



Strike Cruiser: Transport (May carry any mix of 20 Tactical Assault Devastator, Scout, White Scar Bike, Terminator, or Dreadnought units; any mix of 20 Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators, or Vindicators; 6 Thunderhawks; and enough Drop Pods & Landing Craft to carry any units on board.)

Type: Spacecraft	Speed: n/a	Armor: n/a	CC: n/a	FF: n/a
Weapon	Orbital Bombardment	n/a	SBP	Macro Weapon
Range	Firepower	Notes		

SPACE MARINE STRIKE CRUISER

SPACE MARINE STRIKE CRUISER

One Space Marine Strike Cruiser.



Upgrades Allowed: Battle Barge

200 Points



Design Concept: In reality, each space marine unit in the formation will be carried in a separate drop pod. The drop pods are fired off together in a tight pattern so they land near each other. Each such pattern of drop pods will be accompanied by 1 or 2 Deathwinds, which are fired slightly ahead of the transport pods and which contain automated weapons-systems to shoot at enemy units in the landing area. The special rule above captures this well, without requiring players to use lots of drop pod models.

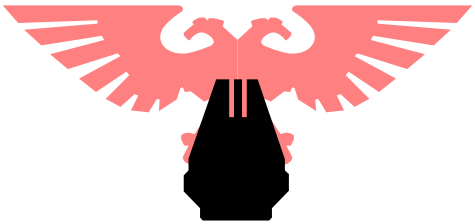
Deathwind: Planetfall, Transport (May carry one formation that contains only Tactical Devastator, Scout, and Dreadnought units.) After the Drop Pod lands, the Deathwind attacks all enemies within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and one for each casualty. Then any troops carried within the drop pod must disembark within 5cm of the drop pod, or within 5cm of a unit of the same formation that has already landed, so long as all units are within 15cm of the drop pod. Drop pods may not be used to claim a crossfire. **If any transported White Scar formation in the army is deployed from drop pods, then all transported formations MUST deploy this way.**

Type: AV	Speed: Immobile	Armor: 5+	CC: none	FF: none
Weapon	Deathwind	15cm	AP5+/AT5+	See special rules below.
Range	Firepower	Notes		

SPACE MARINE DROP POD

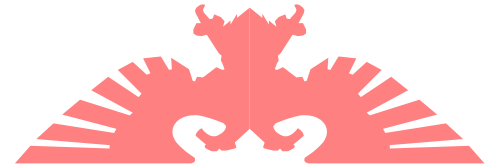
SPACE MARINE DROP POD

One Deathwind Drop Pod.



Upgrades Allowed: None

Free!



Landing Craft: Planetfall, Reinforced Armor, Fearless, Transport (May carry 12 of the following units: Space Marine Tactical Assault Devastator, Scout, Bike, Terminator, or Dreadnought units. Terminators and Dreadnoughts take 2 spaces each. In addition, the Landing Craft can carry 4 Land Raiders or 6 of the following units: Rhino, Razorback, Hunter, Whirlwind, Predator, Vindicator.)

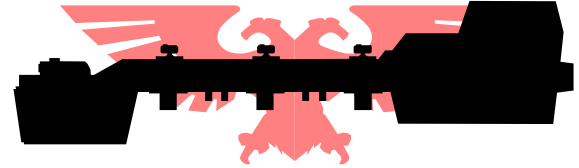
Critical Hit Effect: The drop ship's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cm of the drop ship suffer one hit.

Type: WE, Air	Speed: Bomber	Armor: 4+	CC: 5+	FF: 3+
Weapon	2x Twin Lascannon	45cm	AT4+	
Range	Firepower	Notes		

SPACE MARINE LANDING CRAFT

SPACE MARINE LANDING CRAFT

One Landing craft.



350 Points

