



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

Weapon
 Storm Bolter 45cm
 2x Twin Lasercannon AT4+
 Twin Heavy Bolter 30cm
 AP4+

Notes

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

SPACE MARINE LAND RAIDER



Terminator: Reinforced Armor, Teleport, Thick Rear Armor

Weapon
 Storm Bolters (15cm) Small Arms
 2x Assault Cannons AP5+/AT3+
 Power Weapons (Base) Assault Weapons
 MW, Extra Attack (+1)

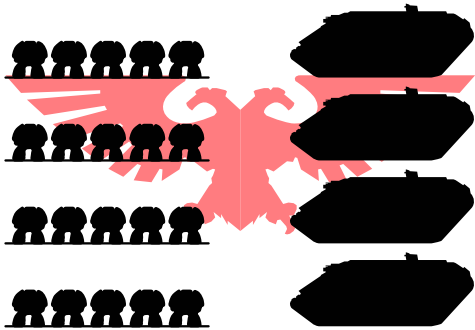
Notes

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

SPACE MARINE TERMINATOR

**WHITE SCAR
 TERMINATOR FORMATION**

A White Scar Terminator Formation consists of 4 Space Marine Terminator units and Transport.



Upgrades Allowed: Commander



675 Points



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

Weapon
 Storm Bolter (15cm) Small Arms
 Firepower

Notes

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

SPACE MARINE RHINO



Tactical: No Special

Weapon
 Storm Bolter (15cm) Small Arms
 Missile Launcher 45cm
 AP5+/AT6+

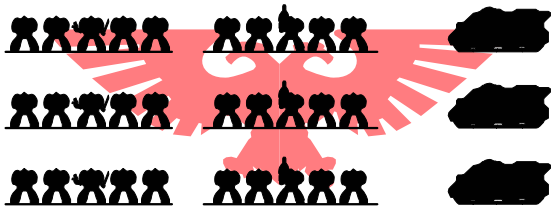
Notes

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

SPACE MARINE TACTICAL

**WHITE SCAR
 TACTICAL FORMATION**

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



Upgrades Allowed: Commander, Razorbacks



300 Points



Assault: Jump Packs

Weapon
 Storm Bolter (15cm) Small Arms
 Assault Weapon (Base)

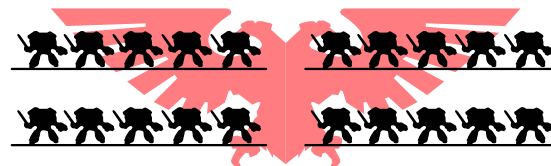
Notes

Type: Inf
 Speed: 30cm
 Armor: 4+
 CC: 3+
 FF: 5+

SPACE MARINE ASSAULT

**WHITE SCAR
 ASSAULT FORMATION**

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



Upgrades Allowed: Commander



175 Points

