Sv
Jetpack Marine	8	3	3	3	3	1	3	1	8	6+

	Cost	Ws	Bs	S	T	W	I	A	Ld	Sv
Veteran JP Marine	20	3	3	3	3	1	4	2	9	6+

Type: Jump Infantry

6-15

Wargear: Jump-pack, Light Machine Gun

Options: The entire unit may replace their Light Machine Guns with Shotguns for 1pts each, and up to 3 Jetpack Marines may take a Heavy Machine Gun at 5pts, an H3 Grenade Launcher at 6pts, or a Flux Gun at 10 points. The entire unit may take Frag grenades at 1pt each and 5+ armour at 2pts each.

Character: For an additional cost of 12 points, 1 Jetpack Marine may be upgraded to a Veteran JP Marine. He may then take a Welder at 3 pts.

Deepstriking

Heavy Support.

Heavy Weapons Team

	Cost	Ws	Bs	S	T	W	I	A	Ld	Sv
HW Marine	12	3	3	3	3	1	3	1	8	6+

Type: Infantry

4-10

Wargear: Light Machine Gun, Krak Grenades

Options: Any HW Marine may replace their Light Machine Gun with a Shotgun for 1pt, a Heavy Machine Gun at 5pts, an H3 Grenade Launcher at 6pts, a Flux Gun at 10 points, or a Flux Cannon at 18pts. The entire unit may take 5+ armour at 2pts each.

Special Rules:

Tank Hunters

Taavetti Support Vehicle (TSV)



Closely based on the Imperial Chimera, the Taavetti fills the requirement for Frontiersmen commanders to field armoured artillery when they're not fighting within the small confines of space hulks.

	Cost	Bs	Front	Side	Rear
Taavetti	70	3	12	10	10

Type: Tank

Hull Points: 3

Access Points: one (rear). May carry 12 infantry models.

Equipment: Flux Cannon on turret.

Options: For 40pts the Taavetti can take an A-14 Rocket Salvo added to the rear of the Taavetti's roof (facing forward), however, the Taavetti cannot transport infantry units as the space is used up by the A-14's ammunition supplies.

Reaper

Created for dog-fighting and providing air support for ground troops when a Dropship isn't available, the Reaper is the Merchant Guild's attempt at creating a small, budget aircraft while still packing the armour, firepower and sophistication required by its clients.

	Cost	Bs	Front	Side	Rear
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Reaper 240 4 11 11 10

Type: Flyer

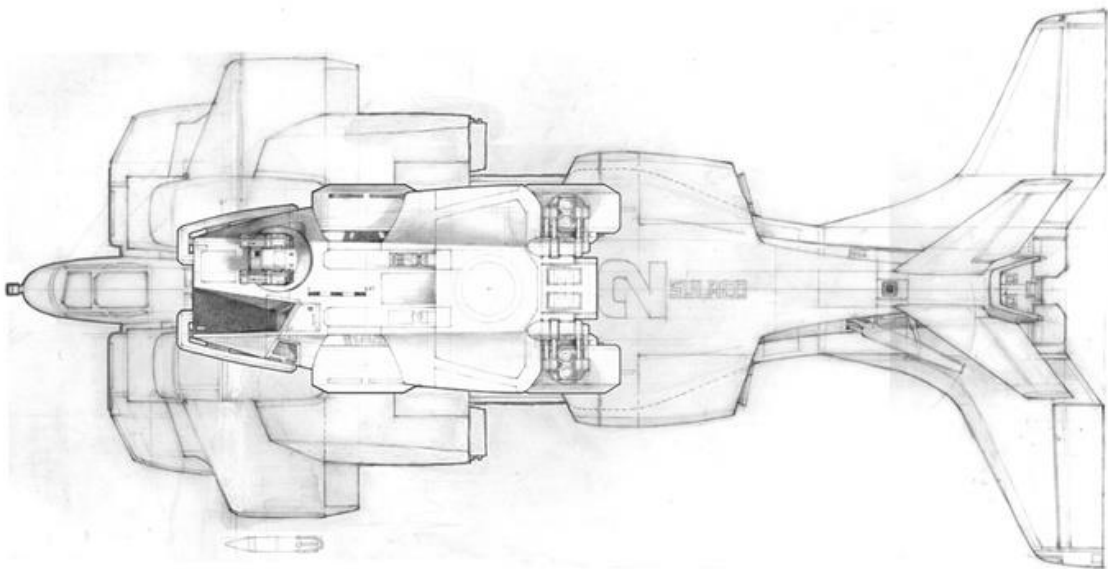
Hull Points: 3

Wargear: Twin-linked Senators on the nose and 2 forward facing LG-17 Missiles on the wings.

Options: For 90pts 4 LG-17 Missiles may be stored in the Falcon. No more than 2 LG-17 Missiles may be fired in a single turn, including those on the wings.

Designer's note: In most codex books flyers will be taken as a 'Fast Attack' choice. In the Frontiersmen codex they are always taken as Heavy Support choices to represent that the Frontier Marines don't have access to the immense resources of the Imperial Navy, thus having to choose their equipment wisely.

Borgio Dropship



The Borgio is the workhorse of the Frontiersmen, being equipped for many roles; including transport logistics, mobile command and close air support.

	Cost	Bs	Front	Side	Rear
Borgio	580	4	11	11	10

Type: Super-Heavy Flyer, Hover Mode

Hull Points: 9

Access Points: one (rear). May carry 18 infantry models.

Command Vehicle:

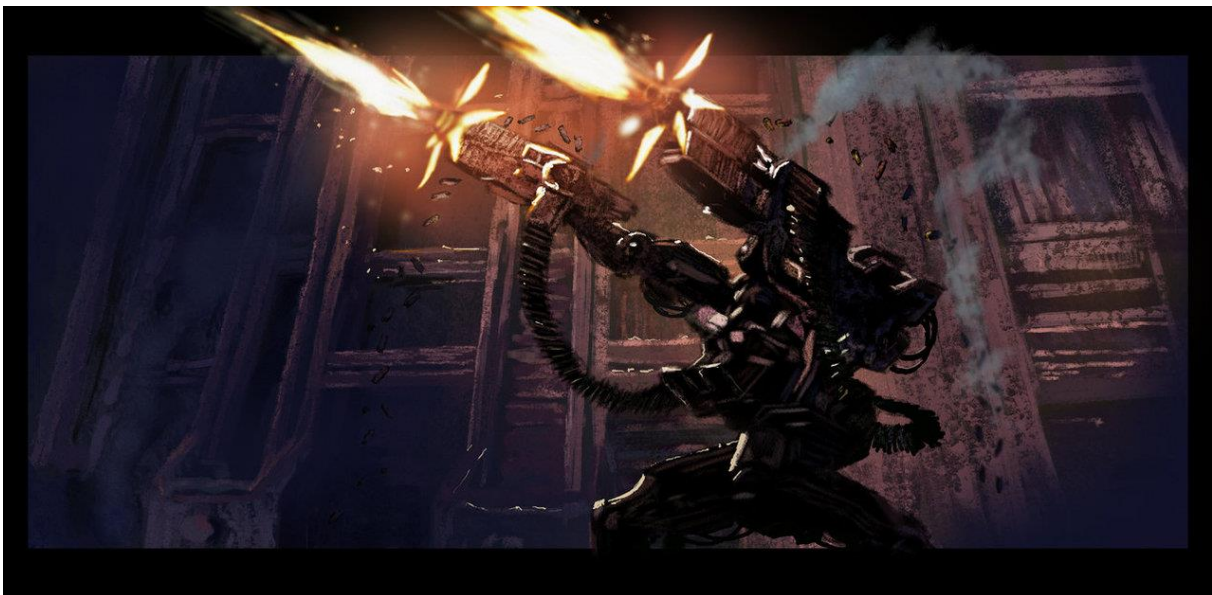
The Borgio may carry one Command Console, however being a stationary unit the console must always stay inside the Borgio and no other models or extra weapons may be carried. As the command console is hard-wired into the dropship, it can always place down structure plans even when kept in reserve.

Wargear: 2 Twin-linked Senators (1 twin-linked on the nose, 1 twin-linked on the wings), 1 Senator on the rear and 6 LG-17 Missiles on the wings.

Options: For 120pts 12 Napalm Canisters or LG-17 Missiles can be stored in the Borgio instead of transporting passengers. No more than 4 Napalm Canisters and 6 LG-17 Missiles (including those on the wings) can be used in a single turn. Note that a Borgio cannot transport passengers even once its payload has been depleted, as the missile auto-loaders and other bombing equipment and weapon engineers take up the passenger space.

Missile targeting: The Borgio is a Super-Heavy Flyer and can fire several missiles per turn; however as the missiles act as a single weapon when targeting, it cannot fire LG-17 Missiles at more than one unit per turn.

Servo Engines



When the Merchant Guilds found a need for a multi-purpose mechanical walker they approached their trade partners in the Tau Empire, but the Tau were unwilling to let the technology of their Crisis and Riptide Battlesuits fall into human hands. Later, while the Guilds were considering to commission Imperial Sentinels into their corporate military, one of their secretive research facilities began reverse-engineering and modifying a rare and holy Penitent Engine. After some modifications and several prototypes, the Servo Engine was created. The Servo Engine is used as a mobile weapons platform and a lifter for heavy cargo, being equipped with servo tools from a Sentinel Powerlifter when not in military use.

The Servo Engine is slightly larger than the Ordo Hereticus Penitent Engine; with extra room for ammunition feeding the suit's immense autocannons and a chair for the pilot. Some Servo pilots believe that due to a bizarre connection with the suit's machine sprit, pulling a "war face" and yelling at the top of their lungs while firing both autocannons actually makes them fire faster. This fact is disputed by the tech-cultists.

	Cost	Ws	Bs	S	T	W	I	A	Ld	Sv
Servo	35	3	3	5	3(5)	2	3	2	9	4+

	Cost	Ws	Bs	S	T	W	I	A	Ld	Sv
Veteran Servo	45	3	3	5	3(5)	3	4	3	9	4+

Type: Infantry

2-6

Wargear: Servo Engine (changes are already factored into their stat-line, see the Armoury for weapon options.)

Options: The entire unit may take an Armoured Cockpit at 7pts each and Weapons Suspension at 5pts each.

Character: One Servo Engine may be upgraded to a Veteran Servo for 10 points.

Missile Servo

The Missile Servo is a heavier, unwieldy version of the standard Servo Engine which carries two large missile launchers on its arms. It holds an important role in the Frontiersmen arsenal as it's the only unit capable of medium/long range anti-tank fire without using flyers or titans.

	Cost	Ws	Bs	S	T	W	I	A	Ld	Sv
Servo	45	3	3	5	5	2	2	1	9	3+

	Cost	Ws	Bs	S	T	W	I	A	Ld	Sv
Veteran Servo	60	3	3	5	5	3	3	2	9	3+

Type: Infantry

1-4

Wargear: Servo Engine*, Twin-linked AA-15 Missiles. (changes are already factored into their stat-line)

Options: Any Servo in the unit may replace its Twin-linked AA-15 Missiles with Twin-linked LG-9 Missiles for 10pts. The entire unit may take an Armoured Cockpit at 7pts each and Weapons Suspension at 5pts each.

*The Missile Servo has a 3+ armour save and can only be armed with either Twin-linked AA-15 Missiles or Twin-linked LG-9 Missiles.

Character: One Missile Servo may be upgraded to a Veteran Servo for 10 points.

Metal Gear (*Rex variant*)



Being natural explorers and excavators, the Frontiersmen along with exiled Tech-cultists have uncovered ancient titans which haven't been seen by humanity since the Age of Strife. As Expeditionary Captains prefer to keep the titans as part of their corporate army instead of handing them over to Imperial tech-priests for study, their expedition fleets are a primary target for the Adeptus Mechanicus.

At a glance this titan may be mistaken for a rare pattern of Warhound Titan, but the Metal Gear titan is in fact created from an ancient design which predates any titans used by the Adeptus Mechanicus. Some tech-cultists speculate that they're the first titans ever created by humanity.

	Cost	Ws	Bs	S	Front	Side	Rear	I	A
Metal Gear	500	2	4	10	13	13	12	1	1

Type: Super heavy walker

Hull Points: 9

Weapons and equipment: One titan-class weapon mounted on the right shoulder from the following list:

Heavy Senator
MK-5 Railgun
Inferno Gun

2 weapons mounted on the carapace (front arc, 4 weapons on the model which count as 2 twin-linked) from the following list:

Twin-linked Senator
Twin-linked LG-9 Missile

1 weapon mounted on the top of the carapace (turret) from the following list:

A-14 Rocket Salvo
AA-15 Missile*

* The AA-15 Missile on the Metal Gear Rex is constantly scanning the skies for enemy aircraft, and thus can only fire at flyers.

1 Flux Cannon is mounted on the underside of the titan's body (turret).

Wargear and Special Rules:

Raydome: *A sophisticated sensor array is mounted on the titan's left shoulder, giving the pilot a virtual view of the battlefield while he is protected inside a heavily armoured cockpit. The Raydome counts as a Primary Weapon on the vehicle damage table. If it is destroyed, the Metal Gear Rex is reduced to BS3 and counts as Open-topped.*

Agile

In the Frontiersmen Shooting phase the Metal Gear Rex may choose to either fire all available weapons as normal, fire a single weapon and move an extra D6, or fire no weapons and move an extra 2D6.

Relic of Humanity

Most of the Metal Gears are relatively new creations manufactured by the Merchant Guilds, yet a rare few are the original titans which were uncovered by exiled tech-cultists. These titans have been dormant for so long that even the Mars-trained cultists were not able to calm these ancient machine spirits upon their awakening; only the best pilots have been able to crew them with any stable control.

For 100pts one Metal Gear per army may be a Relic of Humanity.

At the start of each turn, roll on the following table:

6: *Fury of the machine spirit:* All of the titan's weapons have double the normal attacks.

4-5: *Normal control:* The titan operates as normal.

2-3: *control loosening:* The titan may only target one enemy unit.

1: *Rogue titan:* The titan must fire upon the closest unit- friend or foe!

In addition to this table, whenever Relics of Humanity suffer a penetrating hit, the Frontiersmen player may ask their opponent to re-roll the result on the vehicle damage table. Like with the Venerable Dreadnought, the second result stays!

The Relic of Humanity may also fire one weapon which otherwise cannot fire due to a Gun Crew Shaken result or if the titan is moving too fast.

Armoury



	Range	Strength	AP	Type
Light Machine Gun	24"	3	-	Assault 1....free

	Range	Strength	AP	Type
Shotgun	12"	4	-	Assault 2.....1pt

	Range	Strength	AP	Type
Heavy Machine Gun	30"	5	6	Assault 2.....5pts

	Range	Strength	AP	Type
H3 Grenade Launcher	24"	4	5	Heavy 1, Blast...6pts

	Range	Strength	AP	Type
Flux Gun	18"	7	3	Assault 1.....10pts

	Range	Strength	AP	Type
Flux Cannon	24"	9	1	Heavy 1, Melta...18pts

	Range	Strength	AP	Type
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LG-9 Missile 54" 9 2 Heavy 1
Always hits vehicle side armour.

Range Strength AP Type

AA-15 Missile 54" 8 4 Heavy 1
Anti-air guidance system: When shooting at flyers, the AA-15 Missile has a range of 72" including the AA penalty and hits on a roll of 3+.

Range Strength AP Type

Senator Autocannon 36" 6 4 Heavy 4.....16pts

Range Strength AP Type

LG-17 Missile 84" 9 2 Smart, one-shot
Laser-guided: Hits non-Flyer units on a roll of 2+.

Range Strength AP Type

A-14 Rocket Salvo 12"-60" 5 4 Heavy 1, Barrage, Blast Large

Range Strength AP Type

Napalm Canister Bomb 5 4 Apoc Blast, Barrage, one-shot, Ignores cover saves

Range Strength AP Type

Heavy Senator 54" 6 3 Heavy 14, Primary Weapon

Range Strength AP Type

MK-5 Railgun 150" D 1 Heavy 1, Primary Weapon

Inferno Gun (See Apocalypse)

Wargear:

Armoured Cockpit

Despite the many improvements made to the Penitent Engine by the Merchant Guild scientists, they still left out one vital feature: a fully enclosed cockpit for the suit's pilot. Post-battle reports have shown too many times that Servo Engine pilots are killed while their suits remain virtually undamaged.

When hit with a weapon which would normally cause Instant Death, a model equipped with a Servo Engine and an Armoured Cockpit may use the Toughness of the Servo Engine (T5) instead of that of the pilot (T3).

Weapons Suspension

Some Servo Engines have suspension systems which allow them to fire heavy weapons on the move; however, they will often over-compensate by limiting the free movement of the pilot.

Servo Engines with Weapons Suspension have the 'Slow and Purposeful' special rule.

Servo Engine

The Servo Engine grants the wearer +2 S, +2 T, +1W, +1A, a 4+ armour save and two weapon slots (one on each arm). Each weapon slot may be given one of the following weapons:

Shotgun.....	1pt
Heavy Machine Gun.....	5pts
H3 Grenade Launcher.....	6pts
Dreadnought Close Combat Weapon..	10pts
Flux Gun.....	10 pts
Senator autocannon.....	16pts
Flux Cannon.....	18pts.

All of the Servo Engine's weapons count as being on an AA Mount.

Identical ranged weapons count as twin-linked, with the second Dreadnought Close Combat Weapon allowing +1A. The second weapon of a twin-linked pair costs half the points, rounding up. E.g: Twin-linked Heavy Machine Guns will cost 8pts.

Any weapons/wargear the wearer originally had are lost, with the exception of Welders. Servo Engines cannot be transported by Taavettis or use Portals; they can however be transported by Dropships and each Servo Engine counts as taking up 3 infantry spaces.

Frag/Krak Grenades

[See Warhammer 40K rulebook]

Welder

The Welder grants the user +1 Strength and can roll to construct a Commander structure if its Structure Plan/blueprint is within base contact of the welder-equipped model's unit. Using the Welder for construction counts as shooting; the unit can move but cannot assault or run in the same turn.

Construction table

6: The structure has been assembled in record time! It is now able to start its functions in this shooting phase, even if it's a Portal.

3-5: The structure is successfully completed and will be fully functioning in the next turn. (counts as Crew Stunned)

1-2: The builder has been unable to complete the structure in this turn, forcing him to try again in the next turn or risk having it destroyed by the enemy.

Commander structures:

Sentry Turret

	Cost	Bs	Front	Side	Rear
Sentry Turret	*	4	10	10	10

Type: Vehicle, Immobile

Hull points: 2

Equipment: Twin-linked Light Machine Gun

Options: The Turret may replace its Twin-linked Light Machine Gun with a Shotgun for 2pts, a Heavy Machine Gun at 8pts, an H3 Grenade Launcher at 9pts, a Flux Gun at 15 points or a AA-15 Missile at 22pts. The Sentry Turret may also improve its Front armour facing by 1 for 10pts. All weapon upgrades count as being twin-linked. If the Sentry Turret is armed with an AA-15 missile then it can only target Flyers.

Sentry Turrets which have not yet been constructed by a Welder cannot fire and have an armour value of 9.

* Sentry Turrets cost 1 structure plan before they are placed on the table.

Portal



	Cost	Bs	Front	Side	Rear
Portal	*	-	10	10	10

Type: Vehicle, Immobile

Hull points: 2

Equipment: None

Options: The Portal can increase the armour value on all its facings by 1 for 12pts.

As the name suggests, Portals allow infantry units to appear immediately at any other portal at anytime in their movement phase when at least one of the models are in base contact with it.

Portals which have not yet been constructed by a Welder cannot teleport infantry and have an armour value of 9.

*Portals cost 1 structure plan before they are placed on the table.

Field Armoury

	Cost	Bs	Front	Side	Rear
Field Armoury	*	4	10	10	10

Type: Vehicle, Immobile

Hull points: 2

Equipment: Extra Ammo

Options: Armouries can increase the armour value on all its facings by 1 for 12pts, may also have Medpacks for 15pts and may be equipped with a twin-linked Light Machine Gun for 3pts.

Extra Ammo: Any and all units within 12" of an Armoury count as having Extra Ammo, allowing them to reroll one missed shot.

Medpacks: Any and all units within 12" of an Armoury count as having the Feel No Pain special rule.

Armouries which have not yet been constructed by a Welder cannot give Extra Ammo or Medpacks to infantry and have an armour value of 9.

*Armouries Stores cost 1 structure plan before they are placed on the table.

Counts-as models for the tabletop

For the most part this codex was created simply as an exercise in rule-creation, but if you do wish to play this codex on the tabletop then here's a list of Games Workshop models to use when representing the units of the Frontiersmen.

Command Consoles- Sentinels (apart from the legs, they're the same shape)

Frontier Marines- Imperial Guardsmen

Armour Trains- Space Marines (preferably pre-heresy armour).

Engineers- Catachan Devils/Jungle Fighters

Jetpack Marines- Assault Marines, Storm Troopers or Seraphim

Taavetti Support Vehicle- Chimera

Reaper- Razorwing fighter

Borgio Dropship- Valkyrie

Servo Engines- Penitent Engines

Missile Servos- Centurion Devastators, Tau XV88 Broadsides or Adeptus Mechanicus Kastelan Robots.

Metal Gear Rex- Warhound Titan