

Space Marine List v0.1

Space Marine Experience List v0.1

Human										
M	WS	BS	S	T	W	I	A	Ld	Sv	
4	2	2	2	2	1	2	1	6	-	
0 – 5			<i>Human</i>				+1 T			
6 – 10			<i>Human</i>				+1 S			
11 – 15			<i>Human</i>				+1 Ld			
16 – 20			<i>Human</i>				+1 Ws			
21 – 30			<i>Human</i>				+1 Bs			
Aspirant										
M	WS	BS	S	T	W	I	A	Ld	Sv	
4	3	3	3	3	1	3	1	7	5+	
31 – 40			<i>Aspirant</i>				+1 Ld			
41 – 50			<i>Aspirant</i>				+1 Ws			
51 – 60			<i>Aspirant</i>				+1 Bs			
Scout										
M	WS	BS	S	T	W	I	A	Ld	Sv	
4	4	4	3	3	1	4	1	8	4+	
61 – 80			<i>Scout</i>				+1 Ld			
81 – 100			<i>Scout</i>				+1 I			
101 – 120			<i>Scout</i>				+1 S			
121 – 140			<i>Scout</i>				+1 T			
141 – 160			<i>Scout</i>				+1 Ws			
161 – 180			<i>Scout</i>				+1 Bs			
181 – 200			<i>Scout</i>				+1 Ld			
201 – 240			<i>Scout</i>				+1 I			
241 – 280			<i>Scout</i>				+1 A			
281 – 320			<i>Scout</i>				+1 W			
321 – 360			<i>Scout</i>				+1 S			
361 – 400			<i>Space Marine</i>				+1 T			
Space Marine										
M	WS	BS	S	T	W	I	A	Ld	Sv	
4	5	5	5	5	2	6	2	10	3+	

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Aspirant					Base + 30 TG				
M	WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	3	1	3	1	7	5+

Species: Human or Wyrd

Weapons: An Aspirant may take weapons from the HTH, Pistol, Basic, Special and Grenades list.

Equipment: An Aspirant may take equipment from the Armour, Gun sights and Equipment list.

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Hand-to-Hand
Knife
Throwing Knife
Sword
Club, Maul, Bludgeon
Massive Weapon
Chainsword
Chain-axe
Eviscerator²
Shock-maul
Power Sword²
Power Axe²
Force Weapon³
Thunder Hammer²

Pistols
Autopistol
Stubber
Hand Cannon
Bolt Pistol²
Laspistol
Hand Flamer²
Plasma Pistol²

Basic
Bow
Musket
Scatter Gun
Autogun
Lasgun
Las Carbine
Hellgun
Bolt Carbine¹
Bolter²
Shotgun (Solid/Scatter)
Hunting Rifle

Special
Flamer
Melta-gun
Plasma Gun
Long Las
Stormbolter

Heavy
Heavy Bolter
Heavy Plasma Gun
Lascannon
Missile Launcher
Heavy Flamer

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Grenades & Ammo

Frag Grenades

Krak Grenades

Photon Flash Grenades

Choke/Scare Gas Grenades

Hallucinogen Grenades

Fire Bomb

Tox Bomb

Melta-Bombs

Frag Missile

Krak Missile

Dum-Dums

Man-Stoppers

Overcharge Cell

Psycannon Bolts

¹ Scouts and Space Marines and Space Marine Wyrd only

² Space Marines only

² Space Marines Wyrd only