



**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, it 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.

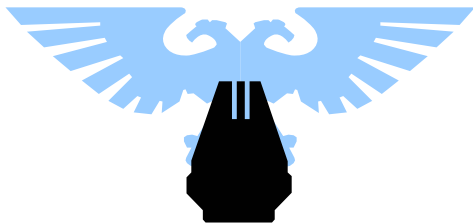
Deathwind	Range	AP5+/AT5+	15cm	Notes	See special rules below.
Weapon	Firepower	Armor: 5+	CC: none	FF: none	

Type: AV

## SPACE MARINE DROP POD

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One Deathwind Drop Pod.



Upgrades Allowed: None

Free!



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

Storm Bolter	Range	Small Arms	(15cm)	Notes	
Weapon	Firepower	Armor: 5+	CC: 6+	FF: 6+	

## SPACE MARINE RHINO



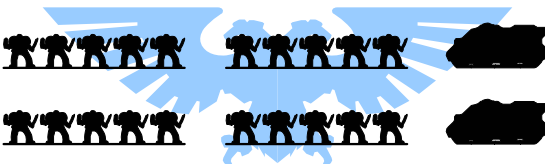
Scout: Scouts, Infiltrator

Shotguns	Range	Small Arms	(15cm)	Notes	
Heavy Bolter	Firepower	Armor: 5+	CC: 4+	FF: 5+	

## SPACE MARINE SCOUT

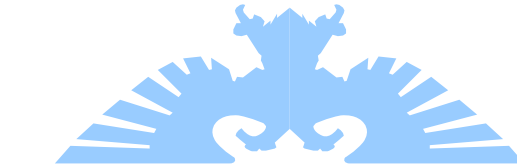
## SPACE MARINE SCOUT FORMATION

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



Upgrades Allowed: Commander, Razorbacks, Sniper

150 Points



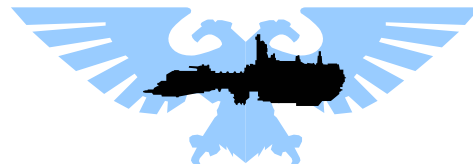
**Strike Cruiser:** Transport (May carry any mix of 20 Tactical, Assault, Devastator, Scout, Bike, Terminator, or Dreadnought units; any mix of 20 Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators, or Vindicator; 6 Thunderhawks; and enough Drop Pods & Landing Craft to carry any units on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

Orbital Bombardment	Range	5BP	n/a	Notes	
Weapon	Firepower	Armor: n/a	CC: n/a	FF: n/a	

## SPACE MARINE STRIKE CRUISER

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One Space Marine Strike Cruiser.



Upgrades Allowed: Battle Barge

200 Points

