HAMWARMER
24.5

Space
Marines

v.0.3

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.

Weapon Lists

Melee Weapons

	Pts	Range	S	AP	D
Chainsword	+0	Melee	4	-1	1
Chainfist	+25	Melee	Ux2	-4	2
-1 to WS when rolling to hit with this weapon.					
Lightning Claw	+20	Melee	U+1	-4	1
If a model is equipped with two Lightning Claws, it gains +1 Attack.					
Power Weapon	+15	Melee	U	-3	1
Power Fist	+20	Melee	Ux2	-3	1d3
-1 to WS when rolling to hit with this weapon.					
Thunder Hammer	+30	Melee	Ux2	-3	3
-1 to WS when rolling to hit with this weapon.					

Pistols

	Pts	Range	SH	S	AP	D
Bolt Pistol	+0	12"	1	4	-1	1
Plasma Pistol	+15	12"	1	7	-3	1
On an unmodified to-hit roll of 1, the bearer takes 1 Mortal Wound.						

Basic Ranged Weapons

	Pts	Range	SH	S	AP	D
Bolter	+0	24"	1	4	-1	1
Rapid Fire.						
Scout Shotgun	+0	12"	2	4	0	1
If the target is within 3", this weapon automatically hits.						
Sniper Rifle	+10	36"	1	4	-2	1
Heavy. Ignores Character targeting restrictions.						
Storm Bolter	+5	24"	2	4	-1	1
Rapid Fire.						

Infantry Special Weapons

	Pts	Range	SH	S	AP	D
Flamer	+5	-	1	4	0	1
Flame.						
Grav Gun	+15	18"	1	5	-3	1
Rapid Fire. If the target has a Save of 3+ or better, this weapon deals 1d3 damage instead of 1.						
Grenade Launcher			Choose:			
-Frag	+10	24"	1	3	0	1
-Krak			1	6	-1	1d3
If Frag is chosen, Small Blast.						
Meltagun	+10	12"	1	8	-4	1d6
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
Dreadnought Claw	+10	Melee	6	-2	2
Seismic Hammer	+15	Melee	8	-4	4
-2 to WS when rolling to hit with this weapon.					

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, Scatter 1d6. If the target has a Save of 3+ or better, this weapon deals 1d3 damage instead of 1.						
Lascannon	+25	48"	1	9	-3	1d6
Heavy.						
Missile Launcher			Choose:			
-Frag	+20	48"	1	4	-1	1
-Krak			1	8	-2	1d6
Heavy. If Frag is chosen, Small Blast.						
Multimelta	+20	24"	1	8	-4	1d6
Heavy. If the target is within 6", roll 2d6 for damage instead of 1d6 and discard the lowest result.						
Plasma Cannon	+25	36"	1	7	-3	2
Heavy, Small Blast. On an unmodified to-hit roll of 1, the bearer takes 2 Mortal Wounds.						

Vehicle 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.

WARGEAR

Armour

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.

VEHICLES

Vehicle Weapons

	Pts	Range	SH	S	AP	D
Autocannon	+15	48"	2	7	-1	2
Demolisher Cn.	+50	24"	1	10	-3	1d3
Large Blast, Scatter 1d6.						
Earthshaker Cn.	+60	240"	1	9	-2	1d3
Indirect, Large Blast, Scatter 2d6.						
Hvy. Con. Beamer	+30	36"	2	8	-1	1
Attacks made at over half range deal 2 Damage.						
Hurricane Bolter	+20	24"	6	4	-1	1
Rapid Fire.						
Inferno Cannon	+20	-	1	6	-1	2
Flame. You may place the narrow end of the Flame template up to 6" from the weapon's barrel.						
Laser Destroyer	+80	72"	1	10	-4	2d3
On an unmodifed to-hit roll of 6+, damage is increased to 2d6.						
Medusa Siege Cn.	+60	36"	1	10	-3	1d3
Indirect, Large Blast, Scatter 2d6.						
Neutron Laser	+80	72"	1	10	-2	1d3
On an unmodified to-wound roll of 1, the bearer takes 1d3 Mortal Wounds. If this weapon deals 1 or more damage to a Vehicle, the target subtracts 1 from its BS for the rest of the Shooting phase.						
Thunderfire Cn.	+40	48"	4	4	-1	1
Indirect, Small Blast, Scatter 1d6.						
Vanquisher Cn.			Choose:			
-*Frag*	+60	96"	1	8	-2	2
-*Krak*			1	8	-2	2d6
If Frag is chosen, Large Blast, Scatter 2d6.						
Volcano Cn.	+120	120"	1	*	-4	3d6
Always wounds on a 2+. Can reroll damage against non-Infantry units with more than 12 HP.						
Volkite Carronade	+90	48"	1	8	-2	2
Draw a straight line 48" long and 1" wide, starting at the weapon and ending at any enemy model within range and Line of Sight. All models under the line, except for the firing model, are automatically hit hit.						
Whirlwind Frag	+25	48"	1	4	-1	1
Indirect, Large Blast, Scatter 1d6.						
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.

HQ

Commander

	Pts/Model	M	WS	BS	S	T	HP	A	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.

Chaplain

	Pts/Model	M	WS	BS	S	T	HP	A	LD	Sv
Chaplain	65	6"	3+	3+	4	4	4	3	9	3+

Unit Type: Infantry, Character

Equipment: Bolt Pistol, Power Sword

A Chaplain has a 4+ Invulnerable Save.

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

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

Librarian

	Pts/Model	M	WS	BS	S	T	HP	A	LD	Sv
	80	6"	3+	3+	4	4	4	3	9	3+

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.

Librarian Psychic Powers

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.

1d6	Space Marine Perils of the Warp Result
1	Warp Burst. Place the Small Blast template over the model. All models entirely or partially under the template take 1 S6 AP0 hit. Then remove the model.
2	Instant Death. Remove the model.
3	Warp Ghosts. All units within 6" must test Morale in the Morale Phase.
4	Staggered. The model takes 1d3 Mortal Wounds.
5	Pinned. The model may not move in the next Movement phase.
6	Mind of Iron. The model may not be activated in the next Psychic Phase.

HQ

Techmarine

	Pts/Model	M	WS	BS	S	T	HP	A	LD	Sv
Techmarine	65	5"	3+	2+	4	4	3	2	9	3+

Unit Type: Infantry, Character

Equipment: Bolter, Plasma Pistol, Power Fist.

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

Shooting Phase: Instead of shooting, a Techmarine may restore 1d3 HP to one friendly Vehicle within 2".

Servitor Retinue

	Pts/Model	M	WS	BS	S	T	HP	A	LD	Sv
Servitor	12	5"	4+	4+	4	4	1	1	6	3+

Unit Type: Infantry

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.

Any model may replace its Power Fist with a 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		M	WS	BS	S	T	HP	A	LD	Sv
Rhino	60	6+	12"	6+	3+	6	7	10	2	8	3+
		3-5	6"	6+	4+	6	6 ▲ 6	-	1	8	3+
		1-2	3"	6+	5+	6	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.
- Twin Assault Cannon: +50 pts.
- Twin Heavy Bolter: +30 pts.
- Twin Heavy Flamer: +20 pts.
- Twin Lascannon: +50 pts.
- Twin Multimelta: +40 pts.

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	M	WS	BS	S	T	HP	A	LD	Sv
Drop Pod	30	-	-	4+	-	5 ▲ 5 / 5	6	-	8	3+

Unit Type: Vehicle, Transport

Equipment: Storm Bolter.

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 must Deploy by Deep Strike.

Deployment: must Deep Strike.

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

Morale: Fearless.

Elites

Ancient

	Pts/Model	M	WS	BS	S	T	HP	A	LD	Sv
Ancient	40	6"	3+	3+	4	4	3	2	8	3+

Unit Type: Infantry, Character

Equipment: Bolt Pistol.

An Ancient may select any number of items from the *Wargear* list.

Morale Phase: Fearless. Any friendly unit (not just from this Faction) that fails a Morale test can choose to move towards an Ancient instead of towards Cover or a table edge.

Apothecary

	Pts/Model	M	WS	BS	S	T	HP	A	LD	Sv
Apothecary	40	6"	3+	3+	4	4	3	2	8	3+

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	M	WS	BS	S	T	HP	A	LD	Sv
Champion	55	6"	2+	3+	4	4	3	3	8	3+

Unit Type: Infantry, Character

Equipment: Bolt Pistol, Power Sword.

A Champion may replace their Bolt Pistol with a Storm Shield for +10 pts.

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

Fight Phase: When targeting a Character, a Champion may reroll all failed attack rolls. If a Champion kills a Character, the Champion is restored to 3 HP.

Morale Phase: Fearless.

Terminator Squad

	Pts/Model	M	WS	BS	S	T	HP	A	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

	Pts/Model	M	WS	BS	S	T	HP	A	LD	Sv
Dreadnought	100	6"	3+	3+	6	8	8	2	9	3+

Unit Type: Vehicle

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	M	WS	BS	S	T	HP	A	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

	Pts/Model	M	WS	BS	S	T	HP	A	LD	Sv
Space Marine	25	6"	3+	3+	4	4	2	1	7	3+
Space Marine Sergeant	30	6"	3+	3+	4	4	2	2	8	3+

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	M	WS	BS	S	T	HP	A	LD	Sv
Scout	18	6"	3+	3+	4	4	2	1	7	4+
Scout Sergeant	20	6"	3+	3+	4	4	2	2	8	4+

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	M	WS	BS	S	T	HP	A	LD	Sv
Beast	10	12"	3+	-	4	4	1	2	4	6+

Unit Type: Infantry

Equipment: none.

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.

This unit cannot use Transports.

Deployment: Infiltrate.

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

Fast Attack

Assault Squad

	Pts/Model	M	WS	BS	S	T	HP	A	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.

A unit consists of 2-9 Assault Marines and 1 Assault Marine Sergeant.

This unit cannot use Transports.

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.

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

If a unit consists of 3 models, all models may replace their Bolt Pistol and Chainsword with the same item from the *Infantry Special Weapons* list.

If a unit consists of 3 models, all models may replace their Bolt Pistol and Chainsword with the same item from the *Infantry Heavy Weapons* list.

Deployment: Deep Strike.

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

Bike Squad

	Pts/Model	M	WS	BS	S	T	HP	A	LD	Sv
Biker	45	12"	3+	3+	4	5	3	1	7	3+
Biker Sergeant	50	12"	3+	3+	4	5	3	2	8	3+

Unit Type: Infantry

Equipment: Storm Bolter, Bolt Pistol

A unit consists of 2-9 Bikers and 1 Biker Sergeant.

This unit cannot use Transports.

A Biker Sergeant may replace their Bolt Pistol with an item from the *Melee Weapons* list.

Two model may replace their Bolt Pistol with an item from the *Infantry Special Weapons* list.

Deployment: Outflank.

Scout Bike Squad

	Pts/Model	M	WS	BS	S	T	HP	A	LD	Sv
Scout Biker	35	14"	3+	3+	4	5	3	1	7	4+
Scout Biker Sergeant	40	14"	3+	3+	4	5	3	2	8	4+

Unit Type: Infantry

Equipment: Storm Bolter, Scout Shotgun

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

This unit cannot use Transports.

A Scout Biker Sergeant may replace their Scout Shotgun with an item from the *Melee Weapons* list.

Any models may replace both their Storm Bolter and Scout Shotgun with a Grenade Launcher for +10 pts.

Deployment: Outflank.

Attack Bike Squad

	Pts/Model	M	WS	BS	S	T	HP	A	LD	Sv
Attack Bike	50	12"	3+	3+	4	5	4	1	7	3+

Unit Type: Infantry

Equipment: Storm Bolter, one item from the *Infantry Heavy Weapons* list.

A unit consists of 1-3 Attack Bikes.

This unit cannot use Transports.

Deployment: Outflank.

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

Fast Attack

Land Speeder

	Pts/Model	M	WS	BS	S	T	HP	A	LD	Sv
Land Speeder	70	12"	3+	3+	4	6/6/6/5	6	2	7	3+

Unit Type: Vehicle, Fly

Equipment: none.

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	M	WS	BS	S	T	HP	A	LD	Sv
Land Speeder	90	12"	3+	3+	4	7/6/6/6	8	2	7	3+

Unit Type: Vehicle, Fly

Equipment: none.

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.

Heavy Support

Centurion Squad

	Pts/Model	M	WS	BS	S	T	HP	A	LD	Sv
Centurion	60	4"	3+	3+	4	5	3	1	7	2+

Unit Type: Infantry

Equipment: none.

A unit consists of 3-5 Centurions.

Centurions count as 3 models for the purposes of Transport Capacity.

A Centurion must take one item from the *Infantry Heavy Weapons* list, and must either take a second item from the *Infantry Heavy Weapon* list, the *Infantry Basic* Weapons list, or the Infantry *Special Weapons* list.

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	M	WS	BS	S	T	HP	A	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+.

Sentry Gun

	Pts/Model	M	WS	BS	S	T	HP	A	LD	Sv
Sentry Gun	15	-	-	4+	-	6 / 6 / 6 / 6	5	-	7	3+

Unit Type: Vehicle

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.

Heavy Support

Predator

	Pts/Model		M	WS	BS	S	T	HP	A	LD	Sv
Predator	70	6+ HP	12"	6+	3+	6	8	11	2	8	3+
		3-5 HP	6"	6+	4+	6	7 ▲ 7	-	2	8	3+
		1-2 HP	3"	6+	5+	6	7	-	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		M	WS	BS	S	T	HP	A	LD	Sv
Vindicator	70	6+ HP	10"	6+	3+	6	8	11	2	8	3+
		3-5 HP	5"	6+	4+	6	7 ▲ 7	-	2	8	3+
		1-2 HP	3"	6+	5+	6	7	-	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		M	WS	BS	S	T	HP	A	LD	Sv
Whirlwind	70	6+ HP	10"	6+	3+	6	8	11	2	8	3+
		3-5 HP	5"	6+	4+	6	7 ▲ 7	-	2	8	3+
		1-2 HP	3"	6+	5+	6	7	-	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.

Heavy Support

Land Raider

	Pts/Model		M	WS	BS	S	T	HP	A	LD	Sv
Land Raider	110	9+ HP	10"	6+	3+	8	9 / 9▲9 / 9	16	6	9	2+
		5-8 HP	5"	6+	4+	8		-	1d6	9	2+
		1-4 HP	3"	6+	5+	8		-	1d3	9	2+

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		M	WS	BS	S	T	HP	A	LD	Sv
Land Raider	110	9+ HP	10"	6+	3+	8	9 / 9▲9 / 9	16	6	9	2+
		5-8 HP	5"	6+	4+	8		-	1d6	9	2+
		1-4 HP	3"	6+	5+	8		-	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.

HEAVY SUPPORT

Sicaran

	Pts/Model		M	WS	BS	S	T	HP	A	LD	Sv
Sicaran	100	7+ HP	14"	6+	3+	6	8 / 7▲7 / 7	14	2	8	3+
		4-6 HP	8"	6+	4+	6		-	2	8	3+
		1-3 HP	5"	6+	5+	6		-	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	M	WS	BS	S	T	HP	A	LD	Sv
Sabre Strike Tank	60	12"	3+	3+	5	6 / 5▲5 / 5	6	1	8	3+

Unit Type: Vehicle

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		M	WS	BS	S	T	HP	A	LD	Sv
Sicaran	600	16+ HP	10"	6+	3+	6	9 / 9▲9 / 9	30	8	8	2+
		8-15 HP	5"	6+	4+	6		-	6	8	2+
		1-7 HP	2"	6+	5+	6		-	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.

Heavy Support

Spartan

	Pts/Model		M	WS	BS	S	T	HP	A	LD	Sv
Land Raider	130	12+ HP	10"	6+	3+	8	9 / 9 ▲ 9 / 9	20	6	9	2+
		6-11 HP	5"	6+	4+	8		-	1d6	9	2+
		1-5 HP	3"	6+	5+	8		-	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		M	WS	BS	S	T	HP	A	LD	Sv
Fellblade	300	12+ HP	10"	5+	3+	9	9 / 8 ▲ 8 / 8	26	8	9	2+
		6-11 HP	5"	5+	4+	9		-	6	9	2+
		1-5 HP	3"	5+	5+	9		-	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.