

SCYTHES OF THE EMPEROR SPACE MARINE ARMY LIST

V0.2draft. 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			
<i>(A Scythes of the Emperor army must contain the following Battle Company Detachments)</i>			
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			
<i>(A Scythes of the Emperor army may contain any number of Scout Company Detachments)</i>			
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			
<i>(A Scythes of the Emperor army may contain any number of Support Detachments)</i>			
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 Destructer 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		
<i>(Each allowed upgrade may be taken once per Detachment)</i>		
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 OR 1 Space Marine Commander in the army may be a Supreme Commander	+50 points OR +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					
<i>(Up to 1/3 of an army's points may be spent on Imperial Allies formations.)</i>					
TITAN LEGION BATTLEGROUPS			SPACE MARINE AIR SQUADRONS		
FORMATION	UNITS	COST	FORMATION	UNITS	COST
Warhound Titan Pack	2 Warhound Titans	500 points	Fighters	2 Stormtalon Fighters	200 points
Reaver Titan	1 Reaver Titan	650 points	Gunships	2 Stormtalon Gunships	200 points
Warlord Titan	1 Warlord Titan	825 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	<i>Invulnerable Save, Leader, Commander</i>
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), EA(+1), MW	<i>Invulnerable Save, Leader, Inspiring</i>
Librarian	CH	n/a	n/a	n/a	n/a	Power Weapon Smite	(base contact) (15cm)	(Assault Weapons), EA(+1), MW (Small Arms), EA(+1), MW	<i>Invulnerable Save, Leader</i>
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons), EA(+1), MW	<i>Invulnerable Save, Supreme Commander</i>
Assault	INF	30cm	4+	3+	5+	Chainswords Bolt pistols	(base contact) (15cm)	(Assault Weapons) (Small Arms)	<i>Jump Packs</i>
Salvation Team	INF	15cm	5+	4+	5+	Melta Bombs Bolters Heavy Bolter	(base contact) (15cm) 30cm	(Assault Weapons), EA(+1), MW (Small Arms) AP5+	<i>Scout, Infiltrator, Teleport</i>
Scout	INF	15cm	5+	4+	5+	Shotguns Heavy Bolter	(15cm) 30cm	(Small Arms) AP5+	<i>Scout, Infiltrator</i>
Tactical	INF	15cm	4+	4+	4+	Bolters Missile Launcher	(15cm) 45cm	(Small Arms) AP5+ /AT6+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	(15cm) 15cm	(Small Arms), MW MW5+	<i>Skimmer, Scout</i>
Scythes of the Emperor Land Speeder Storm	LV	35cm	4+	6+	5+	Heavy Bolter Cerberus Launcher	30cm 15cm	AP5+ AP5+ Disrupt	<i>Skimmer, Scout, Transport: (may carry 1 of the following units: Scout, Salvation Team)</i>
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+ /AT5+ AP5+	<i>Skimmer, Scout</i>
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile Launcher Heavy Bolter	45cm 30cm	AP3+ /AT5+ AP5+	<i>Skimmer, Scout</i>
Damocles Command Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(Small Arms)	<i>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.'</i>
Scythes of the Emperor Drop Pod	Special	Immobile	5+	n/a	n/a	Deathwind	15cm	AP5+ /AT5+	<i>Planetfall, Transport: (may carry 1 formation that includes only Tactical, Devastator and Salvation Team units). Deathwind: 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.</i>
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+ /AA4+	
Predator Annihilator	AV	30cm	4+	6+	5+	2x Lascannon Twin Lascannon	45cm 45cm	AT5+ AT4+	
Predator Destructor	AV	30cm	4+	6+	3+	2x Heavy Bolter Autocannon	30cm 45cm	AP5+ AP5+ /AT6+	
Scythes of the Emperor Razorback	AV	30cm	5+	6+	5+	Twin Heavy Flamer OR Twin Heavy Bolter	15cm 30cm	AP3+ AP4+	<i>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 OR a Twin Heavy Bolter, not both – select one option before the game.</i>
Scythes of the Emperor Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(Small Arms)	<i>Transport: (May carry 2 of the following units: Tactical, Salvation Team and Scout)</i>
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+ /AT4+, Ignore Cover	<i>Walker</i>
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 3x Twin Heavy Bolter 2x Twin Lascannon	(15cm) 15cm 45cm	(Small Arms) AP4+ /AA5+ AT4+	<i>DCA, 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. Critical Hit Effect: 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.</i>

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	<i>DC2, Planetfall, Reinforced Armour, Transport: (May carry 8 of the following units: Tactical, Assault, Scout and Bike)</i> <i>Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.</i>
						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	<i>Transport: (May carry 60 of the following units: Tactical, Assault, Devastator, Scout, Sabotage 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)</i>
Reaver Titan	WE	20cm	4+	3+	3+	2x Turbolaser Destructor	60 cm	4x AP5+/AT3+, Fwd	<i>DC6, 4 Void Shields, Fearless, Reinforced Armour, Walker</i> <i>May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Critical Hit Effect: 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+.</i>
						Rocket Launcher	60 cm	3BP, FxF	
Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter	45cm	4x AP3+/AT5+, Fwd	<i>DC3, 2 Void Shields, Fearless, Reinforced Armour, Walker</i> <i>May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Critical Hit Effect: Move ÷ 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).</i>
						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	<i>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. Critical Hit Effect: 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+.</i>
						Gatling Blaster	60 cm	4x AP4+/AT4+, Fwd	
						Volcano Cannon	90 cm	MW2+, TK(D3), Fwd	