

EPIC 40,000



SPACE
MARINE
LEGIONS

Tank Company





Space Marine Tank Company



END OF CRUSADE ERA

(TANK COMPANY)

HQ



Company Command

You **must** field one platoon from each white box you **may** field an additional platoon from the grey box.

You may add up to 5 units per complete Company from Coy Support, 2 from Battalion Support and 1 from Chapter Support. A Space Marine Tank Company has a Morale Value of 2.

Transports do not count towards a unit breaking.

Battalion Support

COMBAT DETACHMENTS



Predator Squadron



Predator Squadron



Predator Squadron



Super Heavy Tank



Vindicator Squadron



Landspeeder Squadron



Whirlwind Battery



Thunderhawk Transport



Assault Tank Sqn



Sabre Tank Hunter Sqn

BATTALION SUPPORT



Thunderhawk Sqn



Heavy Detachment



Tactical Detachment



Assault Detachment



Terminator Squad

CHAPTER SUPPORT



Chaplain



Techmarine

The Space Marine Legions are the most formidable warriors of all humanity. Genetically enhanced beyond the capacity of a mortal man, bearing weapons of devastating power and supported by the numberless regiments of the Imperial Army and the sacred knowledge of the Mechanicum, there is no force that they cannot overcome. Carried in chariots of steel there is few enemies that can stand in the way of a Legion armoured assault.

Headquarters

COMPANY HEADQUARTERS

Break point -

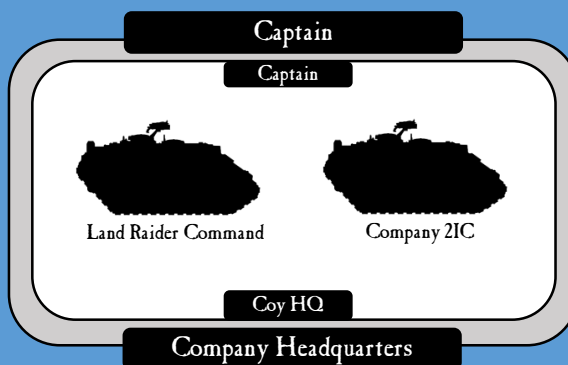
HEADQUARTERS

Headquarters Tank

140 points

OPTIONS

- Add a Land Raider 2IC for +85 points.
- Add a Predator 2IC for +65 points.
- Exchange Command Land Raider for Command Predator for -20pts



Company Detachments

PREDATOR SQUADRON

Break Point 2

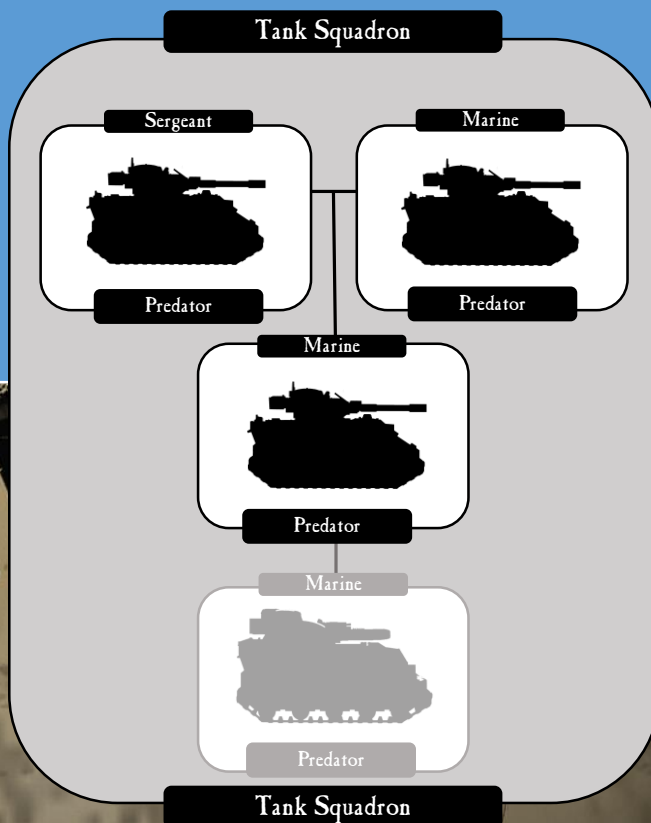
PREDATOR SQUADRON

Predator Squadron

200 points

OPTIONS:

- Add an Executioner Pattern Predator for +50 points.
- Upgrade Predators to Land Raiders for +20 points each.



The Predator is a highly effective medium tank designed to provide Space Marine detachments with heavy fire support in the heat of battle. An ancient and revered design, cited by the Codex Astartes as a spiritual mentor, no less, there are almost as many patterns of Predator as there are of the ubiquitous Rhino hull it is based upon. One such variant is the Deimos Pattern Predator, first issued en-masse to the Space Marine Legions of the Great Crusade. Artificer-crafted by the finest machine-wrights of the great forge-complexes of Mars.

Company Support

LEGION SUPER HEAVY TANK

Break point 1

SUPER HEAVYTANK

Baneblade	200 points
Shadowsword	200 points
Storm Blade	250 points

OPTIONS

- Nil.



LEGION VINDICATOR SQUADRON

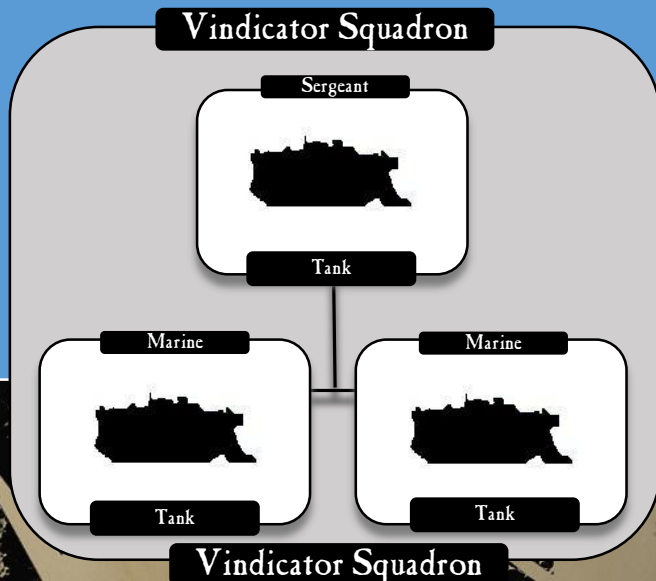
Break point 2

VINDICATOR SQUADRON

3 Vindicators	150 points
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OPTIONS

- Nil.



A powerful assault tank, the Vindicator's principal armament is a heavy-calibre demolisher cannon capable of shattering fortifications and breaching the armour plates of tanks with equal ease. It is invaluable in urban warfare as it can blast and shunt its way through barricades and obstacles, enabling troops following behind free passage through streets that might have otherwise swiftly degenerated into kill zones.

LEGION THUNDERHAWK TRANSPORT SQUADRON

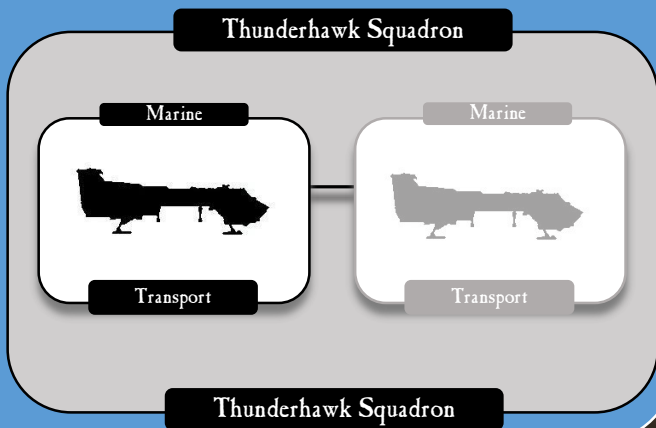
Break point 1

TRANSPORT SQUADRON

Thunderhawk	300 points
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OPTIONS

- Add additional Thunderhawk Transport for + 300 points.



Company Support

LEGION WHIRLWIND SQUADRON

Break point 2

WHIRLWIND SQUADRON

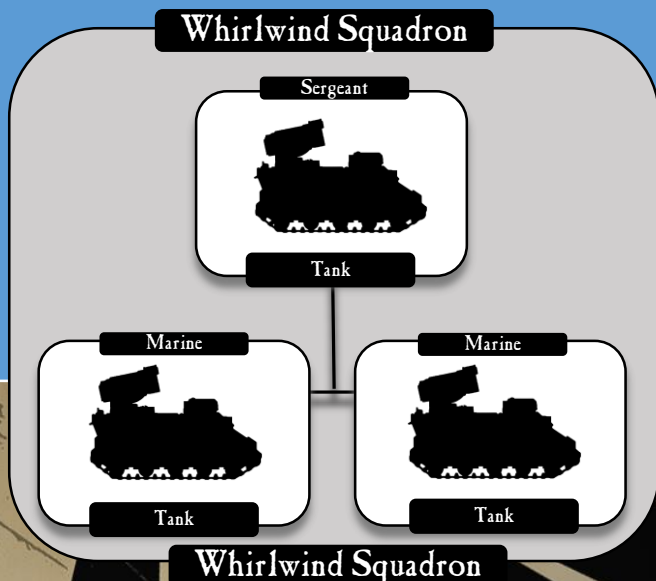
3 Whirlwinds

150 points

OPTIONS

- Upgrade Whirlwinds to Hunters for free.

The Whirlwind is an adaptation of the Rhino design, a lightly armoured tank chassis armed with a multiple rocket launcher system capable of raining precision fire down upon enemy positions. Thanks to its target acquisition system, the Whirlwind is able to bombard hidden or entrenched targets with incredible accuracy, often from behind the safety of cover.



Whirlwind Squadron

LEGION LANDSPEEDER SQUADRON

Break point 3

LANDSPEEDER SQUADRON

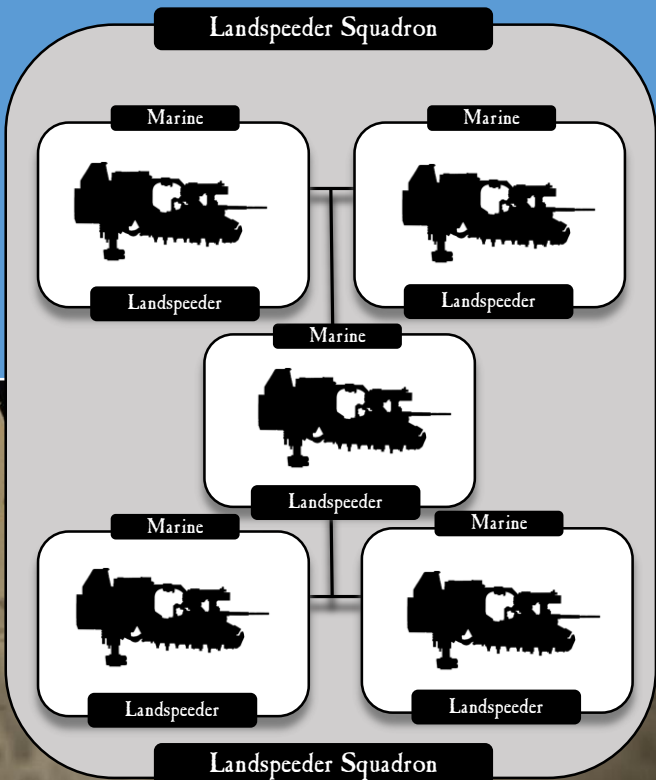
5 Landspeeders

200 points

OPTIONS

- Nil.

Mainstays of most Space Marine Legion armouries, Land Speeders are high speed reconnaissance and rapid attack skimmers that utilise anti-gravity technology to achieve extraordinary battlefield mobility and speed. Land speeder squadrons provide a Space Marine force with a flexible core of rapidly deployable firepower and make for highly able tank hunters and close air support platforms.



Landspeeder Squadron

Company Support

LEGION SABRE TANK HUNTER SQUADRON

Break point 2

SABRE SQUADRON

3 Sabres

105 points

OPTIONS

- Nil.



Rhino itself was conceived to be easily modified to answer various specific needs. Many Rhino variations have their origins during the Horus Heresy, when variations of existing vehicles to fulfil new roles became a necessity. The Sabre was one of these modifications, seeing its first use during the earliest days of the Heresy, its design spurred by the need for heavier firepower. The Sabre was one of the type of Rhinos modified during the Heresy to mount heavier weapons, this type becoming known as "Tank Hunters" for the role they played during the Heresy. Besides the Sabre, various types of Tank Hunter were developed, each mounting different heavy weapons, such as missile launcher or Lascannon. However, the Sabre was the most common form of Tank Hunter.



Sabre Squadron

LEGION SICARAN SQUADRON

Break point 2

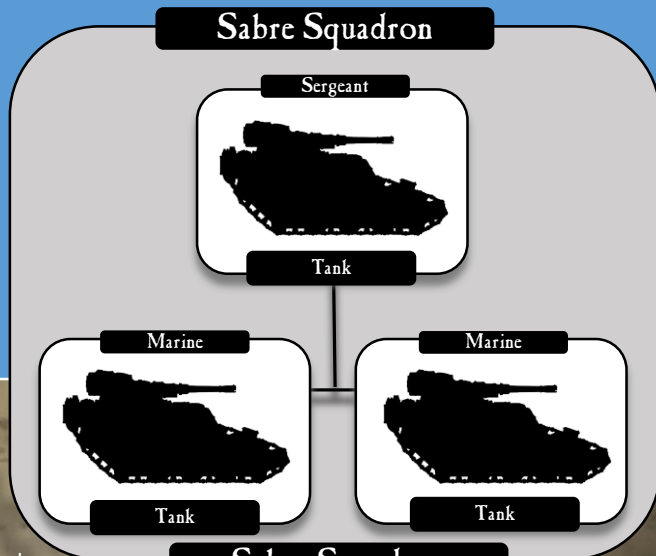
SICARAN SQUADRON

3 Sicarans

250 points

OPTIONS

- Nil.



One of the most advanced armoured units in the arsenal of the Great Crusade, the Sicaran Battle Tank was the exclusive province of the Space Marine Legions. The Sicaran utilises component technologies from various STC patterns to create a high-speed 'destroyer' tank to complement the more commonplace Predator and Land Raider designs.

The primary armament of the main Sicaran variant is the sophisticated Herakles pattern accelerator autocannon, a superior rapid-firing and highly accurate weapon. It fires shells at far higher velocities than a standard autocannon, enabling it to successfully track and engage swift moving targets and pinpoint vulnerabilities in enemy armour with lethal precision.

Sabre Squadron

Battalion Support

LEGION THUNDERHAWK SQUADRON

Break point 1

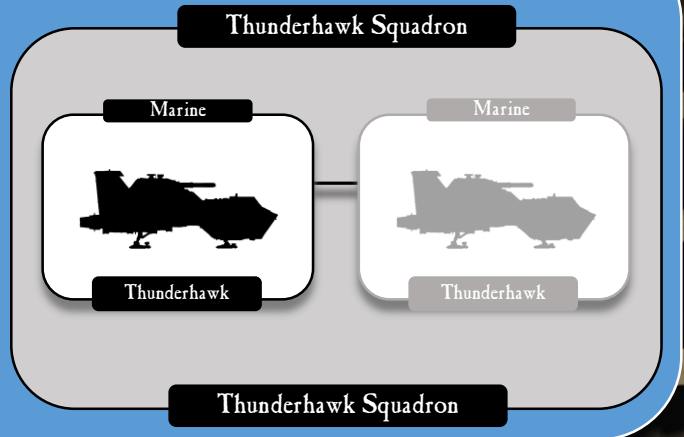
THUNDERHAWK SQUADRON

Thunderhawk

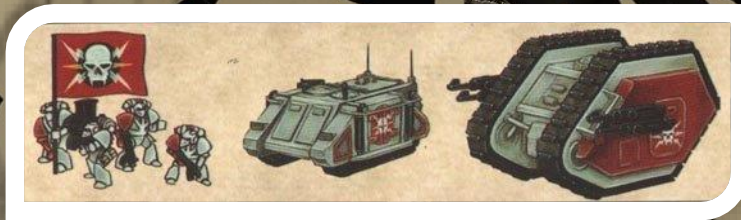
100 points

OPTIONS

- Add additional Thunderhawk for + 100 points



The Thunderhawk Gunship was a development of the later Great Crusade, intended to bridge the gap in capacity between smaller designs such as the Storm Eagle and the larger and more costly Stormbird and Argo Drop ships. Designed to operate in atmosphere and void space, it combined the roles of orbital troop lander, heavy gunship and medium bomber, and proved a highly successful addition to the Legion fleet. With the outbreak of the Heresy both sides ramped-up production of Thunderhawks to meet the ongoing demands of the war.



LEGION HEAVY SUPPORT SQUAD

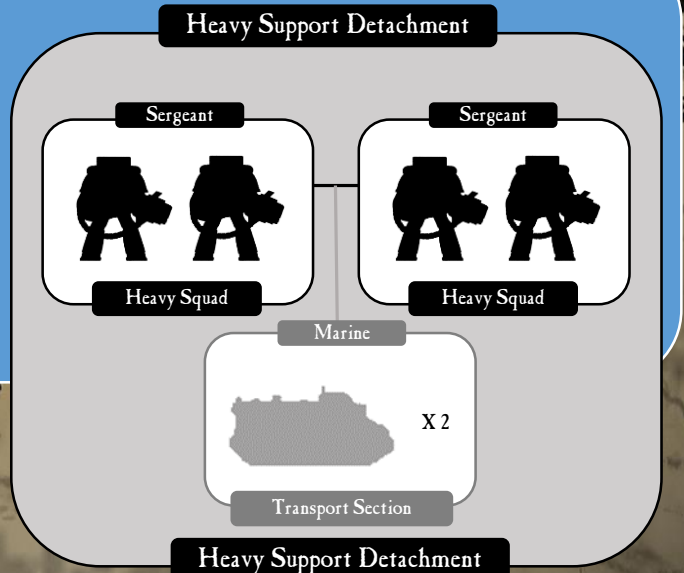
HEAVY SUPPORT DETACHMENT

Heavy Support Squad

200 points

OPTIONS

- Add two Rhino Transports for + 40 points



Heavy Support squads provide Legion infantry with mobile, portable firepower, sufficient to bring down hordes of enemy troops or armour brigades alike. Their exact armament varies based upon their foe, but each member of the squad is armed alike to better concentrate their firepower against their chosen target. Heavy Support squads have all the flexibility of an infantryman to their advantage, able to disperse in terrain, climb to attain better visibility, and go where battle tanks cannot to rain death upon mankind's bitter foes.

Battalion Support

LEGION TACTICAL SQUAD

TACTICAL DETACHMENT

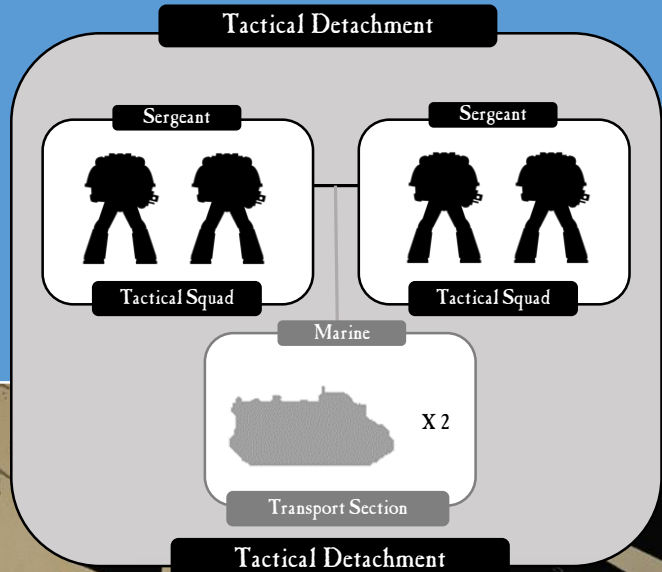
Tactical Squad

140 points

OPTIONS

- Add two Rhino Transports for + 30 points

Tactical squads form the core of the Space Marine Legions, and it is by their bolters that the Great Crusade has reconquered the galaxy – thousands of superhuman warriors armed and armoured for the harshest battles and the deadliest war zones. The Legion Tactical Squad is a highly flexible infantry unit, able to assault or defend at will; able to attack fortified positions, take and hold strategic objectives, or simply comprehensively slaughter the foe in almost any terrain or situation.



LEGION ASSAULT SQUAD

Break point 2

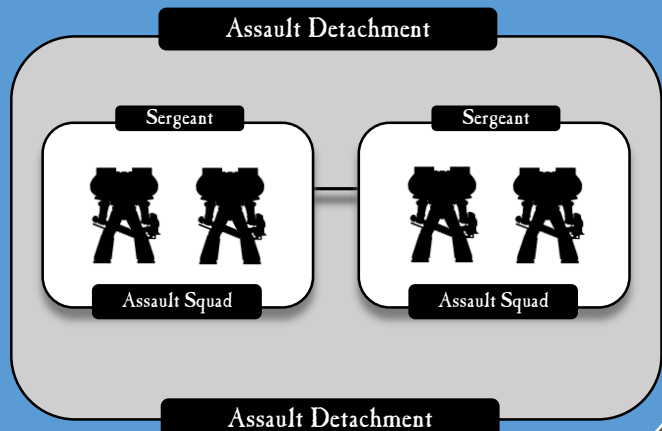
ASSAULT DETACHMENT

Assault Squad

140 points

OPTIONS:

- Nil



Assault squads are rapid attack forces, their wargear optimised towards close-quarter fighting and hit-and-run tactics. Their jump packs allow great speed of movement on the battlefield, and allows such units to impact with crushing force on the charge. The Night Lords and Raven Guard are amongst the greatest proponents of such formations, although even those Legions who do not particularly favour them, such as the Death Guard or Iron Warriors, can field multiple assault squads if the tactical need arises.

Battalion Support

LEGION TERMINATOR SQUAD

Break point 2

TERMINATOR SQUAD

Terminator Squad

180 points

OPTIONS

- Add a Land Raider Transport for + 170 points each

Tactical Dreadnought Armour represents the pinnacle of personal armour technology in the Imperium. The Terminator squads of the Legiones Astartes match this formidable equipment with the finest veterans to form devastating frontline assault units, able to withstand the heaviest fire and deliver a ruthless hammer blow to the enemy. There are many patterns of terminator armour, and of these the Tartaros pattern is arguably the most agile while the Cataphractii pattern provides the most protection, at the cost of mobility.

Terminator Squad

Sergeant

Sergeant



Terminator Squad

Terminator Squad

Marine



X2

Transport Section

Terminator Squad

Chapter Support

LEGION CHAPLAIN

Break point -

Chaplain

145 points

OPTIONS

- Upgrade to Land Raider Transport for + 40 points each.
- Upgrade to Terminator Armour for +50 points

Chaplain

Sergeant



Chaplain



Chaplain Command Squad

LEGION TECHMARINE

Break point -

Techmarine

115 points

OPTIONS

- Upgrade to Land Raider Transport for + 85 points each.
- Upgrade to Terminator Armour for +50 points

Techmarine

Techmarine



Techmarine



Techmarine Team

Summary

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes
Tactical	10cm	6+	+2	Bolters	50cm	1	5+	0	
Assault	15cm	6+	+3	Pistol/Swords	25cm	1	5+	0	Jump Packs
Heavy	10cm	6+	+1	Heavy Weap.	75cm	2	5+	-1	
Terminator	10cm	5+*	+6	Storm Bolters	35cm	2	4+	-1	
Terminator HQ	10 cm	5+*	+7	Storm Bolters	35 cm	2	4+	-1	Imperial troops within 10cm add +1 to morale, HQ, Elite.
Techmarine	10 cm	5+	+2	Bolt Pistol	25 cm	2	5+	0	HQ, Mechanic
Chaplain	10cm	5+*	+4	Bolt Pistol	25cm	2	5+	0	+1 to close assault factor
Shadowsword	10 cm	1+	+6	Volcano Cannon	100 cm	1	3+	-4	Volcano Cannon adds +3 to damage rolls vs. Titans/ Praetorians
				Lascannon	75 cm	2	5+	-1	
				Lascannon Bolters	15 cm	6	6+	0	
Baneblade	10 cm	1+	+8	Battlecannon	75 cm	2	4+	-2	Battlecannon Turret
				Lascannon	75 cm	2	5+	-1	
				Bolters	15 cm	10	6+	0	
Stormblade	10 cm	1+	+6	Plasma Blastgun	50 cm	2	3+	-4	* One-use weapons, Plasma Reactor explodes when destroyed; Missiles add +2 to damage vs. a to hit template
				Battlecannon	50 cm	1	4+	-2	
				Hellion Missile*	75 cm	1*	3+	-4	
				Hunter/ Killer Missile	75 cm	4*	3+	-1	
				Bolters	15 cm	8	6+	0	
Whirlwind	20 cm	4+	0	Multi-Launcher	150 cm	2 BPs	-	0	Fires barrage
Hunter AA	25 cm	4+	0	SAM Launcher	75 cm	2	5+	-1	AA
Sabre Tank Hunter	25 cm	4+	0	Autocannon	75 cm	1	5+	-2	
Land Raider	20 cm	2+	+3	Lascannon	75 cm	2	5+	-2	May carry 2 troop stands
				Bolters	15 cm	1	6+	0	
Thunderhawk Gunship	100 cm	4+	+1	Rockets	50 cm	6 BP	4+	-2	Flier, carries a full detachment of 6 stands
				Battlecannon	50 cm	1	4+	-2	
				Bolters	15 cm	3	6+	0	
Thunderhawk Transport	60cm	3+	+3	Battlecannon	50 cm	1	4+	-2	Flier, Super Heavy, Void Shields(2), Transport (18), Vehicle Transport (6 Tanks,4 Land Raiders), PD (9)
Sicaran	-	-	-	-	-	-	-	-	
Land Speeder	30 cm	None*	+3	Multi-Melta	25 cm	1	3+	-2	Skimmer
Predator	25 cm	3+	0	Autocannon	75 cm	1	5+	-2	Autocannon Turret
				Lascannon	75 cm	2	5+	-1	
Predator Executioner	25 cm	3+	0	Executioner	50 cm	2	4+	-1	
				Lascannon	75 cm	2	5+	-1	
Rhino	25 cm	4+	0	Bolters	15 cm	1	6+	0	May carry 2 troop stands
Vindicator	20 cm	2+	+2	Thunderer	50 cm	1	4+	-3	Ignores to hit modifiers for cover

* 5+ save modifiable to 6+ but no further.