

Codex Marines Army Cards v1.0.2

Tactics Rating: 1

Restrictions: Each upgrade may be taken once per detachment. Up to 1/3 the total points may be spent on Imperial Ally Formations.

Transport: Space Marines are a highly mobile army. Any formation that includes Transport will automatically have enough Rhinos included to transport the entire unit. Extras may not be taken.

Space Marine Detachments

Name	Competency	C&C	Upgrades	Cost
Assault	2	1	Commander, Vindicator	175
Contains: 4x Assault Stands				

Name	Competency	C&C	Upgrades	Cost
Bike	2	1	Commander	200
Contains: 5x Bike Stands (any number may be attack bikes)				

Name	Competency	C&C	Upgrades	Cost
Devestator	2	1	Commander, Dreadnoughts, Hunter, Land Raiders, Razorbacks	250
Contains: 4x Devestator Stands + Transport				

Name	Competency	C&C	Upgrades	Cost
Land Raider	2	1	Commander, Hunter, Vindicators	325
Contains: 4x Land Raiders				

Name	Competency	C&C	Upgrades	Cost
Land Speeders	2	1	Commander, Typhoon	200
Contains: 5x Land Speeders and/or Land Speeder Tornados				

Name	Competency	C&C	Upgrades	Cost
Landing Craft	2	1		350
Contains: 1 Landing Craft				

Name	Competency	C&C	Upgrades	Cost
Predators	2	1	Commander, Hunter, Vindicator	250
Contains: 4x Predator tanks (any type)				

Name	Competency	C&C	Upgrades	Cost
Scout	2	1	Commander, Razorbacks, Sniper	150
Contains: 4x Scout Stands				

Name	Competency	C&C	Upgrades	Cost
Strike Cruiser	n/a	1	Battle Barge	200
Contains: 1 Strike Cruiser				

Name	Competency	C&C	Upgrades	Cost
Tactical	2	1	Commander, Dreadnoughts, Hunter, Land Raiders, Razorbacks, Vindicators	275
Contains: 6x Tactical Stands + Transport				

Name	Competency	C&C	Upgrades	Cost
Terminator	2	1	Commander, Dreadnoughts, Land Raiders, Vindicators	350
Contains: 4x Scout Stands				

Name	Competency	C&C	Upgrades	Cost
Thunderhawk	2	1		200
Contains: 1 Thunderhawk Gunship				

Name	Competency	C&C	Upgrades	Cost
Vindicator	2	1	Commander, Hunter	225
Contains: 4x Vindicator tanks				

Name	Competency	C&C	Upgrades	Cost
Whirlwind	2	1	Commander, Hunter	300
Contains: 4x Whirlwind tanks				

Space Marine Upgrades

Name	Competency	C&C	Upgrades	Cost
Battle Barge	n/a	1		150
Contains: Replace the Strike Cruiser with a Battle Barge				

Name	Competency	C&C	Upgrades	Cost
Commander	n/a	n/a	Supreme Commander	50
Contains: Add one of the following characters to any unit in the formation: Capitan, Chaplain, Librarian				

Name	Competency	C&C	Upgrades	Cost
Supreme Commander	n/a	n/a		50
Contains: Replace one commander in the army with a supreme commander				

Name	Competency	C&C	Upgrades	Cost
Dreadnoughts	2	1		50 each
Contains: Add up to 2 Dreadnoughts				

Name	Competency	C&C	Upgrades	Cost
Hunter	2	1		75
Contains: Add 1 Hunter tank				

Name	Competency	C&C	Upgrades	Cost
Land Raiders	2	1		75 each
Contains: Add up to 4 Land Raiders				

Name	Competency	C&C	Upgrades	Cost
Razorbacks	2	1		25 each
Contains: Add any number of Razorbacks, up to the number required to transport the formation				

Name	Competency	C&C	Upgrades	Cost
Sniper	n/a	n/a		25
Contains: Give one scout stand the Sniper ability				

Name	Competency	C&C	Upgrades	Cost
Typhoons	n/a	n/a		25 each
Contains: Replace any number of Land Speeders with an equal number of and Speeder Typhoons				

Name	Competency	C&C	Upgrades	Cost
Vindicators	2	1		50 each
Contains: Add up to 2 Vindicator tanks				

Imperial Ally Formations

Name	Competency	C&C	Upgrades	Cost
Marauder Squadron	1	2		250
Contains: 1 Marauder Bomber Sortie				

Name	Competency	C&C	Upgrades	Cost
Thunderbolt Squadron	1	2		175
Contains: 1 Thunderbolt Fighter Sortie				

Name	Competency	C&C	Upgrades	Cost
Reaver Titan	1	1		650
Contains: 1 Reaver Titan				

Name	Competency	C&C	Upgrades	Cost
Warhound Titan	1	1		275
Contains: 1 Warhound Titan				

Name	Competency	C&C	Upgrades	Cost
Warhound Pack	1	1		500
Contains: 2x Warhound Titans				

Name	Competency	C&C	Upgrades	Cost
Warlord Titan	1	1		820
Contains: 1 Warlord Titan				

Units

Unit Name	Type	Hits	S	D	M	A
Captain Specials: Officer, Leads From the Front, Incredible Survival, Tactical Genius(1)	As per parent stand					
Weapons	Rng	AV	Special			
Power Weapons	-	-	DC(1), Additional Attacks(1)			

Unit Name	Type	Hits	S	D	M	A
Librarian Specials: Officer, Incredible Survival	As per parent stand					
Weapons	Rng	AV	Special			
Power Weapons	-	-	DC(1), Additional Attacks(1)			
Smite	-	-	DC(1)			

Unit Name	Type	Hits	S	D	M	A
Chaplain Specials: Officer, Inspirational Leadership, Incredible Survival	As per parent stand					
Weapons	Rng	AV	Special			
Power Weapons	-	-	DC(1), Additional Attacks(1)			

Unit Name	Type	Hits	S	D	M	A
Supreme Commander Specials: General, Incredible Survival, Totem	As per parent stand					
Weapons	Rng	AV	Special			
Power Weapons	-	-	DC(1), Additional Attacks(1)			

Unit Name	Type	Hits	S	D	M	A
Assault Specials: Jet Pack	Soft	1	30	6+	5+	8+
Weapons	Rng	AV	Special			
Chainswords	-	-				
Bolt pistols	-	-				

Unit Name	Type	Hits	S	D	M	A
Bike Specials: <i>Mounted</i> , Bulk(2)	Soft	1	35	6+	5+	6+
Weapons	Rng	AV	Special			
Chainswords	-	-				
Bolt pistols	-	-				

Unit Name	Type	Hits	S	D	M	A
Devastator	Soft	1	15	6+	8+	5+
Weapons	Rng	AV	Special			
Bolters	-	-				
2x Missile Launcher	45	P(8+)/A(9+)				

Unit Name	Type	Hits	S	D	M	A
Scout Specials: Recon, Stormtrooper	Soft	1	15	8+	6+	8+
Weapons	Rng	AV	Special			
Heavy Bolter	30	P(8+)				

Unit Name	Type	Hits	S	D	M	A
Tactical	Soft	1	15	6+	6+	6+
Weapons	Rng	AV	Special			
Bolters	-	-				
Missile Launcher	45	P(8+)/A(9+)				

Unit Name	Type	Hits	S	D	M	A
Terminator Specials: Robust, All-round armour, Sudden Appearance, Bulk(2)	Soft	1	15	6+	5+	5+
Weapons	Rng	AV	Special			
Power Weapons	-	DC(1)	Additional Attacks (1)			
2x Assault Cannon	30	P(7+)/A(8+)				

Unit Name	Type	Hits	S	D	M	A
Attack Bike Specials: Bulk(2)	Medium	1	35	6+	8+	8+
Weapons	Rng	AV	Special			
Heavy Bolter	30	P(8+)				

Unit Name	Type	Hits	S	D	M	A
Land Speeder Specials: VTOL, Recon	Medium	1	35	6+	9+	8+
Weapons	Rng	AV	Special			
Multi-melta	15	P(6+)/A(6+)	DC(1)			
Multi-melta	-	-	DC(1)			

Unit Name	Type	Hits	S	D	M	A
Land Speeder Tornado Specials: VTOL, Recon	Medium	1	35	6+	9+	8+
Weapons	Rng	AV	Special			
Assault Cannon	30	P(7+)/A(8+)				
Heavy Bolter	30	P(8+)				

Unit Name	Type	Hits	S	D	M	A
Land Speeder Typhoon Specials: VTOL, Recon	Medium	1	35	6+	9+	8+
Weapons	Rng	AV	Special			
Twin Typhoon Launcher	45	P(5+)/A(8+)				
Heavy Bolter	30	P(7+)				

Unit Name	Type	Hits	S	D	M	A
Dreadnought (Hellfire) Specials: Agile, Bulk(2)	Hard	1	15	5+	6+	6+
Weapons	Rng	AV	Special			
Missile Launcher	45	P(8+)/A(9+)				
Twin Lascannon	45	A(6+)				

Unit Name	Type	Hits	S	D	M	A
Dreadnought (Tactical) Specials: Agile, Bulk(2)	Hard	1	15	6+	6+	6+
Weapons	Rng	AV	Special			
Power Fist	-	-	DC(1), Additional Attacks(1)			
Assault Cannon	30	P(7+)/A(8+)				

Unit Name	Type	Hits	S	D	M	A	
Hunter	Medium	1	30	8+	9+	9+	
Weapons	Rng	AV	Special				
Hunter-Killer	60	A(7+)	Anti-air				

Unit Name	Type	Hits	S	D	M	A	
Land Raider Specials: Robust, All Around Armour, Transport(2)	Hard	1	25	6+	9+	6+	
Weapons	Rng	AV	Special				
Twin Heavy Bolter	30	P(6+)					
2x Twin Lascannon	45	A(6+)					

Unit Name	Type	Hits	S	D	M	A	
Predator Annihilator	Hard	1	30	6+	9+	8+	
Weapons	Rng	AV	Special				
2x Lascannon	45	A(8+)					
Twin Lascannon	45	A(6+)					

Unit Name	Type	Hits	S	D	M	A	
Predator Destructor	Hard	1	30	6+	9+	5+	
Weapons	Rng	AV	Special				
2x Heavy Bolter	45	P(8+)					
Autocannon	45	P(8+)/A(9+)					

Unit Name	Type	Hits	S	D	M	A	
Razorback (Tactical) Specials: Transport(1)	Hard	1	30	8+	9+	8+	
Weapons	Rng	AV	Special				
Twin Heavy Bolter	30	P(6+)					

Unit Name	Type	Hits	S	D	M	A	
Razorback (Anti-Tank) Specials: Transport(1)	Hard	1	30	8+	9+	8+	
Weapons	Rng	AV	Special				
Twin Lascannon	45	A(6+)					

Unit Name	Type	Hits	S	D	M	A	
Rhino Specials: Transport(2)	Hard	1	30	7+	9+	8+	
Weapons	Rng	AV	Special				
Storm Bolters	-	-					

Unit Name	Type	Hits	S	D	M	A	
Vindicator Specials: Agile	Hard	1	25	6+	9+	6+	
Weapons	Rng	AV	Special				
Demolisher	30	P(5+)/A(6+)	Nowhere to hide				

Unit Name	Type	Hits	S	D	M	A	
Whirlwind Specials: Howitzer	Hard	1	30	8+	9+	8+	
Weapons	Rng	AV	Special				
Whirlwind	30	2BV					

Unit Name	Type	Hits	S	D	M	A	
Drop Pod	AV	1	-	6+	-	-	
Specials: Transport(-) (may carry 1 formation that includes only Tactical, Devastator and Dreadnought units)							
Weapons	Rng	AV	Special				
Deathwind	15	P(8+)/A(8+)	Single Shot. After the drop pod lands, it attacks all enemy units within range. Each enemy formation attacked receives a Suppression marker for coming under fire, and an extra 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 enfilade.				

Unit Name	Type	Hits	S	D	M	A
Reaver Titan Specials: Shields(4,1) , No Fear, Robust, Agile	Heavy	6	20	6+	5+	5+
May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.						
Weapons	Rng	AV	Special			
2x Turbolaser Destructor	60	4x P(8+)/A(5+)	Arc(180, Prow)			
Rocket Launcher	60	3BV	Arc(0, Prow)			

Unit Name	Type	Hits	S	D	M	A
Warhound Titan Specials: Shields(2,1) , No Fear, Robust, Agile	Heavy	3	30	8+	6+	6+
May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.						
Weapons	Rng	AV	Special			
Vulcan Mega-Bolter	45	4x P(5+)/A(8+)	Arc(180, Prow)			
Plasma Blastgun	45	.5x P(3+)/A(3)	DC(1), Arc(180, Prow)			
Plasma Blastgun	45	.5x P(3+)/A(3)	DC(1), Arc(180, Prow)			

Unit Name	Type	Hits	S	D	M	A
Warlord Titan Specials: Shields(6,1) , Robust, All-round armour, No Fear, Agile	Heavy	8	15	5+	3+	5+
May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.						
Weapons	Rng	AV	Special			
2x Turbolaser Destructor	60	4x P(8+)/A(5+)	Arc(180, Prow)			
Gatling Blaster	60	4x P(6+)/A(6+)	Arc(180, Prow)			
Volcano Cannon	90	P(3+)/A(3+)	DC(D3), Anti-armour, Arc(180, Prow)			

Unit Name	Type	Hits	S	D	M	A
Landing Craft Specials: No Fear, Robust, Transport(12)	Heavy	4	n/a	6+	8+	5+
In addition to the transport ability, the Landing Craft can carry 4 vehicles based on the Land Raider or 6 based on the Rhino, or one of the following combinations: 3 Land Raiders and 1 Rhino, 2 Land Raiders and 3 Rhinos, or 1 Land Raider and 4 Rhinos						
Weapons	Rng	AV	Special			
Storm Bolters	-	-				
3x Heavy Bolter	15	P(6+)	Anti-air			
2x Twin Lascannon	45	A(6+)				

Unit Name	Type	Hits	S	D	M	A
Thunderhawk Gunship Specials: Robust, Transport(8)	Heavy	2	n/a	6+	9+	6+
Weapons	Rng	AV	Special			
Twin Heavy Bolter	15	P(6+)	Anti-air, Arc(180, Starboard)			
Twin Heavy Bolter	15	P(6+)	Anti-air, Arc(180, Port)			
2x Twin Heavy Bolter	30	P(6+)	Anti-air, Arc(0, Prow)			
Battle Cannon	75	A(6+)/A(6+)	Arc(0, Prow)			

Unit Name	Type	Hits	S	D	M	A
Thunderbolt	Aerial	1	n/a	9+	n/a	n/a
Weapons	Rng	AV	Special			
Storm Bolters	15	P(6+)	Arc(0, Prow)			
Multilaser	30	P(8+)/A(9+)	Arc(0, Prow)			
Underwing Rockets	30	A(6+)	Arc(0, Prow)			

Unit Name	Type	Hits	S	D	M	A
Marauder Bomber	Aerial	1	n/a	6+	n/a	n/a
Weapons	Rng	AV	Special			
2x Heavy Bolter	15	P(9+)				
Bomb Racks	15	3BV	Arc(0, Prow)			
Twin Lascannon	45	A(6+)	Arc(0, Prow)			

Unit Name	Type	Hits	S	D	M	A
Battle Barge Specials: Transport(60), Slow and Steady	Aerial	n/a	n/a	n/a	n/a	n/a
In addition to the transport ability, 60 of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 9 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board.						
Weapons	Rng	AV	Special			
Orbital Bombardment	n/a	14BV	DC(1)			

Unit Name	Type	Hits	S	D	M	A
Strike Cruiser Specials: Transport(20)	Aerial	n/a	n/a	n/a	n/a	n/a
In addition to the transport ability, 20 of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 6 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board						
Weapons	Rng	AV	Special			
Orbital Bombardment	n/a	5BV	DC(1)			

Designer Notes

Alterations to the standard EA list are

-Assault Cannon adjusted to P(7+) to better represent the Rending ability from 40k

-Space Marine Captain has the Tactical Genius(1) special to better represent their purpose in leading troops (and the fact that they are poo-poo in EA for 50 points)

-Warhound Titans now have 2 separate Plasma Blastgun entries, each with a .5 ROF. This better reflects the Plasma generation needs of such a weapon and allows alternating attacks with each or a single alphastrike.