

SPACE MARINE DATA SHEET

UNIT / TROOP TYPE	MV	Save	CAF	WEAPONS	Rg.	Att	TO HIT	Target Save	NOTES	comp \$	#	squad \$	#	per unit \$
SPACE MARINES														
Assault	15	-	3	Pistols/Swords	25	1	5+	0	Jump Packs	(18+1+750	1	(6+250	4	42-
Devastator	10	-	2	Heavy Weapons	75	2	5+	-1		(18+1+1000	1	(6+350	4	58-
Scout	10	-	2	Bolt Pistols	50	1	5	0	No Vehicles!	(18+1)450	1	(6)150	3	25
Tactical	10	-	2	Bolters	50	1	5+	0		(18+1+750	2	(6+250	6	42-
Terminator	10	f6	6	Storm Bolters	25	2	4+	-1		(12+1+900	1	(4+300	4	75-
Veteran	10	-	4	Bolters	50	1	5+	0		(18+1+850	1	(6+300	4	50-
COMMAND UNITS														
HQ Unit	10	-	4	Bolt Pistols	25	2	5+	0	+1 morale	-	-	-	-	-
Chaplain	10	-	4	Bolt Pistols	25	2	5+	0	+1 CAF	-	-	-	-	50
Inquisitor	10	f4	6	Various	35	2	4	-1		-	-	-	-	100
Librarian	10	0	4	Bolt Pistols	25	1	5	0	Psycher	-	-	-	-	100
Medic	10	-	2	Bolt Pistols	25	1	5+	0	save @ 5+	-	-	-	-	50
Tech	10	0	2	Pistols	25	1	5	0	save vehicle @ 5+	-	-	-	-	100
Terminator HQ	10	f6	7	Storm Bolters	25	2	4	-1	+1 morale	-	-	-	-	-
VEHICLES														
Dreadnoughts	10	5	2	AutoCannon	75	1	5	0		-	0	(4)100	3	25
Land Raider	20	2	3	Lascannons	75	2	5+	-2	May carry 2 troop stands	(10)600	2	(3)200	4	67
				Bolters	15	1	6+	0						
Land Speeder	30	-	3	Multi-melta	25	1	3+	-2	Skimmer	see ravenwing	1	(9)200	4	40
Warrior Bike	30	-	3	Bolters	15	1	6+	0	a.k.a. Imperial Bike	see ravenwing	1	(5)150	4	30
Wheeled Mortar	5	-	-3		150	1	Barr Pt.	0	underground "mortar"		-	(3)100	2	33
Predator	25	3	0	AutoCannon	75	1	5	-1		see imp.	0	(3)200	3	67
				Lascannon	75	2	5	-1						
				Las.Destiny	50	1	4	-1				(3)50	2	17
Rapier	5	-	-3		15	1	6+	0	May carry 2 troop stands		-	-	-	-
Rhino	25	4	0	Bolters	15	1	5	0	special		-	(4)100	25	-
Robbis	10	5	2	Auto-Cannon	75	1	5	0	First Fire AND Advance Fire		-	(3)100	3	20
Tarantula	m10	-	-3	Lascannon	75	1	5	-2			-	(3)100	1	33
Thunder Gun	5	-	-3	Thunder Gun	75	2	Barr Pts	0			-	(1)50	3	50
Thunderhawk Gunship	60	4	0	Rockets	50	6	Barr Pts	-2	Rockets fired only from air					
				Battle Cannon	50	1	4	-2						
				Bolters	15	3	6	0						
Windicator	20	2	2	Thunderer	50	1	4+	-3	ignore to-hit mods for cover		-	(3)150	3	50
Whirlwind	20	4	0	Multi-launcher	150	2	Barr Pts	0	Barrage weapon		-	(3)150	3	50

SPACE WOLVES														
Blood Claw	15	-	3	Bolt Pistols	25	1	5	0	Morale test when charge			(5)150	2	30
Dark Angel Deathwing	10	f6	6	Storm Bolters	25	2	4	-1	terminator in land raider	(12+1+900	1	(4+300	2	-
Grey Hunter	10	-	3	Bolt Weapons	50	1	5	0	tactical in rhino+	(20+4+8900	4	(10+350	4	-
GREY KNIGHT	10	f6	6	Various	35	2	4	-1	foot / PSYCHERS		-	(4)400	2	100
Long Fang	10	-	3	Heavy Weapons	50	2	5	-1	devastator in rhino		-	(4+250	2	-
Wolf Guard	10	-	4	Bolt Pistols	25	2	5	0	Cmd unit		-	-	-	-
Wolf Guard Terminator	10	f6	6	Storm Bolters	25	2	4	-1	Cmd unit		-	-	-	-
SPACE WOLF EQUIPMENT														
Blood Claw Bikes	30	-	3	Bolters	15	1	6+	0	a.k.a. Imperial Bike, HOWL		-	(5)150	3	30
Blood Claw Speeders	30	-	3	Multi-melta	25	1	3+	-2	Skimmer, HOWL		-	(5)200	2	40
Dark Angel Ravenwing									5 Bikes, 10 Speeders, HOWL	400	1	-	-	27