



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

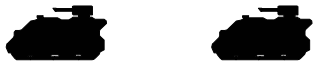
Weapon
Twin Heavy Bolter
Range 30cm
Firepower AP4+

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

SPACE MARINE RAZORBACK

SPACE MARINE RAZORBACKS

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



25 Points Each



Captain: Leader, Invulnerable Save, Commander
Librarian: Leader, Invulnerable Save, Smite
Chaplain: Leader, Invulnerable Save, Inspiring

Weapon
Power Weapon (Base)
Range (15cm)
Firepower Assault Weapons
Notes MW, Extra Attack (+1)
Small Arms

Speed: n/a
Armor: n/a
CC: n/a
FF: n/a

SPACE MARINE COMMANDER

SPACE MARINE COMMANDER

A Space Marine Commander may be a Captain, Librarian, or Chaplain.



50 Points



Hunter: No Special

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

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

SPACE MARINE HUNTER

SPACE MARINE HUNTER

Add 1 Hunter to the Formation.



75 Points



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Weapon
Twin Heavy Bolter
Range 30cm
Firepower AP4+

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

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Weapon
Power Weapon (Base)
Range (15cm)
Firepower Assault Weapons
Notes MW, Extra Attack (+1)
Small Arms

Speed: n/a
Armor: n/a
CC: n/a
FF: n/a

SPACE MARINE COMMANDER

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50 Points



Scout: Scouts, Infiltrator, Sniper

Weapon
Shotguns
Range (15cm)
Firepower Small Arms
Notes AP5+

Speed: 15cm
Armor: 5+
CC: 4+
FF: 5+

SPACE MARINE SCOUT SNIPER

SPACE MARINE SCOUT SNIPER

One Scout unit in the formation may be given the Sniper special ability.



25 Points

