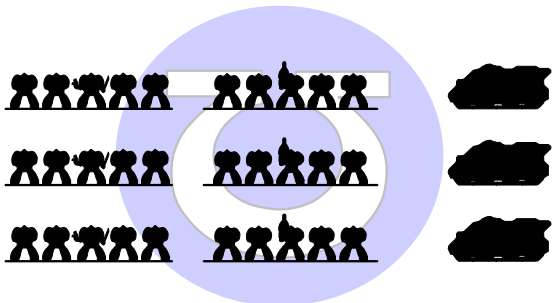


SPACE MARINE TACTICAL FORMATION

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



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

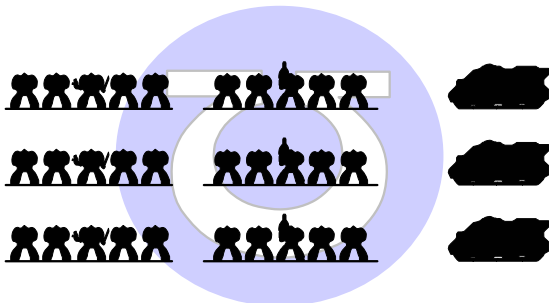


300 Points



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.

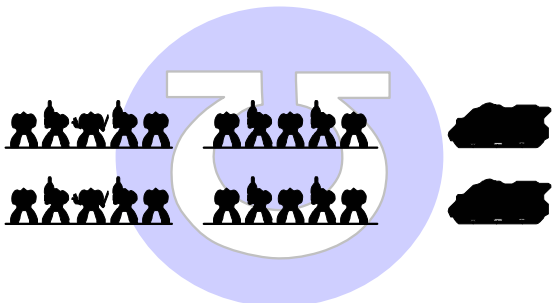


50 Points Each



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

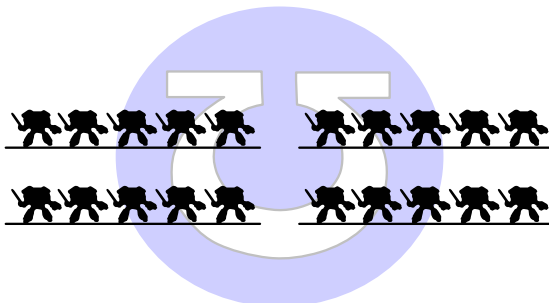


250 Points



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



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: 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



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



Type: AV

Speed: 15cm

Armor: 4+

CC: 4+

FF: 4+

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

Dreadnought: Walker



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: 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: AV

Speed: 30cm

Armor: 5+

CC: 6+

FF: 5+

Weapon	Range	Firepower	Notes
Twin Hvy Bolter	30cm	AP4+	
OR			
Twin Lascannon	45cm	AT4+	

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



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



Type: Inf

Speed: 15cm

Armor: 4+

CC: 5+

FF: 3+

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

Devastator: No Special



Type: AV

Speed: 30cm

Armor: 5+

CC: 6+

FF: 5+

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

Hunter: No Special



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



Type: AV

Speed: 30cm

Armor: 5+

CC: 6+

FF: 6+

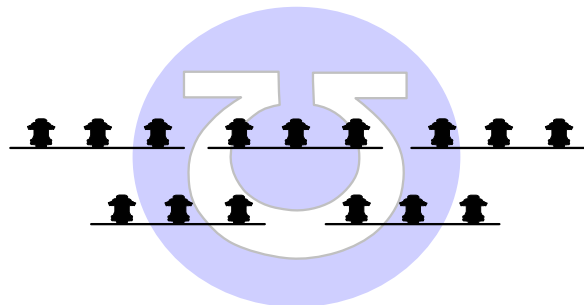
Weapon	Range	Firepower	Notes
Storm Bolter	(15cm)	Small Arms	

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.

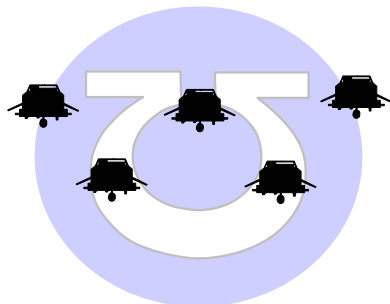


75 Points Each



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!



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: 15cm

Armor: 4+

CC: 4+

FF: 4+

Weapon	Range	Firepower	Notes
Missile Launcher	45cm	AP5+ /AT6+	
Twin Lascannon	45cm	AT4+	

OR

Power Fist (Base) | Assault Weapon | MW, Extra Attacks (+1) || Assault Cannon | 30cm | AP5+ /AT5+ | |

Dreadnought: Walker

Type: Inf

Speed: 35cm

Armor: 4+

CC: 3+

FF: 4+

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

Bike: Mounted

Type: AV

Speed: 20cm

Armor: 4+

CC: 6+

FF: 4+

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

Vindicator: No Special

Type: AV

Speed: 30cm

Armor: 5+

CC: 6+

FF: 5+

Weapon	Range	Firepower	Notes
Twin Hvy Bolter	30cm	AP4+	

OR

Twin Lascannon 45cm | AT4+ | |

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

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.

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.)

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

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.

Type: LV

Speed: 30cm

Armor: 4+

CC: 5+

FF: 4+

Weapon	Range	Firepower	Notes
Heavy Bolter	30cm	AP5+	

Attack Bike: No Special

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: 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.