



SPACE MARINE VINDICATOR

Type: AV
 Speed: 20cm
 Weapon Demolisher
 Range 30cm
 Firepower AP3+/AT4+
 Notes Ignore Cover
 Armored: 4+
 CC: 6+
 FF: 4+

SPACE MARINE COMMANDER

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

Notes
 Firepower MW, Extra Attack (+1)
 Range (Base) Small Arms
 (15cm)
 Smite

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

SPACE MARINE HUNTER

Type: AV
 Speed: 30cm
 Weapon Hunter-killer
 Range 60cm
 Firepower AT4+/AA4+
 Notes
 Armored: 5+
 CC: 6+
 FF: 5+

SPACE MARINE VINDICATORS

Add 1 or 2 Vindicators to the formation.



75 Points Each



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 VINDICATOR

Type: AV
 Speed: 20cm
 Weapon Demolisher
 Range 30cm
 Firepower AP3+/AT4+
 Notes Ignore Cover
 Armored: 4+
 CC: 6+
 FF: 4+

SPACE MARINE COMMANDER

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

Notes
 Firepower MW, Extra Attack (+1)
 Range (Base) Small Arms
 (15cm)
 Smite

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

SPACE MARINE SCOUT SNIPER

Type: Inf
 Speed: 15cm
 Weapon Shotguns
 Range (15cm) Small Arms
 AP5+
 Firepower
 Notes
 Armored: 5+
 CC: 4+
 FF: 5+

Scout: Scouts, Infiltrator, Sniper

SPACE MARINE VINDICATORS

Add 1 or 2 Vindicators to the formation.



75 Points Each



SPACE MARINE COMMANDER

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



50 Points



SPACE MARINE SCOUT SNIPER

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



25 Points

