

All-Arms Codex Marines army list

Space Marine armies have a Strategy Rating of 5. All units in the army have an initiative rating of 1+, except aircraft which have an initiative rating of 2+.

SPACE MARINE DETACHMENTS

DETACHMENT	UNITS	UPGRADES ALLOWED	POINTS COST	Change:
Assault	Four Assault units	Commander, Vindicator	150 points	-25pts
Bike	Five Bike units	Commander, Attack Bike	200 points	
Devastator	Four Devastator units plus transport	Commander, Razorbacks, Dreadnought, Hunter, Land Raider	225 points	-25pts
Land Raider	Four Land Raiders	Commander, Vindicator, Hunter	350 points	-50pts
Land Speeder	Five Land Speeders	Commander, Typhoon/Tornado	200 points	
Landing Craft	One Landing Craft	None	400 points	+50pts
Predators	Four Predators (Of either type)	Commander, Vindicator, Hunter	275 points	
Scout	Four Scout units plus transport	Commander, Razorbacks, Sniper	150 points	
Strike Cruiser	One Strike Cruiser	Battle Barge	275 points	+75pts
Tactical	Six Tactical units plus transport	Commander, Dreadnought, Razorbacks, Hunter, Vindicator	275 points	-25pts
Terminator	Four Terminator units	Commander, Land Raiders, Dreadnought, Vindicator	350 points	+25pts
Thunderhawk	One Thunderhawk Gunship	None	250 points	+50pts
Vindicator	Four Vindicators	Commander, Hunter	200 points	-100pts
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points	

SPACE MARINE UPGRADES

UPGRADE	DESCRIPTION	POINTS COST	Change:
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free	
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points	
Commander	Add one Space Marine Commander to a unit in the formation. The Commander may be a Chaplain, Librarian or Captain. One Space Marine Commander may be a Supreme Commander.	50 points (+50 points)	
Dreadnought	Add one or two Dreadnoughts	25 points each	-25pts
Hunter	Add one Hunter	75 points	
Land Raiders	Add up to four Land Raiders	75 points each	-25pts
Razorbacks	Replace any number of Rhinos with 1 or 2 Razorbacks each	+25 points per Razorback	
Sniper	One Scout in the formation may be given the Sniper ability	25 +points	
Typhoon / Tornado	Replace and number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	Typhoon - +25 points Tornado - Free	-10pts
Vindicator	Add one or two Vindicators	50 points each	-25pts

Allies

Up to one third of your army list may be Allies.

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

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

UNIT CHANGES:

SPACE MARINE PREDATOR DESTRUCTOR

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	3+

Weapon	Range	Firepower	Notes
Autocannon	45cm	AP5+/AT6+	—
2x Heavy Bolter	30cm	AP5+	—

SPACE MARINE LASCANNON RAZORBACK

Type	Speed	Armour Save	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+

Weapon	Range	Firepower	Notes
Lascannon	45cm	AT4+	—

Notes: Transport (may carry two of the following units: Spae Marine Tactical, Devestator & Scout units)

Also Marauder Bombers should go from 2bp to 3bp for their bomb attack.

Possibly drop Assault Cannon Dreadnought's Firefight stat to 5+ to make Lascannon Dreadnoughts a more interesting prospect.

Rationale for changes:

Changes are aimed at making the 'dirtside' list style competitive whilst leaving the airborne style relatively unchanged.

A boost in power occurs to the Predator Destructor in order to make it useful, and a nerf occurs to the Lascannon Razorback to balance it against the Heavy Bolter Razorback.

Popularly accepted ERC changes are also incorporated (Marauder Bombers cheaper, single Warhounds more expensive).