



Captain



12
pts

Leading his battle company into battle on worlds across the galaxy, a Marine Captain is a hardened veteran of endless war.

DRAFT v1_4

| Name | MV | EVS | SKL | AV | MAS | FOR | WP | Model Type |
|---------|----|-----|-----|----|-----|-----|----|-----------------------------|
| Captain | 6 | 5 | 6 | 5 | 2 | 3 | 5 | Infantry (Character, Human) |

UNIT SIZE: 1 Captain.

EQUIPMENT: Frag Grenades, RPS Carbine, & RPS Pistol.

ABILITIES: Combat Tactics, Command (1), Stoic.



UNIT OPTIONS

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- May replace both RPS Carbine or RPS Pistol with either:
 - Crusher Gauntlet: +2 pts.
 - Energy Blade: +1 pt.
 - Gravity Pistol: +2 pts.
 - Plasma Pistol: +1 pt.
 - Ripper Blade: +0 pts.
 - Slasher Gauntlet: +2 pts.

SPECIAL

Combat Tactics (Choose one of the following after selecting missions, before determining attacker/defender)

- **Orbital Support:** Captain is equipped with Orbital Barrage.
- **RPS Drill:** All Marine units can re-roll To Hit rolls of 1 when firing RPS weapons.
- **Tactical Reserves:** Reinforcements cost 1 less VP than is bid (to a minimum of 0).

ADDITIONAL UNITS



1-4



0-2



0-2



0-2



HOME BREW RULES



Strike Squad



15
pts

The mainstay of the Marine battle line, Strike Squads are versatile units which can be found in the thick of most engagements.

DRAFT v1_4

| Name | MV | EVS | SKL | AV | MAS | FOR | WP | Model Type |
|----------|----|-----|-----|----|-----|-----|----|------------------|
| Marine | 6 | 4 | 5 | 5 | 2 | 2 | 4 | Infantry (Human) |
| Sergeant | 6 | 4 | 5 | 5 | 2 | 2 | 4 | Infantry (Human) |

UNIT SIZE: 1 Sergeant & 2 Marines.

EQUIPMENT: Frag Grenades, RPS Carbine & RPS Pistol.

ABILITIES: Stoic.



UNIT OPTIONS

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- May add up to 2 more Marines: +5 pts each.
- 1 Marine may replace RPS Carbine with either:
 - Flamethrower: +0 pts.
 - Gravity gun: +2 pts.
 - Inferno gun: +1 pt.
 - Missile Launcher: +2 pts.
 - Plasma gun: +1 pt.
 - RPS Cannon: +2 pts.
- Sergeant may replace RPS Carbine or RPS Pistol with either:
 - Plasma Pistol: +1 pt.
 - Ripper Blade: +0 pts.

ADDITIONAL UNITS



HOME BREW RULES



Battle Frame



20
pts

Armoured shells containing Marines who have been grievously wounded in combat, Battle Frames are the unshakeable foundation of the Marine battle line.

DRAFT v1_4

| Name | MV | EVS | SKL | AV | MAS | FOR | WP | Model Type |
|--------------|----|-----|-----|-----|-----|-----|----|------------------------|
| Battle Frame | 5 | 4 | 6 | 6/5 | 4 | 4 | 5 | Behemoth (Robot), Solo |

UNIT SIZE: 1 Battle Frame.

EQUIPMENT: Crusher Gauntlet with 2 auxiliary linked RPS Carbines, Gatling Cannon.

ABILITIES: Stoic.



UNIT OPTIONS

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- May replace both Gatling Cannon or Crusher Gauntlet with one of the following:
 - Crusher Gauntlet with auxiliary Heavy Flamethrower: +2 pts.
 - Crusher Gauntlet with 2 auxiliary RPS Carbines: +2 pts.
 - Gatling Cannon: +4 pts.
 - Inferno Cannon: +1 pt.
 - Missile Launcher: +0 pts.
 - Plasma Cannon: +1 pt.
 - 2 linked Auto Cannons: +2 pts.
 - 2 linked Heavy Flamethrowers: +1 pt.
 - 2 linked Laser Cannons: +2 pts.
 - 2 linked RPS Cannons: +2 pts.

ADDITIONAL UNITS



HOMEBREW RULES



Heavy Support Squad



15
pts

Trained to use an array of massively destructive heavy weapons, Heavy Support Squads provide fire support for their more short-ranged brethren.

DRAFT v1_4

| Name | MV | EVS | SKL | AV | MAS | FOR | WP | Model Type |
|----------|----|-----|-----|----|-----|-----|----|------------------|
| Marine | 6 | 4 | 5 | 5 | 2 | 2 | 4 | Infantry (Human) |
| Sergeant | 6 | 4 | 5 | 5 | 2 | 2 | 4 | Infantry (Human) |

UNIT SIZE: 1 Sergeant & 2 Marines.

EQUIPMENT: Frag Grenades, RPS Carbine & RPS Pistol.

ABILITIES: Stoic.



UNIT OPTIONS

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- May add up to 2 more Marines: +5 pts each.
- Up to 4 Marines may replace RPS Carbine with either:
 - Auto Cannon: +2 pts each.
 - Gravity Cannon: +4 pts each.
 - Inferno Cannon: +2 pts each.
 - Laser Cannon: +3 pt each.
 - Missile Launcher: +2 pt each.
 - Plasma Cannon: +2 pts each.
 - RPS Cannon: +2 pt each.
- Sergeant may replace Bolter or Bolt Pistol with either:
 - Ripper Blade: +0 pts.
 - RPS Carbine with auxiliary Gravity gun, Inferno gun, or Plasma gun: +1 pt

SPECIAL

Fire Support: While the Sergeant is alive, **HEAVY** weapons have **GUIDED**.

ADDITIONAL UNITS



HOME BREW RULES



Exosuit Squad



18
pts

The mainstay of the Marine battle line, Strike Squads are versatile units which can be found in the thick of most engagements.

DRAFT v1_4

| Name | MV | EVS | SKL | AV | MAS | FOR | WP | Model Type |
|--------------|----|-----|-----|----|-----|-----|----|------------------|
| Exo-Marine | 5 | 4 | 5 | 6 | 2 | 3 | 4 | Infantry (Human) |
| Exo-Sergeant | 5 | 4 | 5 | 6 | 2 | 3 | 4 | Infantry (Human) |

UNIT SIZE: 1 Exo-Sergeant & 2 Exo-Marines.
EQUIPMENT: Crusher Gauntlet & 2 linked RPS Carbines.
ABILITIES: Heavy Gunner, Stoic, Teleport (Single Use).



UNIT OPTIONS

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- May add up to 2 more Marines: +7 pts each.
- 1 Exo-Marine may replace RPS Carbines with either:
 - Gatling Cannon: +4 pts.
 - Heavy Flamethrower: +0 pts.
- 1 Exo-Marine may replace replace Crusher Gauntlet with a Missile Launcher for +0 pts.
- Exo-Sergeant may replace Crusher Gauntlet with an Energy Blade for -1 pts.
- Exo-Sergeant may replace his linked RPS Carbines with one RPS Carbine with an auxiliary Flamethrower, Gravity Gun, Inferno Gun or Plasma Gun: +1 pt

SPECIAL

Teleport (Single Use): this unit may only make use of the **TELEPORT** ability once per game. This may be used on the turn the unit arrives from Reserves.

ADDITIONAL UNITS



HOME BREW RULES



Scout Squad



16
pts

More lightly equipped than their power-armoured brethren, Scouts are the eyes and ears of a Marine strike force.

DRAFT v1_4

| Name | MV | EVS | SKL | AV | MAS | FOR | WP | Model Type |
|----------------|----|-----|-----|----|-----|-----|----|------------------|
| Scout | 7 | 4 | 5 | 4 | 2 | 2 | 4 | Infantry (Human) |
| Scout Sergeant | 7 | 4 | 5 | 4 | 2 | 2 | 4 | Infantry (Human) |

UNIT SIZE: 1 Scout Sergeant & 2 Scouts.

EQUIPMENT: Combat Knife, Frag Grenades & RPS Pistol.

ABILITIES: Scout, Stoic.



UNIT OPTIONS

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- May add up to 2 more Scouts: +5 pts each.
- 1 Scout may replace RPS Pistol and Combat Knife with either:
 - Flamethrower: +0 pts.
 - Inferno gun: +1 pt
 - Missile Launcher: +2 pts
 - Plasma gun: +1 pt
 - RPS Cannon: +2 pts
- Any model replace RPS Pistol with an RPS Carbine or Scout Shotgun for +0 pts.
- Scout Sergeant may replace both RPS Pistol or Combat Knife with one of the following:
 - Plasma Pistol: +1 pt
 - Ripper Blade: +1

SPECIAL

Recon: All non-AoE ranged weapons fired by Scouts have Paint (5+).

ADDITIONAL UNITS



HOME BREW RULES