

Terran Authority Starmarines

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 powerguns, Sh 3, FP 2/2.
Suppress	remove suppression marker (UP TO 5) on 3+

VARIANTS

Tank Killers with Assault Rifle: Sh 2, FP 2/2 & Micro Buzz Bombs: Sh 1, FP 1/7 120cm (short/medium range only).
Support squad with Assault Rifle: Sh 2, FP 2/2 & Support Tribarrel powergun: Sh 3, FP 3/3.



HALO HSAG13 'Angel' Tank

Type	Elite: 3+
Move	Very Fast, Hv. NoE: 25cm
Defence	F 12, S 11, R 10, T 10
Weapons	Twin-barrel 10cm HI powergun: Sh 2 shots, FP 3/8. 2cm tri-barrel powergun: Sh 3, FP 3/3. Kestrel Medium ATGW Sh 1, FP 1/6 (no short range).

Defence Systems	Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)
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Mine Clearance	Sh 2 at Point Blank 3cm destroys 1 mine counter
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VARIANTS HSAG19 Air defence variant: Same stats but only weapon is 25cm laser: Sh 2 shots, FP 4/5: 2 shots in AA mode



HALO HSAG13 Angel Tank

LEADERS

Marine Colonel LV12

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

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

HALO HSAG16 Heavy APC

Type	Elite: 3+
Move	Very Fast, Hv. NoE: 25cm
Defence	F 12, S 11, R 10, T 10
Weapons	2cm tri-barrel powergun: Sh 3, FP 3/3. Kestrel Medium ATGW Sh 1, FP 1/6. (no short range). Carries 4 TUs infantry.

Defence Systems	Strip mines, Sh 1 all up to Close 8cm, FP 3/1(3+)
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Mine Clearance	Sh 2 at Point Blank 3cm destroys 1 mine counter
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VARIANTS

HSAG21 Command Variant: Has same weapons and stats but no Infantry



HALO HSAG16 Heavy APC

Enforcer Heavy APC

Type	Elite: 3+
Move	Medium, Wheeled: 10cm
Defence	F 10, S 8, R 6, T 6
Weapons	2cm Tribarrel powergun: Sh 3, FP 3/3. Rapid fire 10cm powergun Sh 2, FP 2/5. Carries 2 TUs infantry.

Defence Systems	Panel ADS, Sh 1 all up to Close 8cm, FP 3/1(3+)
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Mine Clearance	Sh 1 at Point Blank 3cm destroys 1 mine counter
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VARIANTS

Missile Support: replaces 10cm powergun with missile turret Kestrel Medium ATGW Sh 2, FP 1/6 (no short range). Carries 1 TUs infantry.



Enforcer Heavy APC

DETACHMENTS

Each Detachment is 8 TUs. All infantry TUs start the game in APCs.

Heavy Detachment: 3 HSAG13 tanks; 1 HSAG16 heavy APC; 4 TUs infantry (2 regular, 1 support squads and 1 tank killers). **Total: 2610pts.** Or...

Support Detachment: 1 HSAG13 tank; 1 HSAG19 air-defence; 1 HSAG21; command vehicle; 1 HSAG16 heavy APC; 4 TUs infantry (2 regular, 1 support squads and 1 tank killers). **Total: 2410pts.** Or...

Police Action Detachment: 2 Enforcer heavy APCs; 6 TUs infantry (2 regular, 2 support squads and 2 tank killers). **Total: 1300pts.** Or...

Heavy Police Detachment: 2 Enforcer heavy APCs; 1 Enforcer Missile Support; 5 TUs infantry (1 regular, 2 support squads and 2 tank killers). **Total: 1690pts.**

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),

POINTS COSTS

HSAG13 tank: 600pts; HSAG19 air defence: 550pts; HSAG16 heavy APC: 550pts; HSAG21 command: 450pts. Enforcer heavy wheeled APC (powergun or missile variant): 450pts Infantry: 60pts; support squad: 70pts; tank killers: 70pts.

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