

Terran Authority Starmarines - 350TW

15MM



RANKS

Major
LV10

LPs is 2d6 + 10

Captain
LV8

LPs is 2d6 + 8

Lieutenant
LV6

LPs is 2d6 + 6

Sergeant
LV4

LPs is 2d6 + 4

Heavy Infantry Squad

Type	Elite: 3+ C/As'lt: 4
Move	Infantry: 8cm
Defence	7, Light cov' +1, Heavy +2
Weapons	2cm Advanced Assault Rifle (AAR) powerguns, Sh 2, FP 2/2 & Micro Buzz Bombs: Sh 1, FP 1/7 120cm (short/medium range only).
Suppress	remove suppression marker (UP TO 5) on 3+
VARIANTS	Support squad with AAR: Sh 2, FP 2/2 & Support powergun: Sh 3, FP 3/3. Firefly Control squad with AAR: Sh 2, FP 2/2 and 3 Firefly swarms Sh 6, FP 1+1/1 each: DV9 Fast, Lt. NoE: 15cm: Control range 120cm Infantry on Skimmers weapons as standard infantry but on hover bikes: Move: Very Fast, Lt NoE: 25cm



LIL0 MI21 'Wraith' Md.Tank

Type	Elite: 3+
Move	Very Fast, Hv. NoE: 25cm
Defence	F 11, S 9, R 8, T 6 (B9)
Weapons	12cm ECAP: Sh 2 shots, FP 3/7.
Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)
VARIANTS	MI21C Command variant: Same stats
	1 Shot at -1QR against missiles and Artillery



LIL0 MI21 'Wraith' Md.Tank

LIL0 MI26 'Ghost' Lt.Tank

Type	Elite: 3+
Move	Very Fast, Hv. NoE: 25cm
Defence	F 10, S 9, R 7, T 6 (B9)
Weapons	9cm ECAP: Sh 2 shots, FP 3/6. 3cm Rapid fire powergun: Sh 3, FP 3/4. Must Fire at same target
Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)
VARIANTS	None
	2 Shots at -1QR against missiles and Artillery



LIL0 MI26 'Ghost' Md.Tank

LIL0 MI142 'Spectre' MICV

Type	Elite: 3+
Move	Very Fast, Hv. NoE: 25cm
Defence	F 10, S 9, R 7, T 6 (B9)
Weapons	7cm ECAP: Sh 2 shots, FP 3/5. 3cm Rapid fire powergun: Sh 3, FP 3/4. Must Fire at same target Carries 2 TUs infantry.
Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)
Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter
VARIANTS	MI42C Command variant: Same stats including infantry 2 Shots at -1QR against missiles and Artillery



LIL0 MI142 'Spectre' MICV

LIL0 MI844 'Banshee' Support

Type	Elite: 3+
Move	Very Fast, Lt. NoE: 25cm
Defence	F 7, S 7, R 6, T 6 (B8)
Weapons	Twin 3cm Rapid fire powergun: Sh 6, FP 3/4. Normally Controls 3 Firefly swarms Sh 6, FP 1+1/1 each. DV9 Fast, Lt. NoE: 15cm: Control range 120cm
Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 4/2(3+)
VARIANTS	Missile Support: Stats as above but no weapons or Fireflies. Replaced with missile turret Mini-Kestrel 2 Medium ATGW Sh 2, FP 1/6 (no short range). Elite Skills: Sniper Pod (Supplement 3)



LIL0 MI844 'Banshee' Light Support

DETACHMENTS

Each Detachment is 8 TUs. All infantry not on Skimmers TUs start the game in APCs.

Advanced Police Mobile Infantry Detachment: 8 TUs skimmer mounted infantry. **Total: 800pts.** Or...

Advanced Police Action Detachment: 1 Spectre MICV; 1 Spectre Command Vehicle; 4 TUs infantry (1 Regular, 1 support squad and 2 Firefly Control Squads with 6 Firefly Remote Units). **Total: 1360pts.** Or...

Advanced Heavy Police Detachment: 1 Wraith Medium Tank, 1 Wraith Command Tank, 2 Ghost Light Tanks, 1 Banshee Missile Support with Sniper Pod and 1 Banshee light Support with 3 Firefly Remote Units. **Total: 2345pts.**

Add a Lt. to any of these detachments at 40pts.

Use any of these detachments as a stand alone force or as **direct replacements** for the Police Action Detachment and Heavy Police Action Detachment in the earlier (standard) Terran Authority Starmarines Big Detachment Card.

Firefly Controllers (vehicle or infantry based)

Up to 3 Firefly units may be remote controlled by one control TU. **Each moves using 1,2,4 rule (1LP moves one Firefly, 2LP the 2nd, 4LP the 3rd unit).** Fireflies are independently targetable at minus 1QR (i.e Veteran: 4+). **DV: 9** all arcs. **Damage: ANY** hit destroys. **Max distance from controller - Medium (120cm) Move: Fast Lt NoE 15cm**

Banshee Missile Support fitted with a Sniper Pod

The vehicle may designate its own ATGWs giving 'fire and forget' capability to the missiles it carries. the 'sniper' is always assumed to have line of site on the target as long as it is in sight in phase 5a. In addition, it may also designate for other assets - other friendlyTUs with ATGWs.

If no missiles are fired it may act as a powergun weapon: **Sh 2, FP2/2.** It may act as superior spotting for Mortars and Artillery, just as a regular Sniper TU would - (see page 120 of The Crucible). It costs 1LP per turn to activate.

POINTS COSTS

Wraith Medium tank (or Command Tank): **480pts**; Ghost Light Tank: **440pts**; Spectre MICV (or Command Vehicle): **470pts**; Banshee Missile Support with Sniper Pod: **270pts** Banshee Light Support with **Three Firefly Units: 235pts** Regular Infantry (with anti-tank capability): **70pts**; Support squad: **70pts**; Skimmer mounted regular infantry: **100pts**. Firefly Control Squad with **One Firefly Unit: 70pts**. **Two additional Firefly Units: 70pts.**

Up to 2 additional sergeants could be purchased at **20pts** each.