

Space Marine Stats

Command unit

Name		Rhino		Type/Class		APC/2	
Move		12"		Evasion		13	
Targeting		D8		Assault		D8	
Effectiveness		D10		Unit Size		3	
Notes		Transport 2, Command Unit					
1 - 2		3 - 5		6 - 7		8+	
No Effect		Stressed		Weapon Damage		Destroyed	
Weapon	Qty	Arc	Range	AP	AT	AA	DMG
Machine Gun	2	F90	8"	D6	D4	-	L

Tactical Infantry unit

Name		Tactical Squad		Type/Class		Infantry/1	
Move		6"		Evasion		10	
Targeting		D8		Assault		D8	
Effectiveness		D10		Unit Size		6	
Notes							
1		2		3+			
No Effect		Stressed		Destroyed			
Weapon	Qty	Arc	Range	AP	AT	AA	DMG
Small Arms	1	360	6"	D64	D4	-	L

Devastator Infantry unit

Name		Devastator Squad		Type/Class		Infantry/1	
Move		6"		Evasion		10	
Targeting		D8		Assault		D8	
Effectiveness		D10		Unit Size		6	
Notes		Heavy Weapon Team					
1		2		3+			
No Effect		Stressed		Destroyed			
Weapon	Qty	Arc	Range	AP	AT	AA	DMG
Small Arms	1	360	6"	D4	D4	-	L
Missile Launcher	1	360	20"	D10	D12	D12	ML

Rhino Transport unit

Name		Rhino		Type/Class		APC/2	
Move		12"		Evasion		13	
Targeting		D8		Assault		D8	
Effectiveness		D10		Unit Size		3	
Notes		Transport 2					
1 - 2		3 - 5		6 - 7		8+	
No Effect		Stressed		Weapon Damage		Destroyed	
Weapon	Qty	Arc	Range	AP	AT	AA	DMG
Machine Gun	2	F90	8"	D6	D4	-	L

Land Speeder unit

Name		Land Speeder		Type/Class		Fast Attack Vehicle/1	
Move		24"		Evasion		16	
Targeting		D8		Assault		D8	
Effectiveness		D10		Unit Size		5	
Notes		Anti Grav					
1 - 2		3 - 5		6+			
No Effect		Stressed		Destroyed			
Weapon	Qty	Arc	Range	AP	AT	AA	DMG
Plasma Gun	1	F180	4"	D10	D10	-	ML

Land Raider unit

Name		Land Raider		Type/Class		Heavy Tank/3	
Move		10"		Evasion		11	
Targeting		D8		Assault		D10	
Effectiveness		D10		Unit Size		3	
Notes		Transport 2					
1 - 3		4-7		8	9-10	11	12+
No Effect		Stressed		Targeting Systems offline	Weapon Damage	Immobilised	Destroyed
Weapon	Qty	Arc	Range	AP	AT	AA	DMG
Laser	2	FR90	48"	D4	D6	-	MH
Laser	2	FL90	48"	D4	D6	-	MH
Machine Gun	2	F90	8"	D6	D4	-	L

Whirlwind unit

Name		Whirlwind		Type/Class		Main Tank/2	
Move		12"		Evasion		13	
Targeting		D8		Assault		D6	
Effectiveness		D10		Unit Size		3	
Notes		Fire Support vehicle					
1 - 2		3 - 5		6 - 7		8+	
No Effect		Stressed		Weapon Damage		Destroyed	
Weapon	Qty	Arc	Range	AP	AT	AA	DMG
Rockets	2	360	30	D6	D8	-	ML
Machine Gun	2	F90	8"	D6	D4	-	L

Reaver Titan

Name		Reaver Titan		Type/Class		Walker/4		
Move		6"		Evasion		8		
Targeting		D10		Assault		D10		
Effectiveness		D10		Unit Size		1		
Notes		Deforestation, Kinetic Dampening Systems, Energy Ablative Armor						
1 - 4		5 - 8		9	10 - 12	13 - 14	15 - 16	17
No Effect		Stressed	Defense Systems Down	Immobilised	Targeting Systems Offline	Weapon Damage	Destroyed	
Weapon	Qty	Arc	Range	AP	AT	AA	DMG	
Laser	2	F180	48"	D6	D12	-	H	
Rockets	2	F180	30"	D8	D10	-	M2	

Warlord Titan

Name		Warlord Titan		Type/Class		Walker/4		
Move		6"		Evasion		8		
Targeting		D10		Assault		D10		
Effectiveness		D10		Unit Size		1		
Notes		Deforestation, Kinetic Dampening Systems, Energy Ablative Armor, Reactive Armour						
1 - 4		5 - 8		9	10 - 12	13 - 14	15 - 16	17
No Effect		Stressed	Defense Systems Down	Immobilised	Targeting Systems Offline	Weapon Damage	Destroyed	
Weapon	Qty	Arc	Range	AP	AT	AA	DMG	
Particle Bolt Projector	1	F180	60"	D8	D8	-	H	
Rockets	2	F180	30"	D8	D10	-	M2	
Rockets	2	F180	30"	D8	D10	-	M2	

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