# NetEPIC

# Space Marine - Support Cards

## NetEPIC 5.0 Army Book Adeptus Astartes,
Updated with "net_epic_gold_correction_document_7-8-15_1"

Updated Cards:    07 September, 2023

**Instructions for Preparation:**
Use the blank table at the end of this document to copy and paste the desired unit cards.  After printing, score down the dotted lines of each unit card with a dull pointed probe, then cut around each card (along the continuous lines). Then easily fold along the previously scored dotted lines. Then insert into a plastic sleeve.  Enjoy.

**Card Sizes:**

| | | |
|---|---|---|
| Large Cards:- | Height= 9.25 cm, | Width= 6.9 cm |
| Small Cards:- | Height= 4.2 cm, | Width= 6.5cm |

## Space Marine Assault Detachment

*Standard Adeptus Astartes*

6 Assault Marine Stands + 3 Rhinos

| Break: 5 | Morale: 2 | Victory Points: 3 |
|---|---|---|

| Cost: 250 |
|---|

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**Assault Marine** — *Infantry (1)*

| Move: 15cm | Save: 5+ | CAF: +3 |
|---|---|---|
| **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 – 15cm 1d 6+(1), 360°, always on First Fire.* **Transport 2**

| Break: 5 | Morale: 2 | Victory Points: 3 |
|---|---|---|

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## Space Marine Devastator Detachment

*Standard Adeptus Astartes*

6 Devastator Marine Stands + 3 Rhinos

| Break: 5 | Morale: 2 | Victory Points: 4 |
|---|---|---|

| Cost: 350 |
|---|

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**Devastator Marine** — *Infantry (1)*

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

**Rhino** — *Vehicle (3)*

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

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

| Break: 5 | Morale: 2 | Victory Points: 4 |
|---|---|---|

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## Space Marine Flamer Detachment

*Standard Adeptus Astartes*

6 Flamer Marine Stands + 3 Rhinos

| Break: 5 | Morale: 2 | Victory Points: 3 |
|---|---|---|

| Cost: 250 |
|---|

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**Flamer Marine** — *Infantry (1)*

| Move: 10cm | Save: 5+ | CAF: +2 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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 |
|---|---|---|

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

| Break: 5 | Morale: 2 | Victory Points: 3 |
|---|---|---|

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## Space Marine Scout Detachment

*Standard Adeptus Astartes*

6 Scout Marine Stands

| Break: 3 | Morale: 3 | Victory Points: 2 |
|---|---|---|

| Cost: 150 |
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**Scout Marine** — *Infantry (1)*

| Move: 15cm | Save: 6+ | CAF: +1 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| Bolt Pistol | 25cm | 1d 5+ (0) |

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

| Break: 3 | Morale: 3 | Victory Points: 2 |
|---|---|---|

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## Space Marine Tactical Detachment

*Standard Adeptus Astartes*

6 Tactical Marine Stands + 3 Rhinos

| Break: 5 | Morale: 2 | Victory Points: 3 |
|---|---|---|

| Cost: 250 |
|---|

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**Tactical Marine** — *Infantry (1)*

| Move: 10cm | Save: 5+ | CAF: +2 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| Bolter | 50cm | 1d 5+ (0) |

**Rhino** — *Vehicle (3)*

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

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

| Break: 5 | Morale: 2 | Victory Points: 3 |
|---|---|---|

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## Space Marine Terminator Detachment

*Standard Adeptus Astartes*

4 Terminator Stands + 2 Land Raiders

| Break: 3 | Morale: 1 | Victory Points: 4 |
|---|---|---|

| Cost: 350 |
|---|

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**Terminator Marine** — *Infantry (1)*

| Move: 10cm | Save: 4+/6+f | CAF: +6 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| Lascannon | 75cm | 2d 5+ (-2) |

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

| Break: 3 | Morale: 1 | Victory Points: 4 |
|---|---|---|

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## Space Marine Veteran Detachment

*Standard Adeptus Astartes*

6 Veteran Marine Stands + 3 Rhinos

| Break: 5 | Morale: 1 | Victory Points: 4 |
|---|---|---|

| Cost: 350 |
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**Veteran Marine** — *Infantry (1)*

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

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

**Rhino** — *Vehicle (3)*

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

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

| Break: 5 | Morale: 1 | Victory Points: 4 |
|---|---|---|

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## Space Marine Terminator Assault Detachment

*Standard Adeptus Astartes*

4 Terminator Assault Stands + 2 Land Raiders

| Break: 3 | Morale: 1 | Victory Points: 3 |
|---|---|---|

| Cost: 300 |
|---|

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

| Move: 10cm | Save: 4+/6f | CAF: +8 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| CC weapons | - | - |

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

**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: 3 | Morale: 1 | Victory Points: 3 |
|---|---|---|

## Space Marine — Attack Bike Detachment

*Standard Adeptus Astartes*

5 Attack Bike Stands

| Break: 3 | Morale: 2 | Victory Points: 2 |
|---|---|---|

Cost: 200

**Attack Bike** — *Cavalry (2)*

| Move: 30cm | Save: 6+ | CAF: +3 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| Heavy Bolters | 25cm | 2d 5+ (0) |

| Break: 3 | Morale: 2 | Victory Points: 2 |
|---|---|---|

## Space Marine — Bike Squad

*Standard Adeptus Astartes*

5 Marine Bike Stands

| Break: 3 | Morale: 2 | Victory Points: 2 |
|---|---|---|

Cost: 150

**Marine Bike** — *Cavalry (2)*

| Move: 30cm | Save: 6+ | CAF: +2 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| Bolter | 15cm | 1d 6+ (0) |

| Break: 3 | Morale: 2 | Victory Points: 2 |
|---|---|---|

## Space Marine — Land Speeder Squad

*Standard Adeptus Astartes*

5 Land Speeder Stands

| Break: 3 | Morale: 2 | Victory Points: 2 |
|---|---|---|

Cost: 200

**Land Speeder** — *Cavalry (2)*

| Move: 30cm | Save: 6+ | CAF: +3 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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 |
|---|---|---|

## Space Marine — Veteran Land Speeder Squad

*Dark Angels*

4 Land Speeder Stands

| Break: 2 | Morale: 1 | Victory Points: 2 |
|---|---|---|

Cost: 200

**Veteran Land Speeder** — *Skimmer (2)*

| Move: 30cm | Save: 6+f | CAF: +3 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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 |
|---|---|---|

## Space Marine — Land Speeder Tornado Squad

*Standard Adeptus Astartes*

5 Land Speeder Tornados

| Break: 3 | Morale: 2 | Victory Points: 2 |
|---|---|---|

Cost: 200

**Land Speeder Tornado** — *Cavalry (2)*

| Move: 30cm | Save: 6+ | CAF: +3 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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 |
|---|---|---|

## Space Marine — Deathwing Detachment

*Dark Angels*

4 Deathwing Terminator Stands + 2 Land Raiders

| Break: 3 | Morale: _ | Victory Points: 4 |
|---|---|---|

Cost: 350

**Terminator Deathwing** — *Infantry (1)*

| Move: 10cm | Save: 4+/6+f | CAF: +6 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| Lascannon | 75cm | 2d 5+ (-2) |

*Point Defence (1), Transport 2*

| Break: 3 | Morale: _ | Victory Points: 4 |
|---|---|---|

## Space Marine — Land Speeder Typhoon Squad

*Standard Adeptus Astartes*

5 Land Speeder Typhoons

| Break: 3 | Morale: 2 | Victory Points: 2 |
|---|---|---|

Cost: 200

**Land Speeder Typhoon** — *Cavalry (2)*

| Move: 30cm | Save: 6+ | CAF: +3 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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 |
|---|---|---|

## Space Marine — Deathwing Close-Assault Detachment

*Dark Angels*

4 C-A Deathwing Terminator Stands + 2 Land Raiders

| Break: 3 | Morale: _ | Victory Points: 3 |
|---|---|---|

Cost: 300

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

| Move: 10cm | Save: 4+/6+f | CAF: +8 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| Lascannon | 75cm | 2d 5+ (-2) |

*Point Defence (1), Transport 2*

| Break: 3 | Morale: _ | Victory Points: 3 |
|---|---|---|

## Space Marine Rhino Squadron
*Standard Adeptus Astartes*

3 Rhinos

| Break: 2 | Morale: 2 | **Victory Points: 1** |

**Cost: 50**

**Rhino** — *Vehicle (3)*

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

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

| Break: 2 | Morale: 2 | **Victory Points: 1** |

## Space Marine Sabre Tank-Hunter Squadron
*Standard Adeptus Astartes*

3 Sabre Tank-Hunters

| Break: 2 | Morale: 2 | **Victory Points: 1** |

**Cost: 100**

**Sabre Tank-Hunter** — *Vehicle (3)*

| Move: 25cm | Save: 4+ | CAF: +0 |
| **Weapon:-** | **Range:-** | **Shoot:-** |
| Autocannon | 75cm | 1d 5+ (-2) |

**Turret** – with 360° firing arc.

| Break: 2 | Morale: 2 | **Victory Points: 1** |

## Space Marine Land Raider Squadron
*Standard Adeptus Astartes*

3 Land Raiders

| Break: 2 | Morale: 2 | **Victory Points: 3** |

**Cost: 250**

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

| Break: 2 | Morale: 2 | **Victory Points: 3** |

## Space Marine Land Raider Squadron
*Standard Adeptus Astartes*

3 Land Raiders

| Break: 2 | Morale: 2 | **Victory Points: 3** |

**Cost: 250**

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

| Break: 2 | Morale: 2 | **Victory Points: 3** |

## Space Marine Vindicator Squadron
*Standard Adeptus Astartes*

3 Vindicators

| Break: 2 | Morale: 2 | **Victory Points: 2** |

**Cost: 150**

**Vindicator** — *Vehicle (3)*

| Move: 20cm | Save: 2+ | CAF: +0 |
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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** |

## Space Marine Predator Squadron
*Standard Adeptus Astartes*

3 Predators

| Break: 2 | Morale: 2 | **Victory Points: 2** |

**Cost: 200**

**Predator** — *Vehicle (3)*

| Move: 25cm | Save: 3+ | CAF: +0 |
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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** |

## Space Marine Hunter Anti-Aircraft Battery
*Standard Adeptus Astartes*

3 Hunters

| Break: 2 | Morale: 2 | **Victory Points: 2** |

**Cost: 150**

**Hunter AA Gun** — *Vehicle (3)*

| Move: 25cm | Save: 4+ | CAF: +0 |
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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** |

## Space Marine Predator Squadron
*Standard Adeptus Astartes*

3 Predators

| Break: 2 | Morale: 2 | **Victory Points: 2** |

**Cost: 200**

**Predator** — *Vehicle (3)*

| Move: 25cm | Save: 3+ | CAF: +0 |
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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** |

## Rapier Battery
Space Marine

*Standard Adeptus Astartes*

3 Rapier Laser Destroyers

| Break: 2 | Morale: 2 | **Victory Points: 1** |

**Cost: 75**

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**Rapier Laser Destroyer** — *Light artillery (1)*

| Move: 10cm | Save: - | CAF: -3 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| Laser Destroyer | 50cm | 1d 4+ (-3) |

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

| Break: 2 | Morale: 2 | **Victory Points: 1** |

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## Whirlwind Battery
Space Marine

*Standard Adeptus Astartes*

3 Whirlwinds

| Break: 2 | Morale: 2 | **Victory Points: 2** |

**Cost: 150**

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**Whirlwind** — *Heavy artillery (3)*

| Move: 20cm | Save: 4+ | CAF: +0 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| Multi-Launcher | 150cm | 2BP @ # (0) |

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

| Break: 2 | Morale: 2 | **Victory Points: 2** |

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## Tarantula Support Battery
Space Marine

*Standard Adeptus Astartes*

5 Tarantulas

| Break: 3 | Morale: - | **Victory Points: 2** |

**Cost: 150**

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**Tarantula** — *Light artillery (1)*

| Move: 5cm | Save: - | CAF: -3 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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.*

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## Light Off-Board Barrage
Space Marine

*Standard Adeptus Astartes*

One Light Orbital Barrage Round

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

**Cost: 1 Victory Point**

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**Light Off-Board Barrage**

| **Weapon:-** | **Range:-** | **Shoot:-** |
|---|---|---|
| Orbital Barrage | Special | 6BP 4+ (-1) |

***Forward Observer:*** *required to call in Off-Board Barrage.*
***Cost 1 Victory Point***
***Off Board Artillery:-*** *See NetEpic Core Rules*

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

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## Thudd Gun Battery
Space Marine

*Standard Adeptus Astartes*

3 Thudd Guns

| Break: 2 | Morale: 2 | **Victory Points: 1** |

**Cost: 100**

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**Thudd Gun** — *Light artillery (1)*

| Move: 5cm | Save: - | CAF: -3 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| Thudd Gun | 75cm | 2BP @ # (0) |

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

| Break: 2 | Morale: 2 | **Victory Points: 1** |

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## Heavy Off-Board Barrage
Space Marine

*Standard Adeptus Astartes*

One Heavy Orbital Barrage Round

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

**Cost: 2 VP**

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**Heavy Off-Board Barrage**

| **Weapon:-** | **Range:-** | **Shoot:-** |
|---|---|---|
| Orbital Barrage | Special | 10BP 2+ (-2) |

***Forward Observer:*** *required to call in Off-Board Barrage.*
***Cost 2 Victory Point***
***Off Board Artillery:-*** *See NetEpic Core Rules*

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

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## Robot Squad    Card 1
Space Marine

*Standard Adeptus Astartes*

4 Robots

| Break: 2 | Morale: - | **Victory Points: 2** |

**Cost: 150**

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**Robot** (Card 1) — *Walker (2)*

| Move: 10cm | Save: 4+ | CAF: +2 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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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## Mole Mortar Battery
Space Marine

*Standard Adeptus Astartes*

3 Mole Mortars

| Break: 2 | Morale: 2 | **Victory Points: 1** |

**Cost: 100**

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**Mole Mortar** — *Light artillery (1)*

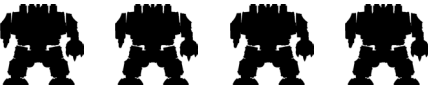| Move: 5cm | Save: - | CAF: -3 |
|---|---|---|
| **Weapon:-** | **Range:-** | **Shoot:-** |
| Mole Mortar | 150cm | 1BP @ # (0) |

***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** |

## Space Marine — Scatolo Heavy Squad

*Standard Adeptus Astartes*

4 Heavy Weapon Scatolos

| Break: 2 | Morale: 2 | Victory Points: 2 |
|---|---|---|

**Cost: 150**

### Scatolo (Heavy) — Walker (2)

| Move: 10cm | Save: 4+ | CAF: +1 |
|---|---|---|

| Weapon:- | Range:- | Shoot:- |
|---|---|---|
| Lascannon | 75cm | 1d 5+ (-2) |

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

| Break: 2 | Morale: 2 | Victory Points: 2 |
|---|---|---|

## Space Marine — Contemptor Dreadnought Squad

*Standard Adeptus Astartes*

4 Contemptors

| Break: 2 | Morale: 2 | Victory Points: 1 |
|---|---|---|

**Cost: 100**

### Contemptor Dreadnought — Walker (2)

| Move: 15cm | Save: 5+ | CAF: +4 |
|---|---|---|

| Weapon:- | Range:- | Shoot:- |
|---|---|---|
| Heavy Bolter | 50cm | 1d 5+ (0) |

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

| Break: 2 | Morale: 2 | Victory Points: 1 |
|---|---|---|

## Space Marine — Scatolo Support Squad

*Standard Adeptus Astartes*

4 Support Scatolos

| Break: 2 | Morale: 2 | Victory Points: 2 |
|---|---|---|

**Cost: 150**

### Scatolo (Support) — Walker (2)

| Move: 10cm | Save: 4+ | CAF: +2 |
|---|---|---|

| Weapon:- | Range:- | Shoot:- |
|---|---|---|
| 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), 360º, always on First Fire.*

| Break: 2 | Morale: 2 | Victory Points: 2 |
|---|---|---|

## Space Marine — Combined Dreadnought Squad

*Standard Adeptus Astartes*

| Any 4 Combo | | | |
|---|---|---|---|
| | Contemptor | Deredeo | Furibundus |

| Break: 2 | Morale: 2 | Victory Points: 1 |
|---|---|---|

**Cost: 100**

### Contemptor Dreadnought — Walker (2)

| Move: 15cm | Save: 5+ | CAF: +4 |
|---|---|---|

| Weapon:- | Range:- | Shoot:- |
|---|---|---|
| Heavy Bolter | 50cm | 1d 5+ (0) |

### Deredeo Dreadnought — Walker (2)

| Move: 15cm | Save: 5+ | CAF: +2 |
|---|---|---|

| Weapon:- | Range:- | Shoot:- |
|---|---|---|
| Missile Launcher | 75cm | 1d 5+ (-1) |
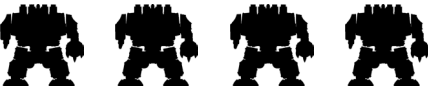
### Furibundus Dreadnought — Walker (2)

| Move: 15cm | Save: 5+ | CAF: +0 |
|---|---|---|

| Weapon:- | Range:- | Shoot:- |
|---|---|---|
| Lascannon | 75cm | 1d 5+ (-2) |

## Space Marine — Scatolo Assault Squad

*Standard Adeptus Astartes*

4 Flamer Scatolos

| Break: 2 | Morale: 2 | Victory Points: 1 |
|---|---|---|

**Cost: 100**

### Scatolo (Assault) — Walker (2)

| Move: 10cm | Save: 4+ | CAF: +4 |
|---|---|---|

| Weapon:- | Range:- | Shoot:- |
|---|---|---|
| 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), 360º, always on First Fire.*

| Break: 2 | Morale: 2 | Victory Points: 1 |
|---|---|---|

## Space Marine — Mutilator Dreadnought Squad

*Standard Adeptus Astartes*

2 Contemptor   1 Deredeo   1 Furibundus

| Break: 2 | Morale: 2 | Victory Points: 1 |
|---|---|---|

**Cost: 100**

### Contemptor Dreadnought — Walker (2)

| Move: 15cm | Save: 5+ | CAF: +4 |
|---|---|---|

| Weapon:- | Range:- | Shoot:- |
|---|---|---|
| Heavy Bolter | 50cm | 1d 5+ (0) |

### Deredeo Dreadnought — Walker (2)

| Move: 15cm | Save: 5+ | CAF: +2 |
|---|---|---|

| Weapon:- | Range:- | Shoot:- |
|---|---|---|
| Missile Launcher | 75cm | 1d 5+ (-1) |

### Furibundus Dreadnought — Walker (2)

| Move: 15cm | Save: 5+ | CAF: +0 |
|---|---|---|

| Weapon:- | Range:- | Shoot:- |
|---|---|---|
| Lascannon | 75cm | 1d 5+ (-2) |

## Space Marine — Punisher Dreadnought Squad

*Standard Adeptus Astartes*

4 Punishers

| Break: 2 | Morale: 2 | Victory Points: 2 |
|---|---|---|

**Cost: 200**

### Punisher Dreadnought — Walker (2)

| Move: 10cm | Save: 4+ | CAF: +3 |
|---|---|---|

| Weapon:- | Range:- | Shoot:- |
|---|---|---|
| Assault Cannon | 50cm | 3d 5+ (0) |

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

| Break: 2 | Morale: 2 | Victory Points: 2 |
|---|---|---|

## Space Marine — Destroyer Dreadnought Squad

*Standard Adeptus Astartes*

2 Deredeo   2 Furibundus

| Break: 2 | Morale: 2 | Victory Points: 1 |
|---|---|---|

**Cost: 100**

### Deredeo Dreadnought — Walker (2)

| Move: 15cm | Save: 5+ | CAF: +2 |
|---|---|---|

| Weapon:- | Range:- | Shoot:- |
|---|---|---|
| Missile Launcher | 75cm | 1d 5+ (-1) |

### Furibundus Dreadnought — Walker (2)

| Move: 15cm | Save: 5+ | CAF: +0 |
|---|---|---|

| Weapon:- | Range:- | Shoot:- |
|---|---|---|
| Lascannon | 75cm | 1d 5+ (-2) |

*Elite, Point Defence (1)*

| Break: 2 | Morale: 2 | Victory Points: 1 |
|---|---|---|

## Space Marine Razorback Squadron

*Standard Adeptus Astartes*

6 Razorbacks

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

**Cost: 200** not replacing Rhinos

| Razorback | | Vehicle (3) |
|---|---|---|
| Move: 25cm | Save: 4+ | CAF: +0 |
| **Weapon:-** | **Range:-** | **Shoot:-** |
| Plasma Gun | 50cm | 1d 5+ (-1) |
| Lascannon | 75cm | 1d 5+ (-1) |

- Add to detachment with no Rhinos.
**Turreted**, but may not divide fire.
With 360° firing arc.
**Transport 1**

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

## Space Marine Land Raider Helios Sqd

*Standard Adeptus Astartes*

3 Land Raider Helios

| Break: 2 | Morale: 2 | Victory Points: 4 |

**Cost: 350**

| Land Raider Helios | | Vehicle (3) |
|---|---|---|
| Move: 20cm | Save: 2+ | CAF: +3 |
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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 |

## Space Marine Razorback Squadron

*Standard Adeptus Astartes*

6 Razorbacks

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

**Cost: 150** replacing Rhinos

| Razorback | | Vehicle (3) |
|---|---|---|
| Move: 25cm | Save: 4+ | CAF: +0 |
| **Weapon:-** | **Range:-** | **Shoot:-** |
| Plasma Gun | 50cm | 1d 5+ (-1) |
| Lascannon | 75cm | 1d 5+ (-1) |

- Replace Rhinos in detachment.
**Turreted**, but may not divide fire.
With 360° firing arc.
**Transport 1**

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

## Space Marine Thunderbolt Squadron

*Standard Adeptus Astartes*

3 Thunderbolt Fighters

| Break: 2 | Morale: 2 | Victory Points: 3 |

**Cost: 250**

| Thunderbolt Fighter | | Flyer (3) |
|---|---|---|
| Move: 100cm | Save: 4+ | CAF: +4 |
| **Weapon:-** | **Range:-** | **Shoot:-** |
| Autocannon | 25cm | 3d 5+ (-1) |
| Rockets | 25cm | 4BP 5+ (-1) |

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

| Break: 2 | Morale: 2 | Victory Points: 3 |

## Space Marine Thunderhawk Gunship

*Standard Adeptus Astartes*

1 Thunderhawk Gunship

| Break: Model | Morale: 2 | Victory Points: 1 |

**Cost: 100**

| Thunderhawk Gunship | | Flyer (3) |
|---|---|---|
| Move: 100cm | Save: 4+ | CAF: +1 |
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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 |

## Space Marine Marauder Squadron

*Standard Adeptus Astartes*

3 Marauder Fighter-Bombers

| Break: 2 | Morale: 2 | Victory Points: 4 |

**Cost: 350**

| Marauder Fighter-Bomber | | Flyer (3) |
|---|---|---|
| Move: 75cm | Save: 3+ | CAF: +2 |
| **Weapon:-** | **Range:-** | **Shoot:-** |
| 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 |