



Dreadnought: Walker
 Assault Cannon 30cm
 Power Fist (Base)
OR
 Twin Lascannon 45cm
 Missile Launcher 45cm
 AP5+/AT3+
 Assault Weapon
 MW, Extra Attacks (+1)
 AP5+/AT6+
 AT4+

Weapon Range Firepower Notes
 Speed: 15cm
 Armor: 3+
 CC: 4+
 FF: 4+
 Type: AV

SPACE MARINE DREADNOUGHT



Hunter: No Special
 Hunter-Killer 60cm
 AT4+/AA4+

Weapon Range Firepower Notes
 Speed: 30cm
 Armor: 5+
 CC: 6+
 FF: 6+
 Type: AV

SPACE MARINE HUNTER



Chaplain: Leader, Invulnerable Save, Inspiring
Librarian: Leader, Invulnerable Save, Smite
Captain: Leader, Invulnerable Save, Commander
 Smite
 Power Weapon (Base)
 Range Firepower Notes
 Speed: n/a
 Armor: n/a
 CC: n/a
 FF: n/a

SPACE MARINE COMMANDER

SPACE MARINE DREADNOUGHT

Add 1 or 2 Dreadnoughts to the formation.



50 Points Each



SPACE MARINE HUNTER

Add 1 Hunter to the Formation.



75 Points



SPACE MARINE COMMANDER

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



50 Points



Battle Barge: Transport (May carry any mix of 60 Tactical Assault, Devastator, Scout, Bike, Terminator, or Dreadnought units; any mix of 60 Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators, or Vindicators; 9 Thunderhawks; and enough Drop Pods & Landing Craft to carry any units on board). Slow and Steady (May not be used on the first two turns unless the scenario says otherwise.)

Weapon Range Firepower Notes
 Speed: n/a
 Armor: n/a
 CC: n/a
 FF: n/a
 Type: Spacecraft

SPACE MARINE BATTLE BARGE



Supreme Commander: Leader, Invulnerable Save, Supreme Commander
 Power Weapon (Base)
 Range Firepower Notes
 Speed: n/a
 Armor: n/a
 CC: n/a
 FF: n/a
 Type: Character

SPACE MARINE COMMANDER



Chaplain: Leader, Invulnerable Save, Inspiring
Librarian: Leader, Invulnerable Save, Smite
Captain: Leader, Invulnerable Save, Commander
 Smite
 Power Weapon (Base)
 Range Firepower Notes
 Speed: n/a
 Armor: n/a
 CC: n/a
 FF: n/a

SPACE MARINE COMMANDER

SPACE MARINE BATTLE BARGE

Replace a Strike Cruiser with a Battle Barge.



150 Points



SPACE MARINE (SUPREME) COMMANDER

One Commander is the army's Supreme Commander.



100 Points



SPACE MARINE COMMANDER

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



50 Points

