

INTRODUCTION

What's All This Then?

HamWarmer 24.5 is a cobbled-together 28mm wargame designed for casual play. It's based on various editions of Warhammer 40k, and assumes you're familiar with the setting, published rules, and general themes.

This PDF covers the Space Marine faction.

Over the decades, many Space Marines subfactions have had different, often unique rules for building and deploying forces. This makes balancing and playtesting very difficult... so I haven't bothered.

Differentiate your chapter by the units you choose, not by rules and restrictions.

In a 28mm-scale wargame, Space Marines are Space Marines. I haven't bothered to differentiate different types of bolt rifles, armour marks, and minor wargear differences in these rules.

The Veteran unit is very flexible and can be used to represent any number of specialised units, especially ones armed with a large number of special weapons.

Most Primaris tanks can be represented by taking some combination of weapons on an existing tank and adding the Grav Plating upgrade.

I've tried to cover as many units as possible, but you will, almost inevitably, need to use some degree of "counts-as" to get some units to work under these rules.

Points Costs

If a unit has a weapon listed under Equipment, the cost is included in the cost of the unit. You don't need to pay for it again.

If a model can select items from a list, they must pay the points cost listed.

Points values will be adjusted as testing progresses, but the modular points lists should let you tweak units (or make new ones) fairly easily.

Space Marine Special Rules

This rule applies to all units in a Space Marine detachment.

Morale Phase: a Space Marine unit may reroll failed Morale tests.

My Disclaimer

This work is non-commercial, unprofessionally distributed, hastily made, entirely unofficial in every way, and completely free. If you discover an error or omission in these rules, laugh, make a note, and leave a comment so I can fix it later. Don't exploit it.

The Big Official Disclaimer

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WEAPON LISTS

Melee Weapons

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Meltagun+1012"18-41d6If the target is within 6", roll 2d6 for damage instead of 1d6 and discard the lowest result.Plasma Gun+1524"17-31Rapid Fire. On an unmodified to-hit roll of 1, the bearer takes 1 Mortal Wound.Dreadnought Melee Weapons Pts Range SAPD	If Frag is chosen, Sr	nall E	Blast.				
If the target is within 6", roll 2d6 for damage instead of 1d6 and discard the lowest result. Plasma Gun +15 24" 1 7 -3 1 Rapid Fire. On an unmodified to-hit roll of 1, the bearer takes 1 Mortal Wound. Dreadnought Melee Weapons Pts Range S AP D	•			' 1	8	-4	1d6
Plasma Gun+1524"17-31Rapid Fire. On an unmodified to-hit roll of 1, the bearer takes 1 Mortal Wound.Dreadnought Melee Weapons Pts Range S AP D	If the target is withi						
Rapid Fire. On an unmodified to-hit roll of 1, the bearer takes 1 Mortal Wound. Dreadnought Melee Weapons Pts Range S AP D							1
bearer takes 1 Mortal Wound. Dreadnought Melee Weapons Pts Range S AP D						-	-
Pts Range S AP D	bearer takes 1 Mort	al W	ound			-,	
Pts Range S AP D	Dreadnoud	jht	Mel	ee W	'eap	ons	;
Dreadnought Claw +10 Melee 6 -2 2		-			-		_
	Dreadnought Claw		+10	Melee	6	-2	2

+15 Melee 8

-2 to WS when rolling to hit with this weapon.

Seismic Hammer

Infantry Heavy Weapons

	,	, -				
	Pts	Range	SH	S	AP	D
Assault Cannon	+25	24"	6	6	-1	1
Heavy.						
Heavy Bolter	+15	36"	3	5	-1	1
Heavy.						
Heavy Flamer	+10	-	1	5	-1	1
Heavy, Flame.						
Heavy Grav Gun	+20	24"	1	5	-3	1
Heavy, Small Blast	, Scatt	er 1d6.	If the	e targ	get ha	as a
Save of 3+ or bett		weapo	n dea	ls 1c	13	
damage instead o	t 1.					
Lascannon	+25	48"	1	9	-3	1d6
Heavy.						
Missile Launcher				Chc	ose:	
-Frag	+20	48"	1	4	-1	1
-Krak			1	8	-2	1d6
Heavy. If Frag is ch	nosen, S	Small B	last.			
Multimelta	+20	24"	1	8	-4	1d6
Heavy. If the targe damage instead o result.						
Plasma Cannon	+25	36"	1	7	-3	2
Hoavy Small Blast	On an	unmo	dified	lto.k	hit rol	lof

Heavy, Small Blast, On an unmodified to-hit roll of 1, the bearer takes 2 Mortal Wounds.

EHICLE WARGEAR

Dozer Blade: +5 pts.

The vehicle ignores Difficult Terrain.

Extra Armour: +10 pts.

If a weapon would deal exactly 1 damage to this vehicle, roll a d6. On a 6+, the damage is not dealt.

Grav Plating: +20 pts.

The vehicle gains the Fly keyword. Cannot be combined with Track Guards.

Hunter-Killer Missile: +5 pts. Once per game, in the Shooting Phase, the vehicle can fire a Krak missile in addition to any other weapons.

Reliquary: +10 pts.

Any friendly unit that fails a Morale test within 12" of this vehicle choose to move towards it instead of towards Cover or a table edge.

Smoke Launcher: +5 pts.

Once per game, in the Shooting Phase, the vehicle can activate its smoke launchers. For the remainder of the Shooting Phase, it counts as being in Cover.

Storm Bolter: +5 pts.

The vehicle is equipped with a Storm Bolter.

Track Guards: +10 pts.

The vehicle's Movement does not decrease as it loses HP. Cannot be combined with Grav Plating.

4

-4



<u>Armour</u>

A model can only take one type of Armour. If one model in a unit takes a type of Armour, all other models in the unit must take the same Armour.

Terminator Armour: +25 pts.

The model's Movement becomes 5", its Armour Save becomes 2+, and it gains a 5+ Invulnerable Save.

Deployment: Deep Strike.

Shooting Phase: This unit can fire Heavy weapons even if it moved in the Movement phase.

Bike: +30 pts.

The model's Movement becomes 12". The model gains +1 T, +1 HP, and a Storm Bolter.

Deployment: Outflank.

Jump Pack: +25 pts.

The model's Movement becomes 12". It can Fly.

Deployment: Deep Strike.

Charge Phase: When this unit charges, each model gain +1 Attack in the subsequent Fight phase.

Other Items

Items can only be taken once per model..

Artillery Scope: +5 pts.

In the Shooting Phase, designate one enemy unit within 48" and Line of Sight of this model. Any attacks with the Scatter ability that target the unit for the rest of the Shooting Phase may reroll the Scatter Die and scatter distance dice.

Auspex

Enemy units cannot deploy via Infiltrate within 12" a model with an Auspex (instead of 9").

Bionics: +10 pts.

When the model would be reduced to 0 HP for any reason, roll 1d6. On a 6+, the model is not destroyed, and its HP is set to 1.

Combi-Weapon: +10 pts.

A model must be equipped with a Bolter or Storm Bolter to take this item. Before the game begins, select one item from the *Infantry Special Weapons* list. The model may fire one shot with that weapon during one Shooting Phase.

Iron Halo: +15 pts.

The model gains a 5+ Invulnerable Save.

Homing Beacon: +5pts.

When any units are Deployed via Deep Strike within 24" of a model with a Homing Beacon, they may reroll the Scatter Die and the 2d6 used to determine scatter distance.



Vehicle Weapons

		Range	SH	S	AP	D					
Autocannon	+15	48"	2	7	-1	2					
Demolisher Cn.	+50	24"	1	10	-3	1d3					
Large Blast, Scatte	er 1d6.										
Earthshaker Cn.	+60		1	9	-2	1d3					
Indirect, Large Blas	,		6.								
Hvy. Con. Beamer	+30		2	8	-1	1					
Attacks made at ov		-		2 Da	amag	e.					
Hurricane Bolter	+20	24"	6	4	-1	1					
Rapid Fire.											
Inferno Cannon	+20	-	1	6	-1	2					
Flame. You may pla template up to 6" f	rom tl	ne weap	w end con's	l of t barr	he Fl el.	ame					
Laser Destroyer	+80	72"	1	10	-4	2d3					
On an unmodifed to increased to 2d6.	o-hit r	oll of 6-	+, dar	nage	e is						
Medusa Siege Cn.	+60	36"	1	10	-3	1d3					
Indirect, Large Blas	st, Sca	tter 2d	6.								
Neutron Laser	+80	72"	1	10	-2	1d3					
On an unmodified t takes 1d3 Mortal W more damage to a from its BS for the	/ound Vehic	s. If this le, the t	s wea arget	pon t sub	deals tract	s1or					
Thunderfire Cn.	+40	48"	4	4	-1	1					
Indirect, Small Blas	st, Sca	tter 1de	5.								
Vanquisher Cn.				Cho	ose:						
-Frag	+60	96"	1	8	-2	2					
-Krak			1	8	-2	2d6					
If Frag is chosen, L	arge E		catte	r 2d6	.						
Volcano Cn.	+120	120"	1	*	-4	3d6					
Always wounds on non-Infantry units	a 2+. with n	Can rer hore tha	roll da an 12	amag HP.	ge ag	ainst					
Volkite Carronade	+90	48"	1	8	-2	2					
Draw a straight line at the weapon and within range and Li the line, except for automatically hit hi	endin ne of the fi	g at any Sight. A	y ene All mo	my n odels	starti node unde	ing I er					
Whirlwind Frag	+25	48"	1	4	-1	1					
Indirect, Large Blas	st, Sca	tter 1d	6.								
Whirlwind Krak	+25	48"	1	6	-2	2					

Indirect, Small Blast.

Relic Blade: +5 pts.

A model must be equipped with a Power Sword to take this item. Increase the item's damage to 1d3.

Storm Shield: +10 pts.

In the Fight Phase, the model gains a 4+ Invulnerable Save.

	Со	mm	ander	-						
	Pts/Model	Μ	WS	BS	S	Т	HP	Α	LD	Sv
Captain	60	6"	2+	2+	4	4	5	3	9	3+
Chapter Master	75	6"	2+	2+	4	4	6	3	10	3+

Unit Type: Infantry, Character

Equipment: Bolter, Chainsword

A Commander may replace their Bolter with a Plasma Pistol for +15 pts or an item from the Basic Ranged Weapons list.

A Commander may replace their Chainsword with an item from the Melee Weapons list.

A Commander may select any number of items from the Wargear list.

An Army may only contain one Commander.

Morale Phase: Once per game, at the start of the Morale Phase, all enemy units within 12" of the Commander must test Morale.

	(Chap	lain							
	Pts/Model	Μ	WS	BS	S	Т	HP	Α	LD	Sv
Chaplain	65	6"	3+	3+	4	4	4	3	9	3+
Unit Type Infontry Character			Мок	olo Dha		honloi	n and a	ll frior	dlyuni	to

Unit Type: Infantry, Character

Morale Phase: A Chaplain, and all friendly units within 6" of a Chaplain are Fearless.

Equipment: Bolt Pistol, Power Sword

A Chaplain has a 4+ Invulnerable Save.

A Chaplain may select any number of items from the Wargear list.

Librarian											
	Pts/Model	Μ	WS	BS	S	Т	HP	Α	LD	Sv	
	80	6"	3+	3+	4	4	4	3	9	3+	
Unit Type: Infantry, Character				Lil	braria	an P	sychio	c Pov	vers		

Unit Type: Infantry, Character

Equipment: Power Sword

A Librarian may select any number of items from the Wargear list.

Psychic Phase: a Librarian may use one Psychic Power from the list below.

Fight Phase: Once per Fight phase, if a Librarian deals 1 or more damage to a model with a melee attack, you may make a Psychic Test. If the test is passed, the damaged model immediately takes 2d6 Mortal Wounds.

1d6 Space Marine Perils of the Warp Result

- Warp Burst. Place the Small Blast template
- over the model. All models entirely or 1 partially under the template take 1 S6 AP0 hit. Then remove the model.
- 2 Instant Death. Remove the model.
- Warp Ghosts. All units within 6" must test 3 Morale in the Morale Phase.
- Staggered. The model takes 1d3 Mortal 4 Wounds.
- Pinned. The model may not move in the 5 next Movement phase.
- Mind of Iron. The model may not be 6 activated in the next Psychic Phase.

1. Deny the Witch

For the rest of this Psychic Phase, any enemy models within 24" that attempt to use Psychic Powers must roll an additional d6 and discard one result of your choice.

2. Fear

One enemy unit within 18" must test Morale in the next Morale Phase.

3. Guidance

One friendly unit within 12" gains +1 to either their Weapon Skill or Ballistic Skill until end of turn.

4. Haste

One friendly infantry unit within 6" can immediately move up to 4", following all the rules for movement in the Movement phase.

5. Shield of the Righteous

The Librarian and all friendly Infantry units wholly within 6" gain a 6+ Invulnerable save until the end of the turn. The Librarian cannot Charge this turn.

6. Smite

One enemy unit within 18" takes 1d3 Mortal Wounds. If doubles were rolled on the Psychic Test, it takes 1d6 Mortal Wounds instead.

4

Techmarine											
	Pts/Model	Μ	WS	BS	S	Т	HP	Α	LD	Sv	
Techmarine	65	5"	3+	2+	4	4	3	2	9	3+	
Unit Type: Infantry, Character							of shoo ne frier				
Equipment: Bolter, Plasma Pistol, Pow	er Fist.		2".	restor	5 105 1	11 10 0	ine mei				
A Techmarine may select any number	of items										

from the Wargear list.

	Serv	itor	Retin	ue						
	Pts/Model	Μ	WS	BS	S	Т	HP	Α	LD	Sv
Servitor	12	5"	4+	4+	4	4	1	1	6	3+
Unit Type: Infantry							its Pow			

Equipment: Power fist.

A unit consists of 1-4 Servitors. This unit can only be taken if the Detachment contains a Techmarine, and does not occupy a separate Force Organization slot.

weapon from the Infantry Heavy Weapon List.

Deployment: This unit must deploy within 2" of a Techmarine and/or occupy the same Transport.

Morale Phase: Fearless.

DEDICATED TRANSPORTS

Rhino											
	Pts/Model		Μ	WS	BS	S	Т	HP	Α	LD	Sv
		6+	12"	6+	3+	6	$\nabla 7$	10	2	8	3+
Rhino	60	3-5	6"	6+	4+	6	6 6	-	1	8	3+
		1-2	3"	6+	5+	6	$\overline{6}$	-	1	8	3+

Unit Type: Vehicle, Transport

Equipment: Storm Bolter.

Transport Capacity: 10.

A Rhino may take one weapon from the list below. If it does, it reduces its Transport Capacity to 6.

Lascannon and Twin Plasma Gun: +55 pts. •

Transport Capacity: 10, or 1 Dreadnought.

A Drop Pod may be purchased for any unit that fits in its Transport Capacity. The unit and the Drop Pod

- Twin Assault Cannon: +50 pts.
- Twin Heavy Bolter: +30 pts. •
- Twin Heavy Flamer: +20 pts. •
- Twin Lascannon: +50 pts.
- Twin Multimelta: +40 pts.

must Deploy by Deep Strike.

A Rhino may be purchased for any Infantry unit that fits in its Transport Capacity. The unit must Deploy inside the transport or wholly within 3" of it.

A Rhino may take any items from the Vehicle Wargear list.

Morale: Fearless.

When a Rhino is destroyed, roll 1d6. On a 6+ it explodes. Each unit within 6" takes 1d3 Mortal Wounds.

Drop Pod										
	Pts/Model	Μ	WS	BS	S	т	HP	Α	LD	Sv
Drop Pod	30	-	-	4+	-	5	6	-	8	3+
Unit Type: Vehicle, Transport						555				
Equipment: Storm Bolter.			Dep	loymen	t: mu	st Deep S	Strike.			

Movement: Immobile. Units can Disembark from a Drop Pod but cannot Embark.

Morale: Fearless.

FIITES

Ancient											
	Pts/Model	Μ	WS	BS	S	т	HP	Α	LD	Sv	
Ancient	40	6"	3+	3+	4	4	3	2	8	3+	
Unit Type: Infantry, Character			Mor from	ale Pha 1 this Fa	se: Fea	arless. that fa	Any frie ails a Mo	endly u orale te	nit (not est can	just	
Equipment: Bolt Pistol.			cho		nove ť	oward	s an And				
An Ancient may select any number of the <i>Wargear</i> list.	of items from										

Apothecary											
	Pts/Model	Μ	WS	BS	S	Т	HP	Α	LD	Sv	
Apothecary	40	6"	3+	3+	4	4	3	2	8	3+	
Unit Turner Informers Character			E i ede		. In at a	ad af "	a a l dia a	o o v o t	taalia		

Unit Type: Infantry, Character

Equipment: Bolt Pistol, Chainsword.

Shooting Phase: Instead of shooting, an Apothecary may restore 1d3 HP to one friendly non-Vehicle model within 2".

Fight Phase: Instead of making any attacks, an	
Apothecary may restore 1d3 HP to one friendly non-Vehicle model within 2".	

Champion												
	Pts/Model	Μ	WS	BS	S	т	HP	Α	LD	Sv		
Champion	55	6"	2+	3+	4	4	3	3	8	3+		
Unit Type: Infantry, Character	Fight Phase: When targeting a Character, a Champion may reroll all failed attack rolls. If a								1			
Equipment: Bolt Pistol, Power Sword.	Equipment: Bolt Pistol, Power Sword.						ter, the					
A Champion may replace their Bolt P Storm Shield for +10 pts.	istol with a			ored to ale Pha		arless.						

A Champion may select any number of items from the Wargear list.

Terminator Squad											
	Pts/Model	Μ	WS	BS	S	Т	HP	Α	LD	Sv	
Terminator	35	5"	3+	3+	4	5	3	2	8	2+	
Terminator Sergeant	40	5"	3+	3+	4	5	3	2	9	2+	

Unit Type: Infantry

Equipment: Storm Bolter, Power Fist.

A unit consists of 4-9 Terminators and 1 Terminator Sergeant.

Terminators have a 5+ Invulnerable Save.

Terminators count as 2 models for the purposes of Transport Capacity.

A Terminator Sergeant may replace their Power Fist with a Power Weapon for free.

A Terminator Sergeant may select any number of items from the Wargear list.

Up to two models may replace their Storm Bolter	
with an Assault Cannon for +20 pts or a Heavy	
Flamer for +5 points, or keep their Storm Bolters	
and add a Missile Launcher for +20 points.	

Any model may replace their Power Fist with a Chainfist for +5 points.

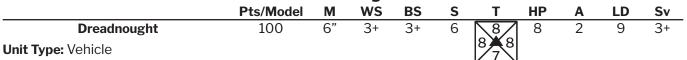
Instead of selecting any of the above options,all models in the unit may replace their Power Fists and Storm Bolters with a pair of Lightning Claws for +15 points, or a Thunder Hammer and Storm Shield for +15 points.

Deployment: Deep Strike.

Shooting Phase: This unit can fire Heavy weapons even if it moved in the Movement phase.

ELITES

Dreadnought



Equipment: none.

A Dreadnought must select two options from the list below (one for its left arm, one for its right arm).

- Assault Cannon: +25 pts.
- Dreadnought Claw with Heavy Flamer: +25 pts.
- Dreadnought Claw with Storm Bolter: +15 pts.
- Heavy Conversion Beamer: +30 pts.
- Heavy Grav Gun: +20 pts.
- Hurricane Bolter: +20 pts.
- Inferno Cannon: +20 pts.
- Missile Launcher: +20 pts.
- Multimelta: +20 pts.
- Plasma Cannon: +25 pts.
- Seismic Hammer: +15 pts.
- Twin Autocannon: +30 pts.
- Twin Heavy Bolter: +30 pts.
- Twin Heavy Flamer: +20 pts.
- Twin Lascannon: +50 pts.

A Dreadnought may take any items from the Vehicle Wargear list.

When a Dreadnought would be reduced to 0 HP for any reason, roll 1d6. On a 4+, the Dreadnought is not destroyed, and its HP is set to 1. This can happen multiple times per phase.

When a Dreadnought is destroyed, roll 1d6. On a 6+ it explodes. Each unit within 3" takes 1d3 Mortal Wounds.

Dreadnought Upgrades

Points Limit: 2,000. Each upgrade can only be selected once per Army and per Dreadnought.

Venerable Dreadnought: +30 Pts.

A Venerable Dreadnought's WS and BS become 2+.

Librarian Dreadnought: +50 Pts.

A Librarian Dreadnought is a HQ choice.

Psychic Phase: a Librarian Dreadnought may use one Psychic Power from the list on pg. ##.

Fight Phase: Once per Fight phase, if a Librarian Dreadnought uses a Dreadnought Claw to deal 1 or more damage to a model, you may make a Psychic Test. If the test is passed, the damaged model immediately takes 2d6 Mortal Wounds.

Chaplain Dreadnought: +40 Pts.

A Chaplain Dreadnought is a HQ choice. A Chaplain Dreadnoughts has a 5+ Invulnerable Save.

Morale Phase: A Chaplain Dreadnought, and all friendly units within 6" of a Chaplain Dreadnought, are Fearless.

Veteran Squad												
	Pts/Model	Μ	WS	BS	S	Т	HP	Α	LD	Sv		
Veteran	30	6"	3+	3+	4	4	2	2	8	3+		
Veteran Sergeant	35	6"	3+	3+	4	4	2	2	9	3+		

Unit Type: Infantry

Equipment: Bolt Pistol, Chainsword.

A unit consists of 4-9 Veterans and 1 Veteran Sergeant.

Any model may replace their Bolt Pistol with a Plasma Pistol for +15 pts, or with a Storm Shield for +10 pts.

Any model may replace their Chainsword with an item from the *Melee Weapons* list.

Any model may replace both their Bolt Pistol and Chainsword with an item from the *Infantry Special Weapons* list.

One model may replace their Bolt Pistol and Chainsword with an item from the *Infantry Heavy Weapons* list.

Any model may select any number of items from the *Wargear* list.

TROOPS

Tactical Squad											
Model	Μ	WS	BS	S	Т	HP	Α	LD	Sv		
25	6"	3+	3+	4	4	2	1	7	3+		
30	6"	3+	3+	4	4	2	2	8	3+		
	Model 25 30	25 6"	25 6" 3+	25 6" 3+ 3+	25 6" 3+ 3+ 4	25 6" 3+ 3+ 4 4	25 6" 3+ 3+ 4 4 2	25 6" 3+ 3+ 4 4 2 1	25 6" 3+ 3+ 4 4 2 1 7		

Unit Type: Infantry

Equipment: Bolter

A unit consists of 4-9 Space Marines and 1 Space Marine Sergeant.

Any model may replace their Bolter with a Bolt Pistol and Chainsword for free.

A Space Marine Sergeant with a Bolt Pistol and Chainsword may replace their Bolt Pistol with a Plasma Pistol for +15 pts, or with a Storm Shield for +10 pts. They may also replace their Chainsword with an item from the *Melee Weapons* list. One model may replace their Bolter with an item from the *Infantry Special Weapons* list.

One model may replace their Bolter with an item from the *Infantry Heavy Weapons* list.

Deployment: If all models in the unit are armed with Bolters, Infiltrate.

Scout Squad Pts/Model Μ WS BS S HP LD т Α Sv 6" 18 3+ 3+ 4 4 2 1 7 4+ Scout 6" Scout Sergeant 20 3+ 3+ 4 4 2 2 8 4+ A Scout Sergeant with a Bolt Pistol and Unit Type: Infantry

Equipment: Bolter

A unit consists of 4-9 Scouts and 1 Scout Sergeant.

Any model may replace their Bolter with a Scout Shotgun for free, or with a Sniper Rifle for +10 points.

A Scout Sergeant may replace their Bolter with a Bolt Pistol and Chainsword for free.

A Scout Sergeant with a Bolt Pistol and Chainsword may replace their Bolt Pistol with a Plasma Pistol for +15 pts. They may also replace their Chainsword with an item from the *Melee Weapons* list.

One model may replace their Bolter with a Heavy Bolter for +15 pts, Grenade Launcher for +10 pts, or a Missile Launcher for +20 pts.

Deployment: Infiltrate.

Shooting Phase: This unit gains an additional +1 to Save when in cover.

Beasts												
	Pts/Model	Μ	WS	BS	S	Т	HP	Α	LD	Sv		
Beast	10	12"	3+	-	4	4	1	2	4	6+		
Unit Type: Infantry	This unit cannot use Transports.											
Equipment: none.			Dep	loymen	t: Infilt	rate.						

A unit consists of 3-10 Beasts.

This unit cannot be taken as one of the two mandatory Troops choices in a Detachment. Only one unit may be taken per Detachment.

Charge: You may reroll this unit's Charge distance.

FAST ATTACK

Assault Squad

WS

BS

S

Т

HP

Α

LD

Sv

Μ

Pts/Model

	Pts/Model	Μ	WS	BS	S	Т	HP	Α	LD	Sv
Assault Marine	45	12"	3+	3+	4	4	2	1	7	3+
Assault Marine Sergeant	50	12"	3+	3+	4	4	2	2	8	3+
Unit Type: Infantry, Fly Equipment: Bolt Pistol, Chainsword.			Chai		d with a		both th 1 from t			
A unit consists of 2-9 Assault Marine Assault Marine Sergeant.	es and 1		repla	ace the	ir Bolt	Pistol	odels, al and Cha	ainswo	ord with	i the
This unit cannot use Transports.							ntry Sp			S IIST.
Any model may replace their Bolt Pis Plasma Pistol for +15 pts, or with a S +10 pts.	stol with a torm Shield fo	or	repla sam	ace the e item t	ir Bolt from tl	Pistol ne <i>Infa</i>	odels, al and Cha ntry He	ainswo	ord with	the list.
Any model may replace their Chains item from the <i>Melee Weapons</i> list.	word with an		Char		i se: Wł	nen thi	e. s unit C sequer			
	Bi	ke S	quad							
	Pts/Model	Μ	WS	BS	S	т	HP	Α	LD	Sv
Biker	45	12"	3+	3+	4	5 5	3 3	1 2	7	3+
Biker Sergeant Unit Type: Infantry	50	12"	3+ ^ Dil	3+ Kor Sor	4 coont				8 NH Dicto	3+
			an it	em froi	m the l	Melee	place t Weapoi	ns list.		
Equipment: Storm Bolter, Bolt Pistol			Two	model	mav re	eplace	their B	olt Pist	ol with	an
A unit consists of 2-9 Bikers and 1 Bi	iker Sergeant.						pecial V			
This unit cannot use Transports.			Depl	loymen	t: Outf	lank.				
	Scou	t Bik	e Squ	ber						
	Pts/Model	M	WS	BS	S	<u> </u>	HP	A		Sv
Scout Biker Scout Biker Sergeant	35 40	14" 14"	3+ 3+	3+ 3+	4 4	5 5	3 3	1 2	7 8	4+ 4+
Unit Type: Infantry	10	1.			-		may rej			
Equipment: Storm Bolter, Scout Shot	toun		Shot	tgun wi	th an if	tem fro	om the	Melee	Weapo	ns list.
A unit consists of 4-9 Scout Bikers a Sergeant.	-		Any and +10	Scout S	s may r Shotgu	eplace n with	e both t a Gren	heir St ade La	orm Bo uncher	lter for
This unit cannot use Transports.			Depl	oymen	t: Outf	lank.				
	Attac	k Bik	ke Sa	uad						
		M	WS	BS	S	т	HP	Α	LD	Sv
	Pts/Model									
Attack Bike	50	12"	3+	3+	4	5	4	1	7	3+
Attack Bike Unit Type: Infantry			3+	3+	4	•	4 nsports	-	7	3+
	50		3+ This	3+	4 innot u	se Tra	-	-	7	3+

FAST ATTACK

Land Speeder											
	Pts/Model	Μ	WS	BS	S	Т	HP	Α	LD	Sv	
Land Speeder	70	12"	3+	3+	4	6	6	2	7	3+	
Unit Type: Vehicle, Fly						6 6 5					
Equipment: none.			Tran	sport C	Capac	ity: 5. M	ay only	rrans	port a S	Scout	

1-3 Land Speeders can be purchased under a single Force Organization slot. They are treated as separate units.

A Land Speeder must take one, and may take up to two, items from the Infantry Heavy Weapons list.

Alternatively a Land Speeder may take one item from *Infantry Heavy Weapons* list and gain the Transport special rule.

Transport Capacity: 5. May only transport a Scout Squad.

Deployment: Outflank.

Morale: Fearless.

When a Land Speeder is destroyed, move it 1d6" straight ahead, stopping if the model would contact any other models or terrain, then roll 1d6. On a 6+ it explodes. Each unit within 3" takes 1d3 Mortal Wounds.

Storm Speeder											
	Pts/Model	Μ	WS	BS	S	Т	HP	Α	LD	Sv	
Land Speeder	90	12"	3+	3+	4	$\overline{\mathbf{N}}$	8	2	7	3+	
Unit Type: Vehicle, Fly						666					
Equipment: none.			Dep	loymen	t: Out	flank.					

A Storm Speeder must take one, and may take up to two, items from the Infantry Heavy Weapons list.

A Storm Speeder may take one item from the Infantry Special Weapons list.

Deployment: Outflank.

Morale: Fearless.

When a Storm Speeder is destroyed, move it 1d6" straight ahead, stopping if the model would contact any other models or terrain, then roll 1d6. On a 6+ it explodes. Each unit within 6" takes 1d3 Mortal Wounds.

Centurion Squad											
	Pts/Model	Μ	WS	BS	S	т	HP	Α	LD	Sv	
Centurion	60	4"	3+	3+	4	5	3	1	7	2+	
Unit Type: Infantry			A Centurion must take one item from the Infantr Heavy Weapons list, and must either take a seco								
Equipment: none.		item from the Infantry Heavy Weapon list, the Infantry Basic Weapons list, or the Infantry Special									
A unit consists of 3-5 Centurions.				apons li		apono	1150, 01			peciai	
Centurions count as 3 models for the Transport Capacity.	A Centurion may also take a Power Fist for +20 pts.										

Shooting Phase: This unit can fire Heavy weapons even if it moved in the Movement phase.

Devastator Squad												
	Pts/Model	Μ	WS	BS	S	Т	HP	Α	LD	Sv		
Devastator	25	6"	3+	3+	4	4	2	1	7	3+		
Devastator Sergeant	30	6"	3+	3+	4	4	2	2	8	3+		

Unit Type: Infantry

Equipment: Bolter

A unit consists of 4-9 Devastators and 1 Devastator Sergeant.

Any model may replace their Bolter with a Bolt Pistol and Chainsword for free.

A Space Marine Sergeant with a Bolt Pistol and Chainsword may replace their Bolt Pistol with a Plasma Pistol for +15 pts. They may also replace their Chainsword with an item from the *Melee Weapons* list. Any model may replace their Bolter with an item from the *Basic Ranged Weapons* list.

Up to four models may replace their Bolter with an item from the *Infantry Heavy Weapons* list.

Shooting Phase: Once per shooting phase, one model in this unit may use a BS of 2+ instead of 3+.

	Se	entry	y Gun							
	Pts/Model	Μ	WS	BS	S	т	HP	Α	LD	Sv
Sentry Gun	15	-	-	4+	-	6	5	-	7	3+
Unit Type: Vehicle						6 6 6				
			Ман		Dhaa	. Immol				

Equipment: none.

1-3 Senty Guns can be purchased under a single Force Organization slot. They are treated as separate units.

A Sentry Gun must select one option from the list below:

- Thunderfire Cannon: +40 pts.
- Twin Autocannon: +30 pts.
- Twin Assault Cannon: +50 pts.
- Twin Heavy Bolter: +30 pts.
- Twin Heavy Flamer: +20 pts.
- Twin Lascannon: +50 pts.
- Whirlwind Frag Launcher: +25 pts.
- Whirlwind Krak Launcher: +25 pts.

Movement Phase: Immobile.

Charge Phase: If a friendly unit within 3" of a Sentry Gun is declared as the target of a Charge, the Sentry Gun may fire Overwatch, even if it was not declared as the target of the charge. It may still only fire Overwatch once per Charge phase.

Morale Phase: Fearless.

			Preda	ator							
	Pts/Model		Μ	WS	BS	S	Т	HP	Α	LD	Sv
		6+ HP	12"	6+	3+	6	87	11	2	8	3+
Predator	70	3-5 HP	6"	6+	4+	6	777	-	2	8	3+
		1-2 HP	3"	6+	5+	6	\mathbb{Z}/\mathbb{Z}	-	2	8	4+

Unit Type: Vehicle

Equipment: none.

A Predator must select one turret option from the list below:

- Autocannon: +15 pts.
- Heavy Conversion Beamer: +30 pts.
- Inferno Cannon: +20
- Lascannon and Twin Plasma Gun: + 55 pts
- Laser Destroyer: +80 pts.
- Plasma Cannon: +25 pts.
- Twin Assault Cannon: +50 pts.
- Twin Lascannon: +50 pts.

A Predator must select a matched pair of sponson options from the list below:

- 2 Storm Bolters
- 2 Heavy Bolters: +30 pts.
- 2 Heavy Flamers: +20 pts.
- 2 Lascannons: +50 pts.
- 2 Multimeltas: +40 pts.

A Predator may take any items from the *Vehicle Wargear* list.

Morale: Fearless.

When a Predator is destroyed, roll 1d6. On a 6+ it explodes. Each unit within 6" takes 1d3 Mortal Wounds.

Vindicator

	Pts/Model		Μ	WS	BS	S	т	HP	Α	LD	Sv
		6+ HP	10"	6+	3+	6	<u>8</u>	11	2	8	3+
Vindicator	70	3-5 HP	5"	6+	4+	6	777	-	2	8	3+
		1-2 HP	3"	6+	5+	6	$\angle / $	-	2	8	4+

Unit Type: Vehicle

Equipment: none.

A Vindicator must select one option from the list below:

- Demolisher Cannon: +50 pts.
- Earthshaker Cannon: +60 pts.
- · Laser Destroyer: +80 pts.
- Medusa Siege Cannon: +60 pts.
- 2 Twin Lascannons: +100 pts

A Vindicator may take any items from the Vehicle Wargear list.

Morale: Fearless.

When a Vindicator is destroyed, roll 1d6. On a 5+ it explodes. Each unit within 6" takes 1d6 Mortal Wounds.

Whirlwind

	Pts/Model		Μ	WS	BS	S	т	HP	Α	LD	Sv
		6+ HP	10"	6+	3+	6	87	11	2	8	3+
Whirlwind	70	3-5 HP	5"	6+	4+	6	777	-	2	8	3+
		1-2 HP	3"	6+	5+	6	$\angle / $	-	2	8	4+

Unit Type: Vehicle

Equipment: none.

A Whirlwind must select one option from the list below:

- Whirlwind Frag Launcher: +25 pts.
- Whirlwind Krak Launcher: +25 pts.
- 2 Twin Autocannons: + 60 pts

A Whirlwind may take any items from the *Vehicle Wargear* list.

Morale: Fearless.

When a Whirlwind is destroyed, roll 1d6. On a 6+ it explodes. Each unit within 6" takes 1d3 Mortal Wounds.

	Pts/Model		Μ	WS	BS	S	т	HP	Α	LD	Sv
		9+ HP	10"	6+	3+	8	<u>\9</u>	16	6	9	2+
Land Raider	110	5-8 HP	5"	6+	4+	8	9 9	-	1d6	9	2+
		1-4 HP	3"	6+	5+	8	<u> </u>	-	1d3	9	2+

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Unit Type: Vehicle, Transport

Equipment: none.

Transport Capacity: 12.

A Land Raider must select one hull weapon option from the list below:

- Twin Assault Cannon: +50 pts.
- Twin Heavy Bolter: +30 pts.
- Twin Lascannon: +50 pts.

A Land Raider must select a matched pair of sponson options from the list below:

- 2 Inferno Cannons: +40 pts.
- 2 Hurricane Bolters: + 40 pts.
- 2 Multimeltas: +40 pts.
- 2 Twin Heavy Bolters: +60 pts.
- 2 Twin Lascannons: +100 pts.

A Land Raider may take one additional matched pair of sponson weapons from the list below. If it does, it loses the Transport ability.

- 2 Heavy Bolters: +30 pts.
- 2 Heavy Flamers: +20 pts.
- 2 Lascannons: +50 pts.
- A Land Raider may take a Multimelta for +20 pts.

A Land Raider may take any items from the Vehicle Wargear list.

Morale: Fearless.

When a Land Raider is destroyed, roll 1d6. On a 6+ it explodes. Each unit within 6" takes 1d3 Mortal Wounds.

Support Land Raider

	Pts/Model		Μ	WS	BS	S	Т	HP	Α	LD	Sv	
		9+ HP	10"	6+	3+	8	999	16	6	9	2+	
Land Raider	110	5-8 HP	5"	6+	4+	8		-	1d6	9	2+	
		1-4 HP	3"	6+	5+	8	$\vee 9 \vee$	-	1d3	9	2+	

Unit Type: Vehicle

Equipment: none.

A Support Land Raider must select one hull weapon option from the list below:

- Demolisher Cannon: +50 pts.
- Thunderfire Cannon: +40 pts.
- Whirlwind Frag Launcher: +25 pts.
- Whirlwind Krak Launcher: +25 pts.

A Land Raider must select a matched pair of sponson options from the list below:

- 2 Inferno Cannons: +40 pts.
- 2 Hurricane Bolters: +40 pts.
- 2 Multimeltas: +40 pts.
- 2 Twin Heavy Bolters: +60 pts.
- 2 Twin Lascannons: +100 pts.

A Support Land Raider may take a Multimelta for +20 pts.

A Support Land Raider may take any items from the *Vehicle Wargear* list.

Morale: Fearless.

When a Land Raider is destroyed, roll 1d6. On a 5+ it explodes. Each unit within 6" takes 1d6 Mortal Wounds.

				Sica	ran								
		Pts/Model		Μ	WS	BS	S	т	HP	Α	LD	Sv	
			7+ HP	14"	6+	3+	6	87	14	2	8	3+	
9	licaran	100	4-6 HP	8"	6+	4+	6	7 7	-	2	8	3+	
			1-3 HP	5"	6+	5+	6	Z/	-	2	8	4+	

Unit Type: Vehicle

Equipment: Heavy Bolter.

A Sicaran must select one option from the list below:

- Demolisher Cannon: +50 pts.
- Neutron Laser: +80 pts.
- Thunderfire Cannon: +40 pts.
- Twin Assault Cannon: +50 pts.
- Twin Autocannon: +30 pts.
- Twin Plasma Cannon: +50 pts.
- Whirlwind Frag Launcher: +25 pts.

A Sicaran must select a matched pair of sponson options from the list below:

- 2 Autocannons: +30 pts.
- 2 Heavy Bolters: +30 pts.
- 2 Lascannons: +50 pts.

A Sicaran may take any items from the Vehicle Wargear list.

Morale: Fearless.

When a Sicaran is destroyed, roll 1d6. On a 6+ it explodes. Each unit within 6" takes 1d3 Mortal Wounds.

Sabre Strike Tank											
	Pts/Model	Μ	WS	BS	S	Т	HP	Α	LD	Sv	
Sabre Strike Tank	60	12"	3+	3+	5	6	6	1	8	3+	
Unit Type: Vehicle						555					

Equipment: Missile Launcher.

1-3 Sabre Strike Tanks can be purchased under a single Force Organization slot. They are treated as separate units.

A Sabre Strike Tank must select one option from the list below:

- Heavy Flamer: +10 pts.
- Lascannon: +25 pts.
- Twin Autocannon: +30 pts.

A Sabre Strike Tank may take any items from the *Vehicle Wargear* list.

Morale: Fearless.

When a Sabre Strike Tank is destroyed, roll 1d6. On a 6+ it explodes. Each unit within 6" takes 1d3 Mortal Wounds.

Mastodon

	Pts/Model		Μ	WS	BS	S	т	HP	Α	LD	Sv
		16+ HP	10"	6+	3+	6	999	30	8	8	2+
Sicaran	600	8-15 HP	5"	6+	4+	6	9 9	-	6	8	2+
		1-7 HP	2"	6+	5+	6	<u>_9</u>	-	4	8	2+

Unit Type: Vehicle, Transport

Equipment: 2 Heavy Flamers, 2 Lascannons, 2 Assault Cannons, and 2 Multimeltas.

Transport Capacity: 40. Can transport up to 2 Dreadnoughts, each occupying 10 spaces.

A Mastodon has a 5+ Invulnerable Save against shooting attacks from models more than 12" away from it.

Morale: Fearless.

When a Spartan is destroyed, roll 1d6. On a 6+ it explodes. Each unit within 2d6" takes 2d6 Mortal Wounds.

Points Limit: 1,500.

Spartan												
	Pts/Model		Μ	WS	BS	S	т	HP	Α	LD	Sv	
		12+ HP	10"	6+	3+	8	<u> </u>	20	6	9	2+	
Land Raider	130	6-11 HP	5"	6+	4+	8	9×9	-	1d6	9	2+	
		1-5 HP	3"	6+	5+	8	\mathbb{Z}_{9}	-	1d3	9	2+	

Unit Type: Vehicle, Transport

Equipment: none.

Transport Capacity: 20.

A Spartan must select one hull weapon option from the list below:

- Twin Heavy Bolter: +30 pts.
- Twin Heavy Flamer: +20 pts.
- Twin Lascannon: +50 pts.

A Spartan must select a matched pair of sponson options from the list below:

- 2x 2 Twin Heavy Bolters: +120 pts.
- 2x 2 Twin Lascannons: +200pts.

Instead of taking any of the hull weapon and sponson weapons listed above, a Spartan may take a Twin Demolisher Cannon for +100 pts, or a Twin Neutron Laser +160 pts. If it does, it loses the Transport ability.

A Spartan may take a Multimelta for +20 pts.

A Spartan may take any items from the Vehicle Wargear list.

Morale: Fearless.

When a Spartan is destroyed, roll 1d6. On a 6+ it explodes. Each unit within 6" takes 1d3 Mortal Wounds.

Points Limit: 2,000.

Fellblade

	Pts/Model		Μ	WS	BS	S	Т	HP	Α	LD	Sv		
		12+ HP	10"	5+	3+	9	$\sqrt{9}$	26	8	9	2+		
Fellblade	300	6-11 HP	5"	5+	4+	9	8 8	-	6	9	2+		
		1-5 HP	3"	5+	5+	9	8	-	3	9	2+		

Unit Type: Vehicle

Equipment: none

A Fellblade must select one main weapon from the list below:

- Volkite Carronade: 90pts.
- Twin Volcano Cannon: 240 pts
- Twin Vanquisher Cannon and Demolisher Cannon: +170 pts.

A Fellblade must select one hull weapon option from the list below:

- Twin Heavy Bolter: +30 pts.
- Twin Heavy Flamer: +20 pts.
- Twin Lascannon: +50 pts.

A Fellblade may select a matched pair of sponson options from the list below:

- 2x 2 Twin Heavy Bolters: +120 pts.
- 2x 2 Twin Lascannons: +200 pts
- 2 Inferno Cannons: +20 pts.

A Fellblade may take a Multimelta for +20 pts.

A Fellblade may take any items from the *Vehicle Wargear* list.

Fight: If any units take casualties from a Fellblade in the Fight phase, they must test Morale in the Morale phase.

Morale: Fearless.

When a Fellblade is destroyed, roll 1d6. On a 5+ it explodes. Each unit within 2d6" takes 2d6 Mortal Wounds.

Points Limit: 2,000.