

## SPACE MARINE LEGION ARMY LIST Version 0.4

Space Marine Legion armies have a strategy rating of 5.  
 All Space Marine and Titan Legion formations have an initiative rating of 1+.  
 Imperial Guard formations have an initiative rating of 2+.  
 Imperial Robot units have initiative of 3+

The 'They Shall Know **VERY LITTLE** Fear' rule applies to all Space Marine formations except Veteran Squads (which use normal marine TSKNF)

They Shall Know **VERY LITTLE** Fear – Marine Legions do not take the usual blast marker for coming under fire. They still take blast markers from losses and all other sources.

All Marine transports are Rhinos unless otherwise indicated.

Marine Legions are often supported by Imperial Guard units and Titan Legion Battle groups. Up to one third of points available can be spent on these formations.

Change Log:

- 0.1 Initial version
- 0.2 Changed Assault cost to 150, Battle Barge upgrade to 150 and added costs for Jump Packs and Storm Shields
- 0.3 Increased Marine initiative to 1+ and basically pruned the list of questionable detachments.
- 0.4 Adjusted many of the point costs, moved Navy units to marine, added super heavy vehicles, Whirlwinds

### SPACE MARINE LEGION DETACHMENTS

DETACHMENT	UNITS	UPGRADES ALLOWED	COST
Assault	Six Assault units plus transport	Commander, Jump Packs, Storm Shields, Vindicator	150 points
Bike	Five Bike units	Commander, Attack Bike, Jet Bikes	200 points
Devastator	Six Devastator units plus transport	Commander, Dreadnought, Land Raider	275 points
Land Raider	Four Land Raiders	Commander, Vindicator	275 points
Land Speeder	Five Land Speeders	Commander, Tornado	175 points
Landing Craft	One Landing Craft	None	350 points
Marauder	Two Marauder Bombers	None	350 points
Predators	Four Predators	Commander, Vindicator	225 points
Scout	Four Scout units plus transport	Commander, Sniper	125 points
Stormbird	One Stormbird dropship	None	300 points
Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Super-heavy Tanks	Two Fellblades	Commander, Stormsword	450 points
Tactical	Ten Tactical units plus transport	Commander, Dreadnought, Vindicator	350 points
Terminator	Four Terminator units	Commander, Land Raiders, Dreadnought, Vindicator	325 points
Terminator Assault	Four Terminator Assault units	Commander, Land Raiders, Dreadnought, Vindicator	300 points
Thunderbolt	Two Thunderbolt Fighters	None	175 points
Thunderhawk	One Thunderhawk Gunship	None	200 points
Veteran	Six Tactical units plus transport	Commander, Dreadnought, Vindicator	300 points
Vindicator	Four Vindicators	Commander	250 points
0-1 Whirlwind	Four Whirlwinds	Commander, Hunter	275 points

### SPACE MARINE LEGION UPGRADES

UPGRADE	UNITS	COST
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 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 (+50 if Supreme Cmdr)
Dreadnought	Add one or two Dreadnoughts	50 points each
Jet Bikes	Gain Skimmer, Attack Bikes become Chariots	+25 points
Jump Packs	Loose Transport, Gains Jump Packs, Speed 30 cm – may not be combined with Storm Shields	+50 points
Hunter	May replace one Whirlwind with a Hunter	Free
Land Raiders	Add up to four Land Raiders	100 points each
Sniper	One Scout unit may be given the Sniper ability	+25 points
Storm Shields	Gain Reinforced Armour <b>during Assaults only</b> – may not combine with Jump Packs	+25 points
Stormsword	May replace any Fellblade with a Stormsword	Free
Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado	+10 points per Tornado
Vindicator	Add one or two Vindicators – not available pre-heresy	75 points each

### TITAN LEGION BATTLEGROUPS

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

### IMPERIAL GUARD UNITS

UPGRADE	UNITS	COST
Infantry Company	Imperial Guard Command unit plus twelve Imperial Guard Infantry units	250 points
Garrison Company	Imperial Guard Command unit, 6 Guard Infantry and 4 Fire Support	250 points
Mechanized Infantry Company	Imperial Guard Command unit, 12 Imperial Guard Infantry and 7 Chimera	400 points
Tank Company	10 Leman Russ tanks. Up to 2 may be upgraded to Vanquishers for +25 points each	600 points
Artillery Company	10 units chosen from the following list: Basilisk, Manticore, Hydra	700 points
	May add up to 2 Deathstrike Missile Launchers	(+100 point each)
Siege Company	8 Griffons, may replace any Griffon with Hellhound or Medusa for 15 pts/ea	200 points
Flak Battery	Three Hydra	150 points
Robot Maniple	3 to 5 Imperial Robots	25 points each

**UNITS**

NAME	TYPE	SPEED	ARM	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Assault Squad	INF	15 cm	4+	3+	5+	Bolt Pistols	(15 cm)	Small Arms	
						Chain Swords	(Base Contact)	AW	
Chariot	LV	30 cm	4+	5+	4+	Heavy Bolter	30 cm	AP5+	Skimmer
Fellblade	as Baneblade but with Marine initiative								
Jet Bike	INF	35 cm	4+	3+	4+	SM & AW	(15 cm)		Skimmer, Mounted
Medusa	AV	20 cm	6+	6+	5+	Medusa Siege Gun	15 cm	3BP, Ignore Cover	
						Heavy Bolter	30 cm	AP5+	
Predator	AV	30 cm	4+	6+	5+	Autocannon	45 cm	AP5+/AT6+	
						2x Lascannon	45 cm	AT5+	May be armed with 2x Lascannon OR 2x Heavy Bolters – not both
						2x Heavy Bolter	30 cm	AP5+	
Robots	AV	10 cm	4+	5+	5+	Autocannon	45 cm	AP5+, AT6+	Walker, Fearless, Initiative 3+
						Power Fist	(Base Contact)	AW, MW, +1A	
Stormbird	WE/AC	Bomber	4+	5+	3+	2x Assault Cannons	30 cm	AP5+, AT5+, AA5+	DC 4, Planetfall, Reinforced Armour, Fearless, Transport
						2 x Battlecannons	75 cm	AP4+, AT4+ FxF	
						2 x Rockets	30 cm	AT4+ FxF	
						Nose Autocannons	45 cm	AP5+, AA5+ FxF	
						Critical Hit Effect: The Stormbird's magazine explodes, destroying the Stormbird and anybody on board. Any units within 5cms of the Stormbird suffer one hit.			
Transport: May carry 12 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units. Terminators and Dreadnoughts take up two spaces each.									
Stormsword	as Shadowsword but with Marine initiative								
Terminator Assault	INF	15 cm	4+	3+	n/a	Term Assault Wpns	(Base Contact)	AW, MW, +2A	Reinforced Armour, Teleport, Thick Rear Armour.
Terminators	INF	15 cm	4+	3+	3+	Combi Bolters	(15 cm)	Small Arms	Reinforced Armour, Teleport, Thick Rear Armour.
						2x Reaper Autocannon	30 cm	AP4+, AT6+	
						Power Weapons	(Base Contact)	AW, MW, +1A	
Veteran Squad	INF	15 cm	4+	4+	4+	Bolters	(15 cm)	Small Arms	TSKNF
						Missile Launcher	45 cm	AP5+/AT6+	

Units not appearing in above are as they appear in the Codex Astartes Army List.

**Design Notes:**

TSKVLF replaces TSKNF in the normal marine list. Legions were too large to have all their troops as elite as 40K era chapters. This allows them to be more fearless than normal troops, but still allow larger units without the game mechanics breaking down

Obviously, this is a non-official non-tournament list. I have included points solely as a guide.

This list is intended as a "generic" Space Marine Legion List, with Legion specific list to follow if a degree of consensus is reached.

I've dropped most of the IG units smaller than company, so that if IG units are used, they require significant amount of points – which should prevent their over use.

**Unit Notes :**

Predator – Changed my mind on this one and dropped the Annihilator turret. This leaves the Landraider as the primary Marine AT tank.

Imperial Guard Units – From the fluff I've seen, Marine Legions were severely lacking in things such as artillery, AA and anti-titan, so I had them rely on Guard for these.

For Veteran units I have just used Codex Marines with the normal TSKNF and initiative.

I've assumed that a Fallblade is a Baneblade and that a Stormsword is a Shadowsword.

I've given the Marines their own aircraft rather than rely on the Navy. As a result, I've cut the points that can be spent on IG & titans to 1/3.

I've added the Whirlwind, but limited them to one detachment, so they still need to rely on the IG if they want mass artillery.

Specifically allow Attack Bikes to gain Jet Bike option – the Chariot