

TTCOMBAT HALFLINGS IN SPACE

947 / 1000 (53 REMAINING) VALID

| MARINE LIEUTENANT - Command [54] <i>Inspiring, Small Unit, Tactician ()</i> <i>Laser-storm [Aura] (1)</i> | | | | | | SP | SH | AS | AR | HP | NE | HE | BASE | US |
|--|----|------------------|----|---------|------|------|------|----------------------|----|----|----|----|------|----|
| | | | | | | 6/12 | 5+ | 5+ | 5 | 2 | 4+ | 2 | 25mm | 1 |
| Component | | Weapon | | Range | Dice | AP | | Keywords | | | | | | |
| MARINE LIEUTENANT | | Laser Pistol | | R12 | 1D | - | | - | | | | | | |
| | | Assault Weaponry | | Assault | 1D | - | | - | | | | | | |
| SP | SH | AS | AR | HP | NE | HE | BASE | US | | | | | | |
| 6/12 | 4+ | 5+ | 5 | 1 | 4+ | 2 | 25mm | 1 | | | | | | |
| Component | | Weapon | | Range | Dice | AP | | Keywords | | | | | | |
| VETERANS | | Laser Carbine | | R18 | 1D | - | | Blaze Away, Marksman | | | | | | |
| | | Assault Weaponry | | Assault | 1D | - | | - | | | | | | |

| FORWARD OBSERVER - Command [75] <i>Anti-Grav, Hacker, Inspiring, Marksman, Scout, Small Unit, Stealthy, Tactician ()</i> <i>From The Shadows [Aura] (1)</i> | | | | | | SP | SH | AS | AR | HP | NE | HE | BASE | US |
|--|----|------------------|----|---------|------|------|------|---------------------------------|----|----|----|----|------|----|
| | | | | | | 6/12 | 4+ | 5+ | 6 | 2 | 3+ | 2 | 25mm | 1 |
| Component | | Weapon | | Range | Dice | AP | | Keywords | | | | | | |
| FORWARD OBSERVER | | Sniper Rifle | | R36 | 1D | AP2 | | Sniper Scope, Targeting Systems | | | | | | |
| | | Energy Gauntlet | | Assault | 2D | AP2 | | - | | | | | | |
| SP | SH | AS | AR | HP | NE | HE | BASE | US | | | | | | |
| / | + | + | | | + | | - | | | | | | | |
| Component | | Weapon | | Range | Dice | AP | | Keywords | | | | | | |
| PATHFINDERS | | Tag Rifle | | R24 | 1D | AP1 | | Vicious (Shoot) | | | | | | |
| | | Assault Weaponry | | Assault | 1D | - | | - | | | | | | |

| MARINE MAJOR - Command [84] <i>Small Unit, Tactician () , Very Inspiring</i> <i>On Your Feet Soldier! [Instant] (1)</i> | | | | | | SP | SH | AS | AR | HP | NE | HE | BASE | US |
|--|--|------------------|--|---------|------|------|----|----------------------|----|----|----|----|------|----|
| | | | | | | 6/12 | 5+ | 5+ | 5 | 2 | 4+ | 2 | 25mm | 1 |
| Component | | Weapon | | Range | Dice | AP | | Keywords | | | | | | |
| MARINE MAJOR | | Laser Pistol | | R12 | 1D | - | | - | | | | | | |
| | | Sword | | Assault | 1D | AP1 | | - | | | | | | |
| VETERANS | | Laser Carbine | | R18 | 1D | - | | Blaze Away, Marksman | | | | | | |
| | | Assault Weaponry | | Assault | 1D | - | | - | | | | | | |

| MARINE HEAVY WEAPONS TEAM - Troop [70] <i>Bulky, Targeting Systems</i> | | | | | | SP | SH | AS | AR | HP | NE | HE | BASE | US |
|--|--|------------------|--|---------|------|------|----|----------|----|----|----|----|------|----|
| | | | | | | 6/12 | 5+ | 6+ | 5 | 3 | 5+ | 2 | 60mm | 0 |
| Component | | Weapon | | Range | Dice | AP | | Keywords | | | | | | |
| HEAVY WEAPON TEAMS x 2 | | Autocannon | | R36 | 2D | AP1 | | Pinning | | | | | | |
| | | Assault Weaponry | | Assault | 1D | - | | - | | | | | | |

| VETERANS - Troop [75] <i>Controlled Fire, Headstrong</i> | | | | | | SP | SH | AS | AR | HP | NE | HE | BASE | US |
|--|--|------------------|--|---------|------|------|----|----------------------|----|----|----|----|------|----|
| | | | | | | 6/12 | 4+ | 5+ | 5 | 1 | 4+ | 2 | 25mm | 1 |
| Component | | Weapon | | Range | Dice | AP | | Keywords | | | | | | |
| VETERANS x 5 | | Laser Carbine | | R18 | 1D | - | | Blaze Away, Marksman | | | | | | |
| | | Assault Weaponry | | Assault | 1D | - | | - | | | | | | |

| VETERANS - Troop [90] <i>Controlled Fire, Headstrong</i> | | SP | SH | AS | AR | HP | NE | HE | BASE | US |
|--|------------------|---------|------|----|----------------------|----|----|----|------|----|
| | | 6/12 | 4+ | 5+ | 5 | 1 | 4+ | 2 | 25mm | 1 |
| Component | Weapon | Range | Dice | AP | Keywords | | | | | |
| VETERANS [+15] | Flamer | R12 | 2D | - | It Burns! | | | | | |
| | Assault Weaponry | Assault | 1D | - | - | | | | | |
| VETERANS x 4 | Laser Carbine | R18 | 1D | - | Blaze Away, Marksman | | | | | |
| | Assault Weaponry | Assault | 1D | - | - | | | | | |

| RANGERS - Troop [115] <i>Anti-Grav, Controlled Fire, Scout, Stealthy</i> | | SP | SH | AS | AR | HP | NE | HE | BASE | US |
|--|------------------|---------|------|----|----------------------|----|----|----|------|----|
| | | 6/12 | 4+ | 5+ | 5 | 1 | 4+ | 2 | 25mm | 1 |
| Component | Weapon | Range | Dice | AP | Keywords | | | | | |
| RANGERS [+5] Comms Ranger Inspiring (self) | Laser Carbine | R18 | 1D | - | Blaze Away, Marksman | | | | | |
| | Assault Weaponry | Assault | 1D | - | - | | | | | |
| RANGERS x 5 | Laser Carbine | R18 | 1D | - | Blaze Away, Marksman | | | | | |
| | Assault Weaponry | Assault | 1D | - | - | | | | | |

| MARINES - Troop [115] <i>Suppressive Fire</i> | | SP | SH | AS | AR | HP | NE | HE | BASE | US |
|---|------------------|---------|------|----|------------|----|----|----|------|----|
| | | 6/12 | 5+ | 6+ | 5 | 1 | 5+ | 2 | 25mm | 1 |
| Component | Weapon | Range | Dice | AP | Keywords | | | | | |
| MARINES [+15] | Flamer | R12 | 2D | - | It Burns! | | | | | |
| | Assault Weaponry | Assault | 1D | - | - | | | | | |
| MARINES x 9 | Laser Rifle | R18 | 1D | - | Blaze Away | | | | | |
| | Assault Weaponry | Assault | 1D | - | - | | | | | |

| MARINES - Troop [115] <i>Suppressive Fire</i> | | SP | SH | AS | AR | HP | NE | HE | BASE | US |
|---|------------------|---------|------|----|------------|----|----|----|------|----|
| | | 6/12 | 5+ | 6+ | 5 | 1 | 5+ | 2 | 25mm | 1 |
| Component | Weapon | Range | Dice | AP | Keywords | | | | | |
| MARINES [+15] | Flamer | R12 | 2D | - | It Burns! | | | | | |
| | Assault Weaponry | Assault | 1D | - | - | | | | | |
| MARINES x 9 | Laser Rifle | R18 | 1D | - | Blaze Away | | | | | |
| | Assault Weaponry | Assault | 1D | - | - | | | | | |

| MARINES - Troop [115] <i>Suppressive Fire</i> | | SP | SH | AS | AR | HP | NE | HE | BASE | US |
|---|------------------|---------|------|----|------------|----|----|----|------|----|
| | | 6/12 | 5+ | 6+ | 5 | 1 | 5+ | 2 | 25mm | 1 |
| Component | Weapon | Range | Dice | AP | Keywords | | | | | |
| MARINES [+15] | Flamer | R12 | 2D | - | It Burns! | | | | | |
| | Assault Weaponry | Assault | 1D | - | - | | | | | |
| MARINES x 9 | Laser Rifle | R18 | 1D | - | Blaze Away | | | | | |
| | Assault Weaponry | Assault | 1D | - | - | | | | | |

| GCPS MEDIC - Specialist [39] <i>Medic, Small Unit</i> | | SP | SH | AS | AR | HP | NE | HE | BASE | US |
|---|------------------|---------|------|----|------------|----|----|----|------|----|
| | | 6/12 | 4+ | 6+ | 5 | 1 | 5+ | 2 | 25mm | 1 |
| Component | Weapon | Range | Dice | AP | Keywords | | | | | |
| MEDIC | Laser Pistol | R12 | 1D | - | - | | | | | |
| | Assault Weaponry | Assault | 1D | - | - | | | | | |
| MARINES [+9] Default Loadout | Laser Rifle | R18 | 1D | - | Blaze Away | | | | | |
| | Assault Weaponry | Assault | 1D | - | - | | | | | |

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| Total Shot Dice: | 62 | Total Assault Dice: | 57 |
| Average Shot AP: | 0.09 | Average Assault AP: | 0.05 |
| Total Command Dice: | 3 Black 1 Orange | | |

| Standard Commands | Description |
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| Extra Activation | After activating a unit, activate another unit before returning to the normal activation sequence. You |

may only interrupt the normal Turn sequence like this once before your opponent must take another Turn.

Unpin In an End Phase, Remove a Pin marker from a unit.

| Faction Orders | Description |
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| Focus Fire | The unit gains the Weight of Fire (2) and Marksman Keywords when making a Shoot action. |
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| Fire and Manoeuvre | As a Long action the unit may Advance, Blaze Away and Hit The Dirt in that order. BOOSTED for +1 Command Point to allow the unit to also hit on 6+ for the Blaze Away action. |
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| Covering Fire | When the unit performs a Blaze Away action another friendly non-pinned unit within 6" may immediately perform an Advance action. The moving unit may not Assault and is not marked as Activated unless it already was. |
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| Command Orders | Description |
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| Laser-storm [Aura] (1) | All friendly units within 9" may roll D4 extra dice when firing Laser Carbines or Laser Rifles as part of a Shoot action. Roll the D4 separately for each unit before it shoots. |
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| On Your Feet Soldier! [Instant] (1) | Two friendly units within 15" may remove a Pin Marker they have. |
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| From The Shadows [Aura] (1) | All friendly, non-vehicle units within 12" gain Stealthy and Vicious (Shoot). |
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| Keyword | Description |
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| Anti-Grav | Anti-Grav units may move over Blocking Terrain of Height 2 or less, and any Obstacles, with no penalty to movement. They may use a Sprint action to move into or through Difficult Terrain and any such move that is a Charge will not be Hindered. They may also disembark more easily from a vehicle with the Fly Keyword. |
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| Blaze Away | <p>A unit may choose to Blaze Away at a target rather than perform a standard Shoot action. During a Blaze Away action only weapons with the Blaze Away Keyword may be used and each weapon increases its Shoot dice by one. Weapons without the Blaze Away Keyword may not be used.</p> <p>Follow the standard steps for LOS, range, number of dice etc. However, no modifiers are used and hits are only scored on natural rolls of 8, regardless of the firing unit's Shoot stat.</p> <p>Damage and casualties are resolved as normal (see above). If at least one hit is scored the target unit will gain a Pin Marker.</p> |
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| Bulky | A unit containing one or more models with this Keyword cannot be placed in a Transport Vehicle or enter a building. |
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| Controlled Fire | <p>A unit with this Keyword can perform the Controlled Fire Assault Reaction.</p> <p>As an Assault Reaction, a unit with the Controlled Fire Keyword performs a Shoot action with a -1 modifier to hit, counting LOS as Clear and ignoring any cover. After the Shoot action is resolved, move survivors from the Assaulting unit into contact. Damage caused by controlled Fire will count towards the shooting unit's Assault Resolution in the subsequent Assault. Special rules that apply modifiers to Shoot actions, such as Stealthy, still apply to this Assault Reaction.</p> |
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| Hacker | A unit with this Keyword can interact with some terrain elements in some Missions. This will be specified in the rules for the Mission being played. |
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| Headstrong | When a unit with this Keyword Activates, but prior to taking any actions, it may remove a Pin Marker on a roll of 5+ on a D8. Units successfully unpinned in this way may benefit from a Faction Order during their Activation. If 4 or less is rolled the unit will remove its Pin Marker, but will only have a single short action as per the normal rules for Pinning. An unactivated, Pinned unit with this Keyword may remove its Pin marker on a 5+ when an Assault is made against it, but may not then perform an Assault Reaction. |
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| Inspiring | A unit with this Keyword, and other friendly units within 6" of this unit, may re-roll failed Nerve tests. |
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| It Burns! | Weapons with this Keyword always hit on a 4+, irrespective of the shooting unit's Shoot stat and any modifiers. If at least one hit is caused, the target unit must immediately take an unmodified Nerve test (before damage is rolled). If the test is failed, the target unit is marked as activated. Roll to damage the target unit as normal. |
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| Marksman | A unit or weapon with this Keyword may re-roll any result of 1 when rolling to hit during a Shoot or Blaze Away action. |
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| Medic | While within 9" of a unit with this Keyword, friendly Troop and Specialist units have the Resilient (1) Keyword. In addition, when a unit with the Medic Keyword Activates it may, as a short action, recover a Health Point previously lost on a friendly Troop or Specialist unit within 6". A model previously removed from this unit can be replaced in this way but only if all other models with multiple HPs are fully healed. Health Points cannot be recovered by units with the Construct, or Vehicle Keywords. |
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| Pinning | Weapons with this Keyword will Pin a unit they hit during a Shoot action (even if they do not cause any damage). |
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| Scout | A unit with this Keyword can make a single free Advance or Sprint action after deployment is finished but before the first Turn of the first Round begins. If performing a Sprint action, the unit treats Obstacles and |
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Difficult Terrain as Open Terrain during the Scout move. Units must remain 1" away from enemy units. If both armies have units with this Keyword, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved.

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| Small Unit | This unit consists of a small number of models who are trained to use the terrain to best advantage. Shoot actions against this unit suffer a -1 modifier to hit. |
| Sniper Scope | A weapon with this Keyword has an additional +1 to hit modifier for Shoot actions. In addition, if a Sniper Scope causes the removal of a model, the shooting player can choose which non-Leader model is removed, including a Drone if one is present. If a model is removed by a Sniper Scope, the target unit gains a Pin Marker. |
| Stealthy | Shoot actions against a unit with this Keyword suffer a -1 to hit modifier. |
| Suppressive Fire | <p>A unit with this keyword may perform a Suppressive Fire Assault Reaction with all models using weapons with the Blaze Away Keyword.</p> <p>A unit with at least one weapon with the Blaze Away Keyword may perform a Suppressive Fire Assault Reaction. This Assault Reaction is taken as per the rules for a Blaze Away action in the Ranged Attacks section. Only weapons with the Blaze Away Keyword may be used. LOS to the Assaulting unit is considered to be Clear.</p> <p>Remember that if any hit is scored, the Assaulting unit will gain a Pin Marker. After the Assault Reaction is resolved, and assuming there are models left in the Assaulting unit, move it into base contact as normal. Damage caused by the Blaze Away will count towards the shooting unit's Assault Resolution in the subsequent Assault.</p> |
| Tactician | A unit with this Keyword will add (n) dice to the Command Dice Pool while it is In Play. |
| Targeting Systems | Models with this Keyword may perform a Shoot action against a different target unit than other models in the shooting unit. A maximum of two units may be targeted by the shooting unit in a single Shoot action. Declare all targets (and which models are shooting them) before any dice are rolled to hit. If a unit has multiple weapon options it may choose which weapons to fire at each enemy unit, but may still only target a maximum of two units. Cannot be used during an Assault Reaction. |
| Very Inspiring | A unit with this Keyword, and other friendly units within 9" of this unit, may re-roll failed Nerve tests. |
| Vicious (Shoot) | A unit or weapon with this Keyword can re-roll all results of 1 when rolling to damage against the target's Armour value as part of a Shoot or Blaze Away action. |