

APOCRYPHA OF SKAROS SPACE MARINE ARMY REFERENCE 1

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	STRATEGY 5		NOTES
							RANGE	FIREPOWER	
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), MW, EA(+1)	Immurable, Sns, Leader, Commander
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), MW, EA(+1)	Immurable, Sns, Leader, Inspiring
Librarian	CH	n/a	n/a	n/a	n/a	Power Weapon Smitz	(base contact) (15cm)	(Assault Weapons), MW, EA(+1) (Small Arms), MW, EA(+1)	Immurable, Sns, Leader
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), MW, EA(+1)	Immurable, Sns, Supreme Commander
Support Weapon (Anti-Personnel)	INF	10cm	6+	6+	5+	Twin Heavy Bolter	30cm	AP4+	
Support Weapon (Anti-tank)	INF	10cm	6+	6+	6+	Twin Lasannon	45cm	AT4+	
Assault	INF	30cm	4+	3+	5+	Chainswords	(base contact)	(Assault Weapons)	Jump Packs
Bike	INF	35cm	4+	3+	4+	Bolt pistols Chainswords Bolters	(15cm) (base contact) (15cm)	(Assault Weapons) (Assault Weapons) (Small Arms)	Mounted
Devastator	INF	15cm	4+	5+	3+	2x Missile Launcher Bolters	45cm	AP5+ /AT6+	
Tactical	INF	15cm	4+	4+	4+	Missile Launcher	45cm	AP5+ /AT6+	
Terminator	INF	15cm	4+	3+	3+	Power Weapons Storm Bolters	(base contact) (15cm)	(Assault Weapons), MW, EA(+1) (Small Arms)	Reinforced Armour, Telpost, Thick Rear Armour
Attack Bike	LV	35cm	4+	5+	5+	2x Assault Cannon Heavy Bolter	30cm	AP5+ /AT5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-media	(15cm)	AP5+ (Small Arms), MW	Skimmer, Stout
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon	15cm	MW5+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Heavy Bolter Twin Typhoon Missile Heavy Bolter	30cm 45cm 30cm	AP5+ /AT5+ AP3+ /AT5+ AP5+	Skimmer, Stout
Damocles Command Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(Small Arms)	One formation on the board, per turn, may negate the Leader ability. Determine which formation replace the 5cm. Combined Assault restriction within the Commander and Supreme Commander abilities still, any formation on the table.
Dreadnought	AV	15cm	3+	4+	4+	Missile Launcher Twin Lasannon OR Power Fist Assault Cannon	45cm 45cm (base contact) 30cm	AP5+ /AT6+ AT4+ (Assault Weapons), MW, EA(+1) AP5+ /AT5+	Welder. A Dreadnought is armed with a Missile Launcher and Twin Lasannon (Helfire) OR a Power Fist and Assault Cannon (Tactical, not both) — select one option before the game.
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+ /AA4+	
Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lasannon	30cm 45cm	AP4+ AT4+	Reinforced Armour, Thick Rear Armour, Transport: (may carry 1 Terminator unit OR 2 of the following units: Tactical, Devastator)
Land Raider Terminator	AV	25cm	5+	6+	6+	3x Twin Lasannon	45cm	AT4+	
Predator Annihilator	AV	30cm	4+	6+	5+	2x Lasannon	45cm	AT5+	
Predator Destructor	AV	30cm	4+	6+	4+	Twin Lasannon 2x Heavy Bolter Autocannon	45cm 30cm 45cm	AT4+ AP5+ AP5+ /AT6+	
Razorback	AV	30cm	5+	6+	5+	Twin Heavy Bolter OR Twin Lasannon	30cm 45cm	AP4+ AT4+	Transport (may carry 1 of the following units: Tactical, Devastator & Scout) A Razorback is armed with either a Twin Heavy Bolter OR a Twin Lasannon, not both — select one option before the game.
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(Small Arms)	Transport: (May carry 2 of the following units: Tactical, Devastator and Scout)
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+ /AT4+, Ignore Cover	Welder
Whitewind	AV	30cm	5+	6+	5+	Whitewind	45cm	IBP, Indirect Fire	

APOCRYPHA OF SKAROS SPACE MARINE ARMY REFERENCE 2

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	STRATEGY 5		NOTES
							RANGE	FIREPOWER	
Drop Pod	Special	Immobile	5+	n/a	n/a	Deathwind	15cm	AP5+/AT5+	<p><i>Plungfall, Transport: (may carry 1 formation that includes only Tactical, Devastator and Dreadnought units). Dwellazing: After the drop pod lands, its Dwellazing 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 strength.</i></p>
Reaver Titan	WE	20cm	4+	3+	3+	2x TurboLaser Destructor Rocket Launcher	60cm 60cm	4x AP5+/AT3+, Fwd 3BP, FxP	<p><i>DC2, 4 Void Shields, Reinforced Armour, W/alter</i>  <i>May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2m wide. Critical Hit Effect: Roll a D6 in the end phase of every turn. 1: Reactor explodes - Destroyed, 2-3: an extra point DC, 4-6: Reactor repaired.</i></p>
Wachound Titan	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter Plasma Blasting	45cm 45cm	4x AP3+/AT5+, Fwd 2x MW2+, Slow Firing, Fwd	<p><i>DC3, 2 Void Shields, Reinforced Armour, W/alter</i>  <i>May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2m wide. Critical Hit Effect: The W/alter triggers down in a random direction and takes a point of damage. Any units stumbled into or over take a hit on a 6+.</i></p>
Wardford Titan	WE	15cm	4+	2+	3+	2x TurboLaser Destructor Gatling Blaster Volcano Cannon	60cm 60cm 90cm	4x AP5+/AT3+, Fwd 4x AP4+/AT4+, Fwd MW2+, TK(D3), Fwd	<p><i>DCX, 6 Void Shields, Reinforced Armour, Thick Rear Armour, Fwankes, W/alter. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2m wide. Critical Hit Effect: Roll a D6 in the end of every turn. 1: Reactor explodes - Destroyed, 2-3: an extra point DC, 4-6: Reactor repaired.</i></p>
Apocrypha of Skaros Thunderhawk Gunship	AC/WE	Bomber	4+	6+	4+	Twin Heavy Bolter Twin Heavy Bolter 2x Twin Heavy Bolter Battle Cannon	15cm 15cm 30cm 75cm	AP4+/AA5+, RF AP4+/AA5+, LF AP4+/AA5+, FxP AP4+/AT4+, FxP	<p><i>DC2, Plungfall, Reinforced Armour, Transport (May carry 8 of the following units: Tactical, Assault, Bike, Devastator, Dreadnought, Support Weapon and Terminator Terminators and Dreadnought take up two space each)</i>  <i>Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.</i></p>
Thunderhawk Interdictor	AC/WE	Bomber	4+	-	-	Turbo Laser 2x Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter 2x Rockers	45cm 30cm 15cm 15cm 30cm	2x AP5+/AT3+, FxP AP4+/AA5+, FxP AP4+/AA5+, Left AP4+/AA5+, Right AT4+, FxP	<p><i>DC2, Reinforced Armour</i>  <i>Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground.</i></p>
Thunderhawk Bomber	AC/WE	Bomber	4+	-	-	Battle Cannon 2x Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter Bombs	75cm 30cm 15cm 15cm 15cm	AP4+/AT4+, FxP AP4+/AA5+, FxP AP4+/AA5+, Left AP4+/AA5+, Right 2BP, FxP, Ignore Cover	<p><i>DC2, Reinforced Armour</i>  <i>Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground.</i></p>