Space Marine - Company, Special, Free & Unique Cards

NetEPIC 5.0 Army Book Adeptus Astartes,
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Battle Company

Space Marine

Standard Adeptus Astartes

Marine HQ

Tactical Detachment | Assault Detachment | Devastator Detachment

Break: 15	Morale: 2	Victory Points: 8

Cost: 800

Battle Company

Space Marine

Marine HQ — *Infantry (1)*

Move: 10cm/20cm	Save: 5+	CAF: +3
Weapon:-	Range:-	Shoot:-
Bolt Pistol	25cm	2d 5+ (0)

Command, Elite, HQ, Inspirational

Tactical Marine — *Infantry (1)*

Move: 10cm	Save: 5+	CAF: +3
Weapon:-	Range:-	Shoot:-
Bolter	50cm	1d 5+ (0)

Assault Marine — *Infantry (1)*

Move: 15cm	Save: 5+	CAF: +4
Weapon:-	Range:-	Shoot:-
Bolt Pistol/Sword	25cm	1d 5+ (0)

Jump Packs:- Cannot end movement in prohibited terrain.

Devastator Marine — *Infantry (1)*

Move: 10cm	Save: 5+	CAF: +2
Weapon:-	Range:-	Shoot:-
Heavy Weapons	75cm	2d 5+ (-1)

Rhino — *Vehicle (3)*

Move: 25cm	Save: 4+	CAF: +0

Point Defence (1), Transport 2

Tactical Company

Space Marine

Standard Adeptus Astartes

Marine HQ

Tactical Detachment | Tactical Detachment | Tactical Detachment

Break: 15	Morale: 2	Victory Points: 8

Cost: 750

Tactical Company

Space Marine

Marine HQ — *Infantry (1)*

Move: 10cm/20cm	Save: 5+	CAF: +3
Weapon:-	Range:-	Shoot:-
Bolt Pistol	25cm	2d 5+ (0)

Command:- Unit may always move double normal and fire in First Fire Segment.
Elite:- 1) Re-roll for Elite units, used once per game. 2) In Close Combat, unit is assigned last, may engage in selective pinning.
HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.
Inspirational:- +1 to morale checks to all friendly detachments with a model within 10cm.

Tactical Marine — *Infantry (1)*

Move: 10cm	Save: 5+	CAF: +3
Weapon:-	Range:-	Shoot:-
Bolter	50cm	1d 5+ (0)

Rhino — *Vehicle (3)*

Move: 25cm	Save: 4+	CAF: +0

Point Defence (1), Transport 2

Break: 15	Morale: 2	Victory Points: 8

Assault Company

Space Marine

Standard Adeptus Astartes

Marine HQ

Assault Detachment | Assault Detachment | Assault Detachment

Break: 15	Morale: 2	Victory Points: 8

Cost: 750

Assault Company

Space Marine

Marine HQ — *Infantry (1)*

Move: 15cm/30cm	Save: 5+	CAF: +4
Weapon:-	Range:-	Shoot:-
Bolt Pistol	25cm	2d 5+ (0)

Command:- Unit may always move double normal and fire in First Fire Segment.
Elite:- 1) Re-roll for Elite units, used once per game 2) In Close Combat, unit is assigned last, may engage in selective pinning.
HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.
Inspirational:- +1 to morale checks to all friendly detachments with a model within 10cm.
Jump Packs:- See below.

Assault Marine — *Infantry (1)*

Move: 15cm	Save: 5+	CAF: +4
Weapon:-	Range:-	Shoot:-
Bolt Pistol/Sword	25cm	1d 5+ (0)

Jump Packs:- Cannot end movement in prohibited terrain.

Rhino — *Vehicle (3)*

Move: 25cm	Save: 4+	CAF: +0

Point Defence (1), Transport 2

Break: 15	Morale: 2	Victory Points: 8

Devastator Company

Space Marine

Standard Adeptus Astartes

Marine HQ

Devastator Detachment | Devastator Detachment | Devastator Detachment

Break: 15	Morale: 2	Victory Points: 10

Cost: 1000

Devastator Company

Space Marine

Marine HQ — *Infantry (1)*

Move: 10cm/20cm	Save: 5+	CAF: +3
Weapon:-	Range:-	Shoot:-
Bolt Pistol	25cm	2d 5+ (0)

Command:- Unit may always move double normal and fire in First Fire Segment.
Elite:- 1) Re-roll for Elite units, used once per game 2) In Close Combat, unit is assigned last, may engage in selective pinning.
HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.
Inspirational:- +1 to morale checks to all friendly detachments with a model within 10cm.

Devastator Marine — *Infantry (1)*

Move: 10cm	Save: 5+	CAF: +2
Weapon:-	Range:-	Shoot:-
Heavy Weapons	75cm	2d 5+ (-1)

Rhino — *Vehicle (3)*

Move: 25cm	Save: 4+	CAF: +0

Point Defence (1), Transport 2

Break: 15	Morale: 2	Victory Points: 10

Land Raider Company

Space Marine

Standard Adeptus Astartes

Command Land Raider 💀

Land Raider Detachment | Land Raider Detachment | Land Raider Detachment

Break: 5	Morale: 2	Victory Points: 7

Cost: 750

Space Marine **Land Raider Company**

Land Raider - Proteus | | *Vehicle (3)*

Move: 20cm	**Save**: 2+	**CAF**: +3
Weapon:-	**Range:-**	**Shoot:-**
Lascannon	75cm	2d 5+ (-2)

Point Defence – 15cm 1d 6+(1), 360°, always on First Fire.

Transport 2

Break: 5	Morale: 2	Victory Points: 7

Bike Company

Space Marine

Standard Adeptus Astartes
Require consent of all players

Command Marine Bike 💀

Bike Detachment | Bike Detachment | Bike Detachment

Break: 8	Morale: 2	Victory Points: 5

Cost: 450

Space Marine **Bike Company**

Marine HQ | | *Cavalry (2)*

Move: 30cm	**Save**: 6+	**CAF**: +3
Weapon:-	**Range:-**	**Shoot:-**
Bolter	15cm	1d 6+ (0)

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Marine Bike | | *Cavalry (2)*

Move: 30cm	**Save**: 6+	**CAF**: +3
Weapon:-	**Range:-**	**Shoot:-**
Bolter	15cm	1d 6+ (0)

Break: 8	Morale: 2	Victory Points: 5

Space Marine ## Chaplain

Standard Adeptus Astartes
Special Card

Break: Stand	Morale: -	Victory Points: 1

Cost: 75

Space Marine **Chaplain**

Chaplain | | *Infantry (1)*

Move: 10cm/20cm	**Save**: 5+/6+f	**CAF**: +4
Weapon:-	**Range:-**	**Shoot:-**
Bolt Pistol	25cm	2d 5+ (0)

Combat Leader:- +1 CAF to all friendly detachments within 10cm.
Command:- Unit may always move double normal and fire in First Fire Segment.
Elite:- 1) Re-roll for Elite units, used once per game.
2) In Close Combat, unit is assigned last, may engage in selective pinning.
HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Rhino | | *Vehicle (3)*

Move: 25cm	**Save**: 4+	**CAF**: +0

Point Defence – 15cm 1d 6+(1), 360°, always on First Fire.

Transport 2

Break: Stand	Morale: _	Victory Points: 1

Space Marine ## Apothecary

Standard Adeptus Astartes
Special Card

Break: Stand	Morale: -	Victory Points: 1

Cost: 50

Space Marine **Apothecary**

Apothecary | | *Infantry (1)*

Move: 10cm	**Save**: 5+	**CAF**: +2
Weapon:-	**Range:-**	**Shoot:-**
Bolt Pistol	25cm	1d 5+ (0)

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Medic:- Infantry and Cavalry class units within 10cm get 5+ Fixed Save.
- Limited to 5 attempts per turn.

Rhino | | *Vehicle (3)*

Move: 25cm	**Save**: 4+	**CAF**: +0

Point Defence – 15cm 1d 6+(1), 360°, always on First Fire.

Transport 2

Break: Stand	Morale: _	Victory Points: 1

Chaplain

Space Marine

Standard Adeptus Astartes Special Card

Break: Stand | **Morale:** - | **Victory Points:** 1

Cost: 75

Chaplain

Space Marine

Chaplain		*Cavalry (2)*
Move: 30cm/60cm	**Save**: 5+/6+f	**CAF**: +4
Weapon:-	**Range:-**	**Shoot:-**
Bolt Pistol	25cm	2d 5+ (0)

Combat Leader:- +1 CAF to all friendly detachments within 10cm.

Command:- Unit may always move double normal and fire in First Fire Segment.

Elite:- 1) Re-roll for Elite units, used once per game. 2) In Close Combat, unit is assigned last, may engage in selective pinning.

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Break: Stand | **Morale:** _ | **Victory Points:** 1

Apothecary

Space Marine

Standard Adeptus Astartes Special Card

Break: Stand | **Morale:** - | **Victory Points:** 1

Cost: 50

Apothecary

Space Marine

Apothecary		*Cavalry (2)*
Move: 30cm	**Save**: 5+	**CAF**: +2
Weapon:-	**Range:-**	**Shoot:-**
Bolt Pistol	25cm	1d 5+ (0)

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Medic:- Infantry and Cavalry class units within 10cm get 5+ Fixed Save.
- Limited to 5 attempts per turn.

Break: Stand | **Morale:** _ | **Victory Points:** 1

Inquisitor

Space Marine

Standard Adeptus Astartes Special Card

Break: Stand | **Morale:** - | **Victory Points:** 1

Cost: 100

Inquisitor

Space Marine

Inquisitor		*Infantry (1)*
Move: 10cm/20cm	**Save**: 4+f	**CAF**: +6
Weapon:-	**Range:-**	**Shoot:-**
Various	35cm	2d 4+ (-1)

Command:- Unit may always move double normal and fire in First Fire Segment.

Elite:- 1) Re-roll for Elite units, used once per game. 2) In Close Combat, unit is assigned last, may engage in selective pinning.

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Fearless:- No morale value and never needs to make a morale check.

Psychic save:- 4+

All Imperial troops within 25cm automatically pass any morale check.

Rhino		*Vehicle (3)*
Move: 25cm	**Save**: 4+	**CAF**: +0

Point Defence – 15cm 1d 6+(1), 360º, always on First Fire. **Transport 2**

Break: Stand | **Morale:** _ | **Victory Points:** 1

Techmarine

Space Marine

Standard Adeptus Astartes Special Card

Break: Stand | **Morale:** - | **Victory Points:** 1

Cost: 100

Techmarine

Space Marine

Techmarine		*Infantry (1)*
Move: 10cm	**Save**: 5+	**CAF**: +2
Weapon:-	**Range:-**	**Shoot:-**
Bolt Pistol	25cm	1d 5+ (0)

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Mechanic:- Vehicle, Superheavy and Walker class units within 10cm get 5+ Fixed Save. Limited to 5 attempts per turn.

Rhino		*Vehicle (3)*
Move: 25cm	**Save**: 4+	**CAF**: +0

Point Defence – 15cm 1d 6+(1), 360º, always on First Fire. **Transport 2**

Break: Stand | **Morale:** _ | **Victory Points:** 1

Space Marine — Veteran Company

Standard Adeptus Astartes

Veteran HQ 💀

Veteran Detachment | Veteran Detachment | Veteran Detachment

Break:	Morale:	Victory Points:
15	1	10

Cost: 950

Space Marine — Veteran Company

Marine HQ — Infantry (1)

Move: 10cm/20cm	Save: 5+	CAF: +3
Weapon:-	**Range:-**	**Shoot:-**
Bolt Pistol	25cm	2d 5+ (0)

Command:- Unit may always move double normal and fire in First Fire Segment.
*Elite:- 1) Re-roll for Elite units, used once per game.
2) In Close Combat, unit is assigned last, may engage in selective pinning.*
HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.
Inspirational:- +1 to morale checks to all friendly detachments with a model within 10cm.

Veteran Marine — Infantry (1)

Move: 10cm	Save: 5+	CAF: +5
Weapon:-	**Range:-**	**Shoot:-**
Bolter	50cm	1d 5+ (-1)
Elite: See above.		

Rhino — Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0

Point Defence (1), Transport 2

Break: 15	Morale: 1	Victory Points: 10

Space Marine — Legion of the Damned

Standard Adeptus Astartes
Special Card
Require consent of all players

Four Stands

Break:	Morale:	Victory Points:
2	-	2

Cost: 200

Space Marine — Legion of the Damned

Legion of the Damned — Infantry (1)

Move: 10cm	Save: 5+	CAF: +4
Weapon:-	**Range:-**	**Shoot:-**
Bolter	50cm	1d 5+ (0)

*Elite:- 1) Re-roll for Elite units, used once per game.
2) In Close Combat, unit is assigned last, may engage in selective pinning.*
Fearless:- Unit has no morale value, never make morale check.
Terror:- Enemies must test morale to enter base-to-base. Target of your charge must test moral or go on Fall Back Orders. See Morale for Details.
Teleport: LotD does not deploy at beginning of game. Instead, they appear and reinforce a Space Marine unit that's in trouble. When the first Space Marine Army Card reaches its Break Point, the Legion appears in the next Compulsory Movement Phase. Place LotD models on table within coherency of broken detachment (player's choice if more than one). If detachment has Fall Back Orders, remove them – the detachment may not move but will fire in the Advance Fire Segment.

Break: 2	Morale: _	Victory Points: 2

Space Marine — Scout Company

Standard Adeptus Astartes

Marine HQ 💀

Scout Detachment | Scout Detachment | Scout Detachment

Break:	Morale:	Victory Points:
10	3	5

Cost: 450

Space Marine — Scout Company

Marine HQ — Infantry (1)

Move: 10cm/20cm	Save: 5+	CAF: +3
Weapon:-	**Range:-**	**Shoot:-**
Bolt Pistol	25cm	2d 5+ (0)

Command:- Unit may always move double normal and fire in First Fire Segment.
*Elite:- 1) Re-roll for Elite units, used once per game.
2) In Close Combat, unit is assigned last, may engage in selective pinning.*
HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.
Inspirational:- +1 to morale checks to all friendly detachments with a model within 10cm.

Scout Marine — Infantry (1)

Move: 10cm	Save: 6+	CAF: +2
Weapon:-	**Range:-**	**Shoot:-**
Bolt Pistol	25cm	1d 5+ (0)

Infiltration:- After setup, may move on Charge.

Rhino — Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0

Point Defence (1), Transport 2

Break: 10	Morale: 3	Victory Points: 5

Space Marine — Terminator Company

Standard Adeptus Astartes

Terminator HQ 💀

Terminator Detachment | Terminator Detachment | Terminator Detachment

Break:	Morale:	Victory Points:
10	1	10

Cost: 1000

Space Marine — Terminator Company

Terminator HQ — Infantry (1)

Move: 10cm/20cm	Save: 4+/6+f	CAF: +7
Weapon:-	**Range:-**	**Shoot:-**
Storm Bolter	35cm	2d 4+ (-1)

Command:- Unit may always move double normal and fire in First Fire Segment.
*Elite:- 1) Re-roll for Elite units, used once per game.
2) In Close Combat, unit is assigned last, may engage in selective pinning.*
HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.
Inspirational:- +1 to morale checks to all friendly detachments with a model within 10cm.

Terminator Marine — Infantry (1)

Move: 10cm	Save: 4+/6+f	CAF: +7
Weapon:-	**Range:-**	**Shoot:-**
Storm Bolter	35cm	2d 4+ (-1)
Elite: See above.		

Land Raider - Proteus — Vehicle (3)

Move: 20cm	Save: 2+	CAF: +3
Weapon:-	**Range:-**	**Shoot:-**
Lascannon	75cm	2d 5+ (-2)

Point Defence (1), Transport 2

Break: 10	Morale: 1	Victory Points: 10

Forward Observer

Space Marine

*Standard Adeptus Astartes
Special Card*

Break: Stand	Morale: -	Victory Points: 1

Cost: 50

Forward Observer (FO)

Space Marine

Forward Observer (FO)		*Infantry (1)*
Move: 10cm	**Save:** 5+	**CAF:** +2
Weapon:-	**Range:-**	**Shoot:-**
Bolt Pistol	25cm	1d 5+ (0)

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Stealth:- If unit is in cover, it may not be seen from over 25cm away.

Forward Observer:- Barrages directed by FO only scatter 1D6 (instead of 2D6). Only unit capable of calling in an Off-Board Barrage. May call in any number of indirect Barrage or a single Off-Board Barrage. To call an Off-Board Barrage, FO rolls 3+ on D6, if successful, then arrives anywhere in FO's line of site.

Rhino		*Vehicle (3)*
Move: 25cm	**Save:** 4+	**CAF:** +0

Point Defence – 15cm 1d 6+(1), 360º, always on First Fire.
Transport 2

Break: Stand	Morale: _	Victory Points: 1

Grey Knights

Space Marine

*Standard Adeptus Astartes
Special Card
Require consent of all players*

Four Stands

Break: 2	Morale: 1	Victory Points: 4

Cost: 400

Grey Knights

Space Marine

Grey Knight		*Infantry (1)*
Move: 10cm	**Save:** 5+	**CAF:** +2
Weapon:-	**Range:-**	**Shoot:-**
Bolt Pistol	25cm	1d 5+ (0)

Daemon Hunter:- Unit is immune to Chaos morale effects and negates all "after death" effects.

Elite:- 1) Re-roll for Elite units, used once per game. 2) In Close Combat, unit is assigned last, may engage in selective pinning.

Psychic save:- 4+

Teleport: Pick spot on tabletop, roll scatter die and move 2D6 in appropriate direction. Place first model and others within 6cm (maintain unit coherency)

Physical Psychic attack:- for both ranged and Close Combat attacks (Greater Daemons cannot use Chaos Cards to save themselves).

Break: 2	Morale: 1	Victory Points: 4

Chapter Master

Space Marine

*Standard Adeptus Astartes
Special Card*

Break: Stand	Morale: -	Victory Points: 1

Cost: 100

Chapter Master

Space Marine

Chapter Master		*Infantry (1)*
Move: 10cm/20cm	**Save:** 4+/6+f	**CAF:** +5
Weapon:-	**Range:-**	**Shoot:-**
Various	50cm	2d 5+ (-1)

Command:- Unit may always move double normal and fire in First Fire Segment.

Elite:- 1) Re-roll for Elite units, used once per game. 2) In Close Combat, unit is assigned last, may engage in selective pinning.

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Inspirational:- +1 to morale checks to all friendly detachments with a model within 10cm.

Forced March: All Imperial detachments within 10cm of commander receive +5cm to their movement rate (+10cm on Charge Orders)
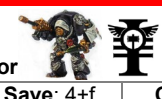
Tactical Genius: One Imperial detachment within 10cm may shift their orders (either direction, excluding Charge & First Fire) one step along the following line: Charge-Advance-First Fire

Rhino		*Vehicle (3)*
Move: 25cm	**Save:** 4+	**CAF:** +0

Point Defence (1), Transport 2

Break: Stand	Morale: _	Victory Points: 1

Ordo-Malleus Inquisitor

Space Marine

*Standard Adeptus Astartes
Special Card
Require consent of all players*

Break: Stand	Morale: -	Victory Points: 2

Cost: 150

Ordo-Malleus Inquisitor

Space Marine

Ordo-Malleus Inquisitor		*Infantry (1)*
Move: 10cm/20cm	**Save:** 4+f	**CAF:** +6
Weapon:-	**Range:-**	**Shoot:-**
Psycannon	50cm	1d 4+ (0)
Vs. Daemon	50cm	1d 4+ (-2)

Command:- Unit may always move double normal and fire in First Fire Segment.

Elite:- 1) Re-roll for Elite units, used once per game. 2) In Close Combat, unit is assigned last, may engage in selective pinning.

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Fearless:- No morale value and never needs to make a morale check.

Psychic save:- 4+

Physical Psychic attack:- for both ranged and Close Combat attacks (Greater Daemons cannot use Chaos Cards to save themselves).

Rhino		*Vehicle (3)*
Move: 25cm	**Save:** 4+	**CAF:** +0

Point Defence (1), *Transport 2*

Break: Stand	Morale: _	Victory Points: 2

Card 1 — Space Marine Librarian (left)

Space Marine · **Librarian** · **Card 1**

Standard Adeptus Astartes Special Card

Break: Stand	Morale: -	Victory Points: 1

Cost: 100

Card 1 — Space Marine Librarian (Infantry)

Space Marine · **Librarian** · **Card 1**

Librarian — *Infantry (1)*

Move: 10cm	Save: 5+	CAF: +4
Weapon:-	**Range:-**	**Shoot:-**
Bolt Pistol	25cm	1d 5+ (0)

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Psyker:- May use one of the below powers per turn (See card 2). May use a psychic power and a conventional weapon in the Combat Phase
1) **Purge**
2) **Mind Blast**
3) **Force Dome**

Rhino — *Vehicle (3)*

Move: 25cm	Save: 4+	CAF: +0

Point Defence – 15cm 1d 6+(1), 360°, always on First Fire.
Transport 2

Break: Stand	Morale: _	Victory Points: 1

Card 2 — Space Marine Librarian (Psyker powers)

Space Marine · **Librarian** · **Card 2**

.**Psyker:-** May use one of the following powers per turn

1) **Purge:** LoS unneeded. Pick a psyker or daemon within 50cm and roll 2D6. Opponent rolls 1D6, unless target is an exceptional psyker (such as Greater Deamons, Eldar Farseer, Slann Great Mage, Eldar Avatar, or special Characters) in which case they roll 3d6. If the Librarian's score is higher, the target is destroyed (no save). If the target's roll is higher, there is no affect. If targets roll is DOUBLE or more the Librarian's roll, then Librarian is slain.
2) **Mind Blast:** Pick a target within 25cm and LoS, Destroy on 4+ (no save). For non-shielded praetorian/titan, roll for damage in head/bridge location. Does not affect AIs, Robots and other units without minds.
3) **Force Dome:** Projects a dome of pure psychic force, protecting one support sized formation within 25cm. This formation gains a fixed save of 4+. Dome cannot protect: Super Heavies, Knights, Titans and Praetorians.

Break: Stand	Morale: _	Victory Points: 1

Card 2 — Space Marine Librarian (image)

Space Marine · **Librarian** · **Card 2**

Break: Stand	Morale: _	Victory Points: 1

Card 1 — Space Marine Librarian (left, bike)

Space Marine · **Librarian** · **Card 1**

Standard Adeptus Astartes Special Card

Break: Stand	Morale: -	Victory Points: 1

Cost: 100

Card 1 — Space Marine Librarian (Cavalry)

Space Marine · **Librarian** · **Card 1**

Librarian — *Cavalry (2)*

Move: 30cm	Save: 5+	CAF: +4
Weapon:-	**Range:-**	**Shoot:-**
Bolt Pistol	25cm	1d 5+ (0)

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Psyker:- May use one of the below powers per turn (See card 2). May use a psychic power and a conventional weapon in the Combat Phase
1) **Purge**
2) **Mind Blast**
3) **Force Dome**

Break: Stand	Morale: _	Victory Points: 1

Card 1 — Dark Angel Librarian (left)

Space Marine · **Dark Angel Librarian** · **Card 1**

Dark Angels Special Card

Break: Stand	Morale: -	Victory Points: 1

Cost: 100

Card 1 — Dark Angel Librarian (Cavalry)

Space Marine · **Dark Angel Librarian** · **Card 1**

Librarian — *Cavalry (2)*

Move: 30cm	Save: 5+	CAF: +4
Weapon:-	**Range:-**	**Shoot:-**
Bolt Pistol	25cm	1d 5+ (0)

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Psyker:- May use one of the below powers per turn (See card 2). May use a psychic power and a conventional weapon in the Combat Phase
1) **Purge Psyker**
2) **Weaken Resolve**
3) **Destroy Daemon**

Break: Stand	Morale: _	Victory Points: 1

Land Raider Company

Space Marine

Standard Adeptus Astartes

Command Land Raider ☠

Land Raider Detachment | Land Raider Detachment | Land Raider Detachment

Break: 5	Morale: 2	Victory Points: 7

Cost: 750

Land Raider Company

Space Marine

Land Raider — *Vehicle (3)*

Move: 20cm	Save: 2+	CAF: +3
Weapon:-	Range:-	Shoot:-
Lascannon	75cm	2d 5+ (-2)

Point Defence – 15cm 1d 6+(1), 360°, always on First Fire.

Transport 2

Break: 5	Morale: 2	Victory Points: 7

Chaplain

Space Marine

Standard Adeptus Astartes
Special Card

Break: Stand	Morale: -	Victory Points: 1

Cost: 75

Chaplain

Space Marine

Chaplain — *Cavalry (2)*

Move: 30cm/60cm	Save: 5+/6+f	CAF: +4
Weapon:-	Range:-	Shoot:-
Bolt Pistol	25cm	2d 5+ (0)

Combat Leader:- *+1 CAF to all friendly detachments within 10cm.*

Command:- *Unit may always move double normal and fire in First Fire Segment.*

Elite:- *1) Re-roll for Elite units, used once per game.
2) In Close Combat, unit is assigned last, may engage in selective pinning.*

HQ:- *Unit may not be shot unless it is the closest target or > 10cm from things it's size.*

Skimmer:- *May ignore terrain during movement but cannot end movement in prohibited terrain.
See: **Special Rule: Pop-Up Attacks***

Break: Stand	Morale: _	Victory Points: 1

Drop Pods   Card 1

Space Marine

Standard Adeptus Astartes
Special Card

3 Deathwind Drop Pods | 3 Support Drop Pods | 10 Assault Drop Pods

Break: +3	Morale: -	Victory Points +2

Cost: 150

Drop Pods   Card 1

Space Marine

Assault Drop Pod — *Special*

Move: -	Save: 4+	CAF: +0

Transport 2, Replace Rhinos, Company only

Support Drop Pod — *Special*

Move: -	Save: 4+	CAF: +0
Weapon:-	Range:-	Shoot:-
Plasma Cannon	75cm	1d 5+ (-2)

Always on First Fire

Deathwind Drop Pod — *Special*

Move: -	Save: 4+	CAF: +0
Weapon:-	Range:-	Shoot:-
Deathwind	10cm radius	6BP 4+ (0)

10cm radius,   One shot

Break: +3	Morale: _	Victory Points: +2

Drop Pods   Card 2

Space Marine

✈ Instructions ✈

Preparation:-
- When purchased for a Company, any regular transports are lost.
- Both Break Point and Victory Point value are increased by +3
- Make a list from 1-16, noting which troops are in each Assault ✈ pod and which ones are Support ✈ and Deathwind ✈ pods.

Deployment:-
- All Pods belonging to an Army Card must be deployed in the same Compulsory Movement Phase.
1. **Determine landing point** as per the Deep Strike rules (pick a point and scatter 2D6cm twice)
2. **Resolve fire against the pods**. Any unit with First Fire Orders (except artillery) may be activated to shoot at the incoming Pods if the landing point is within range. Line of sight to landing point is not required, and the normal -1 To-Hit penalty for Snap Fire does not apply. When firing at the pods, player mush state which pod is being fired at, without knowing contents. If Pod is destroyed, contents also destroyed.

Drop Pods   Card 2

Space Marine

3. **Place Deathwind** ✈ **Pods** within 20cm of landing point, scatter them 2D6cm. After placement, measure a 10cm radius from each pod. Everything underneath is hit on a 4+ with 0 TSM. These are one-shot attacks, having no further effect, but the models remain and may be destroyed for Break Point calculations.
4. **Place Assault** ✈ **and Support Pods** ✈ within 20cm of the landing point and scatter them 2D6cm. On a 3+ it opens. If it fails, try again in each Compulsory Movement Phase until it opens. Troops disembark on Advance Orders and lose the normal 5cm of movement for leaving a transport. Support Pods that open, deploy their plasma gun, always firing in the First Fire Phase.

Collisions:-
1. Pods that land on another model (friend or foe) cause a hit with -3 TSM. The pod itself is unharmed if it lands on a Vehicle-class or smaller unit, but is destroyed by anything larger.
2. If the target has active shields, the pod knocks down one shield before being destroyed.

Space Marine — Robot Squad — Card 2

Programming

Instructions:-
- Before the battle, fill in the programme table.
- Each turn when the detachment is activated, ask each of the questions in order.
- If the answer is "yes" for the majority of the models, the robots will perform the programmed action.

Space Marine — Robot Squad — Card 2

Ask the following questions:	If "Yes" then:-
1) Are enemies within charge range?	
2) Are enemies within weapon range?	
3) Are enemies within sight?	
4) In any other situation?	

A) Charge: Move between normal and double speed towards the nearest enemy detachment. If you reach the enemy, you enter Close Combat. No ranged weapons are fired.

B) Advance: Move between half and normal speed towards the nearest enemy detachment. Stop if you come closer than 1cm from them. Fire ranged weapon at them in the Advance Fire Phase.

C) First Fire: No movement. Fire at the nearest enemy detachment in the First Fire Phase. Robots may be activated to Snap Fire at a unit that is not the closest enemy.

D) Capture: Move between half and normal speed towards the nearest objective counter.

E) Ignore: Ignore the question and move on to the next one.

Space Marine — Adeptus Astartes

🛡 Common Special Abilities 🛡

Marine HQ CAF bonus:- +1 to the CAF of the troop type they lead (cards already updated).

Command:- Unit may always move double normal and fire in First Fire Segment.

Elite:- 1) Re-roll for Elite units, used once per game.
2) In Close Combat, unit is assigned last, may engage in selective pinning.

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Inspirational:- +1 to morale checks to all friendly detachments with a model within 10cm.

Forced March: All Imperial detachments within 10cm of commander receive +5cm to their movement rate (+10cm on Charge Orders)

Tactical Genius: One Imperial detachment within 10cm may shift their orders (either direction, excluding Charge & First Fire) one step along the following line: Charge-Advance-First Fire

Jump Packs:- Cannot end movement in prohibited terrain.

Skimmer:- May ignore terrain during movement but cannot end movement in prohibited terrain
See: Special Rules: Pop-Up Attacks & Pinning Class

Dreadnaughts:- Have "Elite" and "PD (1)".

Space Marine — Adeptus Astartes

- **Barrage points** are combined from all batteries in unit. Refer to table for compute to-hit

BP	To-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- **PD** is **Point Defence**:- 15cm 1d 6+ (?), 360º, always on First Fire.
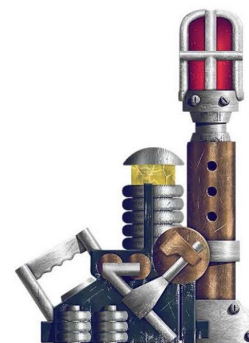
- **Templates** are:-

SB:	Standard Barrage, 6cm diameter circle.
LB:	Large Barrage, 12cm diameter circle.
ST:	Small Teardrop, 5cm diameter circle ending in a 10cm long triangle.
LT:	Large Teardrop, 6cm diameter circle ending in a 25cm long triangle.

Space Marine — Teleport from orbit

Standard Adeptus Astartes

Special Card
Require consent of all players

Break:	Morale:	Victory Points:
-	-	-

Cost: Free

Space Marine — Teleport from orbit

Teleporting:-
- One-time effect, and the unit will use their normal movement for rest of game.
- Resolved in the compulsory movement phase.
- On turn they arrive, the troops must be given Advance Orders and may be activated in both the Movement and Combat Phases.

Procedure:-
- Pick spot on tabletop,
- Roll scatter die and move 2D6 in appropriate direction.
- Place first model and others within 6cm (maintain unit coherency)

Break: _	Morale: _	Victory Points: _

Space Marine — Dark Angel Librarian — Card 1

Dark Angels
Special Card

Break: Stand	Morale: -	Victory Points: 1

Cost: 100

Space Marine — Dark Angel Librarian — Card 1

Librarian — *Infantry (1)*

Move: 10cm	Save: 5+	CAF: +4
Weapon:-	Range:-	Shoot:-
Bolt Pistol	25cm	1d 5+ (0)

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Psyker:- May use one of the below powers per turn (See card 2). May use a psychic power and a conventional weapon in the Combat Phase
  1) **Purge Psyker**
  2) **Weaken Resolve**
  3) **Destroy Daemon**

Rhino — *Vehicle (3)*

Move: 25cm	Save: 4+	CAF: +0

Point Defence – 15cm 1d 6+(1), 360º, always on First Fire.
Transport 2

Break: Stand	Morale: _	Victory Points: 1

Space Marine — Dark Angel Librarian — Card 2

.*Psyker:-* May use one of the following powers per turn

1) **Purge Psyker:** LoS unneeded. Pick an enemy psyker within 50cm and roll 2D6 (1D6 vs Slaan Great Mage). Target rolls 1D6 (Eldar Warlock, Slann Mage, Ork Weirdboy, Squat Living Ancestor or similar), 2D6 (Daemon, Chaos Android, Eldar Wraithguard or similar), and get destroyed on smaller score, kills the Librarian if doubling its score.
2) **Weaken Resolve:** Choose one detachment within 25cm (line of sight is not necessary), and that unit must make a Morale check with a -1 modifier or be given Fall Back Orders.
3) **Destroy Daemon:** Pick a Daemonic target within 25cm range and LoS. Roll 2D6, target roll 1D6 (minor Daemon, Chaos Android), 2D6 (Eldar Wraithguard, Dreadnaught), 3D6 (Greater Daemons, Eldar Avatar), and get destroyed on smaller score, kills the Librarian if doubling its score.

Break: Stand	Morale: _	Victory Points: 1

Space Marine — Dark Angel Librarian — Card 2

Break: Stand	Morale: _	Victory Points: 1

Space Marine — Ravenwing Company

Dark Angels

Master of Ravenwing

Attack Bike Detachment | Land Speeder Detachment | Land Speeder Detachment

Break: 8	Morale: 2	Victory Points: 5

Cost: 500

Space Marine — Ravenwing Company

Master of Ravenwing — *Cavalry (2)*

Move: 30cm/60cm	Save: 4+/6+f	CAF: +3
Weapon:-	Range:-	Shoot:-
Twin Heavy Bolter	25cm	2d 4+ (0)

Command:- Unit may always move double normal and fire in First Fire Segment.
Elite:- 1) Re-roll for Elite units, used once per game.
  2) In Close Combat, unit is assigned last, may engage in selective pinning.
HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.
Inspirational:- +1 to morale checks to all friendly detachments with a model within 10cm.
Tactical Genius: One Ravenwing detachment within 15cm may shift their orders (either direction, excluding Charge & First Fire) one step along the following line: Charge-Advance-First Fire

Attack Bike — *Cavalry (2)*

Move: 30cm	Save: 6+	CAF: +4
Weapon:-	Range:-	Shoot:-
Heavy Bolters	25cm	2d 5+ (0)

Land Speeder — *Skimmer (2)*

Move: 30cm	Save: 6+	CAF: +4
Weapon:-	Range:-	Shoot:-
Multi-Melta	25cm	1d 3+ (-2)

Skimmer:- May ignore terrain during movement but cannot end movement in prohibited terrain.

Space Marine — Deathwing Company

Dark Angels

Terminator HQ

Deathwing Detachment | Deathwing Detachment | Deathwing Detachment

Break: 10	Morale: -	Victory Points: 10

Cost: 1000

Space Marine — Deathwing Company

Terminator HQ — *Infantry (1)*

Move: 10cm/20cm	Save: 4+/6+f	CAF: +7
Weapon:-	Range:-	Shoot:-
Storm Bolter	35cm	2d 4+ (-1)

Command:- Unit may always move double normal and fire in First Fire Segment.
Elite:- 1) Re-roll for Elite units, used once per game.
  2) In Close Combat, unit is assigned last, may engage in selective pinning.
HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.
Inspirational:- +1 to morale checks to all friendly detachments with a model within 10cm.

Terminator Deathwing — *Infantry (1)*

Move: 10cm	Save: 4+/6+f	CAF: +7
Weapon:-	Range:-	Shoot:-
Storm Bolter	35cm	2d 4+ (-1)

Elite: See above.
Fearless: Never needs to make a morale check.

Land Raider - *Proteus* — *Vehicle (3)*

Move: 20cm	Save: 2+	CAF: +3
Weapon:-	Range:-	Shoot:-
Lascannon	75cm	2d 5+ (-2)

Point Defence (1), Transport 2

Break: 10	Morale: -	Victory Points: 10