


Lieutenant

Leading small Marine forces into battle on worlds across the galaxy, a Marine Lieutenant is a hardened veteran of endless war.

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

UNIT SIZE: 1 Lieutenant.
EQUIPMENT: Frag Grenades, RPS Carbine, & RPS Pistol.
ABILITIES: Combat Precision, Command (1) & Stoic.



12 pts

HOME BREW RULES

UNIT OPTIONS


- May replace both RPS Carbine or RPS Pistol with:
 - Crusher Gauntlet/Hammer: +1 pt each.
 - Energy Blade: +0 pts each.
 - Gravity Pistol: +3 pts each.
 - Inferno Pistol: +2 pts each.
 - Plasma Pistol: +2 pts each.
 - Ripper Blade: -1 pt each.
 - RPS Pistol: +0 pts each.
 - RPS Rifle: +1pt*.
 - Slasher Gauntlet: +2 pts each.
 - Storm Carbine: +1pt*.
- May take a Marine Boostpack for +5 pts.
- May be given the Gamma Upgrade for +5 pts.

*Replaces carbine only.

ADDITIONAL UNITS

1-3 0-2

HOME BREW RULES




Captain

Masters of war, Marine Captains are revered as heroes amongst the battle companies they lead.

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 (2) & Stoic.



14 pts

HOME BREW RULES

UNIT OPTIONS


- May replace both RPS Carbine or RPS Pistol with:
 - Crusher Gauntlet/Hammer: +1 pt each.
 - Energy Blade: +0 pts each.
 - Gravity Pistol: +3 pts each.
 - Inferno Pistol: +2 pts each.
 - Plasma Pistol: +2 pts each.
 - Ripper Blade: -1 pt each.
 - RPS Pistol: +0 pts each.
 - RPS Rifle: +1pt*.
 - Slasher Gauntlet: +2 pts each.
 - Storm Carbine: +1pt*.
- May take a Marine Boostpack for +5 pts.
- May be given the Gamma Upgrade for +5 pts.

*Replaces carbine only.

ADDITIONAL UNITS

1-4 0-2 0-2 0-2

HOME BREW RULES




Exosuit Captain

Masters of war, Marine Captains are revered as heroes amongst the battle companies they lead.

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

UNIT SIZE: 1 Exosuit Captain.
EQUIPMENT: Storm Carbine & Crusher Gauntlet.
ABILITIES: Combat Tactics, Command (2) & Stoic.




20 pts

HOME BREW RULES

UNIT OPTIONS

- May replace both Storm Carbine or Crusher Gauntlet with:
 - Crusher Gauntlet/Hammer: +0 pts each.
 - Energy Blade: -1 pts each.
 - RPS Carbine with auxiliary Torch, Gravity Gun, Inferno Gun or Plasma Gun: +1 pt.
 - RPS Rifle: +0pts.
 - Ripper/Slasher Gauntlet: +1 pts each.
 - Storm Carbine: +0pts.
 - Breaching Shield: +1 pt.
 - Crusher Gauntlet with Auxiliary RPS Carbine: +1 pt.
 - Crusher Gauntlet with Auxiliary Torch: +1 pt.
- May take an Autolauncher for +2 pts.
- May be given the Gamma Upgrade for +5 pts.


SPECIAL

Exosuit Assault: Exosuit Battle Squad units may be taken as  selections.

ADDITIONAL UNITS

1-4 0-2 0-2 0-2

HOME BREW RULES




Battle Squad

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

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.




15 pts

HOME BREW RULES

UNIT OPTIONS

- May add up to 2 more Marines for +8 pts each.
- 1 Marine may replace RPS Carbine with:
 - Gravity Gun: +2 pts.
 - Inferno Gun: +1 pts.
 - Plasma Gun: +1 pts.
 - Torch: +2 pts.
- Any model may take a Ripper Blade for +1 pt each.
- The entire unit may be given the Gamma Upgrade for +2 pts each.

SPECIAL

Multi-Unit Selection: Up to 2 separate Battle Squad units may be taken as a single  selection.

HOME BREW RULES

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