**Terran Authority Starmarines - 350TW**

### Heavy Infantry Squad

<table>
<thead>
<tr>
<th>Type</th>
<th>Elite:  3+  C/Aslt:  4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Infantry:  8cm</td>
</tr>
<tr>
<td>Defence</td>
<td>7, Light cov* +1, Heavy +2</td>
</tr>
<tr>
<td>Weapons</td>
<td>2cm Advanced Assault</td>
</tr>
<tr>
<td>Rifle (AAR) powersgun, Sh 2, FP 2/2 &amp; Micro Buzz Bombsh: Sh 1, FP 1/7 120cm (short/medium range only).</td>
<td></td>
</tr>
<tr>
<td>Suppress</td>
<td>remove suppression (UP TO 5) on 3+</td>
</tr>
</tbody>
</table>

**VARIANTS**

**Support squad** with AAR: Sh 2, FP 2/2 & Support powersgun: 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. 

Firefly Controllers (vehicle or infantry based)

- Up to 3 Firefly units may be remotely 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 4. In addition, it may also designate for other assets - other friendly TUs with ATGWs.

### Two Firefly Control Squad with Regular Infantry (with anti-tank capability):

- **Wraith Medium tank** (or Command Tank): 70pts
  - **Defence**: F 1, 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**

- **Ghost Light Support** (Supplement 3)
  - **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**

### Lilo MI21 ‘Wraith’ MdTank

**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**

### Lilo MI26 ‘Ghost’ LtTank

**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**

### Lilo MI142 ‘Spectre’ MICV

**Type**: Elite: 3+

**Move**: Very Fast, Hv. NoE: 25cm

**Defence**: F 10, S 9, R 7, T 6 (B9)


**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**

### Lilo 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/2, FP 1/6 (no short range).
- **Elite Skills**: Sniper Pod (Supplement 3)

### Lilo MI142 ‘Spectre’ MICV

**Type**: Elite: 3+

**Move**: Very Fast, Hv. NoE: 25cm

**Defence**: F 10, S 9, R 7, T 6 (B9)


**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**

### Lilo 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/2, FP 1/6 (no short range).
- **Elite Skills**: Sniper Pod (Supplement 3)

### 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.

**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

**DETACHMENTS**

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

- **Advanced Police Mobile Infantry Detachment**: 8 TUs with regular 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 remotely 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 friendly TUs with ATGWs.

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

Revision 4 17/04/13