



**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)

loses control and the Thunderhawk crashes to the ground, killing all on board.

**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.

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

**Speed:** Bomber  
**Armor:** 4+  
**CC:** 6+  
**FF:** 4+

**SPACE MARINE THUNDERHAWK**



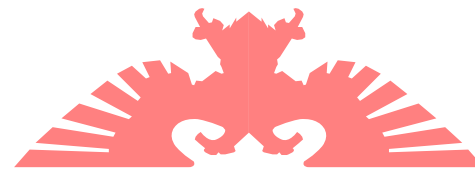
**Predator:** No Special

Weapon	Range	Firepower	Notes
2x Lascannon	45cm	AT4+	
2x Lascannon	45cm	AT5+	

**ANNIHILATOR**

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

**SPACE MARINE PREDATOR**



**Whirlwind:** No Special

Weapon	Range	Firepower	Notes
Whirlwind	45cm	IBP	Indirect Fire

**Speed:** 30cm  
**Armor:** 5+  
**CC:** 6+  
**FF:** 5+

**SPACE MARINE WHIRLWIND**

**SPACE MARINE THUNDERHAWK GUNSHIP**

One Thunderhawk Gunship.



Upgrades Allowed: None

**200 Points**



**WHITE SCAR PREDATOR FORMATION**

A White Scar Predator Formation consists of any combination 4 Space Marine Predator Destructor or Predator Annihilators.



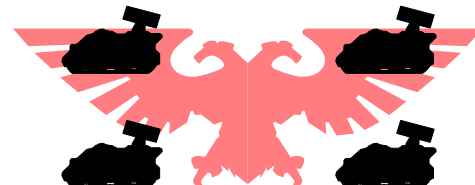
Upgrades Allowed: Commander, Vindicator, Hunter

**300 Points**



**WHITE SCAR WHIRLWIND FORMATION**

A White Scar Whirlwind Formation consists of 4 Space Marine Whirlwinds.



Upgrades Allowed: Commander, Vindicator, Hunter

**300 Points**

