Marines July

Detachment Name	Detachment Type	Half Strength	Morale Value	Points Cost
Tactical1	Space Marine	9/18 units	7	326
Biker Detachment	Space Marine	8/16 units	6	298
armor1	Space Marine Armoured	6/13 mixed	7	328
Assault	Space Marine	8/16 units	7	323
		Army Totals:	**27**	**1275**

Detachment Name: Tactical1	**Half Strength:** 9/18 units
Detachment Type: Space Marine Detachment	**Morale Value:** 7
File Version: Version 2.4 Epic Remastered	**Points Cost:** 326

Chain of Command: Captain > Librarian > Terminators > Space Marines > any other unit.

Stubborn: This Detachment can re-roll failed Leadership tests.

Drop Pods: If this Detachment includes only infantry and Dreadnought units, it can deploy in Drop Pods regardless of scenario.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
1	Captain	INF	10/20 cm	30 cm	1	6	5+	Rapid Fire, Save, (Hero)
1	Librarian	INF	10/20 cm	30 cm	1	6	5+	Psyker, Rapid Fire, Save, (Hero)
6	Space Marine unit	INF	10/20 cm	30 cm	1	3	5+	Rapid Fire
2	Terminator unit	INF	10/20 cm	30 cm	1	3	5+	Rapid Fire, Save
1	Razorback	VEH	30 cm	45 cm	1	1	5+	Transport (1)
5	Rhino	VEH	30 cm	—	0	0	5+	Transport (2)
2	Whirlwind	VEH	30 cm	45 cm	Barrage	0	5+	Artillery
				Totals:	**11**	**37**		

Detachment Name: Biker Detachment	**Half Strength:** 8/16 units
Detachment Type: Space Marine Detachment	**Morale Value:** 6
File Version: Version 2.4 Epic Remastered	**Points Cost:** 298

Chain of Command: Captain > Librarian > Terminators > Space Marines > any other unit.

Stubborn: This Detachment can re-roll failed Leadership tests.

Drop Pods: If this Detachment includes only infantry and Dreadnought units, it can deploy in Drop Pods regardless of scenario.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
1	Librarian on Bike	VEH	35 cm	15 cm	1	4	4+	Psyker, Save, (Hero)
10	Space Marine Bike unit	VEH	35 cm	15 cm	1	2	4+	
5	Vindicator	VEH	25 cm	15 cm	3	1	6	Close Support
				Totals:	**26**	**29**		

Detachment Name: armor1	**Half Strength:** 6/13 mixed
Detachment Type: Space Marine Armoured Detachment	**Morale Value:** 7
File Version: Version 2.5 Epic Remastered	**Points Cost:** 328

Chain of Command: Captain > Librarian > Land Raider > Land Speeder > any other unit.

Stubborn: This Detachment can re-roll failed Leadership tests.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
1	Captain with Jump Pack	INF	20/30 cm	30 cm	1	6	5+	Jump Packs, Rapid Fire, Save, (Hero)
5	Land Raider	VEH	20 cm	45 cm	Macro Weapon	2	6	2DC. Robust, Transport (2)
2	Predator	VEH	30 cm	45 cm	2	1	6	
				Totals:	**5**	**18**		

		Detachment Name: Assault				Half Strength: 8/16 units		
		Detachment Type: Space Marine Detachment				Morale Value: 7		
		File Version: Version 2.4 Epic Remastered				Points Cost: 323		

Chain of Command: Captain > Librarian > Terminators > Space Marines > any other unit.

Stubborn: This Detachment can re-roll failed Leadership tests.

Drop Pods: If this Detachment includes only infantry and Dreadnought units, it can deploy in Drop Pods regardless of scenario.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
14	Assault unit	INF	20/30 cm	15 cm	1	4	5+	Jump Packs, Rapid Fire, (Assault)
1	Captain with Jump Pack	INF	20/30 cm	30 cm	1	6	5+	Jump Packs, Rapid Fire, Save, (Hero)
1	Librarian with Jump Pack	INF	20/30 cm	30 cm	1	6	5+	Jump Packs, Psyker, Rapid Fire, Save, (Hero)
				Totals:	**16**	**68**		

Special Abilities Summary

Artillery: No line of sight required for shooting. Can go on Preparatory Bombardment Special Orders.

Close Support: In close combats, this unit adds its Firepower for being within 15 cm, instead of +1.

Jump Packs: Ignore terrain while moving, but still affected by Dangerous Terrain at the start and end of each move.

Psyker: Can use and nullify Psychic Fate Cards. Gives an advantage in assaults.

Rapid Fire: On Overwatch orders, gain +1 Firepower.

Robust: Unit has Damage Capacity 2, so needs 2 hits to kill. Counts as 2 units for hit allocation and detachment strength. Killed by weapons that automatically cause critical damage.

Save: 4+ Save against all hits.

Transport (X): X Infantry units can be carried. Embarking/disembarking costs 5 cm for both Transport and Infantry.

Super-heavy Weapons Summary

Macro Weapon: Choose between Infantry targets or Vehicle targets. Hits on a 4+ regardless of Armour or Cover.

Total Units:
Assault unit: 14
Captain with Jump Pack: 2
Captain: 1
Land Raider: 5
Librarian on Bike: 1
Librarian with Jump Pack: 1
Librarian: 1
Predator: 2
Razorback: 1
Rhino: 5
Space Marine Bike unit: 10
Space Marine unit: 6
Terminator unit: 2

Vindicator: 5
Whirlwind: 2