

**EPIK UK PRESENTS**

# **CODEX: SPACE MARINES**

**An unofficial codex for use with Games Workshop's  
Epic Armageddon rule set**

**Version: 170711**

# **INFORMATION**

## **MORE INFORMATION ABOUT SPACE MARINES**

More information about the Space Marines For more information into the background of the Space Marines, please purchase the Warhammer 40,000 Space Marine Codexes © from Games Workshop. Alternatively you can visit Games Workshop's website for more information.

## **THANK YOU**

A big thank you has to go to the EPIC UK committee; without their enthusiasm, for a game that they love, this army book wouldn't be a reality. The wish and will to improve a fantastic tournament wargame, within the UK, has been their only payment.

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## **CONTENTS**

Page 1.	Information
Page 2.	Contents
Page 3.	Codex Astartes Space Marine Special Rules
Page 4-8.	Codex Astartes Space Marine Units
Page 9.	Imperial Allies – Titan Legion Support
Page 10.	Imperial Allies – Imperial Navy Support
Page 11.	Codex Astartes Space Marine Army List
Page 12.	Black Templar Space Marines
Page 13.	Black Templar Special Rules
Page 14.	Black Templar Special Units
Page 15.	Black Templar Army List
Page 16.	Blood Angel Space Marines
Page 17.	Blood Angel Special Rules
Page 18.	Blood Angel Special Units
Page 19.	Blood Angel Army List
Page 20.	Dark Angel Space Marines
Page 21.	Dark Angel Special Rules
Page 22-23.	Dark Angel Special Units
Page 24.	Dark Angel Army List
Page 25.	White Scar Space Marines
Page 26.	White Scar Special Rules
Page 27.	White Scar Special Units
Page 28.	White Scar Army List
Page 29-32.	EPIC UK Space Marines: What, How and Why

# **CODEX ASTARTES SPACE MARINE SPECIAL RULES**

## **SPACE MARINE TRANSPORT**

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. The number of Rhinos will always be the minimum needed to carry the formation; you can't take extras along to cover any losses!

To work out a formation's transport

- Add any infantry upgrades to the formation.
- Add Land Raiders to the formation.
- Add Razorbacks to the formation, up to the number of Infantry units not transportable by Land Raiders.
- If there are still infantry units in the formation without transport add the minimum number of Rhinos required for all units in the formation to be transported.

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.

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 the EPIC Armageddon Rulebook, 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.

## **SUPERIOR TACTICS**

The Space Marine army is a highly flexible and tactical army. Before each tournament game the Space Marine player may choose which formations with the 'plus transport' aspect are deployed in Rhinos, Drop Pods or on foot. If the formation has any units unable to deploy in Drop Pods then that option cannot be selected.


## **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 leftover blast markers).
- Space Marine formations are only broken when they have two blast markers per unit in the formation.
- Space Marine formations count as having half their number of blast markers in assault resolution (rounding down to a minimum of one blast marker).
- Halve the number of 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 it receives a number of blast markers equal to the number of units remaining in the formation, rather than half this number.
- Space Marine units with the Leader special ability remove two blast markers instead of one.


# CODEX ASTARTES SPACE MARINE UNITS

SPACE MARINE COMMANDER				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Power Weapon	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	
Smite	(15cms)	Small Arms	Macro Weapon, Extra Attack (+1)	




**Notes:** Space Marine Commanders can be one of four types: Captains, Librarians, Chaplains, or Supreme Commanders. All are Characters and have the Invulnerable Save and Leader abilities. Captains also have the Commander special ability. Librarians have a Smite attack (listed in the weapon section above). Chaplains are Inspiring. Supreme Commanders have the Supreme Commander ability.

SPACE MARINE TERMINATORS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	3+	3+
Weapon	Range	Fire Power	Notes	
Storm Bolters	(15cms)	Small Arms	-	
2 × Assault Cannons	30cm	AP5+/AT5+	-	
Power Weapons	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	




**Notes:** Reinforced Armour, Teleport, Thick Rear Armour.

SPACE MARINE TACTICAL SQUAD				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	4+	4+
Weapon	Range	Fire Power	Notes	
Bolters	(15cms)	Small Arms	-	
Missile Launcher	45cm	AP5+/AT6+	-	




**Notes:**

SPACE MARINE ASSAULT SQUAD				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	30cm	4+	3+	5+
Weapon	Range	Fire Power	Notes	
Bolt Pistols	(15cms)	Small Arms	-	
Chainswords	(base contact)	Assault Weapons	-	



**Notes:** Jump Packs.


SPACE MARINE DEVASTATOR SQUAD				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	5+	3+
Weapon	Range	Fire Power	Notes	
2 × Missile Launcher	45cm	AP5+/AT6+	-	



**Notes:**


SPACE MARINE SCOUT SQUAD				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	5+	4+	5+
Weapon	Range	Fire Power	Notes	
Shotguns	(15cms)	Small Arms	-	
Heavy Bolter	30cm	AP5+	-	

Notes: *Infiltrators, Scouts.*




SPACE MARINE DREADNOUGHT				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	15cm	4+	4+	4+
Weapon	Range	Fire Power	Notes	
Missile Launcher	45cm	AP5+/AT6+	-	
Twin Lascannon	45cm	AT4+	-	
<u>OR</u>				
Power Fist	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	
Assault Cannon	30cm	AP5+/AT5+	-	

Notes: *Walker. A Dreadnought may be armed with either a Missile Launcher and Twin Lascannon or a Power Fist and Assault Cannon. Not all four weapons!*




SPACE MARINE BIKE SQUADRON				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	35cm	4+	3+	4+
Weapon	Range	Fire Power	Notes	
Bolters	(15cms)	Small Arms	-	
Chainswords	(base contact)	Assault Weapons	-	

Notes: *Mounted.*




SPACE MARINE ATTACK BIKE				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	4+	5+	4+
Weapon	Range	Fire Power	Notes	
Heavy Bolter	30cm	AP5+	-	

Notes:




SPACE MARINE LAND SPEEDER				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Fire Power	Notes	
Multi-melta and	15cm (15cms)	MW5+ Small Arms	- Macro Weapon	

Notes: *Scout, Skimmer.*




SPACE MARINE LAND SPEEDER TORNADO				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Fire Power	Notes	
Assault Cannon	30cm	AP5+/AT5+	-	
Heavy Bolter	30cm	AP5+	-	

Notes: *Scout, Skimmer.*




SPACE MARINE LAND SPEEDER TYPHOON				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Fire Power	Notes	
Twin Typhoon Missile	45cm	AP3+/AT5+	-	
Heavy Bolter	30cm	AP5+	-	

Notes: Scout, Skimmer.




SPACE MARINE VINDICATOR				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Fire Power	Notes	
Demolisher Cannon	30cm	AP3+/AT4+	Ignore Cover	

Notes: Walker.




SPACE MARINE WHIRLWIND				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Fire Power	Notes	
Whirlwind	45cm	1BP	Indirect Fire	

Notes:




SPACE MARINE HUNTER				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	30cm	5+	6+	6+
Weapon	Range	Fire Power	Notes	
Hunter-killer	60cm	AT4+/AA4+	-	

Notes:




SPACE MARINE LAND RAIDER				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Fire Power	Notes	
Twin Heavy Bolter	30cm	AP4+	-	
2 x Twin Lascannon	45cm	AT4+	-	

Notes: Reinforced Armour, Thick Rear Armour, Transport (may carry one Terminator unit OR up to two of the following: Devastator, Tactical, Scout units).




SPACE MARINE RHINO				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	30cm	5+	6+	6+
Weapon	Range	Fire Power	Notes	
Storm Bolter	(15cms)	Small Arms	-	

Notes: Transport (may carry up to two of the following: Devastator, Tactical, Scout units).




SPACE MARINE RAZORBACK				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Fire Power	Notes	
Twin Heavy Bolter	30cm	AP4+	-	
<u>OR</u>				
Twin Lascannon	45cm	AT4+	-	




**Notes:** Transport (may carry one of the following: Devastator, Tactical, Scout unit). Note that a Razorback may be armed with either a Twin Heavy Bolter or a Twin Lascannon, not both!

SPACE MARINE PREDATOR ANNIHILATOR				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Fire Power	Notes	
Twin Lascannon	45cm	AT4+	-	
2 × Lascannon	45cm	AT5+	-	




**Notes:**

SPACE MARINE PREDATOR DESTRUCTOR				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	30cm	4+	6+	4+
Weapon	Range	Fire Power	Notes	
Autocannon	45cm	AP5+/AT6+	-	
2 × Heavy Bolter	30cm	AP5+	-	



**Notes:**


SPACE MARINE LANDING CRAFT				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine, Aircraft	Bomber	4+	5+	3+
Weapon	Range	Fire Power	Notes	
2 × Twin Lascannon	45cm	AT4+	-	
3 × Twin Heavy Bolter	15cm	AP4+/AA5+	-	
Storm Bolters	(15cms)	Small Arms	-	



Damage Capacity: 4  
Critical Hit Effect: The Landing Craft's magazines explode, destroying the ship and anyone on board. Any units within 5cm of the Landing Craft suffer a hit.

**Notes:** Fearless, Planetfall, Reinforced Armour, Transport (may carry up to twelve of the following: Assault, Attack Bike, Bike, Devastator, Tactical, Scout units. Dreadnoughts and Terminator units may also be carried but count as taking up two spaces each). In addition the Landing Craft may carry up to four Land Raiders or up to six of the following: Hunters, Predators, Razorbacks, Rhinos, Vindicators, Whirlwinds.

SPACE MARINE THUNDERHAWK GUNSHIP				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine, Aircraft	Bomber	4+	6+	4+
Weapon	Range	Fire Power	Notes	
Battle Cannon	75cm	AP4+/AT4+	Fixed Forward Arc	
2 × Twin Heavy Bolter	30cm	AP4+/AA5+	Fixed Forward Arc	
1 × Twin Heavy Bolter	15cm	AP4+/AA5+	Right Arc	
1 × Twin Heavy Bolter	15cm	AP4+/AA5+	Left Arc	




Damage Capacity: 2  
Critical Hit Effect: The Thunderhawks control surfaces are damaged, the pilot loses control and the Thunderhawk crashes to the ground killing all on board.

**Notes:** Planetfall, Reinforced Armour, Transport (may carry up to eight of the following: Assault, Attack Bike, Bike, Devastator, Tactical, Scout units. Dreadnoughts and Terminator units may also be carried but count as taking up two spaces each).




SPACE MARINE STRIKE CRUISER				
Type	Speed	Armour	Close Combat	Fire Fight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Orbital Bombardment	n/a	5BP	Macro Weapon	




**Notes:** Transport (may carry up to twenty of the following: Assault, Attack Bike, Bike, Devastator, Dreadnought, Scout, Tactical or Terminator units; plus up to twenty of the following: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus up to six Thunderhawks and enough Drop Pods or Landing Craft to carry any other units onboard).

SPACE MARINE BATTLE BARGE				
Type	Speed	Armour	Close Combat	Fire Fight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Orbital Bombardment	n/a	14BP	Macro Weapon	



**Notes:** Transport (may carry up to sixty of the following: Assault, Attack Bike, Bike, Devastator, Dreadnought, Scout, Tactical or Terminator units; plus up to sixty of the following: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus up to nine Thunderhawks and enough Drop Pods or Landing Craft to carry any other units onboard).

SPACE MARINE DROP POD				
Type	Speed	Armour	Close Combat	Fire Fight
n/a	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Deathwind	15cm	AP5+/AT5+	See special rules below	



**Notes:** Planetfall, Transport (may carry one formation that includes only: Devastator, Tactical and Dreadnought units). Place the Drop Pod marker using the Planetfall rules (4.4) although the Drop Pod is a marker it counts as a unit for the purposes of resolving Planetfall location. After the Drop Pod marker lands its Deathwind attacks all enemy units within 15cms of the centre of the Drop Pod. 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 (this can trigger overwatch as normal) completely within 15cms of the centre of the Drop Pod, in coherency and outside an enemy zone of control. The Drop Pod is not a unit but a marker, it does not count for formation coherency purposes and cannot be used for claiming crossfire or to hold or dispute objectives, it also does not have a zone of control.

If multiple formations are using Drop Pods, place all the Drop Pod markers at the pre recorded co-ordinates using the Planetfall rules (including resolving scatter). Once all the markers have been placed, resolve all Deathwind attacks simultaneously against enemy formations within range of any Drop Pod markers. After all Deathwind attacks have been resolved place blast markers on enemy formations. Finally disembark all transported formations, following the rules above.

# IMPERIAL ALLIES – TITAN LEGION SUPPORT

## VOID SHIELDS

Imperial Titans are protected by void shield generators. The number of void shields each titan has is noted on the titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, or allocate Blast markers. Once all of the shields have been knocked down, the titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.


Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair void shields or remove Blast markers (e.g. if you rolled a 2 you could repair 2 shields, remove 2 blast makers, or repair 1 shield and remove 1 Blast marker).

WARLORD CLASS BATTLE TITAN				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	2+	3+
Weapon	Range	Fire Power	Notes	
2 × Turbo Laser Destructors	60cm	4 × AP5+/AT3+	Fixed Forward Arc	
Gatling Blaster	60cm	4 × AP4+/AT4+	Forward Arc	
Volcano Cannon	90cm	MW2+	Titan Killer (D3), Forward Arc	

Damage Capacity: 8  
Void Shields: 6

Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Warlord will be hit on a 4+.

**Notes:** Fearless, Reinforced Armour, Thick Rear Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titans knees and up to 2cm wide.




REAVER CLASS BATTLE TITAN				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	20cm	4+	3+	3+
Weapon	Range	Fire Power	Notes	
2 × Turbo Laser Destructors	60cm	4 × AP5+/AT3+	Forward Arc	
Rocket Launcher	60cm	3BP	Fixed Forward Arc	

Damage Capacity: 6  
Void Shields: 4

Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Reaver will be hit on a 5+.

**Notes:** Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titans knees and up to 2cm wide.




WARHOUND CLASS SCOUT TITAN				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	30cm	5+	4+	4+
Weapon	Range	Fire Power	Notes	
Vulcan Mega Bolter	45cm	4 × AP3+/AT5+	Forward Arc	
Plasma Blastgun	45cm	2 × MW2+	Slow Firing, Forward Arc	

Damage Capacity: 3  
Void Shields: 2

Critical Hit Effect: Staggering blow, the Warhound takes a point of damage and staggers D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and is destroyed. If it staggers into or over any units then they will take a hit on a 6+.

**Notes:** Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titans knees and up to 2cm wide.



## IMPERIAL ALLIES – IMPERIAL NAVY SUPPORT

IMPERIAL NAVY THUNDERBOLT FIGHTER				
Type	Speed	Armour	Close Combat	Fire Fight
Aircraft	Fighter Bomber	6+	n/a	n/a
Weapon	Range	Fire Power	Notes	
Storm Bolters	15cm	AP4+/AA5+	Fixed Forward Arc	
Multilaser	30cm	AP5+/AT6+/AA5+	Fixed Forward Arc	
Underwing Rockets	30cm	AT4+	Fixed Forward Arc	

Notes:



IMPERIAL NAVY MARAUDER BOMBER				
Type	Speed	Armour	Close Combat	Fire Fight
Aircraft	Bomber	4+	n/a	n/a
Weapon	Range	Fire Power	Notes	
2 × Twin Heavy Bolters	15cm	AA5+	-	
Twin Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc	
Bomb Racks	15cm	3BP	Fixed Forward Arc	

Notes:



## CODEX ASTARTES SPACE MARINE ARMY LIST

Codex Astartes Space Marine armies have a strategy rating of 5. All Codex Astartes 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 Codex Astartes formations.

CODEX ASTARTES SPACE MARINE DETACHMENTS			
DETACHMENT	UNITS	UPGRADES	POINTS COST
Assault	Four Assault units	Commander, Vindicator	175
Bike	Five Bike units	Attack Bike, Commander	200
Devastator	Four Devastator units plus transport	Commander, Dreadnought, Hunter, Land Raiders, Razorbacks, Vindicator	250
Land Raider	Four Land Raiders	Commander, Hunter, Vindicator	350
Land Speeder	Five Land Speeders	Commander, Tornado/Typhoon	200
Landing Craft	One Landing Craft	None	350
Predator	Four Predator Destroyers	Annihilators, Commander, Hunter, Vindicator	225
Scout	Four Scout units plus transport	Commander, Razorbacks, Snipers	150
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200
Tactical	Six Tactical units plus transport	Commander, Dreadnought, Hunter, Razorbacks, Vindicator	300
Terminator	Four Terminator units	Commander, Dreadnought, Land Raiders, Vindicator	350
Thunderhawk	One Thunderhawk Gunship	None	200
Vindicator	Four Vindicators	Commander, Hunter	250
Whirlwind	Four Whirlwinds	Commander, Hunter	300

CODEX ASTARTES SPACE MARINE UPGRADES		
UPGRADE	UNITS	POINTS COST
Annihilators	Replace Two Predator Destroyers with Two Predator Annihilators <b>or</b>	25
	Replace Four Predator Destroyers with Four Predator Annihilators	50
Attack Bike	Replace any number of Bike units with one Attack Bike each	0
Battle Barge	Replace the Strike Cruiser with a Battle Barge	150
Commander	Add one Space Marine Captain, Chaplain or Librarian character to a unit in the formation <b>or</b>	50
	Add one Space Marine Supreme Commander character to a unit in the formation (Max One Per Army)	100
Dreadnought	Add one or two Dreadnoughts	50 each
Hunter	Add one Hunter	75
Land Raiders	Add one to four Land Raiders	75 each
Razorbacks	Add up to one Razorback for each infantry unit in the formation (see Space Marine transport rule)	25 each
Snipers	All Scout units in the formation gain the Sniper ability	50
Tornado/Typhoon	Replace any number of Land Speeders with one Land Speeder Tornado or Typhoon each	0 per Tornado 10 per Typhoon
Vindicator	Add one or two Vindicators	50 each

IMPERIAL NAVY AIRCRAFT	
FORMATION	POINTS COST
Two Thunderbolt Fighters	150
Two Marauder Bombers	250

TITAN LEGION BATTLEGROUPS	
FORMATION	POINTS COST
One Warlord Class Battle Titan	850
One Reaver Class Battle Titan	650
Formation of two Warhound Class Scout Titans	500
One Warhound Class Scout Titan	275

### USING THE ARMY LIST

- Each allowed Space Marine upgrade can be taken once per Detachment.
- A maximum of up to a third of the points available to the army may be spent on Imperial Navy and Titan formations.

**BLACK TEMPLAR  
SPACE MARINES**

## **BLACK TEMPLAR SPECIAL RULES**

### **SPACE MARINE TRANSPORT**

See page 3.

### **SUPERIOR TACTICS**

See page 3.

### **THEY SHALL KNOW NO FEAR**

See page 3.

### **CRUSADERS OF THE EMPEROR**


With the creation of the Black Templars, Rogal Dorn patriarch of the Imperial Fists chose Sigismund to lead the Black Templars. Sigismund's faith in the Emperor earned him the title 'Emperor's Champion'. On leaving the planet Terra, Sigismund swore that he and his Black Templars would never rest until all enemies of the faith were vanquished.

Black Templars are a crusading army and therefore spend more time on board space craft than any other chapter. A Black Templar army must include a spacecraft. The Black Templar player does not have to deploy any of his army within the spacecraft if he doesn't want to (in this case it's assumed that the Black Templars have already landed on the planet before the battle commences).

# BLACK TEMPLAR SPECIAL UNITS


(For all other Black Templar unit stats, see pages 4 to 8)

BLACK TEMPLAR COMMANDER				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Power Weapon	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	




**Notes:** Black Templar Commanders can be one of three types: Castellans, Chaplains, or Marshals. All are Characters and have the Invulnerable Save and Leader abilities. Castellans also have the Commander special ability. Chaplains are Inspiring. Marshals have the Supreme Commander ability.

BLACK TEMPLAR EMPEROR'S CHAMPION				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Power Weapon	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	




**Notes:** Fearless, Inspiring, Invulnerable Save, Leader. The Emperor's Champion character may only be added to Tactical or Terminator units.

BLACK TEMPLAR NEOPHYTE SQUAD				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	5+	4+	5+
Weapon	Range	Fire Power	Notes	
Shotguns	(15cms)	Small Arms	-	




**Notes:** Infiltrators. Neophytes count as Space Marine Tactical units for all transport purposes.

BLACK TEMPLAR LAND RAIDER CRUSADER				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Fire Power	Notes	
Twin Assault Cannon	30cm	AP4+/AT4+	-	
Hurricane Bolters	(15cms)	Small Arms	Extra Attacks (+1)	
Pintle Mounted Multi Melta	(15cms)	Small Arms	-	



**Notes:** Reinforced Armour, Thick Rear Armour, Transport (may carry up to two Terminator units OR up to three of the following: Devastator, Tactical, Scout units).

BLACK TEMPLAR THUNDERHAWK TRANSPORTER				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine, Aircraft	Bomber	4+	6+	5+
Weapon	Range	Fire Power	Notes	
2 × Twin Heavy Bolter	15cm	AP4+/AA5+	Left Arc	
2 × Twin Heavy Bolter	15cm	AP4+/AA5+	Right Arc	



Damage Capacity: 2  
Critical Hit Effect: The Thunderhawk Transporters control surfaces are damaged, the pilot loses control and the Thunderhawk Transporter crashes to the ground killing all on board.

**Notes:** Planetfall, Reinforced Armour, Transport (may carry up to two of the following: Hunters, Predators, Razorbacks, Rhinos and Vindicators. Or it may carry one Land Raider. In addition it may also carry any infantry transported in these vehicles).

The entire Thunderhawk Transporter formation is counted as one War Engine for both the War Engine transport rule (e.g. one transported formation can be split between multiple aircraft within one Thunderhawk Transporter formation) and for the allocation of Hits.

## **BLACK TEMPLARS SPACE MARINE ARMY LIST**

Black Templar Space Marine 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.

<b>BLACK TEMPLAR DETACHMENTS</b>			
<b>DETACHMENT</b>	<b>UNITS</b>	<b>UPGRADES</b>	<b>POINTS COST</b>
Assault	Four Assault units	Commander, Vindicator	175
Bike	Five Bike units	Attack Bike, Commander	200
Devastator	Four Devastator units plus Transport	Commander, Dreadnought, Hunter, Land Raiders, Razorbacks, Vindicator	250
Land Raider	Four Land Raiders or Land Raider Crusaders	Commander, Hunter, Vindicator	350
Land Speeder	Five Land Speeders	Commander, Tornado/Typhoon	200
Landing Craft	One Landing Craft	None	350
Predator	Four Predator Destructors	Annihilators, Commander, Hunter, Vindicator	225
1 Strike Cruiser	One Strike Cruiser	Battle Barge	200
Tactical	Six Tactical units plus transport	Commander, Dreadnought, Emperor's Champion, Hunter, Land Raiders, Neophyte, Razorbacks, Vindicator	300
Terminator	Four Terminator units	Commander, Dreadnought, Emperor's Champion, Land Raiders, Vindicator	350
Thunderhawk	One Thunderhawk Gunship	None	200
Thunderhawk Transporter	One Thunderhawk Transporter	Thunderhawk Transporter	200
Vindicator	Four Vindicators	Commander, Hunter, Vindicator	250

<b>BLACK TEMPLAR UPGRADES</b>		
<b>UPGRADE</b>	<b>UNITS</b>	<b>POINTS COST</b>
Annihilators	Replace two Predator Destructors with two Predator Annihilators <u>or</u>	25
	Replace four Predator Destructors with four Predator Annihilators	50
Attack Bike	Replace any number of Bike units with one Attack Bike each	0
Battle Barge	Replace the Strike Cruiser with a Battle Barge	150
Commander	Add one Black Templar Castellan or Chaplain character to a unit in the formation <u>or</u>	50
	Add one Black Templar Marshal character to a unit in the formation (Max One Per Army)	100
Dreadnought	Add one or two Dreadnoughts	50 each
Emperor's Champion	Add one Emperor's Champion character to a unit in the formation (Max One Per Army)	75
Hunter	Add one Hunter <u>or</u>	75
	Add two Hunters	125
Land Raiders	Add one to four Land Raiders or Land Raider Crusaders	75 each
Neophyte	Add one or two Neophyte units	25 each
Razorbacks	Add up to one Razorback for each infantry unit in the formation (see Space Marine transport rule)	25 each
Thunderhawk Transporter	Add one Thunderhawk Transporter	100
Tornado/Typhoon	Replace any number of Land Speeders with one Land Speeder Tornado or Typhoon each	0 per Tornado
		10 per Typhoon
Vindicator	Add one or two Vindicators	50 each

### **USING THE ARMY LIST**

- Each allowed Black Templar upgrade can be taken once per Detachment.
- One spacecraft must be taken.



**BLOOD ANGEL  
SPACE MARINES**

## **BLOOD ANGEL SPECIAL RULES**

### **SPACE MARINE TRANSPORT**

See page 3.

### **SUPERIOR TACTICS**

See page 3.


### **THEY SHALL KNOW NO FEAR**

See page 3.

## BLOOD ANGEL SPECIAL UNITS


(For all other Blood Angel unit stats, see pages 4 to 10)

BLOOD ANGEL DEATH COMPANY SQUAD				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm (30cm)	4+	3+	5+
Weapon	Range	Fire Power	Notes	
Bolt Pistols	(15cms)	Small Arms	-	
Chainswords	(base contact)	Assault Weapons	Extra Attacks (+1)	




**Notes:** *Invulnerable Save, Fearless.* A formation including any Death Company units ignores the blast marker penalty to its action test when attempting an engage order. Death Company count as Tactical units for all transport purposes. If the jump packs upgrade is selected then their speed is increased to 30cm and they gain the Jump Packs ability.

BLOOD ANGEL DEATH COMPANY DREADNOUGHT				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	15cm	4+	4+	5+
Weapon	Range	Fire Power	Notes	
2 × Power Fist	(base contact)	Assault Weapons	Macro Weapon, Extra Attacks (+1)	
Storm Bolters	(15cms)	Small Arms	-	




**Notes:** *Invulnerable Save, Fearless, Walker.* A formation including any Death Company units ignores the blast marker penalty to its action test when attempting an engage order.

BLOOD ANGEL DREADNOUGHT				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	15cm	4+	4+	5+ (4+)
Weapon	Range	Fire Power	Notes	
2 × Power Fist	(base contact)	Assault Weapons	Macro Weapon, Extra Attacks (+1)	
Storm Bolters	(15cms)	Small Arms	-	
<u>OR</u>				
Assault Cannon	30cm	AP5+/AT5+	-	
Power Fist	(base contact)	Assault Weapons	Macro Weapon, Extra Attacks (+1)	



**Notes:** *Walker.* A Blood Angel Dreadnought may be armed with either 2 × Power Fists and Storm Bolters or a Power Fist and Assault Cannon. Not all four weapons! If armed with an Assault Cannon and Power Fist the Blood Angel Dreadnoughts Fire Fight value is increased to 4+.

BLOOD ANGEL BAAL PREDATOR				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	30cm	4+	6+	3+
Weapon	Range	Fire Power	Notes	
Twin Assault Cannon	30cm	AP4+/AT4+	-	
2 × Heavy Flamers and	15cm (15cms)	AP4+ Small Arms	Ignore Cover Ignore Cover	



**Notes:**

## BLOOD ANGEL SPACE MARINE ARMY LIST

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 ANGEL DETACHMENTS			
DETACHMENT	UNITS	UPGRADES	POINTS COST
Assault	Six Assault units	Commander, Vindicator	250
Baal Predator	Four Baal Predators	Commander, Hunter, Vindicator	300
Bike	Five Bike units	Attack Bike, Commander	200
1 Death Company	Four Death Company units plus transport	Commander (Chaplain only), Death Company Dreadnought, Jump Packs	300
Land Raider	Four Land Raiders	Commander, Hunter, Vindicator	350
Land Speeder	Five Land Speeders	Commander, Tornado/Typhoon	200
Landing Craft	One Landing Craft	None	350
Predator	Four Predator Destroyers	Annihilators, Commander, Hunter, Vindicator	225
Scout	Four Scout units plus transport	Commander, Razorbacks, Snipers	150
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200
Tactical	Six Tactical units plus transport	Commander, Dreadnought, Hunter, Razorbacks, Vindicator	300
Terminator	Four Terminator units	Commander, Dreadnought, Land Raiders, Vindicator	350
Thunderhawk	One Thunderhawk Gunship	None	200
Vindicator	Four Vindicators	Commander, Hunter	250
Whirlwind	Four Whirlwinds	Commander, Hunter	300

BLOOD ANGEL UPGRADES		
UPGRADE	UNITS	POINTS COST
Annihilators	Replace two Predator Destroyers with two Predator Annihilators <u>or</u>	25
	Replace four Predator Destroyers with four Predator Annihilators	50
Attack Bike	Replace any number of Bike units with one Attack Bike each	0
Battle Barge	Replace the Strike Cruiser with a Battle Barge	150
Commander	Add one Space Marine Captain, Chaplain or Librarian character to a unit in the formation <u>or</u>	50
	Add one Space Marine Supreme Commander character to a unit in the formation (Max One Per Army)	100
Death Company Dreadnought	Add one or two Death Company Dreadnoughts	75 each
Dreadnought	Add one or two Blood Angel Dreadnoughts	50 each
Hunter	Add one Hunter	75
Jump Packs	All Death Company Infantry units gain a speed of 30cm and the jump packs ability, but the formation loses the plus transport special rule.	50
Land Raiders	Add one to four Land Raiders	75 each
Razorbacks	Add up to one Razorback for each infantry unit in the formation (see Space Marine transport rule)	25 each
Snipers	All Scout units in the formation gain the Sniper ability	50
Tornado/Typhoon	Replace any number of Land Speeders with one Land Speeder Tornado or Typhoon each	0 per Tornado 10 per Typhoon
Vindicator	Add one or two Vindicators	50 each

IMPERIAL NAVY AIRCRAFT	
FORMATION	POINTS COST
Two Thunderbolt Fighters	150
Two Marauder Bombers	250

TITAN LEGION BATTLEGROUPS	
FORMATION	POINTS COST
One Warlord Class Battle Titan	850
One Reaver Class Battle Titan	650
Formation of two Warhound Class Scout Titans	500
One Warhound Class Scout Titan	275

### USING THE ARMY LIST

- Each allowed Blood Angel upgrade can be taken once per Detachment.
- One Death Company formation must be taken.
- A maximum of up to a third of the points available to the army may be spent on Imperial Navy and Titan formations.

**DARK ANGEL  
SPACE MARINES**

## **DARK ANGEL SPECIAL RULES**

### **SPACE MARINE TRANSPORT**

See page 3.

### **SUPERIOR TACTICS**

See page 3.

### **THEY SHALL KNOW NO FEAR**

See page 3.

### **THE GREAT SECRET**

Every time the Dark Angels enter battle they do so with a great secret. During the Horus Heresy some Dark Angels fought for the powers of Chaos (these traitors are called the Fallen). To this day the remaining faithful Dark Angels hide this secret in fear that, if uncovered, they might be hunted by other Space Marine Chapters.


Because of this a Dark Angels army will never ally itself with any forces of the Imperium.

## DARK ANGEL SPECIAL UNITS

(For all other Dark Angel unit stats, see pages 4 to 8)


DARK ANGEL DEATHWING TERMINATOR SQUAD				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	3+	3+
Weapon	Range	Fire Power	Notes	
Storm Bolters	(15cms)	Small Arms	-	
2 × Assault Cannons	30cm	AP5+/AT5+	-	
Power Weapons	(base contact)	Assault Weapons	Macro Weapons, Extra Attacks (+1)	

**Notes:** Reinforced Armour, Teleport, Thick Rear Armour. A formation containing any Deathwing Terminator units may remove one extra blast marker when rallying or regrouping.




DARK ANGEL DEVASTATOR SQUAD				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	5+	3+
Weapon	Range	Fire Power	Notes	
2 × Plasma Cannons	30cm	AP4+/AT4+	Slow Firing	

**Notes:**




DARK ANGEL RAVENWING BIKE SQUADRON				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	35cm	4+	3+	4+
Weapon	Range	Fire Power	Notes	
Bolters	(15cms)	Small Arms	-	
Chainswords	(base contact)	Assault Weapons	-	

**Notes:** Invulnerable Save, Mounted, Teleport Homer – Any Deathwing Terminator unit teleporting completely within 15cm of an unbroken unit with the Teleport Homer ability may re-roll the dice for determining if a blast marker is received.




DARK ANGEL RAVENWING ATTACK BIKE				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	4+	5+	4+
Weapon	Range	Fire Power	Notes	
Heavy Bolter	30cm	AP5+	-	

**Notes:** Invulnerable Save, Teleport Homer – Any Deathwing Terminator unit teleporting completely within 15cm of an unbroken unit with the Teleport Homer ability may re-roll the dice for determining if a blast marker is received.



DARK ANGEL RAVENWING LAND SPEEDER				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Fire Power	Notes	
Multi Melta and	15cm (15cms)	MW5+ Small Arms	- Macro Weapon	

**Notes:** Invulnerable Save, Scout, Skimmer.



**DARK ANGEL RAVENWING LAND SPEEDER TORNADO**

Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Fire Power	Notes	
Assault Cannon	30cm	AP5+/AT5+	-	
Heavy Bolter	30cm	AP5+	-	



**Notes:** *Invulnerable Save, Scout, Skimmer.*

**DARK ANGEL RAVENWING LAND SPEEDER TYPHOON**

Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Fire Power	Notes	
Twin Typhoon Missile	45cm	AP3+/AT5+	-	
Heavy Bolter	30cm	AP5+	-	



**Notes:** *Invulnerable Save, Scout, Skimmer.*



## DARK ANGEL SPACE MARINE ARMY LIST

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

DARK ANGEL DETACHMENTS			
DETACHMENT	UNITS	UPGRADES	POINTS COST
Assault	Four Assault units	Commander, Vindicator	175
Deathwing	Four Deathwing Terminator units	Commander, Dreadnought, Land Raiders, Vindicator	350
Devastator	Four Dark Angel Devastator units plus transport	Commander, Dreadnought, Hunter, Land Raiders, Razorbacks, Vindicator	275
Land Raider	Four Land Raiders	Commander, Hunter, Vindicator	350
Landing Craft	One Landing Craft	None	350
Predator	Four Predator Destroyers	Annihilators, Commander, Hunter, Vindicator	225
Ravenwing	Four Ravenwing Bike units and four Ravenwing Land Speeders	Attack Bike, Commander	350
Ravenwing Support	Five Ravenwing Land Speeder Tornados	Commander, Typhoon	200
Scout	Four Scout units plus transport	Commander, Razorbacks, Snipers	150
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200
Tactical	Six Tactical units plus transport	Commander, Dreadnought, Hunter, Razorbacks, Vindicator	300
Thunderhawk	One Thunderhawk Gunship	None	200
Vindicator	Four Vindicators	Commander, Hunter	250
Whirlwinds	Four Whirlwinds	Commander, Hunter	300

DARK ANGEL UPGRADES		
UPGRADE	UNITS	POINTS COST
Annihilators	Replace two Predator Destroyers with two Predator Annihilators <u>or</u>	25
	Replace four Predator Destroyers with four Predator Annihilators	50
Attack Bike	Replace any number of Ravenwing Bike units with one Ravenwing Attack Bike each	0
Battle Barge	Replace the Strike Cruiser with a Battle Barge	150
Commander	Add one Space Marine Captain, Chaplain or Librarian character to a unit in the formation <u>or</u>	50
	Add one Space Marine Supreme Commander character to a unit in the formation (Max One Per Army)	100
Dreadnought	Add one or two Dreadnoughts	50 each
Hunter	Add one Hunter <u>or</u>	75
	Add two Hunters	125
Land Raiders	Add one to four Land Raiders	75 each
Razorbacks	Add up to one Razorback for each infantry unit in the formation (see Space Marine transport rule)	25 each
Snipers	All Scout units in the formation gain the Sniper ability	50
Typhoon	Replace any number of Ravenwing Land Speeder Tornados with one Ravenwing Land Speeder Typhoon each	10 per Typhoon
Vindicator	Add one or two Vindicators	50 each

### USING THE ARMY LIST

- Each allowed Dark Angel upgrade can be taken once per Detachment.

**WHITE SCAR  
SPACE MARINES**

## **WHITE SCAR SPECIAL RULES**

### **SUPERIOR TACTICS**

See page 3.

### **THEY SHALL KNOW NO FEAR**

See page 3.

### **WHITE SCARS TRANSPORT**

White Scars follow the Space Marine transport rule (see page 3) with the following exceptions.

White Scars detachments with the plus transport special rule must take enough transport vehicles to carry any Infantry units in the formation. A detachment cannot choose to leave them behind for any reason, including making use of the garrison rules. You can only choose to ignore this if the detachment is instead to be deployed from a Thunderhawk Gunship or by Drop Pods (Note a spaceship is required to deploy by Drop Pods).

In addition if any formation chooses to deploy by Drop Pods, then every eligible formation in the army must also be deployed by Drop Pods, up to the transport capacity of any purchased spacecraft.

## WHITE SCAR SPECIAL UNITS

(For all other White Scar unit stats, see pages 4 to 10)

WHITE SCAR BIKE SQUADRON				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	35cm	4+	3+	4+
Weapon	Range	Fire Power	Notes	
Bolters	(15cms)	Small Arms	-	
Chainswords	(base contact)	Assault Weapons	-	

**Notes:** Mounted, Walker.



WHITE SCAR ATTACK BIKE				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	4+	5+	4+
Weapon	Range	Fire Power	Notes	
Heavy Bolter	30cm	AP5+	-	

**Notes:** Walker.



## WHITE SCAR SPACE MARINE ARMY LIST

White Scar Space Marine armies have a strategy rating of 5. All White Scar 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 Scar formations.

WHITE SCAR DETACHMENTS			
DETACHMENT	UNITS	UPGRADES	POINTS COST
Assault	Four Assault units	Commander	175
Bike	Eight White Scar Bike units	Attack Bike, Commander	400
Land Speeder	Five Land Speeders	Commander, Tornado/Typhoon	200
Landing Craft	One Landing Craft	None	350
Predator	Four Predator Destroyers	Annihilators, Commander, Hunter, Vindicator	225
Scout	Four Scout units plus transport	Commander, Razorbacks, Snipers	150
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200
Tactical	Six Tactical units plus transport	Commander, Razorbacks	300
Terminator	Four Terminator units and four Land Raiders	Commander	600
Thunderhawk	One Thunderhawk Gunship	None	200
Whirlwind	Four Whirlwinds	Commander, Hunter, Vindicator	300

WHITE SCAR UPGRADES		
UPGRADE	UNITS	POINTS COST
Annihilators	Replace two Predator Destroyers with two Predator Annihilators <u>or</u>	25
	Replace four Predator Destroyers with four Predator Annihilators	50
Attack Bike	Replace any number of White Scar Bike units with one White Scar Attack Bike each	0
Battle Barge	Replace the Strike Cruiser with a Battle Barge	150
Commander	Add one Space Marine Captain, Chaplain or Librarian character to a unit in the formation <u>or</u>	50
	Add one Space Marine Supreme Commander character to a unit in the formation (Max One Per Army)	100
Hunter	Add one Hunter	75
Razorbacks	Add up to one Razorback for each infantry unit in the formation (see White Scar transport rule)	25 each
Snipers	All Scout units in the formation gain the Sniper ability	50
Tornado/Typhoon	Replace any number of Land Speeders with one Land Speeder Tornado or Typhoon each	0 per Tornado
		10 per Typhoon
Vindicator	Add one or two Vindicators	50 each

IMPERIAL NAVY AIRCRAFT	
FORMATION	POINTS COST
Two Thunderbolt Fighters	150
Two Marauder Bombers	250

TITAN LEGION BATTLEGROUPS	
FORMATION	POINTS COST
Formation of two Warhound Class Scout Titans	500
One Warhound Class Scout Titan	275

### USING THE ARMY LIST

- Each allowed White Scar upgrade can be taken once per Detachment.
- A maximum of up to a third of the points available to the army may be spent on Imperial Navy and Titan formations.

# **EPIC UK SPACE MARINES**

## **WHAT, HOW AND WHY**

So you've just finished reading through the new and updated EPIC UK Space Marine codex, however you have some questions; what has EPIC UK done? How have we done it and why? Well this part of the army book is here to help you out!

Below you will find out what we've done, how and why we did it. Have a read though this and find out what was in the EPIC UK team's head when we built and then updated each of the Space Marine army lists.

## **THE OVERALL PICTURE**

For a while now EPIC tournament players have been asking for new army lists. So EPIC UK has risen to the task and created its own army books for UK EPIC tournaments. However one issue pointed out was that none of us had actually written an army book before; sure we all have tones of experience playing EPIC, however we still hadn't produced an army book!

So it was very clear from the start that we shouldn't launch ourselves into a brand new army list straight away, for example Tyranids or Tau. We should build up our experience by starting with the army lists already approved for tournament play, and there was only one place to start ... the Space Marines!

## **SPACE MARINE ARMY BOOK IS BORN**

So Space Marines it is then! Before this release there were only two Space Marine army lists out, the generic Codex Astartes and the White Scar army lists. It was very clear to us that additional army lists would be needed but not too many.

Each individual army list had to have its own character, its own way of fighting, its own positives and negatives but above all it had to be balanced.

Now at EPIC UK we believe that the Space Marine army lists were pretty much balanced before this product was released. Okay a few changes had to be made but not a lot; because of this EPIC UK would mainly focus on points changes.

## **UPDATED CHANGES**

Over the last two years the Codex Astartes and four variant Black Templars, Blood Angels, Dark Angels and White Scars army lists included in the original Space Marine codex have received considerable play testing. This new version of the Space Marine codex includes a number of revisions derived from this experience. All of these updates are included in this revised What, How and Why section.

## **CODEX ASTARTES**

The generic army list didn't take long. Firstly all approved changes from the EPIC errata were added and then we looked into what rules and points cost changes and we wanted to make.

The ever popular Terminator formation went up to 350 points and we also increased the cost of single Warhounds to 275 points. These two units seem to be the core of tournament Space Marine armies and were deemed too good for their points cost.

After these we focused on a number of formations and units that had historically underperformed or even disappeared from tournament play.

First was the attack bike, we wanted to make sure that this could be a feature in future army lists. We increased its speed to 35cm (same as a bike stand) and more importantly allowed it to be transported by Thunderhawks.

Next was the Vindicator. Firstly we increase its movement up to 25cm and then we reduced the cost of the formation to 250 points. We also reduced the points of the Vindicator as an upgrade (to 50 points each).

Predator and Land Raider formations have both received a point reduction down to 350 points for Land Raiders and 275 points for Predators, the Land Raider upgrade has also been reduced to 75 points each.

The Finally the Marauder Bomber formation has come down in cost to 250 points.

This was pretty much all the changes to the Codex Space Marine army list; we wanted to allow people to play the Space Marine army as they had always done. However we wanted to make formations, that were previously over shadowed, a valid option.

## **UPDATED CODEX ASTARTES**

The rounding down of blast markers in an engagement of the updated 'They Shall Know No Fear' rule was found to be overly complicated and slightly too powerful. It has been revised to give a minimum of one blast marker.

The Warhound Titan has also proven a very powerful choice even at a higher points cost. To address this, its critical hit effect has been made more dangerous (and less frustrating to an opponent) with the addition of a point of damage.

The underpowered Land Raider and Predator Destructor have both received a fire fight boost to 4+ and the Predator Destructor has also received a cost reduction. This has necessitated some restructuring of the original Predator formation with the Annihilator moved to an upgrade option. In addition the Vindicator has received a small boost with the addition of Walker to represent its dozer blade.

The Land Speeder Tornado and Typhoon upgrade options have also been made cheaper, reduced to a straight swap for Tornados and 10 points for each Typhoon.

Finally the Marauder Bomber has received a boost to its bombs and the almost never seen Space Marine scout sniper upgrade has also been improved to effect the whole formation.

## **BLACK TEMPLARS**

The first of the new Space Marine army lists. The Black Templars are an army crusading across the stars. Therefore life onboard a spacecraft is second nature to the Black Templars. The Black Templars unique style of fighting would involve using rapid deployment from space and transporter aircraft. They would have more options to transport Space Marine formations into battle using aircraft than other Space Marine chapters.

Firstly because the Black Templars crusade across the universe in spacecraft, imperial allies were lost. This created a massive negative for the army so positives needed to be added.

The first new unit for the Black Templars is the Emperor's Champion. Although only a single Emperor's Champion can be included in an army. With both the fearless and inspiring (meaning that one formation in a Black Templar army can have two inspiring characters) abilities he is very powerful.

Secondly Neophytes were added as an upgrade option for tactical formations as a cheap way to bolster their numbers. As described in Black Templar background, Neophytes don't fight as separate formations like scouts in other Space Marine armies; instead they fight alongside Tactical Marines.

The third new unit added was the Land Raider Crusader. This tank sacrifices its long range anti-tank capability for lethal short range support weapons and a greater transport capacity. With the ability to deploy up to three units from one land Raider Crusader it makes them a very versatile transport option, and with 2

Fire Fight 4+ attacks they are deadly in an engagement.

The final new unit is the Thunderhawk Transporter. The whole point of this new unit is to allow a Black Templar player to fly in mobile formations for close support.

Finally the last change is the removal of the Whirlwind formation which doesn't match the Black Templar style of play.

## **UPDATED BLACK TEMPLARS**

Black Templars have proven a popular and successful tournament army with an extremely aggressive play style, because of this only a few updated changes have been made to the list, although all relevant changes from the Codex Astartes list have been included.

The twin assault cannon on the Land Raider Crusader has been changed to AP4+/AT4+ to bring it in line with the standard for twin linked weapons. The option to add two Hunters to a formation at slightly reduced cost has also been added to the list to make up for the loss of Imperial Navy allies.

Finally the Thunderhawk Transporter has been improved with better armour and weapons to be a more viable option compared to Landing Craft.

## **BLOOD ANGELS**

The idea behind the Blood Angel army was simple; its main advantage would be engaging in close combat; however getting there would be a little trickier. The first draft of the Blood Angel list had all the formations, within the Codex Astartes Space Marine army list, and more; therefore the Blood Angels had positives but no negatives.

The first negative added was the removal of the Devastator formation. We realise that Blood Angels can have Devastators in the background and other game systems, however it was clear that they didn't fit into the overall Blood Angel theme of engaging in close combat that we wanted to emphasise. Secondly the Assault formation was increased to 6 stands. While this gives some advantages it also gives a big disadvantage because you can only fit one formation into a Thunderhawk.

The first unit added, the Death Company went through many revisions. The final version we feel is correctly balanced; on the one hand they have 2 attacks in close combat on a 3+, they are fearless and can have jump packs and a Chaplain. However, if they have the Chaplain and jump packs, the formation is 400 points for 4 stands.

The second unit we changed was the Dreadnought. Again, just like the Devastators, the heavy firepower Dreadnought didn't fit with the Blood Angel theme and so this Dreadnought was removed. In its place we have added a Furioso Dreadnought; equipped with 2 power fists. This Dreadnought is much more useful in close combat but sacrifices some fire fight and shooting.

The final new unit we added was the Baal Predator. This is a monster against infantry either shooting (potentially 12 × AP3+ shots if sustaining) or in a fire fight. However it has to get within 15cm to have any impact, it's a 'glass hammer' formation; very powerful if the Blood Angel player is allowed to use them as they want, but fragile and short ranged.

## **UPDATED BLOOD ANGELS**

All relevant Codex Astartes updates have been integrated into the list. In addition the Baal Predator has been improved with its Twin Assault Cannon going to AP4+/AT4+ and its fire fight value increasing to 3+. The Baal Predator formation has also received the Hunter and Vindicator upgrade options.

The Death Company have also received a characterful Dreadnought upgrade option.



## **DARK ANGELS**

It was clear from the start that the Dark Angels shouldn't have any imperial allies (because of their dark secret) and so, just like the Black Templars, we had to find positives to balance out the negatives.

New formations were added to the army to represent the Ravenwing. A large eight stand fast attack option composed of Attack Bikes, Bikes and Land Speeders with each stand getting a 6+ invulnerable (Jink!) save. Ravenwing Bike units also received a teleport homer; this little device allows Deathwing Terminators to re-roll their teleporting dice when landing within 15cm of a bike stand. This gives the Dark Angels their own unique style of fighting and fits well with the background of the Dark Angels (i.e. the Ravenwing locate the enemy and then the Deathwing teleport in to kill the enemy).

The next change was with the Devastator formation. Dark Angels prefer to use Plasma Cannons and so the normal missile launcher was replaced; however during testing we found that the Plasma Cannon upgrade was too good for a 250 point unit and so, the price of the Dark Angel Devastator formation was increased.

## **UPDATED DARK ANGELS**

Alongside the relevant Codex Astartes updates that have been integrated into the list. The generally perceived as underpowered Dark Angel list has received a number of changes.

Firstly the Deathwing Terminators have received a small boost to distinguish them from normal Terminators with the ability to remove an additional blast marker when rallying or regrouping.

The composition of the Ravenwing formation has been altered to four Ravenwing Bikes and four Ravenwing Land Speeders at a reduced cost of 350 points to allow a large formation that can be garrisoned. In addition a new Ravenwing Support formation consisting of Tornado Land Speeders has been added to the list.

The Dark Angel Devastators have been reduced in cost to 275 points and received a boost to their fire fight up to 3+. In addition the formation has received the Hunter upgrade option.

Finally the option to add two Hunters to a formation at a slightly reduced cost has been added to the list to make up for the loss of Imperial Navy allies.

## **WHITE SCARS**

The White Scars had the smallest amount of changes out of all the specialist Space Marine armies. Apart from the changes in the generic list, being incorporated into the White Scar list, not a lot else has changed. The Terminator with Land Raider formation is cheaper than in the generic lists; however this formation has always been cheaper.

## **UPDATED WHITE SCARS**

Other than relevant changes integrated from the Codex Astartes update no other changes have been made to the White Scar list.

Well I hope this answers your questions of What, How and Why. If not please send the EPIC UK team an email and we will try to answer any queries you may have.

Thank you

The EPIC UK Team