

Imperial Marines

This document contains rules sheets that can be used to create a force of armored super-human warriors for use in games of Maelstrom's Edge V2. While it doesn't include every available model option out there, this should let you field a reasonably varied force comprised of any suitable models from any of the various manufacturers out there. The base unit rules let you field units of 'regular' sized marines, while the 'Gamma Upgrade' is intended for their newer, larger brethren.

Note that these rules are intended as just a fun way to use some of your non-Maelstrom's Edge models in your games. The Imperial Marine faction is not a 'canon' part of the Maelstrom's Edge background, nor are the rules an official part of the game, so you should only use them with your opponent's consent.

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.



CAPTAIN
POINTS: 14

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



MODEL NAME	MV	EVS	SKL	AV	COA	FOR	WP	MODEL TYPE
Captain	6	5	6	3	2	3	5	Infantry

UNIT SIZE: 1 Captain.

EQUIPMENT: Frag Grenades, RPS Carbine & RPS Pistol.

ABILITIES: Combat Tactics, Marine Commander (2), No Retreat.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Crusher Gauntlet	CQ	-	5	3	-	Melee	
Crusher Hammer	CQ	+1	5	2	-	Heavy, Melee	Armor Piercing
Energy Blade	CQ	+1	4	2	-	Melee	
Gravity Pistol	12"	2	5	1	2+	Pistol	Frozen
Inferno Pistol	12"	2	5	2	5+	Short Ranged, Pistol	Armor Piercing
Orbital Barrage	Unlimited	1+LB	6	3	-	AoE, Heavy	Indirect Fire
Plasma Pistol	12"	2	5	2	5+	Pistol	Unstable
Ripper Blade	CQ	-	3	1	-	Melee	
RPS Carbine	24"	2	4	2	4+		
RPS Pistol	24"	2	4	2	4+	Pistol	
RPS Rifle	36"	1	4	2	4+		
Slasher Gauntlet	CQ	+2	4	2	-	Melee	Paired Weapon
Storm Carbine	24"	3	4	2	3+		

OPTIONS:

- May replace RPS Carbine or RPS Pistol with:
 - Breaching Shield: +1 pt.
 - Crusher Gauntlet/Hammer: +1 pt each.
 - Energy Blade: +0 pts each.
 - Gravity Pistol: +1 pt each.
 - Inferno Pistol: +2 pts each.
 - Plasma Pistol: +2 pts each.
 - Ripper Blade: -1 pt each.
 - RPS Pistol: +0 pts each.
 - RPS Rifle: +0 pts.
 - Slasher Gauntlet: +2 pts each.
 - Storm Carbine: +1 pt*.
- May take a Marine Boostpack for +5 pts.
- May be given the Gamma Upgrade for +5 pts.
- This detachment may include the following additional units:



1-4



0-2



0-2



0-2

*Replaces carbine only.

ABILITY AND EQUIPMENT SUMMARY

AERIAL INSERTION: Movement Action - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

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

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 (1): This model generates (1) extra CP per turn, and each turn during its activation, it can issue (1) order to friendly units within 18".

FRAG GRENADES: See main rulebook for details.

FROZEN: Critical hit - The target is immediately frozen: It may not voluntarily move until the end of its next activation. If a frozen unit is forced to move, cancel this effect and raise the unit's suppression level by +3 instead.

GAMMA UPGRADE: This model is larger than a normal marine. Its SKL and FOR are both increased by 1.

INDIRECT FIRE: May shoot at a target out of line of sight, but if so, fire with -1 SHO.

MARINE BOOSTPACK: This model has +2 MV, may move dynamically (see main rulebook) and has the **MOBILE** and **AERIAL INSERTION** abilities.

MARINE COMMANDER (2): This model has the **COMMAND (2)** ability, which generates (2) extra CPs per turn, and each turn during its activation, it can issue (2) orders to friendly units within 18". When issuing an order to an **IMPERIAL MARINE** unit, lower its suppression level by -2, instead of -1.

MOBILE: Ignore the wild firing penalty for shooting after making a Dash action, but this unit cannot perform both Aim and Take Cover actions during the same activation.

NO RETREAT: If this unit would be forced to retreat for any reason, instead raise their suppression level by +1.

PAIRED WEAPON: When used as a secondary CQ weapon with an identical weapon, the wielder gains an additional +1 SHO.

UNSTABLE: Each hit roll result of '1' raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Character, Human, Imperial Marine

HOME BREW RULES



LIEUTENANT

POINTS: 12

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Lieutenant	6	5	5	3	2	3	5	Infantry

UNIT SIZE: 1 Lieutenant.

EQUIPMENT: Frag Grenades, RPS Carbine & RPS Pistol.

ABILITIES: Combat Precision, Command (1), No Retreat.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Crusher Gauntlet	CQ	-	5	3	-	Melee	
Crusher Hammer	CQ	+1	5	2	-	Heavy, Melee	Armor Piercing
Energy Blade	CQ	+1	4	2	-	Melee	
Gravity Pistol	12"	2	5	1	2+	Pistol	Frozen
Inferno Pistol	12"	2	5	2	5+	Short Ranged, Pistol	Armor Piercing
Plasma Pistol	12"	2	5	2	5+	Pistol	Unstable
Ripper Blade	CQ	-	3	1	-	Melee	
RPS Carbine	24"	2	4	2	4+		
RPS Pistol	24"	2	4	2	4+	Pistol	
RPS Rifle	36"	1	4	2	4+		
Slasher Gauntlet	CQ	+2	4	2	-	Melee	Paired Weapon
Storm Carbine	24"	3	4	2	3+		

OPTIONS:

- May replace RPS Carbine or RPS Pistol with:
 - Breaching Shield: +1 pt.
 - Crusher Gauntlet/Hammer: +1 pt each.
 - Energy Blade: +0 pts each.
 - Gravity Pistol: +1 pt each.
 - Inferno Pistol: +2 pts each.
 - Plasma Pistol: +2 pts each.
 - Ripper Blade: -1 pt each.
 - RPS Pistol: +0 pts each.
 - RPS Rifle: +0 pts.
 - Slasher Gauntlet: +2 pts each.
 - Storm Carbine: +1 pt*.
- May take a Marine Boostpack for +5 pts.
- May be given the Gamma Upgrade for +5 pts.
- This detachment may include the following additional units:



1-3



0-1



0-1



0-1

*Replaces carbine only.

ABILITY AND EQUIPMENT SUMMARY

AERIAL INSERTION: Movement Action - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

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

COMBAT PRECISION: When a unit within command range makes a Fire action, expend a CP to re-roll hit rolls of '1'.

COMMAND (1): This model generates (1) extra CP per turn, and each turn during its activation, it can issue (1) order to friendly units within 18".

FRAG GRENADES: See main rulebook for details.

FROZEN: Critical hit - The target is immediately frozen: It may not voluntarily move until the end of its next activation. If a frozen unit is forced to move, cancel this effect and raise the unit's suppression level by +3 instead.

GAMMA UPGRADE: This model is larger than a normal marine. Its SKL and FOR are both increased by 1.

MARINE BOOSTPACK: This model has +2 MV, may move dynamically (see main rulebook) and has the **MOBILE** and **AERIAL INSERTION** abilities.

MOBILE: Ignore the wild firing penalty for shooting after making a Dash action, but this unit cannot perform both Aim and Take Cover actions during the same activation.

NO RETREAT: If this unit would be forced to retreat for any reason, instead raise their suppression level by +1.

PAIRED WEAPON: When used as a secondary CQ weapon with an identical weapon, the wielder gains an additional +1 SHO.

UNSTABLE: Each hit roll result of '1' raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Character, Human, Imperial Marine

HOME BREW RULES



EXOSUIT CAPTAIN

POINTS: 20

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Exosuit Captain	5	5	6	5	2	4	5	Infantry

UNIT SIZE: 1 Exosuit Captain.

EQUIPMENT: Storm Carbine & Crusher Gauntlet.

ABILITIES: Combat Tactics, Exosuit Assault, Marine Commander (2), No Retreat.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Auto Launcher	6"	1+SB	2	1	4+	AoE, Short Ranged	
Crusher Gauntlet	CQ	-	5	3	-	Melee	
Crusher Hammer	CQ	+1	5	2	-	Heavy, Melee	Armor Piercing
Energy Blade	CQ	+1	4	2	-	Melee	
Flamer	8"	1+D6	2	1	2+	Short Ranged	Burn (1), Dispersed Fire
Gravity Gun	18"	2	5	1	2+		Frozen
Inferno Gun	18"	2	5	2	5+	Short Ranged	Armor Piercing
Orbital Barrage	Unlimited	1+LB	6	3	-	AoE, Heavy	Indirect Fire
Plasma Gun	24"	2	5	2	5+		Unstable
Ripper Gauntlet	CQ	-	6	D6	-	Heavy, Melee	Armor Piercing
RPS Carbine	24"	2	4	2	4+		
RPS Rifle	36"	1	4	2	4+		
Slasher Gauntlet	CQ	+2	4	2	-	Melee	Paired Weapon
Storm Carbine	24"	3	4	2	3+		

OPTIONS:

- May replace both Storm Carbine or Crusher Gauntlet with:
 - Breaching Shield: +1 pt.
 - Crusher Gauntlet/Hammer: +0 pts each.
 - Crusher Gauntlet with Auxiliary Flamer: +1 pt.
 - Crusher Gauntlet with Auxiliary RPS Carbine: +1 pt.
 - Energy Blade: -1 pt each.
 - Ripper/Slasher Gauntlet: +1 pt each.
 - RPS Carbine with auxiliary Flamer, Gravity Gun, Inferno Gun or Plasma Gun: +1 pt.
 - RPS Rifle: +0 pts
 - Storm Carbine: +0 pts
- May take an Auto Launcher for +2 pts.
- May be given the Gamma Upgrade for +5 pts.
- This detachment may include the following additional units:



ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

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.

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has.

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 (1): This model generates (1) extra CP per turn, and each turn during its activation, it can issue (1) order to friendly units within 18".

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

EXOSUIT ASSAULT: Exosuit Battle Squad units may be taken as **CORE** selections in this detachment.

FROZEN: Critical hit - The target is immediately frozen: It may not voluntarily move until the end of its next activation. If a frozen unit is forced to move, cancel this effect and raise the unit's suppression level by +3 instead.

GAMMA UPGRADE: This model is larger than a normal marine. Its SKL and FOR are both increased by 1.

INDIRECT FIRE: May shoot at a target out of line of sight, but if so, fire with -1 SHO.

MARINE COMMANDER (2): This model has the **COMMAND (2)** ability, which generates (2) extra CPs per turn, and each turn during its activation, it can issue (2) orders to friendly units within 18". When issuing an order to an **IMPERIAL MARINE** unit, lower its suppression level by -2, instead of -1.

NO RETREAT: If this unit would be forced to retreat for any reason, instead raise their suppression level by +1.

PAIRED WEAPON: When used as a secondary CQ weapon with an identical weapon, the wielder gains an additional +1 SHO.

UNSTABLE: Each hit roll result of '1' raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Character, Human, Imperial Marine

HOMEBREW RULES



EXOSUIT LIEUTENANT

POINTS: 18

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Exosuit Lieutenant	5	5	5	5	2	4	5	Infantry

UNIT SIZE: 1 Exosuit Lieutenant.

EQUIPMENT: Storm Carbine & Crusher Gauntlet.

ABILITIES: Combat Precision, Command (1), No Retreat.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Auto Launcher	6"	1+SB	2	1	4+	AoE, Short Ranged	
Crusher Gauntlet	CQ	-	5	3	-	Melee	
Crusher Hammer	CQ	+1	5	2	-	Heavy, Melee	Armor Piercing
Energy Blade	CQ	+1	4	2	-	Melee	
Flamer	8"	1+D6	2	1	2+	Short Ranged	Burn (1), Dispersed Fire
Gravity Gun	18"	2	5	1	2+		Frozen
Inferno Gun	18"	2	5	2	5+	Short Ranged	Armor Piercing
Plasma Gun	24"	2	5	2	5+		Unstable
Ripper Gauntlet	CQ	-	6	D6	-	Heavy, Melee	Armor Piercing
RPS Carbine	24"	2	4	2	4+		
RPS Rifle	36"	1	4	2	4+		
Slasher Gauntlet	CQ	+2	4	2	-	Melee	Paired Weapon
Storm Carbine	24"	3	4	2	3+		

OPTIONS:

- May replace both Storm Carbine or Crusher Gauntlet with:
 - Breaching Shield: +1 pt.
 - Crusher Gauntlet/Hammer: +0 pts each.
 - Crusher Gauntlet with Auxiliary Flamer: +1 pt.
 - Crusher Gauntlet with Auxiliary RPS Carbine: +1 pt.
 - Energy Blade: -1 pt each.
 - Ripper/Slasher Gauntlet: +1 pt each.
 - RPS Carbine with auxiliary Flamer, Gravity Gun, Inferno Gun or Plasma Gun: +1 pt.
 - RPS Rifle: +0 pts
 - Storm Carbine: +0 pts
- May take an Auto Launcher for +2 pts.
- May be given the Gamma Upgrade for +5 pts.
- This detachment may include the following additional units:



1-3



0-2



0-1



0-1

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

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.

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has.

COMBAT PRECISION: When a unit within command range makes a Fire action, expend a CP to re-roll hit rolls of '1'.

COMMAND (1): This model generates (1) extra CP per turn, and each turn during its activation, it can issue (1) order to friendly units within 18".

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

FROZEN: Critical hit - The target is immediately frozen: It may not voluntarily move until the end of its next activation. If a frozen unit is forced to move, cancel this effect and raise the unit's suppression level by +3 instead.

GAMMA UPGRADE: This model is larger than a normal marine. Its SKL and FOR are both increased by 1.

NO RETREAT: If this unit would be forced to retreat for any reason, instead raise their suppression level by +1.

PAIRED WEAPON: When used as a secondary CQ weapon with an identical weapon, the wielder gains an additional +1 SHO.

UNSTABLE: Each hit roll result of '1' raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Character, Human, Imperial Marine

HOME BREW RULES



BATTLE SQUAD

POINTS: 15

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Marine	6	4	4	3	2	2	4	Infantry
Sergeant	6	4	4	3	2	2	4	Infantry

UNIT SIZE: 1 Sergeant & 2 Marines.

EQUIPMENT: Frag Grenades, RPS Carbine & RPS Pistol.

ABILITIES: No Retreat.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Flamer	8"	1+D6	2	1	2+	Short Ranged	Burn (1), Dispersed Fire
Gravity Gun	18"	2	5	1	2+		Frozen
Inferno Gun	18"	2	5	2	5+	Short Ranged	Armor Piercing
Plasma Gun	24"	2	5	2	5+		Unstable
Ripper Blade	CQ	-	3	1	-	Melee	
RPS Carbine	24"	2	4	2	4+		
RPS Pistol	24"	2	4	2	4+	Pistol	
RPS Rifle	36"	1	4	2	4+		

OPTIONS:

- May add up to 2 more Marines for +8 pts each.
- Any model may replace RPS Carbine with an RPS Rifle for +0 pts.
- Any model may take a Ripper Blade for +1 pt
- The entire unit may be given the Gamma Upgrade for +2 pts each.
- 1 Marine may replace RPS Carbine with:
 - Flamer: +2 pts.
 - Gravity Gun: +2 pts.
 - Inferno Gun: +1 pts.
 - Plasma Gun: +1 pts.
- Up to 2 separate Battle Squad units may be taken as a single **CORE** selection.

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

FRAG GRENADES: See main rulebook for details.

FROZEN: Critical hit - The target is immediately frozen: It may not voluntarily move until the end of its next activation. If a frozen unit is forced to move, cancel this effect and raise the unit's suppression level by +3 instead.

GAMMA UPGRADE: This model is larger than a normal marine. Its SKL and FOR are both increased by 1.

NO RETREAT: If this unit would be forced to retreat for any reason, instead raise their suppression level by +1.

UNSTABLE: Each hit roll result of '1' raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Human, Imperial Marine

HOME BREW RULES



HEAVY SUPPORT SQUAD

POINTS: 16

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Marine	6	4	4	3	2	2	4	Infantry
Sergeant	6	4	4	3	2	2	4	Infantry

UNIT SIZE: 1 Sergeant & 2 Marines.

EQUIPMENT: Frag Grenades, RPS Carbine & RPS Pistol.

ABILITIES: No Retreat.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Auto Cannon	48"	2	4	2	5+	Heavy	
Flame Cannon	8"	1+D6	3	1	2+	Short Ranged	Burn (1), Dispersed Fire
Gatling Cannon	24"	1+D6	4	1	2+	Heavy	
Gravity Cannon	24"	4	5	2	2+	Heavy	Frozen
Inferno Cannon	24"	2	5	3	5+	Heavy,	Armor Piercing
Laser Cannon	48"	2	6	2	6+	Heavy	
Missile Launcher (Piercing)	30"	1	6	4	5+	Heavy	Armor Piercing
Missile Launcher (Frag)	30"	1+SB	3	1	4+	AoE, Heavy	
Plasma Cannon	36"	2+SB	5	2	5+	AoE, Heavy	Unstable
RPS Cannon	36"	3	5	2	3+	Heavy	

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.
 - Flame Cannon: +1 pts each.
 - Gatling Cannon: +4 pts each.
 - Gravity Cannon: +4 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 replace RPS Carbine with an RPS Rifle for +0 pts.
- Any model may take a Ripper Blade for +1 pt
- The entire unit may be given the Gamma Upgrade for +2 pts each.
- Up to 2 separate Battle Squad units may be taken as a single **CORE** selection.

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

FRAG GRENADES: See main rulebook for details.

FROZEN: Critical hit - The target is immediately frozen: It may not voluntarily move until the end of its next activation. If a frozen unit is forced to move, cancel this effect and raise the unit's suppression level by +3 instead.

GAMMA UPGRADE: This model is larger than a normal marine. Its SKL and FOR are both increased by 1.

NO RETREAT: If this unit would be forced to retreat for any reason, instead raise their suppression level by +1.

UNSTABLE: Each hit roll result of '1' raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Human, Imperial Marine

HOME BREW RULES



BATTLE FRAME

POINTS: 20

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Battle Frame	5	3	4	5	4	10	5	Behemoth
Veteran Battle Frame	5	3	5	5	4	10	5	Behemoth

UNIT SIZE: 1 Battle Frame.

EQUIPMENT: 2 x Crusher Gauntlet with auxiliary Storm Carbine.

ABILITIES: No Retreat.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Auto Cannon	48"	2	4	2	5+	Heavy	
Crusher Gauntlet	CQ	-	5	3	-	Melee	
Crusher Hammer/Axe	CQ	+1	5	2	-	Heavy, Melee	Armor Piercing
Flame Cannon	8"	1+D6	3	1	2+	Short Ranged	Burn (1), Dispersed Fire
Gatling Cannon	24"	1+D6	4	1	2+	Heavy	
Inferno Cannon	24"	2	5	3	5+	Heavy,	Armor Piercing
Inferno Gun	18"	2	5	2	5+	Short Ranged	Armor Piercing
Laser Cannon	48"	2	6	2	6+	Heavy	
Missile Launcher (Piercing)	30"	1	6	4	5+	Heavy	Armor Piercing
Missile Launcher (Frag)	30"	1+SB	3	1	4+	AoE, Heavy	
Plasma Cannon	36"	2+SB	5	2	5+	AoE, Heavy	Unstable
RPS Cannon	36"	3	5	2	3+	Heavy	
Slasher Gauntlet	CQ	+2	4	2	-	Melee	Paired Weapon
Storm Carbine	24"	3	4	2	3+		

OPTIONS:

- May replace each Crusher Gauntlet and Storm Carbine with one of the following:
 - Breaching Shield: +0 pts each.
 - Crusher Hammer/Axe: +1 pt each.
 - Gatling Cannon: +4 pts each.
 - Inferno Cannon: +1 pt each.
 - Missile Launcher: +0 pts each.
 - Plasma Cannon: +1 pt each.
 - Slasher Gauntlet with auxiliary Storm Carbine: +1 pt each.
 - 2 linked Auto Cannons: +2 pts each.
 - 2 linked Flame Cannons: +1 pt each.
 - 2 linked Laser Cannons: +2 pts each.
 - 2 linked RPS Cannons: +2 pts each.
- May replace each Storm Carbine with one of the following:
 - Flame Cannon: +2 pts each.
 - Inferno Gun: +1 pt each.
- May take Smoke Launchers for +2 pts.
- May be upgraded to a Veteran Battle Frame for +5 pts.
- May be given the Gamma Upgrade for +5 pts.

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

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

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

GAMMA UPGRADE: This model is larger than a normal battle frame. Its SKL and FOR are both increased by 1.

NO RETREAT: If this unit would be forced to retreat for any reason, instead raise their suppression level by +1.

PAIRED WEAPON: When used as a secondary CQ weapon with an identical weapon, the wielder gains an additional +1 SHO.

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

UNSTABLE: Each hit roll result of '1' raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Imperial Marine, Robot, Solo

HOME BREW RULES



STRIKE SQUAD

POINTS: 15

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Marine	6	4	4	3	2	2	4	Infantry
Sergeant	6	4	4	3	2	2	4	Infantry

UNIT SIZE: 1 Sergeant & 2 Marines.

EQUIPMENT: Frag Grenades, Ripper Blade & RPS Pistol.

ABILITIES: No Retreat.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Flamer	8"	1+D6	2	1	2+	Short Ranged	Burn (1), Dispersed Fire
Flame Pistol	8"	1+D3	2	1	3+	Short Ranged	Burn (1), Dispersed Fire
Gravity Gun	18"	2	5	1	2+		Frozen
Gravity Pistol	12"	2	5	1	2+	Pistol	Frozen
Inferno Gun	18"	2	5	2	5+	Short Ranged	Armor Piercing
Inferno Pistol	12"	2	5	2	5+	Short Ranged, Pistol	Armor Piercing
Plasma Gun	24"	2	5	2	5+		Unstable
Plasma Pistol	12"	2	5	2	5+	Pistol	Unstable
Ripper Blade	CQ	-	3	1	-	Melee	
RPS Pistol	24"	2	4	2	4+	Pistol	

OPTIONS:

- May add up to 2 more Marines for +8 pts each.
- 1 Marine may replace RPS Pistol or Ripper Blade with:
 - Flamer: +2 pts.
 - Gravity Gun: +2 pts.
 - Inferno Gun: +1 pts.
 - Plasma Gun: +1 pts.
- The entire unit may be given Marine Boostpacks for +5 pts each.
- The entire unit may be given the Gamma Upgrade for +2 pts each.
- Any model may replace RPS Pistol and/or Ripper Blade with:
 - Flame Pistol: +0 pts each.
 - Gravity Pistol: +1 pt each.
 - Inferno Pistol: +1 pt each.
 - Plasma Pistol: +1 pt each.
 - RPS Pistol: +0 pts each.
- Up to 2 separate Strike Squad units may be taken as a single **VANGUARD** selection.

ABILITY AND EQUIPMENT SUMMARY

AERIAL INSERTION: Movement Action - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

FRAG GRENADES: See main rulebook for details.

FROZEN: Critical hit - The target is immediately frozen: It may not voluntarily move until the end of its next activation. If a frozen unit is forced to move, cancel this effect and raise the unit's suppression level by +3 instead.

GAMMA UPGRADE: This model is larger than a normal marine. Its SKL and FOR are both increased by 1.

MARINE BOOSTPACK: This model has +2 MV, may move dynamically (see main rulebook) and has the **MOBILE** and **AERIAL INSERTION** abilities.

MOBILE: Ignore the wild firing penalty for shooting after making a Dash action, but this unit cannot perform both Aim and Take Cover actions during the same activation.

NO RETREAT: If this unit would be forced to retreat for any reason, instead raise their suppression level by +1.

UNSTABLE: Each hit roll result of '1' raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Human, Imperial Marine

HOME BREW RULES



SCOUT SQUAD

POINTS: 13

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Scout	7	4	4	2	2	2	4	Infantry
Scout Sergeant	7	4	4	2	2	2	4	Infantry

UNIT SIZE: 1 Scout Sergeant & 2 Scouts.

EQUIPMENT: Combat Knife, Frag Grenades, & RPS Pistol.

ABILITIES: No Retreat, Scout.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Combat Knife	CQ	-	2	1	-	Melee	
Flamer	8"	1+D6	2	1	2+	Short Ranged	Burn (1), Dispersed Fire
Flame Pistol	8"	1+D3	2	1	3+	Short Ranged	Burn (1), Dispersed Fire
Gravity Gun	18"	2	5	1	2+		Frozen
Gravity Pistol	12"	2	5	1	2+	Pistol	Frozen
Inferno Gun	18"	2	5	2	5+	Short Ranged	Armor Piercing
Inferno Pistol	12"	2	5	2	5+	Short Ranged, Pistol	Armor Piercing
Missile Launcher (Piercing)	30"	1	6	4	5+	Heavy	Armor Piercing
Missile Launcher (Frag)	30"	1+SB	3	1	4+	AoE, Heavy	
Plasma Gun	24"	2	5	2	5+		Unstable
Plasma Pistol	12"	2	5	2	5+	Pistol	Unstable
Ripper Blade	CQ	-	3	1	-	Melee	
RPS Cannon	36"	3	5	2	3+	Heavy	
RPS Carbine	24"	2	4	2	4+		
RPS Pistol	24"	2	4	2	4+	Pistol	
Scout Shotgun	12"	2	2	1	1	Short Ranged	Dispersed Fire
Scout Sniper Rifle	48"	1	4	1	4+	Heavy	Sniper

OPTIONS:

- May add up to 2 more Scouts for +4 pts each.
 - 1 Scout may replace RPS Pistol or Combat Knife with one of the following:
 - Flamer: +0 pts.
 - Gravity Gun: +1 pt.
 - Inferno Gun: +1 pt.
 - Missile Launcher: +2 pts.
 - Plasma Gun: +1 pt.
 - RPS Cannon: +2 pts.
 - The entire unit may be given the Gamma Upgrade for + 3 pts each.
 - The entire unit may be given Grav Packs or Camo Cloaks for +1 pt each.
 - Any model may replace RPS Pistol and/or Combat Knife with:
 - Flame Pistol: +0 pts each.
 - Gravity Pistol: +2 pts each.
 - Inferno Pistol: +2 pts each.
 - Plasma Pistol: +2 pt each.
 - Ripper Blade: +1 pt each.
 - RPS Carbine: +0 pts*.
 - RPS Pistol: +1 pts each.
 - Scout Shotgun: +0 pts*.
 - Scout Sniper Rifle: +1 pt*
- *each model may only have one of these items.

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has.

CAMO CLOAK: When this unit performs a Take Cover action, it gains an additional Cover token.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

FRAG GRENADES: See main rulebook for details.

FROZEN: Critical hit - The target is immediately frozen: It may not voluntarily move until the end of its next activation. If a frozen unit is forced to move, cancel this effect and raise the unit's suppression level by +3 instead.

GAMMA UPGRADE: This model is larger than a normal marine. Its SKL and FOR are both increased by 1.

GRAV PACK: This model has the **AERIAL INSERTION** and **DODGE (1)** abilities

NO RETREAT: If this unit would be forced to retreat for any reason, instead raise their suppression level by +1.

SNIPER: Ignore the +1 SKL dice flip penalty to change a hit roll result from '5' to '6'.

UNSTABLE: Each hit roll result of '1' raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Human, Imperial Marine

HOME BREW RULES



FIRE SUPPORT SQUAD

POINTS: 16

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Marine	6	4	4	3	2	2	4	Infantry
Sergeant	6	4	4	3	2	2	4	Infantry

UNIT SIZE: 1 Sergeant & 2 Marines.

EQUIPMENT: Frag Grenades, RPS Carbine & RPS Pistol.

ABILITIES: No Retreat.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Flamer	8"	1+D6	2	1	2+	Short Ranged	Burn (1), Dispersed Fire
Gravity Gun	18"	2	5	1	2+		Frozen
Inferno Gun	18"	2	5	2	5+	Short Ranged	Armor Piercing
Plasma Gun	24"	2	5	2	5+		Unstable
Ripper Blade	CQ	-	3	1	-	Melee	
RPS Carbine	24"	2	4	2	4+		
RPS Pistol	24"	2	4	2	4+	Pistol	
RPS Rifle	36"	1	4	2	4+		

OPTIONS:

- May add up to 2 more Marines for +8 pts each.
- Any model may replace RPS Carbine with:
 - Flamer: +2 pts.
 - Gravity Gun: +2 pts.
 - Inferno Gun: +1 pt.
 - Plasma Gun: +1 pt.
 - RPS Rifle: +0 pts.
- Any model may take a Ripper Blade for +1 pt
- The entire unit may be given the Gamma Upgrade for +2 pts each.

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

FRAG GRENADES: See main rulebook for details.

FROZEN: Critical hit - The target is immediately frozen: It may not voluntarily move until the end of its next activation. If a frozen unit is forced to move, cancel this effect and raise the unit's suppression level by +3 instead.

GAMMA UPGRADE: This model is larger than a normal marine. Its SKL and FOR are both increased by 1.

NO RETREAT: If this unit would be forced to retreat for any reason, instead raise their suppression level by +1.

UNSTABLE: Each hit roll result of '1' raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Human, Imperial Marine

HOME BREW RULES



EXOSUIT BATTLE SQUAD

POINTS: 20

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Exo-Marine	5	4	4	5	2	3	5	Infantry
Exo-Sergeant	5	4	4	5	2	3	5	Infantry

UNIT SIZE: 1 Exo-Sergeant & 2 Exo-Marines.

EQUIPMENT: Crusher Gauntlet & Storm Carbine.

ABILITIES: Advanced Machine Assistance, Aerial Insertion, Heavy Gunner & No Retreat.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Auto Launcher	6"	1+SB	2	1	4+	AoE, Short Ranged	
Crusher Gauntlet	CQ	-	5	3	-	Melee	
Energy Blade	CQ	+1	4	2	-	Melee	
Flame Cannon	8"	1+D6	3	1	2+	Short Ranged	Burn (1), Dispersed Fire
Frag Missile Pod	36"	3+SB	3	1	4+	AoE, Heavy	
Gatling Cannon	24"	1+D6	4	1	2+	Heavy	
Inferno Cannon	24"	2	5	3	5+	Heavy,	Armor Piercing
Plasma Cannon	36"	2+SB	5	2	5+	AoE, Heavy	Unstable
Ripper Gauntlet	CQ	-	6	D6	-	Heavy, Melee	Armor Piercing
RPS Cannon	36"	3	5	2	3+	Heavy	
Slasher Gauntlet	CQ	+2	4	2	-	Melee	Paired Weapon
Storm Carbine	24"	3	4	2	3+		

OPTIONS:

- May add up to 2 more Exo-Marines for +7 pts each.
- Up to 2 Exo-Marines may replace Storm Carbine with either:
 - Flame Cannon: +0 pts each.
 - Gatling Cannon: +4 pts each.
 - Inferno Cannon: +2 pts each.
 - Plasma Cannon: +2 pts each.
- 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 Auto Launcher for +2 pts.
- The entire unit may be given the Gamma Upgrade for +3 pts each.
- Up to 2 separate Exosuit Squads may be taken as a single **HAMMER** selection.

ABILITY AND EQUIPMENT SUMMARY

ADVANCED MACHINE ASSISTANCE: May fire all of its weapons during each round of shooting, not just one. Ignore the **HEAVY** weapon type for weapons equipped on this model.

AERIAL INSERTION: Movement Action - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

FROZEN: Critical hit - The target is immediately frozen: It may not voluntarily move until the end of its next activation. If a frozen unit is forced to move, cancel this effect and raise the unit's suppression level by +3 instead

GAMMA UPGRADE: This model is larger than a normal marine. Its SKL and FOR are both increased by 1.

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

NO RETREAT: If this unit would be forced to retreat for any reason, instead raise their suppression level by +1.

PAIRED WEAPON: When used as a secondary CQ weapon with an identical weapon, the wielder gains an additional +1 SHO.

UNSTABLE: Each hit roll result of '1' raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Human, Imperial Marine

HOMEBREW RULES



EXOSUIT STRIKE SQUAD

POINTS: 20

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Exo-Marine	5	4	4	5	2	3	5	Infantry
Exo-Sergeant	5	4	4	5	2	3	5	Infantry

UNIT SIZE: 1 Exo-Sergeant & 2 Exo-Marines.

EQUIPMENT: 2 x linked Slasher Gauntlets.

ABILITIES: Advanced Machine Assistance, Aerial Insertion, Heavy Gunner & No Retreat.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Auto Launcher	6"	1+SB	2	1	4+	AoE, Short Ranged	
Crusher Gauntlet	CQ	-	5	3	-	Melee	
Crusher Hammer	CQ	+1	5	2	-	Heavy, Melee	Armor Piercing
Flamer	8"	1+D6	2	1	2+	Short Ranged	Burn (1), Dispersed Fire
RPS Carbine	24"	2	4	2	4+		
Slasher Gauntlet	CQ	+2	4	2	-	Melee	Paired Weapon

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 Flamers: +1 pt.
- Any model may take an Auto Launcher for +2 pts.
- The entire unit may be given the Gamma Upgrade for +3 pts each.
- Up to 2 separate Exosuit Squads may be taken as a single **HAMMER** selection.

ABILITY AND EQUIPMENT SUMMARY

ADVANCED MACHINE ASSISTANCE: May fire all of its weapons during each round of shooting, not just one. Ignore the **HEAVY** weapon type for weapons equipped on this model.

AERIAL INSERTION: Movement Action - When arriving from reserve, this unit may be placed in any valid position on the table not within 6" of any enemy. This unit's shooting is automatically wild during the same activation it arrives via Aerial Insertion. You must expend 1 CP to have a reinforcement arrive via Aerial Insertion.

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

GAMMA UPGRADE: This model is larger than a normal marine. Its SKL and FOR are both increased by 1.

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

NO RETREAT: If this unit would be forced to retreat for any reason, instead raise their suppression level by +1.

PAIRED WEAPON: When used as a secondary CQ weapon with an identical weapon, the wielder gains an additional +1 SHO.

UNIT DESIGNATORS: Human, Imperial Marine

HOME BREW RULES



VETERAN

POINTS: See below

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



MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Veteran	6	4	4	3	2	3	5	Infantry

EQUIPMENT: As per original model.

ABILITIES: As per original model.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Crusher Gauntlet	CQ	-	5	3	-	Melee	
Crusher Hammer	CQ	+1	5	2	-	Heavy, Melee	Armor Piercing
Energy Blade	CQ	+1	4	2	-	Melee	
Flame Pistol	8"	1+D3	2	1	3+	Short Ranged	Burn (1), Dispersed Fire
Flamer	8"	1+D6	2	1	2+	Short Ranged	Burn (1), Dispersed Fire
Gravity Gun	18"	2	5	1	2+		Frozen
Gravity Pistol	12"	2	5	1	2+	Pistol	Frozen
Inferno Gun	18"	2	5	2	5+	Short Ranged	Armor Piercing
Inferno Pistol	12"	2	5	2	5+	Short Ranged, Pistol	Armor Piercing
Plasma Gun	24"	2	5	2	5+		Unstable
Plasma Pistol	12"	2	5	2	5+	Pistol	Unstable
Ripper Blade	CQ	-	3	1	-	Melee	
RPS Carbine	24"	2	4	2	4+		
RPS Pistol	24"	2	4	2	4+	Pistol	
RPS Rifle	36"	1	4	2	4+		
Slasher Gauntlet	CQ	+2	4	2	-	Melee	Paired Weapon
Storm Carbine	24"	3	4	2	3+		

OPTIONS:

- In any Battle, Strike, Fire Support, Heavy Support or Scout Squad, you may replace the Sergeant or Scout Sergeant with a Veteran for +2 pts.
- Alternatively, in any Battle, Strike, Fire Support or Heavy Support Squad, you may replace all squad members with Veterans for +2 pts per model.
- 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 an 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.
 - Flame Pistol: +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: +1 pt each
 - RPS Rifle: +2 pts*.
 - Slasher Gauntlet: +2 pts each.
 - Storm Carbine: +2 pts*.
 - RPS Carbine with auxiliary Flamer, Gravity Gun, Inferno Gun or Plasma Gun: +2 pts*.

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

ABILITY AND EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

BURN (1): Critical hit - Immediately place (1) Burn token on the target. When the target next activates, raise its suppression level by +1 for each Burn token it has.

DISPERSED FIRE: Each hit counts as 2 when blocked by cover.

FROZEN: Critical hit - The target is immediately frozen: It may not voluntarily move until the end of its next activation. If a frozen unit is forced to move, cancel this effect and raise the unit's suppression level by +3 instead.

PAIRED WEAPON: When used as a secondary CQ weapon with an identical weapon, the wielder gains an additional +1 SHO.

UNSTABLE: Each hit roll result of '1' raises this unit's suppression level by +1 (after the round of shooting).

UNIT DESIGNATORS: Human, Imperial Marine

HOME BREW RULES