

# Space Marine - Support Cards

NetEPIC 5.0 Army Book Adeptus Astartes,  
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Net Epic

Space Marine **Assault Detachment**

Standard Adeptus Astartes

6 Assault Marine Stands + 3 Rhinos

Break: 5	Morale: 2	Victory Points: 3
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**Cost: 250**

**Assault Marine** Infantry (1)

Move: 15cm	Save: 5+	CAF: +3
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Bolt Pistol/Sword	25cm	1d 5+ (0)

**Jump Packs:-** Cannot end movement in prohibited terrain.

**Rhino** Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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**Point Defence** – 15cm 1d 6+(1), 360°, always on First Fire. **Transport 2**

Break: 5	Morale: 2	Victory Points: 3
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Net Epic

Space Marine **Devastator Detachment**

Standard Adeptus Astartes

6 Devastator Marine Stands + 3 Rhinos

Break: 5	Morale: 2	Victory Points: 4
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**Cost: 350**

**Devastator Marine** Infantry (1)

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

**Rhino** Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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**Point Defence** – 15cm 1d 6+(1), 360°, always on First Fire. **Transport 2**

Break: 5	Morale: 2	Victory Points: 4
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Net Epic

Space Marine **Flamer Detachment**

Standard Adeptus Astartes

6 Flamer Marine Stands + 3 Rhinos

Break: 5	Morale: 2	Victory Points: 3
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**Cost: 250**

**Flamer Marine** Infantry (1)

Move: 10cm	Save: 5+	CAF: +2
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Flamer	25cm	1d 4+ (0)

**Ignores cover:-** Ignores cover modifiers To-Hit, such as from woods or fortifications.

**Rhino** Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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**Point Defence** – 15cm 1d 6+(1), 360°, always on First Fire. **Transport 2**

Break: 5	Morale: 2	Victory Points: 3
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Net Epic

Space Marine **Scout Detachment**

Standard Adeptus Astartes

6 Scout Marine Stands

Break: 3	Morale: 3	Victory Points: 2
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**Cost: 150**

**Scout Marine** Infantry (1)

Move: 15cm	Save: 6+	CAF: +1
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Bolt Pistol	25cm	1d 5+ (0)

**Infiltration:-** After setup, may move on Charge.

Break: 3	Morale: 3	Victory Points: 2
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Net Epic

Space Marine **Tactical Detachment**

Standard Adeptus Astartes

6 Tactical Marine Stands + 3 Rhinos

Break: 5	Morale: 2	Victory Points: 3
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**Cost: 250**

**Tactical Marine** Infantry (1)

Move: 10cm	Save: 5+	CAF: +2
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Bolter	50cm	1d 5+ (0)

**Rhino** Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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**Point Defence** – 15cm 1d 6+(1), 360°, always on First Fire. **Transport 2**

Break: 5	Morale: 2	Victory Points: 3
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Net Epic

Space Marine **Terminator Detachment**

Standard Adeptus Astartes

4 Terminator Stands + 2 Land Raiders

Break: 3	Morale: 1	Victory Points: 4
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**Cost: 350**

**Terminator Marine** Infantry (1)

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

**Elite:** Re-roll for Elite units, used once per game.

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

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

**Point Defence (1), Transport 2**

Break: 3	Morale: 1	Victory Points: 4
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Net Epic

Space Marine **Veteran Detachment**

Standard Adeptus Astartes

6 Veteran Marine Stands + 3 Rhinos

Break: 5	Morale: 1	Victory Points: 4
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**Cost: 350**

**Veteran Marine** Infantry (1)

Move: 10cm	Save: 5+	CAF: +4
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Bolter	50cm	1d 5+ (-1)

**Elite:** Re-roll for Elite units, used once per game.

**Rhino** Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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**Point Defence** – 15cm 1d 6+(1), 360°, always on First Fire. **Transport 2**

Break: 5	Morale: 1	Victory Points: 4
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Net Epic

Space Marine **Terminator Assault Detachment**

Standard Adeptus Astartes

4 Terminator Assault Stands + 2 Land Raiders

Break: 3	Morale: 1	Victory Points: 3
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**Cost: 300**

**Terminator Close-combat** Infantry (1)

Move: 10cm	Save: 4+/6f	CAF: +8
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
CC weapons	-	-

**Elite:** Re-roll for Elite units, used once per game.

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



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


**Point Defence (1), Transport 2**

Break: 3	Morale: 1	Victory Points: 3
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Net Epic

Space Marine **Attack Bike Detachment**


 Standard Adeptus Astartes 




5 Attack Bike Stands

Break: 3	Morale: 2	Victory Points: 2
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**Cost: 200**

**Attack Bike**  Cavalry (2)



Move: 30cm	Save: 6+	CAF: +3
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Heavy Bolters	25cm	2d 5+ (0)




Break: 3	Morale: 2	Victory Points: 2
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Net Epic

Space Marine **Bike Squad**


 Standard Adeptus Astartes 




5 Marine Bike Stands

Break: 3	Morale: 2	Victory Points: 2
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**Cost: 150**

**Marine Bike**  Cavalry (2)



Move: 30cm	Save: 6+	CAF: +2
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Bolter	15cm	1d 6+ (0)




Break: 3	Morale: 2	Victory Points: 2
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Net Epic

Space Marine **Land Speeder Squad**


 Standard Adeptus Astartes 



5 Land Speeder Stands

Break: 3	Morale: 2	Victory Points: 2
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**Cost: 200**

**Land Speeder**  Cavalry (2)

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



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


See: **Special Rule: Pop-Up Attacks Skimmer Pinning Class**

Break: 3	Morale: 2	Victory Points: 2
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Net Epic

Space Marine **Veteran Land Speeder Squad**


 Dark Angels 



4 Land Speeder Stands

Break: 2	Morale: 1	Victory Points: 2
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**Cost: 200**

**Veteran Land Speeder**  Skimmer (2)

Move: 30cm	Save: 6+f	CAF: +3
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Multi-Melta	25cm	1d 3+ (-2)



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


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

Break: 2	Morale: 1	Victory Points: 2
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Net Epic

Space Marine **Land Speeder Tornado Squad**


 Standard Adeptus Astartes 



5 Land Speeder Tornados

Break: 3	Morale: 2	Victory Points: 2
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**Cost: 200**

**Land Speeder Tornado**  Cavalry (2)

Move: 30cm	Save: 6+	CAF: +3
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Assault Cannon	50cm	1d 5+ (0)

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

See: **Special Rules: Pop-Up Attacks Skimmer Pinning Class**

Break: 3	Morale: 2	Victory Points: 2
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Net Epic

Space Marine **Deathwing Detachment**



 Dark Angels 



4 Deathwing Terminator Stands + 2 Land Raiders


Break: 3	Morale: _	Victory Points: 4
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**Cost: 350**

**Terminator Deathwing**   Infantry (1)

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

**Elite:-** Re-roll for Elite units, used once per game.  
**Fearless:-** Never needs to make a morale check.

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



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


**Point Defence (1), Transport 2**

Break: 3	Morale: _	Victory Points: 4
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Net Epic

Space Marine **Land Speeder Typhoon Squad**


 Standard Adeptus Astartes 



5 Land Speeder Typhoons

Break: 3	Morale: 2	Victory Points: 2
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**Cost: 200**

**Land Speeder Typhoon**  Cavalry (2)

Move: 30cm	Save: 6+	CAF: +3
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Missile Launcher	50cm	1BP @ # (0)



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


See: **Special Rules: Pop-Up Attacks Skimmer Pinning Class**

Break: 3	Morale: 2	Victory Points: 2
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Net Epic

Space Marine **Deathwing Close-Assault Detachment**



 Dark Angels 



4 C-A Deathwing Terminator Stands + 2 Land Raiders


Break: 3	Morale: _	Victory Points: 3
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**Cost: 300**

**Terminator C-A Deathwing**   Infantry (1)

Move: 10cm	Save: 4+/6+f	CAF: +8
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
CC Weapons	-	-

**Elite:-** Re-roll for Elite units, used once per game.  
**Fearless:-** Never needs to make a morale check.

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


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


**Point Defence (1), Transport 2**

Break: 3	Morale: _	Victory Points: 3
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Net Epic

Space Marine **Rhino Squadron**


 Standard Adeptus Astartes 



3 Rhinos

Break: 2	Morale: 2	Victory Points: 1
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**Cost: 50**

**Rhino**  Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
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**Point Defence** – 15cm 1d 6+(1), 360°, always on First Fire.  
**Transport 2**

Break: 2	Morale: 2	Victory Points: 1
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Net Epic

Space Marine **Sabre Tank-Hunter Squadron**

 Standard Adeptus Astartes 



3 Sabre Tank-Hunters

Break: 2	Morale: 2	Victory Points: 1
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**Cost: 100**

**Sabre Tank-Hunter**  Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Autocannon	75cm	1d 5+ (-2)



**Turret** – with 360° firing arc.




Break: 2	Morale: 2	Victory Points: 1
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Net Epic

Space Marine **Land Raider Squadron**


 Standard Adeptus Astartes 



3 Land Raiders

Break: 2	Morale: 2	Victory Points: 3
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**Cost: 250**

**Land Raider**  Vehicle (3)



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


**Point Defence** – 15cm 1d 6+(1), 360°, always on First Fire.  
**Transport 2**  
**Main Weapons** have 180° fire arc to front.

Break: 2	Morale: 2	Victory Points: 3
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Net Epic

Space Marine **Land Raider Squadron**


 Standard Adeptus Astartes 



3 Land Raiders

Break: 2	Morale: 2	Victory Points: 3
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**Cost: 250**

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

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

**Point Defence** – 15cm 1d 6+(1), 360°, always on First Fire.  
**Transport 2**  
**Main Weapons** have 180° fire arc to front.

Break: 2	Morale: 2	Victory Points: 3
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Net Epic

Space Marine **Vindicator Squadron**


 Standard Adeptus Astartes 



3 Vindicators

Break: 2	Morale: 2	Victory Points: 2
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**Cost: 150**

**Vindicator**  Vehicle (3)



Move: 20cm	Save: 2+	CAF: +0
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Thunderer	50cm	1d 4+ (-3)


**Ignores cover:-** Ignores cover modifiers To-Hit, such as from woods or fortifications.  
**Main Weapon** has 180° fire arc to front.

Break: 2	Morale: 2	Victory Points: 2
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Net Epic

Space Marine **Predator Squadron**


 Standard Adeptus Astartes 



3 Predators

Break: 2	Morale: 2	Victory Points: 2
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**Cost: 200**

**Predator**  Vehicle (3)

Move: 25cm	Save: 3+	CAF: +0
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Autocannon *	75cm	1d 5+ (-1)
Lascannon	75cm	2d 5+ (-1)

\* **Turret** – with 360° firing arc.  
**Main Weapons** on side have 180° fire arc to front.

Break: 2	Morale: 2	Victory Points: 2
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Net Epic

Space Marine **Hunter Anti-Aircraft Battery**


 Standard Adeptus Astartes 



3 Hunters

Break: 2	Morale: 2	Victory Points: 2
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**Cost: 150**

**Hunter AA Gun**  Vehicle (3)



Move: 25cm	Save: 4+	CAF: +0
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
SAM Launcher	75cm	2d 5+ (-1)


**Anti-Aircraft:-** May Snap Fire at no penalty;  
- Gain a 360° arc of fire;  
- Suffer a -2 To-Hit penalty for firing at small ground targets (ie infantry, tanks).  
- Skimmers and Jump troops that Deep Strike or leave a flying transport, are considered aerial targets.

Break: 2	Morale: 2	Victory Points: 2
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Net Epic

Space Marine **Predator Squadron**


 Standard Adeptus Astartes 



3 Predators

Break: 2	Morale: 2	Victory Points: 2
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**Cost: 200**

**Predator**  Vehicle (3)

Move: 25cm	Save: 3+	CAF: +0
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Autocannon *	75cm	1d 5+ (-1)
Lascannon	75cm	2d 5+ (-1)

\* **Turret** – with 360° firing arc.  
**Main Weapons** on side have 180° fire arc to front.

Break: 2	Morale: 2	Victory Points: 2
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Net Epic

Space Marine **Rapier Battery**

 Standard Adeptus Astartes 



3 Rapier Laser Destroyers

Break: 2	Morale: 2	Victory Points: 1
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**Cost: 75**

Net Epic

**Rapier**  Light artillery (1)

Move: 10cm	Save: -	CAF: -3
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Laser Destroyer	50cm	1d 4+ (-3)



**Light Artillery** – with 360° firing arc




Break: 2	Morale: 2	Victory Points: 1
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Net Epic

Space Marine **Whirlwind Battery**


 Standard Adeptus Astartes 



3 Whirlwinds


Break: 2	Morale: 2	Victory Points: 2
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**Cost: 150**

**Whirlwind**  Heavy artillery (3)

Move: 20cm	Save: 4+	CAF: +0
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Multi-Launcher	150cm	2BP @ # (0)



**Heavy Artillery** – 180° fire arc to front.




Break: 2	Morale: 2	Victory Points: 2
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Net Epic

Space Marine **Tarantula Support Battery**

 Standard Adeptus Astartes 



5 Tarantulas

Break: 3	Morale: -	Victory Points: 2
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**Cost: 150**

Net Epic



**Tarantula**  Light artillery (1)


Move: 5cm	Save: -	CAF: -3
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Laser Destroyer	75cm	1d 5+ (-2)

**Inorganic:-** Immune to powers based on poison, disease, pheromones, smells.  
**Robotic:-** Immune to morale and powers based on fear, life-force, souls or emotions.  
**Quickdraw:-** Does not suffer -1 To-Hit penalty when Snap Firing.  
**RoF2:-** If on First Fire Orders, can fire in both First Fire (including Snap Fire) and Advance.

Net Epic

Space Marine **Light Off-Board Barrage**

 Standard Adeptus Astartes 



One Light Orbital Barrage Round

Break: -	Morale: -	Victory Points: -
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**Cost: 1 Victory Point**

**Light Off-Board Barrage** 



<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Orbital Barrage	Special	6BP 4+ (-1)

**Forward Observer:** required to call in Off-Board Barrage.  
**Cost 1 Victory Point**

Break: -	Morale: -	Victory Points: -
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Net Epic

Space Marine **Thudd Gun Battery**

 Standard Adeptus Astartes 



3 Thudd Guns

Break: 2	Morale: 2	Victory Points: 1
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**Cost: 100**

Net Epic

**Thudd Gun**  Light artillery (1)

Move: 5cm	Save: -	CAF: -3
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Thudd Gun	75cm	2BP @ # (0)



**Light Artillery** – with 360° firing arc




Break: 2	Morale: 2	Victory Points: 1
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Net Epic

Space Marine **Heavy Off-Board Barrage**

 Standard Adeptus Astartes 



One Heavy Orbital Barrage Round

Break: -	Morale: -	Victory Points: -
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**Cost: 2 VP**

**Heavy Off-Board Barrage** 


<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Orbital Barrage	Special	10BP 2+ (-2)


**Forward Observer:** required to call in Off-Board Barrage.  
**Cost 2 Victory Point**

Break: -	Morale: -	Victory Points: -
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Net Epic

Space Marine **Robot Squad** Card 1

 Standard Adeptus Astartes




4 Robots

Break: 2	Morale: -	Victory Points: 2
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**Cost: 150**

Net Epic

**Robot** (Card 1)  Walker (2)



Move: 10cm	Save: 4+	CAF: +2
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Lascannon	75cm	1d 5+ (-1)


**Inorganic:-** Immune to powers based on poison, disease, pheromones, smells.  
**Robotic:-** Immune to morale and powers based on fear, life-force, souls or emotions.  
**Quickdraw:-** Does not suffer -1 To-Hit penalty when Snap Firing (during targets movement).  
**Programmed** before the battle. See Card 2

Break: 2	Morale: -	Victory Points: 2
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Net Epic

Space Marine **Mole Mortar Battery**


 Standard Adeptus Astartes 



3 Mole Mortars

Break: 2	Morale: 2	Victory Points: 1
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**Cost: 100**

**Mole Mortar**  Light artillery (1)



Move: 5cm	Save: -	CAF: -3
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Mole Mortar	150cm	1BP @ # (0)


**Light Artillery** – with 360° firing arc  
**Ignores cover & shields:-** Ignores cover modifiers.  
**Traps:-** Titans or Praetorians on a roll of 6 on D6, can't move unless on Charge orders with no ranged attacks. If stationary, can shoot normally

Break: 2	Morale: 2	Victory Points: 1
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Net Epic

Space Marine **Scatolo Heavy Squad**

 Standard Adeptus Astartes 



4 Heavy Weapon Scatolos

Break: 2	Morale: 2	Victory Points: 2
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**Cost: 150**

Net Epic

**Scatolo (Heavy)**  Walker (2)

Move: 10cm	Save: 4+	CAF: +1
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Lascannon	75cm	1d 5+ (-2)



*Elite: Re-roll for Elite units, used once per game.*  
**Point Defence** – 15cm 1d 6+(1), 360°, always on First Fire.




Break: 2	Morale: 2	Victory Points: 2
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Net Epic

Space Marine **Contemptor Dreadnought Squad**

 Standard Adeptus Astartes 




4 Contemptors

Break: 2	Morale: 2	Victory Points: 1
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**Cost: 100**

Net Epic

**Contemptor Dreadnought**  Walker (2)

Move: 15cm	Save: 5+	CAF: +4
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Heavy Bolter	50cm	1d 5+ (0)



*Elite: Re-roll for Elite units, used once per game.*  
**Point Defence** – 15cm 1d 6+(1), 360°, always on First Fire.




Break: 2	Morale: 2	Victory Points: 1
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Net Epic

Space Marine **Scatolo Support Squad**

 Standard Adeptus Astartes 




4 Support Scatolos

Break: 2	Morale: 2	Victory Points: 2
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**Cost: 150**

Net Epic

**Scatolo (Support)**  Walker (2)

Move: 10cm	Save: 4+	CAF: +2
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Heavy Bolters	25cm	3d 5+ (0)
Missile Launcher	50cm	4BP 5+ (-1)



*Elite: Re-roll for Elite units, used once per game.*  
**Point Defence** – 15cm 1d 6+(1), 360°, always on First Fire.






Break: 2	Morale: 2	Victory Points: 2
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Net Epic

Space Marine **Combined Dreadnought Squad**

 Standard Adeptus Astartes 

**Any 4 Combo**   

Contemptor Deredeo Furibundus

Break: 2	Morale: 2	Victory Points: 1
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**Cost: 100**

Net Epic

**Contemptor Dreadnought**  Walker (2)

Move: 15cm	Save: 5+	CAF: +4
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Heavy Bolter	50cm	1d 5+ (0)

**Deredeo Dreadnought**  Walker (2)



Move: 15cm	Save: 5+	CAF: +2
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Missile Launcher	75cm	1d 5+ (-1)


**Furibundus Dreadnought**  Walker (2)

Move: 15cm	Save: 5+	CAF: +0
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Lascannon	75cm	1d 5+ (-2)

Net Epic

Space Marine **Scatolo Assault Squad**

 Standard Adeptus Astartes 




4 Flamer Scatolos

Break: 2	Morale: 2	Victory Points: 1
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**Cost: 100**

Net Epic

**Scatolo (Assault)**  Walker (2)

Move: 10cm	Save: 4+	CAF: +4
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Flamer	LT	- 4+ (0)



**Ignores cover:-** Ignores cover modifiers To-Hit, such as from woods or fortifications.  
*Elite: Re-roll for Elite units, used once per game.*  
**Point Defence** – 15cm 1d 6+(1), 360°, always on First Fire.




Break: 2	Morale: 2	Victory Points: 1
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Net Epic

Space Marine **Mutilator Dreadnought Squad**

 Standard Adeptus Astartes 



2 Contemptor 1 Deredeo 1 Furibundus

Break: 2	Morale: 2	Victory Points: 1
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**Cost: 100**

Net Epic

**Contemptor Dreadnought**  Walker (2)

Move: 15cm	Save: 5+	CAF: +4
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Heavy Bolter	50cm	1d 5+ (0)

**Deredeo Dreadnought**  Walker (2)



Move: 15cm	Save: 5+	CAF: +2
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Missile Launcher	75cm	1d 5+ (-1)


**Furibundus Dreadnought**  Walker (2)

Move: 15cm	Save: 5+	CAF: +0
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Lascannon	75cm	1d 5+ (-2)

Net Epic

Space Marine **Punisher Dreadnought Squad**

 Standard Adeptus Astartes 




4 Punishers

Break: 2	Morale: 2	Victory Points: 2
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**Cost: 200**

Net Epic

**Punisher Dreadnought**  Walker (2)

Move: 10cm	Save: 4+	CAF: +3
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Assault Cannon	50cm	3d 5+ (0)



*Elite: Re-roll for Elite units, used once per game.*  
**Point Defence** – 15cm 1d 6+(1), 360°, always on First Fire.




Break: 2	Morale: 2	Victory Points: 2
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Net Epic

Space Marine **Destroyer Dreadnought Squad**

 Standard Adeptus Astartes 



2 Deredeo 2 Furibundus

Break: 2	Morale: 2	Victory Points: 1
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**Cost: 100**

Net Epic

**Deredeo Dreadnought**  Walker (2)

Move: 15cm	Save: 5+	CAF: +2
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Missile Launcher	75cm	1d 5+ (-1)

**Furibundus Dreadnought**  Walker (2)


Move: 15cm	Save: 5+	CAF: +0
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Lascannon	75cm	1d 5+ (-2)


**Elite, Point Defence (1)**

Break: 2	Morale: 2	Victory Points: 1
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Net Epic

Space Marine **Razorback Squadron**


Standard Adeptus Astartes 



6 Razorbacks

Break: +3	Morale: 2	Victory Points: +2
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**Cost: 200** not replacing Rhinos

**Razorback**  Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Plasma Gun	50cm	1d 5+ (-1)
Lascannon	75cm	1d 5+ (-1)


*Turreted, but may not divide fire.  
With 360° firing arc.*


**Transport 1**

Break: +3	Morale: 2	Victory Points: +2
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Net Epic

Space Marine **Land Raider Helios Sqd**

Standard Adeptus Astartes 



3 Land Raider Helios

Break: 2	Morale: 2	Victory Points: 4
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**Cost: 350**

**Land Raider Helios**  Vehicle (3)

Move: 20cm	Save: 2+	CAF: +3
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Lascannon	75cm	2d 5+ (-2)
Multilauncher	150cm	2BP @ # (0)


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


**Main Weapons** have 180° fire arc to front.

Break: 2	Morale: 2	Victory Points: 4
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Net Epic

Space Marine **Razorback Squadron**


Standard Adeptus Astartes 



6 Razorbacks

Break: +3	Morale: 2	Victory Points: +2
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**Cost: 150** replacing Rhinos

**Razorback**  Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Plasma Gun	50cm	1d 5+ (-1)
Lascannon	75cm	1d 5+ (-1)


*Turreted, but may not divide fire.  
With 360° firing arc.*


**Transport 1**

Break: +3	Morale: 2	Victory Points: +2
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Net Epic

Space Marine **Marauder Squadron**

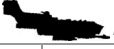
Standard Adeptus Astartes 



3 Marauder Fighter-Bombers


Break: 2	Morale: 2	Victory Points: 4
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**Cost: 350**

**Marauder Fighter-Bomber**  Flyer (3)

Move: 75cm	Save: 3+	CAF: +2
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Battlecannon	50cm	1d 4+ (-2)
Lascannon	50cm	3d 5+ (-1)
Missiles	50cm	4BP 5+ (-2)

*Flyer:- See NetEpic Core Rules = Floaters & Fliers*




Break: 2	Morale: 2	Victory Points: 4
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Net Epic

Space Marine **Thunderhawk Gunship**

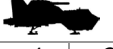
Standard Adeptus Astartes 



1 Thunderhawk Gunship

Break: Model	Morale: 2	Victory Points: 1
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**Cost: 100**

**Thunderhawk Gunship**  Flyer (3)

Move: 100cm	Save: 4+	CAF: +1
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Rockets	50cm	6BP 4+ (-2)
Battlecannon	50cm	1d 4+ (-2)

*Flyer:- See NetEpic Core Rules = Floaters & Fliers*


*Point Defence – 15cm 1d 6+(3), 360°,  
always on First Fire.*


**Transport:-** 6 Infantry stands or 4 Walkers

Break: Model	Morale: 2	Victory Points: 1
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Net Epic

Space Marine **Thunderbolt Squadron**


Standard Adeptus Astartes 



3 Thunderbolt Fighters


Break: 2	Morale: 2	Victory Points: 3
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**Cost: 250**

**Thunderbolt Fighter**  Flyer (3)

Move: 100cm	Save: 4+	CAF: +4
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Autocannon	25cm	3d 5+ (-1)
Rockets	25cm	4BP 5+ (-1)


*Flyer:- See NetEpic Core Rules = Floaters & Fliers*




Break: 2	Morale: 2	Victory Points: 3
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Net Epic

Space Marine **Thunderhawk Gunship**


Standard Adeptus Astartes 



1 Thunderhawk Gunship

Break: Model	Morale: 2	Victory Points: 1
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**Cost: 100**

**Thunderhawk Gunship**  Flyer (3)

Move: 100cm	Save: 4+	CAF: +1
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Rockets	50cm	6BP 4+ (-2)
Battlecannon	50cm	1d 4+ (-2)

*Flyer:- See NetEpic Core Rules = Floaters & Fliers*


*Point Defence – 15cm 1d 6+(3), 360°,  
always on First Fire.*


**Transport:-** 6 Infantry stands or 4 Walkers

Break: Model	Morale: 2	Victory Points: 1
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Net Epic

Space Marine **Thunderbolt Squadron**


Standard Adeptus Astartes 



3 Thunderbolt Fighters


Break: 2	Morale: 2	Victory Points: 3
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**Cost: 250**

**Thunderbolt Fighter**  Flyer (3)

Move: 100cm	Save: 4+	CAF: +4
<b>Weapon:-</b>	<b>Range:-</b>	<b>Shoot:-</b>
Autocannon	25cm	3d 5+ (-1)
Rockets	25cm	4BP 5+ (-1)

*Flyer:- See NetEpic Core Rules = Floaters & Fliers*



Break: 2	Morale: 2	Victory Points: 3
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