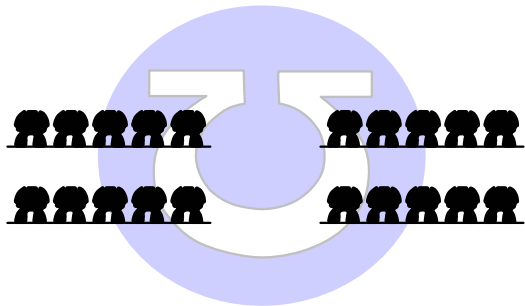


## SPACE MARINE TERMINATOR FORMATION

A Space Marine Terminator Formation consists of 4 Space Marine Terminator units.



Upgrades Allowed: Commander, Dreadnought, Land Raiders, Vindicator

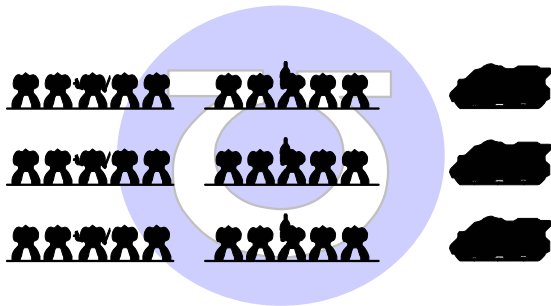


325 Points



## SPACE MARINE TACTICAL FORMATION

A Space Marine Tactical Formation consists of 6 Space Marine Tactical units and Transport.



Upgrades Allowed: Commander, Dreadnought, Razorbacks, Hunter, Vindicator



300 Points



## SPACE MARINE COMMANDER

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



50 Points



## SPACE MARINE LAND RAIDERS

Add up to 4 Land Raiders.

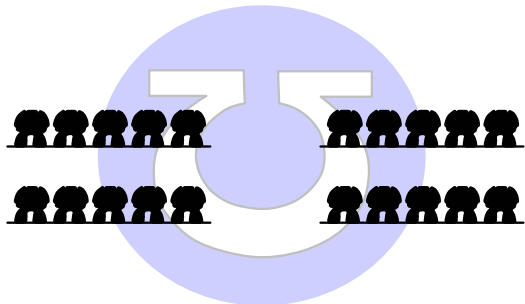


100 Points Each



## SPACE MARINE TERMINATOR FORMATION

A Space Marine Terminator Formation consists of 4 Space Marine Terminator units.



Upgrades Allowed: Commander, Dreadnought, Land Raiders, Vindicator

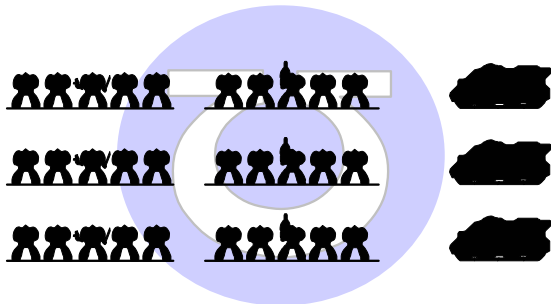


325 Points



## SPACE MARINE TACTICAL FORMATION

A Space Marine Tactical Formation consists of 6 Space Marine Tactical units and Transport.



Upgrades Allowed: Commander, Dreadnought, Razorbacks, Hunter, Vindicator



300 Points



## SPACE MARINE LAND RAIDERS

Add up to 4 Land Raiders.



100 Points Each



## SPACE MARINE (SUPREME) COMMANDER

One Commander is the army's Supreme Commander.



100 Points



**Type:** Character **SPACE MARINE COMMANDER****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 **SPACE MARINE LAND RAIDER****Speed:** 25cm **Armor:** 4+ **CC:** 6+ **FF:** 5+

Weapon	Range	Firepower	Notes
2x Twin Lascannon	45cm	AT4+	
Twin Heavy Bolter	30cm	AP4+	

**Land Raider:** Reinforced Armor, Thick Rear Armor, Transport (May carry 1 Terminator unit or 2 Space Marine Tactical, Devastator, or Scout units.)**Type:** AV **SPACE MARINE LAND RAIDER****Speed:** 25cm **Armor:** 4+ **CC:** 6+ **FF:** 5+

Weapon	Range	Firepower	Notes
2x Twin Lascannon	45cm	AT4+	
Twin Heavy Bolter	30cm	AP4+	

**Land Raider:** Reinforced Armor, Thick Rear Armor, Transport (May carry 1 Terminator unit or 2 Space Marine Tactical, Devastator, or Scout units.)**Type:** Character **SPACE MARINE COMMANDER****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)

**Supreme Commander:** Leader, Invulnerable Save, Supreme Commander**Type:** Inf **SPACE MARINE TACTICAL****Speed:** 15cm **Armor:** 4+ **CC:** 4+ **FF:** 4+

Weapon	Range	Firepower	Notes
Bolters	(15cm)	Small Arms	
Missile Launcher	45cm	AP5+/AT6+	

**Tactical:** No Special**Type:** AV **SPACE MARINE RHINO****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 **SPACE MARINE TACTICAL****Speed:** 15cm **Armor:** 4+ **CC:** 4+ **FF:** 4+

Weapon	Range	Firepower	Notes
Bolters	(15cm)	Small Arms	
Missile Launcher	45cm	AP5+/AT6+	

**Tactical:** No Special**Type:** AV **SPACE MARINE RHINO****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 **SPACE MARINE TERMINATOR****Speed:** 15cm **Armor:** 4+ **CC:** 3+ **FF:** 3+

Weapon	Range	Firepower	Notes
Storm Bolters	(15cm)	Small Arms	
2x Assault Cannons	30cm	AP5+/AT5+	
Power Weapons	(Base)	Assault Weapons	MW, Extra Attack (+1)

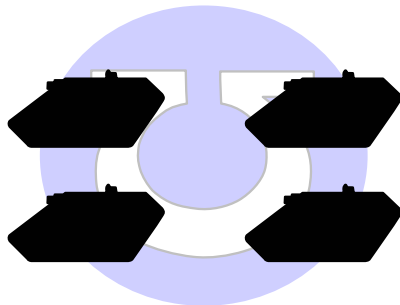
**Terminator:** Reinforced Armor, Teleport, Thick Rear Armor**Type:** Inf **SPACE MARINE TERMINATOR****Speed:** 15cm **Armor:** 4+ **CC:** 3+ **FF:** 3+

Weapon	Range	Firepower	Notes
Storm Bolters	(15cm)	Small Arms	
2x Assault Cannons	30cm	AP5+/AT5+	
Power Weapons	(Base)	Assault Weapons	MW, Extra Attack (+1)

**Terminator:** Reinforced Armor, Teleport, Thick Rear Armor

## SPACE MARINE LAND RAIDER FORMATION

A Space Marine Land Raider Formation consists of 4 Space Marine Land Raiders.



Upgrades Allowed: Commander, Vindicator



400 Points



## SPACE MARINE DREADNOUGHT

Add 1 or 2 Dreadnoughts to the formation.



50 Points Each



## 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 COMMANDER

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

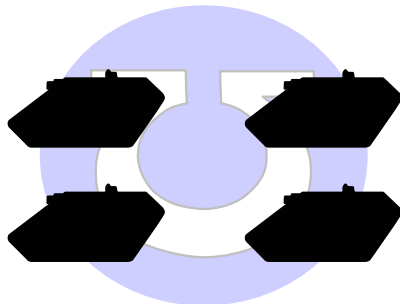


50 Points



## SPACE MARINE LAND RAIDER FORMATION

A Space Marine Land Raider Formation consists of 4 Space Marine Land Raiders.



Upgrades Allowed: Commander, Vindicator

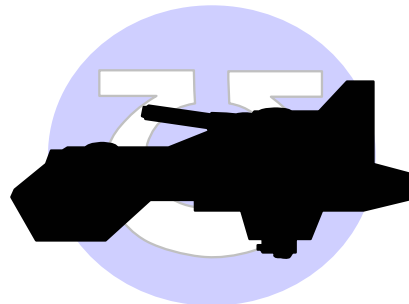


400 Points



## SPACE MARINE THUNDERHAWK GUNSHIP

One Thunderhawk Gunship.



Upgrades Allowed: None



200 Points



## SPACE MARINE HUNTER

Add 1 Hunter to the Formation.



75 Points



## SPACE MARINE VINDICATORS

Add 1 or 2 Vindicators to the formation.



75 Points Each



**SPACE MARINE COMMANDER**

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**SPACE MARINE DREADNOUGHT**

Type: AV

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

Weapon	Range	Firepower	Notes
Missile Launcher	45cm	AP5+/AT6+	
Twin Lascannon	45cm	AT4+	
<b>OR</b>			
Power Fist	(Base)	Assault Weapon	MW, Extra Attacks (+1)
Assault Cannon	30cm	AP5+/AT5+	

**Dreadnought:** Walker**SPACE MARINE LAND RAIDER**

Type: AV

Speed: 25cm    Armor: 4+    CC: 6+    FF: 5+

Weapon	Range	Firepower	Notes
2x Twin Lascannon	45cm	AT4+	
Twin Heavy Bolter	30cm	AP4+	

**Land Raider:** Reinforced Armor, Thick Rear Armor, Transport (May carry 1 Terminator unit or 2 Space Marine Tactical, Devastator, or Scout units.)**SPACE MARINE COMMANDER**

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**SPACE MARINE RAZORBACK**

Type: AV

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

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

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

Type: AV

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

Weapon	Range	Firepower	Notes
Hunter-killer	60cm	AT4+/AA4+	

**Hunter:** No Special**SPACE MARINE THUNDERHAWK**

Type: WE, Air

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.)**SPACE MARINE LAND RAIDER**

Type: AV

Speed: 25cm    Armor: 4+    CC: 6+    FF: 5+

Weapon	Range	Firepower	Notes
2x Twin Lascannon	45cm	AT4+	
Twin Heavy Bolter	30cm	AP4+	

**Land Raider:** Reinforced Armor, Thick Rear Armor, Transport (May carry 1 Terminator unit or 2 Space Marine Tactical, Devastator, or Scout units.)**SPACE MARINE VINDICATOR**

Type: AV

Speed: 20cm    Armor: 4+    CC: 6+    FF: 4+

Weapon	Range	Firepower	Notes
Demolisher	30cm	AP3+/AT4+	Ignore Cover

**Vindicator:** No Special