

12 pts

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.

HOMEBREW 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 0-2

HOMEBREW RULES

14 pts

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.

HOMEBREW 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

HOMEBREW RULES

20 pts

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.

HOMEBREW 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

HOMEBREW RULES

15 pts

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.

HOMEBREW 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.

HOMEBREW RULES

Heavy Support Squad

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

16 pts

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.

HOMEBREW RULES

UNIT OPTIONS

- May add up to 2 more Marines for +8 pts each.
- Any model may replace RPS Carbine with either:
 - Auto Cannon: +2 pts each.
 - Gatling Cannon: +4 pts each.
 - Gravity Cannon: +4 pts each.
 - Massive Torch: +1 pts each.
 - Inferno Cannon: +2 pts each.
 - Laser Cannon: +3 pts each.
 - Missile Launcher: +2 pts each.
 - Plasma Cannon: +2 pts each.
 - RPS Cannon: +2 pts each.
- Any model may take a Ripper Blade for +1 pts each.
- The entire unit may be given the Gamma Upgrade for +2 pts each.

SPECIAL
Guided Targeting: While the Sergeant is alive, weapons with the **HEAVY** rule have **GUIDED**.

HOMEBREW RULES

Battle Frame

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

20 pts

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Battle Frame	5	4	6	6/5	4	4	5	Behemoth (Robot), Solo
Veteran Frame	5	4	7	6/5	4	4	6	Behemoth (Robot), Solo

UNIT SIZE: 1 Battle Frame.
EQUIPMENT: Crusher Gauntlet with auxiliary Storm Carbine, Gatling Cannon.
ABILITIES: Stoic.

HOMEBREW RULES

UNIT OPTIONS

- May be upgraded to a Veteran Frame for +5 pts.
- May replace both Gatling Cannon or Crusher Gauntlet with one of the following:
 - Crusher Gauntlet with auxiliary Massive Torch: +2 pts.
 - Crusher Gauntlet with auxiliary Storm Carbine: +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 Massive Torches: +1 pt.
 - 2 linked Laser Cannons: +2 pts.
 - 2 linked RPS Cannons: +2 pts.
- May take Smoke Launchers for +2 pts.

HOMEBREW RULES

Exosuit Battle Squad

Clad in the heaviest armour, Marine exosuit squads stride implacably through battle, bringing retribution to the enemies of the Empire.

20 pts

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

UNIT SIZE: 1 Exo-Sergeant & 2 Exo-Marines.
EQUIPMENT: Crusher Gauntlet & Storm Carbine.
ABILITIES: Aerial Insertion, Fire Assist (+1), Heavy Gunner & Stoic.

HOMEBREW RULES

UNIT OPTIONS

- May add up to 2 more Exo-Marines for +7 pts each.
- Up to 2 Exo-Marines may replace Storm Carbine with either:
 - Gatling Cannon: +4 pts.
 - Heavy Torch: +0 pts.
 - Plasma Cannon: +2 pts.
- 1 other Exo-Marine may take a Frag Missile Pod for +2 pts.
- Any model may replace Crusher Gauntlet with either:
 - Slasher/Ripper Gauntlet: +1 pt.
 - Energy Blade: -1 pt.
- Any model may take an Autolauncher for +2 pts.
- Exo-Sergeant may replace Storm Carbine with an RPS Carbine with an auxiliary Torch, Gravity Gun, Inferno Gun or Plasma Gun: +1 pt.
- The entire unit may be given the Gamma Upgrade for +3 pts each.

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

HOMEBREW RULES

Exosuit Strike Squad

Clad in the heaviest armour, Marine exosuit squads stride implacably through battle, bringing retribution to the enemies of the Empire.

20 pts

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

UNIT SIZE: 1 Exo-Sergeant & 2 Exo-Marines.
EQUIPMENT: 2 linked Slasher Gauntlets.
ABILITIES: Aerial Insertion, Fire Assist (+1), Heavy Gunner & Stoic.

HOMEBREW RULES

UNIT OPTIONS

- May add up to 2 more Exo-Marines for +7 pts each.
- Any model may replace Slasher Gauntlets with either:
 - Crusher Hammer & Breaching Shield: +2 pts.
 - 2 Crusher Gauntlets with Auxiliary RPS Carbines: +1 pt.
 - 2 Crusher Gauntlets with Auxiliary Torches: +1 pt.
- Any model may take an Autolauncher for +2 pts.
- The entire unit may be given the Gamma Upgrade for +3 pts each.

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

HOMEBREW RULES

Fire Support Squad

Specialising in a range of deadly assault weapons, Fire Support units give Marine battle lines some additional teeth in an engagement.

16
pts

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.

HOMEBREW RULES

UNIT OPTIONS

- May add up to 2 more Marines for +8 pts each.
- Any model may replace RPS Carbine with either:
 - Gravity Gun: +2 pts each.
 - Inferno Gun: +1 pts each.
 - Plasma Gun: +1 pts each.
 - Torch: +2 pts each.
- 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

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.

HOMEBREW RULES

Scout Squad

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

15
pts

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: Recon, Scout & Stoic.

HOMEBREW RULES

UNIT OPTIONS

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

The entire unit may be given the Gamma Upgrade for +3 pts each.

HOMEBREW RULES

Strike Squad

Skilled in assault and fade tactics, boostpack-equipped Strike Squads commonly range ahead of Marine detachments.

15
pts

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, Ripper Blade, & RPS Pistol.
ABILITIES: Stoic.

HOMEBREW RULES

UNIT OPTIONS

- May add up to 2 more Marines for +8 pts each.
- 1 Marine may replace RPS Pistol with:
 - Gravity Gun: +2 pts.
 - Inferno Gun: +1 pts.
 - Plasma Gun: +1 pts.
 - Torch: +2 pts.
- Any model may replace both RPS Pistol and Ripper Blade with:
 - Inferno Pistol: +1 pt.
 - Micro Torch: +0 pts.
 - Plasma Pistol: +1 pt.
 - RPS Pistol: +0 pts.

The entire unit may be given Marine Boostpacks +5 pts each.
 The entire unit may be given the Gamma Upgrade for +2 pts each.

SPECIAL

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

HOMEBREW RULES

Veteran

Hardbitten campaigners, forged in endless war, Marine Veterans sometimes leave their own units to lead less experienced brethren into battle.

X
pts

Name	MV	EVS SKL	AV	MAS	FOR	WP	Model Type
Veteran	6	4	5	5	2	3	5 Infantry (Human)

EQUIPMENT: As per original model.
ABILITIES: As per original model.

HOMEBREW RULES

UNIT OPTIONS

Add-on: In any Battle, Strike, Fire Support, Heavy Support or Scout Squad, you may replace the Sergeant or Scout Sergeant with a Veteran for +2pts.

Alternatively, in any Battle, Strike, Fire Support or Heavy Support Squad, you may replace all squad members with Veterans for +2 pts per model.

In either case, Veterans retain the weapons, equipment and special rules of the model they replace.

- In addition to any options from their unit card, any Veteran may swap RPS Pistol, RPS Carbine, Ripper Blade and/or Combat Knife for one of the below:
 - Crusher Gauntlet/Hammer: +3 pts each.
 - Energy Blade: +2 pts each.
 - Gravity Pistol: +3 pts each.
 - Plasma Pistol: +2 pts each.
 - Ripper Blade: +1 pt each.
 - RPS Pistol: +1 pt each.
 - RPS Rifle: +2pts*.
 - Slasher Gauntlet: +2 pts each.
 - Storm Carbine: +2pts.*
 - RPS Carbine with auxiliary Torch, Gravity Gun, Inferno Gun or Plasma Gun: +1 pt.*
- May be given the Gamma Upgrade for +5 pts

*max of one of these items may be taken by each model.

HOMEBREW RULES