MAELSTROM'S EDGE®

IMPERIAL MARINES

This document contains rules pages for a force of armored super-human Imperial Marines 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 Beta Generation marines, while the 'Genesis Conversion' allows you to adjust the statlines for the original smaller, Alpha Generation, or the newer, larger Gamma Generation.

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.

Any abilities with a name in **BLUE** text are unofficial rules created for this force list. Abilities with **BLACK** names are identical to abilities found in other Maelstrom's Edge factions.

Forces Of The Empire of Mankind

Captain

12 Points

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

Unofficial Unit

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

UNIT SIZE: 1 Captain*.

EQUIPMENT: Frag Grenades.

ABILITIES: Combat Tactics, Fearless, Marine Commander (2)..

OPTIONS:

- May be given Genesis Conversion for -3 pts (Alpha) or +3 pts (Gamma).
- May be equipped with up to 1:
  - Combat Shotgun: +1 pt.
  - Great Weapon: +2 pts.
  - RPS Carbine: +2 pts.
  - RPS Rifle: +2 pts.
  - RPS Sniper Rifle: +4 pts.
  - Storm Carbine: +3 pts.
- May be equipped with up to 2:
  - Breaching Shield: +1 pt each.
  - Crusher Gauntlet: +2 pts each.
  - Crusher Hammer: +1 pts each.
  - Energy Blade: +2 pts each.
  - Flame Pistol: +1 pt each.
  - Gravity Pistol: +2 pts each.
  - Inferno Pistol: +2 pts each.
  - Plasma Pistol: +2 pts each.
  - Ripper Blade: +1 pt each.
  - Ripper Gauntlet: +3 pts each.
  - RPS Heavy Pistol: +2 pts each.
  - RPS Pistol: +1 pt each.
  - Slasher Gauntlet: +2 pts each.
- May be equipped with up to 1:
  - Marine Bike: +5 pts.
  - Marine Boostpack: +5 pts.
  - Scout Armor: -3 pts.
  - Scout Armor with Grav Pack: +0 pts.
  - Exosuit: +3 pts.
- May be equipped with any of the following:
  - Field Halo (choose one):
    - Refraction Field: +1 pt.
    - Conversion Field: +2 pts.
    - Displacement Field: +3 pts.
    - Projection Field: +4 pts.
  - Implosion Grenade: +25 pts†.
  - Personal Icon: +2 pts.
- RPS Carbine or Crusher Gauntlet (if equipped) may be upgraded with an Auxilliary Flamer, Inferno Carbine, Plasma Carbine, or RPS Carbine for +1 pt.
- This detachment may include the following additional units:

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

** A Detachment led by a Captain may include a Provost and/or Exorcist as a part of the same* **Command** *slot.*

† Maximum of 1 per force.

ABILITY & EQUIPMENT SUMMARY

COMBAT TACTICS: Choose one prior to deployment.

- **Fire Support:** Captain is equipped with Orbital Barrage.
- **RPS Drill:** While the Captain is on the table, all **Imperial 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).

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See main rulebook for details.

GENESIS CONVERSION: This model is either Alpha or Gamma Generation, chosen when creating your force list. All models in a unit must be from the same generation. Alpha models apply a -1 to their FOR. Gamma models apply a +1 to their FOR.

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.

UNIT DESIGNATORS: Armored, Character, Imperial Marine

Ver: β2.2

Lieutenant

9 Points

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

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Lieutenant	6	4	4	4	2	4	3+	Infantry

UNIT SIZE: 1 Lieutenant.

EQUIPMENT: Frag Grenades.

ABILITIES: Combat Precision, Fearless, Marine Commander (1).

OPTIONS:

- May be given Genesis Conversion for -3 pts (Alpha) or +3 pts (Gamma).
- May be equipped with up to 1:
  - Combat Shotgun: +1 pt.
  - Great Weapon: +2 pts.
  - RPS Carbine: +2 pts.
  - RPS Rifle: +2 pts.
  - RPS Sniper Rifle: +4 pts.
  - Storm Carbine: +3 pts.
- May be equipped with up to 2:
  - Breaching Shield: +1 pt each.
  - Crusher Gauntlet: +2 pts each.
  - Crusher Hammer: +1 pts each.
  - Energy Blade: +2 pts each.
  - Flame Pistol: +1 pt each.
  - Gravity Pistol: +2 pts each.
  - Inferno Pistol: +2 pts each.
  - Plasma Pistol: +2 pts each.
  - Ripper Blade: +1 pt each.
  - Ripper Gauntlet: +3 pts each.
  - RPS Heavy Pistol: +2 pts each.
  - RPS Pistol: +1 pt each.
  - Slasher Gauntlet: +2 pts each.
- May be equipped with up to 1:
  - Marine Bike: +5 pts.
  - Marine Boostpack: +5 pts.
  - Scout Armor: -3 pts.
  - Scout Armor with Grav Pack: +0 pts.
  - Exosuit: +3 pts.
- May be equipped with any of the following:
  - Field Halo (choose one):
    - Refraction Field: +1 pt.
    - Conversion Field: +2 pts.
    - Displacement Field: +3 pts.
    - Projection Field: +4 pts.
  - Implosion Grenade: +25 pts*.
  - Personal Icon: +2 pts.
- RPS Carbine or Crusher Gauntlet (if equipped) may be upgraded with an Auxilliary Flamer, Inferno Carbine, Plasma Carbine, or RPS Carbine for +1 pt.
- This detachment may include the following additional units:

1-3	0-1	0-1	0-1

** Maximum of 1 per force.*

ABILITY & EQUIPMENT SUMMARY

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

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See main rulebook for details.

GENESIS CONVERSION: This model is either Alpha or Gamma Generation, chosen when creating your force list. All models in a unit must be from the same generation. Alpha models apply a -1 to their FOR. Gamma models apply a +1 to their FOR.

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

UNIT DESIGNATORS: Armored, Character, Imperial Marine

Ver: β2.2

Provost

8 Points

The Emperor's representative on the battlefield, Provosts are tasked with ensuring that Marine forces stay true to His vision for the Empire.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Provost	6	4	4	4	2	3	3+	Infantry

UNIT SIZE: 1 Provost.

EQUIPMENT: Frag Grenades, Energy Maul.

ABILITIES: Faith in the Emperor, Fearless, Marine Commander (1).

OPTIONS:

- May be given Genesis Conversion for -3 pts (Alpha) or +3 pts (Gamma).
- May be equipped with up to 1:
  - Combat Shotgun: +1 pt.
  - RPS Carbine: +2 pts.
  - Storm Carbine: +3 pts.
- May be equipped with up to 1:
  - Breaching Shield: +1 pt.
  - Crusher Gauntlet: +2 pts.
  - Crusher Hammer: +1 pts.
  - Energy Blade: +2 pts.
  - Flame Pistol: +1 pt.
  - Gravity Pistol: +2 pts.
  - Inferno Pistol: +2 pts.
  - Plasma Pistol: +2 pts.
  - Ripper Blade: +1 pt.
  - Ripper Gauntlet: +3 pts.
  - RPS Heavy Pistol: +2 pts.
  - RPS Pistol: +1 pt.
  - Slasher Gauntlet: +2 pts.
- May be equipped with up to 1:
  - Marine Bike: +5 pts.
  - Marine Boostpack: +5 pts.
  - Scout Armor: -3 pts.
  - Scout Armor with Grav Pack: +0 pts.
  - Exosuit: +3 pts.
- May be equipped with any of the following:
  - Field Halo (choose one):
    - Refraction Field: +1 pt.
    - Conversion Field: +2 pts.
    - Displacement Field: +3 pts.
    - Projection Field: +4 pts.
  - Personal Icon: +2 pts.
- RPS Carbine or Crusher Gauntlet (if equipped) may be upgraded with an Auxilliary Flamer, Inferno Carbine, Plasma Carbine, or RPS Carbine for +1 pt.
- A detachment led by this character may include these additional units:

1-3	0-1	0-1	0-1

** Maximum of 1 per model.*

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Energy Maul	CQ	+1	6	1	-	Melee	Armor Piercing

ABILITY & EQUIPMENT SUMMARY

FAITH IN THE EMPEROR: *Free action* - expend 2 CPs and reduce the suppression level of all friendly **Armored** or **Organic** units within 18" to 0.

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See main rulebook for details.

GENESIS CONVERSION: This model is either Alpha or Gamma Generation, chosen when creating your force list. All models in a unit must be from the same generation. Alpha models apply a -1 to their FOR. Gamma models apply a +1 to their FOR.

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

UNIT DESIGNATORS: Armored, Character, Imperial Marine

Ver: β2.2

Exorcist

10 Points

Exorcists are formidable warriors weilding arcane weapons and coordinate their brethren with the power of their enhanced and modified brains.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Exorcist	6	4	4	4	2	3	3+	Infantry

UNIT SIZE: 1 Lieutenant.

EQUIPMENT: Frag Grenades, Psionic Amplifier, Psionic Weapon.

ABILITIES: Fearless, Marine Commander (1).

OPTIONS:

- May be given Genesis Conversion for -3 pts (Alpha) or +3 pts (Gamma).
- May be equipped with up to 1:
  - Combat Shotgun: +1 pt.
  - RPS Carbine: +2 pts.
  - Storm Carbine: +3 pts.
- May be equipped with up to 1:
  - Breaching Shield: +1 pt.
  - Crusher Gauntlet: +2 pts.
  - Crusher Hammer: +1 pts.
  - Energy Blade: +2 pts.
  - Flame Pistol: +1 pt.
  - Gravity Pistol: +2 pts.
  - Inferno Pistol: +2 pts.
  - Plasma Pistol: +2 pts.
  - Ripper Blade: +1 pt.
  - Ripper Gauntlet: +3 pts.
  - RPS Heavy Pistol: +2 pts.
  - RPS Pistol: +1 pts.
  - Slasher Gauntlet: +2 pts.
- May be equipped with up to 1:
  - Marine Bike: +5 pts.
  - Marine Boostpack: +5 pts.
  - Scout Armor: -3 pts.
  - Scout Armor with Grav Pack: +0 pts.
  - Exosuit: +3 pts.
- May be equipped with any of the following:
  - Field Halo (choose one):
    - Refraction Field: +1 pt.
    - Conversion Field: +2 pts.
    - Displacement Field: +3 pts.
    - Projection Field: +4 pts.
  - Personal Icon: +2 pts.
- RPS Carbine or Crusher Gauntlet (if equipped) may be upgraded with an Auxilliary Flamer, Inferno Carbine, Plasma Carbine, or RPS Carbine for +1 pt.
- A detachment led by this character may include these additional units:

1-3	0-1	0-1	0-1

** Maximum of 1 per model.*

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Psionic Weapon	CQ	+1	5	*	-	Melee	Psionic Damage

ABILITY & EQUIPMENT SUMMARY

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See main rulebook for details.

GENESIS CONVERSION: This model is either Alpha or Gamma Generation, chosen when creating your force list. All models in a unit must be from the same generation. Alpha models apply a -1 to their FOR. Gamma models apply a +1 to their FOR.

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

PSIONIC AMPLIFIER: When this unit nominates a target for a shooting action, the action may instead be performed by another friendly **Imperial Marine** unit within 18" that has LOS to the target (or an indirect fire weapon), using this unit's SKL. The shooting unit does not count as activating.

PSIONIC DAMAGE: This weapon has a DAM equal to the bearer's current FOR.

UNIT DESIGNATORS: Armored, Character, Imperial Marine

Ver: β2.2

Battle Squad

12 Points

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

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Marine	6	4	3	4	1	2	3+	Infantry
Sergeant	6	4	3	4	1	2	3+	Infantry (Squad Leader)

UNIT SIZE: 2 Marines, 1 Sergeant.

EQUIPMENT: Frag Grenades, RPS Carbine, RPS Pistol.

ABILITIES: Fearless.

OPTIONS:

- May add up to 2 more Marines: +5 pts each.
- The entire unit may be given Genesis Conversion for -3 pts each (Alpha) or +3 pts each (Gamma).
- Any model may be equipped with a Ripper Blade: +1 pt each.
- Any model may replace RPS Carbine with RPS Rifle: +0 pts each.
- Any model may replace RPS Pistol with RPS Heavy Pistol: +1 pt each.
- Up to 1 Marine may replace RPS Carbine with:
  - Flame Carbine: +0 pts.
  - Gravity Gun: +0 pts.
  - Inferno Carbine: +1 pt.
  - Inferno Rifle: +1 pt.
  - Plasma Carbine: +2 pts.
  - Plasma Rifle: +2 pts.
  - RPS Sniper Rifle: +2 pts.
- Up to 2 separate Battle Squad units may be taken as a single **Core** unit selection.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Flame Carbine	8”	2+D6	2	1	2+	SR	Burn (1), Dispersed Fire
Gravity Gun	18”	3	4	1	2+		Frozen
Inferno Carbine	12”	2	5	3	5+	SR	Armor Piercing
Inferno Rifle	24”	1	5	3	5+	SR	Armor Piercing
Plasma Carbine	24”	3	5	2	5+		Unstable
Plasma Rifle	36”	2	5	2	5+		Unstable
Ripper Blade	CQ	+2	2	1	-	Melee	
RPS Carbine	24”	2	4	2	4+		
RPS Heavy Pistol	12”	2	4	2	4+	Pistol	
RPS Pistol	16”	1	4	2	4+	Pistol	
RPS Rifle	36”	1	4	2	4+		
RPS Sniper Rifle	48”	1	4	3	4+	Heavy	Sniper

ABILITY & EQUIPMENT SUMMARY

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target’s suppression level by +1. See main rulebook for details.

GENESIS CONVERSION: This model is either Alpha or Gamma Generation, chosen when creating your force list. All models in a unit must be from the same generation. Alpha models apply a -1 to their FOR. Gamma models apply a +1 to their FOR.

UNIT DESIGNATORS: Armored, Imperial Marine

Ver: β2.2

Heavy Support Squad

12 Points

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

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Marine	6	4	3	4	1	2	3+	Infantry
Sergeant	6	4	3	4	1	2	3+	Infantry (Squad Leader)

UNIT SIZE: 2 Marines, 1 Sergeant.

EQUIPMENT: Frag Grenades, RPS Carbine, RPS Pistol.

ABILITIES: Fearless.

OPTIONS:

- May add up to 2 more Marines: +5 pts each.
- The entire unit may be given Genesis Conversion for -3 pts each (Alpha) or +3 pts each (Gamma).
- Any model may be equipped with a Ripper Blade: +1 pt each.
- Any model may replace RPS Carbine with RPS Rifle: +0 pts each.
- Any model may replace RPS Pistol with RPS Heavy Pistol: +1 pt each.
- Up to 4 Marines may replace RPS Carbine with:
  - Auto Cannon: +2 pts each.
  - Flame Cannon: +1 pt each.
  - Gatling Cannon: +5 pts each.
  - Gravity Cannon: +1 pt each.
  - Inferno Cannon: +3 pts each.
  - Laser Cannon: +3 pts each.
  - Missile Launcher: +2 pts each.
  - Plasma Canon: +4 pts each.
  - RPS Cannon: +2 pts each.
- Up to 2 separate Heavy Support Squad units may be taken as a single **Anvil** unit selection.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Auto Cannon	48”	2	5	3	5+	Heavy	
Flame Cannon	12”	2+D6	2	2	2+	SR	Burn (1), Dispersed Fire
Gatling Cannon	24”	3+D6	5	2	2+	Heavy	
Gravity Cannon	24”	3	4	2	2+	Heavy	Frozen
Inferno Cannon	24”	2	6	4	5+	Heavy, SR	Armor Piercing
Laser Cannon	48”	2	6	3	6+	Heavy	
Missile Launcher (AP)	30”	1	6	4	5+	Heavy	Armor Piercing, Guided
Missile Launcher (Frag)	30”	1+SB	4	1	4+	AoE, Heavy	
Plasma Cannon	36”	2+SB	5	2	5+	AoE, Heavy	Unstable
Ripper Blade	CQ	+2	2	1	-	Melee	
RPS Cannon	36”	3	5	2	3+	Heavy	
RPS Carbine	24”	2	4	2	4+		
RPS Heavy Pistol	12”	2	4	2	4+	Pistol	
RPS Pistol	16”	1	4	2	4+	Pistol	
RPS Rifle	36”	1	4	2	4+		

ABILITY & EQUIPMENT SUMMARY

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target’s suppression level by +1. See main rulebook for details.

GENESIS CONVERSION: This model is either Alpha or Gamma Generation, chosen when creating your force list. All models in a unit must be from the same generation. Alpha models apply a -1 to their FOR. Gamma models apply a +1 to their FOR.

UNIT DESIGNATORS: Armored, Imperial Marine

Ver: β2.2

MkI Battle Frame

10 Points

The earliest model battle frames still found amongst forces of the Empire, the MkI is a massive armoured suit piloted by veterans of countless wars.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
MkI Battle Frame	6	3	4	5	2	8	3+	Behemoth

UNIT SIZE: 1 MkI Battle Frame.

EQUIPMENT: None.

ABILITIES: Fearless, Mission Specialist.

OPTIONS:

- Must be equipped with any 2:
  - Crusher Gauntlet with Auxiliary:
    - Flame Cannon: +4 pts.
    - Storm Carbine: +4 pts.
  - Dual Auto Cannon: +6 pts.
  - Dual Laser Cannon: +7 pts.
  - Dual RPS Cannon: +6 pts.
  - Gatling Cannon: +7pts.
  - Inferno Cannon: +5pts.
  - Laser Cannon: +5 pts.
  - Missile Launcher: +4 pts.
  - Plasma Cannon: +5 pts.
  - Slasher Gauntlet with Auxiliary:
    - Flame Cannon: +5 pts.
    - Inferno Carbine: +6 pts.
    - Storm Carbine: +5 pts.
- May be equipped with Smoke Launchers: +3 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Crusher Gauntlet	CQ	CQA	6	3	-	Melee	
Dual Auto Cannon	48”	3	5	3	5+	Heavy	
Dual Laser Cannon	48”	3	6	3	6+	Heavy	
Dual RPS Cannon	36”	4	5	2	3+	Heavy	
Flame Cannon	12”	2+D6	2	2	2+	SR	Burn (1), Dispersed Fire
Gatling Cannon	24”	3+D6	5	2	2+	Heavy	
Inferno Cannon	24”	2	6	4	5+	Heavy, SR	Armor Piercing
Inferno Carbine	12”	2	5	3	5+	SR	Armor Piercing
Laser Cannon	48”	2	6	3	6+	Heavy	
Missile Launcher (AP)	30”	1	6	4	5+	Heavy	Armor Piercing, Guided
Missile Launcher (Frag)	30”	1+SB	4	1	4+	AoE, Heavy	
Plasma Cannon	36”	2+SB	5	2	5+	AoE, Heavy	Unstable
Slasher Gauntlet	CQ	+2	5	2	-	Melee	
Storm Carbine	24”	3	4	2	3+		

ABILITY & EQUIPMENT SUMMARY

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

DAMAGED: At FOR 1-4, this model can fire up to 1 weapon.

UNIT DESIGNATORS: Armored, Battle Frame, Imperial Marine

Ver: β2.2

MkII Battle Frame

12 Points

Less elegant than the MkI, the MkII battle frame, with its cybernetically entombed pilot, sacrifices some agility for the sake of resilience.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
MkII Battle Frame	5	3	4	6	2	10	3+	Behemoth

UNIT SIZE: 1 MkII Battle Frame.

EQUIPMENT: None.

ABILITIES: Fearless, Mission Specialist.

OPTIONS:

- Must be equipped with any 2:
  - Crusher Gauntlet with Auxiliary:
    - Flame Cannon: +4 pts.
    - Storm Carbine: +4 pts.
  - Dual Auto Cannon: +6 pts.
  - Dual Laser Cannon: +7 pts.
  - Dual RPS Cannon: +6 pts.
  - Frag Missile Pod: +5 pts.
  - Gatling Cannon: +7pts.
  - Inferno Cannon: +5pts.
  - Plasma Cannon: +5 pts.
  - Ripper Gauntlet with Auxiliary:
    - Flame Cannon: +5 pts.
    - Inferno Carbine: +6 pts.
    - Storm Carbine: +5 pts.
  - RPS Array: +4 pts.
  - Slasher Gauntlet with Auxiliary:
    - Flame Cannon: +5 pts.
    - Inferno Carbine: +6 pts.
    - Storm Carbine: +5 pts.
- May be equipped with Smoke Launchers: +3 pts.
- May be equipped with Defensive Countermeasures: +1 pt.
- May be equipped with up to 2 Hunter Missile: +2 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Crusher Gauntlet	CQ	CQA	6	3	-	Melee	
Dual Auto Cannon	48”	3	5	3	5+	Heavy	
Dual Laser Cannon	48”	3	6	3	6+	Heavy	
Dual RPS Cannon	36”	4	5	2	3+	Heavy	
Flame Cannon	12”	2+D6	2	2	2+	SR	Burn (1), Dispersed Fire
Frag Missile Pod	36”	3+SB	4	1	4+	AoE, Heavy	
Gatling Cannon	24”	3+D6	5	2	2+	Heavy	
Hunter Missile	48”	1	6	4	5+	Heavy	Armor Piercing, Single Use
Inferno Cannon	24”	2	6	4	5+	Heavy, SR	Armor Piercing
Inferno Carbine	12”	2	5	3	5+	SR	Armor Piercing
Plasma Cannon	36”	2+SB	5	2	5+	AoE, Heavy	Unstable
Ripper Gauntlet	CQ	CQA	6	D6	-	Heavy, Melee	Armor Piercing
RPS Array	24”	1+D6	4	2	4+		
Slasher Gauntlet	CQ	+2	5	2	-	Melee	
Storm Carbine	24”	3	4	2	3+		

ABILITY & EQUIPMENT SUMMARY

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit’s suppression level is raised by +1. If failed, the attacking unit’s suppression level is raised by +2.

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

DAMAGED: At FOR 1-5, this model can fire up to 1 weapon.

UNIT DESIGNATORS: Armored, Battle Frame, Imperial Marine

Ver: β2.2

MkIII Battle Frame

14 Points

A reflection of the Imperial "Bigger is Better' design ethos, the MkIII battle frame is substantially larger and can mount more weaponry than its predecessor, but is functionally very similar.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
MkIII Battle Frame	5	3	4	6	2	12	3+	Behemoth

UNIT SIZE: 1 MkIII Battle Frame.

EQUIPMENT: None.

ABILITIES: Fearless, Mission Specialist.

OPTIONS:

- Must be equipped with any 2:
  - Crusher Gauntlet with Auxiliary:
    - Flame Cannon: +4 pts each.
    - Gatling Cannon: +8 pts each.
    - Storm Carbine: +4 pts each.
  - Dual Auto Cannon: +6 pts each.
  - Dual Laser Cannon: +7 pts each.
  - Frag Missile Pod: +5 pts each.
  - Heavy Gatling Cannon: +7pts each.
  - Heavy Plasma Cannon: +5 pts each.
  - Slasher Gauntlet: +2 pts each.
- Must be equipped with up to 1:
  - Defensive Countermeasures: +1 pt.
  - Dual Inferno Cannon: +6 pts.
  - Dual RPS Cannon: +6 pts.
  - Dual Storm Carbine: +4 pts.
- May be equipped with up to 1:
  - Dual Auto Slugger: +3 pts.
  - Missile Launcher (AP): +4 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Crusher Gauntlet	CQ	CQA	6	3	-	Melee	
Dual Auto Cannon	48”	3	5	3	5+	Heavy	
Dual Auto Slugger	24”	4	3	1	4+		
Dual Inferno Cannon	24”	3	6	4	5+	Heavy, SR	Armor Piercing
Dual Laser Cannon	48”	3	6	3	6+	Heavy	
Dual RPS Cannon	36”	4	5	2	3+	Heavy	
Dual Storm Carbine	24”	4	4	2	3+		
Flame Cannon	12”	2+D6	2	2	2+	SR	Burn (1), Dispersed Fire
Frag Missile Pod	36”	3+SB	4	1	4+	AoE, Heavy	
Gatling Cannon	24”	3+D6	5	2	2+	Heavy	
Heavy Gatling Cannon	24”	3+D6	6	3	2+	Heavy	
Heavy Plasma Cannon	36”	2+SB	6	3	5+	AoE, Heavy	Unstable
Hunter Missile	48”	1	5	4	5+	Heavy	Armor Piercing, Single Use
Inferno Cannon	24”	2	6	4	5+	Heavy, SR	Armor Piercing
Inferno Carbine	12”	2	5	3	5+	SR	Armor Piercing
Missile Launcher (AP)	30”	1	6	4	5+	Heavy	Armor Piercing, Guided
Plasma Cannon	36”	2+SB	5	2	5+	AoE, Heavy	Unstable
Ripper Gauntlet	CQ	CQA	6	D6	-	Heavy, Melee	Armor Piercing
Slasher Gauntlet	CQ	+2	5	2	-	Melee	
Storm Carbine	24”	3	4	2	3+		

ABILITY & EQUIPMENT SUMMARY

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit’s suppression level is raised by +1. If failed, the attacking unit’s suppression level is raised by +2.

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

DAMAGED: At FOR 5-8, this model can fire up to 2 weapons.
At FOR 1-4, this model can fire up to 1 weapon.

UNIT DESIGNATORS: Armored, Battle Frame, Imperial Marine

Ver: β2.2

Bike Squad

Imperial Marine bike squads pack a fast-moving punch.

18 Points

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Marine Biker	10	4	3	4	1	2	3+	Bike
Marine Biker Sergeant	10	4	3	4	1	2	3+	Bike (Squad Leader)

UNIT SIZE: 2 Marine Bikers, 1 Marine Biker Sergeant.

EQUIPMENT: Frag Grenades, Marine Bike, RPS Pistol.

ABILITIES: Fearless, Hit & Run Specialist.

OPTIONS:

- May add up to 2 more Marine Bikers: +7 pts each.
- The entire unit may be given Genesis Conversion for -3 pts each (Alpha) or +3 pts each (Gamma).
- Any model may be equipped with a Ripper Blade: +1 pt each.
- Any model may replace RPS Pistol with RPS Heavy Pistol: +1 pt each.
- Up to 2 Marine Bikers may be equipped with:
  - Flame Carbine: +2 pts.
  - Gravity Gun: +2 pts.
  - Inferno Carbine: +3 pts.
  - Plasma Carbine: +4 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Flame Carbine	8”	2+D6	2	1	2+	SR	Burn (1), Dispersed Fire
Gravity Gun	18”	3	4	1	2+		Frozen
Inferno Carbine	12”	2	5	3	5+	SR	Armor Piercing
Plasma Carbine	24”	3	5	2	5+		Unstable
Ripper Blade	CQ	+2	2	1	-	Melee	
RPS Heavy Pistol	12”	2	4	2	4+	Pistol	
RPS Pistol	16”	1	4	2	4+	Pistol	
Storm Carbine	24”	3	4	2	3+		

ABILITY & EQUIPMENT SUMMARY

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target’s suppression level by +1. See main rulebook for details.

GENESIS CONVERSION: This model is either Alpha or Gamma Generation, chosen when creating your force list. All models in a unit must be from the same generation. Alpha models apply a -1 to their FOR. Gamma models apply a +1 to their FOR.

HIT & RUN SPECIALIST: All weapons equipped on this model gain the **HIT & RUN** weapon type.

MARINE BIKE: This model has MV10, the **Bike** model type, the **Hit & Run Specialist, Mobile** and **Scout** abilities, and is equipped with a Storm Carbine mounted on the front of the bike.

MOBILE: Ignore the wild firing penalty for shooting and performing a Dash action during the same activation. This unit cannot perform both Aim and Take Cover actions during the same activation.

SCOUT: When deploying your force, this unit may be set up in no-man’s land, provided it is still entirely on your half of the table (measured from your reserve table edge). Alternatively, scout units in reserve may make a flanking maneuver.

UNIT DESIGNATORS: Armored, Imperial Marine

Ver: β2.2

Strike Squad

12 Points

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

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Marine	6	4	3	4	1	2	3+	Infantry
Sergeant	6	4	3	4	1	2	3+	Infantry (Squad Leader)

UNIT SIZE: 2 Marines, 1 Sergeant.

EQUIPMENT: Frag Grenades, RPS Pistol.

ABILITIES: Fearless.

OPTIONS:

- May add up to 2 more Marines: +5 pts each.
- The entire unit may be given Genesis Conversion for -3 pts each (Alpha) or +3 pts each (Gamma).
- The entire unit may be given Marine Boostpacks: +3 pts each.
- Any model may be equipped with up to 1:
  - Ripper Blade: +1 pt.
  - RPS Pistol: +1 pt.
- Any model may replace RPS Pistol with RPS Heavy Pistol: +1 pt each.
- Up to 2 Marines may be equipped with:
  - Flame Carbine: +2 pts.
  - Gravity Gun: +2 pts.
  - Inferno Carbine: +3 pts.
  - Inferno Rifle: +3 pts.
  - Plasma Carbine: +4 pts.
  - Plasma Rifle: +4 pts.
- Up to 2 separate Strike Squad units may be taken as a single **Vanguard** unit selection.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Flame Carbine	8”	2+D6	2	1	2+	SR	Burn (1), Dispersed Fire
Gravity Gun	18”	3	4	1	2+		Frozen
Inferno Carbine	12”	2	5	3	5+	SR	Armor Piercing
Inferno Rifle	24”	1	5	3	5+	SR	Armor Piercing
Plasma Carbine	24”	3	5	2	5+		Unstable
Plasma Rifle	36”	2	5	2	5+		Unstable
Ripper Blade	CQ	+2	2	1	-	Melee	
RPS Heavy Pistol	12”	2	4	2	4+	Pistol	
RPS Pistol	16”	1	4	2	4+	Pistol	

ABILITY & EQUIPMENT SUMMARY

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target’s suppression level by +1. See main rulebook for details.

GENESIS CONVERSION: This model is either Alpha or Gamma Generation, chosen when creating your force list. All models in a unit must be from the same generation. Alpha models apply a -1 to their FOR. Gamma models apply a +1 to their FOR.

UNIT DESIGNATORS: Armored, Imperial Marine

Ver: β2.2

Scout Squad

10 Points

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

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Scout	7	4	3	3	1	2	4+	Infantry
Scout Sergeant	7	4	3	3	1	2	3+	Infantry (Squad Leader)

UNIT SIZE: 2 Scouts, 1 Scout Sergeant.

EQUIPMENT: Combat Knife, Frag Grenades, RPS Pistol.

ABILITIES: Fearless, Scout, Target Lock.

OPTIONS:

- May add up to 2 more Scouts: +4 pts each.
- The entire unit may be given Genesis Conversion for -3 pts each (Alpha) or +3 pts each (Gamma).
- The entire unit may be equipped with Grav Packs or Camo Cloaks: +2 pt each.
- Any model may be equipped with up to 1:
  - Combat Shotgun: +1 pt.
  - RPS Carbine: +2 pts.
  - RPS Sniper Rifle: +4 pts.
- Any model may replace Combat Knife with Ripper Blade: +1 pt each.
- Any model may replace RPS Pistol with RPS Heavy Pistol: +1 pt each.
- Up to 1 Scout may be equipped with:
  - Auto Cannon: +4 pts.
  - Flame Carbine: +2 pts.
  - Gravity Gun: +2 pts.
  - Inferno Carbine: +3 pts.
  - Missile Launcher: +4 pts.
  - Plasma Carbine: +4 pts.
  - RPS Cannon: +4 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Auto Cannon	48”	2	5	3	5+	Heavy	
Combat Knife	CQ	CQA	2	1	-	Melee	
Combat Shotgun	12”	2	2	1	4+	SR	Dispersed Fire
Flame Carbine	8”	2+D6	2	1	2+	SR	Burn (1), Dispersed Fire
Gravity Gun	18”	3	4	1	2+		Frozen
Inferno Carbine	12”	2	5	3	5+	SR	Armor Piercing
Missile Launcher (AP)	30”	1	6	4	5+	Heavy	Armor Piercing, Guided
Missile Launcher (Frag)	30”	1+SB	4	1	4+	AoE, Heavy	
Plasma Carbine	24”	3	5	2	5+		Unstable
Ripper Blade	CQ	+2	2	1	-	Melee	
RPS Carbine	24”	2	4	2	4+		
RPS Heavy Pistol	12”	2	4	2	4+	Pistol	
RPS Pistol	16”	1	4	2	4+	Pistol	
RPS Sniper Rifle	48”	1	4	3	4+	Heavy	Sniper

ABILITY & EQUIPMENT SUMMARY

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target’s suppression level by +1. See main rulebook for details.

GENESIS CONVERSION: This model is either Alpha or Gamma Generation, chosen when creating your force list. All models in a unit must be from the same generation. Alpha models apply a -1 to their FOR. Gamma models apply a +1 to their FOR.

SCOUT: When deploying your force, this unit may be set up in no-man’s land, provided it is still entirely on your half of the table (measured from your reserve table edge). Alternatively, scout units in reserve may make a flanking maneuver.

TARGET LOCK: *Shooting Action* - Instead of shooting with this unit, place 1 Painted token on an enemy unit within 18". Shooting units have a +1 SKL bonus per Painted token their target has. A unit removes all of its Painted tokens the next time it moves.

UNIT DESIGNATORS: Imperial Marine, Organic

Ver: β2.2

Fire Support Squad

12 Points

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

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Marine	6	4	3	4	1	2	3+	Infantry
Sergeant	6	4	3	4	1	2	3+	Infantry (Squad Leader)

UNIT SIZE: 2 Marines, 1 Sergeant.

EQUIPMENT: Frag Grenades, RPS Carbine, RPS Pistol.

ABILITIES: Fearless.

OPTIONS:

- May add up to 2 more Marines: +5 pts each.
- The entire unit may be given Genesis Conversion for -3 pts each (Alpha) or +3 pts each (Gamma).
- Any model may be equipped with a Ripper Blade: +1 pt each.
- Any model may replace RPS Carbine with RPS Rifle: +0 pts each.
- Any model may replace RPS Pistol with RPS Heavy Pistol: +1 pt each.
- Up to 4 Marines may replace RPS Carbine with:
  - Flame Carbine: +0 pts.
  - Gravity Gun: +0 pts.
  - Inferno Carbine: +1 pt.
  - Inferno Rifle: +1 pt.
  - Plasma Carbine: +2 pts.
  - Plasma Rifle: +2 pts.
- Up to 2 separate Fire Support Squad units may be taken as a single **Hammer** unit selection.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Flame Carbine	8”	2+D6	2	1	2+	SR	Burn (1), Dispersed Fire
Gravity Gun	18”	3	4	1	2+		Frozen
Inferno Carbine	12”	2	5	3	5+	SR	Armor Piercing
Inferno Rifle	24”	1	5	3	5+	SR	Armor Piercing
Plasma Carbine	24”	3	5	2	5+		Unstable
Plasma Rifle	36”	2	5	2	5+		Unstable
Ripper Blade	CQ	+2	2	1	-	Melee	
RPS Carbine	24”	2	4	2	4+		
RPS Heavy Pistol	12”	2	4	2	4+	Pistol	
RPS Pistol	16”	1	4	2	4+	Pistol	
RPS Rifle	36”	1	4	2	4+		

ABILITY & EQUIPMENT SUMMARY

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target’s suppression level by +1. See main rulebook for details.

GENESIS CONVERSION: This model is either Alpha or Gamma Generation, chosen when creating your force list. All models in a unit must be from the same generation. Alpha models apply a -1 to their FOR. Gamma models apply a +1 to their FOR.

UNIT DESIGNATORS: Armored, Imperial Marine

Ver: β2.2

Exosuit Battle Squad

20 Points

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

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Exo-Marine	5	3	4	5	2	2	3+	Infantry
Exo-Sergeant	5	3	4	5	2	2	3+	Infantry (Squad Leader)

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

EQUIPMENT: Crusher Gauntlet, Exosuit, Storm Carbine.

ABILITIES: Advanced Machine Assistance, Aerial Insertion, Fearless.

OPTIONS:

- May add up to 2 more Exo-Marines: +8 pts each.
- The entire unit may be given Genesis Conversion for -3 pts each (Alpha) or +3 pts each (Gamma).
- Any model may replace Crusher Gauntlet with:
  - Energy Blade: +0 pts each.
  - Energy Maul: -1 pts each.
  - Ripper Blade: -1 pts each.
  - Ripper Gauntlet: +1 pts each.
  - Slasher Gauntlet: +0 pts each.
- Any model may replace Storm Carbine with RPS Carbine and Auxilliary Flame Carbine, Inferno Carbine, or Plasma Carbine: +1 pt.
- Up to 2 Exo-Marines may replace Storm Carbine with:
  - Auto Cannon: +1 pt each.
  - Flame Cannon: +0 pts each.
  - Frag Missile Pod & Storm Carbine: +5 pts each.
  - Gatling Cannon: +3 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Auto Cannon	48”	2	5	3	5+	Heavy	
Crusher Gauntlet	CQ	CQA	6	3	-	Melee	
Energy Blade	CQ	+2	5	2	-	Melee	
Energy Maul	CQ	+1	6	1	-	Melee	Armor Piercing
Flame Cannon	12”	2+D6	2	2	2+	SR	Burn (1), Dispersed Fire
Flame Carbine	8”	2+D6	2	1	2+	SR	Burn (1), Dispersed Fire
Frag Missile Pod	36”	3+SB	4	1	4+	AoE, Heavy	
Gatling Cannon	24”	3+D6	5	2	2+	Heavy	
Inferno Carbine	12”	2	5	3	5+	SR	Armor Piercing
Plasma Carbine	24”	3	5	2	5+		Unstable
Ripper Blade	CQ	+2	2	1	-	Melee	
Ripper Gauntlet	CQ	CQA	6	D6	-	Heavy, Melee	Armor Piercing
Slasher Gauntlet	CQ	+2	5	2	-	Melee	
Storm Carbine	24”	3	4	2	3+		

ABILITY & EQUIPMENT SUMMARY

ADVANCED MACHINE ASSISTANCE: This model may shoot 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.

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

GENESIS CONVERSION: This model is either Alpha or Gamma Generation, chosen when creating your force list. All models in a unit must be from the same generation. Alpha models apply a -1 to their FOR. Gamma models apply a +1 to their FOR.

UNIT DESIGNATORS: Armored, Imperial Marine

Ver: β2.2

Exosuit Strike Squad

20 Points

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

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Exo-Marine	5	4	4	5	2	2	3+	Infantry
Exo-Sergeant	5	4	4	5	2	2	3+	Infantry (Squad Leader)

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

EQUIPMENT: Exosuit, 2 Slasher Gauntlets.

ABILITIES: Advanced Machine Assistance, Aerial Insertion, Fearless.

OPTIONS:

- May add up to 2 more Exo-Marines: +8 pts each.
- The entire unit may be given Genesis Conversion for -3 pts each (Alpha) or +3 pts each (Gamma).
- Any model may replace Slasher Gauntlet with:
  - Breaching Shield: +1 pt each.
  - Crusher Gauntlet with Auxilliary Flame Carbine, Inferno Carbine, Plasma Carbine, or RPS Carbine: +2 pts each.
  - Crusher Hammer: +1 pts each.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Crusher Gauntlet	CQ	CQA	6	3	-	Melee	
Crusher Hammer	CQ	CQA	6	2	-	Melee	Armor Piercing
Flame Carbine	8”	2+D6	2	1	2+	SR	Burn (1), Dispersed Fire
Inferno Carbine	12”	2	5	3	5+	SR	Armor Piercing
Plasma Carbine	24”	3	5	2	5+		Unstable
RPS Carbine	24”	2	4	2	4+		
Slasher Gauntlet	CQ	+2	5	2	-	Melee	Paired (+2)

ABILITY & EQUIPMENT SUMMARY

ADVANCED MACHINE ASSISTANCE: This model may shoot 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.

BREACHING SHIELD: You may block up to 1 hit each round of shooting for each model in this unit with a Breaching Shield. This is considered a **Field** ability (special defense). If the unit includes a character who has their own **Field** ability, instead add +1 to the character’s **Field** ability value for each model in this unit with a Breaching Shield.

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

GENESIS CONVERSION: This model is either Alpha or Gamma Generation, chosen when creating your force list. All models in a unit must be from the same generation. Alpha models apply a -1 to their FOR. Gamma models apply a +1 to their FOR.

UNIT DESIGNATORS: Armored, Imperial Marine

Ver: β2.2

Veteran

+2 Points

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

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Veteran	6	4	4	4	2	2	3+	Special, see below.

UNIT SIZE: 1 Veteran.

EQUIPMENT: Frag Grenades.

ABILITIES: As original entry.

OPTIONS:

- In any Battle, Bike, Strike, Fire Support, Heavy Support or Scout Squad, you may replace the squad leader 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 have the abilities, options and model type of the model they replace, and may select additional equipment below.

- May be equipped with up to 1:
  - Marine Bike: +5 pts*.
  - Scout Armor: -1 pt†.
  - Scout Armor with Grav Pack: +2 pts†.
  - Exosuit: +5 pts.

- May be equipped with up to 1:
  - Combat Shotgun: +1 pt.
  - Great Weapon: +2 pts.
  - RPS Carbine: +2 pts.
  - RPS Carbine with Auxilliary Flame Carbine, Inferno Carbine, or Plasma Carbine: +4 pts.
  - RPS Rifle: +2 pts.
  - RPS Sniper Rifle: +4 pts.
  - Storm Carbine: +3 pts.

- May be equipped with up to 2:
  - Breaching Shield: +1 pt each.
  - Crusher Gauntlet: +2 pts each.
  - Crusher Hammer: +1 pts each.
  - Energy Blade: +2 pts each.
  - Flame Pistol: +1 pt each.
  - Gravity Pistol: +2 pts each.
  - Inferno Pistol: +2 pts each.
  - Plasma Pistol: +2 pts each.
  - Ripper Blade: +1 pt each.
  - Ripper Gauntlet: +3 pts each.
  - RPS Heavy Pistol: +2 pts each.
  - RPS Pistol: +1 pts each.
  - Slasher Gauntlet: +2 pts each.

** Bike Squad Veteran only. Bike Squad Veterans **must** have a Marine Bike.*

† Scout Squad Veteran only.

ABILITY & EQUIPMENT SUMMARY

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See main rulebook for details.

GENESIS CONVERSION: This model is either Alpha or Gamma Generation, chosen when creating your force list. All models in a unit must be from the same generation. Alpha models apply a -1 to their FOR. Gamma models apply a +1 to their FOR.

UNIT DESIGNATORS: Armored, Imperial Marine

Ver: β2.2

Medic

+2 Points

Despite their enhanced physiques, Imperial Marines suffer injuries like any other soldiers. Medics play an essential role in keeping this valuable resource on their feet.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Medic	6	4	4	4	2	2	3+	Special, see below.

UNIT SIZE: 1 Medic.

EQUIPMENT: Frag Grenades, Medipack.

ABILITIES: As original entry.

OPTIONS:

- In any Battle, Bike, Strike, Fire Support, Heavy Support or Scout Squad, you may replace one model with a Medic for +3 pts. In a Veteran unit, this cost is added to the cost of the Veteran upgrade for that model.

  Medics have the abilities, options and model type of the model they replace, and may select additional equipment below.

- May be equipped with up to 1:
  - Marine Bike: +5 pts*.
  - Scout Armor: -1 pt†.
  - Scout Armor with Grav Pack: +2 pts†.
  - Exosuit: +5 pts.
- May be equipped with up to 1:
  - Combat Shotgun: +1 pt.
  - Great Weapon: +2 pts.
  - RPS Carbine: +2 pts.
  - RPS Carbine with Auxilliary Flame Carbine, Inferno Carbine, or Plasma Carbine: +4 pts.
  - RPS Rifle: +2 pts.
  - RPS Sniper Rifle: +4 pts.
  - Storm Carbine: +3 pts.
- May be equipped with up to 2:
  - Breaching Shield: +1 pt each.
  - Crusher Gauntlet: +2 pts each.
  - Crusher Hammer: +1 pts each.
  - Energy Blade: +2 pts each.
  - Flame Pistol: +1 pt each.
  - Gravity Pistol: +2 pts each.
  - Inferno Pistol: +2 pts each.
  - Plasma Pistol: +2 pts each.
  - Ripper Blade: +1 pt each.
  - Ripper Gauntlet: +3 pts each.
  - RPS Heavy Pistol: +2 pts each.
  - RPS Pistol: +1 pts each.
  - Slasher Gauntlet: +2 pts each.

** Bike Squad Medic only. Bike Squad Medics **must** have a Marine Bike.*

† Scout Squad Medics only.

ABILITY & EQUIPMENT SUMMARY

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See main rulebook for details.

GENESIS CONVERSION: This model is either Alpha or Gamma Generation, chosen when creating your force list. All models in a unit must be from the same generation. Alpha models apply a -1 to their FOR. Gamma models apply a +1 to their FOR.

MEDIPACK: *Status action* - Choose a friendly **Armored** or **Organic** unit within 6". Either lower that unit's suppression level by -1 or heal 1 injury on an **Armored** or **Organic** model in that unit. If the chosen unit is an **Imperial Marine** unit, then improve this to -2 suppression levels or up to 2 injuries healed (or one of each).

UNIT DESIGNATORS: Armored, Imperial Marine

Ver: β2.2

Herald

+2 Points

Imperial Marine detachments prize their banners and trophies of war. The sight of these relics, carried by an honored veteran, inspire Marines to ever greater acts of valor.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Herald	6	4	4	4	2	2	3+	Special, see below.

UNIT SIZE: 1 Herald.

EQUIPMENT: Frag Grenades, Company Relic.

ABILITIES: As original entry.

OPTIONS:

- In up to one Battle, Bike, Strike, or Fire Support Squad, you may replace one model with a Herald for +2 pts. In a Veteran unit, this cost is added to the cost of the Veteran upgrade for that model.

  Heralds have the abilities, options and model type of the model they replace, and may select additional equipment below.

- May be equipped with up to 1:
  - Marine Bike: +5 pts*.
  - Exosuit: +5 pts.
- May be equipped with up to 1:
  - Combat Shotgun: +1 pt.
  - Great Weapon: +2 pts.
  - RPS Carbine: +2 pts.
  - RPS Carbine with Auxilliary Flame Carbine, Inferno Carbine, or Plasma Carbine: +4 pts.
  - RPS Rifle: +2 pts.
  - RPS Sniper Rifle: +4 pts.
  - Storm Carbine: +3 pts.
- May be equipped with up to 2:
  - Breaching Shield: +1 pt each.
  - Crusher Gauntlet: +2 pts each.
  - Crusher Hammer: +1 pts each.
  - Energy Blade: +2 pts each.
  - Flame Pistol: +1 pt each.
  - Gravity Pistol: +2 pts each.
  - Inferno Pistol: +2 pts each.
  - Plasma Pistol: +2 pts each.
  - Ripper Blade: +1 pt each.
  - Ripper Gauntlet: +3 pts each.
  - RPS Heavy Pistol: +2 pts each.
  - RPS Pistol: +1 pts each.
  - Slasher Gauntlet: +2 pts each.

** Bike Squad Heralds only. Bike Squad Heralds **must** have a Marine Bike.*

ABILITY & EQUIPMENT SUMMARY

COMPANY RELIC: This model can issue up to 3 orders to friendly **Imperial Marine** units within 18", exactly as if it had the **Command (X)** ability. When issuing an order to an **Imperial Marine** unit, lower its suppression level by -2, instead of -1. If this model is removed as a casualty, immediately raise the suppression level of all **Imperial Marine** units within 18" by +2.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See main rulebook for details.

GENESIS CONVERSION: This model is either Alpha or Gamma Generation, chosen when creating your force list. All models in a unit must be from the same generation. Alpha models apply a -1 to their FOR. Gamma models apply a +1 to their FOR.

UNIT DESIGNATORS: Armored, Imperial Marine

Ver: β2.2

R-90 Transport

+14 Points

The R-90 chassis is the backbone of the Imperial motor pool, with a range of variants encompassing transport vehicles, main battle tanks and various specialist vehicles.

Unofficial Unit

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
R-90 Transport	8	3	4	5	1	8	3+	Vehicle

UNIT SIZE: 1 R-90 Transport.

EQUIPMENT: Storm Carbine on a Rotating Mount.

ABILITIES: Fearless, Fire Point, Mission Specialist.

OPTIONS:

- An R-90 Transport may be selected for any Battle, Scout, Strike, Heavy Support or Fire Support Squad, for +12 pts.

  Each R-90 Transport will act as a solo unit, and is not required to stay with the unit it was purchased with.
- May be equipped with Defensive Countermeasures: +1 pt.
- May be equipped with a Dozer Blade: +2 pts.
- May be equipped with a Hunter Missile: +2 pts.
- May be equipped with up to 1, on a Rotating Mount:
  - Dual Gatling Cannon: +5 pts.
  - Dual Laser Cannon: +5 pts.
  - Plasma-boosted Laser: +5 pts.
  - Dual RPS Cannon: +5 pts.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Dual Gatling Cannon	24”	4+D6	5	2	2+	Heavy	
Dual Laser Cannon	48”	3	6	3	6+	Heavy	
Dual RPS Cannon	36”	4	5	2	3+	Heavy	
Hunter Missile	48”	1	6	4	5+	Heavy	Armor Piercing, Single Use
Plasma-boosted Laser Array	36”	1+D6	6	3	5+	Heavy	Unstable
Storm Carbine	24”	3	4	2	3+		

ABILITY & EQUIPMENT SUMMARY

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit’s suppression level is raised by +1. If failed, the attacking unit’s suppression level is raised by +2.

DOZER BLADE: This model does not suffer the -1 cover penalty for a large model taking cover, so long as the attack is from within the model's front arc.

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

FIRE POINT: A unit that activates while being transported by this model can elect to perform shooting actions. If they do so, this model will count as an **Open Transport** until the next time that unit activates or is destroyed.

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

DAMAGED: At FOR 4-5, reduce this model’s MV to 7.
At FOR 1-3, reduce this model’s MV to 6 and all of this model’s weapon profiles SHO values by -1.

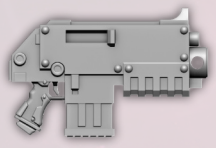
UNIT DESIGNATORS: Armored, Imperial Marine, Transport

Ver: β2.2

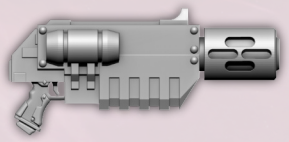
Imperial Marine Weapons

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Auto Cannon	48”	2	5	3	5+	Heavy	
Combat Knife	CQ	CQA	2	1	-	Melee	
Combat Shotgun	12”	2	2	1	4+	SR	Dispersed Fire
Crusher Gauntlet	CQ	CQA	6	3	-	Melee	
Crusher Hammer	CQ	CQA	6	2	-	Melee	Armor Piercing
Dual Auto Slugger	24”	4	3	1	4+		
Dual Inferno Cannon	24”	3	6	4	5+	Heavy, SR	Armor Piercing
Dual Laser Cannon	48”	3	6	3	6+	Heavy	
Dual RPS Cannon	36”	4	5	2	3+	Heavy	
Dual Storm Carbine	24”	4	4	2	3+		
Energy Blade	CQ	+2	5	2	-	Melee	
Energy Maul	CQ	+1	6	1	-	Melee	Armor Piercing
Flame Cannon	12”	2+D6	2	2	2+	SR	Burn (1), Dispersed Fire
Flame Carbine	8”	2+D6	2	1	2+	SR	Burn (1), Dispersed Fire
Flame Pistol	8”	1+D3	2	1	3+	Pistol	Burn (1), Dispersed Fire
Frag Missile Pod	36”	3+SB	3	1	4+	AoE, Heavy	
Gatling Cannon	24”	3+D6	5	2	2+	Heavy	
Gravity Cannon	24”	3	4	2	2+	Heavy	Frozen
Gravity Gun	18”	3	4	1	2+		Frozen
Gravity Pistol	12”	2	4	1	2+	Pistol	Frozen
Great Weapon	CQ	CQA	6	3	-	Heavy, Melee	Armor Piercing
Heavy Gatling Cannon	24”	3+D6	6	3	2+	Heavy	
Heavy Plasma Cannon	36”	2+SB	6	3	5+	AoE, Heavy	Unstable
Hunter Missile	48”	1	5	4	5+	Heavy	Armor Piercing, Single Use
Inferno Cannon	24”	2	6	4	5+	Heavy, SR	Armor Piercing
Inferno Carbine	12”	2	5	3	5+	SR	Armor Piercing
Inferno Rifle	24”	1	5	3	5+	SR	Armor Piercing
Inferno Pistol	12”	1	5	3	5+	Pistol	Armor Piercing
Laser Cannon	48”	2	6	3	6+	Heavy	
Missile Launcher (Piercing)	36”	1	5	4	5+	Heavy	Armor Piercing
Missile Launcher (Frag)	36”	1+SB	3	1	4+	AoE, Heavy	
Orbital Barrage	Unlimited	1+LB	6	3	-	AoE, Heavy	Indirect Fire
Plasma Cannon	36”	2+SB	5	2	5+	AoE, Heavy	Unstable
Plasma Carbine	24”	3	5	2	5+		Unstable
Plasma Pistol	12”	2	5	2	5+	Pistol	Unstable
Plasma Rifle	36”	2	5	2	5+		Unstable
Psionic Weapon	CQ	+1	5	*	-	Melee	Psionic Damage
Ripper Blade	CQ	+2	2	1	-	Melee	
Ripper Gauntlet	CQ	CQA	6	D6	-	Heavy, Melee	Armor Piercing

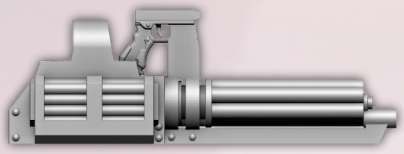
WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
RPS Array	24”	1+D6	4	2	4+		
RPS Cannon	36”	3	5	2	3+	Heavy	
RPS Carbine	24”	2	4	2	4+		
RPS Heavy Pistol	12”	2	4	2	4+	Pistol	
RPS Pistol	16”	1	4	2	4+	Pistol	
RPS Rifle	36”	1	4	2	4+		
RPS Sniper Rifle	48”	1	4	3	4+	Heavy	Sniper
Slasher Gauntlet	CQ	+2	5	2	-	Melee	
Storm Carbine	24”	3	4	2	3+		



RPS Carbine

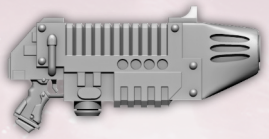


Inferno Carbine

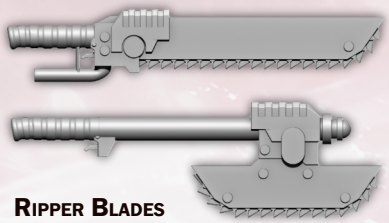


Gatling Cannon

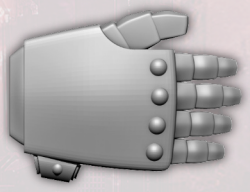
Flame Carbine



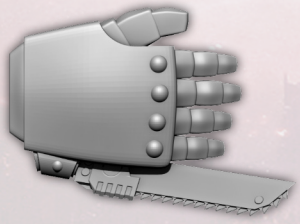
Plasma Carbine



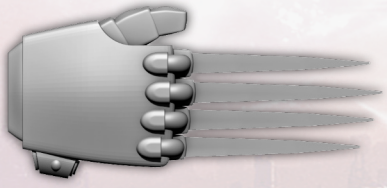
Ripper Blades



Crusher Gauntlet



Ripper Gauntlet



Slasher Gauntlet

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.

- **(Each End Phase)** If an enemy unit was completely destroyed this turn, either gain +1VP or reduce one Marine unit's suppression level by up to D3.
- **(Final Turn End Phase)** If the enemy force has less than half of their starting units remaining, gain any remaining VPs.

Imperial Marine Special Rules

ADVANCED MACHINE ASSISTANCE: This model may shoot 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: Each AV dice flip against this attack costs 1 more than usual.

AUXILIARY WEAPON: 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. When a model attacks with a melee weapon that has an attached auxiliary weapon, the auxiliary weapon may be used to fire a single shot even if it does not have the Melee type.

BREACHING SHIELD: You may block up to 1 hit each round of shooting for each model in this unit with a Breaching Shield. This is considered a **Field** ability (special defense). If the unit includes a character who has their own **Field** ability, instead add +1 to the character's **Field** ability value for each model in this unit with a Breaching Shield.

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. Burn tokens can be removed via the Extinguish action (see main rulebook page 28).

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

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

COMBAT TACTICS: Choose one prior to deployment.
- **Fire 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).

DEFENSIVE COUNTERMEASURES: An enemy unit that targets this unit with short ranged shooting must immediately take a WP test. If passed, the attacking unit's suppression level is raised by +1. If failed, the attacking unit's suppression level is raised by +2.

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

EXOSUIT: This model has MV5, EVS3, AV5, and the **Aerial Insertion** and **Field (1)** abilities.

FAITH IN THE EMPEROR: *Free action* - expend 2 CPs and reduce the suppression level of all friendly **Armored** or **Organic** units within 18" to 0.

FEARLESS: Ignore the **Fearsome** ability on enemy units. This unit never retreats, instead it raises its suppression level by +1.

FIELD (X): Block up to (X) hits each round of shooting.

FIELD HALO: Select one of the below when assembling your force, for the relevant points cost. These fields do not stack with fields from other sources:
- **Refraction Field:** This model has the **Field (1)** ability.
- **Conversion Field:** This model has the **Field (2)** ability. If incoming shots are ignored with this ability, all **Organic** units (friend or foe) within a range equal to the PEN of the firing weapon must pass an immediate WP test or raise their Suppression Level by +1.
- **Displacement Field:** This model has the **Field (3)** ability, If incoming shots are ignored with this ability, the model is immediately moved D6", ignoring all terrain or other models. Roll a D6 - on a 1-3, the model is moved by the owning player, on a 4-6 by the opposing player.
- **Projection Field:** This model has the **Field (4)** abilty against non-melee attacks only.

FRAG GRENADES: Can be used when shooting at short range and when charging to raise the target's suppression level by +1. See main rulebook for details.

FROZEN: Critical hit - The target is immediately frozen: It loses all of its On the Move tokens (if it has any) and may not voluntarily move until the end of its next activation. If forced to move, cancel this effect and raise the unit's suppression level by +3 instead.

GENESIS CONVERSION: This model is either Alpha or Gamma Generation, chosen when creating your force list. All models in a unit must be from the same generation. Alpha models apply a -1 to their FOR. Gamma models apply a +1 to their FOR.

GRAV PACK: This model has the **Aerial Insertion** ability, and can move dynamically (See main rulebook).

HIT & RUN SPECIALIST: All weapons equipped on this model gain the **HIT & RUN** weapon type.

IMPLOSION GRENADE: *Shooting Action* - A model equipped with an Implosion Grenade may choose to throw it at a target in line of sight instead of making a regular shooting attack. This attack has SHO1 and ignores terrain and all special defenses, and does not roll to penetrate armor.

If the hit roll is successful, immediately remove the target unit as a casualty and place a token or marker (up to 3" in diameter) in place of the unit's squad leader.

If the hit roll is unsuccessful, the marker is placed with its centre D6" away from the target squad leader. Roll a D6 - on a 1-3, the marker is placed by the owner of the shooting unit, on a 4-6 by the owner of the target unit.

At the start of each subsequent turn while the marker remains on the table, before resolving the Command Phase, roll a D6 and consult the list of actions below:
- **1:** The marker remains where it is.
- **2-5:** The marker is moves D6". Roll a D6 - on a 1-3, the marker is moved by its owner, on a 4-6 by their opponent.
- **6:** The marker is removed from the table.

While the marker is on the table, any unit touched by it is immediately removed as a casualty, and any terrain feature touched by it is immediately removed from the table.

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

MARINE BIKE: This model has MV10, the **Bike** model type, the **Hit & Run Specialist, Mobile** and **Scout** abilities, and is equipped with a Storm Carbine mounted on the front of the bike.

MARINE BOOSTPACK: This model has +2 MV, may move dynamically (see main rulebook) and has the **Mobile** and **Aerial Insertion** abilities.

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

MEDIPACK: *Status action* - Choose a friendly **Armored** or **Organic** unit within 6". Either lower that unit's suppression level by -1 or heal 1 injury on an **Armored** or **Organic** model in that unit. If the chosen unit is an **Imperial Marine** unit, then improve this to -2 suppression levels or up to 2 injuries healed (or one of each).

MISSION SPECIALIST: This unit cannot control mission objective markers, but can still contest them as usual. This unit is ignored when calculating zone objectives.

MOBILE: Ignore the wild firing penalty for shooting and performing a Dash action during the same activation. 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 (X): A model attacking with two of the same weapon with this ability gains (X) additional SHO instead of the usual 1.

PERSONAL ICON: A unit that contains a model with a Personal Icon can choose to reroll WP tests.

PSIONIC DAMAGE: This weapon has a DAM equal to the bearer's current FOR.

PSIONIC AMPLIFIER: When this unit nominates a target for a shooting action, the action may instead be performed by another friendly **Imperial Marine** unit within 18" that has LOS to the target (or an indirect fire weapon), using this unit's SKL. The shooting unit does not count as activating.

SCOUT: When deploying your force, this unit may be set up in no-man's land, provided it is still entirely on your half of the table (measured from your reserve table edge). Alternatively, scout units in reserve may make a flanking maneuver.

SCOUT ARMOR: This model has MV7, AV3, the **Scout** ability, and the **Imperial Marine** and **Organic** designators and loses the **Armored** designator if it had it.

SINGLE USE: This weapon may only once per game.

SMOKE LAUNCHERS: May be triggered instead of firing a weapon. Until this unit next activates, it has the **Field (2)** ability against non-melee attacks.

SNIPER: Ignore the additional dice flip penalty for changing a non-critical result to a critical result (i.e. when changing a hit roll result from 5 to 6).

TARGET LOCK: *Shooting Action* - Instead of shooting with this unit, place 1 Painted token on an enemy unit within 18". Shooting units have a +1 SKL bonus per Painted token their target has. A unit removes all of its Painted tokens the next time it moves.

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