SPACE MARINE SCOUT FORMATION

A Space Marine Scout Formation consists of 4 Space Marine Scout units and Transport.

150 Points

SPACE MARINE

COMMANDER

A Space Marine Commander may be a Captain,

50 Points

SPACE MARINE

RAZORBACKS

Replace any number of Rhinos with 1 or 2

25 Points Each

Commander. Razorbacks.

Librarian, or Chaplain.

Razorbacks each.

Allowed:

Upgrades

Sniper

SPACE MARINE SCOUT FORMATION

A Space Marine Scout Formation consists of 4 Space **Marine Scout units and Transport.**

Commander.

150 Points

COMMANDER

50 Points

RAZORBACKS

25 Points Each

Librarian, or Chaplain.

Allowed:

Upgrades

X

Razorbacks each.

Sniper

SPACE MARINE SCOUT FORMATION

A Space Marine Scout Formation consists of 4 Space Marine Scout units and Transport. **** ***** **** **** Razorbacks, Upgrades Allowed: Commander. Razorbacks. Sniper **150 Points SPACE MARINE SPACE MARINE** COMMANDER A Space Marine Commander may be a Captain, A Space Marine Commander may be a Captain, Librarian, or Chaplain. **50 Points SPACE MARINE SPACE MARINE** RAZORBACKS Replace any number of Rhinos with 1 or 2 **Replace any number of Rhinos with 1 or 2** Razorbacks each.

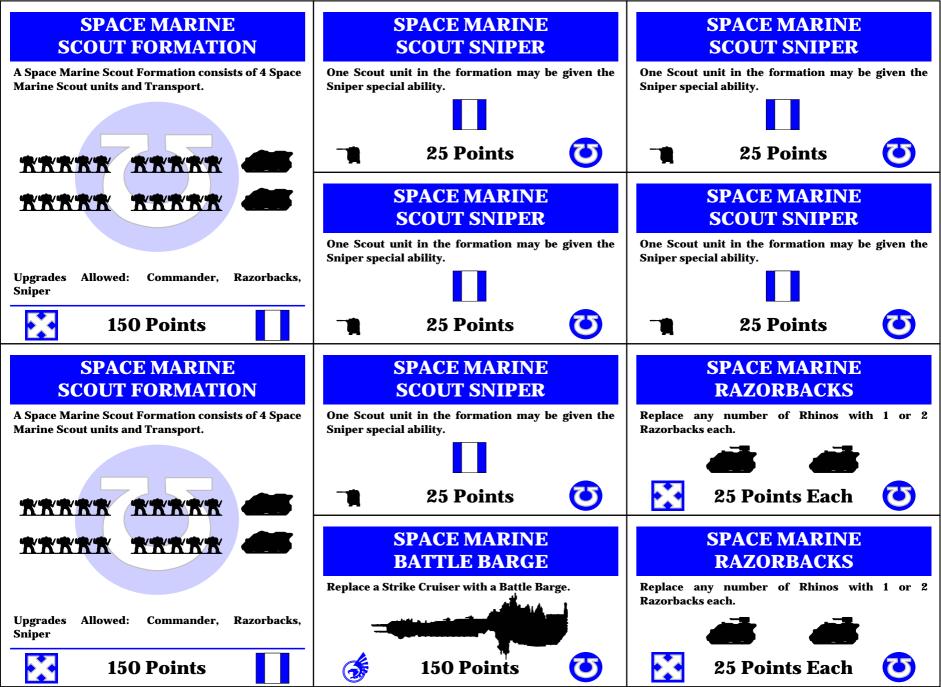




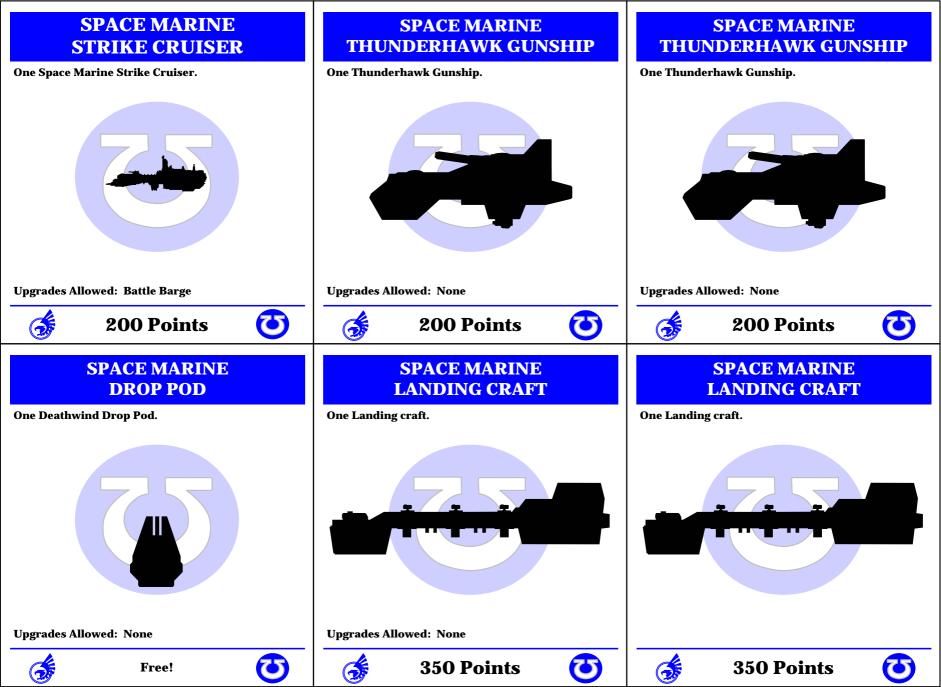
25 Points Each



Type: Inf SPACE MARINE SCOUT	Type: Inf SPACE MARINE SCOUT	Type: Inf SPACE MARINE SCOUT
Speed: 15cm Armor: 5+ CC: 4+ FF: 5+	Speed: 15cm Armor: 5+ CC: 4+ FF: 5+	Speed: 15cm Armor: 5+ CC: 4+ FF: 5+
Weapon Range Firepower Notes	Weapon Range Firepower Notes	Weapon Range Firepower Notes
Shotguns (15cm) Small Arms Heavy Bolter 30cm AP5+	Shotguns (15cm) Small Arms Heavy Bolter 30cm AP5+	Shotguns (15cm) Small Arms Heavy Bolter 30cm AP5+
		5
Scout: Scouts, Infiltrator	Scout: Scouts, Infiltrator	Scout: Scouts, Infiltrator
Type: AV SPACE MARINE RHINO	Type: AV SPACE MARINE RHINO	Type: AV SPACE MARINE RHINO
Speed: 30cm Armor: 5+ CC: 6+ FF: 6+	Speed: 30cm Armor: 5+ CC: 6+ FF: 6+	Speed: 30cm Armor: 5+ CC: 6+ FF: 6+
Weapon Range Firepower Notes	Weapon Range Firepower Notes	Weapon Range Firepower Notes
Storm Bolter (15cm) Small Arms	Storm Bolter (15cm) Small Arms	Storm Bolter (15cm) Small Arms
Rhino: Transport (May carry 2 Space Marine Tactical, Devastator, or Scout	Rhino: Transport (May carry 2 Space Marine Tactical, Devastator, or Scout	Rhino: Transport (May carry 2 Space Marine Tactical, Devastator, or Scout
units)	units)	units)
Type: Character SPACE MARINE COMMANDER	Type: Character SPACE MARINE COMMANDER	Type: Character SPACE MARINE COMMANDER
Speed: n/a Armor: n/a CC: n/a FF: n/a	Speed: n/a Armor: n/a CC: n/a FF: n/a	Speed: n/a Armor: n/a CC: n/a FF: n/a
Weapon Range Firepower Notes	Weapon Range Firepower Notes	Weapon Range Firepower Notes
Power Weapon (Base) Assault Weapons MW, Extra Attack (+1)	Power Weapon (Base) Assault Weapons MW, Extra Attack (+1)	Power Weapon (Base) Assault Weapons MW, Extra Attack (+1)
Smite (15cm) Small Arms MW, Extra Attack (+1)	Smite (15cm) Small Arms MW, Extra Attack (+1)	Smite (15cm) Small Arms MW, Extra Attack (+1)
Captain: Leader, Invulnerable Save, Commander	Captain: Leader, Invulnerable Save, Commander	Captain: Leader, Invulnerable Save, Commander
Librarian: Leader, Invulnerable Save, Smite	Librarian: Leader, Invulnerable Save, Smite	Librarian: Leader, Invulnerable Save, Smite
Chaplain: Leader, Invulnerable Save, Inspiring	Chaplain: Leader, Invulnerable Save, Inspiring	Chaplain: Leader, Invulnerable Save, Inspiring
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TYPE: AV SPACE MARINE RAZORBACK	Type: AV SPACE MARINE RAZORBACK	Type: AV SPACE MARINE RAZORBACK
Type: It	-JF	Type: Ity
Speed: 30cm Armor: 5+ CC: 6+ FF: 5+	Speed: 30cm Armor: 5+ CC: 6+ FF: 5+	Speed: 30cm Armor: 5+ CC: 6+ FF: 5+
Weapon Range Firepower Notes Twin Hvy Bolter 30cm AP4+	Weapon Range Firepower Notes Twin Hvy Bolter 30cm AP4+	Weapon Range Firepower Notes Twin Hvy Bolter 30cm AP4+
OR	OR	OR
Twin Lascannon 45cm AT4+	Twin Lascannon 45cm AT4+	Twin Lascannon 45cm AT4+
Razorback: Transport (may carry 1 Space Marine Tactical, Devastator, or	Razorback: Transport (may carry 1 Space Marine Tactical, Devastator, or	Razorback: Transport (may carry 1 Space Marine Tactical, Devastator, or
Scout unit)	Scout unit)	Scout unit)



Type: Inf		PACE MARINE S		Type: Inf		PACE MARINE			Type: Inf		SPACE MAR	
Speed: 15cm	Armor:		FF: 5+	Speed: 15cm	Armor:			: 5+	Speed: 15cm	Armor:		FF: 5+
Weapon Shotguns	Range (15cm)	Firepower Small Arms	Notes	Weapon Shotguns	Range (15cm)	Firepower Small Arms	Notes		Weapon Shotguns	Range (15cm)	Firepower Small Arms	Notes
Heavy Bolter	30cm	AP5+		Heavy Bolter	30cm	AP5+			Heavy Bolter	30cm	AP5+	
Scout: Scouts, In	nfiltrator, Sr	iper		Scout: Scouts, 1	nfiltrator, Sn	niper			Scout: Scouts, I.	nfiltrator		
			•									
			0					0				
Type: Inf	SI	PACE MARINE S	SCOUT SNIPER	Type: Inf	SI	PACE MARINE	SCOUT SI	NIPER	Type: AV		SPACE MAR	INE RHINO
Speed: 15cm	Armor:	5+ CC: 4+	FF: 5+	Speed: 15cm	Armor:	5+ CC: 4+	FF	: 5+	Speed: 30cm	Armor:	5+ CC: 6+	FF: 6+
Weapon	Range	Firepower Small Arms	Notes	Weapon Shotguns	Range (15cm)	Firepower Small Arms	Notes		Weapon Storm Bolter	Range (15cm)	Firepower	Notes
Shotguns Heavy Bolter	(15cm) 30cm	AP5+		Heavy Bolter	(15cm) 30cm	AP5+					Small Arms rrv. 2. Space Marine Ta	actical, Devastator, or Scout
Scout: Scouts, In	nfiltrator Sr	iner		Scout: Scouts, 1	nfiltrator Sn	niner			units)	in (ind) ed	ily a opace maine it	icical, perastator, or peour
			٢	-1				O	×			
Type: AV	S	SPACE MARINE	RAZORBACK	Type: Inf	SI	PACE MARINE	SCOUT SI	NIPER	Type: Inf		SPACE MAR	INE SCOUT
Speed: 30cm	Armor:	5+ CC: 6+	FF: 5+	Speed: 15cm	Armor:	5+ CC: 4+	FF	: 5+	Speed: 15cm	Armor:	5+ CC: 4+	FF: 5+
Weapon Twin Hvy Bolter	Range 30cm	Firepower AP4+	Notes	Weapon Shotguns	Range (15cm)	Firepower Small Arms	Notes		Weapon Shotguns	Range (15cm)	Firepower Small Arms	Notes
OR	Jochi	AI 4+		Heavy Bolter	30cm	AP5+			Heavy Bolter	(15cm) 30cm	AP5+	
Twin Lascannon	45cm	AT4+		Scout: Scouts, 1	nfiltrator Sn	niner			Scout: Scouts, I.	nfiltrator		
Razorback: Tra Scout unit)	ransport (ma	ay carry 1 Space Marin	ne Tactical, Devastator, or	Stout. Stouis, I	nnitator, Sn	uper			Scout. Scouts, I.	initi ator		
			3					3				
Type: AV	S	SPACE MARINE	RAZORBACK	Type: Spacecraf	t SP	ACE MARINE	BATTLE B	ARGE	Type: AV		SPACE MAR	INE RHINO
Speed: 30cm	Armor:	5+ CC: 6+	FF: 5+	Speed: n/a	Armor:	n/a CC: n/a	FF	': n∕a	Speed: 30cm	Armor:	5+ CC: 6+	FF: 6+
Weapon Turin Univ Daltan	Range	Firepower	Notes	Weapon		nge Firepower	Notes		Weapon Sterm Balter	Range	Firepower	Notes
Twin Hvy Bolter OR	30cm	AP4+		Orbital Bombard Battle Barge:		14BP (May carry any mi	Macro Weap x of 60 Tact		Storm Bolter	(15cm) art (May ca	Small Arms	actical, Devastator, or Scout
Twin Lascannon	45cm	AT4+		Devastator, Sco	ut, Bike, Tei	rminator, or Dreadno	ught units; an	y mix of 60	units)	лі (маў Са	iry 2 Space Marine Ta	icical, DevasialOF, OF SCOUL
Razorback: Tra Scout unit)	ransport (ma	ay carry 1 Space Marin	ne Tactical, Devastator, or	Vindicators; 9 T	hunderhawk: ard), Slow al	azorbacks, Hunters, s; and enough Drop Po nd Steady (May not be wise.)	ods & Landing (Craft to carry				
			3					\odot				



Type: WE, Air SPACE MARINE THUNDERHAWK	Type: WE, Air SPACE MARINE THUNDERHAWK	Type: Spacecraft SPACE MARINE STRIKE CRUISER			
Speed: Bomber Armor: 4+ CC: 6+ FF: 4+	Speed: Bomber Armor: 4+ CC: 6+ FF: 4+	Speed: n/a Armor: n/a CC: n/a FF: n/a			
Weapon Range Firepower Notes	Weapon Range Firepower Notes	Weapon Range Firepower Notes			
Battle Cannon 75cm AP4+/AT4+ Fixed Forward Arc 2x Twin Heavy Bolter 30cm AP4+/AA5+ Fixed Forward Arc Twin Heavy Bolter 15cm AP4+/AA5+ Right Fire Arc Twin Heavy Bolter 15cm AP4+/AA5+ Left Fire Arc	Battle Cannon 75cm AP4+/AT4+ Fixed Forward Arc 2x Twin Heavy Bolter 30cm AP4+/AA5+ Fixed Forward Arc Twin Heavy Bolter 15cm AP4+/AA5+ Right Fire Arc Twin Heavy Bolter 15cm AP4+/AA5+ Left Fire Arc	Orbital Bombardment n/a 5BP Macro Weapon Battle Barge: Transport (May carry any mix of 20 Tactical, Assault, Devastator, Scout, Bike, Terminator, or Dreadnought units; any mix of 20 Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators, or Vindicators; 6 Thunderhawks; and enough Drop Pods & Landing Craft to carry			
Damage Capacity: 2	Damage Capacity: 2	any units on board.)			
Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.	Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.				
Thunderhawk: Planetfall, Reinforced Armor, Transport (May carry 8 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator, or Dreadnought units. Terminators and Dreadnoughts take 2 spaces each.)	Thunderhawk: Planetfall, Reinforced Armor, Transport (May carry 8 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator, or Dreadnought units. Terminators and Dreadnoughts take 2 spaces each.)				
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Type: WE, Air SPACE MARINE LANDING CRAFT	Type: WE, Air SPACE MARINE LANDING CRAFT	Type: AV SPACE MARINE DROP POD			
Speed: Bomber Armor: 4+ CC: 5+ FF: 3+	Speed: Bomber Armor: 4+ CC: 5+ FF: 3+	Speed: Immobile Armor: 5+ CC: none FF: none			
WeaponRangeFirepowerNotes2x Twin Lascannon45cmAT4+3x Twin Heavy Bolter15cmAP4+Storm Bolters(15cm)Small Arms	WeaponRangeFirepowerNotes2x Twin Lascannon45cmAT4+3x Twin Heavy Bolter15cmAP4+Storm Bolters(15cm)Small Arms	Weapon Range Firepower Notes Deathwind 15cm AP5+/AT5+ See special rules below. Deathwind: Planetfall, Transport (May carry one formation that contains only Tactical, Devastator, Scout, and Dreadnought units.) After the Drop Pod lands, the Deathwind attacks all enemies within 15cm. Each enemy formation attacks			
Damage Capacity: 4	Damage Capacity: 4	receives a Blast marker for coming under fire, and one for each casualty. Then any troops carried within the drop pod must disembark within 5cm of the drop			
Critical Hit Effect: The drop ships's magazine explodes, destroying the drop shop ship and anybody on board. Any units within 5cm of the drop ship suffer one hit.	Critical Hit Effect: The drop ships's magazine explodes, destroying the drop shop ship and anybody on board. Any units within 5cm of the drop ship suffer one hit.	pod, or within 5cm of a unit of the same formation that has already landed, so long as all units are within 15cm of the drop pod. Drop pods may not be used to claim a crossfire.			
Landing Craft: Planetfall, Reinforced Armor, Fearless, Transport (May carry 12 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator, or Dreadnought units. Terminators and Dreadnoughts take 2 spaces each. In addition, the Landing Craft can carry 4 Land Raiders or 6 of the follwing units: Rhino, Razorback, Hunter, Whirlwind, Predator, Vindicator.)	Landing Craft: Planetfall, Reinforced Armor, Fearless, Transport (May carry 12 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator, or Dreadnought units. Terminators and Dreadnoughts take 2 spaces each. In addition, the Landing Craft can carry 4 Land Raiders or 6 of the follwing units: Rhino, Razorback, Hunter, Whirlwind, Predator, Vindicator.)	Design Concept: In reality, eash space marine unit in the formation will be carried in a separate formation. The drop pods are fired off together in a tight pattern so they land near each other. Each such pattern of drop pods will be accompanied by 1 or 2 Deathwinds, which are fired slightly ahead of the transport pods and which conain automated weapons-systems to shoot at enemy units in the landing area. The accessing the space approach this walk.			













use lots of drop pod models.

landing area. The special rule above captures this well, without requiring players to