

Stellar Marines

Commander

HQ - 30 pts.

Stellar marines are well-trained force well-trained to complete their mission without direct supervision. However, in cases of large-scale combat or the siege of enemy strongholds, military leaders may be present to co-ordinate the overall effort against the enemy.

Lieutenants – who are usually in charge of three to five squads - are generally sufficient for these procedures, but in rare cases the captain of a legion may be pulled in if an entire company is engaged in battle. In exceptionally rare cases, the overlord of a given legion may enter the fray – but such legendary occurrences usually only occur in those battles involving hundreds of stellar marines – or those all-too-common cases where the legion lord has a political or personal stake in the battle's outcome.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>ASV</i>	<i>PS</i>
Legion Lord	5	2	6	6	4	8	7	4	5	2	10	+6/+2+	+1
Captain	6	1	5	5	4	8	7	3	5	2	10	+5/+2+	+1
Lieutenant	6	1	4	4	4	7	7	2	5	2	10	+4/+2+	+1

TYPE: Infantry (Character, Independent)

COMPOSITION: 1 Lieutenant

GEAR:

Legion Lord: Battlesuit Armor, dual Assault rifle, Power weapon

Captain: Gothic Armor, Assault pistol, Chainsword, Shrapnel Grenades, AT grenades, Circlet

Lieutenant: Power Armor, Assault Pistol, Combat Knife, Shrapnel grenades, AT Grenades, Circlet

SPECIAL RULES:

Lieutenant: Command 6", Reroll 1

Captain: Command 6", Reroll 2

Legion Lord: Command 9", Orbital Bombardment, Reroll 3

OPTIONS:

- May take up to four Honor Guard ...25 pts/model
- May replace Assault Pistol with
 - Assault Rifle ... free
 - Combi-Thermal 5 pts.
 - Combi-Flamer ... 3 pts.
 - Combi-Plasma ... 5 pts.
 - Combi-Grav ... 10 pts.
 - Plasma Pistol7 pts.
 - Thermal Pistol ... 5 pts.
- May take a Power Shield ...15 pts.
- May replace Lieutenant with a Captain ...20 pts.
- May replace Lieutenant with a Legion Lord ...40 pts.
- May replace Chainsword with
 - Power Weapon ...7 pts.
 - Relic Blade ... 18 pts.
- May take a personal transport
 - Cavalry mount ...10 pts.

Stellar Marines

- Bike

...15 pts.

Stellar Marines

Honor Guard

Specialist - 125 pts.

Honor guard are the personal soldiers of the various captains and legion lords. These hand-picked troops only enter the fray to accompany their commander or when their master has a mission of a personal nature to undertake – whether it be the assassination of a long-time foe of the commander or the retrieval of vital information, individuals or material from the battlefield.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>ASV</i>	<i>PR</i>
Honor Guard	6	1	5	5	4	8	7	1	4	1	9	+5(+6F)	+1
Champion	6	1	5	5	4	8	7	1	4	1	10	+5(+6F)	+1

TYPE: Infantry, Champion is Infantry (Character)

COMPOSITION: 5 Honor Guard

GEAR:

Honor Guard: Gothic armor, Combat shield, assault rifle, assault pistol, close combat weapon, Shrapnel grenades, AT grenades

Champion: Gothic armor, Combat shield, Assault rifle, Assault pistol, Power weapon, Shrapnel grenades, AT grenades

SPECIAL RULES: Cross-trained, Combat Squad

OPTIONS:

- May include up to five additional Honor Guard ...25 pts./model
- May upgrade one Honor Guard to Champion ...10 pts.
 - May upgrade Power weapon to Relic Blade ...10 pts.
- One Honor Guard may take a Legion Banner ...25 pts.
- Any Honor Guard may replace his Assault rifle with:
 - Flamer ... free
 - Plasma pistol ... 7 pts.
 - Thermal pistol ... 5 pts.
- For every three Honor Guard (round down) one may replace his Assault rifle with:
 - Flame Gun ...7 pts.
 - Assault Gun ...7 pts.
 - Plasma Gun ...10 pts.
 - Thermal Gun ...7 pts.
 - Graviton Gun ...15 pts.
 - Laser Gun ...7 pts.
- The unit may replace its Combat Shields with Power Shields ...5 pts./model
- The unit may take a personal transport
 - Cavalry mount ...10 pts./model
 - Bike ...15 pts./model
- The unit may take a Warthog, Razorback, Drop Pod or Hawk as a Dedicated Transport

Stellar Marines

Lorekeeper

HQ/Specialist - 35 pts.

Lorekeepers are marines with sanctioned psychic abilities. Their augmented minds are filled with the Legion's histories and secrets. They often act as advisors to the legion's leadership, unleashing their powerful psychic abilities to the legion's benefit when so commanded.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>PS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>ASV</i>	<i>PR</i>
Acolyte	6	1	4	4	3	4	7	7	1	4	1	8	+4	+2
Lorekeeper	6	1	4	4	4	4	7	7	1	4	1	9	+4	+3
Loremaster	6	1	5	5	5	4	8	7	2	4	2	10	+4	+4

TYPE: Infantry (Character, Independent)

COMPOSITION: 1 Acolyte

GEAR:

Acolyte: Power armor, Assault pistol, Power sword, Shrapnel grenades, AT grenades

Lorekeeper: Power armor, Assault pistol, Force weapon, Shrapnel grenades, AT grenades

Loremaster: Gothic armor, Assault pistol, Force weapon, Shrapnel grenades, AT grenades

SPECIAL RULES:

Acolyte: Psychic (ML 1)

Lorekeeper: Psychic (ML 2)

Loremaster: Psychic (ML 3)

PSYKER: A lorekeeper purchases his powers from the **Biomancy, Divination, Sanctic, Pyromancy, Telekinesis** or **Telepathy** disciplines.

OPTIONS:

- May take up to four additional Acolytes ... 35 pts./model
- May upgrade one Acolyte to Lorekeeper ... 12 pts.
- May upgrade one Acolyte to Loremaster ... 25 pts.
- May replace power armor with Gothic armor ... 5 pts.
- May replace power armor with Battlesuit ... 15 pts.
- May take up to five additional Stellar marines ... 15 pts./model
- May upgrade marines to Veteran ... 5 pts./model
- May take psychic hood ... 10 pts.
- May take a personal transport
 - Cavalry mount ... 10 pts.
 - Bike ... 15 pts.

Stellar Marines

Chaplain

HQ/Specialist - 35 pts.

Chaplains hold a special place in the legions. Like the commissars of the imperial army, chaplains are assigned to a legion, but are not considered part of it. Since the time of the Betrayal, it has been the duty of the chaplains to watch over and report on the mental state and loyalty of the legion they are assigned to. They are disdained by some legions - such as the Fenris legion - as spies, but no loyal legion can deny their presence at home or on the battlefield. Besides acting as the eyes and ears of the Imperial Overlords, it is the duty of the chaplain to bless and ready the troops before battle and to whip them into righteous frenzy on the battlefield proper.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>ASV</i>	<i>PR</i>
Chaplain	6	1	4	4	4	7	7	1	4	1	10	+4/++2	+1
Heirophant	6	1	5	5	4	8	7	2	4	2	10	+4/++2	+1

TYPE: Infantry (Character, Independent)

COMPOSITION: 1 Chaplain

GEAR: Power armor, Assault pistol, Power maul, Shrapnel grenades, AT grenades, Circlet

SPECIAL RULES: Command (6"), Frenzy

OPTIONS:

- May upgrade Chaplain to Heirophant ...15 pts.
- May take Hatred (Traitors) special rule ...5 pts
- May replace Assault Pistol with
 - Assault Rifle ...free
 - Combi-Thermal 5 pts.
 - Combi-Flamer ... 3 pts.
 - Combi-Plasma ... 5 pts.
 - Plasma Pistol 7 pts.
 - Thermal Pistol ... 5 pts.
- May take a Power Shield ...15 pts.
- May take a personal transport
 - Cavalry mount ...10 pts.
 - Bike ...15 pts.

Stellar Marines

Medic

Specialist – 19 pts.

These specialized marines are trained in the traditions of the medic and healer so that they may render medical aid to their fellow marines. The apothecary's powered armor suit is specially modified to monitor his fellow marines vital signs, and he has a veritable pharmacy of combat drugs to administer to his brothers in combat. He is also armed with a chainsword to perform emergency amputations upon his battle-brothers, and armed with an assault pistol both for defense and to mercifully kill any marine beyond his skill of saving.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>ASV</i>	<i>PR</i>
Medic	6	1	4	4	4	7	7	1	4	1	9	+4	+1
Apothecary	6	1	5	5	4	7	7	2	4	1	10	+5	+1

TYPE: Infantry (Character, Independent)

COMPOSITION: 1 Medic

GEAR:

Medic: Power armor, Assault pistol, Chainsword, Combat Drugs

Apothecary: Gothic armor, Assault pistol, Chainsword, Combat Drugs, Reclamator

SPECIAL RULES: Medic

OPTIONS:

- May purchase up to two additional medics ...19 pts.
- May upgrade one Medic to Apothecary ...10 pts
- May replace Assault Pistol with
 - Assault Rifle ...free
 - Combi-Thermal 5 pts.
 - Combi-Flamer ... 3 pts.
 - Combi-Plasma ... 5 pts.
 - Plasma Pistol 7 pts.
 - Thermal Pistol ... 5 pts.
- May take a Power Shield ...15 pts.
- May take a personal transport
 - Cavalry mount ...10 pts.
 - Bike ...15 pts.

Stellar Marines

Tech-marine

HQ/Specialist - 25 pts.

Trained in the mystic arts of mechanics, a tech-marine is one of the few individuals in a given legion with the knowledge and skill to repair the gear and machines of his legion. It is rare for such precious individuals to found in the heat of live combat, but they are sometimes forced into the field to recover precious gear disabled in combat or to protect vital machines from destruction by the enemy.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>ASV</i>	<i>PR</i>
Techmarine	6	1	4	4	4	7	7	1	4	1	8	+5	+1
Master of the Forge	6	2	5	5	4	8	7	2	4	2	10	+5	+1
Autoservant	6	1	3	3	3	7	6	1	3	1	8	+3	+1

TYPE:

Techmarine: Infantry (Character)

Master of the Forge: Infantry (Character, Independent)

Autoservant: Infantry

GEAR:

Tech-marine: Gothic armor, Assault pistol, Flamer, Shrapnel grenades, AT grenades

Master of the Forge: Gothic armor, Thermal pistol, masterwork Power axe, Shrapnel grenades, AT grenades

Autoservant: Power fist, Assault gun

SPECIAL RULES: Override, Repair

OPTIONS:

- May purchase up to two additional Techmarines ... 25 pts./model
- May upgrade one Techmarine to a Master of the Forge ...20 pts.
- May take up to five Autoservants ...10 pts./model
- May take a Warthog, Razorback or Juggernaut as a dedicated transport

Stellar Marines

Marine

Troop - 80 pts

The backbone of the Legions, marines are genetically and cybernetically altered humans. Most marines have been psychologically conditioned or brainwashed to be unwaveringly loyal to the Empire - with a few notable exceptions, such as those marines of the Fenris legion.

The typical squad of legion marines consists of a ten-man fire squad of nine marines lead by a sergeant. Such squads are normally equipped with one heavy weapon and one special-issue weapon.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>ASV</i>	<i>PR</i>
Marine	6	1	4	4	4	7	7	1	4	1	8	+4	+1
Sergeant	6	1	4	4	4	7	7	1	4	1	9	+4	+1

TYPE: Infantry, Sergeant is Infantry (Character)

COMPOSITION: 4 Marines, 1 Sergeant

GEAR: Power armor, Assault rifle, Assault pistol, Combat Knife, Shrapnel Grenades, AT Grenades

SPECIAL RULES: Cross-Trained, Combat Squad

OPTIONS:

- May add up to five additional marines ...15 pts./model
- Any number of models may replace their Assault Rifle with
 - Power weapon ...15 pts./model
 - Dual Laser Rifle ...Free
- For every 5 full models, one Marine may replace his Assault Rifle with:
 - Flamer ...5 pts.
 - Plasma pistol ...5 pts.
 - Thermal pistol ...5 pts.
- If the squad contains 10 models, one marine may instead replace his Assault Rifle with:
 - Flame Gun ...10 pts.
 - Assault Gun ...10 pts.
 - Plasma Gun ...15 pts.
 - Thermal Gun ...15 pts.
 - Graviton Gun ...15 pts.
 - Laser Gun ...15 pts.
 - Missile Launcher ...15 pts.
- The unit may purchase Combat Shields ... 5 pts./model
- The unit may take a Warthog, Razorback or Drop Pod as a Dedicated Transport

Stellar Marines

Veteran Marine

Troop - 95 pts.

Grizzled veterans of many battles and hardened by decades – if not centuries of war, veteran marines are a terror to the enemy for their skill and resourcefulness. In an army that is superhuman to begin with, veterans bring a skill, tenacity and loadout to the battlefield to decimate their enemy's foes.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>ASV</i>	<i>PR</i>
Veteran Marine	6	1	5	5	4	8	7	1	4	1	8	+4	+1
Veteran Sergeant	6	1	5	5	4	8	7	1	4	1	9	+4	+1

UNIT TYPE: Infantry, Sergeant is Infantry (Character)

COMPOSITION: 4 Veteran Marine, 1 Veteran Sergeant

GEAR: Power armor, Assault rifle, Assault pistol, Combat Knife (Marine only), Chainsword (Sergeant only) Shrapnel Grenades, AT Grenades

SPECIAL RULES: Fearless, Cross-Trained, Combat Squad

OPTIONS:

- May add up to five additional marines ... 18 pts./model
- Any number of models may replace their Assault Rifle with
 - Power weapon ... 15 pts./model
- For every 3 full models, one marine may replace his Assault Rifle with
 - Flamer ... 5 pts.
 - Plasma pistol ... 15 pts.
 - Thermal pistol ... 10 pts.
- For every 5 full models, one Marine may replace his Assault Rifle with:
 - Flame Gun ... 10 pts.
 - Assault Gun ... 10 pts.
 - Plasma Gun ... 15 pts.
 - Thermal Gun ... 15 pts.
 - Graviton Gun ... 15 pts.
 - Laser Gun ... 15 pts.
 - Missile Launcher ... 15 pts.
- The unit may purchase Combat Shields ... 5 pts./model
- The unit may take a Warthog, Razorback or Drop Pod as a Dedicated Transport

Stellar Marines

Assault Marines

Recon Asset - 85 pts.

Equipped with rocket packs to bypass impeding terrain and quickly close with the enemy, these close-range fighters make short work of enemy defense lines and can quickly bypass defensive barriers and screens.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>ASV</i>	<i>PR</i>
Assault Marine	6 (10J)	1	4	4	4	7	7	1	4	1	8	+4	+1
Assault Sergeant	6 (10J)	1	4	4	4	7	7	1	4	1	9	+4	+1

UNIT TYPE: Infantry, Sergeant is Infantry (Character)

GEAR: Power Armor, Jump Pack, dual Assault Pistols, Shrapnel Grenades, AT Grenades

SPECIAL RULES: Combat Squad, Smash, Jump (10)

OPTIONS:

- May add up to five additional marines ...17 pts./model
- Any number of models may replace one Assault Pistol with
 - Combat Shield ... free
 - Chainsword ...free
 - Power weapon ...15 pts./model
- For every 5 full marines, one model may replace his dual Assault Pistols with
 - Shotgun ...7 pts./model
 - Flame Gun ...5 pts./model
 - dual Plasma pistol ...15 pts./model
 - dual Thermal pistol ...15 pts./model
- The Sergeant may replace his dual Assault Pistols with:
 - Graviton pistol and Chainsword ...15 pts.
 - Plasma pistol and Chainsword ...15 pts.
 - Thermal pistol and Chainsword ...15 pts.

Stellar Marines

Battlesuit Marine

Specialist - 124 pts.

Encased in some of the heaviest armor ever built by mankind, the MkIV assault battlesuit armor turns a single marine into a walking tank. To offset the massive bulk of the armor, the battlesuit incorporates a neural predictor to anticipate the marine's motions, though the suit is still somewhat inflexible. These suits are extremely difficult to create and maintain, and thus are generally only used in the most dire of circumstances by the best marines in a given legion.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>ASV</i>	<i>PR</i>
Battlesuit Marine	5	2	4	4	5	7	8	2	4	1	9	+6	+1
Battlesuit Sergeant	5	2	4	4	5	7	8	2	4	1	10	+6	+1
Veteran Battlesuit Marine	5	2	5	5	5	7	8	2	4	1	9	+6	+1
Veteran Battlesuit Sergeant	5	2	5	5	5	7	8	2	4	1	10	+6	+1

TYPE: Infantry, Sergeant is Infantry (Character)

COMPOSITION: 2 Battlesuit Marine, 1 Battlesuit Sergeant

GEAR: Battlesuit armor, dual Assault rifle, Power fist

SPECIAL RULES: Combat Deployment, Smash, Relentless

OPTIONS:

- May add up to two additional Battlesuit Marines ... 38 pts./model
- Any model may replace Power fist with:
 - Power weapon ...free
 - Chain fist ...5 pts.
 - Power Shield ... 5 pts.
- Any Battlesuit Marine may replace dual Assault rifle with:
 - Flame Gun ...10 pts.
 - Assault Gun ...20 pts.
 - Graviton Gun ...20 pts.
 - Thermal Gun ...10 pts.
 - Plasma Gun ...15 pts.
 - Laser Gun ...20 pts.
- Any Battlesuit Marine may replace dual Assault rifle and Power fist with
 - Dual Power Weapons ...free
 - Power Weapon and Power Shield ...free
 - Assault rifle array ...free
- Any Battlesuit Marine may take an Automissile Launcher ... 15 pts./model
- The unit may take Jump Packs ...2 pts./model
- The unit may take Teleporter Belts ... 3 pts/model
- The unit may upgraded to Veterans ...3 pts./model
- The unit may take a Juggernaut as a Dedicated Transport

Stellar Marines

Marine Cavalry

Recon Asset - 94 pts.

Many loyalist legions employ units astride a wide variety of loyal mounts meant to enhance the speed of the unit. Not any ordinary creature may be employed to carry the weight of an armored marine, and the legions prefer to employ creatures that awe or frighten their enemies. One such creature is the cybernetically altered savage dread wolves of the Fenris legion - while yet another is the bipedal scaled raptors of the Drakon.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>ASV</i>	<i>PR</i>
Mounted Marine	8	3	4	4	5	6	8	2	4	1	8	+4	+1
Mounted Marine Sergeant	8	3	4	4	5	6	8	2	4	1	8	+4	+1

TYPE:

Mounted: Infantry (Cavalry), Sergeant is Infantry (Cavalry, Character)

COMPOSITION: 2 Mounted Marines, Mounted Marine Sergeant

GEAR:

Mounted: Powered Armor, Mount, Assault Pistol, Close Combat weapon, Shrapnel grenades, AT grenades

SPECIAL RULES: Smash

OPTIONS:

- May add up to three additional Mounted marines ...21 pts./model
- One marine may replace Assault Pistol with
 - Flamer ...5 pts
 - Plasma Pistol ...10 pts.
 - Thermal Pistol ...10 pts.
- The unit may be equipped with Power Lances ...5 pts./model
- The unit may be equipped with Combat Shields ... 3 pts./model
- The unit's mount may take the following upgrades
 - +1 Wound ... 5 pts./model
 - Move 10" ... 3 pts./model
 - Fly (10") ... 5 pts./model
 - Mount attack (Melee, MS 3, S 4, AP -) ... 3 pts./model
 - Multiattack for Mount attack ... 3 pts./model

Stellar Marines

Marine Bikers

Recon Asset - 88 points

Those legions that hail from worlds with advanced factories often eschew living mounts in favor of light vehicles meant to enhance the speed of the unit. While the most common such mount is a variation of a heavy motorcycle, some legions employ gravity-defying jet bikes for transport.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>ASV</i>	<i>PR</i>
Biker Marine	10	3	4	4	5	6	10	2	4	1	8	+2*	+1
Biker Sergeant	10	3	4	4	5	6	10	2	4	1	9	+2*	+1
Attack Bike Marine	8	4	4	4	5	6	10	3	4	1	9	+2*	+1

* Armor is +4 vs. Crew criticals

TYPE:

Biker: Vehicle (Cavalry, Open-topped), Sergeant is Vehicle (Cavalry, Open-topped)

COMPOSITION: 2 Biker Marines, 1 Biker Sergeant

GEAR:

Biker: Powered Armor, Assault Bike, Assault Rifle (hull), Assault Pistol, Chainsword (Sergeant only), Shrapnel grenades, AT grenades; Crew 1 (Driver)

Attack Biker: Powered Armor, Attack Bike, Assault Gun (sponson), Assault Pistol, Chainsword (Driver only), Shrapnel grenades, AT grenades; Crew 2 (Driver/Gunner - sponson)

SPECIAL RULES: Smash, Relentless (Attack Bike only)

OPTIONS:

- May add up to three additional Bike marines ...26 pts./model
- One marine may replace Assault Pistol with
 - Flamer ...5 pts
 - Plasma Pistol ...10 pts.
 - Thermal Pistol ...10 pts.
 - May upgrade Bikes to Jet Bikes ... 3 pts./model
 - May upgrade one Biker to an Attack Bike ...25 pts.
 - May replace Assault gun with:
 - Flame Gun ...15 pts.
 - Plasma Gun ...20 pts.
 - Thermal Gun ...20 pts.
 - Missile Launcher ...15 pts.
 - Graviton Gun ...15 pts.

Stellar Marines

Marine Scout

Recon Asset - 55 pts.

Each legion has its own qualifications and training rituals for the lightly armored marines termed scout. Yet, from the outcast scouts of the Fenris legion to the crack snipers of the Night Ravens, these troops provide much-needed intel and advance scouting of the enemy for the legion they are attached to.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>ASV</i>	<i>PR</i>
Scout Marine	6	1	3	3	4	7	7	1	4	1	8	+3	+1
Scout Sergeant	6	1	4	4	4	7	7	1	4	1	9	+3	+1

TYPE: Infantry, Sergeant is Infantry (Character)

COMPOSITION: 4 Scout Marines, 1 Scout Sergeant

GEAR: Scout Powered Armor, Assault Rifle, Assault Pistol, Close combat weapon

SPECIAL RULES: Ambush, Outflank, Scout

UPGRADES:

- May include up to ten additional scouts ...11 pts./model
- The entire squad may take camo cloaks ...2 pts./model
- Any model may replace Assault Rifle with
 - Shotgun ...free
- For every five full models, one Scout marine may replace Assault Rifle with
 - Sniper rifle ...1 pt./model
 - Flamer ...5 pts./model
- For every five full models, another Scout marine may replace Assault Rifle with
 - Assault gun ...8 pts./model
 - Missile launcher (with Shrapnel and AT missiles...15 pts./model)
 - Add flak missiles ...10 pts./model
- The Sergeant may take
 - Thermal bombs ...5 pts.
 - Combat Deployment Node ...10 pts.

Stellar Marines

Marine Scout Cavalry

Recon Asset - 54 pts

Marine scout cavalry are exceptionally rare, for there are few beasts both swift enough and sturdy enough to transport these armor-encased scouts. Where foot-slogging scouts generally rely on stealth to approach their targets, fast moving mounted cavalry tends to rely on their hard-hitting speed to engage and break away from their opponents.

Some of the most infamous marine scout cavalry squads include the warg-riding Fenris scouts who bound into battle astride giant wolves, and the corax-riding scouts of the Night Ravens who swoop down on enemies from above on the backs of giant black shrieking ravens.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>ASV</i>	<i>PR</i>
Mounted Scout Marine	8	3	3	3	5	6	8	2	4	1	8	+3	+1
Mounted Scout Sergeant	8	3	4	4	5	6	8	2	4	1	8	+3	+1

TYPE: Infantry (Cavalry), Sergeant is Infantry (Cavalry, Character)

COMPOSITION: 2 Mounted Scout Marines, 1 Mounted Scout Sergeant

GEAR:

Mounted: Mount, Light Power Armor, Assault Pistol, Close combat weapon
(Driver & Gunner)

SPECIAL RULES: Smash, Outflank, Scout

OPTIONS

- May take up to three additional Mounted Scout Marines ...18 pts./model
- For every two full models, may replace Assault Pistol with
 - Grenade Launcher ...5 pts./model
- Sergeant may replace Chain sword with
 - Power Weapon ...15 pts.
- Sergeant may take
 - Thermal bombs ...5 pts.
 - Combat Deployment Node ...10 pts.
- The unit's mounts may take the following upgrades
 - +1 Wound ... 5 pts./model
 - Move 10" ... 3 pts./model
 - Fly (10") ... 5 pts./model
 - Mount attack (Melee, MS 3, S 4, AP -) ... 3 pts./model
 - Multiattack for Mount attack ... 3 pts./model

Stellar Marines

Marine Scout Bikers

Recon Asset – 79 pts.

The Type 99 marine scout bike typically used by scout bikers is a stripped-down version of the standard Obsidian M33 Fusion cycle. With the reduced bulk the cycles are generally more maneuverable and quicker to accelerate, but more prone to being shot out from under the scout riding them.

Sophisticated scout bikers prefer the somewhat more rare Oblivion 79 Fusion gravbike, a quieter yet quicker plassteel steed that allows them to overcome a wider range of battlefield terrain and combat roles.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>ASV</i>	<i>PR</i>
Biker Scout Marine	10	3	3	4	5	6	10	2	4	1	9	+2*	+1
Biker Scout Sergeant	10	3	4	4	5	6	10	2	4	1	9	+2*	+1

* Armor save is +3 vs. Crew Criticals

TYPE: Vehicle (Cavalry, Open-topped), Sergeant is Vehicle (Cavalry, Open-topped)

COMPOSITION: 2 Mounted Scout Marines, 1 Mounted Scout Sergeant

GEAR: Light Powered Armor, Assault Bike, Assault Pistol, Chainsword (Sergeant only); Crew 1 (Driver)

SPECIAL RULES: Smash, Outflank, Scout

OPTIONS

- May take up to three additional Biker Scout Marines ...23 pts./model
- May upgrade Bikes to Skimmers ... 3 pts./model
- For every two full models, may replace Assault Pistol with
 - Grenade Launcher ...5 pts./model
- Sergeant may replace Chain sword with
 - Power Weapon ...15 pts.
- Sergeant may take
 - Thermal bombs ...5 pts.
 - Combat Deployment Node ...10 pts.

Stellar Marines

Tank Suit

Heavy Asset - 100 pts.

Originally, the Empire designed tank suits as the ultimate one-man weapon, whereas the user only employed the suit during times of war. Unlike powered armor and battlesuits, which are form-fitting armor, the marine sits in a nutrient bath-filled chamber of a tank suit in a fetal position connected by a series of neural jacks. The nutrient bath protects and sustains the marine, allowing them to operate the suit in the field for days or even months at a time with little detrimental effect. With regular maintenance, it is possible to maintain the pilot within the tank suit for an indefinite amount of time.

During the Betrayal, it became common practice to inter grievously injured marines into the suit both as life support and to keep the mortally wounded marine in the fight. In the current era nearly all tank suits have become the living sarcophagi of heroic marines who would have otherwise long ago died in combat.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>H</i>	<i>I</i>	<i>A</i>	<i>LD</i>	<i>ASV</i>	<i>PR</i>
Sarcophagus Tank Suit	6	4	4	4	6	6	11	3	4	2	9	+3	+1
Contemptor Dreadnought	6	4	4	4	6	6	11	3	4	2	10	+3	+1
Ironclad Dreadnought	6	4	4	4	6	6	12	4	4	2	10	+4	+1
Venerable Dreadnought	6	4	5	5	6	6	11	4	4	2	10	+3	+1

UNIT TYPE: Vehicle (Walker)

GEAR:

Sarcophagus & Venerable: Thermal gun, Power fist w/ Assault Gun, searchlight, smoke launchers; Crew 1 (Pilot)

Contemptor Dreadnought: Assault cannon, Power fist, searchlight, smoke launchers; Crew 1 (Pilot)

Ironclad Dreadnought: Power maul w/ Thermal gun, Power fist w/ Assault gun, searchlight, smoke launchers; Crew 1 (Driver & Gunner)

SPECIAL RULES: Move through cover, Relentless, Smash, Stubborn (Venerable only)

OPTIONS:

- May replace Thermal Gun with:
 - dual Assault Gun ...5 pts.
 - dual Flame Gun ...5 pts.
 - dual Laser Gun ...20 pts.
- May replace Assault Cannon with
 - Flame Cannon ...Free
 - Autocannon ...5 pts.
 - Plasma Cannon ...10 pts.
 - Laser Cannon ...20 pts.
- May take a Power Shield ... 20 pts.
- May replace dual Assault Rifle with Flame Gun ...10 pts.
- May upgrade to Contemptor Tank Suit ...10 pts.
- May upgrade to Ironclad Tank Suit ...35 pts.
- May upgrade to Venerable Tank Suit ...25 pts.

Stellar Marines

Barrage Cannon

Heavy Asset - 100 pts.

Stellar marines are a mobile strike force, but at times they may need access to artillery support in their forward operations. For this reason the self-propelled howitzer, known as the Barrage Cannon, was designed. A fully treaded machine run by biomechanical AI, the self-propelled howitzer can trundle into combat and provide the needed artillery support for advancing marines.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>I</i>	<i>A</i>	<i>Hull</i>	<i>Ldr</i>	<i>ASV</i>	<i>PR</i>
Barrage Cannon	6	2	1	4	3	5	10	1	1	2	10	+3	+1

UNIT TYPE: Vehicle (Tank)

GEAR: Howitzer (turret), smoke grenades

SPECIAL RULES: Relentless, Stubborn

Stellar Marines

Helios Land Speeder

Recon Asset - 50 pts.

The Helios land speeder is one of the most common anti-grav vehicles used by the loyalist stellar marines. It is often used in the role of scouting, as a courier or as an observation post for stellar marine commanders. In large numbers, it is often given the duty of performing flanking attacks against advancing troops. However, it tends to fare poorly against entrenched units and other vehicles.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>I</i>	<i>A</i>	<i>Hull</i>	<i>ASV</i>	<i>PR</i>
Helios Land Speeder	12S	4	1	4	6	6	10	1	1	4	+2	+1

UNIT TYPE: Vehicle (Open-topped, Skimmer)

GEAR: Assault gun (hull), Crew 2 (Driver/Gunner)

SPECIAL RULES: Combat Deployment, Infiltrate

OPTIONS:

- May replace Assault gun with
 - Flame Gun ... Free
 - Thermal Gun ... 10 pts.
- May add hull-mounted weapon
 - Assault Gun ...10 pts.
 - Flame Gun ...10 pts.
 - Thermal Gun ...20 pts.
 - Missile Pod ...25 pts.
 - Assault Cannon ...30 pts.

Stellar Marines

Phaeton Transport Speeder

Recon Asset - 45 pts.

A transport version of the Helios land speeder, known as the Phaeton, has an expanded chassis that allows it to transport five troops - usually scouts. It is generally used to transport scouts close to their objective, drop them off and remain nearby for extraction or support. As it lacks rappelling lines or drop chutes, it is rarely - if ever - used for combat deployment.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>I</i>	<i>A</i>	<i>Hull</i>	<i>ASV</i>	<i>PR</i>
Phaeton Transport	12S	4	1	3	6	6	10	1	1	3	+1	+1

UNIT TYPE: Vehicle (Skimmer, Open-topped, Transport [5])

GEAR: Cerberus launcher, Assault gun (hull), Jamming beacon, Crew 2 (Driver/Gunner)

SPECIAL RULES: Combat Deployment, Infiltrate

OPTIONS:

- May replace Assault gun with
 - Flame Gun ... Free
 - Thermal Gun ... 10 pts.

ACCESS POINTS: One on each side

Stellar Marines

Talon VTOL

Aerial Asset - 110 pts.

The Talon is a support VTOL fighter armed with a blistering nose-mounted assault cannon to suppress enemy troops and their transports. It is often used to escort other slow-moving flying transports and protect them from enemy fliers.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>Hull</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>ASV</i>	<i>PR</i>
Talon	24F(H)	5	-	4	7	8	11	4	2	1	10	+2	+1

TYPE: Vehicle (Flyer)

COMPOSITION: 1 Talon

GEAR: Dual Assault cannon (turret), Dual Assault gun (hull), Crew 1 (Pilot)

SPECIAL RULES: Fly (24), Hover, Jink

OPTIONS:

- May exchange dual Assault gun for:
 - Meteor Missile Launcher 15 pts.
 - dual Laser Gun 20 pts.
 - Missile Pod 35 pts.

Stellar Marines

Hawk Aerospace Transport

Aerial Asset – 110 pts.

The noble Hawk is an aerospace transport used by troops that need to hop from one firefight to the next. Since the normal method of combat insertion for stellar marines is by drop pod, the hawk is generally only used when troops must rapidly move from one distant firefight to the next in rapid succession.

Most Hawks are reserved for use by junior officers and their personal bodyguard. The Hawk is capable of transporting both a full squad of stellar marines, their unit commander and his aide, as well as a tank suit into battle.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>Hull</i>	<i>I</i>	<i>A</i>	<i>Ldr</i>	<i>ASV</i>	<i>PR</i>
Hawk	18F(H)	6	-	4	8	8	12	6	2	1	10	+3	+1

TYPE: Vehicle (Flight, Hover, Transport (12 + 1 Tank suit))

COMPOSITION: 1 Hawk

GEAR: Access point (L/R side), Assault Ramp (rear), Dual assault cannon (turret), dual assault gun (hull), Meteor missile launcher (hull), Crew 2 (Pilot/Gunner - turret)

SPECIAL RULES: Combat Deployment Node, Fly (18), Jink, Relentless

OPTIONS:

- May replace Assault Ramp (rear) with Assault Ramp (front) ... 5 pts.
- May replace side access points with Assault Rifle Array ...30 pts
- May replace dual Assault Cannon with
 - dual Plasma Cannon ...free
 - dual Laser Cannon ...free
- May replace dual Assault Gun with
 - dual Thermal Gun ...free
 - Missile Pod ...25 pts
- May take any of the following:
 - Searchlight ...1 pt
 - Self-Repair ... 10 pts.
 - Extra armor ...5 pts.
 - Locator beacon ...10 pts.

Stellar Marines

Warthog

Dedicated Transport - 35 pts.

The ubiquitous ground transport of the stellar marines, the warthog is a squat tracked vehicle used to quickly move troops from ground battle to the next. Its modular chassis supports several different variants to be built, filling in a variety of vehicular roles on the battlefield.

The Warthog is primarily used to safely transport troops as close to their objective as possible, providing supporting fire as the troops within deploy. Due to its lack of firepower and armor the warthog often falls back - providing support at a distance if necessary, returning to retrieve its troops once the battle or objective is concluded.

The Razorback is a variant that sacrifices some transport for a turret-mounted heavy weapon and additional armoring in critical areas. The Razorback can support sponsons for additional firepower. Razorbacks are often employed by veteran squads or infiltration units, with the razorback first supplying transport and then supporting fire as the squad advances.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>Hull</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>ASV</i>	<i>PR</i>
Warthog	10	5	1	4	7	4	12	5	1	1	10	+3	+1
Warthog Veteran	10	5	2	5	7	4	12	5	1	1	10	+3	+1
Razorback	8	5	1	4	7	4	12	5	1	1	10	+3	+1
Razorback Veteran	8	5	2	5	7	4	12	5	1	1	10	+3	+1

UNIT TYPE:

Warthog: Vehicle (Tank, Transport [10])

Razorback: Vehicle (Heavy, Tank, Transport [6])

GEAR:

Warthog: Access point (L/R side), Assault ramp (Rear), Dual assault rifle (pintle), searchlight, smoke launchers, Crew 2 (Driver/Gunner)

Razorback: Access point (L/R side), Assault ramp (Rear), Dual assault gun (turret), searchlight, smoke launchers, Crew 2 (Driver/Gunner)

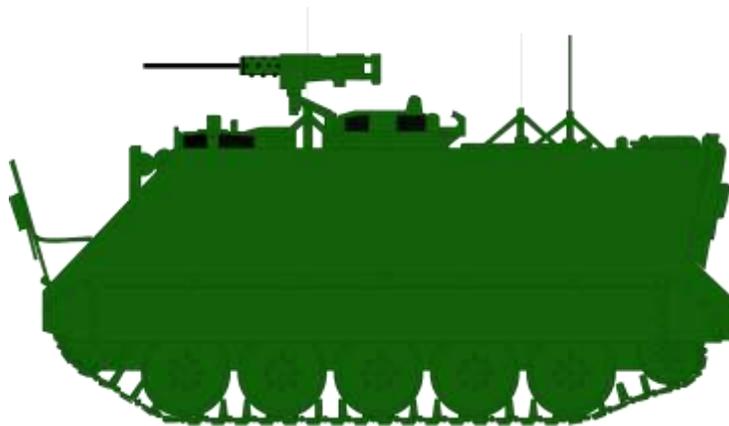
SPECIAL RULES:

OPTIONS

- May upgrade to Veteran ... 10 pts.
- May upgrade Warthog to Razorback ... 20 pts.
 - Razorback may replace dual Assault Gun with
 - dual Flame Gun ... free
 - dual Assault Cannon ... 10 pts.
 - dual Laser Gun ... 7 pts.
 - dual Plasma Gun ... 7 pts.
 - dual Thermal Gun ... 7 pts.
 - dual Portable Missile Launcher ... 7 pts.
- May replace side access points with
 - Assault Rifle Array sponson ... 10 pts./sponson
 - Flame Gun sponson ... 5 pts./sponson
 - Assault Gun sponson ... 10 pts./sponson
 - Thermal Gun sponson ... 15 pts./sponson
- May take the following:

Stellar Marines

- Recovery gear ...5 pts
- Reactive charges ...10 pts
- Tankbuster Rocket ...10 pts
- Active Camouflage ...15 pts
- Interceptor Array ...25 pts
- Reinforced Side ...5 pts.
- Reinforced ...7 pts.
- Self-Repair ...10 pts.
- Siege Shield (Razorback only) ...15 pts.
- Vehicular Shield ...20 pts.



Stellar Marines

Predator

Tank Asset – 75 pts.

The Predator is a turreted variant of the Warthog transport reconfigured as a light tank. Its transport capacity is replaced with fire control and ammunition storage for the turreted weapon. It is also capable of mounting sponsons for additional support firepower. This variant creates a lightly armored, speedy tank perfect for supporting a marine sweeping advance into enemy territory. However, the tank fares poorly against heavier tanks and anti-tank weaponry.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>Hull</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>ASV</i>	<i>PR</i>
Predator	8	5	1	4	7	5	13	5	1	1	10	+4	+1
Predator Veteran	8	5	2	5	7	5	13	5	1	1	10	+4	+1
Predator Ace	8	5	3	6	7	5	13	6	1	1	10	+4	+1

UNIT TYPE: Vehicle (Heavy, Tank)

GEAR: Autocannon (turret), searchlight, smoke launchers, Crew 4 (Driver/Gunner/Loader/Commander)

SPECIAL RULES: Shock & Awe

OPTIONS:

- May upgrade to Veteran ...10 pts.
- May upgrade to Ace ...25 pts.
- May replace Autocannon with:
 - dual Laser gun ...20 pts.
 - Assault Cannon ...15 pts.
 - Plasma Cannon ...20 pts.
 - Graviton Gun ...20 pts.
- May take side sponsons. The weapons on each side do not need to match.
 - Assault gun ...10 pts./side
 - Laser gun ...15 pts./side
 - Thermal gun ...20 pts./side
- May take the following:
 - Recovery gear ...5 pts
 - Reactive charges ...10 pts
 - Tankbuster Rocket ...10 pts
 - Active Camouflage ...15 pts
 - Interceptor Array ...25 pts
 - Reinforced Side ...5 pts.
 - Reinforced ...7 pts.
 - Self-Repair ...10 pts.
 - Siege Shield ...15 pts.
 - Vehicular Shield ...20 pts.
 - Vehicular Shield Dome ...30 pts.

Stellar Marines

Rhino

Tank Asset - 135 pts.

The Rhino is a modification to the Warthog transport. It completely replaces the transport capacity to mount the huge demolisher cannon and adds a thick frontal shield. This variant is excellent as a tank destroyer or fortification buster. However, its slower speed and lack of turret makes it vulnerable to flanking attacks, especially from enemy infantry.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>Hull</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>ASV</i>	<i>PR</i>
Rhino	6	5	1	4	7	5	12 (14F)	5	1	1	10	+3 (+5F)	+1
Rhino Veteran	6	5	2	5	7	5	12 (14F)	5	1	1	10	+3 (+5F)	+1

UNIT TYPE: Vehicle (Heavy, Tank)

GEAR: Demolisher cannon (hull), dual assault gun (pintle), searchlight, smoke launchers, Crew 2 (Driver/Gunner)

SPECIAL RULES: Shock & Awe, Smash, Siege Shield

UPGRADES:

- May upgrade to Veteran ...10 pts.
- May take the following:
 - Recovery gear ...5 pts
 - Reactive charges ...10 pts
 - Tankbuster Rocket ...10 pts
 - Active Camouflage ...15 pts
 - Interceptor Array ...25 pts
 - Reinforced Side ...5 pts.
 - Reinforced ...7 pts.
 - Self-Repair ...10 pts.
 - Vehicular Shield ...20 pts.

Stellar Marines

Jager

Heavy Asset - 65 pts.

The Jager is a variant similar to the Razorback, but generally employs support weapons that allow it to attack from a distance. It sacrifices transport capacity for weapon stores and fire control. Although Jager tend to be more heavily armored than their Razorback counterparts, they are often held back from direct confrontation with enemy units due to their specialized nature; lacking transport capacity there is little reason to rush them into close combat.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>Hull</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>ASV</i>	<i>PR</i>
Jager	8	5	1	4	7	5	12	5	1	1	10	+3	+1
Jager Veteran	8	5	2	5	7	5	12	5	1	1	10	+3	+1

UNIT TYPE: Vehicle (Heavy, Tank)

GEAR: Multiple Missile Launcher (turret), searchlight, smoke launchers, Crew 3 (Driver/Gunner/Commander)

SPECIAL RULES:

OPTIONS:

- May upgrade to Veteran ...10 pts.
- May replace Multiple Missile Launcher with:
 - Four Massive Missiles ... 5 pts.
 - Dual Icarus array ... 10 pts.
- May take the following:
 - Recovery gear ...5 pts
 - Reactive charges ...10 pts
 - Tankbuster Rocket ...10 pts
 - Active Camouflage ...15 pts
 - Interceptor Array ...25 pts
 - Reinforced Side ...5 pts.
 - Reinforced ...7 pts.
 - Self-Repair ...10 pts.

Stellar Marines

Juggernaut

Heavy Asset - 250 pts.

The heaviest vehicle in the stellar marine's arsenal, the juggernaut is an assault tank devised to deliver marines into the heart of a fight while also engaging the enemy's heavy vehicles. The juggernaut's weapon sponsons support a wide variety of anti-tank and anti-infantry weapons.

The Juggernaut destroyer replaces the transport capacity of the regular juggernaut to field the fearsome demolisher cannon. This variant is designed solely as a tank hunter, one which it performs to a terrifying degree.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>Hull</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>ASV</i>	<i>PR</i>
Juggernaut	8	6	1	4	8	4	14	7	1	1	10	+6	+1
Juggernaut Veteran	8	6	2	5	8	4	14	7	1	1	10	+6	+1
Juggernaut Destroyer	8	6	1	4	8	4	14	7	1	1	10	+6	+1
Juggernaut Destroyer Veteran	8	6	2	5	8	4	14	7	1	1	10	+6	+1
Juggernaut Destroyer Ace	8	6	3	6	8	4	14	8	1	1	10	+6	+1

UNIT TYPE:

Juggernaut: Vehicle (Tank, Assault, Heavy, Transport [10])

Juggernaut Destroyer: Vehicle (Heavy, Tank)

COMPOSITION: 1 Juggernaut

GEAR:

Juggernaut: Access point (L/R side), Assault ramp (Front), dual Assault Rifle Array (sponsons), dual assault gun (pintle), searchlight, smoke launchers, Crew 4 (Driver/Gunner x2/Commander)

Juggernaut Destroyer: dual Laser Cannon (sponsons), Demolisher Cannon (hull), dual assault gun (pintle), searchlight, smoke launchers, Crew 4 (Driver/Gunner x2/Commander)

SPECIAL RULES: Fortress, Shock & Awe, Self-Repair, Smash, Split Fire

ACCESS POINTS: Assault ramp on the front, and one on each side (Juggernaut only)

OPTIONS:

- May upgrade to Veteran ... 10 pts.
- May upgrade Juggernaut to Destroyer ... 35 pts.
 - Upgrade Destroyer to Ace ... 25 pts.
- May exchange one or both dual Assault Rifle Array sponsons to
 - Flame Cannon ... Free
 - Dual Autocannon ... Free
 - Dual Plasma Cannon ... 5 pts.
 - Dual Laser Cannon ... Free
 - Dual Thermal Cannon ... 10 pts.
 - Dual Portable Missile Launchers ... Free
 - Shrapnel and AT missiles ... Free
 - Flak missiles ... 10 pts
- May take the following:
 - Recovery gear ...5 pts
 - Reactive charges ...10 pts

Stellar Marines

- Tankbuster Rocket ...10 pts
- Active Camouflage ...15 pts
- Interceptor Array ...25 pts
- Vehicular Shield ...20 pts.
- Vehicular Shield Dome ...30 pts.

Stellar Marines

Drop Pod

Dedicated Transport – 35 pts.

The drop pod is often the primary method of planet-side deployment for stellar marines. Whereas most other forces arrive on planet at a safe area for mustering and transport to combat areas, not so for stellar marines, who use drop pods to insert directly into enemy ranks and begin combat immediately. This combat deployment is usually followed by the arrival of support craft bearing ground transports and other supplies after the marines have secured the combat area, or to allow such machinery to be deployed in a safe area nearby and link up to the engaged marines en route.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>Hull</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>ASV</i>	<i>PR</i>
Drop Pod	-	5	-	4	-	5	13	5	-	-	-	+3	+1

UNIT TYPE: Vehicle (Transport [10])

GEAR: Assault ramp (Front x5), Dual assault rifle (turret), Crew 1 (Gunner)

SPECIAL RULES: Combat Deployment, Fortress

Stellar Marines

Sabretooth

Aerial asset – 175 pts

The Sabretooth is part drop pod and part sky defense platform. These rare items are often deployed as part of an initial space marine drop into areas where enemy air support is suspected to be called in.

	<i>Mv</i>	<i>Sz</i>	<i>MS</i>	<i>BS</i>	<i>S</i>	<i>D</i>	<i>R</i>	<i>Hull</i>	<i>I</i>	<i>A</i>	<i>ASV</i>	<i>PS</i>
Sabretooth	12F(H)	6	1	3	8	4	13	11	1	1	+4	+1

UNIT TYPE: Vehicle (Sky Skimmer, Transport [10])

GEAR: two Autocannon (turret), two Assault cannons (sponsons), Dual Assault rifle (pintle), Crew 5
(Driver/Commander/Gunner x2 – turret/Gunner x2 - sponsons)

SPECIAL RULES: Access point (L/R side, Rear), Assault ramp (Front), Combat Deployment Node, Fly (12), Hover

OPTIONS:

- May take the following:
 - Active Camouflage ...15 pts
 - Interceptor Array ...25 pts
 - Vehicular Shield ...20 pts.
 - Vehicular Shield Dome ...30 pts.

Stellar Marines

Armory

Active Camouflage

Using light-bending technology and sensor jammers, this suite protects vehicles from enemy detection and weapon lock-ons.

The model gains the Shrouded rule.

Assault Weapons

The basic staple of the Stellar marines, assault weapons fire an explosive micro-missile designed to pierce targets with its speed and mass and then detonate within the target, reducing it to a red pulp.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Assault Pistol	6"	4	1	-	Pistol
Assault Rifle	12"	4	1	-	Assault
Assault Rifle Array	12"	4	1	-	Heavy, Assault
Assault Gun	18"	5	1	-1	Portable, Assault
Assault Cannon	15"	6	1	-1	Heavy, Assault

Autocannon

The ubiquitous autocannon uses a chemical propellant to hurl a fusillade of heavy shells at the target that rips through soft targets and light armor.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Autocannon	24"	7	D3	-1	Heavy

Automissile Launcher

Power fists make handling grenades difficult for battlesuit operators, so the automissile launcher was developed to give such suits a superior form of dealing with massed infantry mobs and enemy vehicles. The automissile launcher fires light-weight missiles akin to those deployed by the portable missile launcher. The weapon can be aimed and launched neurostatically by the battlesuit user, and once fired it retains an image sent to its processor and can continue to track the target as the battlesuit operator turns his attention to deal with other foes.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Automissile Launcher					
- Shrapnel	12"	4	1	-	Portable, Blast
- AT	12"	8	D3	-1	Portable

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Battlesuit

There are many grades of battlesuit armor, but the MkIV assault battlesuit is currently the most common. Created of light-weight plassteel and reinforced with ceramic plating and deflective energy shielding over vulnerable joints, the battlesuit provides protection from radioactive, biological, energy and ballistic attacks.

Grants Armor +6, +1 Size, +1 Str, +1 Resistance, +1 Wound and Combat Deployment, Smash and Relentless USRs.

Bike, Marine

The standard chariot of choice of the stellar marine force is the Obsidian M33 Fusion Cycle, which was chosen during the Crusades for its mix of speed, agility and ruggedness. It comes armed with an Orion pattern assault rifle that links to the driver's targeting sensors in his helmet, allowing him to aim and fire the weapon hands-free.

The model becomes Vehicle (Cavalry, Open-Topped), it gains Move 10", Size 3, Resistance 10, Armor save of +2 (use model's armor save vs. Crew criticals), +1 Wound and gains the Smash special rule. It is armed with dual Assault Rifles (hull) and has a Crew 1 (Driver).

For an Attack Bike, the model becomes Vehicle (Cavalry, Open-Topped), it gains Move 8", Size 3, Resistance 10, Wounds 3, Armor save of +2 (use model's armor save vs. Crew criticals), and gains the Smash & Relentless special rule. It is armed with an Assault Gun (Sponson) and has a Crew 2 (Driver/Gunner).

For the skimmer bike, the model becomes Vehicle (Cavalry, Open-Topped, Skimmer), it gains Move 12", Size 3, Resistance 10, and an Armor save of +2 (use model's armor save vs. Crew criticals) and +1 Wound. It is armed with dual Assault Pistols (hull) and has a Crew 1 (Driver).

Cerberus Launcher

This large missile pod unleashes a volley of light-weight missiles designed to disorientate enemies with bright flashes and concussive explosives.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Cerberus Launcher	9"	2	1	-	Heavy, Blind, Large Blast

Circlet

This micro-fusion power generator is worn as a simple circlet about the head (or as a halo or crest rising above the bearer's head). It projects a protective force field that deflects or absorbs incoming enemy fire, though its micro power source can be quickly overwhelmed with a fusillade of fire.

The model gains a +2 Invulnerable save.

Chain Weapons

These fear-inspiring weapons are designed to hack into unarmored flesh, leaving behind terrible wounds.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Chainfist	-	User +3	By STR	-	Melee, Rending, Unwieldy
Chainaxe	-	User +2	By STR	-	Melee, Multiattack, Fleshbane
Chainsword	-	User +2	By STR	-	Melee, Multiattack, Rending

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Combat Drugs

This portable toolkit contains a variety of vials that can either be injected by syringe or loaded into a Stellar marines pack to be injected into the marine's system. These drugs contain a variety of narcotics and poisons designed to heighten the battle frenzy of a marine, increasing ferocity, diminishing pain and driving the marine to push on despite psychological or physical impairment.

As a Brace action, the model may grant Feel No Pain to one unit in 6". This lasts until the model granting the special rule takes its next activation.

Combat Knife

The standard melee weapon of the Stellar marines is the length of an adult human's arm and honed to razor sharpness in a self-sharpening sheath.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Combat Knife	-	User	By STR	-	Melee

Combat Shield

Favored for breaching actions, combat shields come in a variety of sizes and shapes. Most stellar marine shields are designed with an inset that allows the marine to rest his assault rifle in the groove of the shield and advance towards an enemy while he uses the shield to protect him from incoming attacks.

A combat shields confers a +1 bonus to Armor saves from attacks from the front or side arc.

Combat Squad

To remain flexible and mobile, stellar marines often break into smaller groups to flank enemies or pursue separate missions. Often, the break-off group consists of the sergeant or the heavy weapon bearer and a bodyguard.

Once per game, the unit can be broken into two smaller groups (min 2 marines per group). These smaller groups are treated as separate units for all intents and purposes for the remainder of the game.

Conversion Beamer

This cumbersome weapon molecularly disassembles foes caught in the beam's path. The farther the target from the source, the greater the molecular disruption is.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Conversion Beamer	18"	6	1	-	Heavy, Blast, Unwieldy
	18"-42"	8	D3	-	Heavy, Blast, Unwieldy
	42"-72"	10	D6	-4	Heavy, Blast, Unwieldy

Cross-Trained

If a marine in the unit with a heavy weapon or special weapon is removed by an attack that was not a precision strike, you may replace any non-character model with the heavy or special weapon model.

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Deathwind Launcher

This mortar launches bomblets at a target area, saturating the resulting area with deadly shrapnel showers.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Deathwind Launcher	6"	5	1	-	Heavy, Large Blast

Demolisher Cannon

This heavy projectile weapon is used to reduce hardened targets and bunkers to rubble with a single blast.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Demolisher Cannon	12"	10	D6	-5	Ordnance, Large Blast, Unwieldy

Dozer Blade

A common piece of equipment found on Stellar marine tanks, dozer blades can clear a path not only for the advancing vehicle, but any forces following in the vehicle's wake.

Vehicles equipped with dozer blades can ignore Dangerous Terrain with a STR of 4 or less and can move through Area terrain without being slowed or Bugged Down.

Flame Weapons

Flamer weapons utilize a liquefied chemical that erupts into flames when released. The advanced chemical produces its own oxygen source, allowing it to burn underwater or even in a vacuum.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Flamer	Template	4	1	-	Assault, Burn, Ignores Cover
Flame Gun	Template	5	1	-	Assault, Burn, Ignores Cover
Flame Cannon	Template	6	1	+1	Heavy, Burn, Ignores Cover

Force Weapons

These psychically attuned weapons are shrouded in telekinetic force, allowing the weapon to deal grievous wounds even to the heartiest of opponents.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Force Axe	-	User +1	By STR	-2	Melee, Fleshbane, Force
Force Stave	-	User +2	By STR	-	Melee, Knockdown, Force
Force Sword	-	User	By STR	-1	Melee, Force, Rending

Fortress

While most vehicles concentrate their armor towards the front and provide lesser protection to the sides or rear to aid with mobility, some vehicles are equally armored on all sides – especially those expected to move into the thick of an enemy position.

When this model is attacked from the side or rear, it does not suffer a penalty to Resilience.

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Gothic Armor

This ornate, mastercrafted power armor adds extra protection that absorbs or deflects blows better than normal power armor, yet its superior construction actually makes it lighter than its base armor.

Grants +5 ASV.

Grenades

These weapons come in a variety of styles and shape, but are generally small enough to be held in the palm of the hand. They are often used preceding an assault to disrupt or drive defenders out into the open.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Grenade					
- Shrapnel	6"	4	1	-	Assault, Blast, Low Ammo
- AT	6"	6	1	-	Assault, Scatter, Low Ammo
- Grav	6"	*	*	-	Assault, Blast, Graviton, Low Ammo
Thermal Bomb	-	8	D3	-4	Armorbane, Low Ammo

Graviton Weapons

Perhaps the most complex and rare of imperial weapons, graviton weapons turn the mass of the enemy against it, slowing or crushing the opponent with waves of exponentially increased gravity.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Graviton Pistol	6"	*	*	-2	Pistol, Graviton
Graviton Gun	9"	*	*	-2	Portable, Blast, Graviton
Graviton Cannon	12"	*	*	-2	Heavy, Blast, Graviton

Howitzer

This battlefield staple provides short-ranged heavy support designed to primarily disrupt infantry formations.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Howitzer					
- Surface detonation	30"	6	1	-	Heavy, Large Blast
- Airburst	30"	5	1	-	Heavy, Large Blast, Ignores Cover
- Subterranean blast	30"	4	1	-	Heavy, Blast, Knockdown

Icarus Array

Commonly referred to as a "bizzard shotgun", an Icarus array uses a specialized shotgun to knock aircraft out of the sky.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Icarus array	24"	7	D3	-	Heavy, Anti-Air

Laser Weapons

Utilizing power cells, laser weapons project a short-lived, visible, concentrated burst of laser energy to a target. The flash-burst burns or slashes through the target, destroy vital organs or systems in its wake.

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<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Laser Rifle	12"	3	1	-	
Laser Gun	18"	6	D3	-	Portable
Laser Cannon	24"	8	D6	-2	Heavy, Precision, Unwieldy

Missile Launcher

Missile and rocket launchers propel a self-contained ballistic explosive to a target. Most projectiles are self-guiding after a brief lock-on period, but in some cases may be guided to the target by guidance systems contained in the launcher itself.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Automissile Launcher					
- Shrapnel	12"	4	1	-	Portable, Blast
- AT	12"	8	D3	-1	Portable
Portable Missile Launcher					
- Cometfall	18"	4	1	-	Portable, Blast, No Cover
- Shrapnel	24"	4	1	-	Portable, Blast
- AT	24"	8	D3	-1	Portable
- Flak	24"	7	D3	-	Portable, Blast, Anti-Air
- Hellbringer	24"	4	1	-2	Portable, Blast, Fleshbane
- Shredder	24"	4	1	-	Portable, Large blast
- Ground-to-Air	24"	7	D3	-1	Portable, Anti-Air
- Venommist	24"	4	1	-	Portable, Blast, Poison (+4)
Massive Missile	36"	8	D3	-2	Heavy, Knockdown
Meteor Missile Launcher					
- Micro missiles	30"	7	D3	-	Heavy
- Macro missile	30"	7	D3	-2	Heavy, Armorbane, Anti-Air
Missile Pod					
- Shrapnel	24"	4	1	-	Heavy 2, Blast
- AT	24"	8	D3	-1	Heavy 2
Multiple Missile Launcher					
- Devastator missile	24"	9	D6	-1	Ordnance, Barrage, Minimum 12"
- Vengeance missile	24"	7	D3	-	Ordnance, Barrage, Blast, Minimum 12"
- Incendiary missile	24"	5	1	-	Ordnance, Barrage, Ignores cover, Burn, Large blast, Minimum 12"

Anti-Tank (AT) missiles deliver a focused blast designed to penetrate and knock out enemy armor.

Cometfall missiles are fired upward and streak towards their intended target, raining bomblets down on enemies from above. They are generally used against entrenched enemies to drive them out of cover.

Shrapnel missiles unleash a hailstorm of deadly shrapnel designed to shred and disrupt infantry units

Ground-to-Air missiles are a rare variant employed by space marines in missions where enemy aircraft or drop troop reinforcements are expected. These self-guided missiles lock onto and follow enemy aircraft, wiping them from the

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sky with ease. All hits from a Ground-to-Air missile use the target's side armor. They may be taken in place of Flak missiles.

Hellbringer missiles, also known as Heretic Slayers, are specially designed to be used against heavily armored non-vehicle targets – such as traitor marines.

Shredder missiles are upscaled frag missiles, releasing a deadly barrage of razor-sharp fragments over a wide area. These missiles are designed to shred masses of lightly armored enemies

Venomist missiles are a rare variant of missiles that instead of using explosives deploy a cloud of poisonous gas. They are usually only dispensed to stellar marines in missions where collateral damage needs to be minimized or the enemy's remains need to be returned intact and are considered to be more reliable than virus weaponry.

Mount, Marine

Some marine brotherhoods take delight in utilizing fearsome and powerful living creatures to ride upon into battle. There are many varieties, from the fearsome Dire Wolves of the Fenris brotherhood, the fire-belching wyrms of the Drakken and the giant black crows of the Raven brotherhood.

The model type changes to Infantry (Cavalry). The model gains Move 8", Size 3, +1 Resistance, +1 Wound and gains the Smash special rule. Note that for the Marine Cavalry and Scout Cavalry entries, these modifications have already been added.

Orbital Bombardment

Once per game, the model may call down an orbital bombardment by taking a Shooting action. This attack replaces all the model's attacks for the activation.

<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
72"	12	2D6	+4	Huge Blast, No Cover

Override

At the end of the model's activation, it may draw an order token and activate one Vehicle unit within 6".

Plasma Weapons

Imperial plasma weapons superheat a small volume of isotropic matter and hurl it at the target contained in a magnetic pulse. Upon contact with the target, the magnetic containment is released, showering the area with super-heated matter that burns or blasts through just about anything it contacts.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Plasma Pistol	6"	7	D3	-3	Pistol, Overheat
Plasma Rifle	9"	7	D3	-3	Blast, Overheat
Plasma Gun	12"	7	D3	-3	Portable, Blast, Overheat
Plasma Cannon	18"	7	D3	-3	Heavy, Large Blast, Overheat

Power Armor

Imperial power armor is among perhaps the most advanced armor in the galaxy. Its endoskeletal structure is covered in armored plates and interfaced via neural jacks directly into the marine's nervous system. Power is supplied primarily by an attached backpack, with emergency power packs that can be attached at various

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points to the marine's armor. The end result is a nearly impervious shell of environmentally sealed armor in which the marine can move as naturally as if unencumbered.

<i>Armor</i>	<i>ASV</i>	<i>Special</i>
Scout	+3	
Marine	+4	
Gothic	+5	
Battlesuit	+6	-1 Move, +1 Size, +1 Strength, +1 Resistance, +1 Wound, Relentless

Power Shield

An upgraded version of the combat shield, this version utilizes a power pack to produce a force field that provides slightly superior protection against enemy attack.

A power shield confers a +2 Armor save from attacks from the front or side arc.

Power Weapons

Taking the form of a variety of ancient weapons, these futuristic melee weapons are shrouded in charged force fields that allow the bearer to tear through enemies and armored vehicles with relative ease.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Power axe	Melee	User +2	By STR	-1	Melee, Fleshbane
Power claw	Melee	User +2	By STR	-1	Melee, Multiattack
Power fist	Melee	User +4	By STR	-2	Melee, Knockdown, Unwieldy
Power lance	Melee	User +2	By STR	-1	Melee, Lance
Power maul	Melee	User +2	By STR	-1	Melee, Armorbane
Power sword	Melee	User +2	By STR	-1	Melee, Rending

Psychic Hood

This arcane shroud contains masses of neuro-cables that augment psychic ability.

The model gains a +1 bonus to Psychic skill and Psychic resistance

Reactive Charges

These box-like metal explosives can be easily applied to vehicles. When the vehicle is approached by enemy ground forces, the explosives can be detonated, hurling deadly shrapnel amid the enemy to fend off any efforts to board or overwhelm the vehicle.

When the model is assaulted, attackers in base-to-base contact must make an Initiative save or take a S4 AP - hit before resolving their own attacks.

Reclamator

This odd tool allows the Stellar marine to reclaim genetic material from slain Stellar marines that can be used to quickly replace lost soldiers and specialist laboratories beyond the reach of the current battlefield.

If this model survives the battle, you may deduct one VP from the enemy's total if one or more Infantry squads were destroyed during the combat.

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Recovery Gear

These various tools are used by vehicle crews to unditch or otherwise extract their vehicle from various battlefield hazards and terrain.

The vehicle may reroll Bugged Down rolls. If this item is discarded when the model is activated with a Brace action, it may negate an Immobilized result.

Relic Blade

Essentially a two-handed version of a basic power weapon, this weapon is designed to cut through the toughest opponents in battle.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Relic blade	-	User +4	By STR	-1	Melee, Rending, Unwieldy

Searchlight

This simple device projects a bright light that can be directed onto a target to illuminate them in darkness or other low-light conditions. Searchlights are often used for the benefit of other units moreso than for the actual unit bearing the spotlight.

During a Night Fight, a model equipped with a Searchlight may choose to activate it when given an order. The searchlight has a Range of 12" and ignores cover and Night Fighting range restrictions. On a hit, all units may shoot the targeted unit without the normal restrictions or penalties for night fighting.

The model that used the searchlight can also be targeted without the penalties for night fighting until its next activation – regardless whether an enemy was “hit” by the searchlight or not.

Servo Arm

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Servo-arm	-	User +4	By STR	-1	Melee, Repair, Unwieldy

Seismic Hammer

Utilizing sonic resonance, this weapon delivers devastating concussive force to an enemy, sweeping aside any opposition foolish enough to stand in the wielder's way.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Seismic hammer	-	User +4	By STR	-4	Melee, Knockdown, Unwieldy

Siege Drill

This huge diamond-tipped drill is further reinforced with a force field and sonic emitters, allowing it easily chew through reinforced materials. When lacking bunkers or other fortifications to be used upon, it can easily bore through enemy vehicles or armored troops with ease as well.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Siege drill	-	9	By STR	-2	Melee, Armorbane

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Siege Shield

This massive slab of plassteel forms a protective barrier that not only shields against enemy weapons, but provides extra mass for ramming enemy vehicles or structures.

The model gains +2 Resilience against attacks to its Front Arc only. Also, the model can ignore wounds from Dangerous Terrain with a STR of 4 or less and can move through Difficult terrain without being slowed or taking Bogged Down tests. A vehicle with a siege shield subtracts 2" from its Movement rate.

Sniper Rifle

Stellar marine scout snipers are usually armed with Hades X6 sniper rifle. This deadly weapon uses the explosive bolt rounds found in Stellar marine assault rifles, creating a terrifying anti-personnel weapon feared by all the marine's enemies.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Sniper Rifle	18"	X	D3	-	Heavy, Pinning, Precision, Sniper

Shotgun

There are a wide variety of stock shotguns available in the galaxy, though the Wyvern B-3 combat shotgun has long been utilized as the calling card of many Stellar marine legions. The eight-round automag shotgun is both durable and deadly, and its distinctive pump and muzzle sound of the weapon is well-feared by their enemies.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Shotgun					
- Megabolt	9"	5	1	-1	Assault, Knockdown
- Microrazors	Template	4	1	-	Assault

Tankbuster Rocket

This replaceable auxiliary launcher is often equipped to Warthogs and Razorbacks as a desperate last-ditch weapon to use against heavier armor the vehicle may encounter.

<i>Weapon</i>	<i>Range</i>	<i>S</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Tankbuster Rocket	9"	6	1	-1	Heavy, Armorbane, Blast, One use only

Thermal Weapons

Utilizing compressed microwaves, a Thermal weapon causes the target object to self-combust from the inside out. It is extremely devastating to both organic and non-organic targets.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Thermal Pistol	6"	8	1	-4	Armorbane, Pistol
Thermal Rifle	6"	8	1	-4	Assault, Armorbane
Thermal Gun	9"	8	1	-4	Assault, Armorbane
Thermal Cannon	12"	8	1	-4	Heavy, Armorbane

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Thunder Cannon

The Thunder cannon is a miniature version of the Demolisher Cannon used on the Rhino, designed for use with battlesuits. It is used to breach hardened structures, or in desperate cases to eliminate monstrous creatures or other heavily armored foes.

<i>Weapon</i>	<i>Range</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Thunder cannon	6"	9	D6	-1	Portable, Armorbane, Low Ammunition, Ordinance

Vehicular Shield

A rare, but powerful protective device, vehicular shields project limited force fields to shield a vehicle from harm. Due to their high power needs and tendency to short out generators when overwhelmed, they are not standard issue to most vehicles in the field.

When the model is activated, choose an arc - front, left side, right side or rear - and place a marker to denote the chosen arc beside the model. Until the model's next activation, the model gains a +2 to its Armor save on attacks coming from the specified arc. This equipment is susceptible to being negated with a Weapon Damaged critical hit. If the equipment is damaged, roll a further D6. On a roll of 1, the vehicle is Immobilized as well.

Vehicular Shield Dome

A more advanced version of the vehicular shield, the vehicular shield dome projects an encompassing force field that provides all-around protection to the vehicle. Unfortunately, the shield dome strains most vehicular power sources, and can completely short out generators when it is overwhelmed by opposing firepower. Likewise, it often requires the installation of back-up batteries and advanced fire-control computers to time the flickering of the shield to allow outgoing fire through the shield, whilst continuing to protect the vehicle against incoming fire. As such, these devices tend to be exceedingly rare on Stellar marine vehicles.

The model gains a +2 to its Armor save. This equipment is susceptible to being negated with a Weapon Damaged critical hit. If the equipment is damaged, roll a further D6. On a roll of 1 or 2, the vehicle is Immobilized as well.

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Imperial Weapons

<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>STR</i>	<i>Dam</i>	<i>AP</i>	<i>Type</i>
Assault Pistol	6"	1	4	1	-	Pistol
Assault Rifle	12"	1	4	1	-	Assault
Assault Rifle Array	12"	3	4	1	-	Heavy, Assault
Assault Gun	18"	2	5	1	-1	Portable, Assault
Assault Cannon	15"	3	6	1	-1	Heavy, Assault
Autocannon	24"	1	7	D3	-1	Heavy
Automissile Launcher						
- Shrapnel	12"	1	4	1	-	Portable, Blast
- AT	12"	1	8	D3	-1	Portable
Cerberus Launcher	9"	1	2		-	Heavy, Blind, Large Blast
Chainaxe	-	1	User +1	S	-	Melee, Multiattack, Fleshbane
Chainfist	-	1	User +3	S	-2	Melee, Rending, Unwieldy
Chainsword	-	1	User +1	S	-	Melee, Multiattack, Rending
Combat Knife	-	1	User	S	-	Melee
Conversion Beamer	18"	1	6	1	-	Heavy, Blast, Unwieldy
	18"-42"	1	8	D3	-	Heavy, Blast, Unwieldy
	42"-72"	1	10	D6	-4	Heavy, Blast, Unwieldy
Deathwind Launcher	6"	1	5	1	-	Heavy, Large Blast
Demolisher Cannon	12"	1	10	D6	-2	Ordnance, Large Blast
Flamer	T	1	4	1	-	Assault, Burn, Ignores Cover
Flame Gun	T	1	5	1	-	Portable, Burn, Ignores Cover
Flame Cannon	T	1	6	1	-1	Heavy, Burn, Ignores Cover
Force Axe	-	1	User +1	S	-2	Melee, Fleshbane, Force
Force Stave	-	1	User +2	S	-	Melee, Knockdown, Force
Force Sword	-	1	User	S	-1	Melee, Force, Rending
Grenade						
- Shrapnel	4"	*	4	1	-	Assault, Blast, Low Ammo
- AT	4"	*	6	1	-	Assault, Scatter, Low Ammo
- Graviton	4"	*	*		-2	Assault, Blast, Graviton, Low Ammo
- Thermal bomb	-	*	8	D3	-4	Melee, Armorbane, Low Ammo
Graviton Pistol	6"	1	*	*	-2	Pistol, Graviton
Graviton Gun	9"	1	*	*	-2	Portable, Blast, Graviton
Graviton Cannon	12"	1	*	*	-2	Heavy, Blast, Graviton
Howitzer						
- Surface detonation	30"	1	6	1	-	Heavy, Large Blast
- Airburst	30"	1	5	1	-	Heavy, Large Blast, Ignores Cover
- Subterranean blast	30"	1	4	1	-	Heavy, Blast, Knockdown
Icarus array	24"		7	D3	-	Heavy, Anti-Air
Laser Rifle	12"	1	3	1	-	
Laser Gun	18"	1	6	D3	-	Portable
Laser Cannon	24"	1	8	D6	-2	Heavy, Precision
Massive Missile	36"	1	8	D3	-2	Ordnance, Heavy, Knockdown

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Meteor Missile Launcher		1				
- Micro missiles	30"	1	7	D3	-	Heavy
- Macro missile	30"	1	7	D3	-2	Heavy, Armorbane, Anti-Air
Missile Pod		1				
- Shrapnel	24"	1	4	1	-	Heavy 2, Blast
- AT	24"	1	8	D3	-1	Heavy 2
Multiple Missile Launcher		1-4				
- Devastator missile	24"	1-4	9	D6	-2	Ordnance, Barrage, Minimum 12"
- Vengeance missile	24"	1-4	7	D3	-	Ordnance, Barrage, Blast, Minimum 12"
- Incendiary missile	24"	1-4	5	1	-	Ordnance, Barrage, Ignores cover, Burn, Large blast, Minimum 12"
Plasma Pistol	6"	1	7	D3	-3	Pistol, Overheat
Plasma Rifle	9"	1	7	D3	-3	Blast, Overheat
Plasma Gun	12"	1	7	D3	-3	Portable, Blast, Overheat
Plasma Cannon	18"	1	7	D3	-3	Heavy, Large Blast, Overheat
Portable Missile Launcher		1				
- Cometfall	18"	1	4	1	-	Portable, Blast, No Cover
- Shrapnel	24"	1	4	1	-	Portable, Blast
- AT	24"	1	8	D3	-1	Portable
- Flak	24"	1	6	1	-	Portable, Blast, Anti-Air
- Hellbringer	24"	1	4	1	-2	Portable, Blast, Fleshbane
- Shredder	24"	1	4	1	-	Portable, Large blast
- Ground-to-Air	24"	1	7	D3	-1	Portable, Anti-Air
- Venommist	24"	1	4	1	-	Portable, Blast, Poison (+3)
Power axe	-	1	User +2	S	-1	Melee, Fleshbane
Power claw	-	1	User +2	S	-1	Melee, Multiattack
Power fist	-	1	User +4	S	-2	Melee, Knockdown, Unwieldy
Power lance	-	1	User +2	S	-1	Melee, Lance
Power maul	-	1	User +2	S	-1	Melee, Armorbane
Power sword	-	1	User +2	S	-1	Melee, Rending
Relic blade	-	1	User +4	S	-1	Melee, Rending, Unwieldy
Seismic hammer	-	1	User +4	S	-4	Melee, Knockdown, Unwieldy
Siege drill	-	1	9	D6	-2	Melee, Armorbane, Unwieldy
Servo-arm	-	1	User +4	S	-1	Melee, Repair, Unwieldy
Sniper Rifle	18"	1	X	1	-	Heavy, Pinning, Precision, Sniper
Shotgun						
- Megabolt	9"	1	5	1	-1	Assault, Knockdown
- Microrazors	T	1	4	1	-	Assault
Tankbuster Rocket	9"	1	6	1	-1	Heavy, Armorbane, Blast, One use only
Thermal Pistol	4"	1	8	D3	-4	Pistol, Armorbane
Thermal Rifle	6"	1	8	D3	-4	Assault, Armorbane
Thermal Gun	9"	1	8	D3	-4	Assault, Armorbane
Thermal Cannon	12"	1	8	D3	-4	Heavy, Armorbane
Thunder cannon	6"	1	9	D3	-2	Portable, Armorbane, Low Ammo,

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Ordinance