

# Terran Authority Starmarine Heavies - 350TW

15MM

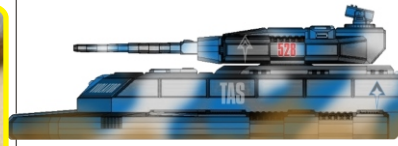
## Heavy Infantry Squad

Type	Elite: 3+ C/As't: 4
Move	Infantry: 8cm
Defence	7, Light cov' +1, Heavy +2
Weapons	2cm Advanced Assault Rifle (AAR) powerguns, <b>Sh 2, FP 2/2</b> & Micro Buzz Bombs: <b>Sh 1, FP 1/7 120cm (short/medium range only).</b>
Suppress	remove suppression marker (UP TO 5) on 3+
VARIANTS	<b>Support squad</b> with AAR: <b>Sh 2, FP 2/2</b> & Support powergun: <b>Sh 3, FP 3/3.</b> <b>Infantry on Skimmers</b> weapons as <b>standard infantry</b> but on hover bikes: <b>Move:</b> Very Fast, Lt NoE: <b>25cm</b>



## LILO M146 'Komodo' MBT

Type	Elite: 3+
Move	Very Fast, Hv. NoE: 25cm
Defence	F 13, S 11, R 10, T 10 (B9)
Weapons	Twin 14cm ECAP: <b>Sh 4</b> 2 shots, <b>FP 3/8.</b> 4 x Light Laser: <b>Sh 8</b> 2, <b>FP 3/3+1B. Range Long ECAP and Lasers must all fire at same target.</b> Micro Buzz Bomb Launcher: <b>Sh 1, FP 1/7 120cm (short/medium range only).</b>
Defence Systems	Panel ADS, <b>Sh 1 all up to Close 8cm, FP 4/2(3+)</b>
VARIANTS	<b>MI21C Command variant:</b> Same stats  2  2 <b>2 Shots at -1QR against missiles and Artillery</b>



LILO M146 'Komodo' Heavy Tank

## LILO 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: <b>Sh 2</b> shots, <b>FP 3/7.</b> 2cm pintel tri-barrel powergun: <b>Sh 3, FP 3/3</b> 1
Defence Systems	Panel ADS, <b>Sh 1 all up to Close 8cm, FP 4/2(3+)</b>
VARIANTS	<b>MI21C Command variant:</b> Same stats  1  1 <b>MI55A3 Tiger Air defence Tank</b> Same stats but replace the 12cm ECAP and tri-barrel with 3cm Gatling powergun: <b>Sh 8, FP 3/4.</b> 1 <b>1 Shot at -1QR against missiles and Artillery</b>



LILO MI21 'Wraith' Md.Tank

## RANKS & LEADERS

### Marine Colonel LV12

LPs is 2d6 + 12  
*Elite skills: Command Material Tactical Genius; Morale officer*

### Major LV10

LPs is 2d6 + 10

### Captain LV8

LPs is 2d6 + 8

### Lieutenant LV6

LPs is 2d6 + 6

### Sergeant LV4

LPs is 2d6 + 4

## LILO 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: <b>Sh 2</b> shots, <b>FP 3/5.</b> 3cm Rapid fire powergun: <b>Sh 3, FP 3/4.</b> 2 <b>Must Fire at same target</b> Carries 2 TUs infantry.
Defence Systems	Panel ADS, <b>Sh 1 all up to Close 8cm, FP 4/2(3+)</b>
Mine Clearance	<b>Sh 1 at Point Blank 3cm</b> destroys 1 mine counter
VARIANTS	<b>MI42C Command variant:</b> Same stats including infantry  2 <b>2 Shots at -1QR against missiles and Artillery</b>



LILO MI142 'Spectre' MICV

## LILO 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: <b>Sh 2</b> shots, <b>FP 3/6.</b> 3cm Rapid fire powergun: <b>Sh 3, FP 3/4.</b> 2 <b>Must Fire at same target</b>
Defence Systems	Panel ADS, <b>Sh 1 all up to Close 8cm, FP 4/2(3+)</b>
VARIANTS	<b>Raeside Missile System</b> Both weapons replaced with missile turret <b>Mini-Kestrel 2 Medium ATGW</b> <b>Sh 2, FP 1/6 (no short range)</b> with a <b>Sniper Pod (Supplement 3)</b> 2 <b>2 Shots at -1QR against missiles and Artillery</b>



LILO MI26 'Ghost' Md.Tank

## DETACHMENTS

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

**Heavy Detachment:** 2 Komodo MBTs; 1 Komodo Command Tank, 2 Wraith Medium Tanks; 1 Spectre MICV; 2 TUs infantry (1 regular, 1 support squads). **Total: 3550pts. Or...**

**Support Detachment:** 1 Wraith Medium Tank; 1 Wraith Command Tank; 1 Tiger Air Defence Tank; 2 Ghost Light Tanks; 1 Spectre MICV; 2 TUs infantry (1 regular, 1 support squads) **Total: 2960pts. Or...**

**Mobile Infantry Tank Destroyer Detachment:** 2 Raeside Missile systems; 4 TUs skimmer mounted infantry. **Total: 1480pts.**

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

Treat this force - whatever option is selected - as a SINGLE detachment. Build a bigger force with two detachments and a captain (100pts), three. detachments and a major (200pts), or four detachments and a Marine Colonel (520pts),

**Raeside Missile System fitted with a Sniper Pod (S3)**

*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 Artillery, just as a regular Sniper TU would - (see page 120 of The Crucible). It costs 1LP per turn to activate.*

### Result of Laser Burn Through (S5)

Instead of two shots, adding a second die roll (indicated by the +1B) to the first shot and applying the following formula means that a penetration may happen.

**On the second dice:**

6 = Add the infantry FP to the first dice

2 - 5 = Add 1 to the first dice

1 = Burn out Barrel (as if using the Rapid Fire rule). **Weapon may no longer fire.**

## POINTS COSTS

Komodo Heavy tank (or Command Tank): **650pts**; Wraith Medium tank (or Command Tank): **495pts**; Tiger Air Defence tank: **480pts**; Ghost Light Tank: **440pts**; Spectre MICV (or Command Vehicle): **470pts**; Raeside Missile Support with Sniper Pod: **540pts**; Regular Infantry (with anti-tank capability): **70pts**; Support squad: **70pts**; Skimmer mounted regular infantry: **100pts**.

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

### ELITE SKILLS

**Command Material:** When rolling for LP, roll 3d6 and pick the best two dice.

**Tactical Genius:** Leadership roll to determine turn order, roll 2d6 & pick best one.

**Morale Officer:** 50% check becomes 25% strength