



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

<b>Weapon</b>	Storm Bolter (15cm)	<b>Range</b>	Small Arms
<b>Firepower</b>		<b>Notes</b>	
<b>Speed:</b> 30cm	<b>Armour:</b> 5+	<b>CC:</b> 6+	<b>FF:</b> 6+

### SPACE MARINE RHINO



**Devastator:** No Special

<b>Weapon</b>	2x Missile Launcher (45cm)	<b>Range</b>	AP5+/AT6+
<b>Firepower</b>		<b>Notes</b>	
<b>Speed:</b> 15cm	<b>Armour:</b> 4+	<b>CC:</b> 5+	<b>FF:</b> 3+

### SPACE MARINE DEVASTATOR

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

<b>Weapon</b>	Storm Bolter (15cm)	<b>Range</b>	Small Arms
<b>Firepower</b>		<b>Notes</b>	
<b>Speed:</b> 30cm	<b>Armour:</b> 5+	<b>CC:</b> 6+	<b>FF:</b> 6+

### SPACE MARINE RHINO



**Tactical:** No Special

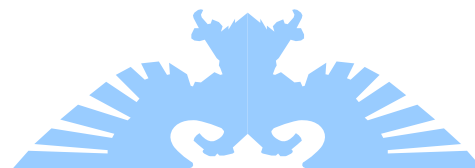
<b>Weapon</b>	Bolters (15cm)	<b>Range</b>	Small Arms
<b>Firepower</b>	Missile Launcher (45cm)	<b>Notes</b>	AP5+/AT6+
<b>Speed:</b> 15cm	<b>Armour:</b> 4+	<b>CC:</b> 4+	<b>FF:</b> 4+

### SPACE MARINE TACTICAL

**Assault:** Jump Packs

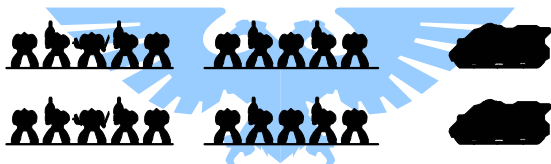
<b>Weapon</b>	Chainswords (Base)	<b>Range</b>	Small Arms
<b>Firepower</b>	Assault Weapon (15cm)	<b>Notes</b>	
<b>Speed:</b> 30cm	<b>Armour:</b> 4+	<b>CC:</b> 3+	<b>FF:</b> 5+

### SPACE MARINE ASSAULT



## SPACE MARINE DEVASTATOR FORMATION

A Space Marine Devastator Formation consists of 4 Space Marine Devastator units and Transport.



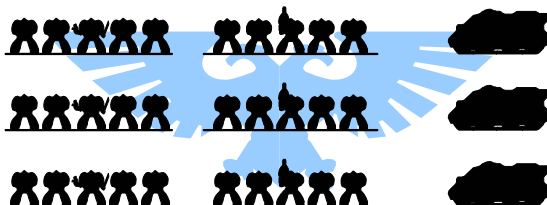
**Upgrades Allowed:** Commander, Dreadnought, Razorbacks, Hunter, Land Raiders

250 Points



## SPACE MARINE TACTICAL FORMATION

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



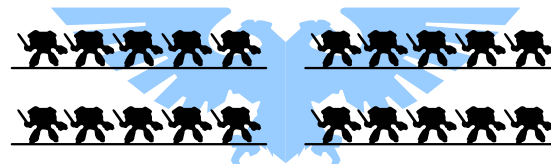
**Upgrades Allowed:** Commander, Dreadnought, Razorbacks, Hunter, Vindicator

300 Points



## SPACE MARINE ASSAULT FORMATION

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



**Upgrades Allowed:** Commander, Vindicator

175 Points

