

Terran Authority Starmarines

6MM



Heavy Infantry Squad

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| Type | Elite: 3+ C/As't: 4 |
| Move | Infantry: 5cm |
| 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 80cm (short/medium range only).
Support squad with Assault Rifle: Sh 2, FP 2/2 & Support Tribarrel powergun: Sh 3, FP 3/3.



Heavy Infantry

Terran Authority

HALO HSAG13 'Angel' Tank

| | |
|---------|---|
| Type | Elite: 3+ |
| Move | Very Fast, Hv. NoE: 17cm |
| 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). |

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|-----------------|---|
| Defence Systems | Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+) |
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| Mine Clearance | Sh 2 at Point Blank 2cm 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

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|---------|--|
| Type | Elite: 3+ |
| Move | Very Fast, Hv. NoE: 17cm |
| 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. |

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|-----------------|---|
| Defence Systems | Strip mines, Sh 1 all up to Close 5cm, FP 3/1(3+) |
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| Mine Clearance | Sh 2 at Point Blank 2cm destroys 1 mine counter |
|----------------|---|

VARIANTS

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



HALO HSAG16 Heavy APC

Enforcer Heavy APC

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|---------|--|
| Type | Elite: 3+ |
| Move | Medium, Wheeled: 7cm |
| 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. |

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|-----------------|---|
| Defence Systems | Panel ADS, Sh 1 all up to Close 5cm, FP 3/1(3+) |
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| Mine Clearance | Sh 1 at Point Blank 2cm destroys 1 mine counter |
|----------------|---|

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 (350pts),

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.