

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.

ABILITY & EQUIPMENT SUMMARY

AERIAL INSERTION: (exclusive ability) When performing a Dash action from reserve, this unit can make an unlimited range dynamic move, but cannot end within 6" of the enemy or be on the move. If ending this dynamic move touching an obstacle or area terrain, it gains +2D3 STs. When returning to the game as a reinforcement, this unit may only utilize aerial insertion if you expend 1 command point (from your command point pool).

AoE: SB (small blast), LB (large blast) or SPR (spray) template. Number of models under template is the number of bonus shots the weapon fires, but cannot cover friendly models. LB & SB must have their hole entirely over the base of a model in the primary target, unless an **IND FIRE** attack. SPR has the **SHORT RANGED & IGNORE COVER** abilities, must touch the firing model's base, and be entirely within its front arc.

AUXILIARY WEAPONS: An auxiliary weapon is joined to another weapon, and the two are considered a single weapon for counting purposes. When attacking, you can choose to use one or both, with attacks resolved separately, at the same target.

BREACHING SHIELD: This model has the **FIELD (1)** ability when hit by attacks that originate in the model's front arc.

BURST (X): When (X+) is rolled to successfully hit, 2 hits are inflicted instead of 1. Has no effect on wild fire.

COMBAT PRECISION: All Marine units in command range can re-roll rolls of 1 when rolling to penetrate armour.

COMBAT TACTICS: Choose one prior to deployment.

- **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).

COMMAND (X): Generates (X) command points a turn. These can be allocated to command models, not exceeding their WP. Command models can then issue an order to a unit within 1.8" when that unit is activated, removing STs from the unit equal to the command points expended. A model cannot issue more orders per turn than its command value.

DODGE (X): Ignore (X) hits each round of shooting. Cannot be used when pinned or the same round that cover or another ability ignores hits.

EXPLOSIVE (X+): When (X+) is rolled to successfully penetrate, the attack gains +1 DAM.

FIELD (X): Ignore (X) hits each round of shooting. Cannot be used the same round that cover or another ability ignores hits.

FIRE ASSIST (+X): A model with this ability is able to fire (+X) more weapons during each round of shooting than they are normally allowed. Note that when a model is not allowed to fire at all, this ability does not allow them to.

FIRE SUPPORT: While the Sergeant is alive, this unit may shoot either focused or suppressive fire during an Advance & Fire action, instead of normal fire.

GAMMA UPGRADE: This model's SKL and FOR are both increased by 1. Weapons without the **MELEE** or **HEAVY** ability gain an additional 6" to their RNG.

GRAVITON: This weapon's DAM is equal to half of the target's AV, rounding up.

GUIDED: When firing at a painted unit (see **PAINT** ability), attacks gain both the **LONG RANGED** and/or **SMART** abilities, if desired.

GUIDED TARGETING: While the Sergeant is alive, weapons with the **HEAVY** ability have **GUIDED**.

HEAVY: Non-melee weapon: Cannot be fired while on the move. If a unit moves and shoots in the same action, these attacks are wild. Melee weapon: If a heavy melee weapon is a primary CQ weapon, then the model cannot use a secondary CQ weapon. A heavy melee weapon cannot be a secondary CQ weapon.

HEAVY GUNNER: Ignore the **HEAVY** ability, except when CQ fighting.

IGNORE COVER: These hits cannot be ignored by cover.

IND FIRE: Halve firer's SKL, but unit can fire at targets out of line of sight. Penetration rolls are resolved using rear AV and if all attacks are indirect, they count as hitting the target's rear arc. Automatically misses at short range. If noted as 'optional', the unit can choose to fire indirectly or not.

LONG RANGED (+X*): Add (X) inches to the attack's range. If no value is listed, double it. Automatically misses at short range.

MARINE BOOSTPACK: This model has the **MOBILE** designator and the **AERIAL INSERTION** and **DYNAMIC MOVE** ability. Its MV characteristic is improved by +2 and its EVS characteristic is improved by +1.

MARINE RECON: All non-AoE and non-melee weapons have **PAINT (5+)**.

MELEE: Has the **IGNORE COVER** ability and is a CQ weapon. If SHO is not listed, it is the model's EVS+MAS+FOR, halved. If PEN is not listed, it is the model's MAS.

PAINT (X+): When (X+) is rolled to successfully hit, then after that round of shooting, the target is painted for the rest of the turn. Painted units have -1 cover value, or -2 if painted from their rear arc. Wild fire cannot paint its target. This ability is cumulative, but only to a max of -2.

PISTOL: CQ weapon. Has the **SHORT RANGED** ability. 2 pistols can be fired together as linked weapons, but not during CQ fighting.

SHORT RANGED (+X): Add (X) shots at short range. If no value is listed, double the shots fired. Automatically misses at long range.

SMART: Cannot be ignored by the **DODGE** ability and can target units out of line of sight. Does not apply to short ranged fire.

SMOKE LAUNCHERS: May be triggered instead of firing a weapon. Until this unit next activates, it has the **FIELD (2)** ability.

SNIPER (X+): When rolling (X+) to successfully hit, this attack gains +1 DAM and the **IGNORE COVER** and **PRECISION KILL** abilities.

STOIC: Instead of performing a Shaken action, the unit performs a Dig-in action, unless it has STs equal to at least double its discipline. Shell-shocked stoic units do not automatically fail discipline checks, but instead only pass them on a roll of 6+.

SUPPRESS (X): A unit hit by this weapon gains (X) additional STs. If 'psych' is listed, then these are psych STs. Not cumulative, use the value that results in the most STs being placed.

TITAN SLAYER (X+): When (X+) is rolled to successfully penetrate, double the attack's DAM.

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

IMPERIAL MARINE WEAPONS

Weapon	RNG	SHO	PEN	DAM	SPECIAL
AP Missile	48"	2	4	1	Heavy
Auto Cannon	48"	3	4	2	Burst (6+), Heavy
Autolauncher	6"	2+SB	2	1	AoE (SB)
Combat Knife	CQ	-	1	1	Melee
Crusher Gauntlet	CQ	-	5	2	Melee, Titan Slayer (5+)
Crusher Hammer	CQ	-	5	2	Melee, Titan Slayer (5+)
Energy Blade	CQ	-	4	1	Melee
Frag Grenade	6"	2+SB	2	1	AoE (SB)
Frag Missile Pod	36"	3+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	3	Short Ranged, Titan Slayer (5+)
Inferno Gun	18"	2	5	2	Short Ranged, Titan Slayer (5+)
Inferno Pistol	12"	2	5	2	Short Ranged, Titan Slayer (5+)
Laser Cannon	48"	2	6	2	Heavy
Massive Torch	8"	2+SPR	3	1	AoE (SPR), Suppress (D3)
Micro Torch	8"	D3	2	1	Short Ranged, Suppress (D3)
Missile Launcher (AP)	48"	2	5	2	Heavy
Missile Launcher (Frag)	48"	2+SB	2	1	AoE (SB), Heavy
Orbital Barrage	Unlimited	1+LB	6	3	AoE (LB), Ind Fire, Heavy,
Plasma Cannon	36"	2+SB	5	1	AoE (SB), Heavy, Unstable
Plasma Gun	24"	2	5	1	Unstable
Plasma Pistol	12"	2	5	1	Pistol, Unstable
Ripper Blade	CQ	-	2	1	Melee
Ripper Gauntlet	CQ	-	5	2	Explosive (5+), Melee
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
RPS Rifle	36"	2	4	1	Explosive (6+)
Scout Shotgun	12"	2	2	1	Ignore Cover, Short Ranged
Scout Sniper Rifle	36"(48")	2	4	1	Long Ranged (+12"), Sniper (4+)
Slasher Gauntlet	CQ	-	5	2	Explosive (5+), Melee
Storm Carbine	24"	4	3	1	Explosive (6+)
Torch	8"	1+SPR	2	1	AoE (SPR), Suppress (D3)