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 favor 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.

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).

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. 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.

Vanguard Company 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**
Assault	4 Assault units	Commander, Land Speeders, Bikes, Support Battery	175 points
Tactical	4 Tactical units plus transport	Commander, Land Speeders, Bikes,	
Bike	4 Bike units	Commander, Land Speeders, Bikes	200 points
Land Speeder	4 Land Speeder units	Commander, Land Speeders, Bikes	175 points
0–1 Strike Cruiser	1 Strike Cruiser unit	Replace with Battle Barge +150	200 points
Javelin	4 Javelin units	Commander, Land Speeders, Bikes	250 points
Scimitar Jetbike	6 Jetbike units	Commander, Land Speeders, Bikes	300 points
Sabre Squadron	4 Sabre units	Commander, Land Speeders	250 points

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Space Marine Upgrades (Each upgrade may be taken once per detachment.)		
Upgrade	**Units**	**Cost**
Land Speeders	Add up to four 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
Bikes	Add up to four Bikes	+ 50 points each +75 points per pair
Commander	Add Supreme Commander or Command squad (1 per army) to any unit in the formation	+50 points Command squad +100 points Supreme Commander

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Imperial Ally and Space Marine Aircraft Formations
(Up to a third of the points available may be spent on these formations.)

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

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*

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*

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 Launchers (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*

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*

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

Weapons: **Turbo-laser destructor (60cm)** — *2xAP5+/AT3+FxF*
2× 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*
2× 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*
2× 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.*

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 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 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.*