

## UNSC Codex

### HQ

#### Captain- 60pts

Captain	4	4	3	3	2	3	2	10	5+
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#### Equipment:

Assault rifle

Magnum

CCW

F&K Grenades

#### Special rules

Independent character

Fleet Commander

Orbital Support

#### Options:

The Captain may replace his Assault rifle with:

SMG

Battle rifle

Rocket Launcher

Spartan Laser

Shotgun

DMR

Grenade launcher

Sniper

The Captain may become an ODST for 30pts

and gain the Special rules *Hell-jumpers* and *Silenced Weapons*.

The captain may also ride on a Mongoose for 10pts, or may ride in a Warthog for 30pts if the Captain rides on a Mongoose any squadron above 5 men is counted as a troops choice

#### Captain Cutter **100pts**

Captain Cutter	4	4	3	3	2	3	2	10	5+/6++
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#### Equipment:

Magnum

F&K Grenades

CCW

#### Special rules:

Fleet commander

Commander of Infantry

Expert Orbital Support

Battle Tactics

Logistics Expert

ODST Bodyguard.

Captain Cutter is accompanied by 4 ODST Sergeants

### **Sergeant Forge 95pts**

Sergeant Forge	4	4	3	3	2	3	3	9	5+
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#### Equipment:

Shotgun

Magnum

CCW

F&K Grenades

#### Special rules:

Master of Armoured combat

Tank Specialist

Man of valour

Independent Character

Tank Hunter

#### Options:

Forge may ride in his Specialist Warthog for 60pts  
or his Grizzly battle Tank for 275pts

The Specialist Warthog is armed with a Gauss Cannon and  
Has a Rocket launcher armed Marine in the passenger seat

Note that forge is driving

The Grizzly Battle Tank is armed with a Grizzly Cannon a  
co-axial LAAG and a hull mounted twin linked assault rifle  
and has AT shells for the Grizzly cannon and Extra armour

### **Spartan 117: Master Chief. – 175pts**

Spartan 117: Master chief	5	6	4	4	3	6	4	10	3+/4++ (3++)
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#### Equipment:

2 SMGs

Assault rifle

CCW

Magnum

F&K Grenades

MJOLNIR armour

A.I. Cortana

Special Ammo

#### Options:

Master Chief can take a retinue of 4 Spartan IIs  
which can take 5 more Spartan IIs. The chief no  
longer counts as an independent character

#### Special rules:

Spartan Leader

Cortana

Independent character

Eternal warrior

God among men

Combat Tactics

Spartan mindset.

Fleet

Furious charge

## ELITES

### ODST- Hell-jumpers 100pts

ODST	4	4	3	3	1	3	1	8	4+
ODST Sergeant	4	4	3	3	1	3	2	9	4+

Composition: 1 ODST sergeant and 4 ODST Troopers.

Equipment	Options:
Assault rifle	Five additional ODST troopers – 16pts per model
Silenced Magnum	Any ODST may replace his assault rifle for a silenced SMG.
CCW	1 ODST in five, or 3 in 10 may select weapons below:
F&K grenades	Sniper Rifle 5pts
Melta bombs	Rocket Launcher 20pts
	Shotgun 5pts
Special Rules.	Spartan Laser 15pts
Hell-jumpers	Grenade Launcher 5pts
Silenced Weaponry	If the unit has 10 troops they can form to make 5 mongooses 20pts
Infiltrate	Note the ODST lose the Hell-jumpers and infiltrate Special rules but all five may take select weapons from the list above

Replace ODST Sergeant with ODST Sergeant Buck 65pts

ODST Sergeant Buck	4	5	3	3	2	3	2	9	4+
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Equipment  
 Assault rifle  
 Silenced Magnum  
 CCW  
 F&K grenades  
 Melta bombs  
 Special Ammo

Special Rules.  
 Hell-jumpers  
 Silenced Weaponry  
 Infiltrate  
 Fearless

### **Spartans II 0-1 40pts per model**

Spartan II	4	5	4	4	2	5	2	10	3+/4++
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Composition 1-5 Spartan IIs

Equipment

MJOLNIR Armour

Assault Rifle

Magnum

F&K Grenades

CCW

Special ammo

Special rules

Spartan Mindset

Fleet

Options:

Any Spartan II may replace their assault rifle for  
2 SMGs, Battle Rifle, DMR, Shotgun, Magnum-free

Rocket Launcher-10

Spartan Laser-15

LAAG-20

Missile Pod-25

The team may select an armour ability:

Relentless 5

Jet Packs 5

Stealth 5

Move through cover 5

### **Spartan III's 25pts per model**

Spartan III	4	4	4	4	1	4	2	9	4+/5++
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Composition: 3-5 Spartan III's

Equipment:

Assault rifle

Magnum

F&K Grenades

MJOLNIR Armour

CCW

Options:

Any Spartan III can replace their assault rifle with

DMR, Battle Rifle, SMG, Magnum, Shotgun-free

Up to 2 Spartans may replace their assault rifles with

Rocket Launcher-15pts

Spartan Laser -10pts

Grenade launcher 5pts

The squad may take Special Ammo 15pts

Any Spartan III team may choose a specialisation

Close Combat +25

Replaces assault rifle with 2 SMGs, give furious Charge, +1 attack,  
And Melta-bombs

Heavy Support +25

Special rules.

Replaces assault rifle with a LAAG, gives relentless, +1Bs

Spartan Mindset

Any LAAG may be replaced by Rocket launcher 10pts

Fleet

Spartan Laser 5pts

Missile Pod 15

Recon +25

Replaces Assault Rifle with a Sniper Rifle, gives Stealth, +1 Bs gives  
Infiltrate, gives scout

## TROOPS

### Marine Squad 70pts

Marine	3	3	3	3	1	3	1	7	5+
Marine Sergeant	3	3	3	3	1	3	2	8	5+

Composition: 1 marine sergeant and 9 Marines.

#### Equipment:

Assault Rifle

Magnum

F&K Grenades

#### Options:

Any Marine may replace their assault rifle for

DMR, Battle Rifle free

Shotgun 5pts

One marine may replace their assault rifle for

Sniper rifle 10pts

Rocket Launcher 20pts

Spartan Laser 15pts

Grenade Launcher 10pts

One squad may take the veteran upgrade for 20pts

One Squad may take Sergeant Johnson. 60pts

Sergeant Johnson	4	4	3	4	2	3	2	9	5+
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#### Equipment:

Spartan Laser

Shotgun

Magnum

CCW

F&K Grenades

#### Special Rules

Get it done

Veteran sergeant

### **Cyclops 70pts**

Cyclops	4	3	6(8)	6	4	4	4(5)	8	2+/4++
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Composition: 1cyclops

Options:

Additional 2 Cyclopes 75pts per model

Equipment:

Add 2 Flamethrowers 20pts

2 Shotguns

2 Jackhammers

Special rules

Monstrous creature

### **Flamer Marines 50pts**

Marine	3	3	3	3	1	3	1	7	5+
Marine Sergeant	3	3	3	3	1	3	2	8	5+

Composition: 1 Marine Sergeant and 4 Marines.

Equipment

Options

Flamethrower (sergeant has a Shotgun) The Sergeant may replace his Shotgun with

Magnum

DMR, Battle Rifle, SMG, Magnum free

F&K Grenades

Grenade Launcher +5

### **Marine Strike Squad 60pts**

Marine	3	3	3	3	1	3	1(2)	7	5+
Marine Sergeant	3	3	3	3	1	3	2(3)	8	5+

Composition: 1 Marine Sergeant and 4 Marines

Equipment

Options:

Shotgun

up to 5 Additional Marines 10pts

Magnum

Any Marine my replace their shotgun with

F&K Grenades

Magnum, SMG -free

CCW

1 per 5 Marines can replace there Shotgun with

Armour Piercing ammo

Battle rifle free

Flamethrower 5pts

Special Rules

Grenade Launcher 10pts

Close Combat Training

One squad may take the veteran upgrade for 20pts

## **FAST ATTACK**

### **Mongoose Squadron 70pts**

Mongoose	3	3	3	3(4)	2	3	2	7	5+
Mongoose Sergeant	3	3	3	3(4)	2	3	2	8	5+

Composition: 1 Mongoose Sergeant, 2 Mongooses

Equipment	Options:
Magnum	Additional 5 mongooses 20pts per model
F&K Grenades	any rider May replace his Assault Rifle for
Assault Rifle (rider only)	Battle rifle, DMR, Magnum, SMG free
Mongoose (bike)	Grenade Launcher, Flamethrower 5pts
	Sniper Rifle 10
	Rocket Launcher 20pts, Spartan Laser 15

### **Warthog Squadron 45pts per model**

Warthog	3	11	10	10	Fast
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Composition 1-3 warthogs

Equipment	Options
Turret mounted LAAG	Any warthog can replace the turret mounted with
Assault rifle (Passenger)	2 Missile Pods 30pts
	Gauss Cannon 20pts
	The passenger may replace their assault rifle for
	Battle Rifle, DMR, SMG, Magnum, Shotgun free
	Sniper Rifle, Grenade Launcher 5pts
	Spartan laser 10pts
	Rocket launcher 20pts
	Extra armour +10

### **Hornet Squadron 80pts per model**

Hornet	3	11	10	10	Fast, Skimmer
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Composition 1-3 Hornets

Equipment	Options
Nose mounted Aircraft cannon	Any Hornet may take 2 wing mounted weapons
	Aircraft Cannons 20pts
Type	Aircraft Chain Guns 30pts
Fast, Skimmer.	Missile Pods 40pts
	Any hornet may take two marines in the jump seats 14pts
Special Rules	The marines may replace their assault rifle for
Deep strike	Battle Rifle, DMR, SMG, Magnum, Shotgun- Free
	Sniper Rifle, Grenade Launcher, Flamethrower 5pts
	Spartan laser 10pts
	Rocket launcher 20pts
	Extra armour +10

### **Recon Marine Squad 70pts**

Recon Marine	3	3	3	3	1	3	1	7	6+
Recon Marine Sergeant	3	4	3	3	1	3	1	8	6+

Composition: 1 marine sergeant and 4 Marines.

Equipment:	Options:
Silenced SMG	Any Marine may replace their Silenced SMG for
Silenced Magnum	DMR, Sniper Rifle free
F&K Grenades	Any marine may replace their Silenced SMG for
	Rocket Launcher 20pts
Special Rules	Spartan Laser 10pts
Infiltrate	One squad may take the veteran upgrade for 20pts
Stealth	



## **HEAVY SUPPORT**

### **Support Marine Squad 70pts**

Marine	3	3	3	3	1	3	1	7	5+
Marine Sergeant	3	3	3	3	1	3	2	8	5+

Composition: 1 Marine Sergeant and 4 Marines.

#### Equipment

Grenade Launcher

Magnum

F&K Grenades

#### Options

Any Marine may replace his Grenade Launcher with

DMR, Battle Rifle, SMG, Magnum free

Spartan Laser 5pts

Rocket Launcher 10pts

One squad may take the veteran upgrade for 20pts

One Squad may take Sergeant Johnson. 60pts

Sergeant Johnson	4	4	3	4	2	3	2	9	5+
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#### Equipment:

Spartan Laser

Shotgun

Magnum

CCW

F&K Grenades

#### Special Rules

Get it done

Veteran sergeant

### **Wolverine 85pts**

Wolverine	3	12	11	10	
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#### Equipment

2 Missile Pods

#### Options

Extra armour +10

#### Special rules

AA

AA Vehicle

### **Cobra 200pts**

Cobra	3	13	13	11	
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#### Equipment

Hull mounted Twin linked Gauss cannons

Hull mounted Grenade Launcher

Hull Mounted Cobra Cannon

#### Special Rules

Cobra Cannon

### **Scorpion 170Pts**

Scorpion	3	14	13	11	
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#### Equipment

Turret mounted Scorpion Cannon

Turret mounted LAAG

#### Options:

the Scorpion May buy AT shells 30pts

A scorpion may buy 4 marine riders that count as Pintle mounted Assault Rifles

Extra armour +10

## **Dedicated Transports**

### **Falcon 70pts**

Falcon	3	11	11	10	Fast, Skimmer, open topped
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Capacity 5 models

#### Equipment:

Nose mounted Aircraft cannons

Two door gunners armed with LAAGs

Signal jammers

#### Options:

the door gunners may replace their LAAG for

Aircraft Grenade Launchers 15pts

The Falcon may buy the following upgrades

Enclosed compartment +10

Extra armour +10

#### Special Rules

Deep Strike

### **Pelican 100pts**

Pelican	3	12	11	10	Fast, Skimmer
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Capacity: 10 infantry and a Warthog or a Cyclops on the rear rack.

Fire points: none

Equipment:

Nose mounted Aircraft Chain gun

Options:

A Pelican can take an under wing armament

Missile Pod 20pts

Special rules

a pair of Aircraft Cannons 25pts

Deep Strike

a pair of Aircraft Chain guns 30pts

Navigation Data

Transport vehicle

### **Elephant 90pts**

Elephant	3	13	13	13	Open topped
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Capacity 20 infantry models, and up to 3 mongooses or a warthog

An access point at the front and rear

Equipment:

2 LAAG turrets

Extra armour +10

Special Rules

Stable Platform

Large Mass

Transport vehicle

### **Transport warthog 35pts**

Transport Warthog	3	11	10	10	Fast, Open Topped
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Capacity 5 models

Equipment

Assault rifle (passenger)

Options:

A second transport Warthog 35pts

Extra armour +10

Special rules

Transport Squadron

## Special rules

Feet Commander.	Any Unit within 6" uses the models leadership
Orbital Support	Once per every D6+1 shooting phases a model can fire a MAC round.
Commander of Infantry	ODST are counted as troops choices, Heavy support team can be given veteran Status free. Note this does not count towards the number of squads with the veterans upgrade
Expert Orbital Support	orbital support is every D6 shooting phase (rather than D6+1)
Battle Tactics	Cutter may give one <i>infantry</i> unit the Scout special rule.
Logistics Expert	All weapon options Cost 5pts less.
Master of Armoured combat	Warthogs count as troops and have the scout special rule, ODST must take Mongooses Scorpions are Elites as well as Heavy support. All squadrons become 3-5 and all single tanks become 1-3
Tank Specialist	Any Vehicle that Forge joins can use his ballistic skill.
Man of valour	Forge and any unit he joins are Fearless
Spartan Leader	Spartan III's may also be taken as Fast attack and the 0-1 Limit on Spartan II's is removed
Cortana	Due to his experience and Cortana expert advice all of Spartan 117 attacks do not allow any armour saves and always hit and wound on a 4+ (unless already better)
God among men	Any model within 6" of Spartan 117 may re-roll failed moral, pinning and regrouping tests.
Spartan mind set.	A Spartan may choose to pass or fail any Ld tests and may never be caught by sweeping advance and can always attempt to regroup.
Hell-jumpers	This confers the Deep Strike special rule in addition The scatter dice may be rerolled and if the unit scatter onto difficult terrain then move the ODST a minimum distance so they do not land on any difficult terrain
Silenced Weaponry	Any shooting attack made by ODST count as pinning.
Veterans	+1Bs and one more special weapon allotment.
Get it done	The Sergeant and his Squad are fearless.
Veteran sergeant	Johnson and his squad have the veterans upgrade. Note this does not count towards the number of squads with the veterans upgrade
Close Combat Training	this gives +1 attack and a -1 to armour saves in Close combat
AA	Skimmers and Turbo boosters no longer get the cover save for moving flat out
AA Vehicle	When firing at non Skimmers the Wolverine takes a -1 to Bs, in addition Any unit attempting to Deep Strike within 6" of the wolverine must do so with 3D6 dice.
Cobra Cannon	A Cobra can only fire the cobra cannon if has remained stationary for two turns and has not fired any other weapons this turn.
Navigation Data	A Pelican will never mishap move the pelican the minimum distance so that it no longer mishaps

Transport vehicle	Any number of different units may be included in the transport as long as the total number of models are under the capacity limit.
Stable Platform	If the Elephant has moved the infantry models do not count as moving for shooting purposes
Large Mass	For Ramming Purposes the Elephant counts as Armour 14 all-round, in addition the Elephant cannot move at cursing speed
Transport squadron	A ten man squad may embark in two separate Transport Warthog. In this case the two Warthogs count as a squadron and may not be more than 2" apart at any given time, and may not be mounted in separate Pelicans.

### **Weapon Rules**

EMP	When a Vehicle is hit the vehicle Cannot move or shoot next turn.
Charging	The Spartan Laser Produces a -1 to BS when fired. Note a Spartan and Sergeant
Time	Johnson never take the -1 to Bs
From Orbit	The Strength is the same throughout the blast in vehicle pen. It always strikes the side armour, and you never minus the BS from the scatter
MJOLNIR Armour	Gives a movement of 8"
Special Ammo	Before firing an Assault rifle, SMG, Magnum, Battle Rifle, DMR or Shotgun you may choose to use one of the following Special ammo Hammerhead rounds +1 to the Str characteristic Hellfire rounds the rounds become Poisoned 2+ Armour penetrating rounds -1 to the AP characteristic (eg AP5->AP4) Shredder Ammo -6" to range, ignored Cover saves
Jackhammer	Increases strength in close combat by 2
Dual Wield	Any "pistol" type weapon may be carried in pairs, when firing these may be considered twin-link or as two separate weapons. Note if both separate weapons both can still be fired.
Signal Jammer	Enemy units within 6" of the model cannot use any other models Ld value, and may never re-roll any failed Ld tests.
Navigation Data	A Pelican will never mishap move the pelican the minimum distance so that it no longer mishaps
Extra armour	Rolls for crew shaken and stunned have no effect.
Enclosed compartment	The vehicle no longer counts as open topped

	Bs	F	S	R	Special rules
Warthog	3	11	10	10	Fast
Transport Warthog	3	11	10	10	Fast, Open Topped
Scorpion	3	14	13	11	
Cobra	3	13	13	11	
Falcon	3	11	11	10	Fast, Skimmer
Hornet	3	11	10	10	Fast, Skimmer
Pelican	3	12	11	10	Fast, Skimmer
Wolverine	3	12	11	10	
Elephant	3	13	13	13	
Grizzly Battle Tank	3	14	14	13	
Specialist Warthog	3	13	13	11	Fast

	Ws	Bs	Str	T	W	I	A	Ld	Sv
Spartan II	4	5	4	4	2	5	2	10	3+/4++
Spartan III	4	4	4	4	1	4	2	9	4+/5++
Captain	4	4	3	3	2	3	2	10	5+
ODST	4	4	3	3	1	3	1	8	4+
ODST Sergeant	4	4	3	3	1	3	2	9	4+
Marine	3	3	3	3	1	3	1	7	5+
Marine Sergeant	3	3	3	3	1	3	2	8	5+
Spartan 117: Master chief	5	6	4	4	3	6	4	10	3+/4++ (3++)
Sergeant Johnson	4	4	3	4	2	3	2	9	5+
Sergeant Forge	4	4	3	3	2	3	3	9	5+
ODST Sergeant Buck	4	5	3	3	2	3	2	9	4+
Mongoose	3	3	3	3(4)	2	3	2	7	5+
Mongoose Sergeant	3	3	3	3(4)	2	3	2	8	5+
Recon Marine	3	3	3	3	1	3	1	7	6+
Recon Marine Sergeant	3	4	3	3	1	3	1	8	6+
Cyclops	4	3	6	6	4	4	4	8	2+/4++
Captain Cutter	4	4	3	3	2	3	2	10	5+/6++

	Range	Str	AP	Type
Assault Rifle	24"	4	6	Rapid Fire
Magnum	12"	4	5	Pistol
SMG	18"	3	6	Assault 2, Pistol.
Battle Rifle	24"	4	4	Assault 1
DMR	30"	4	5	Heavy 1, Rending
Shotgun	12"	4	5	Assault 2
Sniper	48"	X	4	Heavy 1 Sniper
Rocket Launcher	36"			
Frag		4	6	Heavy 2, Blast
Krak		8	3	Heavy 2
Spartan Laser	48"	9	1	Heavy 1, Charging Time
Missile Pod	48"			
Frag		4	6	Heavy 3, Blast
Krak		8	2	Heavy 3
LAAG	36"	5	5	Heavy 4 AA
Aircraft Cannons	36"	7	3	Heavy 2
Grenade Launcher	18"	4	5	Assault 1, Blast, EMP
Aircraft Grenade Launcher	24"	5	4	Assault 2 Blast
Gauss Cannon	48"	10	1	Heavy 1
Aircraft Chain guns	36"	5	6	Heavy 6
Scorpion Cannon	72"	8	3	Ordinance 1, Large Blast
Scorpion Cannon AT Shells	72"	8	2	Heavy 1, Extra D3 armour pen.
Cobra Cannon	12"-64"	10	1	Heavy 1, Lance.
MAC Round	Unlimited	10	1	Heavy 1, Blast, From Orbit
Grizzly Cannon	72"	8	2	Ordinance 2, Large Blast
Grizzly Cannon AT Shells	72"	8	2	Heavy 2, Extra D6 armour pen.