

Adeptus Astartes: The Space Marines

Troops

Name	Type	Speed	Agility	Ballistic	Assault	Defense	Armour	Morale	Psychic
Scout	Infantry	5"	4	1	1	4	4	5	0
Tactical Space Marine	Infantry	4"	3	1	1	4	5	5	0
Assault Space Marine	Infantry	4"	3	1	2	4	5	6	0
Devastator Marine	Infantry	4"	3	1	1	4	5	5	0
Tactical Dreadnought	Infantry	4"	2	1	1	3	7	6	0

Veterans

Name	Type	Speed	Agility	Ballistic	Assault	Defense	Armour	Morale	Psychic
Sargeant	Infantry			1	2			6	0
Apothecary	Infantry			1	2			5	0
Techmarine	Infantry			2	1			5	0
Lieutenant	Infantry			2	2			6	0
Captain	Infantry			2	3			6	0
Chaplain	Infantry			1	2	1 extra		7	0
Librarian, Lexicanium	Infantry			1	1			6	2
Librarian, Codicier	Infantry			1	1			6	3
Librarian - Epistolary	Infantry			1	1			6	4

Vehicles

Name	Type	Speed	Agility	Ballistic	Assault	Defense	Armour	Morale	Psychic	Transport
Dreadnought	Vehicle	6"	2	2	3	4	7, 14, 21	5	0	0
Rhino	Vehicle	12"	1	1	0	2	5, 10	5	0	10
Razorback	Vehicle	12"	1	1	0	2	5, 10	5	0	6
Whirlwind	Vehicle	12"	1	1	0	2	5, 10	5	0	1
Predator	Vehicle	12"	1	1	0	2	6, 12, 18	5	0	1
Vindicator	Vehicle	10"	1	1	0	2	7, 14, 21	5	0	1
Land Raider	Vehicle	10"	1	1	0	2	10, 20, 30	6	0	10
Land Speeder	Vehicle	18"	3	1	0	3	4, 8	5	0	0

Replacing Combat #6:

And They Shall Know No Fear

Damage	Combat Fatigue
None	1
Light	1
Heavy	2
Overkill	3

Space Marine Jump Packs: 12"

Space Marine Bikes: to be decided

Marine Weaponry

Personal Ordnance

Name	Range	Power	Rate of Fire	Accuracy	Special
Frag Grenade	2"	2	2	0	Blast
Krak Grenade	2"	3	0	0	
Melta-bomb	PB	5	0	0	Single handed, AT+2

Melee Weaponry

Name	Range	Power	Rate of Fire	Accuracy	Special
Bayonet/Knife	PB	2	0	1	Single handed
Chainsword	PB	3	0	0	Single handed
Power weapon	PB	4	0	0	Single handed
Force weapon	PB	2	0	0	Single handed, Psychic Shock
Power Fist	PB	5	0	-1	
Lightening Claw	PB	3	0	1	Single handed
Thunder Hammer	PB	4	0	-1	Single handed, AT+2

Standard Arms

Name	Range	Power	Rate of Fire	Accuracy	Special
Bolt Pistol	4"	3	0	0	Single handed
Bolter	8"	3	0	0	Double handed
Storm Bolter	6"	3	1	0	Double handed

Special Weapons

Name	Range	Power	Rate of Fire	Accuracy	Special
Plasmagun	6"	4	0	0	Double handed, Gets Hot
Meltagun	4"	5	0	1	Double handed, AT+2
Flamethrower	4"	2	2	1	Double handed, Ignores Cover

Heavy Weapons

Name	Range	Power	Rate of Fire	Accuracy	Special
Sniper Rifle	12"	3	0	2	Heavy, Barrage
Heavy Flamethrower	8"	2	3	1	Heavy
Heavy Bolter	8"	3	2	0	Heavy
Autocannon	12"	4	1	1	Heavy
Mortar	12"	3	2	-1	Heavy, Blast, Barrage, Indirect
Missile Launcher (HE)	10"	3	3	0	Heavy, Blast
Missile Launcher (AP)	10"	4	0	0	Heavy, AT+1
Lascannon	12"	6	0	0	Heavy
Plasma Cannon	8"	4	1	0	Heavy, Blast, Gets Hot
Multimelta	6"	5	1	0	Heavy, AT+2
Assault Cannon	6"	2	5	1	Heavy
Cyclone Launcher	8"	4	1	0	Heavy, AT+1

Vehicle Mounted Weaponry

Name	Range	Power	Rate of Fire	Accuracy	Special
Demolisher Cannon	8"	7	5	0	Ordnance, Blast
Whirlwind Launcher	12"	3	6	0	Ordnance, Blast