

1.1 SPACE MARINES

1.1.1 GENERAL SPACE MARINES SPECIAL RULES

1.1.1.1 "And They Shall Know No Fear"

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

- It takes two Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any left over Blast markers).
- Space Marine formations are only broken if they have two Blast markers per unit in the formation.
- Space Marine formations only count half their number of blast markers in assault resolution (rounding down - note that assault resolution will not receive +1 for having no blast marker 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 then it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marine units with the Leader special ability remove 2 Blast markers instead of 1.

1.1.1.2 Space Marines 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 below.

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 (see section 4.4). 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.

Choosing transport options is part of the army selection process. Portions of a formation may be left behind during deployment (to garrison, for example) the decision to exchange options, even "free" ones, must be determined when the army list is determined.

1.1.2 GENERAL SPACE MARINE UNITS

1.1.2.1 GENERAL SPACE MARINE CHARACTERS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(contact)	(Assault Weapons), EA (+1), MW
	NOTES	<i>Invulnerable Save, Leader, Commander</i>						
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(contact)	(Assault Weapons), EA (+1), MW
	NOTES	<i>Invulnerable Save, Leader, Inspiring</i>						
Librarian	CH	n/a	n/a	n/a	n/a	Power Weapon Smite	(contact) (15cm)	(Assault Weapons), EA (+1), MW (Small Arms), EA (+1), MW
	NOTES	<i>Invulnerable Save, Leader</i>						
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(contact)	(Assault Weapons), EA (+1), MW
	NOTES	<i>Invulnerable Save, Leader, Supreme Commander</i>						

1.1.2.2 GENERAL SPACE MARINE INFANTRY

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Assault	INF	30cm	4+	3+	5+	Chainswords Bolt pistols	(contact) (15cm)	(Assault Weapons) (Small Arms)
	NOTES	<i>Jump Packs</i>						
Bike	INF	35cm	4+	3+	4+	Chainswords Bolters	(contact) (15cm)	(Assault Weapons) (Small Arms)
	NOTES	<i>Mounted</i>						
Devastator	INF	15cm	4+	5+	3+	2x Missile Launcher	45cm	AP5+/AT6+
	NOTES							
Scout	INF	15cm	5+	4+	5+	Shotguns Heavy Bolter	(15cm) 30cm	(Small Arms) AP5+
	NOTES	<i>Scout, Infiltrator</i>						
Tactical	INF	15cm	4+	4+	4+	Bolters Missile Launcher	(15cm) 45cm	(Small Arms) AP5+/AT6+
	NOTES	--						
Terminator	INF	15cm	4+	3+	3+	Power Weapons Storm Bolters 2x Assault Cannon	(contact) (15cm) 30cm	(Assault Weapons), EA (+1), MW (Small Arms) AP5+/AT5+
	NOTES	<i>Reinforced Armour, Teleport, Thick Rear Armour</i>						

1.1.2.3 GENERAL SPACE MARINE LIGHT VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Attack Bike	LV	35cm	4+	5+	4+	Heavy Bolter	30cm	AP5+
	NOTES							
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	(15cm) AND 15cm	(Small Arms), MW MW5+
	NOTES	<i>Skimmer, Scout</i>						
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+/AT5+ AP5+
	NOTES	<i>Skimmer, Scout</i>						
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile Heavy Bolter	45cm 30cm	AP3+/AT5+ AP5+
	NOTES	<i>Skimmer, Scout</i>						

1.1.2.4 GENERAL SPACE MARINE ARMoured VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Dreadnought	AV	15cm	3+	4+	4+	Missile Launcher Twin Lascannon OR Power Fist Assault Cannon	45cm 45cm (contact) 30cm	AP5+/AT6+ AT4+ (Assault Weapons), EA (+1), MW AP5+/AT5+
	NOTES	<i>Walker, A Dreadnought is armed with a Missile Launcher and Twin Lascannon OR a Power Fist & Assault Cannon, not both – select one option before the game.</i>						
Drop Pod	AV	immobile	5+	n/a	n/a	Deathwind	15cm	AP5+/AT5+
	NOTES	<i>Planetfall, Transport (may carry one formation that includes only Tactical, Devastator and Dreadnought units)</i> Deathwind: 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. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pods may not be used to claim a crossfire.						
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+
	NOTES	--						
Land Raider	AV	25 cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lascannon	30cm 45cm	AP4+ AT4+
	NOTES	<i>Reinforced Armour, Thick Rear Armour, Transport (may carry 1 Terminator unit OR 2 of the following units: Tactical, Devastator and Scout)</i>						
Predator Annihilator	AV	30cm	4+	6+	5+	2x Lascannon Twin Lascannon	45cm 45cm	AT5+ AT4+
	NOTES	--						
Predator Destructor	AV	30cm	4+	6+	4+	2x Heavy Bolter Autocannon	30cm 45cm	AP5+ AP5+/AT6+
	NOTES	--						
Razorback	AV	30cm	5+	6+	5+	Twin Heavy Bolter OR Twin Lascannon	30cm 45cm	AP4+ AT4+
	NOTES	<i>Transport (may carry 1 of the following units: Tactical, Devastator & Scout)</i> A Razorback is armed with either a Twin Heavy Bolter OR a Twin Lascannon, not both – select one option before the game.						
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(Small Arms)
	NOTES	<i>Transport (may carry 2 of the following units: Tactical, Devastator and Scout)</i>						
Vindicator	AV	25 cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, Ignore Cover
	NOTES	<i>Walker</i>						
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1 BP, Indirect Fire
	NOTES	--						

1.1.2.5 GENERAL SPACE MARINE AIRCRAFT AND SPACECRAFT

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14 BP, MW
	NOTES	<i>Transport (may carry 60 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus 60 of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 9 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board)</i> Slow and steady: may not be used on the first two turns of a battle unless the scenario specifically says otherwise.						
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5 BP, MW
	NOTES	<i>Transport (may carry 20 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus 20 of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 6 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board)</i>						
Landing Craft	AC/WE	B	4+	5+	3+	Storm Bolters 3x Twin Heavy Bolter 2x Twin Lascannon	(15cm) 15cm 45cm	(Small Arms) AP4+ AT4+
	NOTES	<i>DC4, Planetfall, Fearless, Reinforced Armour, Transport (may carry 12 Space Marine infantry units, Attack Bikes and Dreadnoughts. Terminators and Dreadnoughts take up two spaces each. In addition, the Landing Craft can carry 4 vehicles based on the Land Raider or 6 based on the Rhino, or one of the following combinations: 3 Land Raiders and 1 Rhino, 2 Land Raiders and 3 Rhinos, or 1 Land Raider and 4 Rhinos)</i> Critical Hit Effect: The Landing Craft's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cm of the Landing Craft suffer one hit.						
Thunderhawk Gunship	AC/WE	B	4+	6+	4+	Twin Heavy Bolter Twin Heavy Bolter 2x Twin Heavy Bolter Battle Cannon	15cm 15cm 30cm 75cm	AP4+/AA5+, RF AP4+/AA5+, LF AP4+/AA5+, FxF AP4+/AT4+, FxF
	NOTES	<i>DC2, Planetfall, Reinforced Armour, Transport (may carry 8 of the following units: Tactical, Assault, Devastator, Scout, Bike, Terminator and Dreadnought. Terminators and Dreadnoughts take up two spaces each.)</i> Critical Hit Effect: the Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.						

1.1.3 EXPERIMENTAL SPACE MARINE UNITS

1.1.3.1 EXPERIMENTAL SPACE MARINE CHARACTERS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Emperor's Champion	CH	n/a	n/a	n/a	n/a	Black Sword		Assault weapon, EA (+1), Sniper
	NOTES	<i>Invulnerable Save</i>						

1.1.3.2 EXPERIMENTAL SPACE MARINE INFANTRY

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Death Company	INF	15cm (30cm)	4+	3+	5+	Bolt Pistols Assault Weapons	(15cm) (contact)	(Small Arms) (Assault Weapons), EA (+1)
	NOTES	<i>Invulnerable Save, Fearless. Death Company units count as Tactical units for the purposes of using the Transport Special Rule. Any Death Company unit may be given the Jump Pack ability, which also increases their speed to 30cm, but this denies them the ability to take Rhino transports. Death Company units with Jump Packs count as Assault units for transport purposes.</i>						
Heavy Scout	INF	15cm	4+	4+	4+	Heavy Bolter	30cm	AP5+
	NOTES	<i>Scouts. Count as Scouts for transport purposes.</i>						
Neophyte	INF	15cm	5+	4+	5+	Bolt Pistols	(contact)	Assault weapon
	NOTES	<i>Count as Scouts for transport purposes.</i>						
Neophyte Bike	INF	35cm	5+	4+	5+	Bolters Chainswords	15 cm (contact)	Small Arms Assault weapon
	NOTES	<i>Mounted. Count as Bikes for transport purposes.</i>						
Sword Brethren	INF	15cm	4+	3+	4+	Bolters Chainswords	(15cm) (contact)	(Small Arms) (Assault Weapons)
	NOTES	<i>Infiltrators. Count as Tacticals for transport purposes.</i>						

1.1.3.2 EXPERIMENTAL SPACE MARINE LIGHT VEHICLE

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Land Speeder Storm	LV	35cm	4+	6+	5+	Heavy Bolter	30cm	AP5+
	NOTES	<i>Skimmer, Scout, Transport (May carry one Scout unit).</i>						

1.1.3.4 EXPERIMENTAL SPACE MARINE ARMoured VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Baal Predator	AV	30cm	4+	5+	5+	Twin Assault Cannon 2x Heavy Flamer	30cm 15cm	AP4+ / AT4+ AP4+, Ignore Cover
	NOTES	--						
Furioso Dreadnaught	AV	15cm	3+	4+	6+	Flamers Paired Power Fists	(15cm) (contact)	(Small Arms) (Assault Weapons), MW, EA (+2)
	NOTES	<i>Walker</i>						
Land Raider Crusader	AV	25 cm	4+	5+	5+	Frag Launchers 2x Hurricane Bolters Twin Assault Cannon	(contact) (15cm) 30cm	(Assault Weapons) (Small Arms), EA (+1) AP4+/AT4+
	NOTES	<i>Reinforced Armour, Thick Rear Armour, Transport (may carry 2 Terminator units OR 3 of the following units: Tactical, Devastator & Scout)</i>						
Land Raider Helios	AV	25 cm	4+	6+	5+	Whirlwind Launcher 2x Twin Lascannon	45cm 45cm	1 BP, Indirect Fire AT4+
	NOTES	<i>Reinforced Armour, Thick Rear Armour, Transport (may carry 1 of the following units: Tactical, Devastator & Scout)</i>						
Land Raider Prometheus	AV	25cm	4+	6+	4+	4 x Twin Heavy Bolters	30cm	AP4+
	NOTES	<i>Reinforced Armour, Thick Rear Armour, Transport (may carry one Terminator unit OR two of the following units: Space Marine Tactical, Devastator and Scout units). Allows characters assigned to unit to replace the commander special ability's '5cm' restriction with 'any formation on table' for purposes of combined assaults.</i>						
Land Raider Redeemer	AV	25 cm	4+	6+	4+	2x Redeemer Flamers Twin Assault Cannon	15cm AND (15cm) 30cm	AP3+, Ignores Cover (Small Arms), EA(+1) AP4+/AT4+
	NOTES	<i>Reinforced Armour, Thick Rear Armour, Transport (may carry 1 Terminator unit OR 2 of the following units: Tactical, Devastator and Scout)</i>						
Predator Incinerator	AV	30cm	4+	6+	4+	Autocannon 2 x Heavy Flamer	45cm 15cm AND (15cm)	AP5+/AT6+ AP4+, Ignore Cover (Small Arms), Ignore Cover
	NOTES	--						
Vulcan Dreadnaught	AV	15cm	3+	4+	4+	Power Fist Multi-melta	(contact) (15cm) AND 15cm	(Assault Weapons), EA (+1), MW (Small Arms), MW MW5+
	NOTES	<i>Walker</i>						

1.1.3.5 EXPERIMENTAL SPACE MARINE AIRCRAFT AND SPACECRAFT

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Thunderhawk Gunship (Close Air Support)	AV/WE	Bomber	4+	n/a	n/a	Twin Heavy Bolter Twin Heavy Bolter 2x Twin Heavy Bolter 2x Hellfire Missiles Turbo Laser	15cm 15cm 30cm 30cm 45cm	AP4+/AA5+, RF AP4+/AA5+, LF AP4+/AA5+, FxF AT4+, FxF 2x AP5+/AT3+, FxF
	NOTES	<i>DC2, Reinforced Armour</i> Critical Hit Effect: the Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground.						
Thunderhawk Gunship (Saturation Bombing)	AV/WE	Bomber	4+	n/a	n/a	Bombs Twin Heavy Bolter Twin Heavy Bolter 2x Twin Heavy Bolter Battle Cannon	15cm 15cm 15cm 30cm 75 cm	2 BP, FxF, Ignore Cover AP4+/AA5+, RF AP4+/AA5+, LF AP4+/AA5+, FxF AP4+/AT4+, FxF
	NOTES	<i>DC2, Reinforced Armour</i> Critical Hit Effect: the Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground.						
Thunderhawk Transporter	AV/WE	Bomber	5+	6+	4+	2x Twin Heavy Bolter Defence Mount	15cm	AP4+/AA4+
	NOTES	<i>DC2, Planetfall, Reinforced Armour, Transport (may carry 1 Land Raider or 2 of the following units: Hunter, Predator, Razorback, Rhino, Vindicator, & Whirlwind, plus any infantry units carried in the transported vehicles)</i> Critical Hit Effect: the Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.						



CODEX ASTARTES SPACE MARINE ARMY LIST

ARMY CHAMPION: Henrikki "Hena" Almusa

Version: FINAL

Codex Astartes Space Marine armies have a strategy rating of 5. All Space Marine and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The 'They Shall Know No Fear' rule applies to all Space Marine formations.

SPACE MARINE DETACHMENTS

(A Codex Astartes army may contain any number of Space Marine Detachments.)

DETACHMENT	CORE UNITS	UPGRADES	COST
Tactical	Six Tactical units plus transport	Commander, Dreadnought, Razorback, Hunter, Vindicator	300 points
Assault	Four Assault units	Commander, Vindicator	175 points
Devastator	Four Devastator units plus transport	Commander, Dreadnought, Razorback, Hunter, Land Raider	250 points
Terminator	Four Terminator units	Commander, Dreadnought, Vindicator, Land Raider	350 points
Scout	Four Scout units plus transport	Commander, Razorback, Sniper	150 points
Bike	Five Bikes	Commander, Attack Bike	200 points
Land Speeder	Five Land Speeders	Commander, Tornado/Typhoon	200 points
Land Raider	Four Land Raiders	Commander, Vindicator, Hunter	350 points
Predator	Four Predators (Annihilator, Destructor or any combination of the two)	Commander, Vindicator, Hunter	275 points
Vindicator	Four Vindicators	Commander, Hunter	275 points
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points
Thunderhawk	One Thunderhawk Gunship	n/a	200 points
Landing Craft	One Landing Craft	n/a	350 points
Strike Cruiser	One Strike Cruiser	Battle Barge	200 points

SPACE MARINE UPGRADES

(Each allowed upgrade may be taken once by each detachment.)

UPGRADE	UNITS	COST
Attack Bike	Replace any number of Bike units with one Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	+150 points
Commander	Add 1 Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One SM Commander in the army may be a Supreme Commander	+50 points +100 points
Dreadnought	Add one or two Dreadnoughts	+50 points each
Hunter	Add one Hunter	+75 point each
Land Raider	Add up to four Land Raiders	+100 point each
Razorback	Add any number of Razorbacks, up to the number required to transport the formation	+25 points each
Sniper	One Scout unit gains the Sniper ability	+25 points
Tornado/Typhoon	Replace any number of Land Speeders, one a one per one basis, with: One Land Speeder Tornado <u>OR</u> One Land Speeder Typhoon	+10 points each +25 points each
Vindicator	Add one or two Vindicators	+75 points each

IMPERIAL SUPPORT FORMATIONS

(Up to 1/3 of an army's points may be spent on Support formations.)

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	250 points

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One Warhound Class Titan	275 points
Two Warhound Class Titans	500 points



WHITE SCARS SPACE MARINE ARMY LIST

ARMY SUB-CHAMPION: Henrikki "Hena" Almusa

Version: FINAL



White Space Marine armies have a strategy rating of 5. All Space Marine and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The 'They Shall Know No Fear' rule applies to all White Scars Space Marine formations.

WHITE SCARS DETACHMENTS

(A White Scars army may contain any number of White Scars Detachments.)

DETACHMENT	CORE UNITS	UPGRADES	COST
Tactical	Six Tactical units plus transport	Commander, Razorback	300 points
Assault	Four Assault units	Commander	175 points
Terminator	Four Terminator units plus transport	Commander	675 points
Scout	Four Scout units plus transport	Commander, Razorback, Sniper	150 points
White Scar Bike	Eight Bike units	Commander, Attack Bike	375 points
Land Speeder	Five Land Speeders	Commander, Tornado/Typhoon	200 points
Predator	Four Predators (Annihilator, Destructor or any combination of the two)	Commander, Vindicator, Hunter	275 points
Whirlwind	Four Whirlwinds	Commander, Hunter, Vindicator	300 points
Thunderhawk	One Thunderhawk Gunship	n/a	200 points
Landing Craft	One Landing Craft	n/a	350 points
Strike Cruiser	One Strike Cruiser	Battle Barge	200 points

WHITE SCARS UPGRADES

(Each allowed upgrade may be taken once by each detachment.)

UPGRADE	UNITS	COST
Attack Bike	Replace any number of Bike units with one Attack Bike each	varies
Battle Barge	Replace Strike Cruiser with Battle Barge	Free
Commander	Add 1 Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One Space Marine Commander in the army may be a Supreme Commander	+50 points +100 points
Hunter	Add one Hunter	+50 points
Razorback	Add any number of Razorbacks, up to the number required to transport the formation (+25 points each)	+25 points each
Sniper	One Scout unit gains the <i>Sniper</i> ability	+25 points
Tornado/Typhoon	Replace any number of Land Speeders, one a one per one basis, with: One Land Speeder Tornado OR One Land Speeder Typhoon	+10 points each +25 points each
Vindicator	Add 1 or 2 Vindicators	+75 points each

IMPERIAL SUPPORT FORMATIONS

(Up to 1/3 of an army's points may be spent on Support formations.)

IMPERIAL NAVY SQUADRONS

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	250 points

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warhound Class Titan	275 points
Two Warhound Class Titans	500 points

SPECIAL RULE - White Scars Transports

The White Scars are a highly mobile army. Because of this the points cost of a detachment usually includes enough transport vehicles to transport it and any upgrades that have been taken. The number of vehicles will always be the minimum needed to carry the formation; you can't take extras along to cover any losses! The transport vehicles will be Land Raiders if the detachment is Terminators, Rhinos for any other form of detachment.

Note that many formations don't receive transports, usually because they can't fit into them. Detachments that come with vehicles will be noted as having "plus transport" in the Units section of the detachment list below. White Scars detachments must take the transport vehicles for a detachment - you cannot leave them behind in order to use the unit as a garrison. You can only choose to ignore this if the detachment is instead to be deployed by air transport (Thunderhawk or Landing Craft).

Alternately, you may choose to deploy the White Scars force with drop pods. If you choose to do this, all detachments in the army which are eligible to be deployed from drop pods must do so. If you do choose to use drop pods, then the affected detachments will enter play in drop pods using the rules for Planetfall (see section 4.4). Note that you will require at least one Space Marine strike cruiser or battle barge to deploy the drop pods from. Formations which are not eligible to be deployed from drop pods must adhere to the transportation requirements above.

SPECIAL RULE - Born in the Saddle

The White Scars hail from the world of Mundus Planus, where much of the population lives a nomadic, horseback existence on the great barren steppes which cover much of the planet. In his youth, the White Scars' Primarch, Jaghatai Khan lived amongst these horsemen and soon became greatest amongst them. The first recruits to the White Scars were drawn from Khan's own adopted tribe, and the White Scars continue to draw new members from amongst the horsemen of Mundus Planus.

Once recruited, the White Scars retain many of their horseriding traditions, and the mounted style of warfare is greatly favoured by the Chapter, leading to a surfeit of bike mounted troops. The tribesmen of Mundus Planus are virtually born in the saddle, able to ride before they can walk, and these skills make White Scars the most able bikers in the Imperium. Years of combat fought from horseback allow the White Scars to maintain control of their bikes with their unparalleled sense of balance and riding skills.

All White Scars Bike units gain the *walker* special ability to represent this control.



SCIONS OF IRON SPACE MARINE ARMY LIST

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Version: 1.3.4



Scions of Iron Space Marine armies have a strategy rating of 5. All Scions of Iron and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The 'They Shall Know No Fear' rule applies to all Scions of Iron formations.

SCIONS OF IRON DETACHMENTS

(A Scions of Iron army may contain any number of Scions of Iron Detachments.)

DETACHMENT	CORE UNITS	UPGRADES	COST
Armour	Four Predators (Annihilator, Destructor or any combination of the two) OR four Vindicators	Armour, Commander, Hunter, Supreme Commander	275 points
Bike	Four Bike units	Attack Bike, Commander, Land Speeder	175 points
Heavy Tactical	Two Land Raiders or Land Raider Crusaders and four Tactical units	Commander, Hunter, Land Raider, Supreme Commander	350 points
Helios	Four Land Raider Helios	Commander, Hunter	475 points
Land Raider	Four Land Raiders	Commander, Hunter, Land Raider, Supreme Commander	350 points
Landing Craft	One Landing Craft	n/a	350 points
Scout	Four Scout units and two Rhinos	Commander, Land Speeder, Razorback, Sniper	150 points
Strike Cruiser	One Strike Cruiser	Battle Barge	150 points
Tactical	Four Tactical units with Rhinos and either two Predators (Annihilator, Destructor or any combination of the two) OR two Vindicators	Armour, Commander, Hunter, Razorback, Supreme Commander	325 points
Terminator	Four Terminator units	Commander, Land Raider, Supreme Commander, Teleport (Must select either Land Raider or Teleport upgrade)	325 points
Thunderhawk Transporter	Two Thunderhawk Transporters	Thunderhawk Transporter	200 points
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points

SCIONS OF IRON UPGRADES

(Each allowed upgrade may be taken once by each detachment.)

UPGRADE	UNITS	COST
Armour	Add one or two units from the following list: Predator Annihilator, Predator Destructor, Vindicator	+75 points for one +125 points for two
Attack Bike	Replace any number of Bike units with one Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	+100 points
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. (Cannot be combined with the Supreme Commander upgrade.)	+50 points
Hunter	Add one Hunter	+75 points
Land Raider	Add up to four Land Raiders from the following options: (in any combination)	Two Land Raiders or Land Raider Crusaders +175 points Two Land Raider Helios +225 points
Land Speeder	Add up to three Land Speeders from the following list: (in any combination)	Land Speeder +35 points each Land Speeder Tornado +50 points each Land Speeder Typhoon +60 points each
0-1 Supreme Commander	Choose one of the following: Add Supreme Commander to a Land Raider or replace one unit with Land Raider Prometheus with Supreme Commander. (Cannot be combined with the Commander upgrade.)	+100 points +125 points +100 points
Razorback	Replace any number of Rhinos with one or two Razorbacks	+25 each
Sniper	One Scout unit gains the <i>Sniper</i> ability	+25 points
Teleport	Allows a Terminator Detachment to be teleported	+25 points
Thunderhawk Transporter	Add 1 or 2 Thunderhawk Transporters	+ 100 each

SCIONS OF IRON SUPPORT FORMATIONS

(Up to 1/3 of an army's points may be spent on Support formations.)

0-2 IMPERIAL NAVY SQUADRONS

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	250 points

0-2 TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One Warhound Class Titan	275 points
Two Warhound Class Titans	500 points

SCIONS OF IRON AIRCRAFT

FORMATION	COST
One Thunderhawk Gunship (Saturation Bombing)	250 points
One Thunderhawk Gunship (Close Air Support)	250 points

SPECIAL RULE - Scions of Iron Transporters

The Scions of Irons are highly mobile army and never leave without transporters. Because of this the points cost of a detachment includes enough Rhino transport vehicles to transport it. The number of Rhinos will always be the minimum needed to carry the formation, you can't take any extras along to cover losses nor can you take less than what is required to carry the detachment.

Note that Terminators must take either the Teleport or Land Raider upgrade. They may not start the game as foot infantry.



BLACK TEMPLAR SPACE MARINE ARMY LIST

ARMY SUB-CHAMPION: Thomas "Pulsar" Sergeant

Version: 3.4



Black Templar armies have a strategy rating of 5. All Black Templar formations have an initiative rating of 1+. The 'They Shall Know No Fear' rule applies to all Black Templar formations.

BLACK TEMPLAR CRUSADERS

(A Black Templars army may contain any number of Crusaders Detachments.)

DETACHMENT	CORE UNITS	UPGRADES	COST
Crusaders	Six Crusader (Tactical) units plus transport	Commander, Dreadnoughts, Emperor's Champion, Hunter, Land Raiders, Neophytes, Razorbacks	300 points

BLACK TEMPLAR CRUSADE SUPPORT DETACHMENTS

(A Black Templars army may contain up to two Crusade Support Detachments per detachment of Crusaders.)

DETACHMENT	CORE UNITS	UPGRADES	COST
Assault	Four Assault units	Commander, Vindicator	175 points
Land Speeders	Five Land Speeders	Commander, Typhoon, Tornado	200 points
Initiate Bikers	Five Bike units	Commander, Attack Bike, Neophyte Bikes	200 points
Heavy Support	Four Predators (any combination of Annihilators & Destructors) or Vindicators	Commander, Hunter, Vindicator	275 points
Sword Brethren	Six Sword Brethren units plus transport	Commander, Emperor's Champion, Hunter, Land Raiders, Razorbacks	325 points
Land Raider	Four Land Raiders or Land Raider Crusaders	Commander, Hunter, Vindicator	350 points
Sword Brethren Terminators	Four Terminator units	Commander, Emperor's Champion, Land Raiders	350 points

BLACK TEMPLAR UPGRADES

(Each allowed upgrade may be taken once by each detachment.)

UPGRADE	UNITS	COST
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Commander	Add 1 Space Marine Commander character to a unit in the formation. The Commander may be a Castellan (Captain) or Chaplain. One Commander in the army may be a Marshal (Supreme Commander)	+50 points +100 points
Dreadnought	Add one or two Dreadnoughts	+50 points each +75 points
1 Emperor's Champion	Add one Emperor's Champion. <i>(One formation in the army <u>MUST</u> take this upgrade)</i>	
Hunter	Add one or two Hunters	+75 points each
Neophytes	Add one to six Neophyte units and plus Transport	+25 points each
Neophyte Bikes	Add one to five Neophyte Bikes	+25 points each
Tornado/Typhoon	Replace any number of Land Speeders, one a one per one basis, with: One Land Speeder Tornado <u>OR</u> One Land Speeder Typhoon	Free +25 points each
Land Raiders	Add up to four Land Raiders or Land Raider Crusaders	+100 points each
Razorbacks	Replace any number of Rhinos with one or two Razorbacks each	+25 points each
Vindicator	Add one to two Vindicators	+50 points each

BLACK TEMPLAR CRUSADE FLEET SUPPORT

(Up to 1/3 of an army's points may be spent on Fleet Support formations.)

UPGRADE	UNITS	COST
0-1 Crusade Spacecraft	Strike Cruiser <u>OR</u> Battle Barge	200 points 350 points
Landing Craft	One Landing Craft	375 points
Thunderhawk	One Thunderhawk Gunship	200 points
Thunderhawk Air Support	One Thunderhawk Gunship (Saturation Bombing Configuration) <u>OR</u> (Close Air Support Configuration)	250 points
Thunderhawk Transporter	Two to three Thunderhawk Transporters	100 points each



BLOOD ANGEL SPACE MARINE ARMY LIST

ARMY SUB-CHAMPION: Ben "Evil & Chaos" Skinner

Version: 2.07



Blood Angel Space Marine armies have a strategy rating of 5. All Blood Angel and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The "They Shall Know No Fear" rule applies to all Blood Angel formations.

BLOOD ANGELS DETACHMENTS

(A Blood Angels army may contain any number of Blood Angel Detachments.)

DETACHMENT	CORE UNITS	UPGRADES	COST
Assault	Six Assault Units	Fast Attack, Heavy Support, Commander, Hunter, Assault, Dreadnoughts	275 points
Bike	Five Attack Bike Units	Attack Bike, Commander, Fast Attack	200 points
1 Death Company	One Death Company unit with Chaplain, plus transport. (Add one additional Death Company unit per 1000pts, or part thereof, in the army.)	Dreadnoughts	75 points (+75 points per additional unit)
Devastator	Four Devastator Units, plus Transport	Commander, Dreadnoughts, Hunter, Heavy Support, Razorbacks	250 points
Land Speeder	Five Land Speeder Units	Commander, Tornado/Typhoon	200 points
Landing Craft	One Landing Craft	None	375 points
Scout	Four Scout Units	Snipers, Storm	150 points
Strike Cruiser	One Strike Cruiser	Battlebarge	200 points
Tactical	Six Tactical units, plus Transport	Assault, Commander, Dreadnoughts, Fast Attack, Heavy Support, Hunter, Razorbacks	300 points
Terminator	Four Terminator units	Commander, Land Raiders, Dreadnoughts	350 points
Thunderhawk	One Thunderhawk Gunship	None	200 points
Whirlwind	Four Whirlwinds	Hunter	300 points

BLOOD ANGEL UPGRADES

(Each allowed upgrade may be taken once by each detachment.)

UPGRADE	UNITS	COST
Assault	Add two Assault units	+75 points
Attack Bike	Replace any number of Bike units with one Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	+150 points
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One Space Marine Commander in the army may be a Supreme Commander	+50 points +100 points
Dreadnoughts	Add one or two Dreadnoughts (<i>Furioso or Vulcan only</i>)	+75 points each
Fast Attack	Add two Land Speeders or Bike units	+100 points
Heavy Support	Add up to two of the following options (<i>duplication allowed</i>): Two Vindicators Two Predator Destructors Two Predator Annihilators Two Baal Predators Two Land Raiders or Land Raider Redeemers	+100 Points +125 Points +150 Points +175 Points +200 Points
Hunter	Add one Hunter	+75 points
Land Raiders	Add four Land Raiders or Land Raider Redeemers.	+300 points
Storm	Add four Land Speeder Storm Units to the formation.	+100 points
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation	+25 points each
Snipers	One Scout unit gains the Sniper ability	+25 points
Tornado/Typhoon	Replace any number of Land Speeders, one a one per one basis, with: One Land Speeder Tornado OR One Land Speeder Typhoon	free +25 points each

IMPERIAL SUPPORT FORMATIONS

(Up to 1/3 of the army's points may be spent on Support formations.)

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	250 points

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One Warhound Class Titan	275 points
Two Warhound Class Titans	500 points

SPECIAL RULE – Death Company

Before a battle, some Blood Angels succumb to visions of death and destruction. Those that fail to quell their waking nightmare are formed into a Death Company. Those who join the Death Company seek the glory of death in battle and the peace of grave, and will fight on regardless of the odds against them or the seriousness of their wounds.

The following special rule applies to Death Company formations:

- Death Company formations ignore any blast marker penalties when attempting an engage order.



DARK ANGEL SPACE MARINE ARMY LIST

ARMY SUB-CHAMPION: Daniel "BlackLegion" Schulz

Version: 2.3



Dark Angels Space Marine armies have a strategy rating of 5. All Dark Angel and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The "They Shall Know No Fear" rule applies to all Dark Angel formations.

DARK ANGEL DETACHMENTS

(A Dark Angel army may contain any number of Detachments.)

DETACHMENT	CORE UNITS	UPGRADES	COST
Assault	Four Assault units	Master, Vindicator	175 points
Deathwing Terminator	Four Terminator units	Master, Land Raiders, Dreadnought, Vindicator	400 points
Devastator	Four Devastator units plus transport	Master, Razorbacks, Dreadnought, Hunter, Land Raider	250 points
Land Raider	Four Land Raiders	Master, Vindicator	350 points
Landing Craft	One Landing Craft	None	350 points
Predators	Four Predators (may choose either Annihilators or Destructors or a combination of the two)	Master, Vindicator	300 points
Ravenwing Attack	Eight Bike units	Master, Attack Bikes, Tornado	400 points
Ravenwing Support	Five Land Speeders	Master, Tornado/Typhoon	250 points
Scout	Four Scout units plus transport	Master, Razorbacks, Sniper	150 points
Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Master, Hunter, Dreadnought, Razorback, Vindicator	300 points
Thunderhawk	One Thunderhawk Gunship.	None	200 points
Vindicator	Four Vindicators	Master	300 points
Whirlwind	Four Whirlwinds	Master, Hunter	300 points

DARK ANGEL UPGRADES

(Each allowed upgrade may be taken once by each detachment.)

UPGRADE	UNITS	COST
Attack Bike	Replace one or two Bike units with one Attack Bike each.	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
Dreadnought	Add one or two Dreadnoughts	+50 points each
Hunter	Add one Hunter	+75 points
Land Raiders	Add up to four Land Raiders	+100 points each
Master	Add one Dark Angel Master character to a unit in the formation. The Dark Angel Master may be a Company Master (Commander), Librarian or Interrogator-Chaplain (Chaplain)	+75 points (only +50 points if added to a Deathwing Detachment)
	One Dark Angel Commander in the army may be a Grand Master (Supreme Commander)	(+50 points)
Razorbacks	Replace any number of Rhinos with one or two Razorbacks each	+25 points per Razorback
Tornado	Replace up to two Bike units with one Land Speeder Tornado each.	Free
Tornado/Typhoon	Replace any number of Land Speeders, one a one per one basis, with: One Land Speeder Tornado <u>OR</u> One Land Speeder Typhoon	Free
Sniper	One Scout unit may be given the Sniper ability	+25 points each
Vindicator	Add one or two Vindicators	+75 points each

IMPERIAL SUPPORT FORMATIONS

(Up to 1/3 of an army's points may be spent on Support formations.)

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	250 points

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One Warhound Class Titan	275 points
Two Warhound Class Titans	500 points

SPECIAL RULE – Intractable

The Dark Angels' dogged resistance against overwhelming odds is legendary. In situations where even other Space Marines would fall back, the Dark Angels will fight to the bitter end rather than give ground to their foes. This is also reflected in their stubborn refusal to move in the face of the enemy, even in situations where it would sometimes be tactically beneficial for them to do so.

Because of this, a Dark Angels formation which carry out a Hold action is not allowed to move, even if some units of the formation are out of formation (and thus are destroyed, see 1.7.4 in the Epic: Armageddon Rulebook). Additionally, all units in this formation gain *fearless* for the remainder of the turn.

Ravenwing detachments are excluded from this rule.

SPECIAL RULE – Deathwing

The elite members of the Deathwing know the terrible secret that drives the Dark Angels so strongly and righting that wrong steels them to face even the most horrific of situations.

All units in any Deathwing detachment gain the *fearless* special ability.

Additionally, all Dark Angel characters gain the *fearless* ability.

SPECIAL RULE – Ravenwing

The Dark Angels that make up the Ravenwing act as the eyes and ears of the Chapter. Often tasked to operate alone, deep in enemy territory, they are required to be highly self-sufficient and capable of getting as close to the enemy as possible as they perform their duties.

All units in any Ravenwing formation gain the *leader* and *scouts* special abilities.



RAVEN GUARD SPACE MARINE ARMY LIST

ARMY SUB-CHAMPION: Neal Hunt

Version: 1.1



Raven Guard Space Marine armies have a strategy rating of 5. All Space Marine and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The 'They Shall Know No Fear' rule applies to all Raven Guard formations.

RAVEN GUARD DETACHMENTS

(A Raven Guard army may contain any number of Detachments.)

DETACHMENT	CORE UNITS	UPGRADES	COST
Bike	Five Bike units	Commander, Attack Bike	200 points
Land Speeder	Five Land Speeders	Commander, Typhoon/Tornado	200 points
Landing Craft	One Landing Craft	None	350 points
Predators	Four Predators	Commander, Vindicator (may choose Annihilators or Destructors or a combination of the two)	300 points
Raven Guard Assault	Four Assault units	Commander, Dreadnought, Razorbacks, Hunter, Vindicator, Drop Pods	175 points
Scout	Four Scout units plus transport	Commander, Heavy Scouts, Storm, Sniper	150 points
Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Commander, Dreadnought, Razorbacks, Hunter, Vindicator, Drop Pods	300 points
Terminator	Four Terminator units	Commander, Land Raiders, Dreadnought, Vindicator, Drop Pods	325 points
Thunderhawk	One Thunderhawk Gunship.	None	200 points
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points

RAVEN GUARD UPGRADES

(Each allowed upgrade may be taken once by each detachment.)

UPGRADE	UNITS	COST
Attack Bike	Replace any number of Bike units with one Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	+150 points
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One Space Marine Commander in the army may be a Supreme Commander	+50 points +100 points
Dreadnought	Add one or two Dreadnoughts	+50 points each
Drop Pods	Allows the formation to be deployed via Drop Pod (<i>Spacecraft still required.</i>)	Free
Heavy Scouts	Add one or two Raven Guard Heavy Scout units, plus transport	+50 points each
Hunter	Add one Hunter	+75 points
Land Raiders	Add up to four Land Raiders	+100 points each
Storm	Add enough Land Speeder Storms to carry the entire formation	+25 points each
Sniper	One Scout unit may be given the <i>sniper</i> special ability	+25 points
Tornado/Typhoon	Replace any number of Land Speeders, one a one per one basis, with: One Land Speeder Tornado OR One Land Speeder Typhoon	+10 points each +25 points each
Vindicator	Add one or two Vindicators	+75 points each

IMPERIAL SUPPORT FORMATIONS

(Up to 1/3 of the army's points may be spent on Support formations.)

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	250 points

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One Warhound Class Titan	275 points
Two Warhound Class Titans	500 points

SPECIAL RULE – Death From Above

Through millennia of practice, the Raven Guard have perfected many methods of deploying from orbit. The following rules reflect this combat doctrine:

- When rolling for Drop Pods to scatter, a Raven Guard player may choose to re-roll the results. The results of the re-roll are binding and must be used even if the results are worse.
- All Land Speeder variants in the Raven Guard army list have the Planetfall special ability. All Raven Guard spacecraft may transport Speeders as part of their normally allotted transport capacity (Speeders count as a single unit). Note that Speeders planetfall under their own power and do not use the Drop Pod rules.
- All Terminators in the Raven Guard army list may utilize Drop Pods, even though they are not on the list of transportable units in the Drop Pod datafax.

SPECIAL RULE – Raven Guard Assault Units

The Assault Marines of the Raven Guard often eschew their jump packs to allow them to Drop Pod right into the thick of things.

Assault Marines units may give up their *jump packs*, reducing their speed to 15cm. Taking this option gives the formation they are part of access to the Space Marine Transports special rule and the units will count as Tactical units for transport purposes.

SPECIAL RULE – Raven Guard Garrisons

The Raven Guard generally avoids holding static positions whenever possible.

When playing the Tournament Scenario, a Raven Guard player may only garrison formations where half or more of the units (rounding up) are *scouts*. The other qualifications for allowing formations to garrison do not apply to Raven Guard armies.



SALAMANDER SPACE MARINE ARMY LIST

ARMY SUB-CHAMPION: Chris "The_Real_Chris" Hayes

Version: 1.11



Salamander Space Marine armies have a strategy rating of 5. All Salamander and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The "They Shall Know No Fear" rule applies to all Salamander formations.

SALAMANDER DETACHMENTS

(A Salamander army may contain any number of Detachments.)

DETACHMENT	CORE UNITS	UPGRADES	COST
Terminator	Four Salamanders Terminator units	Commander, Drop Pods, Dreadnought, Close Support, Helios, Heavy Transport	325 points
Tactical	Six Tactical units and three Rhinos	Commander, Salamanders Tactical, Drop Pods, Razorbacks, Dreadnought, Close Support	300 points
Devastator	Four Devastator units and two Rhinos	Commander, Salamanders Devastator, Drop Pods, Razorbacks, Dreadnought, Close Support	250 points
Land Raider	Four Land Raiders	Commander, Close Support, Helios	350 points
Landing Craft	One landing Craft	None	425 points
Predators	Four Predators (any combination of Annihilators and Destructors)	Commander, Close Support	275 points
Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Thunderhawk	One Thunderhawk	None	250 points
Vindicators	Four Vindicators	Commander, Close Support	250 points
Whirlwinds	Four Whirlwinds	Commander, Close Support, Helios	300 points

SALAMANDER UPGRADES

(Each allowed upgrade may be taken once by each detachment.)

UPGRADE	UNITS	COST
Attack Bike	Replace any number of Bike units with one Salamanders Attack Bike each	Free
Battle Barge	Replace the Strike Cruiser with a Battle Barge	125 points
Close Support	Add up to two of the following vehicles: (In any combination)	One Predator Incinerator +50 points each One Hunter +75 points each One Land Raider, Land Raider Redeemer OR Land Raider Prometheus +85 points each
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One Space Marine Commander in the army may be a Supreme Commander	+50 points +100 points
Dreadnought	Add up to two Vulcan or Hellfire Dreadnoughts or a combination of the two	+50 points each
Drop Pods	All infantry and Dreadnought units are loaded into drop pods. Any other units are lost	Free
Heavy Transport	Add four Land Raiders and/or Land Raider Redeemers in any combination	+325 points
Helios	Replace any number of Redeemers and Prometheus with Land Raider Helios	+25 points each
Razorback	Replace any number of Rhinos with 1-2 Razorbacks each	+25 points each
Salamanders Devastator	Add two Salamanders Devastator units and one Rhino	+100 points
Salamanders Tactical	Add two Salamanders Tactical units and one Rhino	+75 points
Sniper	One Scout unit may be given the <i>sniper</i> special ability	+25 points

SUPPORT FORMATIONS

(Up to 1/3 of an army's points may be spent on Support formations. Upgrades to restricted formations count towards this total.)

RESTRICTED FORMATIONS SALAMANDER FORMATIONS

DETACHMENT	CORE UNITS	UPGRADES	COST
Scout	Four Scout units	Commander, Razorbacks, Sniper	150 points
0-1 Assault	Four Assault units	Commander, Close Support	150 points
0-1 Fast Attack	Five Land Speeder OR five Bike units	Commander, Attack Bike	200 points

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	250 points

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One Warhound Class Titan	275 points
Two Warhound Class Titans	500 points

SPECIAL RULE – Feel the Burn

The Salamanders are known for deploying a great preponderance of flamer and melta weaponry to burn away the corruption of the enemies of the Imperium. The following special rules reflect this approach.

- Attack Bike, Devastator, and Tactical units designated as Salamanders have their Heavy Bolters or Missile Launchers replaced with Multi-Meltas with the following statistics:

Multi-Melta	15cm AND (15cm)	MW5+ (Small Arms), MW
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- Terminator units designated as Salamanders have their Assault Cannons replaced with Heavy Flamers with the following statistics:

Heavy Flamer	15cm AND (15cm)	Ignore Cover (Small Arms), Ignore Cover
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