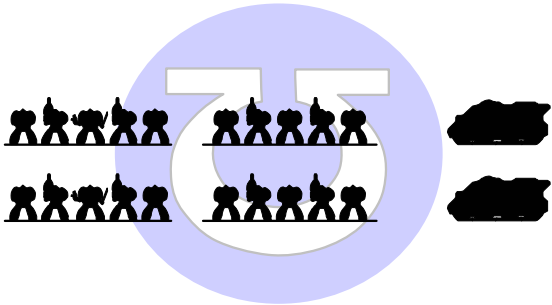


## SPACE MARINE DEVASTATOR FORMATION

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



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

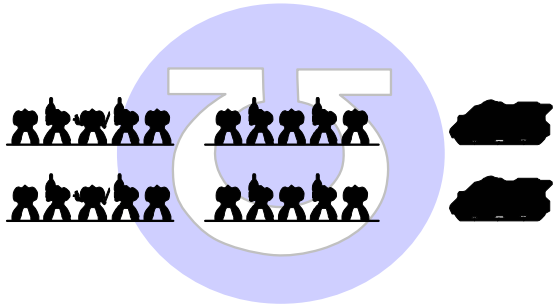


**250 Points**



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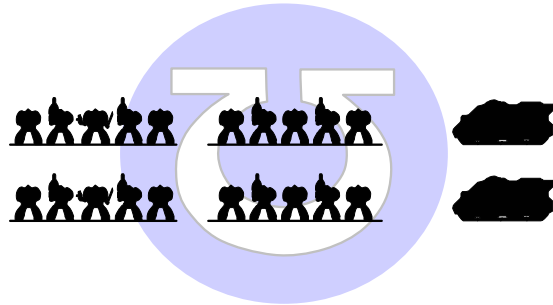


**250 Points**



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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 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 HUNTER

Add 1 Hunter to the Formation.



**75 Points**



## SPACE MARINE HUNTER

Add 1 Hunter to the Formation.



**75 Points**



## SPACE MARINE HUNTER

Add 1 Hunter to the Formation.



**75 Points**



**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 DEVASTATOR****Type:** Inf **Speed:** 15cm **Armor:** 4+ **CC:** 5+ **FF:** 3+

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Storm Bolter	(15cm)	Small Arms	

**Rhino:** *Transport (May carry 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 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)

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Weapon	Range	Firepower	Notes
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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 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 HUNTER****Type:** AV **Speed:** 30cm **Armor:** 5+ **CC:** 6+ **FF:** 5+

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

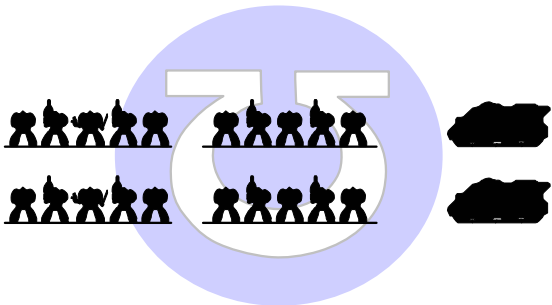
**Hunter:** *No Special***SPACE MARINE HUNTER****Type:** AV **Speed:** 30cm **Armor:** 5+ **CC:** 6+ **FF:** 5+

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

**Hunter:** *No Special*

## SPACE MARINE 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 RAZORBACKS

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



25 Points Each



## SPACE MARINE LAND RAIDERS

Add up to 4 Land Raiders.



100 Points Each



## SPACE MARINE RAZORBACKS

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



25 Points Each



## SPACE MARINE LAND RAIDERS

Add up to 4 Land Raiders.

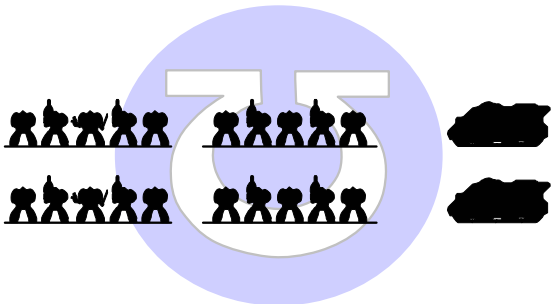


100 Points Each



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250 Points



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



25 Points Each



## SPACE MARINE LAND RAIDERS

Add up to 4 Land Raiders.



100 Points Each



## SPACE MARINE DREADNOUGHT

Add 1 or 2 Dreadnoughts to the formation.



50 Points Each



## SPACE MARINE DREADNOUGHT

Add 1 or 2 Dreadnoughts to the formation.



50 Points 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 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 RAZORBACK				
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)



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 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+		

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Twin Hvy Bolter	30cm	AP4+		
OR				
Twin Lascannon	45cm	AT4+		

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



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 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+		

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Twin Hvy Bolter	30cm	AP4+		
OR				
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**Razorback:** Transport (may carry 1 Space Marine Tactical, Devastator, or Scout unit)



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 DREADNOUGHT				
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



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

**Dreadnought:** Walker



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)

