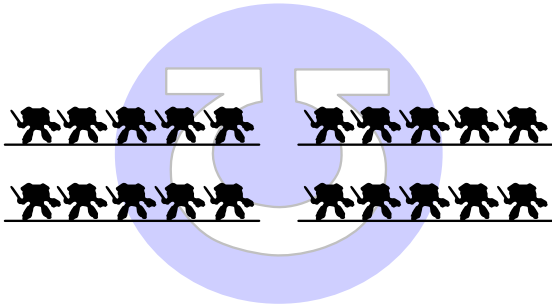


SPACE MARINE ASSAULT FORMATION

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



Upgrades Allowed: Commander, Vindicator

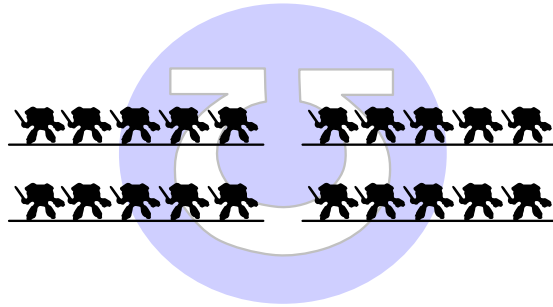


175 Points



SPACE MARINE ASSAULT FORMATION

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



Upgrades Allowed: Commander, Vindicator

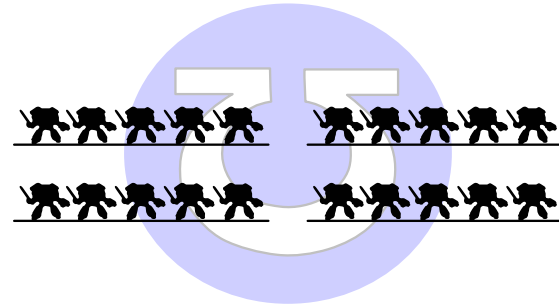


175 Points



SPACE MARINE ASSAULT FORMATION

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



Upgrades Allowed: Commander, Vindicator



175 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 VINDICATORS

Add 1 or 2 Vindicators to the formation.



75 Points Each



SPACE MARINE VINDICATORS

Add 1 or 2 Vindicators to the formation.



75 Points Each



SPACE MARINE VINDICATORS

Add 1 or 2 Vindicators to the formation.



75 Points Each



Type: Inf **SPACE MARINE ASSAULT**
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 **SPACE MARINE ASSAULT**
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 **SPACE MARINE ASSAULT**
Speed: 30cm **Armor:** 4+ **CC:** 3+ **FF:** 5+

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

Assault: *Jump Packs*



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

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

Vindicator: *No Special*



Type: AV **SPACE MARINE VINDICATOR**
Speed: 20cm **Armor:** 4+ **CC:** 6+ **FF:** 4+

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

Vindicator: *No Special*



Type: AV **SPACE MARINE VINDICATOR**
Speed: 20cm **Armor:** 4+ **CC:** 6+ **FF:** 4+

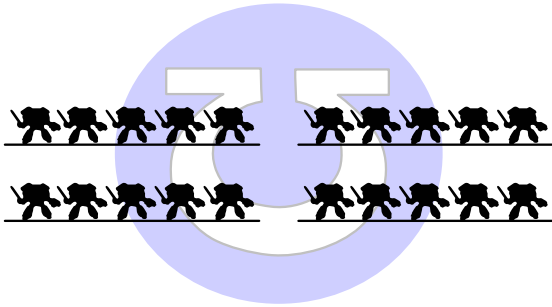
Weapon	Range	Firepower	Notes
Demolisher	30cm	AP3+/AT4+	Ignore Cover

Vindicator: *No Special*



SPACE MARINE ASSAULT FORMATION

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



Upgrades Allowed: Commander, Vindicator

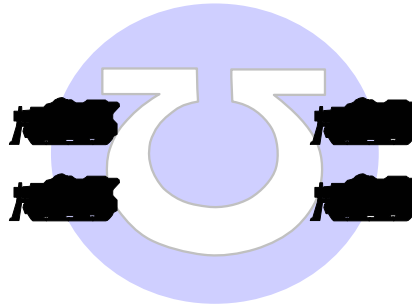


175 Points



SPACE MARINE VINDICATOR FORMATION

A Space Marine Vindicator Formation consists of 4 Space Marine Vindicators.



Upgrades Allowed: Commander

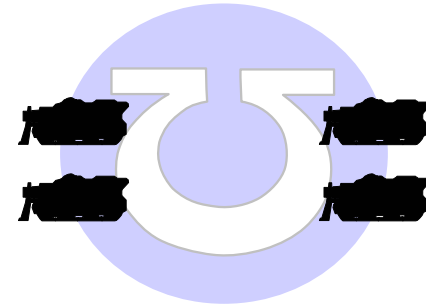


300 Points



SPACE MARINE VINDICATOR FORMATION

A Space Marine Vindicator Formation consists of 4 Space Marine Vindicators.



Upgrades Allowed: Commander

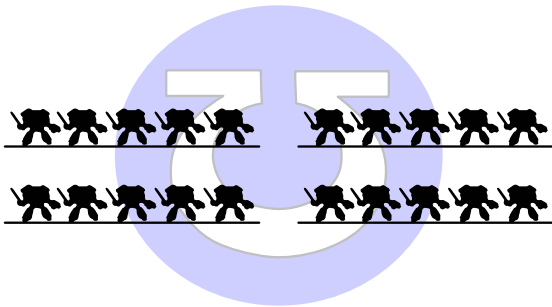


300 Points



SPACE MARINE ASSAULT FORMATION

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



Upgrades Allowed: Commander, Vindicator

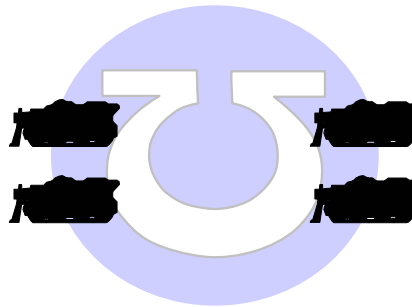


175 Points



SPACE MARINE VINDICATOR FORMATION

A Space Marine Vindicator Formation consists of 4 Space Marine Vindicators.



Upgrades Allowed: Commander

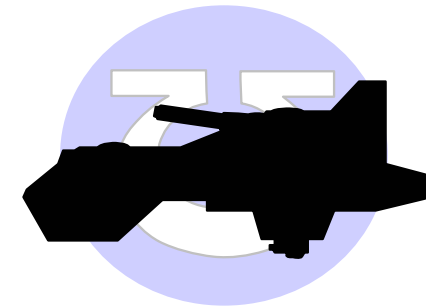


300 Points



SPACE MARINE THUNDERHAWK GUNSHIP

One Thunderhawk Gunship.



Upgrades Allowed: None



200 Points



Type: AV **SPACE MARINE VINDICATOR****Speed:** 20cm **Armor:** 4+ **CC:** 6+ **FF:** 4+

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

Vindicator: *No Special***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 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***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.)***SPACE MARINE VINDICATOR****Type:** AV **Speed:** 20cm **Armor:** 4+ **CC:** 6+ **FF:** 4+

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

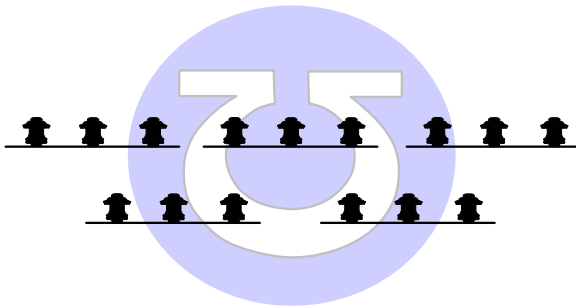
Vindicator: *No Special***SPACE MARINE ASSAULT****Type:** Inf **Speed:** 30cm **Armor:** 4+ **CC:** 3+ **FF:** 5+

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

Assault: *Jump Packs*

SPACE MARINE BIKE FORMATION

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



Upgrades Allowed: Commander, Attack Bike

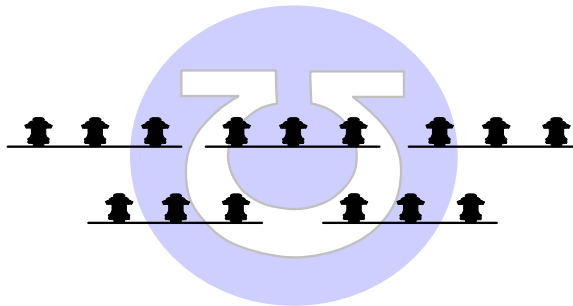


200 Points



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 ATTACK BIKE

Replace any number of Bike units with Attack Bikes.



FREE!



SPACE MARINE ATTACK BIKE

Replace any number of Bike units with Attack Bikes.

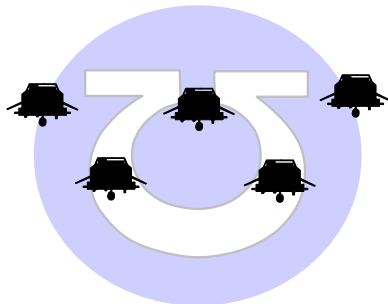


FREE!



SPACE MARINE LAND SPEEDER FORMATION

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



Upgrades Allowed: Commander, Tornado/Typhoon

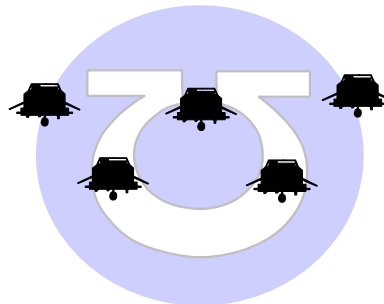


200 Points



SPACE MARINE LAND SPEEDER 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 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 ATTACK BIKE				
Type: LV	Speed: 30cm	Armor: 4+	CC: 5+	FF: 4+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+		
Attack Bike: <i>No Special</i>				



SPACE MARINE ATTACK BIKE				
Type: LV	Speed: 30cm	Armor: 4+	CC: 5+	FF: 4+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+		
Attack Bike: <i>No Special</i>				



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: <i>Mounted</i>				



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: <i>Mounted</i>				



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: <i>Skimmer, Scout</i>				



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: <i>Skimmer, Scout</i>				



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: <i>Skimmer, Scout. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.</i>				



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: <i>Skimmer, Scout. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.</i>				

