



THE MOVIE SPACE MARINE LIST

I'm not a tough guy, but if I fight you in a movie that I'm starring in, I'll kick your ass.

Eddie Murphy

This list can be used to represent any Space Marine Chapter you like. The list remains the same regardless of Chapter. If I hear one moan that you should still get a Death Company or the option to arrive behind enemy lines, I swear I will do something nasty to the Ratlings next time *Codex: Imperial Guard* is up for revision.

This list is based around a single Space Marine Tactical Squad, although be sure to read the stat lines to familiarize yourself with the changes. Try not to be drinking when you do so (can you say "spit take," hmm?). Use the Force Organization Chart as normal with the following entries. The list is designed to be used against a normal 1,500-point army in any of the Standard Missions. Personally, I wouldn't recommend using it against other Space Marine armies, but that's up to you.

HQ	1	Space Marine Sergeant
Elite	0-1	Space Marine Dude
Troops	0-6	Space Marines
Fast Attack	0-1	Rhino or Razorback
Heavy Support	0-1	Space Marine with Flamer
	0-1	Space Marine with Missile Launcher

SPACE MARINE SERGEANT

The movie army is led by a tough, grizzled Veteran Sergeant, leading in a resolute and uncompromising fashion. He is also a lethal man in a fight and more than eager to give Johnny Xenos a sound thrashing.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	200	9	5	6	6	4	6	5	10	3+

The sergeant is armed with a bolt pistol, chainsword, and grenades.

SPACE MARINE DUDE

The Dude gets the especially cool lines and designer purity seals. If there was ever a female lead in a Space Marine movie, then the Dude would be the one who rescues her all the time. The actor playing the Dude is the reason your girlfriend might go with you, without you having to waste a good painting day shopping for shoes with her in compensation.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Dude	150	7	5	6	6	3	5	4	9	3+

The Dude is armed with a bolter and grenades.

SPACE MARINES

This listing represents typical Space Marines – if you call 7' tall, genetically engineered, psychologically conditioned killing machines typical. They digest poison, spit acid, and can survive in a vacuum. Would you want to tangle with them?

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	100	5	5	6	6	2	5	3	9	3+

Space Marines are armed with bolters and grenades.

SPACE MARINE WITH FLAMER

Although some Space Marines carry meltaguns and plasma guns instead of flamers, there is something about the smell of promethium in the morning that puts the fear of the Emperor into heretics, aliens, and innocent bystanders alike.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	170	5	5	6	6	2	5	3	9	3+

The Space Marine is armed with a flamer and grenades.

RHINO

Points	Front Armor	Side Armor	Rear Armor	BS
130	13	12	11	5

Type: Tank

Transport Capacity: 10

The Rhino has extra armor, smoke launchers, and a pintle storm bolter.

RAZORBACK

Points	Front Armor	Side Armor	Rear Armor	BS
200	13	12	11	5

Type: Tank

Transport Capacity: 6

The Razorback has extra armor, smoke launchers, and a twin-linked lascannon.

SPACE MARINE WITH MISSILE LAUNCHER

At those times when they absolutely, positively have to kill every mother's son in the hemisphere, Space Marines fire the missile launcher, which has a range of really nasty missile types. Of course, if the missiles don't work, the Space Marines simply club the enemy to death with the launcher tube.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	250	5	5	6	6	2	5	3	9	3

The Space Marine is armed with a missile launcher (equipped with super-krak and super-frag missiles) and grenades.

MOVIE WEAPON CAPABILITIES

Chainsword. Counts as a power weapon. A model with a chainsword counts as double its Wounds for calculating outnumbering in close combat.

Combat Knives. All Space Marines have a combat knife. These knives are more than mere blades, however, and have multiple layers of composite carbon to give them edges that could saw through concrete. When used by Space Marines in close combat, these knives count as rending weapons.

Remember that bolt weapons fire rocket-propelled explosive bolts. As soon as they start being fired in four-round bursts, we can be sure there will be plenty of alien insides flying about.

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SVB GDS II

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SVB GDS II

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SVB GDS II



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GUNS

Bolt Pistol	Range 24"	S6	AP4	Assault 4, Rending
Bolter	Range 36"	S6	AP4	Assault 4, Rending
Storm Bolter	Range 36"	S6	AP4	Assault 8, Rending
Grenades	Range 6"	S8	AP3	Assault 1, Blast
Flamer	Range 24"	Special	Assault 1	

When the flamer is fired at a unit (other than a vehicle) in range, every model in the unit in the firer's line of sight is hit and wounded on a roll of 4+. If the model is wounded on a roll of 6, it gets no armor save against the attack. Because the promethium sticks and continues to burn, multi-Wound models wounded by the flamer must roll an armor save at the start of each of their subsequent turns. If these models pass, the fire goes out, and they do not need to roll again. If they fail, they take an extra Wound. Models may not make cover saves against a flamer.

When the flamer is fired at a vehicle, the weapon has no effect unless the vehicle is open topped, in which case each model in the unit takes a penetrating hit. No modifiers are applied if the target is obscured or moving fast.

Missile Launcher	Range 60"	Assault 2
(if firing super-frag)	S6	AP4 Large Blast
(if firing super-krak)	S10	AP1
Twin-Linked Lascannon	Range 60"	S10 AP1 Heavy 1, Twin-Linked

The lascannon fires in a direct line from the firer. Every model in the weapon's path is attacked in turn, as the shot bores its way through until it either misses or fails to penetrate the armor of a vehicle model or fails to kill a model that is not a vehicle. Subtract 1 from the Strength for every vehicle or monstrous creature the shot hits on the way. The lascannon inflicts *Instant Death* on anyone it hits regardless of Toughness. Against vehicles, roll two separate D6 for penetration and take the best.

SPECIAL RULES

Force of One. Each model functions as an individual infantry unit. Each is treated as a separate unit for deployment, and any mix of models

may ride in a transport. Some may disembark, while others remain embarked.

Do You Want Some of This? If a Space Marine is removed because of the *No Retreat* rule, then he will go crazy ape bonkers as he gets dragged down. He can fire either a bolter or bolt pistol at his enemies (make the attacks normally) or pull the pin on a grenade (center the blast over the model) and take his foes with him.

Fleet. Space Marines on foot can make a *Fleet* move.

Move Through Cover. See the universal special rules in the Warhammer 40,000 rules.

Infiltrate. Any model who does not deploy in a transport vehicle may *Infiltrate*.

Auto-Senses. Every model counts as having an auspex.

Space Marine Power Armor. Space Marine power armor confers a 3+ invulnerable save and a 3+ armor save. If Space Marines would normally get an armor save against an attack, they may reroll the save if it fails. Thus, if a movie Space Marine gets hit with a multi-melta, he gets only his invulnerable save. If he gets hit by a heavy bolter, then he gets an armor save of 3+ and a reroll if the first save fails.

The Script Writers Hate Us. All the revised weapon stats here apply only to the movie Space Marines. Similar weapons used by the victims use their normal capabilities.

Stunt Doubles. A movie Space Marine army may include 0-10 Stunt Doubles at 10 points each. Before making a saving throw (armor, invulnerable, or cover), the Space Marine player may call for a stunt double to make the save instead. If he fails, the double dies and the real Space Marine is unhurt. If he passes, then he makes his way to the refreshments trailer with a jaunty step but cannot be used again.

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"Remember: short, controlled bursts."