

EPIC 40,000



SPACE
MARINE
LEGIONS





Space Marine Company



END OF CRUSADE ERA

(INFANTRY COMPANY)

HQ



Company Captain

You **must** field one platoon from each white box you **may** field an additional platoon from the grey box.

You may add up to 5 units per complete Company from Coy Support, 2 from Battalion Support and 1 from Chapter Support. A Space Marine Company has a Value of 2

Transports do not count towards a unit breaking.

Battalion Support

COMBAT DETACHMENTS



Tactical Detachment



Tactical Detachment



Tactical Detachment



Heavy Support Squad



Veteran Marine Squad



Dreadnought Talon



Thunderhawk Squadron



Support Battery



Assault Detachment



Tank Squadron

BATTALION SUPPORT

Drop Pods



Super Heavy Tank



Reconnaissance Sqn



Ordnance Battery



Terminator Squad

CHAPTER SUPPORT

Chaplain

Apothecary

The Space Marine Legions are the most formidable warriors of all humanity. Genetically enhanced beyond the capacity of a mortal man, bearing weapons of devastating power and supported by the numberless regiments of the Imperial Army and the sacred knowledge of the Mechanicum, there is no force that they cannot overcome. Numbering hundreds of thousands of Space Marines, they have forged the Imperium, leading the mighty fleets of the Great Crusade into the stars.

Headquarters

COMPANY HEADQUARTERS

Break point -

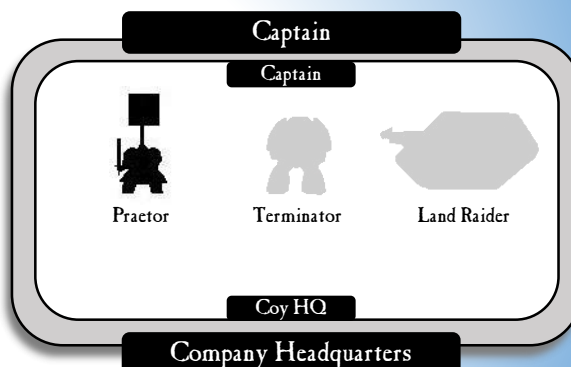
HEADQUARTERS

Legion Praetor

50 points

OPTIONS

- Upgrade to Terminator Armour and add a Terminator bodyguard team for +25 points
- Add a Land Raider for + 50 points



Praetors are the mightiest warriors and battle-leaders of the Legiones Astartes, second only to the godlike Primarchs in their martial skill and generalship. Each is a vastly experienced warrior and warlord, unique in character, who has writ a legend for themselves in blood and slaughter.

These lords of the Imperium possess a panoply of the finest weapons and armour known to humanity and hold the power of life and death over worlds, with direct control over entire war fleets and great armies. In their ranks can be found Chapter Masters and Lord Commanders, Khans, Tribunes and First Captains as the traditions of the Legions dictate; regardless of title each is a master of war, and each has conquered worlds unnumbered in the glory of the Great Crusade.

Combat Platoons

LEGION TACTICAL DETACHMENT

Break point 6

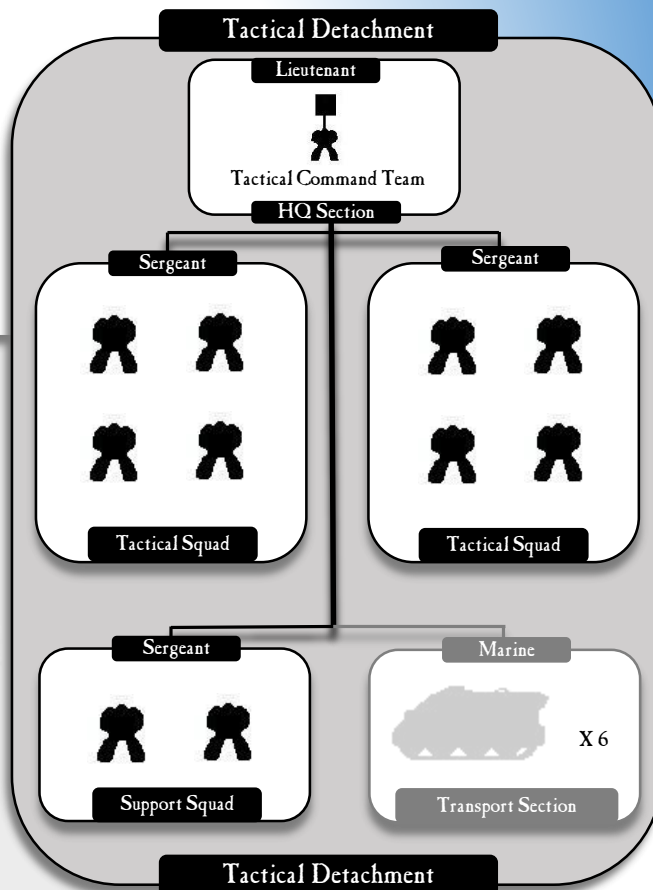
TACTICAL DETACHMENT

3 Squads

300 points

OPTIONS

- Add 6 Rhino Transports for + 100 points.



Tactical squads form the core of the Space Marine Legions, and it is by their bolters that the Great Crusade has reconquered the galaxy – thousands of superhuman warriors armed and armoured for the harshest battles and the deadliest war zones. The Legion Tactical Squad is a highly flexible infantry unit, able to assault or defend at will; able to attack fortified positions, take and hold strategic objectives, or simply comprehensively slaughter the foe in almost any terrain or situation. Mobile fire-support units that replace the utilitarian bolter with more specialised weapons,

Tactical Support squads are equipped to eliminate particular battlefield threats. Operating in close order with a Legion's other troops, the Tactical Support squad's firepower enables a strike force to act with greater versatility and engage a wider range of targets on its own terms. Tactical Support squads are most commonly armed with flamers, but also equip a wide variety of weapons depending on the nature of their foe.

Company Support

LEGION HEAVY SUPPORT SQUAD

Break point 2

HEAVY SUPPORT DETACHMENT

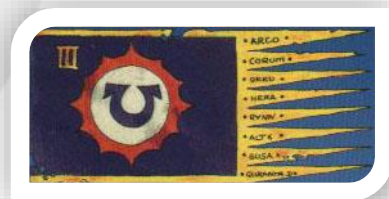
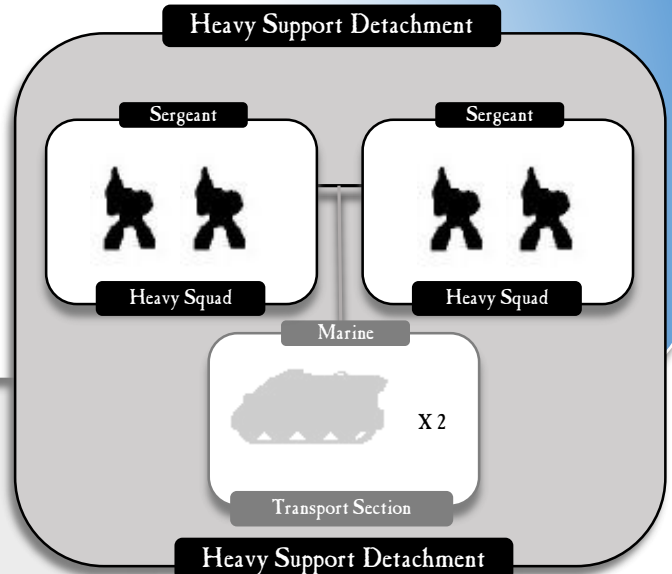
Heavy Support Squad

200 points

OPTIONS

- Add a Rhino Transport for + 40 points

Heavy Support squads provide Legion infantry with mobile, portable firepower, sufficient to bring down hordes of enemy troops or armour brigades alike. Their exact armament varies based upon their foe, but each member of the squad is armed alike to better concentrate their firepower against their chosen target. Heavy Support squads have all the flexibility of an infantryman to their advantage, able to disperse in terrain, climb to attain better visibility, and go where battle tanks cannot to rain death upon mankind's bitter foes.



COMPANY VETERAN SQUAD

Break point 2

VETERAN SQUAD

Veteran Squad

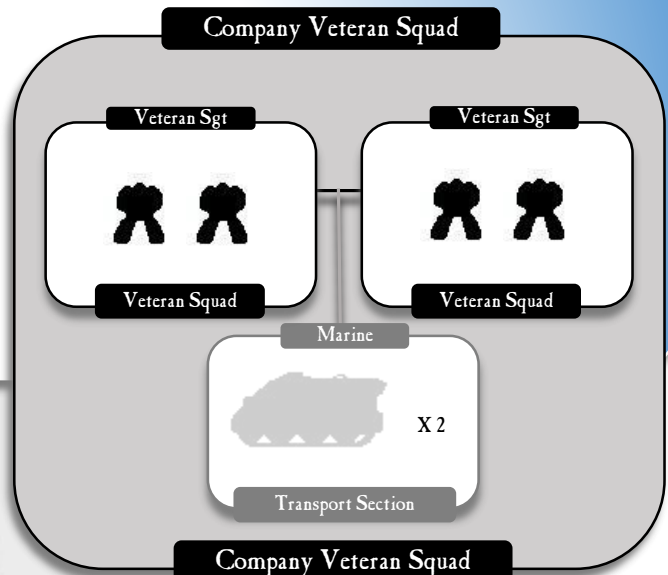
100 points

OPTIONS

- Add a Rhino Transport for + 40 points

Exceptional and experienced warriors within the ranks of the Space Marine legions are quickly singled out and honoured with additional training in all aspects of warfare and equipped to the highest standards, so to further amplify their battlefield power.

Certain Legions will further separate their veterans by inducting them into warrior brotherhoods, martial cults or specified veteran companies. This serves to create an elite body within the legion to which other warriors can aspire to ascend, and from which future commanders are drawn.



Company Support

LEGION DREADNOUGHT TALON

Break point 2

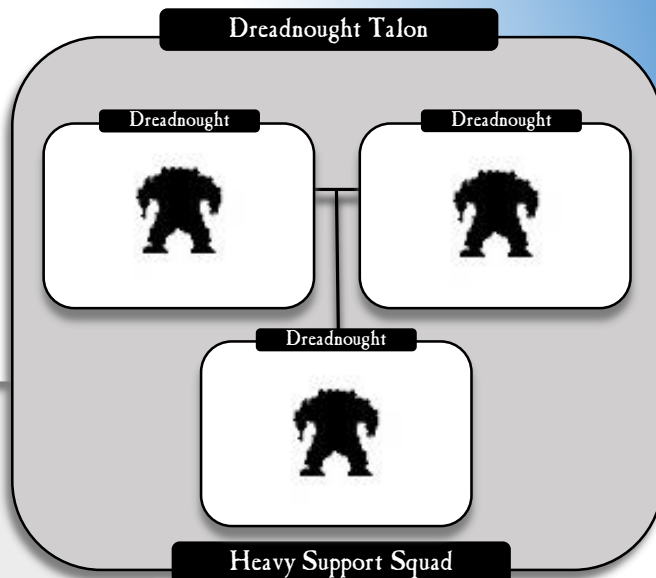
DREADNOUGHT TALON

Dreadnought Talon

150 points

OPTIONS

Dreadnoughts are heavily armed and armoured walkers, piloted by a Space Marine whose injuries are irreparable but with enough spark of life remaining to endure permanent implantation in an implant-linked sarcophagus, allowing the warrior to fight for his Legion for centuries, even millennia, striding the battlefield like a giant of legend. Dreadnoughts stem from the lost Dark Age of Technology, and have endured in many forms on Mars, Terra, and across the scattered human realms during the Age of Strife.



LEGION THUNDERHAWK SQUADRON

Break point 1

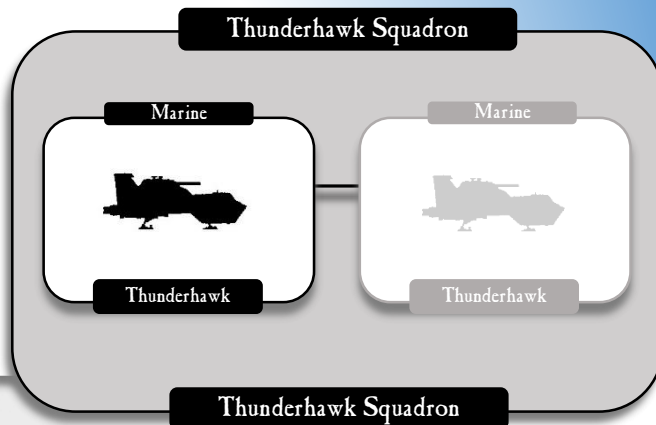
THUNDERHAWK SQUADRON

Thunderhawk

50 points

OPTIONS

- Add additional Thunderhawk for + 50 points



The Thunderhawk Gunship was a development of the later Great Crusade, intended to bridge the gap in capacity between smaller designs such as the Storm Eagle and the larger and more costly Stormbird and Argo Drop ships. Designed to operate in atmosphere and void space, it combined the roles of orbital troop lander, heavy gunship and medium bomber, and proved a highly successful addition to the Legion fleet. With the outbreak of the Heresy both sides ramped-up production of Thunderhawks to meet the ongoing demands of the war.



Company Support

LEGION ARTILLERY SUPPORT BATTERY

Break point 2

ARTILLERY BATTERY

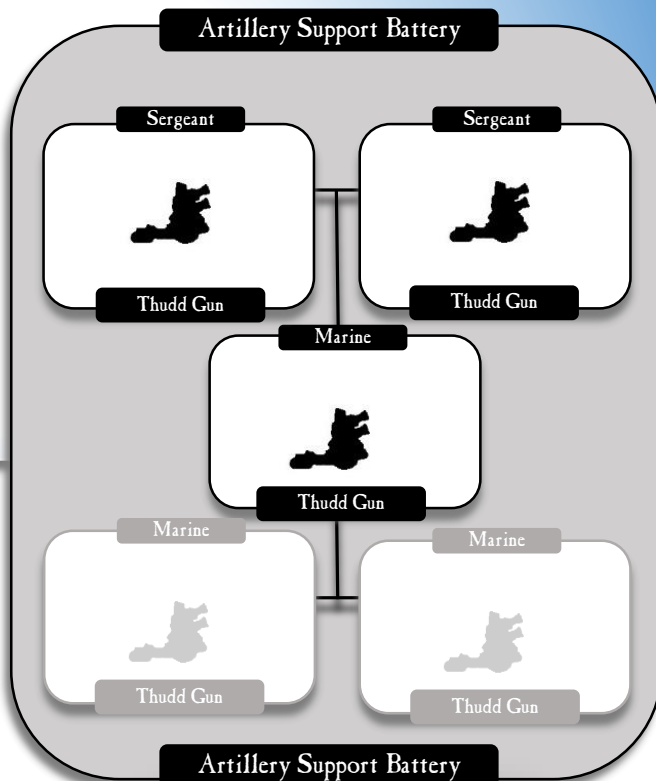
Thudd Gun Battery	100 points
Mole Mortar Battery	100 points
Rapier Battery	100 points

OPTIONS

- Add up to 2 additional guns for +20 points each

The Quad Launcher is a highly effective anti-infantry and suppression weapon, lobbing four shells at a time down onto enemy trenches, or used for point defence in a direct fire role against enemy infantry attacks.

One of a number of similar designs utilised by the Imperial military, Rapiers are semi-automated tracked carriers with inbuilt targeting systems and generators. Capable of being fitted with a number of different weapons systems too cumbersome for infantry use, the Rapier's mobility and small size make it a perfect support weapon, both in defence and assault. Commonly equipped with quad heavy bolters or laser destroyers, the Rapier can also mount heavier and weapons including graviton cannons.

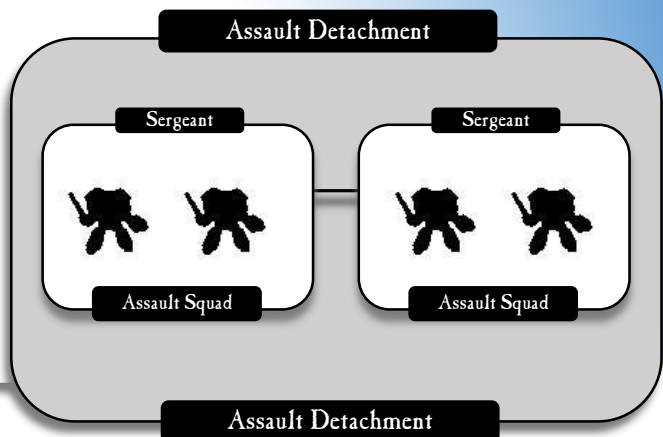


LEGION ASSAULT SQUAD

Break point 2

ASSAULT DETACHMENT

Assault Squad	200 points
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Assault squads are rapid attack forces, their wargear optimised towards close-quarter fighting and hit-and-run tactics. Their jump packs allow great speed of movement on the battlefield, and allows such units to impact with crushing force on the charge. The Night Lords and Raven Guard are amongst the greatest proponents of such formations, although even those Legions who do not particularly favour them, such as the Death Guard or Iron Warriors, can field multiple assault squads if the tactical need arises.

Company Support

LEGION TANK SQUADRON

Break point 2

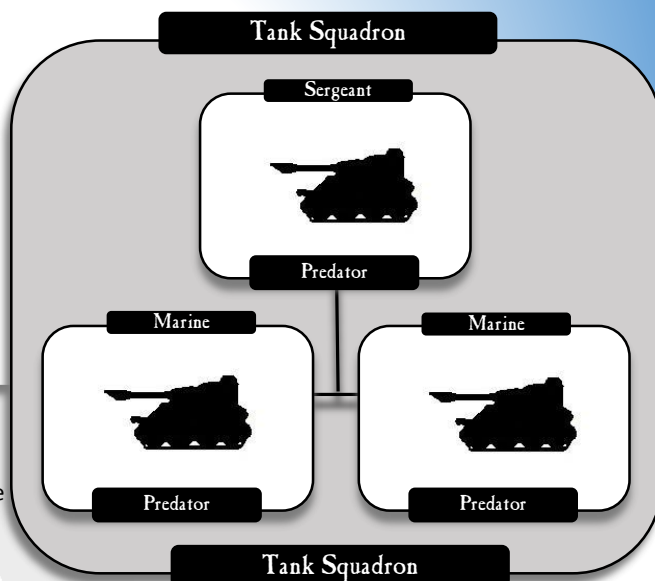
TANK SQUADRON

3 Predators	200 points
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3 Land Raiders	250 points
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The Predator is an effective and versatile medium tank, boasting a good mix of speed, firepower and protection. Usually fielded in squadrons, Predators are commonly armed with a unique, rapid-firing autocannon among a range of other weapon systems, including plasma destroyers and magnameltas to ruin and sunder enemy strongpoints and fortifications. The Predator can also be fielded with additional sponson weapons, which often reflects the nature and expected conditions of threat within a given warzone.

The Land Raider is a masterwork that heralds back to the technological might of Humanity during the lost Dark Age of Technology; widely regarded as the finest armoured fighting vehicle of its class in the Imperium's arsenal – if not the galaxy. This mainstay of the Legiones Astartes is a powerful war machine, boasting multi-layered composite armour with no vulnerable areas. It is all but impervious even to heavy weapons; a sealed environment designed to resist enemy attack from any approach.



Battalion Support

LEGION DROP POD SUPPORT

DROPPODS

Drop Pods

100 points

OPTIONS

- Add a two Deathwind Pods for +10 points

You are provided with six Drop Pods to transport **one** Legion Tactical Detachment. Each pod carried two stands. The unit is unable to take Rhino transports.

Drop Pods are self-contained, recoverable orbital descent capsules designed to carry a squad of Space Marines. They are used for surprise attacks and combat drops into the midst of active warzones, with Legiones Astartes warships raining them down like ordnance from the edge of space. Drop pods are armoured and reinforced to survive re-entry, and ground fire to an extent, their true defence is speed; un-augmented humans have little chance of surviving both flight and landing in a drop pod.



LEGION SUPER HEAVY TANK

Break point 1

SUPER HEAVYTANK

Baneblade

200 points

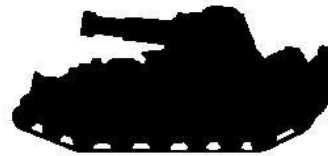
Shadowsword

200 points

Storm Blade

250 points

Super Heavy Tank



Tank

Battalion Support

LEGION RECONNAISSANCE SQUADRON

Break point 3

RECONNAISSANCE SQUADRON

5 Landspeeders

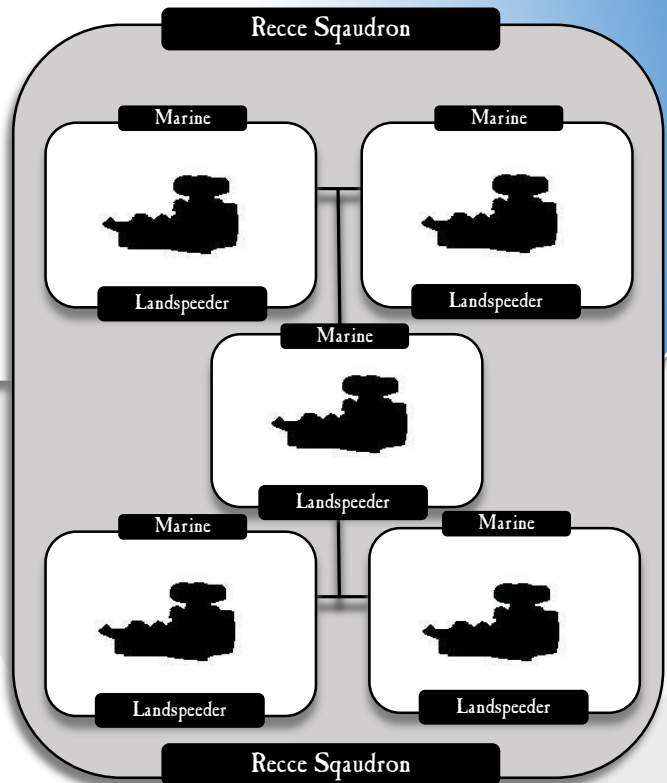
150 points

5 Outriders

150 points

Outriders are mechanised Space Marine recon units who take to the field mounted on ruggedly constructed, all-terrain armoured ground bikes and scramblers. Used for scouting missions and rapid encirclement and hit-and-run attacks, the chief advantage of an Outrider squad is speed, combined with potent firepower in the form of twin-linked weaponry; often plasma guns to allow them to quickly destroy heavily armoured opposition. Their bikes enable them to cover ground far quicker than infantry, and go where heavier vehicles cannot.

Mainstays of most Space Marine Legion armouries, Land Speeders are high speed reconnaissance and rapid attack skimmers that utilise anti-gravity technology to achieve extraordinary battlefield mobility and speed. Land speeder squadrons provide a Space Marine force with a flexible core of rapidly deployable firepower and make for highly able tank hunters and close air support platforms.



LEGION ORDINANCE SQUADRON

Break point 2

ORDINANCE SQUADRON

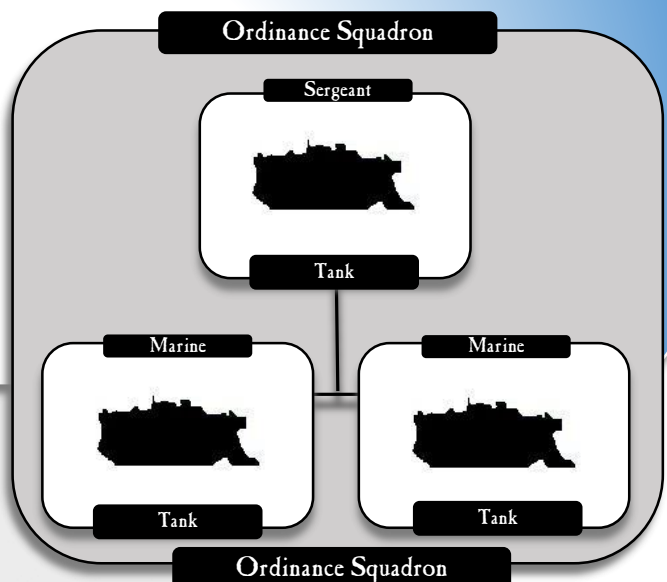
3 Whirlwinds

150 points

3 Vindicators

150 points

A powerful assault tank, the Vindicator's principal armament is a heavy-calibre demolisher cannon capable of shattering fortifications and breaching the armour plates of tanks with equal ease. It is invaluable in urban warfare as it can blast and shunt its way through barricades and obstacles, enabling troops following behind free passage through streets that might have otherwise swiftly degenerated into kill zones.



Battalion Support

LEGION TERMINATOR SQUAD

Break point 2

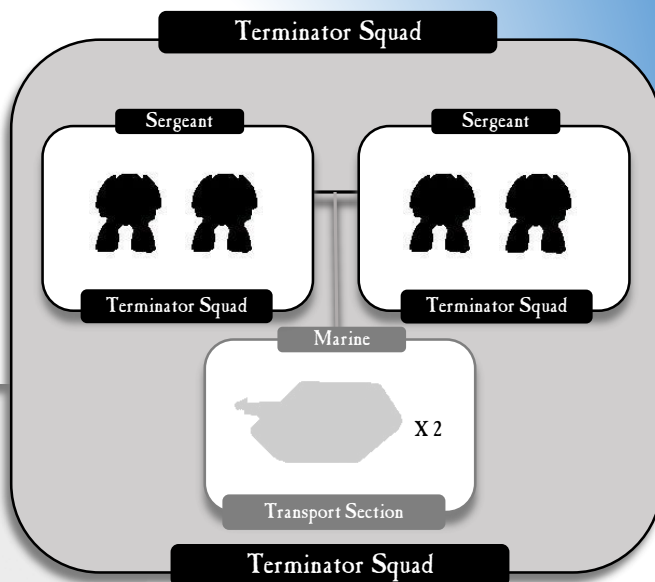
TERMINATOR SQUAD

Terminator Squad

250 points

OPTIONS

- Add a Land Raider Transport for + 50 points each



Tactical Dreadnought Armour represents the pinnacle of personal armour technology in the Imperium. The Terminator squads of the Legiones Astartes match this formidable equipment with the finest veterans to form devastating frontline assault units, able to withstand the heaviest fire and deliver a ruthless hammer blow to the enemy. There are many patterns of terminator armour, and of these the Tartaros pattern is arguably the most agile while the Cataphractii pattern provides the most protection, at the cost of mobility.



Chapter Support

LEGION CHAPLAIN

Break point 1

Chaplain

50 points

OPTIONS

- Upgrade to Land Raider Transport for+ 40 points each.
- Upgrade to Terminator Armour for +50 points

Chaplain

Sergeant



Chaplain



Chaplain Command Squad

LEGION APOTHECARY

Break point 1

TERMINATOR SQUAD

Apothecary

50 points

OPTIONS

- Upgrade to Land Raider Transport for+ 40 points each.
- Upgrade to Terminator Armour for +50 points

Chaplain

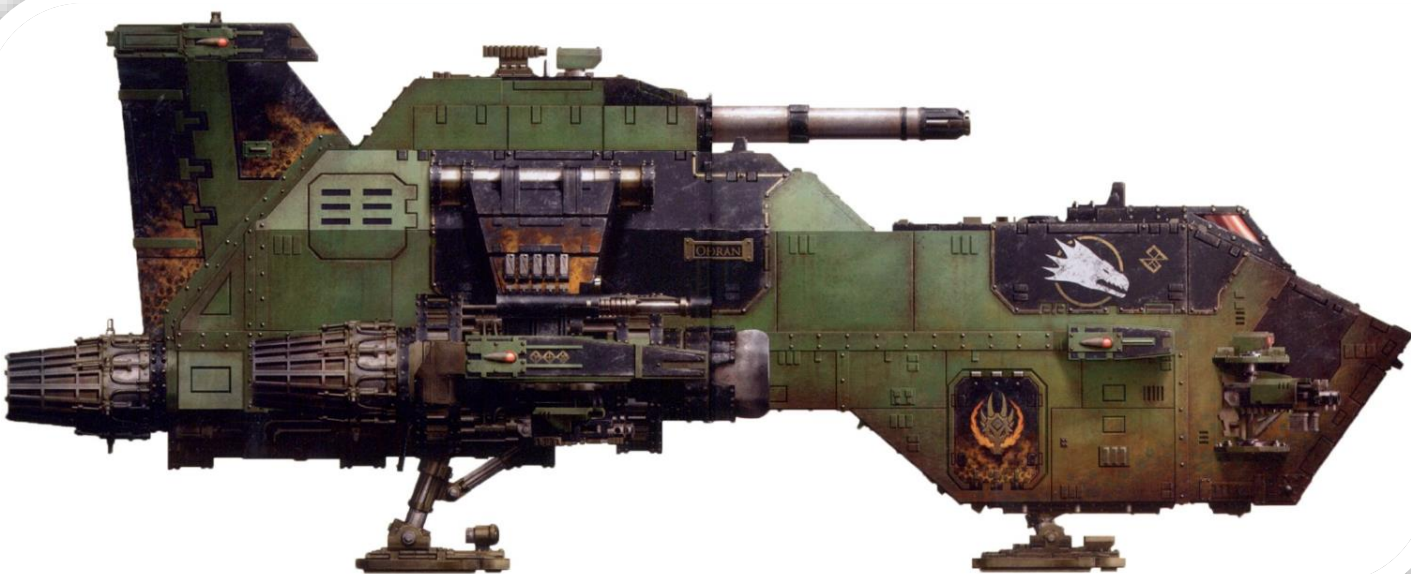
Apothecary



Apothecary



Apothecary Team



Summary

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes
Tactical	10cm	6+	+2	Bolters	50cm	1	5+	0	
Assault	15cm	6+	+3	Pistol/Swords	25cm	1	5+	0	Jump Packs
Heavy	10cm	6+	+1	Heavy Weap.	75cm	2	5+	-1	
Veteran	10cm	6+	+4	Bolters	50cm	1	5+	0	
Terminator	10cm	5+*	+6	Storm Bolters	35cm	2	4+	-1	
Support	10cm	6+	+2	Flamers	25cm	1	4+	0	Ignore cover
Terminator HQ	10 cm	5+*	+7	Storm Bolters	35 cm	2	4+	-1	Imperial troops within 10cm add +1 to morale, HQ unit, Elite.
Apothecary	10cm	6+	+2	Bolt Pistol	25cm	1	5+	0	Medic
Chaplain	10cm	5+*	+4	Bolt Pistol	25cm	2	5+	0	+1 to close assault factor
Space Marine Praetor	10 cm	6+	+5	Various	50 cm	2	5+	-1	HQ Unit,, special abilities, Elite+1 to Morale tests.
Shadowsword	10 cm	1+	+6	Volcano Cannon	100 cm	1	3+	-4	Volcano Cannon adds +3 to damage rolls vs. Titans/ Praetorians
				Lascannon	75 cm	2	5+	-1	
				Bolters	15 cm	6	6+	0	
Baneblade	10 cm	1+	+8	Battlecannon	75 cm	2	4+	-2	Battlecannon Turret
				Lascannon	75 cm	2	5+	-1	
				Bolters	15 cm	10	6+	0	
Stormblade	10 cm	1+	+6	Plasma Blastgun	50 cm	2	3+	-4	* One-use weapons, Plasma Reactor explodes when destroyed; Missiles add +2 to damage vs. a to hit template
				Battlecannon	50 cm	1	4+	-2	
				Hellion	75 cm	1*	3+	-4	
				Missile*	75 cm	4*	3+	-1	
				Hunter/ Killer Missile Bolters	15 cm	8	6+	0	
Mole Mortar	5 cm	None	-3	Mole Mortar	150 cm	1 BP	-	0	Fires Barrage, special rules
Rapier	5 cm	None	-3	Laser Destroyer	50 cm	1	4+	-3	
Thudd Gun	5 cm	None	-3	Thudd Gun	75 cm	2 BPs	-	0	Fires Barrage
Whirlwind	20 cm	4+	0	Multi-Launcher	150 cm	2 BPs	-	0	Fires barrage
Contemptor	15 cm	5+	+4	Heavy Bolters	50 cm	1	5+	0	
Land Raider	20 cm	2+	+3	Lascannon	75 cm	2	5+	-2	May carry 2 troop stands
				Bolters	15 cm	1	6+	0	
Thunderhawk Gunship	100 cm	4+	+1	Rockets	50 cm	6 BP	4+	-2	Flyer, carries a full detachment of 6 stands
				Battlecannon	50 cm	1	4+	-2	
				Bolters	15 cm	3	6+	0	
Drop Pod Assault	Special	4+	0	None	-	-	-	-	Carries 2 troop stands
Bike	30 cm	6+	+4	Bolters	15 cm	1	6+	0	
Land Speeder	30 cm	None*	+3	Multi-Melta	25 cm	1	3+	-2	Skimmer
Predator	25 cm	3+	0	Autocannon	75 cm	1	5+	-1	Autocannon Turret
				Lascannon	75 cm	2	5+	-1	
Rhino	25 cm	4+	0	Bolters	15 cm	1	6+	0	May carry 2 troop stands
Vindicator	20 cm	2+	+2	Thunderer	50 cm	1	4+	-3	Ignores to hit modifiers for cover

* 5+ save modifiable to 6+ but no further.