

SPACE MARINES SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Master	5	5	4	4	3	5	3	10	3+
Captain	5	5	4	4	2	5	3	9	3+
Master of Sanctity	5	5	4	4	3	5	3	10	3+
Reclusiarch	5	5	4	4	2	5	3	9	3+
Epistolary	5	5	4	4	3	5	3	10	3+
Codicier	5	5	4	4	2	5	3	9	3+
Familiar	3	3	3	3	1	3	1	8	6+
Space Marine	4	4	4	4	1	4	1	8	3+
Terminator	4	4	4	4	1	4	2	9	2+
Techmarine	4	4	4	4	2	4	2	9	3+
Tech Servitor	3	3	3	3	1	3	1	8	5+
Combat Servitor	4	3	3	3	1	3	1	8	4+
Gun Servitor	3	4	3	3	1	3	1	8	4+
Scout	4	4	4	4	1	4	1	8	4+
S/Marine Biker	4	4	4	4(5)	1	4	1	8	3+
Scout Biker	4	4	4	4(5)	1	4	1	8	4+
Attack Bike	4	4	4	4(5)	2	4	2	8	3+

Armour				
	Front	Side	Rear	BS
Rhino	11	11	10	4
Razorback	11	11	10	4
Land Speeder	10	10	10	4
Whirlwind	11	11	10	4
Predator	13	11	10	4
Vindicator	13	11	10	4
Land Raider	14	14	14	4

Armour							
	WS	BS	S	Front	Side	Rear	I A
Dreadnought	4	4	6(10)	12	12	10	4 2

RANGED WEAPONS

Weapon	Range	Str.	AP	Type
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Storm bolter	24"	4	5	Assault 2
Heavy bolter	36"	5	4	Heavy 3
Assault cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1
Flamer	Template	4	5	Assault 1
Heavy flamer	Template	5	4	Assault 1
Meltagun	12"	8	1	Assault 1, Melta
Multi-melta	24"	8	1	Heavy 1, Melta
Shotgun	12"	3	—	Assault 2
Sniper rifle	36"	X	6	Heavy 1, Sniper, Pining
M. launcher (Krak)	48"	8	3	Heavy 1*
M. launcher (Frag)	48"	4	6	Heavy 1, Blast*
Plasma pistol	12"	7	2	Pistol, Gets Hot!
Plasma gun	24"	7	2	Rapid Fire, Gets Hot!
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot!
Deathwind	12"	5	6	Heavy 1, Large Blast
Typhoon missile	48"	5	5	Heavy 1, Blast, Twin-linked

* A missile launcher can fire either frag or krak missiles.

See the Warhammer 40,000 rulebook for an explanation of weapon types.

ORDNANCE

Weapon	Range	Str.	AP	Type
Demolisher	24"	10	2	Ord. 1/Large Blast
Whirlwind				
Vengeance	12-48" G	5	4	Ord. 1/Large Blast
Castellan	12-48" G	n/a	n/a	Ord. 1/Large Blast

