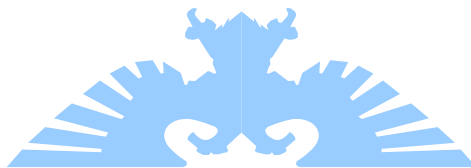


Terminator: Reinforced Armor, Teleport, Thick Rear Armor

Speed: 13cm
Armor: 4+
CC: 3+
FF: 3+
Notes: Storm Bolters (13cm) Small Arms AP5+/AT5+ Assault Weapons (Base) 30cm Power Weapons 2x Assault Cannons MW, Extra Attack (+1)

SPACE MARINE TERMINATOR



Land Speeder: Skimmer, Scout. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefght value.

Speed: 35cm
Armor: 4+
CC: 6+
FF: 5+
Notes: Multi-Melta 15cm MW5+ and Small Arms

SPACE MARINE LAND SPEEDER



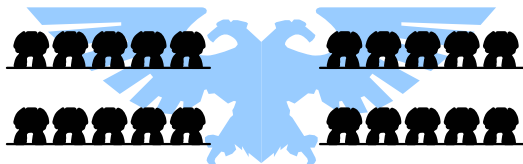
Bike: Mounted

Speed: 35cm
Armor: 4+
CC: 3+
FF: 4+
Notes: Storm Bolters (13cm) Small Arms Assault Weapons (Base) 30cm

SPACE MARINE BIKE

SPACE MARINE TERMINATOR FORMATION

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



Upgrades Allowed: Commander, Dreadnought, Land Raiders, Vindicator

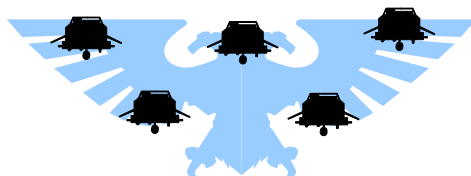


350 Points



SPACE MARINE LAND SPEEDER FORMATION

A Space Marine Land Speeder Formation consists of 5 Space Marine Land Speeders.



Upgrades Allowed: Commander, Tornado/Typhoon

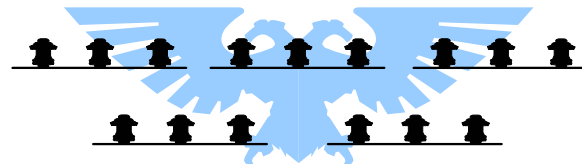


200 Points



SPACE MARINE BIKE FORMATION

A Space Marine Bike Formation consists of 5 Space Marine Bike units.



Upgrades Allowed: Commander, Attack Bike



200 Points

