

SCYTHES OF THE EMPEROR SPACE MARINE ARMY LIST

V0.2.1 Army Champion: “Dobbsy”

Scythes of the Emperor Space Marine armies have a strategy rating of 5. All Space Marine and Titan Legion Battlegroups have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The ‘And They Shall Know No Fear’ rule applies to all Space Marine formations.

THE BATTLE COMPANY

(A Scythes of the Emperor army must contain the following Battle Company Detachments)

FORMATION	CORE UNITS	UPGRADES	COST
1 Assault	4 Assault units	Commander	175 points
1 Devastator	4 Devastator units plus transport	Commander, Predator, Razorback	250 points
2 Tactical	6 Tactical units plus transport	Commander, Predator, Razorback, Land Speeder, Vindicator	275 points

THE SCOUT COMPANY

(A Scythes of the Emperor army may contain any number of Scout Company Detachments)

FORMATION	CORE UNITS	UPGRADES	COST
0-5 Scout	4 Scout units plus transport	Commander, Razorback, Land Speeder Storm, Sniper	150 points
0-5 Salvation Team	4 Salvation Team units	Commander, Land Speeder Storm, Sniper	250 points

SUPPORT

(A Scythes of the Emperor army may contain any number of Support Detachments)

FORMATION	CORE UNITS	UPGRADES	COST
Fortress-monastery	1 Fortress-monastery	None	350 points
0-1 Landing Craft	1 Scythes of the Emperor Landing Craft	None	350 points
Predator	4 Predators (Annihilator and/or Destructor in any combination)	Commander, Hunter	250 points
Razorback	6 Scythes of the Emperor Razorbacks	Commander, Hunter	150 points
Vindicator	4 Vindicators	Commander, Hunter	225 points
Thunderhawk	1 Scythes of the Emperor Thunderhawk Gunship	None	200 points
Whirlwind	4 Whirlwinds	Commander, Hunter	300 points

SCYTHES OF THE EMPEROR UPGRADES

(Each allowed upgrade may be taken once per Detachment)

UPGRADE	UNITS	COST
Commander	Add 1 Space Marine Commander character to a unit in the formation: The Commander may be a Captain, Librarian or Chaplain <u>OR</u> 1 Space Marine Commander in the army may be a Supreme Commander	+50 points <u>OR</u> +100 points
	Add a Damocles Command Rhino to a formation containing the Supreme Commander	+50 points
Hunter	Add 1 Hunter	+75 point each
Predator	Add up to 2 Predator Annihilator and/or Destructors to the formation	+50 points each
Razorback	Add any number of Scythes of the Emperor Razorbacks, up to the number required to transport the formation	+25 points each
Land Speeder	In any combination, replace all Tactical units with the equivalent number of: Land Speeder, Land Speeder Tornado, Land Speeder Typhoon If this option is taken the formation does not receive any transport units.	Free
Land Speeder Storm	Add any number of Scythes of the Emperor Land Speeder Storms up to the number required to transport the formation	+25 points each
Sniper	Add the Sniper special ability to any unit in the formation	+25 points each
Vindicator	Add 1 or 2 Vindicators	+50 points each

IMPERIAL ALLIES FORMATIONS

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

TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Warhound Titan Pack	2 Warhound Titans	500 points
Reaver Titan	1 Reaver Titan	650 points
Warlord Titan	1 Warlord Titan	825 points

SPACE MARINE AIR SQUADRONS

FORMATION	UNITS	COST
Fighters	2 Stormtalon Fighters	200 points
Gunships	2 Stormtalon Gunships	200 points

SCYTHES OF THE EMPEROR SPACE MARINE ARMY REFERENCE 1

STRATEGY 5									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), EA(+1), MW	Invulnerable Save, Leader, Commander
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), EA(+1), MW	Invulnerable Save, Leader, Inspiring
Librarian	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), EA(+1), MW	Invulnerable Save, Leader
						Smite	(15cm)	(Small Arms), EA(+1), MW	
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), EA(+1), MW	Invulnerable Save, Supreme Commander
Assault	INF	30cm	4+	3+	5+	Chainswords	(base contact)	(Assault Weapons)	Jump Packs
						Bolt pistols	(15cm)	(Small Arms)	
Devastator	INF	15cm	4+	5+	3+	Bolters	(15cm)	(Small Arms)	
						2x Missile Launcher	45cm	AP5+/AT6+	
Salvation Team	INF	15cm	5+	4+	5+	Melta Bombs	(base contact)	(Assault Weapons), EA(+1), MW	Scout, Infiltrator, Teleport
						Bolters	(15cm)	(Small Arms)	
						Heavy Bolter	30cm	AP5+	
Scout	INF	15cm	5+	4+	5+	Shotguns	(15cm)	(Small Arms)	Scout, Infiltrator
						Heavy Bolter	30cm	AP5+	
Tactical	INF	15cm	4+	4+	4+	Bolters	(15cm)	(Small Arms)	
						Missile Launcher	45cm	AP5+/AT6+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	(15cm)	(Small Arms), MW	Skimmer, Scout
							15cm	MW5+	
Scythes of the Emperor	LV	35cm	4+	6+	5+	Heavy Bolter	30cm	AP5+	Skimmer, Scout, Transport: (may carry 1 of the following units: Scout, Salvation Team)
Land Speeder Storm						Cerberus Launcher	15cm	AP5+ Disrupt	
Land Speeder	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	Skimmer, Scout
Tornado						Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Twin Typhoon Missile Launcher	45cm	AP3+/AT5+	Skimmer, Scout
Typhoon						Heavy Bolter	30cm	AP5+	
Damocles Command Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(Small Arms)	One formation on the board, per turn, may receive the Leader ability . Determine which formation when the formation containing the Damocles Command Rhino is activated. In addition, replace the '5cm' Combined Assault restriction within the Commander and Supreme Commander abilities with 'any formation on the table.'
Scythes of the Emperor Drop Pod	Special	Immobile	5+	n/a	n/a	Deathwind	15cm	AP5+/AT5+	Planetfall, Transport: (may carry 1 formation that includes only Tactical, Devastator and Salvation Team units). <u>Deathwind</u> : 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 crossfire.
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Predator Annihilator	AV	30cm	4+	6+	5+	2x Lascannon	45cm	AT5+	
						Twin Lascannon	45cm	AT4+	
Predator Destructor	AV	30cm	4+	6+	3+	2x Heavy Bolter	30cm	AP5+	
						Autocannon	45cm	AP5+/AT6+	
Scythes of the Emperor Razorback	AV	30cm	5+	6+	5+	Twin Heavy Flamer <u>OR</u> Twin Heavy Bolter	15cm 30cm	AP3+ AP4+	Transport (may carry 1 of the following units: Tactical, Devastator or Scout) A Scythes of the Emperor Razorback is armed with either a Twin Heavy Flamer <u>OR</u> a Twin Heavy Bolter, not both – select one option before the game.
Scythes of the Emperor Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(Small Arms)	Transport: (May carry 2 of the following units: Tactical, Salvation Team and Scout)
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, Ignore Cover	Walker
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1 BP, Indirect Fire	
Scythes of the Emperor Landing Craft	AC/WE	Bomber	4+	5+	3+	Storm Bolters	(15cm)	(Small Arms)	DC4, Planetfall, Fearless, Reinforced Armour, Transport: (May carry 12 Scythes of the Emperor infantry units. In addition, the Landing Craft can carry 6 vehicles based on the Rhino.
						3x Twin Heavy Bolter	15cm	AP4+/AA5+	<u>Critical Hit Effect</u> : 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.
						2x Twin Lascannon	45cm	AT4+	

SCYTHES OF THE EMPEROR SPACE MARINE ARMY REFERENCE 2

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	STRATEGY 5		NOTES
							RANGE	FIREPOWER	
Scythes of the Emperor Thunderhawk	AC/WE	Bomber	4+	6+	4+	Twin Heavy Bolter	15cm	AP4+/AA5+, RF	DC2, Planetfall, Reinforced Armour, Transport: (May carry 8 of the following units: Tactical, Assault, Scout and Bike) <u>Critical Hit Effect:</u> The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.
						Twin Heavy Bolter	15cm	AP4+/AA5+, LF	
						2x Twin Heavy Bolter	30cm	AP4+/AA5+, FxF	
						Battle Cannon	75cm	AP4+/AT4+, FxF	
Stormtalon Fighter	AC	Fighter	5+	n/a	n/a	Twin Assault cannon	15cm	AP4+/AT4+/AA5+, Fwd	
						Twin Heavy Bolter	30cm	AP4+/ AA5+, FxF	
Stormtalon Gunship	AC	Fighter -Bomber	5+	n/a	n/a	Twin Assault cannon	15cm	AP4+/AT4+/AA5+, Fwd	
						Typhoon Missile Launcher	30cm	AP4+/AT5+, Fwd	
Fortress-monastery	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	12 BP, MW	Transport: (May carry 60 of the following units: Tactical, Assault, Devastator, Scout, Salvation Team units; plus 60 of the following units: Rhinos, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 9 Thunderhawks and 1 Landing Craft and enough Drop Pods to carry any other units on board)
Reaver Titan	WE	20cm	4+	3+	3+	2x Turbolaser Destructor	60 cm	4x AP5+/AT3+, Fwd	DC6, 4 Void Shield, Fearless, Reinforced Armour, Walker May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect:</u> Roll a D6 in the end phase of every turn. 1: Reactor explodes - Destroyed, 2-3: an extra point DC, 4-6: Reactor repaired. If destroyed any units within 5cms will be hit on a roll of 5+.
						Rocket Launcher	60 cm	3BP, FxF	
Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter	45c m	4x AP3+/AT5+, Fwd	DC3, 2 Void Shields, Fearless, Reinforced Armour, Walker May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect:</u> Move it 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 suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6 (make saving throws for the units normally).
						Plasma Blastgun	45 cm	2x MW2+, Slow-Firing, Fwd	
Warlord Titan	WE	15cm	4+	2+	3+	2x Turbolaser Destructor	60 cm	4x AP5+/AT3+, Fwd	DC8, 6 Void Shields, Reinforced Armour, Thick Rear Armour, Fearless, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect:</u> Immediately moves 3D6cm in a random direction. If this move takes the Banelord into impassable terrain or another unit it stops when it contacts the obstruction and suffers an extra point of damage. Any units run over or into take a hit on a D6 roll of 4+.
						Gatling Blaster	60 cm	4x AP4+/AT4+, Fwd	
						Volcano Cannon	90 cm	MW2+, TK(D3), Fwd	