

UNOFFICIAL DETACHMENT & PROFILES
FOR NEW SPACE MARINE UNITS IN **EPIC 40,000**
by Brother_Bethor

SPACE MARINE SUPER-HEAVY TANK DETACHMENT

SPACE MARINE SUPER-HEAVY TANK DETACHMENT	
Command	War Engines
1 War Engine HQ.....See below	Make one choice from the following list:
Notes: Select one War Engine from the company to act as the HQ.	Mastodon.....350 points
	One to three
	Super Heavy Tanks.....130 points each
Chain of command: HQ > any other unit in the detachment	

SPACE MARINE FELLBLADE SUPER-HEAVY TANK

Speed	Armour	Void Shields	Damage Capacity	Assault	Transport
15cm	6	—	4	4	—

MAIN WEAPONS <small>choose before fire</small>	FIRE ARC	RANGE	FIREPOWER	NOTES
Accelerator Cannon (AP shell)	All around	60cm	(1)	Anti-Tank. Always roll 1 dice needing a 3+ to hit. Hits cause critical damage on war engines on 4+
Accelerator Cannon (HE shell)	All around	60cm	(1)	Place barrage template. Roll to hit all units under template ignoring Armour bonuses for cover. Each attack places an additional Blast marker on target.
SECONDARY WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Laser Destroyer	Right side	30cm	2 x anti-tank	
Laser Destroyer	Left side	30cm	2 x anti-tank	

2D6 ROLL	RESULT	DAMAGE	NOTES
2-4	Crew Shaken	+0 Points	May not fire this turn.
5-7	Crew Stunned	+0 Points	Immobilised and may not fire this turn.
8-9	Tracks Damaged	+0 Points	Immobilised until repaired.
10	Weapons Damaged	+0 Points	May not fire until repaired.
11+	Catastrophic Damage	See Catastrophic Damage Table (Ordinatus)	

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SPACE MARINE FALCHION SUPER-HEAVY TANK DESTROYER

Speed	Armour	Void Shields	Damage Capacity	Assault	Transport
15cm	6	—	4	1	—

MAIN WEAPONS		WEAPON TABLE		
	FIRE ARC	RANGE	FIREPOWER	NOTES
Twin Volcano Cannon	Front	60cm	(1)	Death Ray. Always roll 1 dice needing a 2+ to hit. Hits always cause critical damage on war engines.
SECONDARY WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Quad Laser	Right side	45cm	2 x anti-tank	
Quad Laser	Left side	45cm	2 x anti-tank	

SPACE MARINE GLAIVE SUPER-HEAVY TANK

Speed	Armour	Void Shields	Damage Capacity	Assault	Transport
15cm	6	—	4	2	—

MAIN WEAPONS		WEAPON TABLE		
	FIRE ARC	RANGE	FIREPOWER	NOTES
Volkite Caronnade	All Around	45cm	6	Anti-Personnel *
SECONDARY WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Quad Laser	Right side	45cm	2 x anti-tank	
Quad Laser	Left side	45cm	2 x anti-tank	

***) Anti-Personnel:** When shooting with anti-personnel super heavy weapons roll a number of dice equal to the units firepower. Discard any 6's that are rolled, and then discard misses and allocate hits with the remaining dice as you would for a normal firepower attack. Note: you do not use the firepower table for this attack.

source: Epic 40,000 magazine #2, pg.11, Vehicle Variants by Jervis Johnson

2D6 ROLL		CRITICAL DAMAGE TABLE		
	RESULT	DAMAGE	NOTES	
2-4	Crew Shaken	+0 Points	May not fire this turn.	
5-7	Crew Stunned	+0 Points	Immobilised and may not fire this turn.	
8-9	Tracks Damaged	+0 Points	Immobilised until repaired.	
10	Weapons Damaged	+0 Points	May not fire until repaired.	
11+	Catastrophic Damage	See Catastrophic Damage Table (Ordinatus)		

SPACE MARINE MASTODON SUPER-HEAVY SIEGE TRANSPORT

Speed	Armour	Void Shields	Damage Capacity	Assault	Transport
15cm	6	4	8	6	8

MAIN WEAPONS Pick 1		WEAPON TABLE			
	FIRE ARC	RANGE	FIREPOWER	NOTES	
Hunter A-A battery	All Around	45cm	2	Flak	
Gatling A-A cannon	All Around	30cm	4	Flak	
SECONDARY WEAPONS		FIRE ARC	RANGE	FIREPOWER	NOTES
Laser cannon	Right side	45cm	anti-tank		
Laser cannon	Left side	45cm	anti-tank		

2D6 ROLL	CRITICAL DAMAGE TABLE		
	RESULT	DAMAGE	NOTES
2	Crew Shaken	+0 Points	May not fire this turn.
3	Crew Stunned	+0 Points	Immobilised and may not fire this turn.
4	Tracks Damaged	+0 Points	Immobilised until repaired.
5-6	Weapons Damaged	+0 Points	May not fire until repaired.
7	Hull Damaged	+2 Points	Armour value is permanently reduced to 5+.
8	Tracks Destroyed	+2 Points	The Mastodon is permanently immobilised.
9	Transport Decks Damaged	+2 Points	The Mastodon is immobilised until repaired. D6 transported units take a hit. Any survivors must disembark next turn.
10	Fire	+3 Points	The Mastodon only moves at half speed (rounding up) and suffers 1 extra point of damage at the end of each rally phase until the fire is extinguished by being repaired.
11	Systems Damaged	+3 Points	The Mastodon's onboard systems are damaged by the hit. It is immobilised and may not fire until the damage is repaired.
12	Catastrophic Damage	See table next page.	

CATASTROPHIC DAMAGE TABLE			
1 D6 ROLL	DAMAGE	NOTES	
1-3	Internal Explosion	Wrecked	Internal explosion rip the Mastodon in half, killing all the crew and leaving a smoking wreck of the war machine.
4-5	Magazine Explosions	Destroyed	The weapon magazines and capacitors explode, destroying the Mastodon and scattering flaming debris all around. Roll a D6 to hit any units within 5cm.
6	Reactor Meltdown	Destroyed	The Mastodon's reactor explodes, annihilating everything in wide radius. Roll a D6 to hit any models within 15cm.

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