



IMPERIAL MARINE FACTION OBJECTIVE: SUFFER NOT THE UNCLEAN TO LIVE!

Imperial Marines are devoted to their Emperor's goal of ridding the galaxy of those deemed 'unclean' - which is anyone not a part of the Empire.

This mission can generate a maximum of 3 VPs. Once that total has been reached, no further benefit is gained.

Partial: (Each End Phase) If an enemy unit was completely destroyed this turn, *either* gain +1VP *or* remove up to D6 ST from one Marine unit.

Full: (End of Game) If the enemy force has less than half of their starting units remaining, gain any remaining VPs.

WEAPONS

Weapon	RNG	SHO	PEN	DAM	SPECIAL
AP Missile	48	2	4	1	Heavy
Auto Cannon	48	3	4	2	Burst(6+), Heavy
Flame Cannon	8	2+SPR	4	1	AoE(SCR)
Flamethrower	8	2+SPR	3	1	AoE(SCR), Suppress(D3)
Frag Grenade	6	2+SB	2	1	AoE(SB)
Frag Missile	48	2+SB	2	1	AoE(SB)Heavy
Gatling Cannon	24	5	4	1	Burst(5+), Heavy
Gravity Cannon	24	4	5	*	Graviton, Suppress (2)
Gravity Gun	18	2	5	*	Graviton, Suppress (2)
Gravity Pistol	12	2	5	*	Graviton, Pistol, Suppress (2)
Inferno Cannon	24	2	5	2	Short Range, Titan Killer
Inferno Gun	12	2	5	2	Short Range, Titan Killer
Laser Cannon	48	2	5	2	Heavy
Laser Rifle	24	2	2	1	
Orbital Barrage	Unlimited	1+LB	6	3	AoE(LB), Ind Fire, Heavy,
Plasma Cannon	36	2+SB	5	1	AoE(SB), Gets Hot, Heavy
Plasma Gun	24	2	5	1	Unstable
Plasma Pistol	12	2	5	1	Pistol, Unstable
RPS Cannon	36	4	4	1	Burst(6+), Explosive(6+), Heavy
RPS Carbine	24	2	3	1	Explosive(6+)
RPS Pistol	24	2	3	1	Explosive(6+), Pistol
Scout Shotgun	12	2	2	1	Ignores Cover, Short Range
Combat Knife	CQ	-	1	1	Melee
Crusher Gauntlet	CQ	-	5	2	Melee, Titan Slayer (5+)
Energy Blade	CQ	-	4	1	Melee
Ripper Blade	CQ	-	2	1	Melee
Slasher Gauntlet	CQ	-	5	1	Explosive (5+), Melee

Unstable: Each roll of 1 to hit inflicts STs equal to the weapon's DAM on firer's unit.

Graviton: DAM = AV/2 (rounding up)

Auxiliary Weapons - attached to another weapon, but treated as a separate weapon for resolving shooting.