



Type: AV	Speed: 30cm	Armor: 5+	CC: 6+	FF: 5+
<b>Weapon</b>	Range	Firepower	Notes	
Hunter-killer	60cm	AT4/AA4+		
<b>SPACE MARINE HUNTER</b>				

Type: AV	Speed: 30cm	Armor: 5+	CC: 6+	FF: 5+
<b>Weapon</b>	Range	Firepower	Notes	
Twin Heavy Bolter	30cm	AP4+		
<b>SPACE MARINE RAZORBACK</b>				

*Razorback: Transport (may carry 1 Space Marine Tactical, Devastator, or Scout unit)*

*Twin Lascannon 45cm AT4+*

Type: Character	Speed: n/a	Armor: n/a	CC: n/a	FF: n/a
<b>Weapon</b>	Range	Firepower	Notes	
Power Weapon (Base)	(15cm)	Assault Weapons	MW, Extra Attack (+1)	
Smite		Small Arms		
<b>SPACE MARINE COMMANDER</b>				

*Captain: Leader, Invulnerable Save, Commander*

*Librarian: Leader, Invulnerable Save, Smite*

*Chaplain: Leader, Invulnerable Save, Inspiring*

## SPACE MARINE HUNTER

Add 1 Hunter to the Formation.



75 Points



## SPACE MARINE RAZORBACKS

Add any number of Razorbacks, up to the number required to transport the formation.



25 Points Each



## SPACE MARINE COMMANDER

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



50 Points



Type: LV	Speed: 35cm	Armor: 4+	CC: 6+	FF: 5+
<b>Weapon</b>	Range	Firepower	Notes	
Assault Cannon	30cm	AP5+/AT5+		
Heavy Bolter	30cm	AP5+		
<b>TORNADO</b>				
<b>Weapon</b>	Range	Firepower	Notes	
Twin Typhoon	45cm	AP3+/AT5+		
Missile	30cm	AP5+		
Heavy Bolter	30cm			
<b>SPACE MARINE LAND SPEEDER</b>				

*Land Speeder: Skimmer, Scout*

Type: LV	Speed: 35cm	Armor: 4+	CC: 5+	FF: 4+
<b>Weapon</b>	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+		
<b>SPACE MARINE ATTACK BIKE</b>				

*Attack Bike: No Special*

Type: Inf	Speed: 15cm	Armor: 5+	CC: 4+	FF: 5+
<b>Weapon</b>	Range	Firepower	Notes	
Shotguns	(15cm)	Small Arms		
Heavy Bolter	30cm	AP5+		
<b>SPACE MARINE SCOUT SNIPER</b>				

*Scout: Scouts, Infiltrator, Sniper*

## SPACE MARINE LAND SPEEDER TYPHOON/TORNADO

Replace any number of Land Speeders with 1 Land Speeder Typhoon or Tornado each.



25 Points/Typhoon  
Free!/Tornado



## SPACE MARINE ATTACK BIKE

Replace any number of Bike units with Attack Bikes.



FREE!



## SPACE MARINE SCOUT SNIPER

All Scout units in the formation gain the Sniper special ability.



50 Points

