IMPERIAL FISTS SPACE MARINE ARMY LIST

"Primarch-Progenitor, to your glory and the glory of him on earth!"

Forces

The Imperial Fists Space Marine Army List uses the datasheets from the Imperial Fist Forces section.

Using The Army List

The following army list allows you to field an army based on a Imperial Fists Space Marine army. It can also be used as a "stand in" army list for any of the Imperial Fists' successor chapters.

Space Marines are organised into small formations called *detachments*. Each detachment is made up of one or more units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a Imperial Fists army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation.

Imperial Fist armies may be supported by Titan Legion battlegroups, and Imperial Fist aircraft and static defence formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules

The *They Shall Know No Fear* rule applies to all Imperial Fist detachment, aircraft and static defence formations (see *They Shall Know No Fear*). The *Fortified Positions* rule applies to Imperial Fist Space Marine armies (see *Fortified Positions*).

SPECIAL RULE
Imperial Fists Transport

The Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having "plus transport" in the units section of the detachment list below.

In addition you may choose to replace a Devastator or Tactical detachment's Rhinos with two Bunkers and 52cm of Trenches or Minefields before each game, after the opposing army is known but before objectives are placed.

SPECIAL RULE
Fortified Positions[1]

Fortified positions must be set up after objectives have been placed but before spacecraft and garrisons are set up. The only exception to this are fortified positions that are listed as part of a formation's "units". While they are not actually units, they are set up with the formation they are part of.

Fortified positions may be set up anywhere a vehicle may deploy on the player's half of the table. They may not be transported. Each group of fortified positions (whether part of a formation or not) must be set up so every piece is within 5cm of another piece from the same group, and so all pieces from the same group form a "chain" without any gaps of more than 5cm. Additionally, if a group of fortified positions is part of a formation then at least one piece must be within 5cm of a unit from the formation when they are set up.

Once set up, fortified positions may be used by any unit (including enemy units).

1. Fortified Positions

Q: Do all Fortified Positions purchased need to be set up?

A: No.

Q: Are Fortified Positions counted during tiebreak?

A: No.

Q: Are the Gun Emplacements that come with certain formations set up at the same time as Fortified Positions?

A: No, these are setup with the formation they are part of.

Q: Are the Gun Emplacements that come with certain formations in the formation?

A: No, they are not units. They just need to be set up in coherency with the rest of the formation.

IMPERIAL FISTS SPACE MARINE ARMY LIST

Imperial Fist Space Marine armies have a strategy rating of 5. Imperial Fist static defence formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

IMPERIAL FIST DETACHMENTS

FORMATION	UNITS	UPGRADES	COST
Bastion	One Bastion	Support Battery, Tarantulas, Techmarine	200 points
Centurion	Any four of the following units: Assault Centurion, Devastator Centurion	Land Raider, Vindicator	300 points
Devastator	Four Devastator units plus transport	Achilles, Commander, Dreadnoughts, Hunter, Land Raiders, Razorbacks, Support Battery, Vindicators	250 points
Land Raider	Any four of the following units: Land Raider, Land Raider Crusader	Achilles, Commander, Hunter, Vindicators	325 points
Land Speeder	Any five of the following units: Land Speeder, Land Speeder Tornado	Commander, Typhoons	200 points
Predator	Any four of the following units: Predator Annihilator, Predator Destructor	Commander, Hunter, Vindicators	250 points
Fellblade	One Fellblade	None	325 points
Scout	Four Scout units plus transport	Commander, Razorbacks, Snipers	150 points
Tactical	Six Tactical units plus transport	Achilles, Commander, Dreadnoughts, Hunter, Land Raiders, Razorbacks, Support Battery, Vindicators	275 points
Terminator	Four Terminator units	Commander, Dreadnoughts, Land Raiders, Vindicators	325 points
Thunderfire	Four Thunderfire Cannons	Dreadnoughts, Techmarine	250 points
Vindicator	Four Vindicators	Commander, Hunter, Vindicators	200 points
Whirlwind	Four Whirlwinds	Commander, Hunter, Whirlwinds	275 points

IMPERIAL FIST UPGRADES

(Each upgrade may be taken once per detachment.)

UPGRADE	UNITS		COST
Achilles	Replace up to two Land Raiders with an equal number of Land Raider Achilles		+25 points each
Commander	Add any one of the following characters to any unit in the formation:	Captain, Chaplain, Librarian	+50 points
		0–1 Supreme Commander per army	+100 points
Dreadnoughts	Add up to two of any of the following units: Hellfire Dreadnought, Siege Dreadnought		+50 points each
Hunter	Add one Hunter		+75 points
Land Raiders	Add up to four of any of the following units: Land Raider, Land Raider Crusader		+75 points each +125 points per pair
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Snipers	Give up to four Scout units *Sniper*		+10 points each
Support Battery	Add up to four of any of the following units: Thudd Gun, Rapier		+25 points each
Tarantulas	Add up to four Tarantula Platforms each with a Gun Emplacement		+25 points each
Techmarine	Add one Techmarine character to any unit in the formation		+25 points
Typhoons	Replace up to five Land Speeders with an equal number of Land Speeder Typhoons		+10 points each
Vindicators	Add up to two Vindicators		+50 points each +75 points per pair
Whirlwinds	Add two Whirlwinds		+125 points

IMPERIAL FIST SUPPORT AND ALLY FORMATIONS

(Up to a third of the points available may be spent on these formations.)

TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warlord	One Deathstrike pattern Warlord Class Titan	825 points

IMPERIAL FIST AIRCRAFT

FORMATION	UNITS	COST
Storm Talon Squadron	Two Storm Talons	200 points
Thunderhawk SB	One Thunderhawk Saturation Bomber	250 points

IMPERIAL FIST STATIC DEFENCES

FORMATION	UNITS	COST
Fortified Positions	Two Bunkers and 52cm of Trenches or Minefields	50 points
0–1 Hyperios per Scout detachment	Three Hyperios Platforms	125 points
0–1 Tarantulas per Scout detachment	Four Tarantula Platforms and four Gun Emplacements	100 points

IMPERIAL FIST FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Inspiring, Invulnerable Save, Leader.*
Librarian	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	*Invulnerable Save, Leader.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Invulnerable Save, Supreme Commander.*
Techmarine	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Leader. If added to a Bastion unit the Bastion gains 1 Void Shield.*
Assault Centurion	INF	15cm	4+	4+	4+	Siege Drills	(bc)	Assault Weapons, EA(+1), MW	*Reinforced Armour. Counts as a Terminator unit for the purposes of being transported.*
						Twin Heavy Flamer	15cm	AP3+, IC	
						Meltaguns	15cm	MW5+	
						Hurricane Bolters	(15cm)	Small Arms, EA(+1)	
Devastator	INF	15cm	4+	5+	3+	2× Missile Launcher	45cm	AP5+/AT6+	
Devastator Centurion	INF	15cm	4+	5+	2+	Missile Launcher	45cm	AP5+/AT6+	*Reinforced Armour. Counts as a Terminator unit for the purposes of being transported.*
						Twin Lascannon	45cm	AT4+	
						2× Twin Heavy Bolter	30cm	AP4+	
Rapier	INF	10cm	5+	6+	5+	Laser Destroyer	45cm	AP6+/AT4+	*Counts as two infantry units for the purposes of being transported.*
Scout	INF	15cm	5+	4+	5+	Heavy Bolter	30cm	AP5+	*Infiltrator, Scout.*
Tactical	INF	15cm	4+	4+	4+	Missile Launcher	45cm	AP5+/AT6+	
Terminator	INF	15cm	4+	3+	3+	2× Assault Cannon	30cm	AP5+/AT5+	*Reinforced Armour, Teleport, Thick Rear Armour.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Thudd Gun	INF	10cm	5+	6+	5+	Thudd Gun	45cm	AP4+/AT6+, Ind	*Counts as two infantry units for the purposes of being transported.*
Thunderfire Cannon	INF	10cm	5+	6+	5+	Thunderfire Cannon	60cm	2× AP4+/AT6+, D	
						or	60cm	2× AP4+/AT6+, IC	
Hyperios Platform	LV	0cm	6+	6+	6+	Hyperios Launcher	45cm	AT6+/AA5+	*Automata.*
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+	*Scout, Skimmer.*
						and	(15cm)	Small Arms, MW	
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile	45cm	AP3+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Tarantula Platform	LV	0cm	6+	6+	6+	0–1× Twin Lascannon	45cm	AT4+	*Automata. Armed with either a twin heavy bolter or a twin lascannon. Units armed with a Twin Heavy Bolter have their firefight value increased to 5+.*
					(5+)	0–1× Twin Heavy Bolter	30cm	AP4+	
Hellfire Dreadnought	AV	15cm	3+	4+	4+	Missile Launcher	45cm	AP5+/AT6+	*Walker. Counts as a Dreadnought unit for the purposes of being transported.*
						Twin Lascannon	45cm	AT4+	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted.*
						Twin Heavy Bolter	30cm	AP4+	
Land Raider Achilles	AV	25cm	4+	6+	4+	Thunderfire Cannon	60cm	2× AP4+/AT6+, D	*Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted.*
						or	60cm	2× AP4+/AT6+, IC	
						2× Twin Multi-melta	15cm	MW4+	
						and	(15cm)	Small Arms, MW	

Land Raider Crusader	AV	25cm	4+	5+	5+	2× Hurricane Bolters Twin Assault Cannon	(15cm) 30cm	Small Arms, EA(+1) AP4+/AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport three infantry units without Jump Packs or Mounted; Terminator units count as one and a half units each, rounding up. Counts as a Land Raider for the purposes of being transported.*
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon 2× Lascannon	45cm 45cm	AT4+ AT5+	
Predator Destructor	AV	30cm	4+	6+	3+	Autocannon 2× Heavy Bolter	45cm 30cm	AP5+/AT6+ AP5+	
Razorback	AV	30cm	5+	6+	5+ (4+)	0–1× Twin Lascannon 0–1× Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	*Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Armed with either a Twin Lascannon or a Twin Heavy Bolter. Razorbacks armed with a Twin Heavy Bolter have their firefight value increased to 4+.*
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	*Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.*
Siege Dreadnought	AV	15cm	3+	4+	4+	Flamestorm Cannon and Heavy Flamer and Siege Drill	15cm (15cm) 15cm (15cm) (bc)	AP3+, IC Small Arms, IC AP4+, IC Small Arms, IC Assault Weapons, EA(+1), MW	*Walker. Counts as a Dreadnought unit for the purposes of being transported.*
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, IC	*Walker.*
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Ind	
Bastion	WE	Immobile	4+	-	5+	Thunderfire Cannon or Twin Hyperios Launcher 2× Twin Heavy Bolter	60cm 60cm 45cm 30cm	2× AP4+/AT6+, D 2× AP4+/AT6+, IC AT5+/AA4+ AP4+	*Damage Capacity 3, Fearless, Reinforced Armour, Thick Rear Armour, Transport. May transport eight infantry units or Dreadnoughts; Terminator units and Dreadnoughts count as two units each. Transported units do not have to disembark in order to shoot or use their firefight value if this unit is able to shoot, assault or lend support. The unit counts as rubble once it is destroyed. Critical Hit Effect: The unit takes an extra point of damage.*
Fellblade	WE	15cm	4+	6+	4+	2× Accelerator Cannon Quad Lascannon Quad Lascannon Demolisher Twin Heavy Bolter	75cm 45cm 45cm 30cm 30cm	MW3+ 2× AT4+, Left 2× AT4+, Right AP3+/AT4+, FxF, IC AP4+, FxF	*Damage Capacity 4, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
Reaver Class Titan	WE	20cm	4+	3+	3+	2× Turbo-Laser Destructor Rocket Launcher	60cm 60cm	4× AP5+/AT3+, FwA 3BP, FxF	*Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*

Warlord Class Titan	WE	15cm	4+	2+	3+	Deathstrike Missile	Unlimited	MW2+, Ind, SS, TK(D6)	*Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
						Gatling Blaster	60cm	4× AP4+/AT4+, FwA	
						Rocket Launcher	60cm	3BP, FxF	
						Titan Power Fist	(bc)	Assault Weapons, EA(+3), TK(D3)	
Storm Talon Gunship	AC	Fighter	5+	-	-	Twin Assault Cannon	30cm	AP4+/AT4+/AA5+, FwA	
						Twin Heavy Bolter	15cm	AP4+/AA5+, FxF	
Thunderhawk Saturation Bomber	AC/ WE	Bomber	4+	-	-	Battle Cannon	75cm	AP4+/AT4+, FxF	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: Destroyed.*
						2× Twin Heavy Bolter	30cm	AP4+, FxF	
						Twin Heavy Bolter	15cm	AP4+/AA5+, Left	
						Twin Heavy Bolter	15cm	AP4+/AA5+, Right	
						Bombs	15cm	2BP, FxF, IC	

SPECIAL RULE

They Shall Know No Fear[2]

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- It takes 2 Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any leftover Blast markers).
- Space Marine formations are only broken if they have 2 Blast markers per unit in the formation.
- Space Marines formations only count half their number of Blaster markers in assault resolution (rounding down—note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down). Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.
- When a broken Space Marine formation rallies, it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marines with the Leader special ability remove 2 Blast markers instead of 1.

SPECIAL RULE

Masters of Siege

The Imperial Fists have a special expertise in siege warfare and mass shock assaults. This is represented by the following rules:

- An Imperial Fists army may start three garrisoned formations on overwatch instead of two.
- All units count as having *walker* when making a dangerous terrain test for entering or starting to move on minefields that have been purchased as part of the army.
- All infantry units gain *first strike* when within trenches purchased as part of the army.
- All infantry units gain a 4+ save with *reinforced armour* when within bunkers purchased as part of the army. This replaces both their regular save and the 3+ bunker cover save. This save is lost if the unit suffers an *ignore cover* hit.

2. They Shall Know No Fear

Q: How many Blast markers does a broken Space Marine unit count as having when working out the result of an assault?

A: One per unit.

SPECIAL RULE

Imperial Fist Fortified Positions

Bunker: Counts as Fortifications (see Terrain Effects). Can hold three units. Units in a bunker may not be barged by a war engine.

Gun Emplacement: Provides vehicles with a Cover Save that works in the same manner as an infantry cover save (see Infantry Cover Saves). Can hold one unit. Units in a gun emplacement may not be barged by a war engine.

Minefield: Enemy units with *Jumps Packs* or *Skimmer* must take dangerous tests for Minefields. Enemy units may not re-roll failed dangerous terrain tests for minefields.

Trench: Can hold one infantry unit per 4cm of length. Units in a trench may not be barged by a war engine.

Fortified Position Effects Table			
Terrain	*Infantry*	*Vehicle*	*War Engine*
Bunker	3+ Cover Save	Dangerous	Dangerous
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
Minefield	Dangerous	Dangerous	Dangerous
Trench	4+ Cover Save	Dangerous	No Effect

SPECIAL RULE

Automata

Formations that are comprised completely of units with *automata* may only carry out marshal, overwatch and sustained fire actions. They also cannot capture objectives in the Epic tournament game rules.

Formations that include at least one unit **without** automata do not receive a Blast marker when a unit with automata is destroyed, this includes the extra Blast marker from the first casualty of a crossfire and for units destroyed for being out of formation after a move. Also, if an automata unit is hit by a weapon with disrupt it does not inflict a Blast marker. Finally, don't count units with automata that are lost in an assault when working out who has won the combat.

SPECIAL RULE

Imperial Void Shields[3]

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

3. Imperial Void Shields

Q: Do void shields stop a point of damage caused by: a failed dangerous terrain test, the extra hits from the result of an assault, a Blast marker on a broken formation, or the unit ending its second withdrawal move within 15cm of the enemy?

A: No.

Q: How many void shields go down if a war engine is hit by a Titan Killer weapon that causes multiple points of damage?

A: One per each point of damage, with any left over being allocated to the unit.

Q: Can a formation regroup to repair downed void shields if it has no Blast markers?

A: Yes.

Q: If a formation with multiple units with void shields regroups is the number of repaired void shields the same for each unit or shared between them?

A: Shared between them, e.g. if you chose to repair two void shields, one unit could repair two void shields or two units could repair one void shield each.

Q: Are void shields considered when determining how many hits a war engine should be allocated?

A: No.