

Space Marines

The Way They Were Meant To Be

Humanity's finest. Superhuman warriors dedicated to the eradication of alien and mutant and innumerable other evils that spread their filth through the galaxy. They are genetically engineered to bring the human form to its peak, and then given the very best equipment for making war, the pinnacle of military technology after a hundred thousand years of evolution.

These champions of man are sorely misrepresented on the tabletop, never living up to their true abilities. I seek to remedy that with the simple act of re-balancing Space Marines to make them the gods of war they should be. Below are a set of rules that is by no means fair- it is an attempt at an accurate depiction of Space Marines from stories, books and imaginations.

Special Rules

Any Special Rules NOT listed here remain unchanged from the Space Marine Codex.

Combat Tactics: Despite being superhuman and armed with the best gear available, Marines know when they are on the losing side of a battle. They may choose to retreat any time, they may regroup as long as they are outside of 6" of an enemy unit.

And They Shall Know No Fear: Marines are trained for years before they are deployed into the fray, they are confronted with any imaginable horror in the galaxy as well as facing many obstacles they are not expected to survive. Marines are utterly Fearless and may regroup even if they are blow half strength.

Orbital Support: Space Marine Captains are among the top echelon of authority in the Imperium, they are second only to their Chapter Master and the Emperor himself. They have the authority to call in strikes from their ships orbiting above the planet. Once per game the Captain may call on his Cruiser to shoot their planetary support batteries at a target of his choosing. The target does not necessarily need to be in line of sight- a Cruiser will be able to see it regardless.

Leader of Supermen: A Space Marine Captain is a figure of great glory, he is the stuff of legend. Once per game he may call on his allies to redouble their efforts as he calls out to them telling them that the turning point of the battle is now. Every model in the Space Marine army gets +1 to his Attacks characteristic for the next turn (the Marine Assault Phase and the Enemy Assault Phase).

Litanies of Hate: As the Chaplain charges into battle he starts reciting parts of the Imperial Scripture imbuing it with his own force of will and the voice amplifiers of his Power Armor. Enemies that the Chaplain assault are wracked with fear and the Chaplain's allies are empowered by his words. Every Space Marine in the Chaplain's squad may re-roll misses in close combat.

Demons, being entities of pure evil, are repulsed by the holy words- they are at 1/2 weapon skill rounding down for the remainder of the combat.

Righteous Fury: The Chaplain sings of the Emperor's glory and empowers his allies with a thirst for death. The Marines in the Chaplain's unit have the Furious Assault special rule.

Psycher: A Librarian is a Psycher and knows all of the psychic powers listed in the Librarian entry of the Space Marine Codex.

Hammerhand: With an effort, the Librarian may charge his hands with psychic energy. This psychic power is rolled for as normal. On a successful cast the Librarian may only make 1 attack that turn (modified by 2 close combat weapons and charging) however he rolls 2D6 to for armor penetration.

Teleport Assault: Terminators were originally developed as a ship-to-ship super-heavy boarding party, their suits are specially designed to include technology that makes it very easy for them to teleport. Terminators may start the mission in Reserve even if it is not normally allowed. They may then Deep Strike, scattering only 1D6.

Implacable Advance: Terminators are living vehicles, with special suspension systems that allow them to absorb the recoil of heavy weapons as if they were firing lasguns. Terminators count all weapons as Assault weapons, no matter their actual designation in their profile.

Death From Above: Assault Marines may choose to enter battle by jumping from low-flying Thunderhawk Gunships, they may Deep Strike regardless of the mission special rules. Additionally, if they forgo shooting on the turn they arrive, they may assault.

A Force to be Reckoned With: Space Marines are armies in their own right, each one a highly trained soldier who is capable of holding against impossible odds by themselves. Any Space Marine unit, no matter how many models are in it, may hold an objective.

Wargear

Any wargear NOT listed here remains unchanged from the Space Marine Codex.

Power Armor: Power Armor is the most advanced armor the Imperium has to offer. It is nearly unbreakable and incorporates a series of systems that not only enhance the user's strength and speed but afford him a measure of toughness not known in other suits of armor. It is entirely environment-proof and can survive for months in complete vacuum. There are numerous targeting systems, friendly recognition systems, battlefield report systems, and silent communication systems. Not to mention dampening systems that allow a Marine to sneak past an inattentive sentry or low-quality automated gun. Power Armor gives its wearer a 2+ Save, +1 Strength and Toughness and +1 Wound.

Terminator Armor: Also called Tactical Dreadnought Armor, Terminator Armor is the heaviest personal armor available to Imperial Forces and is granted only to the most experienced veterans of the Space Marines. Its systems are arguably more robust than Power Armor and it certainly gives the Marine a great deal more strength and protection including invulnerability from small arms. A model with Terminator Armor adds +2 to his Strength, replaces his Toughness value for Front Side and Rear armor 11, has his Armor Save modified to 3+⁴⁺ and is no longer subject to Leadership. When shooting at Terminator Armor a Glancing hit lets the Terminator use his Armor Save while a Penetrating hit forces him to use his Invulnerable Save.

Bionics: Some Marines lose limbs or more on the field of battle, however the advanced medicine of the Imperial Apothecarion in combination with the Adeptus Mechanicus has given rise to the amazing ability to replace limbs and vital organs with mechanical counterparts that, sometimes, work even better than their originals. A Marine with Bionics will get a bonus that is listed in his Options entry, due to the unique nature of each Bionic implant different upgrades may be available to different units.

Artificer Armor: Crafted by the finest metal-smiths and techpriests in their chapters Artificer Armor provides a level of protection above that of regular Power Armor. Like Bionics, due to the unique nature of each suit of armor the bonuses may vary depending on the unit it is purchased for, see the Options entry for the specific bonus given.

Psychic Hood: The Psychic Hood of the Librarians is an ancient and powerful artifact that has the power to nullify psychic powers and project a field of Null energy around the Librarian and a friendly unit. A Librarian may attempt to nullify an enemy psychic power cast within 24" by comparing Ld values with the target and rolling a D6, if the Librarian scores the same or higher than the opponent the power is nullified. In addition to this the Null field protects the Marine unit from enemy eyes, allowing them a 5+ cover save at all times and a +1 cover modifier.

HQ (1-2)

Space Marine Captain 0-1, Space Marine Chaplain or Librarian 0-1

Name	Points	WS	BS	S	T	W	I	A	Ld	Sv
Captain	275	7	6	6	4(5)	6	6	5(6)	10	2+4+
Chaplain	250	7	5	6	4(5)	6	7	5(6)	10	2+4+
Librarian	250	6	6	5	4(5)	5	5	4(5)	10	2+4+

Type: Independent Character

May exchange Close Combat Weapon for: a Storm Shield for +15 points, a Power Fist for +25 points, a Lightning Claw for +15 points, a Relic Blade(+2 Str) for +15 points.

May exchange Pistol for: a Bolt Pistol or Plasma Pistol for free, a Storm Bolter for +10 points, a Thunder Hammer for +25 points, a second Lightning Claw for +15 points, a Bolter for +5 points or a Combi-Weapon for +15 points.

May take the following upgrades/wargear: Master Crafted for +15 points, Digital Weapons for +10 points, Hellfire Rounds for +10 points, Auxiliary Grenade Launcher for +15 points, Bionics (+1 T) for +35 points, Artificer Armor (+1 Wound) for +20 points.

May exchange Power Armor and Pistol for Terminator Armor and a Storm Bolter for +25 points. A Commander in Terminator armor may replace his weapons with a Master Crafted Thunder Hammer (2D6 armor penetration) and Storm Shield for free or a pair of Master Crafted Lightning Claws for free.

May exchange his Storm Bolter for a Combi-Weapon for free.

May exchange his Close Combat Weapon for a Chainfist for +5 points, Power Fist for +25 points, or a Relic Blade for +30 points.

If Terminator Armor is not taken a Marine Commander may take a Space Marine Bike for +35 points or a Jump Pack for +25 points.

Captain

Wargear: Bolt Pistol, Master Crafted Power Sword (+1 S, included in profile), Iron Halo, Power Armor, Frag Grenades and Meltabombs

Special Rules: *Orbital Support, Combat Tactics, And They Shall Know No Fear, Leader of Supermen*

Chaplain

Wargear: Plasma Pistol, Crozius Arcanum, Rosarius, Power Armor, Frag Grenades and Meltabombs

Special Rules: *Litanies of Hate, Righteous Fury, Combat Tactics, And They Shall Know No Fear*

Librarian

Wargear: Bolt Pistol, Force Weapon, Psychic Hood, Power Armor, Frag Grenades and Meltabombs

Option: A Librarian may imbue his Weapon with a bit of his power before the battle to be used during a time of need. Once per game he may use 2 psychic powers in a turn. +15 points

Special Rules: *Psycher, Combat Tactics, And They Shall Know No Fear, Hammerhand*

Elites (0-3)

Space Marine Terminators

Name	Points	WS	BS	S	F	S	R	W	I	A	Sv
Terminator	85	5	5	6	11	11	11	1	4	3	3+4+
Terminator Sergeant	+25	6	5	6	11	11	11	1	5	4	3+4+

Squad: 1 Terminator Sergeant and 2-4 Space Marine Terminators

Type: Infantry

Wargear: Storm Bolters, Power Weapons and count as having frag grenades.

Options: All Terminators may purchase Hellfire Rounds at +10 points per model. One Terminator may replace his Power Fist with a Chainfist for +5 points, any number of Terminators may replace their power weapons with power fists for +15 points. Up to two Terminators may replace their Storm Bolter with an Assault Cannon for +35 points, a Heavy Flamer for free or a Cyclone Missile Launcher for +50 points. Terminators may exchange their Power Fists and Storm Bolters with Thunder Hammers and Storm Shields or Lightning Claws for free- any combination of these may coexist in the squad.

The Sergeant may take the following upgrades or Wargear: Master Crafted for +15 points, Bionics (+1 wound) for +30 points, Digital Weapons for +10 points, a Sergeant may replace his Storm Bolter and Power Fist/Power Weapon with a Thunder Hammer and Storm Shield or a pair of Lightning Claws for free.

Special Rules: *Combat Tactics, Teleport Assault, Implacable Advance, And They Shall Know No Fear*

Space Marine Dreadnought

Name	Points	WS	BS	S	F	S	R	W	I	A	Sv
Venerable	300	6	5	7(10)	13	13	12	2	5	3	4+
Dreadnought	200	5	4	6(10)	13	13	12	1	4	2	5+

Squad: 1 Space Marine Dreadnought

Type: Walker

Wargear: Dreadnought Power Fist, Assault Cannon, Storm Bolter, extra armor.

Options: Either Dreadnought may replace his Dreadnought Power Fist with a Cyclone Missile Launcher for +50 points and his Assault Cannon with an Autocannon, Multi-Melta, twin-linked Heavy Bolters or twin-linked Lascannons for free. Either Dreadnought may replace his Storm Bolter with a Heavy Flamer for free. The Venerable Dreadnought may take a Plasma Cannon for +10 points. The Venerable Dreadnought may also replace his Assault Cannon with a second Dreadnought Power Fist which comes with a second Storm Bolter, this may also be replaced with a Heavy Flamer for free.

Special rules: *Monstrous Creature* (Lost if a Cyclone Missile Launcher is taken), *Venerable* (Venerable Dreadnought only)

Troops (2-6)

Tactical Squad

Name	Points	WS	BS	S	T	W	I	A	Ld	Sv
Marine	50	5	5	5	4(5)	3	5	2 (3)	10	2+
Sergeant	50	5	5	5	4(5)	3	5	2 (3)	10	2+
Veteran Sergeant	+25	6	6	5	4(5)	4	6	3 (4)	10	2+

A five-man Tactical Squad counts as a Troops choice and a ten-man squad counts as two.

A ten-man Tactical Squad with a Veteran Sergeant counts as two Troops and an HQ choice (unless a Captain, Librarian or Chaplain is present, then it only counts as two Troops).

Squad: 1 Sergeant and 4-9 Marines.

Type: Infantry

Wargear: Marines are armed with Frag and Krak grenades, Bolters, Bolt Pistols, Combat Knives and Power Armor (the additional stats is included in their profile), all of the Marines have Targeters and each squad has an Auspex carried by the Sergeant.

Options: All Marines may purchase Hellfire Rounds for +10 points per model. One Marine in a squad may replace his Bolter with one of the following: Missile Launcher or Multi-Melta for free, Plasma Cannon for +15 points, Heavy Bolter (May take Hellfire Shells for +15 points) or Lascannon For +20 points. One Marine in a squad of 10 may replace his Bolter with the following, Flamer, Meltagun for free, Plasma gun for +5 points

The Sergeant may take the following upgrades:

Replace his Combat Knife with a Chainsword for +10 points, Melta Bombs for +5 points, Combi-Weapon for +5 points, Teleport Homer for +5 points.

A Veteran Sergeant may take the following upgrades in addition to the ones listed above: Artificer Armor (5+ invuln) for +10 points, Bionics (+1 wound) for +20 points, Storm Shield for + 25 points. Replace his Bolt Pistol with a Plasma Pistol for free, Storm Bolter for +10 points, Replace his Combat Knife with a Power Sword for +10 points, or Relic Blade, Power fist or Thunder Hammer for +20 points.

The squad can be mounted in a Rhino, Razorback (6 Marines or less), Drop Pod (10 Marines only) or Land Raider from the Space Marine Codex.

A Tactical Squad numbering 6 models or less and led by a Veteran Sergeant may purchase Special Issue Ammunition for +10 points per model. The four kinds of special ammo are listed at the bottom of the weapons chart in the Armory. If Special Issue Ammo is taken, heavy weapons may not be purchased.

Special rules: *Combat Tactics, Combat Squads, And They Shall Know No Fear.*

Space Marine Scouts

Name	Points	WS	BS	S	T	W	I	A	Ld	Sv
Scout	25	3	4	4	4	2	4	2 (3)	10	2+
Sergeant	30	4	5	4	4	2	5	2 (3)	10	2+
Veteran Sergeant	35	5	5	4	4	2	5	3 (4)	10	2+

Squad: 1 Sergeant and 4-9 Scouts.

Type: Infantry

Wargear: Scouts are armed with Frag and Krak grenades, Bolters, Bolt Pistols, Combat Knives and Scout Armor, all of the Marines have Targeters and each squad has an Auspex carried by the Sergeant.

Options: All Scouts may purchase Hellfire Rounds for +10 points per model.

Special rules: *Combat Tactics, Combat Squads, And They Shall Know No Fear, Infiltrate, Move Through Cover, Scout, Stealth.*

Fast Attack (0-3)

Assault Marines

Name	Points	WS	BS	S	T	W	I	A	Ld	Sv
Marine	60	5	5	5	4(5)	3	5	2 (3)	10	2+
Sergeant	60	5	5	5	4(5)	3	5	2 (3)	10	2+
Veteran Sergeant	75	6	6	5	4(5)	4	6	3 (4)	10	2+

A five-man Assault Squad counts as a Fast Attack choice and a ten-man squad counts as two.

Squad: 1 Sergeant and 4-9 Marines.

Type: Jump Infantry

Wargear: Marines are armed with Frag and Krak grenades, Bolt Pistols, Chainswords, Power Armor (the additional stats is included in their profile) and Jump Packs, each squad has an Auspex carried by the Sergeant.

Options: One model may replace his Chainsword with a Power Weapon for free, or a Power Fist for +10 points. The entire squad may carry Meltabombs for +5 points per model.

The Sergeant may replace his Chainsword with a Power Weapon for free, a Power Fist for +10 points or a Storm Shield for +10 points. The Sergeant may replace his Bolt Pistol with a Plasma Pistol for free He may replace both his Chainsword and Bolt Pistol for a Thunder Hammer and Storm Shield (3+Invulnerable Save) for +20 points, a pair of Lightning claws for +20 points, or a Relic Blade for +15 points.

An Assault Squad may choose to forgo their Chainswords in favor of Bolters for free, if they choose to do this up to two Marines for every five may replace their Bolters with Plasma Guns, Melta Guns for Flamers for free.

Alternatively they may choose to forgo their Jump Packs and *Death From Above* in favor of a Dedicated Transport, if they choose to do so subtract 10 from their points cost and choose a vehicle from the Dedicated Transport section of the army list. If they choose a Drop Pod they retain the ability to Charge after Deep Striking.

Special rules: *Combat Tactics, Combat Squads, And They Shall Know No Fear, Death From Above.*

Land Speeder

Name	Points	Speed, Type	BS	F	S	R
Land Speeder	50	Fast, Skimmer	5	11	11	10

Squad: 1-3 Land Speeders

Wargear: Smoke Launchers, Search Light, Heavy Bolter

Options: You may replace the Heavy Bolter with a Multi-Melta or Heavy Flamer for free. The Land Speeder may be armed with a Cyclone Missile Launcher for +50 points or an Assault Cannon for +30 points.

Special Rules: *Deep Strike*

Bikers

Name	Points	WS	BS	S	T	W	I	A	Ld	Sv
Marine	75	5	5	5	4(6)	3	5	2 (3)	10	2+6+
Sergeant	75	5	5	5	4(6)	3	5	2 (3)	10	2+6+
Veteran Sergeant	90	6	6	5	4(6)	4	6	3 (4)	10	2+6+

A five-man Biker Squad counts as a Fast Attack choice and a ten-man squad counts as two.

Squad: 1 Sergeant and 4-9 Bikers.

Type: Bikes

Wargear: Marines are armed with Frag and Krak grenades, Bolt Pistols, Twin Bolters, Power Armor (the additional stats is included in their profile) and Space Marine Bikes, each squad has an Auspex carried by the Sergeant.

Options: Up to two marines may be armed with a Plasma Gun for +5 points, Meltagun for free or Flamer for free. Two additional marines may be armed with a power weapon for +15 points or power fist for +20 points.

One marine in five may be armed with one of the following weapons, manned by a Marine in a sidecar: Multi-melta for +15 points or Heavy Bolter for +30 points.

The Sergeant may take the following upgrades:

Replace his Combat Knife with a Chainsword for +10 points, Melta Bombs for +5 points, Combi-Weapon for +5 points, Teleport Homer for +5 points.

A Veteran Sergeant may take the following upgrades in addition to the ones listed above: Artificer Armor (5+ invuln) for +10 points, Bionics (+1 wound) for +20 points, Replace his Bolt Pistol with a Plasma Pistol for free, Storm Bolter for +10 points, Replace his Combat Knife with a Power Sword for +10 points, or Power fist for +20 points.

Special rules: *Combat Tactics, Combat Squads, And They Shall Know No Fear, Turbo Boost*

Heavy Support (0-3)

Devastators

Name	Points	WS	BS	S	T	W	I	A	Ld	Sv
Marine	50	5	5	5	4(5)	3	5	2 (3)	10	2+
Sergeant	50	5	5	5	4(5)	3	5	2 (3)	10	2+

Squad: 1 Sergeant and 2-5 Marines.

Type: Infantry

Wargear: Marines are armed with Frag and Krak grenades, Bolters, Bolt Pistols, Combat Knives and Power Armor (the additional stats is included in their profile), all of the Marines have Targeters and each squad has an Auspex carried by the Sergeant.

Options: Each Marine must be armed with one of the following weapons: Missile Launcher for +20 points, Multi-melta for +15 points, Heavy Bolter for +30 points, Plasma Cannon for +25 points, Lascannon for +35 points.

The Sergeant may take the following upgrades:

Replace his Combat Knife with a Chainsword for +10 points, Melta Bombs for +5 points, Combi-Weapon for +5 points, Teleport Homer for +5 points.

The squad can be mounted in a Rhino, or a Razorback.

Special rules: *Combat Tactics, Combat Squads, And They Shall Know No Fear, Fire Control.*

Predator 0-1

Name	Points	Speed, Type	BS	F	S	R
Predator	70	Normal, Tank	5	13	12	11

Wargear: Smoke Launchers, Search Light, Autocannon

Options: Storm Bolter for +15 points, Hunter-Killer Missile for +15 points, Extra Armor for +10 points, Dozer Blade for +5 points

May exchange the Autocannon for a Twin- Linked Lascannon for +55 points, may have Sponsons with either Lascannons for +60 points or Heavy Bolters for +30 points

Land Raider 0-1

Name	Points	Speed, Type	BS	F	S	R
Land Raider	170	Normal, Tank	5	14	14	14

Structure Points: 2

Wargear: Smoke Launchers, Search Light

Options: Storm Bolter for +10 points, Hunter-Killer Missile for +15 points, Extra Armor for +15 points, a Multi-Melta for +15 points and Frag Assault Launchers for +10 points

May take side sponsons armed with Twin-Linked Godhammer Pattern Lascannons for +85 points, Two sets of Hurricane Bolters for +65 points, or Flamestorm Cannons for +65 points

A Land Raider may sacrifice its troop capacity to arm itself with two Lascannon sponsons and a twin-linked lascannon on the hull for an additional +45 points.

The hull may be armed with Twin-Linked Assault Cannons for +45 points or Twin-Linked Heavy Bolters for + 40 points.

A Land Raider armed with Hurricane Bolters on its side sponsons has no need for the massive generators or the giant fuel-tanks required to power the weapons on the other variants, meaning it may carry 16 Marines or 8 Terminators

Transport: 12 Marines or 6 Terminators

Special Rules: *Power of the Machine Spirit, Assault Vehicle*

Dedicated Transports

Name	Points	Speed, Type	BS	F	S	R
Drop Pod	35	Immobile, Open Topped	3	12	12	12
Rhino	50	Normal, Tank	5	12	11	11
Razorback	75	Normal, Tank	5	12	12	11

Drop Pod:

When Space Marines need to arrive at a drop zone quickly and with the element of surprise intact they pile in a small torpedo-like vehicle called a Drop Pod. Fitted with 6 doors and an automated Storm Bolter it drops at supersonic speeds from space ships orbiting above the planet and uses incredibly powerful retro-rockets to slow to an acceptable landing speed before smashing into the ground with a thunderous impact and letting loose its cargo of fully armed and armored Space Marines.

Wargear: Storm Bolter

Options: Replace Storm Bolter for Deathwind Assault Launcher for +20 points, Locator Beacon for +10 points

Transport: 12 Marines, 6 Terminators

Special Rules: Deep Strike

Rhino:

Rhinos are of an ancient design used since even before the Great Crusade and are used by the Space Marine

Wargear: Storm Bolter, Smoke Launchers, Searchlight

Options: Storm Bolter for +10 points, Hunter-Killer Missile for +15 points, Extra Armor for +15 points, Dozer Blade for +5 points

Transport: 10 Marines, no Terminators.

Special Rules: Repair

Razorback:

Based upon the Rhino chassis the Razorback trades space for some supportive firepower. Usually used in conjunction with a few Rhinos or as a command vehicle, the Razorback accompanies most Space Marine strike forces.

Wargear: Smoke Launchers, Searchlight, Twin-Linked Heavy Bolters

Options: Storm Bolter for +10 points, Hunter-Killer Missile for +15 points, Extra Armor for +15 points, Dozer Blade for +5 points

May replace the Twin-Linked Heavy Bolters with one of the following: Twin-Linked Heavy Flamers for +25 points, Twin-Linked Assault Cannons for +35 points, Twin-Linked Lascannons for +35 points, or a Lascannon and Twin-Linked Plasma Guns for +35 points

Transport: 6 Marines, no Terminators

Space Marine Armory

Chainsword: This fearsome blade of whirring adamantine teeth cuts through flesh and bone like a hot knife through butter. A model with a Chainsword adds +1 Strength.

Power Weapon: This weapon emits a field of energy strong enough to melt through steel and flesh making the Marine able to cleave through the most powerful armor with ease. A model with a Power Weapon ignores armor saves and adds +1 to the die when rolling for armor penetration.

Master Crafted: Master Crafted weapons are created with the utmost care and will be even more reliable than normal versions of this weapon. Unless otherwise specified in the Options entry, a Master Crafted Weapon may re-roll all misses.

Storm Shield: Storm Shields are unique artifacts that the Adeptus Mechanicus produces for the Marines. Not only are they solid bulwarks of adamantium and ceramite but they incorporate a shield generator that provides even greater protection than mere physical barriers can. A Terminator with a Storm Shield has his save modified to 2⁺3⁺. If the model equipped with a Storm Shield is not a Terminator it confers +1T and a 3+ invulnerable save.

Name	Range	Str	AP	Special
Assault Cannon (Burst)	30"	6	4	Heavy 5, Rending
Assault Cannon (Sustained)	12"	6	4	Heavy 8, Rending
Bolt pistol	12"	5	5	Pistol, Rending
Bolter	30"	5	4	Assault 2, Rending
Storm Bolter	30"	5	4	Assault 4, Rending
Heavy Bolter (Focused)	48"	6	3	Heavy 4, Rending
Heavy Bolter (Suppressive)	24"	4	5	Assault 2, Pinning
Cyclone Missile Launcher	36"	8	3	Heavy 4, Blast
Hunter-Killer Missile	Unlimited	8	3	Heavy 1, Blast, One Shot
Hurricane Bolters	30"	5	4	Assault 10, Rending
Missile Launcher	48"	8	3	Heavy 1, Blast
Scout Sniper Rifle	48"	X(3+)	D6	Heavy 1, Sniper
Godhammer Pattern Lascannon	60"	10	1	Heavy 1
<i>Dragonfire Bolts</i>	30"	5	4	<i>Assault 2, Ignores Cover</i>
<i>Kraken Bolts</i>	36"	5	3	<i>Assault 2, Rending</i>
<i>Hellfire Bolts</i>	30"	X	4	<i>Assault 2, Poisoned (2+) Rending</i>
<i>Vengeance Bolts</i>	12"	4	1	<i>Assault 2, Melta, Gets Hot</i>