

# Space Marines 1

5 Tactical Squad			
Heavy Infantry			
Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	6+	Shoot Value	5+/18"
Courage	4+	Movement	6"
Armor	3	Strength Points	10
Special Rules			
Armor-Piercing When Shooting, enemy armor -1.			
Firefight Can return fire.			
Go To Ground Go To Ground as a Move action. +1 armor vs shooting, defense value 5+.			

5 Assault Squad			
Heavy Infantry			
Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	6+	Shoot Value	5+/18"
Courage	4+	Movement	10"
Armor	3	Strength Points	10
Special Rules			
Firefight Can return fire.			
Go To Ground Go To Ground as a Move action. +1 armor vs shooting, defense value 5+.			
Skimmer Can ignore rough and impassable terrain.			

8 Terminator Squad			
Elite Infantry			
Attack	5+	Attack Value	4+
Move	5+	Defence Value	4+
Shoot	5+	Shoot Value	4+/18"
Courage	3+	Movement	6"
Armor	5	Strength Points	5
Special Rules			
Back Into The Fray Can make an ordered activation after rallying.			
Commander Grants a +1 modifier to all ordered activations and Courage tests taken within 12".			
Firefight Can return fire.			
Ranger Use the normal Attack/Defence/armor profile when fighting in rough terrain.			
Super Heavy armor Armor 5, Movement -2". Susceptible to Anti-Tank and Demolitions.			

6 Dreadnought			
Fighting Vehicle			
Attack	6+	Attack Value	4+
Move	6+	Defence Value	5+
Shoot	6+	Shoot Value	4+/12"
Courage	3+	Movement	6"
Armor	6	Strength Points	5
Special Rules			
All-Terrain Move through terrain.			
Demolitions During Attacks, armor of enemy vehicle units is halved.			
High-Powered Blades During Attacks, enemy armor -1.			
Line-Breaker Can move through linear obstacles.			
Vehicle			
Walker Movement -2", Attack Value 4+. Storm defences.			

## Rules Summary

### All-Terrain

This unit does not halve its movement in rough terrain.

### Armor-Piercing

When Shooting (including when using the Firefight rule), count the target's armor as being 1 point lower than usual.

### Back Into The Fray

If Elite Infantry ever fall back under fire, they are merely withdrawing to find a better position to try another assault. On the turn that a unit of Elite Infantry carries out a successful Rally action, it can also take an ordered activation, which requires an activation test even if it would normally be a Free Action.

### Commander

The Commander grants a +1 modifier to all ordered activations and Courage tests taken by units within 12" of its unit, including the Commander's own unit. These bonuses only apply if the Commander is not Suppressed.

### Demolitions

During Attacks (whether Attacking or Defending), count the armor of enemy vehicle units as being half its usual value. This cannot be combined with the effects of High-Powered Blades.

### Firefight

This unit may attempt a Firefight reaction against the first enemy unit that fires on it each turn.

### Go To Ground

This unit may Go To Ground as a Move action, instead of moving, which grants them +1 Armour against incoming Shooting, in addition to any benefits from cover. If subjected to an Attack while Gone To Ground, the unit's Defence Value is treated as 5+.

### High-Powered Blades

During Attacks (whether Attacking or Defending), count the target's armor as being one point lower than usual.

### Line-Breaker

This unit is not slowed by linear obstacles such as barricades, barbed wire, low walls, fences or trench parapets. In the case of obstacles that could plausibly be crushed beneath the vehicle, you can remove an appropriately sized stretch of the obstacle after the unit passes over it.

### Ranger

This unit uses its normal Attack/Defence/armor profile when fighting in rough terrain.

### Skimmer

When it moves, including during Retreats and Attacks, the unit can ignore rough and impassable terrain, gliding straight over it. The unit may not end its move in impassable terrain.

### Super Heavy armor

You don't think they're tough enough already? Some Elite Infantry boast carapaces more suited to an armored vehicle. Increase this unit's armor to 5, but reduce its Maximum Movement by 2". Super-heavily armored infantry also become susceptible to the Anti-Tank and Demolitions rules, as if they were vehicles.

### Vehicle

This unit is a vehicle and subject to all the relevant rules.

### Walker

This vehicle walks, by means bipedal, quadrupedal, or creepily crab-like. Its Maximum Movement is reduced by 2", but its Attack Value becomes 4+. Walkers are able to Storm defences if they win an Attack action, while buildings they Attack do not get to Defend.

### Campaign