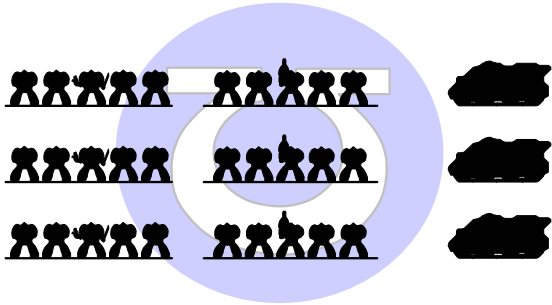


## SPACE MARINE TACTICAL FORMATION

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



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

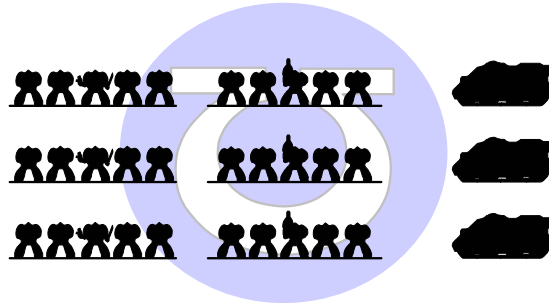


300 Points



## SPACE MARINE 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 DREADNOUGHT

Add 1 or 2 Dreadnoughts to the formation.

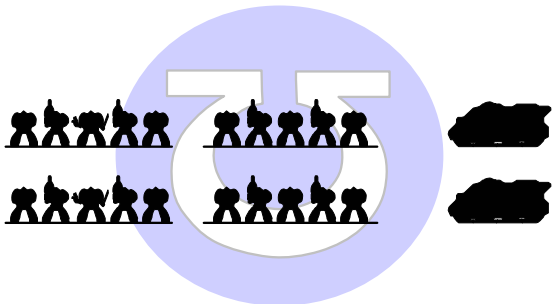


50 Points Each



## SPACE MARINE DEVASTATOR FORMATION

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



Upgrades Allowed: Commander, Dreadnought, Razorbacks, Hunter, Land Raiders

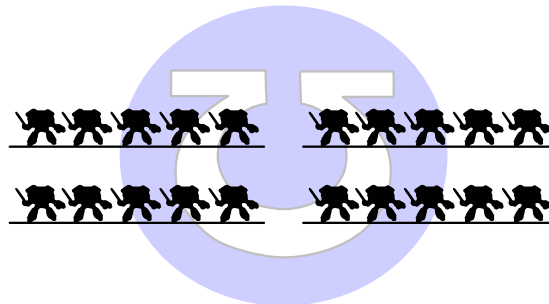


250 Points



## SPACE MARINE ASSAULT FORMATION

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



Upgrades Allowed: Commander, Vindicator



175 Points



## SPACE MARINE RAZORBACKS

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



25 Points Each



## SPACE MARINE HUNTER

Add 1 Hunter to the Formation.



75 Points



**SPACE MARINE COMMANDER****Type:** Character**Speed:** n/a **Armor:** n/a **CC:** n/a **FF:** n/a

Weapon	Range	Firepower	Notes
Power Weapon Smite	(Base) (15cm)	Assault Weapons Small Arms	MW, Extra Attack (+1) 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 RAZORBACK****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 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 TACTICAL****Type:** Inf**Speed:** 15cm **Armor:** 4+ **CC:** 4+ **FF:** 4+

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

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

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

**Tactical:** No Special**SPACE MARINE RHINO****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)**SPACE MARINE ASSAULT****Type:** Inf**Speed:** 30cm **Armor:** 4+ **CC:** 3+ **FF:** 5+

Weapon	Range	Firepower	Notes
Bolters	(15cm)	Small Arms	
Chainswords	(Base)	Assault Weapon	

**Assault:** Jump Packs**SPACE MARINE DEVASTATOR****Type:** Inf**Speed:** 15cm **Armor:** 4+ **CC:** 5+ **FF:** 3+

Weapon	Range	Firepower	Notes
2x Missile Launcher	45cm	AP5+/AT6+	

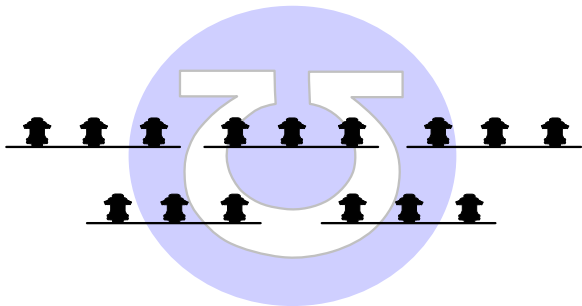
**Devastator:** No Special**SPACE MARINE RHINO****Type:** AV**Speed:** 30cm **Armor:** 5+ **CC:** 6+ **FF:** 6+

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

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

## SPACE MARINE BIKE FORMATION

A Space Marine Bike Formation consists of 5 Space Marine Bike units.



Upgrades Allowed: Commander, Attack Bike



200 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 VINDICATORS

Add 1 or 2 Vindicators to the formation.

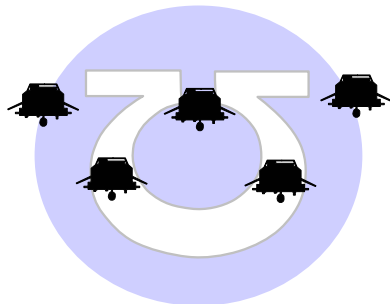


75 Points Each



## SPACE MARINE LAND SPEEDER FORMATION

A Space Marine Land Speeder Formation consists of 5 Space Marine Land Speeders.



Upgrades Allowed: Commander, Tornado/Typhoon



200 Points



## SPACE MARINE LAND SPEEDER TYPHOON/TORNADO

Replace any number of Land Speeders with 1 Land Speeder Typhoon or Tornado each.



25 Points/Typhoon  
10 Points/Tornado



## SPACE MARINE LAND RAIDERS

Add up to 4 Land Raiders.



100 Points Each



## SPACE MARINE COMMANDER

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



50 Points



## SPACE MARINE ATTACK BIKE

Replace any number of Bike units with Attack Bikes.



FREE!



**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 VINDICATOR**

Type: AV

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

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

**Vindicator:** No Special**SPACE MARINE LAND RAIDER**

Type: AV

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

Weapon	Range	Firepower	Notes
2x Twin Lascannon	45cm	AT4+	
Twin Hvy 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 ATTACK BIKE**

Type: LV

Speed: 30cm    Armor: 4+    CC: 5+    FF: 4+

Weapon	Range	Firepower	Notes
Heavy Bolter	30cm	AP5+	

**Attack Bike:** No Special**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 RAZORBACK**

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 LAND SPEEDER**

Type: LV

Speed: 35cm    Armor: 4+    CC: 6+    FF: 5+

**TORNADO**

Weapon	Range	Firepower	Notes
Assault Cannon	30cm	AP5+ /AT5+	
Heavy Bolter	30cm	AP5+	

**TYPHOON**

Weapon	Range	Firepower	Notes
Twin Typhoon Missile	45cm	AP3+ /AT5+	
Heavy Bolter	30cm	AP5+	

**Land Speeder:** Skimmer, Scout**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 BIKE**

Type: Inf

Speed: 35cm    Armor: 4+    CC: 3+    FF: 4+

Weapon	Range	Firepower	Notes
Bolters	(15cm)	Small Arms	
Chainswords	(Base)	Assault Weapons	

**Bike:** Mounted**SPACE MARINE LAND SPEEDER**

Type: LV

Speed: 35cm    Armor: 4+    CC: 6+    FF: 5+

Weapon	Range	Firepower	Notes
Multi-Melta	15cm	MW5+ and Small Arms	MW

**Land Speeder:** Skimmer, Scout. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.