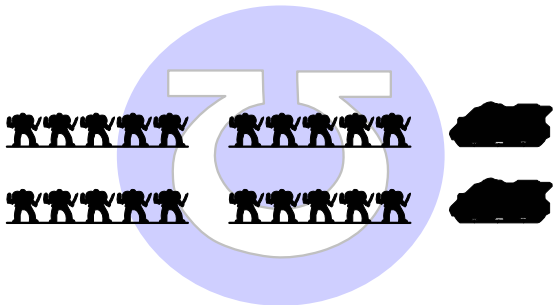


## SPACE MARINE SCOUT FORMATION

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



Upgrades Allowed: Commander, Razorbacks, Sniper

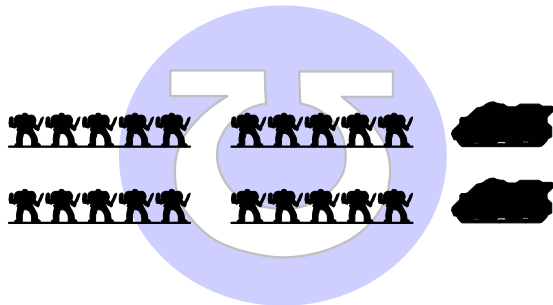


150 Points



## SPACE MARINE SCOUT FORMATION

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



Upgrades Allowed: Commander, Razorbacks, Sniper

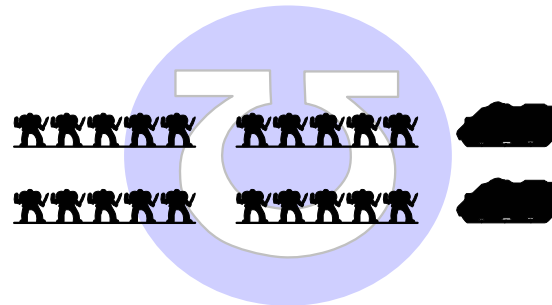


150 Points



## SPACE MARINE SCOUT FORMATION

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



Upgrades Allowed: Commander, Razorbacks, Sniper



150 Points



## SPACE MARINE COMMANDER

A Space Marine Commander may be a Captain, Librarian, or Chaplain.



50 Points



## SPACE MARINE COMMANDER

A Space Marine Commander may be a Captain, Librarian, or Chaplain.



50 Points



## SPACE MARINE COMMANDER

A Space Marine Commander may be a Captain, Librarian, or Chaplain.



50 Points



## SPACE MARINE RAZORBACKS

Replace any number of Rhinos with 1 or 2 Razorbacks each.



25 Points Each



## SPACE MARINE RAZORBACKS

Replace any number of Rhinos with 1 or 2 Razorbacks each.



25 Points Each



## SPACE MARINE RAZORBACKS

Replace any number of Rhinos with 1 or 2 Razorbacks each.



25 Points Each



**Type:** Inf

**Speed:** 15cm    **Armor:** 5+    **CC:** 4+    **FF:** 5+

Weapon	Range	Firepower	Notes
Shotguns	(15cm)	Small Arms	
Heavy Bolter	30cm	AP5+	

**Scout:** Scouts, Infiltrator

**Type:** AV

**Speed:** 30cm    **Armor:** 5+    **CC:** 6+    **FF:** 6+

Weapon	Range	Firepower	Notes
Storm Bolter	(15cm)	Small Arms	

**Rhino:** Transport (May carry 2 Space Marine Tactical, Devastator, or Scout units)



**Type:** Inf

**Speed:** 15cm    **Armor:** 5+    **CC:** 4+    **FF:** 5+

Weapon	Range	Firepower	Notes
Shotguns	(15cm)	Small Arms	
Heavy Bolter	30cm	AP5+	

**Scout:** Scouts, Infiltrator

**Type:** AV

**Speed:** 30cm    **Armor:** 5+    **CC:** 6+    **FF:** 6+

Weapon	Range	Firepower	Notes
Storm Bolter	(15cm)	Small Arms	

**Rhino:** Transport (May carry 2 Space Marine Tactical, Devastator, or Scout units)



**Type:** Inf

**Speed:** 15cm    **Armor:** 5+    **CC:** 4+    **FF:** 5+

Weapon	Range	Firepower	Notes
Shotguns	(15cm)	Small Arms	
Heavy Bolter	30cm	AP5+	

**Scout:** Scouts, Infiltrator

**Type:** AV

**Speed:** 30cm    **Armor:** 5+    **CC:** 6+    **FF:** 6+

Weapon	Range	Firepower	Notes
Storm Bolter	(15cm)	Small Arms	

**Rhino:** Transport (May carry 2 Space Marine Tactical, Devastator, or Scout units)



**Type:** Character

**Speed:** n/a    **Armor:** n/a    **CC:** n/a    **FF:** n/a

Weapon	Range	Firepower	Notes
Power Weapon	(Base)	Assault Weapons	MW, Extra Attack (+1)
Smite	(15cm)	Small Arms	MW, Extra Attack (+1)

**Captain:** Leader, Invulnerable Save, Commander  
**Librarian:** Leader, Invulnerable Save, Smite  
**Chaplain:** Leader, Invulnerable Save, Inspiring



**Type:** Character

**Speed:** n/a    **Armor:** n/a    **CC:** n/a    **FF:** n/a

Weapon	Range	Firepower	Notes
Power Weapon	(Base)	Assault Weapons	MW, Extra Attack (+1)
Smite	(15cm)	Small Arms	MW, Extra Attack (+1)

**Captain:** Leader, Invulnerable Save, Commander  
**Librarian:** Leader, Invulnerable Save, Smite  
**Chaplain:** Leader, Invulnerable Save, Inspiring



**Type:** Character

**Speed:** n/a    **Armor:** n/a    **CC:** n/a    **FF:** n/a

Weapon	Range	Firepower	Notes
Power Weapon	(Base)	Assault Weapons	MW, Extra Attack (+1)
Smite	(15cm)	Small Arms	MW, Extra Attack (+1)

**Captain:** Leader, Invulnerable Save, Commander  
**Librarian:** Leader, Invulnerable Save, Smite  
**Chaplain:** Leader, Invulnerable Save, Inspiring



**Type:** AV

**Speed:** 30cm    **Armor:** 5+    **CC:** 6+    **FF:** 5+

Weapon	Range	Firepower	Notes
Twin Hvy Bolter	30cm	AP4+	
<b>OR</b>			
Twin Lascannon	45cm	AT4+	

**Razorback:** Transport (may carry 1 Space Marine Tactical, Devastator, or Scout unit)



**Type:** AV

**Speed:** 30cm    **Armor:** 5+    **CC:** 6+    **FF:** 5+

Weapon	Range	Firepower	Notes
Twin Hvy Bolter	30cm	AP4+	
<b>OR</b>			
Twin Lascannon	45cm	AT4+	

**Razorback:** Transport (may carry 1 Space Marine Tactical, Devastator, or Scout unit)



**Type:** AV

**Speed:** 30cm    **Armor:** 5+    **CC:** 6+    **FF:** 5+

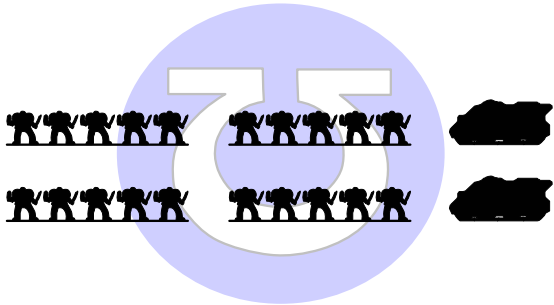
Weapon	Range	Firepower	Notes
Twin Hvy Bolter	30cm	AP4+	
<b>OR</b>			
Twin Lascannon	45cm	AT4+	

**Razorback:** Transport (may carry 1 Space Marine Tactical, Devastator, or Scout unit)



## SPACE MARINE SCOUT FORMATION

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



Upgrades Allowed: Commander, Razorbacks, Sniper



150 Points



## SPACE MARINE SCOUT SNIPER

One Scout unit in the formation may be given the Sniper special ability.



25 Points



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25 Points



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One Scout unit in the formation may be given the Sniper special ability.



25 Points



## SPACE MARINE SCOUT SNIPER

One Scout unit in the formation may be given the Sniper special ability.

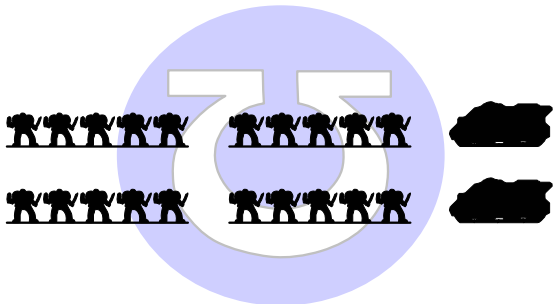


25 Points



## SPACE MARINE SCOUT FORMATION

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



Upgrades Allowed: Commander, Razorbacks, Sniper



150 Points



## SPACE MARINE SCOUT SNIPER

One Scout unit in the formation may be given the Sniper special ability.



25 Points



## SPACE MARINE RAZORBACKS

Replace any number of Rhinos with 1 or 2 Razorbacks each.



25 Points Each



## SPACE MARINE BATTLE BARGE

Replace a Strike Cruiser with a Battle Barge.



150 Points



## SPACE MARINE RAZORBACKS

Replace any number of Rhinos with 1 or 2 Razorbacks each.



25 Points Each



**Type:** Inf

SPACE MARINE SCOUT SNIPER			
<b>Speed:</b> 15cm	<b>Armor:</b> 5+	<b>CC:</b> 4+	<b>FF:</b> 5+
Weapon	Range	Firepower	Notes
Shotguns	(15cm)	Small Arms	
Heavy Bolter	30cm	AP5+	

**Scout:** Scouts, Infiltrator, Sniper



**Type:** Inf

SPACE MARINE SCOUT SNIPER			
<b>Speed:</b> 15cm	<b>Armor:</b> 5+	<b>CC:</b> 4+	<b>FF:</b> 5+
Weapon	Range	Firepower	Notes
Shotguns	(15cm)	Small Arms	
Heavy Bolter	30cm	AP5+	

**Scout:** Scouts, Infiltrator, Sniper



**Type:** Inf

SPACE MARINE SCOUT			
<b>Speed:</b> 15cm	<b>Armor:</b> 5+	<b>CC:</b> 4+	<b>FF:</b> 5+
Weapon	Range	Firepower	Notes
Shotguns	(15cm)	Small Arms	
Heavy Bolter	30cm	AP5+	

**Scout:** Scouts, Infiltrator

**Type:** Inf

SPACE MARINE SCOUT SNIPER			
<b>Speed:</b> 15cm	<b>Armor:</b> 5+	<b>CC:</b> 4+	<b>FF:</b> 5+
Weapon	Range	Firepower	Notes
Shotguns	(15cm)	Small Arms	
Heavy Bolter	30cm	AP5+	

**Scout:** Scouts, Infiltrator, Sniper



**Type:** Inf

SPACE MARINE SCOUT SNIPER			
<b>Speed:</b> 15cm	<b>Armor:</b> 5+	<b>CC:</b> 4+	<b>FF:</b> 5+
Weapon	Range	Firepower	Notes
Shotguns	(15cm)	Small Arms	
Heavy Bolter	30cm	AP5+	

**Scout:** Scouts, Infiltrator, Sniper



**Type:** AV

SPACE MARINE RHINO			
<b>Speed:</b> 30cm	<b>Armor:</b> 5+	<b>CC:</b> 6+	<b>FF:</b> 6+
Weapon	Range	Firepower	Notes
Storm Bolter	(15cm)	Small Arms	

**Rhino:** Transport (May carry 2 Space Marine Tactical, Devastator, or Scout units)



**Type:** AV

SPACE MARINE RAZORBACK			
<b>Speed:</b> 30cm	<b>Armor:</b> 5+	<b>CC:</b> 6+	<b>FF:</b> 5+
Weapon	Range	Firepower	Notes
Twin Hvy Bolter	30cm	AP4+	
<b>OR</b>			
Twin Lascannon	45cm	AT4+	

**Razorback:** Transport (may carry 1 Space Marine Tactical, Devastator, or Scout unit)



**Type:** Inf

SPACE MARINE SCOUT SNIPER			
<b>Speed:</b> 15cm	<b>Armor:</b> 5+	<b>CC:</b> 4+	<b>FF:</b> 5+
Weapon	Range	Firepower	Notes
Shotguns	(15cm)	Small Arms	
Heavy Bolter	30cm	AP5+	

**Scout:** Scouts, Infiltrator, Sniper



**Type:** Inf

SPACE MARINE SCOUT			
<b>Speed:</b> 15cm	<b>Armor:</b> 5+	<b>CC:</b> 4+	<b>FF:</b> 5+
Weapon	Range	Firepower	Notes
Shotguns	(15cm)	Small Arms	
Heavy Bolter	30cm	AP5+	

**Scout:** Scouts, Infiltrator

**Type:** AV

SPACE MARINE RAZORBACK			
<b>Speed:</b> 30cm	<b>Armor:</b> 5+	<b>CC:</b> 6+	<b>FF:</b> 5+
Weapon	Range	Firepower	Notes
Twin Hvy Bolter	30cm	AP4+	
<b>OR</b>			
Twin Lascannon	45cm	AT4+	

**Razorback:** Transport (may carry 1 Space Marine Tactical, Devastator, or Scout unit)



**Type:** Spacecraft

SPACE MARINE BATTLE BARGE			
<b>Speed:</b> n/a	<b>Armor:</b> n/a	<b>CC:</b> n/a	<b>FF:</b> n/a
Weapon	Range	Firepower	Notes
Orbital Bombardment	n/a	14BP	Macro Weapon

**Battle Barge:** Transport (May carry any mix of 60 Tactical, Assault, Devastator, Scout, Bike, Terminator, or Dreadnought units; any mix of 60 Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators, or Vindicators; 9 Thunderhawks; and enough Drop Pods & Landing Craft to carry any units on board). Slow and Steady (May not be used on the first two turns unless the scenario says otherwise.)



**Type:** AV

SPACE MARINE RHINO			
<b>Speed:</b> 30cm	<b>Armor:</b> 5+	<b>CC:</b> 6+	<b>FF:</b> 6+
Weapon	Range	Firepower	Notes
Storm Bolter	(15cm)	Small Arms	

**Rhino:** Transport (May carry 2 Space Marine Tactical, Devastator, or Scout units)



## SPACE MARINE STRIKE CRUISER

One Space Marine Strike Cruiser.



Upgrades Allowed: Battle Barge

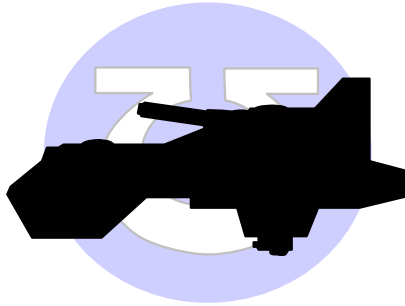


**200 Points**



## SPACE MARINE THUNDERHAWK GUNSHIP

One Thunderhawk Gunship.



Upgrades Allowed: None

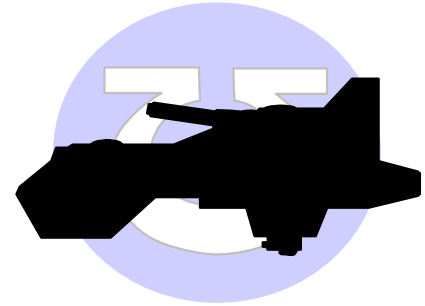


**200 Points**



## SPACE MARINE THUNDERHAWK GUNSHIP

One Thunderhawk Gunship.



Upgrades Allowed: None

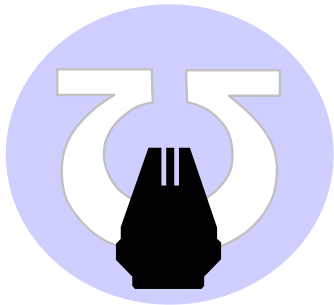


**200 Points**



## SPACE MARINE DROP POD

One Deathwind Drop Pod.



Upgrades Allowed: None

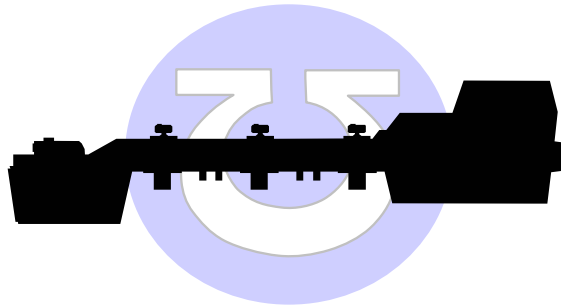


**Free!**



## SPACE MARINE LANDING CRAFT

One Landing craft.



Upgrades Allowed: None

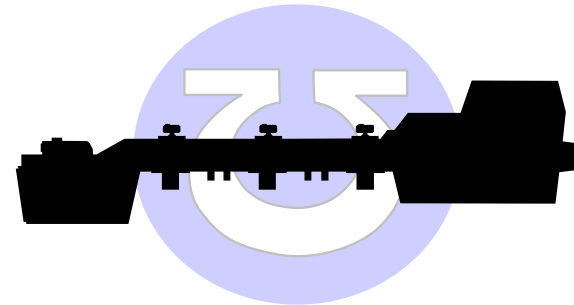


**350 Points**



## SPACE MARINE LANDING CRAFT

One Landing craft.



Upgrades Allowed: None



**350 Points**



**Type:** WE, Air **SPACE MARINE THUNDERHAWK****Speed:** Bomber **Armor:** 4+ **CC:** 6+ **FF:** 4+

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

**Damage Capacity:** 2**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.)**Type:** WE, Air **SPACE MARINE THUNDERHAWK****Speed:** Bomber **Armor:** 4+ **CC:** 6+ **FF:** 4+

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

**Damage Capacity:** 2**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.)**Type:** Spacecraft **SPACE MARINE STRIKE CRUISER****Speed:** n/a **Armor:** n/a **CC:** n/a **FF:** n/a

Weapon	Range	Firepower	Notes
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 any units on board.)**Type:** WE, Air **SPACE MARINE LANDING CRAFT****Speed:** Bomber **Armor:** 4+ **CC:** 5+ **FF:** 3+

Weapon	Range	Firepower	Notes
2x Twin Lascannon	45cm	AT4+	
3x Twin Heavy Bolter	15cm	AP4+	
Storm Bolters	(15cm)	Small Arms	

**Damage Capacity:** 4**Critical Hit Effect:** The drop ship's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cm of the drop ship suffer one hit.**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 following units: Rhino, Razorback, Hunter, Whirlwind, Predator, Vindicator.)**Type:** WE, Air **SPACE MARINE LANDING CRAFT****Speed:** Bomber **Armor:** 4+ **CC:** 5+ **FF:** 3+

Weapon	Range	Firepower	Notes
2x Twin Lascannon	45cm	AT4+	
3x Twin Heavy Bolter	15cm	AP4+	
Storm Bolters	(15cm)	Small Arms	

**Damage Capacity:** 4**Critical Hit Effect:** The drop ship's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cm of the drop ship suffer one hit.**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 following units: Rhino, Razorback, Hunter, Whirlwind, Predator, Vindicator.)**Type:** AV **SPACE MARINE DROP POD****Speed:** Immobility **Armor:** 5+ **CC:** none **FF:** none

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 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 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.**Design Concept:** In reality, each 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 contain automated weapons-systems to shoot at enemy units in the landing area. The special rule above captures this well, without requiring players to use lots of drop pod models.