

# Full Codex Space Marines

## SPACE MARINES SPECIAL RULES:

### And They Should Know No Fear

As in Rulebook + Errata

### Combat Tactics

In an Assault if a Space Marine formation has a lower bonus to the assault resolution roll than the enemy's formation it can choose to withdraw from the assault just before the assault resolution roll. The Space Marine formation immediately breaks and has to withdraw as under 1.12.8 in the Epic Rulebook. No assault resolution roll takes place and thus no extra casualties because of an unfavourable resolution roll.

### Combat Formations

Sometimes Space Marine Commanders decide to alter their force organisation to better match their modus operandi against a certain foe.

After the Space Marine player knows which army he is facing (but only the race eg Orks, Imperial Guard, etc) he can merge any two formations to form a single formation called a Combat Formation. Only two formations can form a Combat Formation, you can't merge three or more formations into a Combat Formation but the number of Combat Formations is open to the Space Marines player. So for example the Space Marine player has 5 formations, so he can merge 2 formations to form one bigger Combat Formation (now having 4 formations in total), 4 formations to form 2 Combat Formations (now having 3 formations in total) or merge none at all.

You can merge two formations into a Combat Formation only if the following conditions are met:

- the Combat Formation doesn't have more than six Infantry units
- the Combat Formation doesn't have more than three Vehicles (vehicles purchased as Dedicated Transport don't count even if one of the merged formations has the same type/variant as in the Armoury Upgrade)

### New Units:

SPACE MARINE COMMANDER				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Power Weapon Smite	(base contact) (15cm)	Assault Weapons Small Arms	Macro-weapon Extra Attack (+1) Macro-weapon Extra Attack (+1)	
Notes: Space Marine Commanders can be one of four types: Captains, Librarians, Chaplains or Chapter Masters. All are <i>Characters</i> and have an <i>Invulnerable Save</i> and the <i>Fearless</i> and <i>Leader</i> abilities. Captains also have the <i>Commander</i> special ability. Librarians have a <i>Smite</i> attack (listed in the weapon section above). Chaplains are <i>Inspiring</i> and Chapter Masters have the <i>Supreme Commander</i> and <i>Orbital Strike</i> ability.				

SPACE MARINE TITANHAMMER COMMANDER				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Power Weapon	(base contact)	Assault Weapons	Macro-weapon Extra Attack (+1), Tank Killer (1)	
Notes: <i>Invulnerable Save</i> , <i>Fearless</i> , <i>Leader</i> , <i>Commander</i>				

SPACE MARINE HONOUR GUARD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	4+	5+
Weapon	Range	Firepower	Notes	
Storm Bolters Relic Blades	(15cms) (base contact)	Small Arms Assault Weapons	- Macro-weapon Extra Attack (+2)	

SPACE MARINE COMMAND SQUAD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Bolters Plasmagun Power Weapons	(15cms) 15cm (base contact)	Small Arms AP5+/AT5+ Assault Weapons	- Macro-weapon Extra Attack (+1)	

SPACE MARINE TERMINATOR COMBAT SQUAD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters Assault Cannon Power Weapons	(15cms) 30cm (base contact)	Small Arms AP5+/AT5+ Assault Weapons	- Macro-weapon Extra Attack (+1)	
<i>Notes: Reinforced Armour, Teleport, Thick Rear Armour</i>				

SPACE MARINE ASSAULT TERMINATOR COMBAT SQUAD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	n/a
Weapon	Range	Firepower	Notes	
Thunderhammer & Stormshields	(base contact)	Assault Weapons	Macro-weapon Extra Attack (+2)	
<i>Notes: Invulnerable Save, Reinforced Armour, Teleport, Thick Rear Armour</i>				

SPACE MARINE STERNGUARD COMBAT SQUAD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
CombiBolters 2 x Plasmaguns	(15cms) 15cm	Small Arms AP5+/AT5+	- -	

SPACE MARINE VENERABLE DREADNOUGHT				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	4+
Weapon	Range	Firepower	Notes	
2 x Twin Autocannons	45cm	AP4+/AT5+	-	
<i>Notes: Invulnerable Save, Walker</i>				

SPACE MARINE DREADNOUGHT				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	4+
Weapon	Range	Firepower	Notes	
Assault Cannon Power Fist	30cm (base contact)	AP5+/AT5+ Assault Weapon	- Macro-weapon Extra Attack (+1)	
<i>Notes: Walker</i>				

SPACE MARINE HELLFIRE DREADNOUGHT				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	4+
Weapon	Range	Firepower	Notes	
Twin Lascannons Missile Launcher	45cm 45cm	AT4+ AP5+/AT6+	- -	
<i>Notes: Walker</i>				

SPACE MARINE VULCAN DREADNOUGHT				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	4+
Weapon	Range	Firepower	Notes	
Multi-melta Power Fist	15cm (base contact)	MW5+ and Small Arms Assault Weapon	- Macro-weapon Macro-weapon Extra Attack (+1)	
<i>Notes: Walker. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.</i>				

SPACE MARINE IRONCLAD DREADNOUGHT				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	4+
Weapon	Range	Firepower	Notes	
HurricaneBolters Seismic Hammer Heavy Flamer	(15cm) (base contact) 15cm	Small Arms Assault Weapon AP4+	Extra Attack (+1) Macro-weapon Extra Attack (+1) Ignore Cover	
<i>Notes: Walker</i>				

SPACE MARINE SIEGE DREADNOUGHT				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	3+	4+	4+
Weapon	Range	Firepower	Notes	
FlamestormCannon Asault Drill Heavy Flamer	15cm (base contact) 15cm	AP3+ Assault Weapon AP4+	Ignore Cover Macro-weapon Extra Attack (+1), Ignore Cover Ignore Cover	
<i>Notes: Walker</i>				

SPACE MARINE TACTICAL COMBAT SQUAD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	3+
Weapon	Range	Firepower	Notes	
Bolters Missile Launcher	(15cms) 45cm	Small Arms AP5+/AT6+	- -	
<i>Notes: Only one in two units can fire, rounding up</i>				

SPACE MARINE SCOUT COMBAT SQUAD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
2 x Sniper Rifles	30cm	AP5+	Sniper	
<i>Notes: Scout, Infiltrators</i>				

SPACE MARINE ASSAULT COMBAT SQUAD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Bolterpistols Chainswords	(15cms) (base contact)	Small Arms Assault Weapon	- -	
<i>Notes: JumpPacks</i>				

SPACE MARINE VANGUARD COMBAT SQUAD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Bolterpistols PowerWeapons	(15cms) (base contact)	Small Arms Assault Weapons	- Macro-weapon Extra Attack (+1)	
<i>Notes: JumpPacks</i>				

SPACE MARINE LAND SPEEDER (Anti Person)				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	-	
<i>Notes: Skimmer, Free Planetfall</i>				

SPACE MARINE LAND SPEEDER (Anti Tank)				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Multi-melta	15cm	MW5+ and Small Arms	- Macro-weapon	
<i>Notes: Skimmer, Free Planetfall, The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.</i>				

SPACE MARINE LAND SPEEDER TORNADO (Fire Support)				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Assault Cannon	30cm	AP5+/AT5+	-	
Heavy Bolter	30cm	AP5+	-	
<i>Notes: Skimmer, Free Planetfall</i>				

SPACE MARINE LAND SPEEDER TORNADO (Close Support)				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Multi-melta	15cm	MW5+ and Small Arms	-	
Heavy Flamer	15cm	AP4+	Macro-weapon Ignore Cover	
<i>Notes: Skimmer, Free Planetfall. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.</i>				

SPACE MARINE LAND SPEEDER TYPHOON				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Typhoon Missile	45cm	AP3+/AT5+	-	
Heavy Bolter	30cm	AP5+	-	
<i>Notes: Skimmer, Free Planetfall</i>				

SPACE MARINE BIKE COMBAT SQUAD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Twin Bolters	(15cms)	Small Arms	-	
Plasmagun	15cm	AP5+/AT5+	-	
<i>Notes: Mounted</i>				

SPACE MARINE ATTACK BIKE (Anti Person)				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Twin Bolters	(15cm)	Small Arms	-	
Heavy Bolter	30cm	AP5+	-	
<i>Notes: Mounted</i>				

SPACE MARINE ATTACK BIKE (Anti Tank)				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Twin Bolters	(15cm)	Small Arms	-	
Multi-melta	15cm	MW5+ and Small Arms	-	
			Macro-weapon	
<i>Notes: Mounted, The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value</i>				

SPACE MARINE LAND SPEEDER STORM				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	-	
<i>Notes: Skimmer, Scout, Transport (may carry one Scout Combat Squad)</i>				

SPACE MARINE SCOUT BIKE COMBAT SQUAD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Shotguns	(15cms)	Small Arms	-	
<i>Notes: Mounted, Scout</i>				

SPACE MARINE DEVASTATOR COMBAT SQUAD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	3+
Weapon	Range	Firepower	Notes	
Bolters 2 x Missile Launcher	(15cms) 45cm	Small Arms AP5+/AT6+	-	-
Notes:				

SPACE MARINE THUNDERFIRE CANNON				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Thunderer	60cm	2 x AP4+/AT6+	Disrupt or Ignore Cover	
Notes:				

SPACE MARINE RHINO				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5	6+	6+
Weapon	Range	Firepower	Notes	
Stormbolter	(15cm)	Small Arms	-	
Notes: Transport(may carry two Honour Guard, Command Squad, Tactical, Sternguard, or Devastator Combat Squads)				

SPACE MARINE RAZORBACK (Anti Person)				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	6	6+	5+
Weapon	Range	Firepower	Notes	
Twin Heavy Bolter	30cm	AP4+	-	
Notes: Transport(may carry one Honour Guard, Command Squad, Tactical, Sternguard, or Devastator Combat Squads)				

SPACE MARINE RAZORBACK (Anti Tank)				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	6	6+	6+
Weapon	Range	Firepower	Notes	
Twin Lascannon	45cm	AT4+	-	
Notes: Transport(may carry one Honour Guard, Command Squad, Tactical, Sternguard, or Devastator Combat Squads)				

SPACE MARINE LAND RAIDER				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
2 x Twin Lascannon Heavy bolter	45cm 30cm	AT4+ AP4+	-	
Notes: Reinforced Armour, Thick Rear Armour, Transport(may carry two Honour Guard, Command Squad, Terminator, Assault Terminator, Tactical, Sternguard, or Devastator Combat Squads. Terminator and Assault Terminator Combat Squads take up two spaces each)				

SPACE MARINE LAND RAIDER CRUSADER				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	5+	5+
Weapon	Range	Firepower	Notes	
Hurricane Bolter System 2 x Twin Assault Cannon Frag Launchers	(15cm) 30cm (base contact)	Small Arms AP4+/AT4+ Assault Weapons	Extra Attacks (+2) - -	
Notes: Reinforced Armour, Thick Rear Armour, Transport(may carry three Honour Guard, Command Squad, Tactical, Sternguard, or Devastator Combat Squads or two Terminator or Assault Terminator Combat Squads)				

SPACE MARINE LAND RAIDER REDEEMER				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
2 x Flamestorm Cannon Twin Assault Cannon Frag Launchers	15cm 30cm (base contact)	AP3+ AP4+/AT4+ Assault Weapons	Ignore Cover - -	
Notes: Reinforced Armour, Thick Rear Armour, Transport(may carry two Honour Guard, Command Squad, Terminator, Assault Terminator, Tactical, Sternguard, or Devastator Combat Squads. Terminator and Assault Terminator Combat Squads take up two spaces each)				

SPACE MARINE LAND RAIDER HELIOS				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
2 x TwinLascannon	45cm	AT4+	-	
Whirlwind	45cm	1BP	IndirectFire	
<i>Notes: Reinforced Armour, Thick Rear Armour, Transport(may carry one Honour Guard, Command Squad, Tactical, Sternguard, or Devastator Combat Squad)</i>				

SPACE MARINE LAND RAIDER PROMETHEUS				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
4 x PrometheusBolter	30cm	AP4+	Ignore Cover	
<i>Notes: Reinforced Armour, Thick Rear Armour, Transport(may carry two Honour Guard, Command Squad, Terminator or Assault Terminator Combat Squads, Terminator and Assault Terminator Combat Squads take up two spaces each).</i>				

SPACE MARINE LAND RAIDER TERMINUS ULTRA				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
3 x Twin Lascannon	45cm	AT4+	-	
2 x Lascannon	45cm	AT5+	-	
<i>Notes: Reinforced Armour, Thick Rear Armour</i>				

SPACE MARINE PREDATOR ANNIHILATOR				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Lascannon	45cm	AT4+	-	
2 x Lascannon	45cm	AT5+	-	

SPACE MARINE PREDATOR DESTRUCTOR				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Autocannon	45cm	AP5+/AT6+	-	
2 x Heavy Bolter	30cm	AP5+	-	

SPACE MARINE VINDICATOR				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Demolisher	30cm	AP3+/AT4+	Ignore Cover	
<i>Notes: Walker</i>				

SPACE MARINE WHIRLWIND				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Whirlwind	45cm	1BP	Ignore Cover, IndirectFire	
<i>Notes:</i>				

SPACE MARINE WHIRLWIND HYPERIOS				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	6+
Weapon	Range	Firepower	Notes	
TwinHyperios Launcher	45cm	AT4+/AA4+	-	
<i>Notes:</i>				

SPACE MARINE DAMOCLES RHINO				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	6+
Weapon	Range	Firepower	Notes	
Stormbolter	(15cm)	Small Arms	-	

*Notes: Improved Communications, Orbital Strike*

SPACE MARINE TARANTULA SENTRY GUN				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	0cm	6+	-	5+
Weapon	Range	Firepower	Notes	
Twin Heavy Bolter OR Twin Lascannon	30cm 45cm	AP4+ AT4+	-	

*Notes: May be equipped with a Twin Heavy Bolter OR a Twin Lascannon, not both.*

SPACE MARINE HYPERIOS PLATFORM				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	0cm	6+	-	6+
Weapon	Range	Firepower	Notes	
Twin Hyperios Launcher	45cm	AA4+	-	

*Notes:*

SPACE MARINE THUNDERHAWK GUNSHIP (Air Assault)				
Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	4+	6+	4+
Weapon	Range	Firepower	Notes	
Thunderhawk Cannon	75cm	AP3+/AT4+	Fixed Forward Arc	
2 x Twin Heavy Bolter	30cm	AP4+/AA5+	Fixed Forward Arc	
Twin Heavy Bolter	15cm	AP4+/AA5+	Right Fire Arc	
Twin Heavy Bolter	15cm	AP4+/AA5+	Left Fire Arc	
2 x Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc	

Damage Capacity 2. Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all onboard.

*Notes: Planetfall, Reinforced Armour, Transport (may carry six of the following units: Honour Guard, Command Squad, Terminator, Assault Terminator, Venerable Dreadnought, Dreadnought, Ironclad Dreadnought, Scout, Tactical, Sternguard, Vanguard, Assault, Bike, Attack Bike or Devastator, Thunderer, Tarantula, Hyperios Platform Combat Squads/units. Terminator, Assault Terminator, Venerable Dreadnought, Dreadnought, Ironclad Dreadnought Vanguard and Assault Combat Squads take up two spaces each., Only one Dreadnought can be transported regardless of variant)*

SPACE MARINE THUNDERHAWK GUNSHIP (Close Air Support)				
Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	4+	6+	4+
Weapon	Range	Firepower	Notes	
Turbolaser Destructor	45cm	AP5+/AT3+	Fixed Forward Arc	
2 x Twin Heavy Bolter	30cm	AP4+/AA5+	Fixed Forward Arc	
Twin Heavy Bolter	15cm	AP4+/AA5+	Right Fire Arc	
Twin Heavy Bolter	15cm	AP4+/AA5+	Left Fire Arc	
2 x Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc	
Bomb racks OR 3 Hellfire Missiles	15cm 30cm	3BP AT4+	Fixed Forward Arc	

Damage Capacity 2. Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all onboard.

*Notes: Planetfall, Reinforced Armour, Transport (may carry six of the following units: Honour Guard, Command Squad, Terminator, Assault Terminator, Venerable Dreadnought, Dreadnought, Ironclad Dreadnought, Scout, Tactical, Sternguard, Vanguard, Assault, Bike, Attack Bike or Devastator, Thunderer, Tarantula, Hyperios Platform Combat Squads/units. Terminator, Assault Terminator, Venerable Dreadnought, Dreadnought, Ironclad Dreadnought Vanguard and Assault Combat Squads take up two spaces each., Only one Dreadnought can be transported regardless of variant). Note that a Thunderhawk CAS may be armed with either Bomb racks or Hellfire Missiles not both.*

SPACE MARINE THUNDERHAWK TRANSPORTER				
Type	Speed	Armour	Close Combat	Firefight
War Engine,Aircraft	Bomber	4+	6+	4+
Weapon	Range	Firepower	Notes	
2 x Twin Heavy Bolter	30cm	AP4+/AA5+	Fixed Forward Arc	
Twin Heavy Bolterr	15cm	AP4+/AA5+	Right Fire Arc	
Twin Heavy Bolterr	15cm	AP4+/AA5+	Left Fire Arc	
<p>Damage Capacity 2. Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all onboard.</p> <p>Notes: Planetfall, Reinforced Armour, Transport (may carry two Rhino sized vehicles with passengers or one Land Raider sized vehicle with passengers)</p>				

SPACE MARINE LANDING CRAFT				
Type	Speed	Armour	Close Combat	Firefight
War Engine,Aircraft	Bomber	4+	5+	3+
Weapon	Range	Firepower	Notes	
2 x Twin Lascannon	45cm	AT4+	-	
3 x Twin Heavy Bolter	30cm	AP4+/AA%+	-	
Storm Bolters	(15cm)	Small Arms	-	
<p>Damage Capacity 4. Critical Hit Effect: The Drop Ships' magazine explodes, destroying the drop ship and anybody onboard. Any unit within 5cm of the Drop Ship suffers one hit.</p> <p>Notes: Planetfall, Reinforced Armour, Fearless. Transport (may carry twelve of the following units: Honour Guard, Command Squad, Terminator, Assault Terminator, Venerable Dreadnought, Dreadnought, Ironclad Dreadnought, Scout, Tactical, Sternguard, Vanguard, Assault, Bike, Attack Bike or Devastator, Thunderer, Tarantula, Hyperios Platform Combat Squads/units. Terminator, Assault Terminator, Venerable Dreadnought, Dreadnought, Ironclad Dreadnought Vanguard and Assault Combat Squads take up two spaces each., Only two Dreadnought can be transported regardless of variant. In addition it can carry four Land Raider sized vehicles or six Rhino sized vehicles.)</p>				

SPACE MARINE DROP POD				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	Immobile	5+	none	none
Weapon	Range	Firepower	Notes	
Deathwind	15cm	AP5+/AT5+	See special rules below	
<p>Notes: Planetfall, Transport may carry onw formation that includes only of the following units: Honour Guard, Command Squad, Venerable Dreadnought, Dreadnought, Ironclad Dreadnought, Tactical, Sternguard, or Devastator, Thunderer, Tarantula, Hyperios Platform Combat Squads/unit.s). After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pods may not be used to claim a crossfire.</p>				

SPACE MARINE DEATHWIND DROP POD				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	Immobile	5+	none	none
Weapon	Range	Firepower	Notes	
Deathwind	15cm	AP5+/AT5+	See special rules below	
<p>Notes: Planetfall. After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pods may not be used to claim a crossfire.</p>				

## Using The Army List

The following army list allows you to field an army based on the Space Marines which follow the teachings of the Codex Astartes. It can also be used as a 'stand in' army list for other Space Marine Chapters.

Space Marines are organised into small formations called *Forces*. Each force is made up of three or more units, and may also include a number of extra units called *Upgrades*.

The forces that may be taken in a Space Marine army are shown on the chart that follows. The chart also shows what units comprise the force and its points cost. For example, an Assault Force consists of four Space Marine Assault units for 175 points.

Each upgrade that is taken adds to the cost of the force, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will often take the form of additional units for the force. Each upgrade may be taken once per force. For example, an Assault Force could include one Captain from the Commander upgrade and one Vindicator from the Armoury upgrade. If both were taken it would cost 175 + 50 + 75 = 300 points.

Space Marine armies may be supported by Imperial Navy aircraft and Titan Legion battle groups. A maximum of up to a third of the points available to the army may be spent on these formations.

# CODEX ASTARTES SPACE MARINE TASK FORCE ARMY LIST

Space Marine armies have a strategy rating of 5. All Space Marine and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The 'They Shall Know No Fear' rule applies to all Space Marine formations (see 5.1.1).

SPACE MARINE FORCES		
FORCE	UNITS	POINTS COST
Ancients Assault Force	Three Dreadnoughts (any variant)	50 points, +10 points for each Venerable Dreadnought
Bike Force	Two Bike Combat Squads and one Attack Bike	150 points
Attack Bike Squadron	Three Attack Bikes	125 points
Land Speeder Squadron	Three Land Speeders (may choose either Land Speeder, Land Speeder Tornado or Land Speeder Typhoon or any combination of the three)	125 points, (+25 points for each Land Speeder Typhoon)
Deathwind Orbital Strike Force		
Terminator Force	Four Terminator or Assault Terminator Combat Squads (may choose either variant or a combination of the two)	325 points
Armoured Spearhead	Three Land Raiders (may choose either Land Raider, Land Raider Crusader or Land Raider Redeemer or a combination of the three)	250 points
Automated Defence Force	Four Tarantula Sentry Guns and Two Hyperios Platforms	100 points
Line Breaker Squadron	Three Vindicators	200 points
Predator Assassin Squadron	Three Predators (may choose either Annihilators or Destructors)	225 points
Assault Force	Four Assault Combat Squads	175 points
Devastator Force	Four Devastator Combat Squads	250 points
Scout Force	Four Scout Combat Squads	200 points
Strike Cruiser	One Strike Cruiser	200 points
Tactical Force	Four Tactical Combat Squads	175 points
Thunderhawk	One Thunderhawk Gunship.	200 points
Thunderfire Defence Battery	Three Thunderfire Cannons	
Suppression Force	Three Whirlwinds	250 points

SPACE MARINE UPGRADES		
UPGRADE	UNITS	COST
Armoury	Add up to two vehicles from the following list (vehicles in <i>italics</i> only once):	
	Whirlwind Hyperios	75 points
	Land Raider	100 points
	Land Raider Crusader	100 points
	Land Raider Redeemer	100 points
	<i>Land Raider Helios</i>	125 points
	<i>Land Raider Terminus Ultra</i>	150 points
	Predator Annihilator	75 points
	Predator Destructor	75 points
	Vindicator	50 points
Whirlwind	80 points	
Battle Barge	Replace Strike Cruiser with Battle Barge	+150 points
Dedicated Transport	Add enough transport vehicles to transport the minimum required (transports in <i>italics</i> only once):	
	Rhino	free
	Razorback	25 points
	Drop Pod*	free
	Land Raider**	100 points
Land Raider Crusader**	100 points	

	Land Raider Redeemer**	100 points
	Land Speeder Storm***	25 points
	<i>Land Raider Prometheus</i> ****	125 points
Commander	Add one Space Marine character to a unit in the formation. The Space Marine character may be a Captain, Librarian or Chaplain. One Space Marine Commander in the army may be a Chapter Master. If a Captain or Chapter Master is purchased then you may add one of the following*****: Add one Command Squad (Captain only) Add up to two Honour Guard units (Chapter Master only)	50 points (+50 points if Chapter Master)  +75 points +100 points each
Fast Attack	Add one choice from the following list: one or two Assault Combat Squads one or two Vanguard Combat Squads one or two Bike Combat Squads one or two Scout Bike Combat Squads one or two Attack Bikes (Bike Strike Force only)	50 points each 75 points each 35 points each 40 points each 35 points each
Troops	Add one choice from the following list: one or two Tactical Combat Squads one or two Scout Combat Squads	50 points each 50 points each
Heavy Support	Add one choice from the following list: one or two Devastator Combat Squads one or two Thunderers	65 points each 50 points each
Elite	Add one choice from the following list: one or two Terminator Combat Squads one or two Assault Terminator Combat Squads one or two Sternguard Combat Squads one or two Dreadnoughts (any variant)	75 points each 75 points each 75 points each 50 points each (60 points for Venerable Dreadnought)
0-1 Titanhammer	Add one Titanhammer Commander (only for Terminator Force consisting entirely of Assault Terminator Combat Squads, no other upgrades can be taken)	75 points

\* All infantry and Dreadnought units are loaded into drop pods. Any other units are lost.

\*\* Only if formation includes any Terminator or Assault Terminator Combat Squads

\*\*\* Only if formation includes any Scout Combat Squads

\*\*\*\* Only if formation includes any Command Squad or Honour Guard units

\*\*\*\*\* Can have one dedicated transport vehicle. The Captain has to join the Command Squad unit and the Chapter Master has to join the Honour Guard unit

## IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

## TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One Warhound Titan	275 points
Two Warhound Titans	500 points