

SPACE MARINE ATTACK BIKE

VEHICLE DATA

RAM VALUE:

STRENGTH 6
D6 DAMAGE
-3 SAVE



MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 24"

TYPE: BIKE

CREW: 1x SPACE MARINE DRIVER (BS 4)
1x SPACE MARINE GUNNER (BS 4)

WEAPONS

The Attack Bike is armed with two linked **bolters** with a 90-degree front arc of fire. It may be armed with one of the following with a 180-degree arc of fire: a **heavy bolter** for +15 pts., or a **multi-melta** for +65 pts. All weapons are fitted with a **targeter**.

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Modifier	Save	Armour		Special
	Short	Long	Short	Long					Pene.		
Bolter	0-12	12-24	+1	-	4	1	-1	D6+4	-		
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5	Sust. 2D		
Multi-Melta	0-12	12-24	+1	-	8	2D12	-4	2D12+D6+8	2" Blast		

POINTS COST: 45 POINTS

D6	Location	Front	Armour Side/Rear
1-3	Crew*	See Below	
4-6	Bike	10	10
*Hits the Crew member nearest the attacker.			

D6

Bike Damage Table

- 1 The bike's twin bolters are destroyed and may not be used.
- 2 The bike's heavy bolter/multi-melta is destroyed.
- 3 The bikes controls are damaged, making it difficult to control. Before this bike moves, roll a D6: 1-3 = the bike moves out-of-control this turn, 4-6 = the bike may move normally.
- 4 The wheel and mountings are badly buckled. The bike flips over, killing the crew. The wreck lands D6" away in a random direction. Models struck by the wreck suffer D6 Strength 7 hits with a -2 save modifier.
- 5 The bike's engine explodes, killing the crew. The wreck hurtles out-of-control next turn and then grinds to a permanent halt.
- 6 The bike's fuel tank erupts, killing the crew. The flaming wreck hurtles out-of-control next turn and then explodes; all models within 3" suffer D3 Strength 8 hits with a -3 save modifier.

Crew Damage Table

Roll to wound the crew as normal (Space Marines are Toughness 4 with 3+ power armour). If the driver is slain the bike will move out-of-control until it strikes something or the gunner takes control. If the gunner is slain the heavy bolter/multi-melta may not be fired unless the driver stops the bike and takes over.

SPACE MARINE BIKE

VEHICLE DATA



RAM VALUE:

STRENGTH 5
D4 DAMAGE
-2 SAVE

MOVEMENT:

SLOW SPEED: 10"
COMBAT SPEED: 15"
FAST SPEED: 30"
TYPE: BIKE

CREW: 1x SPACE MARINE RIDER



WEAPONS

Two linked bolters fitted with a targeter with a front 90-degree arc of fire.

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Modifier	Save	Armour		Special
	Short	Long	Short	Long					Pene.		

Bolter 0-12 12-24 +1 - 4 1 -1 D6+4 -

POINTS COST: 20 POINTS + RIDER

D6	Location	Armour	
		Front	Side/Rear
1-2	Rider	See Below	
3-6	Bike	10	10

Bike Damage Table

- D6**
- The bike's twin bolters are destroyed and may no longer be used.
 - The wheel and mountings are badly buckled. From now on the bike may only move at Slow speed.
 - The bike's controls are damaged. Roll a D6 before moving this vehicle. On a roll of 4+ the bike may move normally. On a roll of 1-3 the bike moves out-of-control for that turn.
 - The bike's front wheel is blown off and the bike flips over, killing the rider. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the wreck suffers D3 Strength 6 hits with a -2 save modifier.
 - The bike's engine explodes, killing the rider. The wreck hurtles out-of-control next turn before coming to a permanent halt.
 - The bike's fuel tank catches fire, exploding, and killing the rider. The flaming wreck hurtles out-of-control next turn and explodes, causing D3 Strength 8 hits with a -3 save modifier to all models within 3".

Rider Damage Table

Resolve attacks against the rider as normal, using the rider's stats. If killed, the bike will move out-of-control for one turn and then falls over, destroyed.

CONTEMPTOR DREADNOUGHT

VEHICLE DATA

RAM VALUE:

STRENGTH 7
D10 DAMAGE
-4 SAVE

M	WS	BS	S	I	A	LD
7	6	6	7	5	3	10

CREW: SPECIAL

WEAPONS

The Contemptor Dreadnought is armed with two of the following:
power fist w/ built in **stormbolter** (+15 pts.), **power fist** w/ built in **melta-gun** (+20 pts.), **heavy plasma gun** (+40 pts.), **two lascannon** (+55 pts.), two linked **heavy bolters** (+30 pts.), **multi-melta** (+65 pts.), **assault cannon** (+45 pts.), two linked **autocannons** (+50 pts.), **lightning claw** (+15 pts.). All weapons are fitted with a **targeter** and have a 90-degree front arc of fire. **Note:** Contemptor weapons benefit from the normal Space Marine Dreadnought weapon rules.

WEAPON DATA

Weapon	Range	To Hit	Strength	Damage	Modifier	Save	Armour	Special
	Short	Long	Short	Long			Pene.	
Multi-Melta	0-12	12-24	+1	-	8	2D12	-4	2D12+D6+8 2" Blast
Assault Cannon	0-12	12-32	+1	-	8	D10	-3	D6+D10+8 Sust. 3D
Auto Cannon	0-20	20-72	-	-	8	D6	-3	2D6+8 Sust. 1D
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5 Sust. 2D
Meltagun	0-6	6-12	+1	-	8	D6	-4	2D6+8
Power Fist	Close	Combat Only	8	1	-5	D6+D20+8		
Lightning Claw	Close	Combat Only	8	D3	-5	See Special Rules		

POINTS COST: 135 POINTS



D6	Location	Front	Armour	Side/Rear
1	Legs	20		19
2	Left Arm	19		18
3	Right Arm	19		18
4-6	Body	21		20

Leg Damage Table

- 1 The force of the blow causes the Dreadnought to halt. It may not move in its next turn.
- 2 The Dreadnought is knocked sprawling; staggering D3" in a random direction, colliding with anything it moves into.
- 3-4 The leg is seriously damaged. The Dreadnought may only limp D3" per turn.
- 5-6 The leg is blown off and the Dreadnought crashes to the ground, effectively destroyed.

Arm Damage Table

- 1 The arm is hit and partially paralyzed. Any ranged weapons may be used, but the arm may not be used in close combat. Reduce the Dreadnought's Attacks value by one.
- 2 Any weapons mounted on the arm are jammed or partially damaged and can only be used if you roll 4+ on a D6 first.
- 3-5 The arm is torn from the Dreadnought's body. Any weapons mounted on the arm are destroyed. Reduce the Dreadnought's Attacks value by one.
- 6 The arm is destroyed and any weapons mounted on it explode! Reduce the Dreadnought's Attacks value by one. Roll on the Body Damage Table below.

Body Damage Table

- 1 The Dreadnought's controls are damaged, making it difficult to operate. You may only move or attack if you first roll 4+ on a D6.
- 2 The ancient marine piloting the Dreadnought is grievously wounded; halve the Dreadnought's characteristics for the rest of the game.
- 3-4 The Dreadnought's power plant catches fire and the the machine is immobilized. The ancient marine within may one weapon per turn. Roll a D6 at the start of each turn; the machine blows up on a roll of 1-2. Any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.
- 5 The ancient marine piloting the Dreadnought is slain. The Dreadnought staggers D3" in a random direction and collapses - destroyed.
- 6 The Dreadnought's ammunition explodes; all models within 3" suffer D6 Strength 10 hits with a -3 save modifier. The Dreadnought is destroyed.

LAND RAIDER CRUSADER

VEHICLE DATA

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 7"
COMBAT SPEED: 14"
FAST SPEED: 20"

TYPE: TRACKED

CREW: 1x SPACE MARINE DRIVER (BS 4)
2x SPACE MARINE GUNNERS (BS 4)



TRANSPORT: 16 Space Marines in Power Armour (Models in Terminator Armour count as two models each)

WEAPONS

Two linked **assault cannons** with a front 90-degree arc of fire. One **hurricane bolter** on each side with a 180-degree arc of fire. May take a **multi-melta** transported model. All weapons fitted with **targeters**. May take **auto-launchers** with frag grenades for +5 points.

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Save		
	Short	Long	Short	Long			Armour	Pene.	Special
Multi-Melta	0-12	12-24	+1	-	8	2D12	-4	2D12+D6+8	2" Blast
Assault Cannon	0-12	12-32	+1	-	8	D10	-3	D6+D10+8	Sust. 3D
Hurricane Bolter	0-12	12-24	+1	-	4	1	-1	D6+4	Sust. 3D

POINTS COST: 200 POINTS

D6	Location	Armour	
		Front	Side/Rear
1-2	Track*	17	17
3-5	Hull	22	20
6	Sponson*	18	18

*Hit the one nearest the attacker

TRACK DAMAGE TABLE

- D6** 1 The track is damaged but keeps running. The Land Raider may only move at Slow speed for the remainder of the game.
- 2-5 The track is blown off. The Land Raider moves out-of-control next turn and comes to a permanent halt.
- 6 The track is blown off, destroying the drive shaft. The Land Raider flips over; the wreck comes to rest D6" away in a random direction. Any models under the Land Raider suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board; on a roll of 4+ the model is slain. Survivors may disembark immediately following normal rules.

HULL DAMAGE TABLE

- D6** 1 A randomly selected hull-mounted weapon is destroyed. Does not apply to sponsons (see below) or wargear cards.
 - 2-3 A fiery explosion tears through the vehicle. Roll a D6 for each model on board; on a roll of 4+ they are slain.
 - 4 The Land Raider's engine explodes, killing the crew. The vehicle spins in a random direction and comes to a permanent halt.
 - 5 A spark ignites the Land Raider's fuel cell and it explodes, killing all of the crew. The Land Raider moves out-of-control next turn and then explodes; all models within 3" suffer damage as if hit by a heavy flamer.
 - 6 The Land Raider's ammunition stores explode. The Land Raider is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.
- SPONSON DAMAGE TABLE**
- D6** 1 The sponson weapon is damaged and may only be used if you first roll a 4+ on a D6.
 - 2-5 The sponson weapon is destroyed and may not be used again.
 - 6 The sponson weapon is destroyed and its ammunition cooks off, causing an explosion in the hull. Roll on the Hull Damage Table above.

DREADNOUGHT



VEHICLE DATA

RAM VALUE:
STRENGTH 7
D10 DAMAGE
-4 SAVE

M	WS	BS	S	I	A	LD
6	6	6	7	5	3	10

CREW: SPECIAL

WEAPONS

The Dreadnought is armed with two of the following: **multi-melta** (+65 pts.), **power fist** w/ built in **stormbolter** (+15 pts.), **power fist** w/ built in **heavy flamer** (+30 pts.), **assault cannon** (+45 pts.), **missile launcher** with frag/krak missiles (+45 pts.), **twin lascannon** (+55 pts.), two linked **heavy bolters** (+30 pts.), **lightning claw** w/ built in **heavy flamer** (+37 pts.), **heavy plasma gun** (+40 pts.). All weapons have a built in **targeter** and a 90-degree front arc of fire.

WEAPON DATA

Weapon	Range	To Hit	Strength	Damage	Modifier	Save	Armour	Special
	Short	Long	Short	Long			Pene.	
Multi-Melta	0-12	12-24	+1	-	8	2D12	-4	2D12+D6+8 2" Blast
Assault Cannon	0-12	12-32	+1	-	8	D10	-3	D6+D10+8 Sust. 3D
Heavy Flamer	Template		5	1	-3		D6+5	See Rules
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5 Sust. 2D
Missile Launcher	Varies by missile type.							
Power Fist	Close Combat Only		8	1	-5		D6+D20+8	
Lightning Claw	Close Combat Only		8	D3	-5		See Special Rules	

POINTS COST: 115 POINTS

D6	Location	Front	Armour	Side/Rear
1	Legs	20		18
2	Left Arm	19		17
3	Right Arm	19		17
4-6	Body	21		19

Leg Damage Table

- D6** 1 The force of the blow causes the Dreadnought to halt. It may not move in its next turn.
- 2 The Dreadnought is knocked sprawling; staggering D3" in a random direction, colliding with anything it moves into.
- 3-4 The leg is seriously damaged. The Dreadnought may only limp D3" per turn.
- 5-6 The leg is blown off and the Dreadnought crashes to the ground, effectively destroyed.

Arm Damage Table

- D6** 1 The arm is hit and partially paralyzed. Any ranged weapons may be used, but the arm may not be used in close combat. Reduce the Dreadnought's Attacks value by one.
- 2 Any weapons mounted on the arm are jammed or partially damaged and can only be used if you roll 4+ on a D6 first.
- 3-5 The arm is torn from the Dreadnought's body. Any weapons mounted on the arm are destroyed. Reduce the Dreadnought's Attacks value by one.
- 6 The arm is destroyed and any weapons mounted on it explode! Reduce the Dreadnought's Attacks value by one. Roll on the Body Damage Table below.

Body Damage Table

- D6** 1 The Dreadnought's controls are damaged, making it difficult to operate. You may only move or attack if you first roll 4+ on a D6.
- 2 The ancient marine piloting the Dreadnought is grievously wounded; halve the Dreadnought's characteristics for the rest of the game.
- 3-4 The Dreadnought's power plant catches fire and the the machine is immobilized. The ancient marine within may one weapon per turn. Roll a D6 at the start of each turn; the machine blows up on a roll of 1-2. Any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.
- 5 The ancient marine piloting the Dreadnought is slain. The Dreadnought staggers D3" in a random direction and collapses - destroyed.
- 6 The Dreadnought's ammunition explodes: all models within 3" suffer D6 Strength 10 hits with a -3 save modifier. The Dreadnought is destroyed.

DROP POD

VEHICLE DATA

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:

NONE

CREW: 1x MACHINE SPIRIT (BS 3)



TRANSPORT: 10 Space Marines in **Power Armour**, or five models in **Terminator Armour**. The Drop Pod may also deliver a single Dreadnought or Ironclad Dreadnought.

WEAPONS

The Drop Pod is armed with a single **stormbolter** with a 360-degree arc of fire. The stormbolter may be replaced with a **deathwind launcher** for +15 pts. All weapons are fitted with a **targeter**.

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Armour		Special
	Short	Long	Short	Long				Pene.		
Deathwind Launcher	0-12	12-24	-	-	5	1	-2	D6+5	2" Blast	
Storm Bolter	0-12	12-24	+1	-	4	1	-1	D6+4	Sust. 1D	

POINTS COST: 65 POINTS

D6	Location	Armour	
		Front	Side/Rear
1	Weapon	10	10
2-6	Hull	20	20

Weapon Damage Table

- The weapon is damaged and may only be used if you roll 4+ on a D6 first.
- The weapon is destroyed and may no longer be used.
- The weapon is destroyed. Its ammunition feed explodes, causing a flashback to the hull of the Drop Pod. Roll on the Hull Damage Table.

Hull Damage Table

- An explosion rips through the Drop Pod. Roll a D6 for each model on board. On a roll of 4+ the model is slain.
- The Drop Pod's engines explode, destroying it and killing all the models on board. If already in place, the Drop Pod remains in place. If destroyed on arrival during Overwatch the Drop Pod never makes it to the table.
- The Drop Pod explodes in a spectacular fireball. All models on board are slain, and any models within 3" suffer one Strength 6 hit with a -3 save modifier. If destroyed while arriving, place the Drop Pod as normal before resolving this explosion.

Drop Pod Rules

Before the game, decide which models are placed in each Drop Pod. Write down which turn each Drop Pod will enter the game. Drop Pods use teleport rules as any unit with a **teleporter** and may benefit from **teleport homers**. Transported models may disembark 2" from the hull of the Drop Pod on the turn it lands but may not move/charge further. Models arriving via Drop Pod count as moving for the purposes of shooting.

If models disembarking from a Drop Pod can reach enemy models using their 2" disembark movement they count as being in close-combat but do not count as charging.

If an arriving Drop Pod is targeted with Overwatch it counts as moving 20".

If a Drop Pod scatters over impassable terrain, it will recalculate its trajectory; move the Drop Pod back along the scatter line until it can reasonably be placed. If a Drop Pod rolls double '1's for its scatter, it likewise meets a catastrophic end.

IRONCLAD DREADNOUGHT

VEHICLE DATA

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-5 SAVE

M	WS	BS	S	I	A	LD
5	6	6	7	5	3	10



CREW: SPECIAL

WEAPONS

The Ironclad Dreadnought is armed with two of the following: **chainfist** with melta-gun (+25 pts.), **chainfist** with **heavy flamer** (+35 pts.), **power fist** with **stormbolter** (15+ pts.), **power fist** with **heavy flamer** (+30 pts.), **hurricane bolter** (+18 pts.), **siege drill** with **melta-gun** (+40 pts.), **siege drill** with **heavy flamer** (+45 pts.). The Ironclad Dreadnought may take two single-shot missile launchers fitted with krak missiles for +20 pts. If armed with two close-combat weapons, add +1 to the Dreadnought's Attacks value.

WEAPON DATA

Weapon	Range	To Hit	Strength	Damage	Modifier	Save	Armour	Special
Siege Drill	Close	Combat Only	9	D10	-5	D6+D10+D20+9		
Meltagun	0-6	6-12	+1	8	D6	-4	2D6+8	
Heavy Flamer	Template		5	1	-3	D6+5	See Rules	
Power Fist	Close	Combat Only	8	1	-5	D6+D20+8		
Hurricane Bolter	0-12	12-24	+1	4	1	-1	D6+4	Sust. 3D
Storm Bolter	0-12	12-24	+1	4	1	-1	D6+4	Sust. 1D
Chainfist	Close	Combat Only	10	D4	-6	D20+D4+D6+10		

POINTS COST: 125 POINTS

D6	Location	Front	Armour	Side/Rear
1	Legs	20		18
2	Left Arm	20		17
3	Right Arm	20		17
4-6	Body	22		19

Leg Damage Table

- D6** The force of the blow causes the Dreadnought to halt. It may not move in its next turn.
- The Dreadnought is knocked sprawling; staggering D3" in a random direction, colliding with anything it moves into.
- 3-4** The leg is seriously damaged. The Dreadnought may only limp D3" per turn.
- 5-6** The leg is blown off and the Dreadnought crashes to the ground, effectively destroyed.

Arm Damage Table

- D6** The arm is hit and partially paralyzed. Any ranged weapons may be used, but the arm may not be used in close combat. Reduce the Dreadnought's Attacks value by one.
- Any weapons mounted on the arm are jammed or partially damaged and can only be used if you roll 4+ on a D6 first.
- 3-5** The arm is torn from the Dreadnought's body. Any weapons mounted on the arm are destroyed. Reduce the Dreadnought's Attacks value by one.
- 6** The arm is destroyed and any weapons mounted on it explode! Reduce the Dreadnought's Attacks value by one. Roll on the Body Damage Table below.

Body Damage Table

- D6** The Dreadnought's controls are damaged, making it difficult to operate. You may only move or attack if you first roll 4+ on a D6.
- The ancient marine piloting the Dreadnought is grievously wounded; halve the Dreadnought's characteristics for the rest of the game.
- 3-4** The Dreadnought's power plant catches fire and the machine is immobilized. The ancient marine within may one weapon per turn. Roll a D6 at the start of each turn; the machine blows up on a roll of 1-2. Any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.
- 5** The ancient marine piloting the Dreadnought is slain. The Dreadnought staggers D3" in a random direction and collapses - destroyed.
- 6** The Dreadnought's ammunition explodes: all models within 3" suffer D6 Strength 10 hits with a -3 save modifier. The Dreadnought is destroyed.

LAND RAIDER

VEHICLE DATA

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 7"
COMBAT SPEED: 14"
FAST SPEED: 20"

TYPE: TRACKED

CREW: 1x SPACE MARINE DRIVER (BS 4)
2x SPACE MARINE GUNNERS (BS 4)



TRANSPORT: May carry 10 marine in Power Armour, or 5 marines in Terminator Armour, or 1 Dreadnought.

WEAPONS

Twin-linked lascannons with targeters in each sponson (180-degree arc to their side). Twin-linked heavy bolters with targeter in the hull with either a 90-degree arc of fire, or 360-degree, *depending on model*. May be equipped with auto-launchers with frag OR blind grenades for +5 pts.

WEAPON DATA

Weapon	Range		To Hit		Save	Armour		Special
	Short	Long	Short	Long		Pen.		
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5 Sust. 2D
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9 -
Auto-Launchers	0-6					As Grenade Type		

POINTS COST: 220 POINTS

D6	Location	Armour	
		Front	Side/Rear
1-2	Track*	17	17
3-5	Hull	22	20
6	Sponson*	18	18
*Hit the one nearest the attacker			

Track Damage Table

- D6** The track is damaged but keeps running. The Land Raider is limited to Slow speed for the remainder of the game.
- 2-5 The track is blown off. The Land Raider moves out-of-control for the next turn and then comes to a permanent halt.
- 6 The track is blown off, the resulting damage destroys the drive shaft – causing the Land Raider to flip. The wreck lands D6* away in a random direction. Models under the wreck suffer D6 Strength 7 hits, with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+. Surviving models may dismount normally.

Hull Damage Table

- D6** The twin-linked heavy bolters are destroyed and may no longer be used.
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on board, they are slain on a 4+.
- 4 The Land Raider's engine explodes, killing everybody on board. The Land Raider is spun around to face a random direction and then comes to a permanent halt.
- 5 The Land Raider's fuel tank ruptures and explodes, killing everybody onboard. The flaming wreck moves out-of-control next turn and then explodes. Anything within 3" suffers damage as if struck by a heavy flamer.
- 6 The Land Raider's ammunition cooks off, destroying the Land Raider and killing everyone on board. Any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

Sponson Damage Table

- D6** The sponson weapon is damaged and may only be fired if you first roll a 4+ on a D6.
- 2-5 The sponson weapon is destroyed as above, but the ammo explodes, flashing back into the crew compartment. Roll on the Hull Damage Table.

LAND SPEEDER

VEHICLE DATA

RAM VALUE:

STRENGTH 6
D6 DAMAGE
-3 SAVE

MOVEMENT:

SLOW SPEED: 10"
COMBAT SPEED: 20"
FAST SPEED: 30"

TYPE: SKIMMER

CREW: 1x SPACE MARINE DRIVER (BS 4)
1x SPACE MARINE GUNNER (BS 4)



WEAPONS

One heavy bolter with a front 180-degree fire arc. The heavy bolter may be replaced with a multi-melta for +50 points. The Land Speeder may also be equipped with one of the following with a front 90-degree arc of fire: heavy flamer (+20 pts.), assault cannon (+40 pts.), or two linked missile launchers with frag and krak (+70 pts.). All weapons are fitted with targeters.

WEAPON DATA

Weapon	Range Short Long	To Hit Short Long	Strength	Damage	Modifier	Save Pen.	Armour Special
Multi-Melta	0-12 12-24	+1 -	8	2D12	-4	2D12+D6+8	2" Blast
Assault Cannon	0-12 12-32	+1 -	8	D10	-3	D6+D10+8	Sust. 3D
Heavy Flamer	Template		5	1	-3	D6+5	See Rules
Heavy Bolter	0-20 20-40	- -	5	D4	-2	D6+D4+5	Sust. 2D
Missile Launcher							Varies by missile type.

POINTS COST: 60 POINTS

D6	Location	Front	Armour Side/Rear
1-2	Crew*	See Below	12
3-6	Land Speeder	10	12
*Hit the crew member nearest the attacker.			

D6 Land Speeder Damage Table

- The Land Speeder's heavy flamer/assault cannon/or pair of missile launchers is destroyed.
- The Land Speeder's heavy bolter/multi-melta is destroyed. The Land Speeder's controls are damaged. Roll a D6 before moving the Land Speeder. On a roll of 4+ the Land Speeder moves normally. On a roll of 1-3 the Land Speeder moves out-of-control for that turn.
- The Land Speeder's engines cut out and it crashes 2D6" away in a random direction. Anything under the Land Speeder suffers D3 Strength 6 hits with a -2 save modifier. The crew are able to leap to the ground, but will suffer damage as if the speeder was moving more than 10". (use 11" speed disembarkment).
- The Land Speeder's engines blow up, killing the crew. The wreck crashes 2D6" away in a random direction. Anything struck by the wreck suffers D3 Strength 6 hits with a -2 save modifier.
- The Land Speeder's fuel explodes, killing the crew. The flaming wreck crashes to the ground 2D6" in a random direction. When the wreck hits it explodes, and all models within 3" suffer D3 Strength 8 hits with a -3 save modifier.
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Crew Damage Table

Roll to see if the crewman is killed using normal rules. Marine crew are Toughness 4 with power armour (3+ save). If the driver is killed, the Land Speeder will move out-of-control for the remainder of the game unless the gunner occupies his seat (or it collides with something). If the gunner is slain, the heavy flamer/assault cannon/missile launchers may not be fired though the pilot may fire the heavy bolter/multi-melta.

LEVIATHAN DREADNOUGHT

VEHICLE DATA

RAM VALUE:
STRENGTH 7
D12 DAMAGE
-5 SAVE



M	WS	BS	S	I	A	LD
5	6	6	8	4	4	10

CREW: SPECIAL

WEAPONS

Two heavy flamers with a front 90-degree arc of fire. The Leviathan Dreadnought is also armed with two of the following: **siege claw w/ meltagun** (+35 pts.), **siege drill w/ meltagun** (+40 pts.), **grav-flux bombard** (+60 pts.), **cyclonic meltal lance** (+65 pts.), or **storm cannon battery** (+70 pts.). If **Blood Angels**, may swap heavy flamers for assault cannons for +50 pts. All weapons are fitted with targeters.

WEAPON DATA

Weapon	Range	To Hit	Strength	Damage	Modifier	Save	Armour	Special
	Short	Long	Short	Long			Pene.	
Heavy Flamer	Template		5	1	-3	D6+5	See Rules	
Meltagun	0-6	6-12	+1	-	8	D6	-4	2D6+8
Siege Drill	<i>Close Combat Only</i>		9	D10	-5	D6+D10+D20+9		
Siege Claw	<i>Close Combat Only</i>		8	D4	-4	D6+D4+D20+8	+1 Attack	
Melta Lance	0-16	16-32	-	-	8	2D6	-3	3D6+8 3" Blast
Storm Cannons	0-20	20-60	-	-	7	D6	-3	2D6+7 4D Sust.
Grav-Flux	0-12	12-24	+1	-	<i>Special - See Back for Rules</i>			3" Blast

POINTS COST: 185 POINTS

D6	Location	Front	Armour	Side/Rear
1	Legs	21		19
2	Left Arm	20		18
3	Right Arm	20		18
4-6	Body	22		20

Leg Damage Table

- The force of the blow causes the Dreadnought to halt. It may not move in its next turn.
- The Dreadnought is knocked sprawling, staggering D3" in a random direction, colliding with anything it moves into.
- The leg is seriously damaged. The Dreadnought may only limp D3" per turn. The leg is blown off and the Dreadnought crashes to the ground, effectively destroyed.

Arm Damage Table

- The arm is hit and partially paralyzed. Any ranged weapons may be used, but the arm may not be used in close combat. Reduce the Dreadnought's Attacks value by one.
- Any weapons mounted on the arm are jammed or partially damaged and can only be used if you roll 4+ on a D6 first.
- The arm is torn from the Dreadnought's body. Any weapons mounted on the arm are destroyed. Reduce the Dreadnought's Attacks value by one.
- The arm is destroyed and any weapons mounted on it explode! Reduce the Dreadnought's Attacks value by one. Roll on the Body Damage Table below.

Body Damage Table

- The Dreadnought's controls are damaged, making it difficult to operate. You may only move or attack if you first roll 4+ on a D6.
- The ancient marine piloting the Dreadnought is grievously wounded, halve the Dreadnought's characteristics for the rest of the game.
- The Dreadnought's power plant catches fire and the machine is immobilized. The ancient marine within may one weapon per turn. Roll a D6 at the start of each turn, the machine blows up on a roll of 1-2. Any models within 3" suffer D6 Strength, 10 hits with a -3 save modifier.
- The ancient marine piloting the Dreadnought is slain. The Dreadnought staggers D3" in a random direction and collapses - destroyed.
- The Dreadnought's ammunition explodes, all models within 3" suffer D6 Strength, 10 hits with a -3 save modifier. The Dreadnought is destroyed.

Grav-Flux Bombard

Target enemy models as normal. Roll a D6 for each model touched by the template (models partially covered are struck on a 4+ as normal). If the dice roll is equal to or less than the model's Toughness, it must pass an armour save or it is immediately slain. If targeting a vehicle, the Grav-Flux automatically penetrates any location touched (main location is struck, other locations struck on a 4+ as normal), however the Grav-Flux only rolls a D3 on the damage tables.

PREDATOR

VEHICLE DATA

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 7"
COMBAT SPEED: 20"
FAST SPEED: 25"

TYPE: TRACKED

CREW: 1x SPACE MARINE DRIVER (BS 4)
3x SPACE MARINE GUNNERS (BS 4)



WEAPONS

One autocannon in the turret with a 360-degree arc of fire. This may be replaced with two linked lascannons (+30 pts.), or two linked assault cannons (+50 pts.). The Predator may be equipped with two matching sponson weapons, each with 180-degree arc of fire to its side: **heavy bolters** (+30 pts.), **heavy flammers** (+50 pts.), lascannons (+90 pts.). All weapons are fitted with **targeters**. The Predator may be fitted with **auto-launchers** with frag or blind grenades for +5 pts.

WEAPON DATA

Weapon	Range	To Hit	Strength	Damage	Modifier	Save	Armour	Special
	Short	Long	Short	Long				
Auto Cannon	0-20	20-72	-	-	8	D6	-3	2D6+8 Sust. 1D
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5 Sust. 2D
Heavy Flamer	Template		5	1	-3	D6+5	See Rules	
Assault Cannon	0-12	12-32	+1	-	8	D10	-3	D6+D10+8 Sust. 3D
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9

POINTS COST: 90 POINTS

D6	Location	Front	Armour	Side/Rear
1	Track*	15		15
2-3	Hull	20		18
4	Sponson*	17		15
5-6	Turret	22		22

*. The one nearest the attacker

Track Damage Table

- D6**
1 The track is damaged but the vehicle keeps running. The vehicle may only move at slow speed for the remainder of the game.
2-5 The track is blown off and the vehicle moves out-of-control next turn and then comes to a permanent halt.
6 The track is blown off, crushing the drive shaft and flipping the vehicle. The wreck comes to rest D6* away in a random direction. Any models struck by the wreck suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, on a roll of 4+ the model is slain.

Hull Damage Table

- D6**
1-3 A large explosion rips through the crew compartment: roll a D6 for each crew member. On a roll of 4+ the model is slain.
4 The vehicle's engine explodes, killing the crew. The vehicle spins around to face a random direction and comes to a permanent halt.
5 Damage ignites the vehicle's fuel tank. It bursts into flames, killing the crew. The wreck moves out-of-control next turn and erupts. Anything within 3" of the wreck suffers damage as if hit by a heavy flamer.
6 The vehicle's ammunition detonates. The vehicle is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

Sponson Damage Table

- D6**
1 The sponson weapon is damaged and may only be used if you first roll 4+ on a D6.
2-5 The sponson is destroyed and may not be used again.
6 The sponson is destroyed but the explosion rips into the hull of the vehicle. Roll on the Hull Damage Table.

Turret Damage Table

- D6**
1 The turret weapon(s) are damaged and may only be used if you first roll 4+ on a D6.
2 The turret becomes jammed and may only be fired in a direct line forward.
3 The turret gunner is killed. The turret must be manned before used again.
4-6 The ammunition in the turret detonates and the vehicle is destroyed. All the crew are killed, and the turret flies off, landing 2D6* away in a random direction. Any models struck suffer D6 Strength 9 with a -6 save modifier.

RAZORBACK

VEHICLE DATA

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 25"

TYPE: TRACKED

CREW: 1x SPACE MARINE DRIVER (BS 4)
1x SPACE MARINE GUNNER (BS 4)



WEAPONS

One lascannon and two linked plasma guns in the turret with a 360-degree arc of fire. These may be replaced with the following: two linked lascannons (+10 pts.), two linked assault cannons (+20 pts.), two linked heavy bolters (-25 pts.). All weapons are fitted with a **targeter**. The Razorback may be armed with **auto-launchers** with frag or blind grenades for +5 pts.

TRANSPORT Five or six (Player's choice) marines in **Power Armour**.

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Modifier	Save	Armour	Special
	Short	Long	Short	Long						
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9		
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5	Sust. 2D	
Plasma Gun	0-6	6-24	+1	-	7	1	-2	D6+7	Sust. 1D*	
Assault Cannon	0-12	12-32	+1	-	8	D10	-3	D6+D10+8	Sust. 3D	

*Plasma weapons must recharge for one turn after firing.

POINTS COST: 150 POINTS

D6	Location	Armour	
		Front	Side/Rear
1	Tracks*	15	15
2-4	Hull	20	18
5-6	Turret**	22	15

** If using classic model, and struck from Side/Rear, roll D6: 1-3 Gunner, 4-6 Turret

Track Damage Table

- D6**
1 The track is damaged but the vehicle keeps running. The vehicle may only move at slow speed for the remainder of the game.
- 2-5**
The track is blown off and the vehicle moves out-of-control next turn and then comes to a permanent halt.
- 6**
The track is blown off, crushing the drive shaft and flipping the vehicle. The wreck comes to rest D6" away in a random direction. Any models struck by the wreck suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board: on a roll of 4+ the model is slain.

Hull Damage Table

- D6**
1-3 A large explosion rips through the crew compartment: roll a D6 for each crew member. On a roll of 4+ the model is slain.
- 4**
The vehicle's engine explodes, killing the crew. The vehicle spins around to face a random direction and comes to a permanent halt.
- 5**
Damage ignites the vehicle's fuel tank. It bursts into flames, killing the crew. The wreck moves out-of-control next turn and erupts. Anything within 3" of the wreck suffers damage as if hit by a heavy flamer.
- 6**
The vehicle's ammunition detonates. The vehicle is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

Turret Damage Table

- D6**
1 The turret weapon(s) are damaged and may only be used if you first roll 4+ on a D6.
- 2**
The turret becomes jammed and may only be fired in a direct line forward.
- 3**
The turret gunner is killed. The turret must be manned before used again.*
- 4-6**
The ammunition in the turret detonates and the vehicle is destroyed. All the crew are killed, and the turret flies off, landing 2D6" away in a random direction. Any models struck suffer D6 Strength 9 with a -6 save modifier.

Gunner Damage (Classic Model Only)

If using the classic Razorback model, attacks which hit the Gunner are resolved as normal. The Gunner is Toughness 4, wearing power armour (3+ save). If slain, the turret weapons may not be fired unless the Driver occupies the turret.

** If using a new Razorback model, count the turret weapons as destroyed.

LAND RAIDER REDEEMER

VEHICLE DATA

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 7"
COMBAT SPEED: 14"
FAST SPEED: 20"

TYPE: TRACKED

CREW: 1x SPACE MARINE DRIVER (BS 4)
2x SPACE MARINE GUNNERS (BS 4)



TRANSPORT: 12 Space Marines in **Power Armour** (Models in Terminator Armour count as two models each)

WEAPONS

Two linked assault cannons with a front 90-degree arc of fire. One flamestorm cannon on each side with a 180-degree arc of fire. May take a multi-melta with 360-degree arc of fire for +35 pts. The multi-melta may be fired by a transported model. All weapons are fitted with **targeters**. May take auto-launchers with frag grenades for +5 points.

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Save		
	Short	Long	Short	Long			Pen.	Armour	Special
Multi-Melta	0-12	12-24	+1	-	8	2D12	-4	2D12+D6+8	2" Blast
Assault Cannon	0-12	12-32	+1	-	8	D10	-3	D6+D10+8	Sust. 3D
Flamestorm	0-12	12-24	+1	-	6	1	-3	D6+6	3" Blast*

*: The Flamestorm Cannon may fire using the Heavy Flamer Template instead.

POINTS COST: 200 POINTS

D6	Location	Armour	
		Front	Side/Rear
1-2	Track*	17	17
3-5	Hull	22	20
6	Sponson*	18	18

*Hit the one nearest the attacker

TRACK DAMAGE TABLE

- D6**
- 1 The track is damaged but keeps running. The Land Raider may only move at Slow speed for the remainder of the game.
- 2-5 The track is blown off. The Land Raider moves out-of-control next turn and comes to a permanent halt.
- 6 The track is blown off, destroying the drive shaft. The Land Raider flips over: the wreck comes to rest D6" away in a random direction. Any models under the Land Raider suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board: on a roll of 4+ the model is slain. Survivors may disembark immediately following normal rules.

HULL DAMAGE TABLE

- D6**
- 1 A randomly selected hull-mounted weapon is destroyed. Does not apply to sponsons (see below) or wargear cards.
- 2-3 A fiery explosion tears through the vehicle. Roll a D6 for each model on board: on a roll of 4+ they are slain.
- 4 The Land Raider's engine explodes, killing the crew. The vehicle spins in a random direction and comes to a permanent halt.
- 5 A spark ignites the Land Raider's fuel cell and it explodes, killing all of the crew. The Land Raider moves out-of-control next turn and then explodes, all models within 3" suffer damage as if hit by a heavy flamer.
- 6 The Land Raider's ammunition stores explode. The Land Raider is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

SPONSON DAMAGE TABLE

- D6**
- 1 The sponson weapon is damaged and may only be used if you first roll a 4+ on a D6.
- 2-5 The sponson weapon is destroyed and its ammunition cooks off, causing an explosion in the hull. Roll on the Hull Damage Table above.
- 6

RHINO

VEHICLE DATA

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 25"

TYPE: TRACKED

CREW: 1x SPACE MARINE DRIVER (BS 4)



TRANSPORT: May transport 10 models in **Power Armour**, or 5 models in **Terminator Armour**.*

*: In the original rules, the *Rhino* may transport a *Dreadnought*

WEAPONS

Twin-linked bolters with a 360-degree arc of fire. May be equipped with auto-launchers with frag OR blind grenades for +5 pts.

WEAPON DATA

Weapon	Range		To Hit		Save	Armour		Special
	Short	Long	Short	Long		Strength	Damage	
Bolter	0-12	12-24	+1	-	4	1	-1	D6+4 -

POINTS COST: 50 POINTS

D6	Location	Armour	
		Front	Side/Rear
1	Track*	15	15
2-5	Hull	20	18
6	Weapons	12	12

*Hit the one nearest the attacker.

Track Damage Table

- The track is damaged but keeps running. The Rhino is limited to Slow speed for the remainder of the game.
- The track is blown off. The Rhino moves out-of-control for the next turn and then comes to a permanent halt.
- The track is blown off, the resulting damage destroys the drive shaft – causing the Rhino to flip. The wreck lands D6' away in a random direction. Models under the wreck suffer D6 Strength 7 hits, with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

Hull Damage Table

- The driver is hit and killed. The Rhino moves out-of-control until another model takes over, the Rhino strikes something, or the Rhino leaves the board.
- A large explosion tears through the crew compartment. Roll a D6 for each model on board, they are slain on a 4+.
- The Rhino's engine explodes, killing everybody on board. The Rhino is spun around to face a random direction and then comes to a permanent halt.
- The Rhino's fuel tank ruptures and explodes, killing everybody onboard. The flaming wreck moves out-of-control next turn and then explodes. Anything within 3' suffers damage as if struck by a heavy flamer.

Weapons Damage Table

- The Rhino's bolters and auto-launchers are damaged and may only be fired if you roll a 4+ on a D6 first.
- The Rhino's bolters and auto-launchers are destroyed. The weapons are destroyed and a flashback hits the hull. Roll on the Hull Damage Table.

VINDICATOR

VEHICLE DATA

RAM VALUE:

STRENGTH 10
D20 DAMAGE
-4 SAVE

MOVEMENT:

SLOW SPEED: 7"
COMBAT SPEED: 14"
FAST SPEED: 20"

TYPE: TRACKED

CREW: 1x SPACE MARINE DRIVER (BS 4)
1x SPACE MARINE GUNNER (BS 4)



WEAPONS

The Vindicator is armed with a **demolisher cannon** with a 90-degree front arc of fire. The Vindicator may take **auto-launchers** with frag or blind grenades for +5 points. All weapons are fitted with a **targeter**.

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Save	Armour	
	Short	Long	Short	Long				Pene.	Special
Demolisher	0-12	12-24	-	-	10	2D6	-3	3D6+10	3" Blast

POINTS COST: 185 POINTS

D6	Location	Armour	
		Front	Side/Rear
1	Tracks*	16	16
2-5	Hull	24	21
6	Cannon	20	(Hits Hull)

*. Strikes track nearest attacker.

Track Damage Table

- D6** The tracks of the vehicle are damaged. It may only move at Slow speed for the remainder of the game.
- 1-2** The tracks are blown off the vehicle. The vehicle moves out-of-control next turn and then comes to a permanent halt. The tracks are blown off and smash the driveshaft, causing the vehicle to flip over. The wreck lands D6" away in a random direction. Any models struck by the wreck suffer D6 Strength 7 hits with a -2 save modifier. Models onboard survive on a D6 roll of 4+.
- 3-5**
- 6**

Hull Damage Table

- D6** An explosion rips through the vehicle. Roll a D6 for each model on board. On a roll of 4+ the model is slain.
- 1-3** The vehicle's engine explodes, killing the crew. The vehicle spins around to face a random direction and comes to a halt.
- 4** The vehicle's fuel catches fire and explodes, killing the crew. The wreck moves out-of-control next turn and then explodes. All models within 3" suffer damage as if struck by a heavy flamer.
- 5** The vehicle's ammunition detonates, killing the crew. All models within 3" of the vehicle suffer D6 Strength 10 hits with a -3 save modifier.
- 6**
- D6** The weapon's mechanism is damaged. Each time you fire the cannon, you must roll a 4+ on a D6 or it fails to function.
- 1-2** The cannon is destroyed and may no longer be used.
- 3-5** The cannon is destroyed and a live round in the barrel cooks off, destroying the vehicle and killing the crew. All models within 3" suffer damage as if struck by a demolisher cannon.
- 6**

WHIRLWIND

VEHICLE DATA

RAM VALUE:

STRENGTH 7
D12 DAMAGE

-5 SAVE

MOVEMENT:

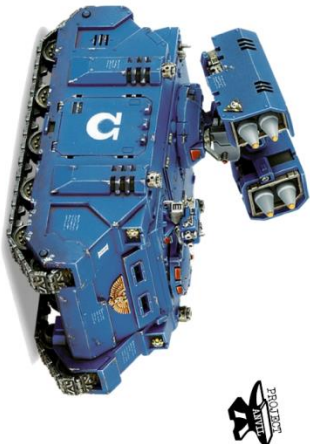
SLOW SPEED: 8"

COMBAT SPEED: 18"

FAST SPEED: 25"

TYPE: TRACKED

CREW: 1x SPACE MARINE DRIVER (BS 4)
1x SPACE MARINE GUNNER (BS 4)



WEAPONS

One multi-launcher fitted with a **targeter** mounted in the turret with a 360-degree arc of fire. The Whirlwind may fit **auto-launchers** with frag/krak for +5 points.

Note: The multi-launcher may only fire five times per game.

WEAPON DATA

Weapon	Range		To Hit		Save	Armour		Special
	Short	Long	Short	Long		Strength	Damage Modifier	
Multi-Launcher	0-20	20-72	-	-	5	D4	-2	D6+D4+5 3" Blast
See Codex for indirect fire rules.								

POINTS COST: 150 POINTS

D6	Location	Armour	
		Front	Side/Rear
1	Track*	15	15
2-4	Hull	20	18
5-6	Turret	20	18

*Hit the one nearest the attacker.

Track Damage Table

- 1 D6 The track is damaged and the vehicle may only move at Slow speed for the remainder of the game.
- 2-5 The track is blown off. The vehicle moves out-of-control next turn and then comes to a permanent halt.
- 6 The track is blown off, and the vehicle flips over - crashing down D6" away in a random direction. Any model struck by the wreck suffers D6 Strength 7 hits with a -2 save modifier. Models on board survive this wreck on a D6 roll of 4+.

Hull Damage Table

- 1 D6 The driver is killed. Unless his position is taken, the vehicle will move out-of-control for the remainder of the game.
- 2-3 An explosion rips through the vehicle, killing each crew member on a D6 roll of 4+.
- 4 The vehicle's engine explodes, killing the crew. The vehicle is spun around to face in a random direction and comes to a halt.
- 5 The vehicle's fuel tanks rupture, killing the crew. The flaming wreck moves out-of-control next turn and then explodes; all models within 3" suffer damage as if hit by a heavy flamer.
- 6 The vehicle's ammunition cooks off, destroying the vehicle and crew instantly. Any other models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

Turret Damage Table

- 1 D6 The multi-launcher may no longer fire indirect. The multi-launcher may only fire if you roll a 4+ on a D6 first.
- 2 The multi-launcher goes haywire, firing at a random target. Randomly determine a direction and place the template on the first unit (friend or foe) and work out the effects of the barrage as normal. The multi-launcher may not fire next turn.
- 3 The gunner is killed. The multi-launcher may not fire until his position is taken over.
- 4-6 The rocket ammunition detonates, destroying the vehicle and killing the crew. The turret flies off 2D6" in a random direction; all models struck suffer D6 Strength 9 hits with a -6 save modifier.