

Space Marine Transports

The Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation; you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having plus transport in the units section of the army list opposite.

Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

In addition, you may choose to replace a detachment's Rhinos with Drop Pods or Termites. If you do this then the detachment will enter play in a Drop Pod using the rules for *Planetfall*. Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from.

Before each game, after the opposing army is known but before objectives are placed, the Space Marine player may choose which formations with the plus transport aspect are deployed in Rhinos, Drop Pods or on foot. If the formation has any units unable to deploy in Drop Pods then that option cannot be selected.

They Shall Know No Fear

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- It takes 2 Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any leftover Blast markers).
- Space Marine formations are only broken if they have 2 Blast markers per unit in the formation.
- Space Marines formations only count half their number of Blaster markers in assault resolution (rounding down—note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down). Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.
- When a broken Space Marine formation rallies, it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marines with the Leader special ability remove 2 Blast markers instead of 1.

Automata

Formations that are comprised completely of units with *automata* may only carry out marshal, overwatch and sustained fire actions. They also cannot capture objectives in the Epic tournament game rules.

Formations that include at least one unit **without** automata do not receive a Blast marker when a unit with automata is destroyed, this includes the extra Blast marker from the first casualty of a crossfire and for units destroyed for being out of formation after a move. Also, if an automata unit is hit by a weapon with disrupt it does not inflict a Blast marker. Finally, don't count units with automata that are lost in an assault when working out who has won the combat.

Imperial Void Shields

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

Relic Detachment Space Marine Army List

Codex Astartes Space Marine armies have a strategy rating of 5. All formations have an initiative rating of 1+

Space Marine Detachments			
Formation	Units	Upgrades	Cost
Tactical	4 Tactical units plus transport	Commander, Dreadnoughts, Land Raiders, Vindicators, Land Speeders, Support Battery, Tarantula Battery, Veterans, Devastators	175 points
Assault	4 Assault units	Commander, Land Speeders	175 points
Devastator	4 Devastator units plus transport	Commander, Dreadnoughts, Land Raiders, Vindicators, Support Battery, Tarantula Battery, Veterans	250 points
Terminator	4 Terminator units	Commander, Dreadnoughts, Land Raiders, Vindicators	300 points
Bike	4 Bike units	Commander, Land Speeders	200 points
Land Raider	4 Land Raider Proteus Explorator units	Commander, Vindicators	300 points
Land Speeder	4 Land Speeder units	Commander	175 points
Predator	6 Predator units	Commander, Vindicators	375 points
0–1 Strike Cruiser	1 Strike Cruiser unit	Replace with Battle Barge +150	200 points
Vindicator	4 Vindicator units	Commander	200 points
Whirlwind	4 Whirlwind units	Commander	275 points
Veteran	4 Veteran units plus transport	Commander, Dreadnoughts, Land Raiders, Vindicators, Support Battery, Devastator, Tarantula Battery	225 points
Araknae Battery	2 Araknae platforms		175 points

Space Marine Upgrades (Each upgrade may be taken once per detachment.)		
Upgrade	Units	Cost

Commander	Add Supreme Commander or Command squad (1 per army) to any unit in the formation	+50 points Command squad +100 points Supreme Commander
Dreadnoughts	Add up to two Dreadnoughts	+50 points each
Land Raiders	Add up to four Land Raiders	+50 points each
Vindicators	Add up to two Vindicators	+50 points each +75 points per pair
Land Speeders	Add up to two Land Speeders	+ 50 points each +75 points per pair
Support Battery	Add up to four Rapier or Thudd gun	+25 points each +75 points for four
Tarantula Battery	Add up to four Tarantula or Hyperios platform	+25 points each +75 points for four
Veteran	Add two units of Veterans	+75 points
Devastator	Add two units of Devastators	+75 points

Space Marine Relic Detachments (Up to a third of the points available may be spent on these formations)			
Formation	Units	Upgrades	Cost
Sicaran	4 Sicaran variants	Commander, Vindicators	300 points
Spartan	2 Spartan units	Commander, Vindicators	350 points
Javelin	4 Javelin units	Commander, Land Speeders	250 points
Kratos	2 Kratos variants	Commander, Vindicators	350 points
Dreadnought talon	4 Leviathans, Deredeo or Saturnine dreadnought variants plus transport (Drop pods)	Dreadnoughts	75 points per Deredeo 100 per Leviathan 125 per Saturnine
Scimitar Jetbike	6 Jetbike units	Commander, Land Speeders	300 points
Sabre Squadron	4 Sabre units	Commander, Vindicators	250 points
Cerberus	2 Cerberus units	Commander, Vindicators	375 points
Typhon	2 Typhon units	Commander, Vindicators	325 points
Mastodon	One Mastodon	Commander, Vindicators	350 points
Saturnine Terminators	4 Saturnine Terminator units	Commander, Dreadnoughts, Vindicators	425 points
Ascalon	One Ascalon	None	275 points
Glaive	One Glaive	None	300 points
Falchion	One Falchion	None	300 points
Fellblade	One Fellblade	None	325 points

Imperial Ally and Space Marine Aircraft Formations

(Up to a third of the points available may be spent on these formations.)

Space Marine Aircraft		
Thunderhawk Gunship	One Thunderhawk Gunship	250 points
Xiphon Interceptor	3 Xiphon Interceptors	275 points
Storm Eagle Gunship	One Storm Eagle	125 points
Fire Raptor Gunship	2 Fire Raptors	300 points

Titan Legion Battlegroups

Reaver	One Reaver Class Titan	650 points
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

Space Marine Forces

Supreme Commander Type: CH Speed: n/a Armour: n/a CC: n/a FF: n/a

Weapons: **Power Weapon (bc)** — *Assault Weapons, EA(+1), MW*

Notes: *Invulnerable Save, Supreme Commander*

Command squad Type: CH Speed: n/a Armour: n/a CC: n/a FF: n/a

Weapons: **Power Weapon (bc)** — *Assault Weapons, EA(+1), MW*

Notes: *Commander, Invulnerable Save, Leader*

Veteran Type: INF Speed: 15cm Armour: 4+ CC: 4+ FF: 3+

Weapons: **Plasma Guns (15cm)** — *AP4+/AT5+*

Terminator Type: INF Speed: 15cm Armour: 4+ CC: 3+ FF: 4+

Weapons: **Power Weapons (bc)** — *Assault Weapons EA(+1) MW*

Notes: *Reinforced Armour, Teleport, Thick Rear Armour*

Saturnine Terminator Type: INF Speed: 10cm Armour: 4+ CC: 4+ FF: 4+

Weapons: **Disruption fists (bc)** — *Assault Weapons EA(+1) MW*

Twin heavy disintegrators (15cm) — *MW5+*

And (15cm) — Small Arms (EA+1), MW

Paired Twin heavy disintegrators (15cm) — *MW4+*

And (15cm) — Small Arms (EA+1), MW
Plasma bombards (30cm) — AP4+/AT5+ Ind
Paired plasma bombards (30cm) — AP3+/AT4+ Ind
Saturnine power weapons (bc) — Assault Weapons EA(+1) MW
Particle shredders (15cm) — AP5+/AT5+ IC
And (15cm) — Small Arms IC

Notes: Reinforced Armour, Teleport, Thick Rear Armour, Invulnerable Save (5+)

Counts as terminators for the purposes of being transported. Can only be transported in Mastodon and Thunderhawk

Armed with ether: Saturnine power weapons and Particle shredders (CC3+) , Plasma bombards and disruption fists, Paired plasma bombards (FF3+) , Twin heavy disintegrators and disruption fists, Paired twin heavy disintegrators (FF3+)

Tactical Type: INF **Speed:** 15cm **Armour:** 4+ **CC:** 4+ **FF:** 4+
Weapons: **Bolters (15cm)** — Small Arms

Assault Type: INF **Speed:** 30cm **Armour:** 4+ **CC:** 3+ **FF:** 5+
Weapons: **Bolt Pistols (15cm)** — Small Arms

Notes: *Jump Packs*

Devastator Type: INF **Speed:** 15cm **Armour:** 4+ **CC:** 5+ **FF:** 3+
Weapons: **Missile Launchers (45cm)** — 2× AP5+/AT6+

Rapier **Type:** INF **Speed:** 10cm **Armour:** 5+ **CC:** 6+ **FF:** 5+

Weapons: **Laser Destroyer (45cm)** — AP6+/AT4+

Notes: *Counts as two infantry units for the purposes of being transported*

Thudd Gun **Type:** INF **Speed:** 10cm **Armour:** 5+ **CC:** 6+ **FF:** 5+

Weapons: **Quad Launcher (30cm)** — AP4+/AT6+ Ind

Notes: *Counts as two infantry units for the purposes of being transported*

Tarantula Platform **Type:** LV **Speed:** 0cm **Armour:** 6+ **CC:** - **FF:** 6+

Weapons: **Twin Lascannon (45cm)** — AT4+

Notes: *Automata*

Hyperios Platform Type: **LV** Speed: **0cm** Armour: **6+** CC: **-** FF: **6+**

Weapons: **Hyperios Launcher (45cm)** — *AT6+/AA5+*

Notes: *Automata*

Araknae Weapons Platform Type: **AV** Speed: **0cm** Armour: **4+** CC: **6+** FF: **6+**

Weapons: **Quad accelerator autocannon (45cm)** — *4× AP4+/AT5+*

or

Twin punisher cannon (30cm) — *4× AP3+/AA6+*

or

Orias heavy frag missiles (60cm) — *BP2 Ind*

Notes: *Invulnerable Save*

Storm Eagle and Thunderhawk Squadrons may be given an Araknae formation to transport, counting as two infantry units. The aircraft can disembark transported Araknae after an approach move without having to land or make an engagement. The Araknae formation may shoot when it disembarks as normal (see Transporting Ground Units), and counts as having activated for that turn.

Dreadnought Type: AV Speed: **15cm** Armour: **3+** CC: **4+** FF: **4+**

Weapons: **Power Fist (bc)** — *Assault Weapons EA(+1)MW*

And

Twin Lascannon (45cm) — *AT4+*

Or

Assault Cannon (30cm) — *AP5+/AT5+*

Notes: *Walker*

Deredeo Dreadnought Type: AV Speed: **15cm** Armour: **3+** CC: **5+** FF: **4+**

Weapons: **Twin Heavy Bolter (30cm)** — *AP4+*

Aiolos Missile Launcher (45 cm) — *AP5+/AT6+*

And

Anvilus Autocannon Battery (45 cm) — *2xAP4+/AT5+*

Or

Hellfire Plasma Cannonade (30 cm) — *2xAP4+/AT4+*

Notes: *Walker*

Leviathan Dreadnought Type: AV Speed: 15cm Armour: 4+ CC: 3+ FF: 4+

Weapons: **Twin Volkite Calivers (30cm)** — AP4+

Siege Claw (bc) — Assault Weapons, EA (+1), MW

And

Cyclonic Melta Lance (15cm) — MW4+

and (15cm) — Small Arms (EA+1), MW

Or

Leviathan storm cannon (30 cm) — 2xAP4+/AT5+

Notes: Walker, Reinforced Armour

Saturnine Dreadnought Type: AV Speed: 15cm Armour: 4+ CC: 5+ FF: 4+

Weapons: **Disintegrator cannon (30cm)** — MW4+

and (15cm) — Small Arms (EA+1), MW

Heavy plasma bombard (45cm) — AP3+/AT4+ Ind

and (30cm) — AP3+/AT4+ Ind

Or

Inversion beamer (0-30cm) — AP3+/AT4+

and (30-45cm) — AP4+/AT5+

Graviton pulveriser (30 cm) — MW Graviton Pulse

Notes: Walker, Reinforced Armour, Teleport, Invulnerable Save (5+)

When firing a weapon with the Graviton Pulse trait, the To Hit value of the weapon is equal to the Armour Save characteristic of the target Detachment. If the Detachment has models with different Armour Save characteristics, then use the characteristic shared by the majority of the models; if there is an equal number of models with different characteristics, use the worse value. If the model has RA rule, add +1 to the hit roll.

Bike Type: INF Speed: 35cm Armour: 4+ CC: 3+ FF: 4+

Weapons: **Twin Plasma Guns (15cm)** — AP5+/AT5+

Notes: Mounted

Scimitar Jetbike Type: INF Speed: 40cm Armour: 4+ CC: 3+ FF: 4+

Weapons: **Heavy Bolter (30cm)** — AP5+

Notes: Mounted, Skimmer

Javelin Attack Speeder Type: LV Speed: 30cm Armour: 5+ CC: 6+ FF: 4+

Weapons: **Heavy Flamer (15cm)** — AP4+ Ignore Cover

and (15cm) — Small Arms IC

2 × Cyclone Missile Launcher (45 cm) — AP5+/AT6+

Notes: Scout, Skimmer, Reinforced Armour

Land Speeder (Melta config) Type: LV Speed: 35cm Armour: 4+ CC: 6+ FF: 4+

Weapons: **Heavy Flamer (15cm)** — *AP4+ Ignore Cover*
and (15cm) — *Small Arms IC*

Multi-Melta (15cm) — *MW5+*
and (15cm) — *Small Arms (EA+1), MW*

Notes: *Scout, Skimmer*

Land Speeder (Plasma config) Type: LV Speed: 35cm Armour: 4+ CC: 6+ FF: 5+

Weapons: **Plasma Cannon (30cm)** — *AP5+/AT5+*
Heavy Bolter (30cm) — *AP5+*

Notes: *Scout, Skimmer*

Sabre (Autocannon variant) Type: AV Speed: 35cm Armour: 5+ CC: 6+ FF: 5+

Weapons: **Hunter-Killer Missile (60 cm)** — *AT4+/AA4+*
Anvilus Snub Autocannon (30 cm) — *2xAP4+/AT5+*

Notes: *Scout*

Sabre (Neutron Blaster variant) Type: AV Speed: 35cm Armour: 5+ CC: 6+ FF: 5+

Weapons: **Hunter-Killer Missile (60 cm)** — *AT4+/AA4+*
Neutron Blaster (30 cm) — *AT4+ Disrupt*

Notes: *Scout*

Predator Destructor Type: AV Speed: 30cm Armour: 4+ CC: 6+ FF: 3+

Weapons: **Autocannon (45cm)** — *AP5+/AT6+*
2 × Heavy Bolters (30cm) — *AP5+*

Predator Annihilator Type: AV Speed: 30cm Armour: 4+ CC: 6+ FF: 5+

Weapons: **Twin Lascannon (45cm)** — *AT4+*
2 × Lascannons (45cm) — *AT5+*

Vindicator Type: AV Speed: 25cm Armour: 4+ CC: 6+ FF: 4+

Weapons: **Demolisher Cannon (30cm)** — *AP3+/AT4+ IC*

Notes: *Walker*

Whirlwind Type: AV Speed: 30cm Armour: 5+ CC: 6+ FF: 5+

Weapons: **Whirlwind Missile Battery (45cm)** — *1BP Ind*

Rhino Type: AV Speed: 30cm Armour: 5+ CC: 6+ FF: 6+

Weapons: **Storm Bolter (15cm)** — *Small Arms*

Notes: *Transport* — may transport two Infantry unit without *Jump Packs* or *Mounted*, except *terminators*

Sicaran Type: AV Speed: 30cm Armour: 5+ CC: 6+ FF: 4+

Weapons: **Accelerator Autocannon (45cm)** — 2× AP4+/AT5+

Heavy Bolter (30cm) — AP5+

2 × Lascannons (45cm) — AT5+

Notes: Reinforced Armour

Sicaran Omega Type: AV Speed: 30cm Armour: 5+ CC: 6+ FF: 4+

Weapons: **Omega Plasma Array (45cm)** — MW5+

3 × Heavy Bolters (30cm) — AP5+

Notes: Reinforced Armour

Sicaran Arcus Type: AV Speed: 30cm Armour: 5+ CC: 6+ FF: 4+

Weapons: **Arcus missile launcher (45cm)** — 2× AT4+/AA5+

Heavy Bolter (30cm) — AP5+

2 × Lascannons (45cm) — AT5+

Notes: Reinforced Armour

Sicaran Punisher Type: AV Speed: 30cm Armour: 5+ CC: 6+ FF: 3+

Weapons: **Punisher rotary cannon (30cm)** — 4× AP4+

3 x Heavy Bolter (30cm) — AP5+

Notes: Reinforced Armour

Land Raider Explorator Type: AV Speed: 25cm Armour: 4+ CC: 6+ FF: 5+

Weapons: **2x Twin Lascannons (45cm)** — AT4+

Notes: *Reinforced Armour, Thick Rear Armour, Scout, Transport* — may transport one Infantry unit without *Jump Packs* or *Mounted*

Spartan Type: WE Speed: 25cm Armour: 4+ CC: 6+ FF: 4+

Weapons: **2x Quad Lascannons (45cm)** — 2xAT4+

Twin Heavy Bolter (30cm) — AP4+

Notes: *Damage Capacity 2, Reinforced Armour, Thick Rear Armour, Transport* — may transport four Infantry units without Mounted or Jump Packs, or two Terminator units. *Critical Hit Effect: Destroyed.*

Cerberus Tank Destroyer Type: WE Speed: 20cm Armour: 4+ CC: 6+ FF: 5+

Weapons: **Neutron Laser Battery (60cm)** — 2 x AT3+, *Disrupt, Fx F*

2 x Lascannons (45cm) — AT5+

Notes: *Damage Capacity 2, Reinforced Armour, Thick Rear Armour, Critical Hit Effect: Destroyed.*

Typhon Siege Tank Type: WE Speed: 20cm Armour: 4+ CC: 6+ FF: 4+

Weapons: **Dreadhammer Siege Cannon (30cm)** — 2BP, IC, Fx F

2x Heavy Bolter (30cm) — AP5+

Notes: *Damage Capacity 2, Reinforced Armour, Thick Rear Armour, Critical Hit Effect: Destroyed.*

Kratos (Battlecannon config) Type: WE Speed: 20cm Armour: 4+ CC: 6+ FF: 5+

Weapons: **Kratos Battlecannon (45cm)** — AP4+/AT4+

Autocannon (45cm) — AP5+/AT6+

4 x Lascannons (45cm) — AT5+

Notes: *Damage Capacity 2, Reinforced Armour, Critical Hit Effect: Destroyed.*

Kratos (Melta blastgun config) Type: WE Speed: 20cm Armour: 4+ CC: 6+ FF: 4+

Weapons: **Melta blastgun (30cm)** — MW4+

and (15cm) — *Small Arms (EA+1), MW*

Autocannon (45cm) — AP5+/AT6+

2 x Lascannons (45cm) — AT5+

2x Heavy Bolter (30cm) — AP5+

Notes: *Damage Capacity 2, Reinforced Armour, Critical Hit Effect: Destroyed.*

Fellblade: WE Speed: 15cm Armour: 4+ CC: 6+ FF: 4+

Weapons: **2x Accelerator Cannon (75cm)** — MW3+

Quad Lascannon (45cm) — 2x AT4+, *Left*

Quad Lascannon (45cm) — 2x AT4+, *Right*

Demolisher (30cm) — AP3+/AT4+, Fx F, IC

Twin Heavy Bolter (30cm) — AP4+ Fx F

Notes: *Damage Capacity 4, Reinforced Armour, Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+*

Glaive: WE Speed: 15cm Armour: 4+ CC: 6+ FF: 3+

Weapons: **Volkite carronade (45cm) — 4xAP3+/AT5+, Disrupt**

Quad Heavy Bolter (45cm) — 2x AP4+, Left

Quad Heavy Bolter (45cm) — 2x AP4+, Right

Twin Heavy Bolter (30cm) — AP4+ Fx F

Notes: *Damage Capacity 4, Reinforced Armour, Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+*

Ascalon: WE Speed: 15cm Armour: 4+ CC: 6+ FF: 3+

Weapons: **Ascalon inferno gun (30cm) — BP3, IC, Fx F**

Quad Heavy Bolter (45cm) — 2x AP4+, Left

Quad Heavy Bolter (45cm) — 2x AP4+, Right

Notes: *Damage Capacity 4, Reinforced Armour, Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+*

Falchion: WE Speed: 15cm Armour: 4+ CC: 6+ FF: 5+

Weapons: **Neutron wave cannon (75cm) — 2xMW3+, Fx F, Disrupt**

Quad Lascannon (45cm) — 2x AT4+, Left

Quad Lascannon (45cm) — 2x AT4+, Right

Notes: *Damage Capacity 4, Reinforced Armour, Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+*

Mastodon Type: WE Speed: 20cm Armour: 4+ CC: 6+ FF: 3+

Weapons: **Siege melta array (15cm) — MW3+**

and (15cm) — Small Arms (EA+1), MW

Skyreaper battery (40cm) — 2 xAT5+/AA5+

2x Heavy Bolters (30cm) — AP5+

2x Heavy flamers (15cm) — AP4+ IC

and (15cm) — Small Arms IC

Notes: *Damage Capacity 3, Reinforced Armour, Thick Rear Armour, 2 Void Shields, Transport — May transport 10 infantry or dreadnought units: Terminator, Dreadnought, and Mounted units count as two units each. Critical Hit Effect: Destroyed and any units within 5cm of the model suffer a hit on a D6 roll of a 6*

Thunderhawk Gunship Type: AC/WE Speed: **Bomber** Armour: **4+** CC: **6+** FF: **4+**

Weapons: **Turbo-laser destructor (60cm)** — 2xAP5+/AT3+FxF
2x Twin Heavy Bolter (30cm) — AP4+/AA5+FxF
Twin Heavy Bolter (15cm) — AP4+/AA5+Left
Twin Heavy Bolter (15cm) — AP4+/AA5+Right
2x Lascannon (45cm) — AT5+/AA5+FxF
Hunter-Killer (60cm) — AT4+/AA4+

Notes: *Damage Capacity 2, Planetfall, Reinforced Armour, Transport May transport 8 infantry units or Dreadnoughts; Terminator units and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed*

Storm Eagle Type: AC/WE Speed: **Bomber** Armour: **4+** CC: **6+** FF: **3+**

Weapons: **Twin Heavy Bolter (15cm)** — AP4+/AA5+FxF
2x Twin Lascannon (30cm) — AT4+/AA5+FxF
Vengeance Launcher (30cm) — 2BPFxF

Notes: *Damage Capacity 1, Planetfall, Thick Rear Armour, Transport, May transport four infantry units without Jump Packs or Mounted. Counts as a Thunderhawk for the purposes of being transported.*

Xiphon Interceptor Type: AC Speed: **Fighter** Armour: **5+** CC: **n/a** FF: **n/a**

Weapons: **Xiphon Missile Battery (45cm)** — AP5+/AT5+ FxF
2x Twin Lascannon (30cm) — AT4+/AA5+FxF

Fire Raptor Type: AC Speed: **Bomber** Armour: **4+** CC: **n/a** FF: **n/a**

Weapons: **Twin Avenger Bolt Cannon (15cm)** — 2 x AP2+/AT5+/AA5+ FxF
2 x Hellstrike Launcher (30cm) — AT4+, FwA
Gravis autocannon (30cm) — AP4+/AT5+/AA6+, Left
Gravis autocannon (30cm) — AP4+/AT5+/AA6+, Right

Strike Cruiser Type: SC

Weapons: **Orbital Bombardment** — 5BP MW

Notes: *Transport* — May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.

Battle Barge Type: SC

Weapons: **Orbital Bombardment** — 14BP MW

Notes: *Slow and Steady, Transport* — May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.

Drop pod Type: Special **Speed:** n/a **Armour:** n/a **CC:** n/a **FF:** n/a

Weapons: **Deathwind (15cm)** — AP5+/AT5+

Notes: *Planetfall, Transport* — May transport one formation of only Dreadnoughts or infantry units without Jump Packs, Mounted, Reinforced Armour or Scout. 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. 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. Note that the Drop Pod is not a unit and so may not be shot at nor have hits applied to it. It is in all respects simply a marker. No Blast Marker is generated for its parent Drop Pod leaving the formation behind during the game.

Termite Type: AV **Speed:** 20cm **Armour:** 5+ **CC:** 5+ **FF:** 5+

Weapons: **Twin-linked bolters (15cm)** — Small Arms

Notes: *Transport, Tunneler*, May transport two infantry units without Jump Packs or Mounted.

Titan Legion Forces

Warhound Class Titan Type: WE **Speed:** 30cm **Armour:** 5+ **CC:** 4+ **FF:** 4+

Weapons: **Plasma Blastgun (45cm)** — 2× MW2+ FwA Slw
Vulcan Mega-Bolter (45cm) — 4× AP3+/AT5+ FwA

Notes: *Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker, May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.*

Reaver Class Titan Type: WE **Speed:** 30cm **Armour:** 4+ **CC:** 3+ **FF:** 3+

Weapons: **2× Turbo-Laser Destructor (60cm)** — 4× AP5+/AT3+ FwA
Rocket Launcher (60cm) — 3BP FxF

Notes: *Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker, May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*

Warlord Class Titan Type: WE Speed: 30cm Armour: 4+ CC: 2+ FF: 3+

Weapons: **Volcano Cannon (90cm)** — MW2+ FwA TK(D3)

Gatling Blaster (60cm) — 4× AP4+/AT4+ FwA

2× Turbo-Laser Destructor (60cm) — 4× AP5+/AT3+ FxF

Notes: *Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker, May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*