

NEP Space Marine Stats Draft

Troop Type	Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes	Morale	Points
Infantry												
Tactical Marine	Infantry	10 cm	5+	+2	Bolters	25 cm	1	4+	0	On first fire orders 2 shots if target under ½ range	2	
Assault Marine (Jump Pack)	Infantry	15 cm	5+	+3	Bolt Pistol & Close Combat	15 cm	1	4+	0	Jump Packs	2	
Assault Marine (On Foot)	Infantry	10 cm	5+	+3	Bolt Pistol & Close Combat	15 cm	1	4+	0		2	
Devastator Marine	Infantry	10 cm	5+	+1	Heavy Weapons	50 cm	2	4+	-2		2	
Sternguard Veteran Marine	Infantry	10 cm	5+	+3	Combi Bolt Weapons	25 cm	1	4+	-1	Elite On first fire orders 2 shots if target under ½ range	1	
Vanguard Veteran Marine (Jump Pack)	Infantry	15 cm	5+	+4	Bolt Pistol & Close Combat	15 cm	1	4+	0	Jump Packs, Elite	1	
Vanguard Veteran Marine (On Foot)	Infantry	10 cm	5+	+4	Bolt Pistol & Close Combat	15 cm	1	4+	0	Elite	1	
Terminator	Infantry	10 cm	4+/5+f	+6	Storm Bolters	25 cm	1	4+	-1	Elite, Bulky On first fire orders 2 shots if target under ½ range	1	
Assault Terminator	Infantry	10 cm	4+/5+f 3+f	+9/6	Lightning claws/thunderhammer storm	-	-	-	-	Elite, Bulky Storm shields have fixed 3+ save	1	
Scout Marine	Infantry	10 cm	6+	+2 +1 +1	Bolt Pistols Bolters/ sniper rifles	15 cm 25cm 35cm	1 1 1	5+	0 0 0	Infiltration (bolters 2 shots on ff under 1/2 Range)	3	
Centurion Devastator Marine	Infantry	10cm/ 15cm	3+	+3	Heavy Weapons Hurricane BoltersPD2	50 cm	2	4+	-2	Bulky	2	
Centurion Assault Marine	Infantry	10cm/ 15cm	3+	+7	Flamers¹ Frag launchers	10 cm 15 cm	1 1	4+ 4+	0 0	1: Ignores Cover Bulky acts like PD	2	
Cavalry												
Attack Bike HB	Cavalry	30 cm	5+6f	+2	PD2						2	
Attack Bike MM	Cavalry	30 cm	5+6f	+2	Multimelta/PD1	25 cm	1	4+	-3		2	
Marine Bike	Cavalry	30 cm	5+6f	+2	PD1	25 cm	1	5+	0		2	
Scout Bike	Cavalry	30 cm	5+6f	+2	PD1	25 cm	1	5+	0	Infiltration	3	
Land Speeder	Vehicle	30 cm	3+6f	+1	Multi Melta or assaultcannon	25 cm 25cm	1 2	4+ 4+	-3 -1	Skimmer,PD1	2	

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Relic Javelin attack speeder	Vehicle	30cm	3+6f	+1	Twin Linked Lascannon	50cm	1	4+	-3	Skimmer, PD1		
Land Speeder Tornado	Vehicle	30 cm	3+6f	+1	Assault Cannon	25 cm	2	4+	-1	Skimmer, PD(1)	2	
Land Speeder Typhoon	Vehicle	30 cm	3+6f	+1	Missile Launcher	50 cm	1BP	1BP	-1	Skimmer, PD(1)	2	
Land Speeder Tempest	Vehicle	25 cm	3+6f	+1	Assault Cannon Missile Launcher	25cm 35 cm	2 1BP	4+ 1BP	-1 -1	Skimmer PD1	2	
Land Speeder Storm	Vehicle	30 cm	3+6f	+1	PD1-	-	-	-	-	Skimmer, Infiltration, PD(1), Transport 1	3	
HQ and Characters												
Captain HQ (Jump Pack)	Infantry	15 cm	4+f	+8	Bolt pistol & Close Combat	25 cm	1	4+	0	Command, Elite, HQ, Inspirational, Jump Packs	2	
Captain HQ (On Foot)	Infantry	10 cm	5+	+7	Bolter & Close Combat	25 cm	1	4+	0	Command, Elite, HQ, Inspirational	2	
Captain HQ Terminator	Infantry	10cm/ 20cm	3+ /4+5f	+7/+7	Thunderhammer/Storm Stormbolter	- 25 cm	1	4+	0	Command, Elite, HQ, Inspirational	2	
Captain Cataphractii armour ironhalo	Infantry	10 cm/ 15cm	3+f	+7	Combi Bolt Weapons	25 cm	1	4+	-1	Command, Elite, HQ, Inspirational	1	
											1	
Terminator HQ	Infantry	10 cm	4+/5+f	+7	Storm Bolters	25 cm	2	4+	-1	Command, Elite, HQ, Inspirational, Bulky	1	
Chapter Master	Infantry	10 cm	4+f	+7	Chapter Artifacts	50 cm	2	3+	-1	Command, Elite, HQ, Inspirational, Special	1	
Chapter Master (Jump Pack)	Infantry	25 cm	4+f	+7	Chapter Artifacts	50 cm	2	3+	-1	Command, Elite, HQ, Inspirational, Special, Jump Packs	1	
Chapter Master (Bike)	Cavalry	30 cm	4+f	+7	Chapter Artifacts	50 cm	2	3+	-1	Command, Elite, HQ, Inspirational, Special,PD1	1	
Apothecary	Infantry	10 cm	5+	+3	Bolt Pistol	15 cm	1	4+	0	HQ, Medic	2	
Apothecary (Bike)	Cavalry	30 cm	5+f	+3	Bolt Pistol	15 cm	1	4+	0	HQ, Medic,PD1	2	
Apothecary (Jump Pack)	Infantry	25 cm	5+	+3	Bolt Pistol	15 cm	1	4+	0	HQ, Medic, Jump Packs	2	

Chaplain	Infantry	10 cm	4+f	+4	Bolt Pistol & Close Combat	15 cm	1	4+	0	Command, Elite, HQ, Combat Leader	1	
											1	

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Librarian / in Terminator armour	Infantry	10 cm	5+ /4+5f	+4	Bolt Pistol & Close Combat	15 cm	1	4+	0	HQ, Psyker	1	
Techmarine	Infantry	10 cm	5+	+6	Heavy Weapon Servitor	50 cm	1	5+	-1	HQ, Mechanic	2	
Techmarine (Bike)	Cavalry	30 cm	4+f	+6	PD1					HQ, Mechanic,PD1	2	
Marine Bike HQ	Cavalry	30 cm	5+f	+3	PD1					Command, Elite, HQ, Inspirational	2	
Land Speeder HQ	Vehicle	30 cm	3+	+2	Multi Melta	25 cm	1	4+	-3	Skimmer, PD(1), Command, Elite, HQ, Inspirational	2	

Walkers (Relic, Venerable dreadnoughts get a +1caf otherwise the same)(all Castraferum dreadnoughts only get -1 armour save to the rear)

Contemptor Mortis Dreadnought	Walker	15 cm	2+5+f	+3	Twin Kheres assault cannon	25cm	4	4+	-1			
BloodAngels Contemptor Dreadnought	Walker	15 cm	2+5+f	+9	2Bloodclaws /PD1					PD1		

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Relic Deredeo Dreadnought	Walker	10 cm	2+5+f	+3	Anvillus autocannon Aiolos Missile Launcher	35cm 60 cm	4 2BP	4+ 2BP	-2 -1	Elite, PD(1), Inspirational On FF orders normal hit rolls vrs flyers		
Furibundus Dreadnought	Walker	15 cm	3+	+5 +9 +5	LascannonPD1 or 2powerfist/PD2 or Missile launcherPD1	50cm 50cm	1 1	4+ 4+	-2 -1	Elite,		
Contemptor Dreadnought	Walker	15 cm	2+5f	+5	Kheres Assault Cannon/powerfist PD1	25 cm	2	4+	-1	Elite, PD(1)(the plastic model)		
Castraferum Pattern(box)	Walker	10 cm	2+	+2 +5	Missilelauncher Twinlascannon Or powerfist &	50cm 50cm	1 1	4+	2BP -3	Hellfire		

				+5	assault cannon PD1 Or multimelta & powerfist PD1	25cm 25cm	1 1		-1 -3			
Castraferum Pattern(Siege or Ironclad)	Walker	10 cm	1+	+5	Flamestorm Cannon & Heavyflamer Assaultdrill 2 hunterkiller missiles Fragstorm launchersPD1 10cm	10 cm 50cm	2 2(1shot)	4+ 5+	-1 -2	Flamers ignore cover Can damage buildings(If charging defenders lose extra caf bonus)		
Chaplain Dreadnought	Walker	10 cm	2+5+f	+6	Assault Cannon, Powerfist PD1	25 cm	1	4+	-1	Elite, Inspirational PD(1), Inspirational(+1caf to troops)		
Relic Leviathan Dreadnought	Walker	10/25 cm	2+4+f	+10(if 2 siegeclaws +6 (if 1 seigeclaw) +4	2Siegeclaws& 2heavyflamers or 1 Siegeclaw and one gun Stormcannon array Grav-flux bombard	10 cm 25cm 20cm	2 3 2	4+	-1 -2 -3	Flamers Ignorecover		
Telemon Pattern Heavy dreadnought	Walker	15cm	2+3+f	+10(if 2 caestus) +6(1caestus) +4	Hull boltlauncher 2 Caestus with plasma launchers or Arachnus Storm Cannon	50cm Small template 75cm or 50cm	1 1 2	4+ 3+ 4+ 4+	0 0 -2 -1	2shots on ff Ignores cover Elite, Inspirational		
Redemptor Dreadnought	Walker	10/25	2+	+6	Macro plasma incinerator Onslaught gattling gun Icarus rocket pod PD1	35cm 25cm 25cm	3 1 1	4+ 4+ 5+	-3 -1 -1			
Vehicles												
Rhino	Vehicle	25 cm	3+	+1	PD1	-	-	-	-	PD(1), Transport 2		
Damocles Command Rhino	Vehicle	25 cm	3+	+2	PD1	-	-	-	-	Command, HQ, PD(1), Transport 1, C3		

Razorback	Vehicle	25 cm	3+	+1	Plasma Gun ¹ Lascannon ¹ PD1	25 cm 50cm	1 1	4+ 4+	-1 -2	1: Turret (but may not divide fire) PD(1), Transport 1		
Razorback LC	Vehicle	25 cm	3+	+1	Lascannons ^{TL} ¹ PD1	50cm	1	4+	-3	1: Turret PD(1), Transport 1		

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Razorback HB	Vehicle	25 cm	3+	+1	Heavy Bolters ⁺ PD 2					1: Turret PD(2), Transport 1		
Razorback MM	Vehicle	25 cm	3+	+1	Multi-melta ¹	25 cm	1	4+	-3	1: Turret PD(1), Transport 1		
Razorback FL	Vehicle	25 cm	3+	+1	Heavy Flamers ^{1/2}	10 cm	2	4+	-1	1: Turret, 2: Ignores Cover PD(1), Transport 1		
Razorback AC	Vehicle	25 cm	3+	+1	Assault Cannons ¹	25 cm	4	4+	-1	1: Turret PD(1), Transport 1		
Baal Predator	Vehicle	25 cm	2+	+2	Assault Cannons ¹ 2heavy flamers	25 cm 10 cm	4 2	4+ 4+	-1 -1	1: TurretPD1 Blood Angels only		
Predator Annihilator	Vehicle	25 cm	2+	+2	Lascannon ¹ Lascannons	50 cm 50cm	2 2	4+ 4+	-2 -2	1: TurretPD1		
Predator Destructor	Vehicle	25 cm	2+	+2	Autocannon ¹ Lascannons	50 cm 50cm	1 2	4+ 4+	-1 -2	1: TurretPD1		
Deimos Predator Executioner	Vehicle	25 cm	2+	+2	Plasma Destroyer ^{1/2} Lascannons	35 cm 50 cm	2 2	4+ 4+	-1 -2	1: Turret (+1 to hit infantry)2: PD1		
Deimos Predator Infernus	Vehicle	25 cm	2+	+2	Flamestorm Cannon ^{1/2} Heavy flamers2	Template 10 cm	- 2	4+ 4+	-1 -1	1: Turret, 2: Ignores CoverPD1		
Deimos Predator Executioner	Vehicle	20cm	2+	+2	Conversion beamer ¹ 2lascannon	75cm 50cm	1 2	3+ 4+	-1/-2/-3 -2	1:turret every25cm saves gets worse PD1		
Sicaran Battle Tank	Vehicle	30 cm	2+	+2	Accelerator Autocannon ¹ Lascannons	50 cm 50 cm	4 2	4+ 4+	-1 -2	1: Turret no penalty to hit flyers PD(1)		
Sicaran Venator	Vehicle	30 cm	2+	+2	Neutron Beam Laser Lascannons	50 cm 50 cm	2 2	4+ 4+	-4 -2	PD(1)		
Sicaran Punisher	Vehicle	30cm	2+	+2	Punisher rotary cannon 2lascannon	35cm 50cm	5 2	4+	0 -2	PD1		
Sicaran	Vehicle	30cm	2+	+2	Omega Plasma Array 2 lascannon	25cm 50cm	2 1 2	4+	-1 -3 -2	Rapid Sustained PD1		

Vindicator	Vehicle	25 cm/ 20cm(with siege shield)	2+	+2	Demolisher Cannon ¹	25 cm	5bp	5bp	-3	1: can destroy buildings direct fire PD1 Siege shield can clear terrain/no dangerous terrain test		
Whirlwind Helios	Vehicle	25 cm	3+	+2	Whirlwind Multi-launcher ¹ <small>Vengeance</small> he	75 cm	4BP	4BP	-1	1: Turret PD1		
Whirlwind Castellan	Vehicle	25cm	3+	+2	Whirlwind Multi-launcher ¹ Castellan incendiary	75cm	4BP	4BP	0	1: Ignores cover PD1		
Relic Whirlwind Scorpius	Vehicle	25 cm	2+	+2	Scorpius Multi-launcher ¹	50 cm	3BP	3BP	-2	1: Turret Can fire twice on ff orders PD1		
Whirlwind Hyperios	Vehicle	25 cm	3+	+2	Hyperios Missile Launcher ^{1/2}	75 cm	1	4+	-2	1: Turret, 2: AA PD1		
Hunter	Vehicle	20 cm	2+	+2	Skyspear Missile Launcher ^{1/2}	60 cm	1	4+	-2	1: Turret, 2: AA Reroll miss PD1		
Stalker	Vehicle	20 cm	2+	+2	Icarus Stormcannon Array ^{1/2}	50 cm	2	4+	-1	1: Turret, 2: AA PD1		
Land Raider	Vehicle	25 cm	1+ All Round	+6	Lascannons TL	50 cm	2	4+	-3	PD(2), Transport 2, Assault Vehicle		
Land Raider Crusader	Vehicle	20 cm	1+AR	+7	Assault Cannons	25 cm	4	4+	-1	PD(5), Transport 3, Assault Vehicle, Special - Frag Launcher +1 CAF		

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Land Raider Redeemer	Vehicle	20 cm	1+AR	+7	Assault Cannons Flamestorm Cannons ¹	25 cm Small Template	2 -	4+ 3+	-1 -1	1: Ignores Cover PD(1), Transport 2, Assault Vehicle, Special - Frag Launcher +1caf		
Land Raider Achilles	Vehicle	20 cm	1+AR	+6	Thunderfire Cannon MultimeltasTL	60 cm 25 cm	6BP 2	6BP 4+	-1 -4	PD(1), Transport 1 Armoured Ceramite		
Land Raider Helios	Vehicle	25 cm	1+AR	+6	LascannonsTL Helios Launcher	50 cm 75cm	2 4BP	4+ 4BP	-3 -1	Transport 1, Assault Vehicle NO PD		
Land Raider Terminus Ultra	Vehicle	20 cm	1+AR	+6	Lascannons ^{1TL} <small>Lazcannons</small>	50 cm 50cm	3 2	4+ 4+	-3 -2	1: Overload PD(1)		
Land Raider Ares	Vehicle	20 cm	1+AR	+6	Demolisher Cannon Assault Cannons Heavy Flamers ¹	25cm 25 cm 10 cm	5bp 4 4	5bp 4+ 4+	-3 -1 -1	Direct fire 1: Ignores cover PD(1) Siege shield can clear terrain/no test		

Land Raider Prometheus	Vehicle	25 cm	1+AR	+6	Multi-melta	25 cm	1	4+	-3	PD(4), Transport 2, Command, HQ, Quickdraw, Assault Vehicle, C3		
Land Raider Proteus	Vehicle	20 cm	1+AR	+6	Lascannons TL	50 cm	2	4+	-3	PD(1), Transport 2 Augury web can reveal one hidden unit per turn (does not stack)		
Land Raider Excelsior	Vehicle	20cm	1+AR	+6	LascannonsTL Grav cannon	50cm 25cm	2 2	4+ 4+	-3 -1	PD1 Transport 2 ,Assault Vehicle		
Spartan Assault Tank	Super Heavy Vehicle	20 cm	1+AR	+10	LascannonsTL	50 cm	4	4+	-3	PD(2), Transport 5, Assault Vehicle 2Hullpoints		
Cerberus Heavy Tank Destroyer	Super Heavy Vehicle	15 cm	1+	+7	Neutron Laser Projector ¹	75 cm	2	4+	-4	1: Overload No side armour modifiers(-1Rear) PD(1) 2Hullpoints		
Typhon Heavy Siege Tank	Super Heavy Vehicle	15cm	1+AR	+10	Dreadhammer Cannon ¹ Lascannons	50 cm 50 cm	6BP 2	6BP 4+	-3 -2	1: Ignores Cover ½ range if moving PD(1) 2Hullpoints		
Fellblade	Super Heavy Vehicle	10cm	1+	+7	Accelerator Cannon ^{1HE} Accelerator Cannon AP Demolisher Cannon LascannonsTL	100 cm 100cm 25 cm 50 cm	2 2 5bp 4	6BP 4+ 5bp 4+	-2 -3 -3 -3	Templates must touch direct fire 1: Turret, PD(2) 2Hullpoints Armoured Ceramite		
Fellglaive	Super Heavy Vehicle	10 cm	1+	+7	Volkite Carronade ^{1/2/3} LascannonTL	50 cm 50 cm	6BP 4	6BP 4+	-2 -3	1: Turret, 2: Ignores Cover (those under barrage only), 3: Intervening models hit on 5+ with -1 TSM PD(2) 2Hullpoints Armoured Ceramite		
Falchion	Super Heavy Vehicle	10 cm	1+	+7	Volcano Cannon ¹ LascannonsTL	120 cm 50 cm	2 4	4+ 4+	-4 -3	1: Damage 1-2,1/2range if moved PD(1) 2Hullpoints Armoured Ceramite		
Mastodon Heavy assault transport	Super heavy Vehicle	15cm	1+AR	+10	2Heavy flamers Skyreaper battery1 Siege Melta array2 2Lascannon	10cm 50cm 15cm 50cm	2 4 4 2	4+ 4+ 4+ 4+	-1 -1 -3 -2	Command tank 2 Void Shields 1:AA,Transport 8, including castraferum dreadnought(=2stands) Assault vehicle 2:Can destroy buildings		
Drop Pod (Assault)	Vehicle	Special	2+	0	-	-	-	-	-	Transport 2		

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Drop Pod (Support)	Vehicle	Special	2+	0	Plasma Cannon	50 cm	1	5+	-2	Always on First Fire		

Drop Pod (Deathwind)	Vehicle	Special	2+	0	Deathwind	-	6BP	6BP	0	Special		
Support Weapons												
Mole Mortar	Support Weapon	5 cm		0	Mole Mortar	25 cm	1BP	1BP	0	Ignores Cover, Special NO LONGER USED		
Rapier	Support Weapon	5cm	5+	0	Laser Destroyer Or Quad hvy bolter	35 cm 35cm	2 2	4+ 4+	-2 0			
Tarantula	Support Weapon	5 cm	5+	-2	LascannonTL Hvy bolters PDSpecial multimeltaTL	35 cm 35cm 25cm	1 2 1	5+ 5+ 5+	-3 0 -4	Inorganic, Robotic, Quickdraw		
Thudd Gun	Support Weapon	5 cm	5+	0	Thudd Gun	50 cm	2BP	2BP	0	NO LONGER USED		
Thunderfire Cannon	Support Weapon	10 cm	5+	0	Thunderfire Cannon	60 cm	6BP	6BP	-1			
Fliers												
Thunderhawk Gunship	Flier	100 cm	3+	+1	Rockets Battlecannon	50 cm 50 cm	6BP 1	6BP 4+	-2 -2	Flier, PD(2), Transport 4		
Thunderhawk Assault Gunship	Flier	100 cm	2+5+f	+7	Thunderhawk Cannon or Turbo lazer destructor Lascannons Heavy Bolters PD4 6 Hellstrike Missiles one shot	75 cm 100cm 50 cm 75 cm	4bp 1 2 1	4bp 4+ 4+ 4+	-2 -4 -2 -2	Direct fire 2HullPoints Armoured Ceramite PD4 Flier, Transport 6, Assault Vehicle		
Thunderhawk Transporter	Flier	100 cm	2+5+f	+7	Heavy Bolters PD4 Missiles	75 cm	1	4+	-2	Flier, Transport 2 Rhino or 1 Land Raider size vehicles(including a spartan) Armoured Ceramite Plus 3 stands PD4 2Hullpoints		
Storm Talon HB	Flier	100 cm	3+	+1	Assault Cannons Heavy Bolters=PD1	25 cm	4	4+	-1	Flier		
Storm Talon LC	Flier	100 cm	3+	+1	Assault Cannons LascannonsTL	25 cm 50 cm	4 1	4+ 4+	-1 -3	Flier		
Storm Talon MI	Flier	100 cm	3+	+1	Assault Cannons Skyhammer Missiles	25 cm 60 cm	4 2	4+ 5+	-1 -2	Flier		
Storm Raven	Flier	100 cm	2+	+1	Heavy BoltersPD1 2hurricane bolters PD3 Assault Cannons StormStrike Missiles	25 cm 75cm	4 1	4+ 4+	-1 -2	Flier, Transport 2infantry + 1 dreadnought Assault Vehicle PD4		

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Storm Eagle Assault Gunship	Flier	100 cm	2+	+1	Vengeance Launcher Heavy Bolter=PD1 Hellstrike missile launcher	50 cm 75cm	4BP 2	4BP 4+	0 -2	Flier, Transport 4, Assault Vehicle Armoured Ceramite PD1		
Storm Eagle Roc pattern	Flier	100cm	2+	+1	Roc warheads Lascannon	50cm 50cm	2 4	4+ 4+	-2 -2	Armoured Ceramite Transport 2 PD1		
Fire Raptor Gunship	Flier	100 cm	2+	+1	Avenger Cannon Missiles Hellstrike launcher	35 cm 75 cm	4 2	4+ 2+	-1 -2	1: Turret Flier PD4		
Xiphon Interceptor	Flier	100 cm	4+	+3	LascannonTL missiles	50 cm 60 cm	2 2	4+ 4+	-3 -1	Flier		
Caestus Assault Ram	Flier	100 cm	2+5+f(front)	+3	Magna-melta Firefury Missile battery1	20 cm 35 cm	4bp 4	4bp 4+	-3 -1	Flier can ram buildings Assault vehicle,armoured ceramite Transport 2 bulky included 1:oneshot		
Sokar Pattern Stormbird	Flier	100 cm	1+5+f	+7	LascannonsTL Hellstrike Missile battery	50 cm 75cm	4 2	4+ 4+	-3 -2	Flier,PD3, 2 Void Shields,3Hullpoints Transport 10stands,or 1 rhino (5stands)or dreadnoughts (2stands)		
Super Heavy Flyer												
Marine Dropship	Super Heavy Flier	60 cm	3+	+3	Battlecannon	50 cm	2	4+	-2	Flier, Super Heavy, Deep Strike, 2 Void Shields, PD (4), Transport (18) (Maximum 6 vehicles)		

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Marine Landing Craft	Super Heavy Flier	100 cm	1+	+7	Lascannons ¹	50 cm	2	4+	-2	1: Turret Flier, Super Heavy, Deep Strike, PD (4), Transport 12, Transport 6 Rhino or 4 Land Raider size vehicles, Assault Vehicle		
Heavy Artillery												
Light Off-Board Barrage		-	-	-	Orbital Barrage	Special	6 BP	4+	-1	Costs 1 VP		

Heavy Off-Board Barrage		-	-	-	Orbital Barrage	Special	10 BP	2+	-2	Costs 2 VP		
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New Special Rules

Jump Packs (to be added to the jump pack rules)

Stands equipped with jump packs count as “Bulky”.

Bulky

The stand takes up 2 transport spaces in a vehicle unless the vehicle rules say otherwise.

Conversion Beamer

The TSM of the weapon varies depending on the distance to the target. If the target is within 25 cm of the firing unit, the TSM is -1. If the target is between 25 cm and 50 cm, the TSM is -2. If the target is between 50 cm and 75 cm the TSM is -3.

Assault Vehicle

Stands disembarking from this vehicle do not suffer the -5 cm to their movement that they would normally get for disembarking.

Frag Launcher

+1Caf

Overload

After you have attacked with this vehicle, for every 1 that was rolled to hit with any of the attack dice, it takes a hit on itself with a TSM equal to that of the number of 1's rolled(4 ones = 1hit save -4)

C3

You may use one ability each turn:

Before you activate a formation and reveal the order token, you may swap the order token for a different one of your choice.

Or:

You may re-roll the scatter dice of any friendly barrage attack. You must abide by the result of the second roll.

ARMoured CERAMITE

Reduce TSM for plasma/lazcannon and metla weapons by -1

Twinlinked

Lascannon & multi-meltas get an extra -1 TSM