

WarFUBAR 40,000 – Codex: Space Marines

DISCLAIMER

This expansion for the FUBAR rules is NOT COMPATIBLE with the built-in weapons or armor types, nor will it work with any of the published force supplements (such as the generic/cinematic Sci-Fi setting). The WarFUBAR series of expansions are designed only to operate with each other, and to be played using the core rules from the main FUBAR document.

AND THEY SHALL KNOW NO FEAR

Space Marine units, vehicles, and characters receive an activation penalty for Suppressed models, as described in the FUBAR main rules. However, if the unit successfully activates, all models in that unit may immediately shoot or assault.

SPACE MARINE STATS

Scouts count as Seasoned when determining experience level for Suppressed results. Veterans, Terminators, and characters are Elite. All other units count as Veteran.

Troop	Act.	Exp.
Captain*	2+	3+
Chaplain*	2+	3+
Dreadnought*	3+	4+
Land Speeder Storm	4+	4+
Librarian*	2+	3+
Marine	3+	4+
Scout	4+	4+
Scout Sergeant	3+	4+
Sergeant	3+	4+
Tanks/Drop Pods	3+	4+
Terminator*	3+	4+
Veteran*	3+	4+

*: These units may re-roll failed activation dice at a penalty of -1. For example, a unit of Terminators (activation 3+) rolls a 2. They may re-roll, but now require 4+ to activate.

TROOP/VEHICLE ARMOR SAVES

All units in a Space Marine army benefit from armor saving throws.

Armor Type	Save
Carapace Armor	6+
Power Armor	5+
Terminator Armor	4+
Dreadnought Armor	4+
Ironclad Dreadnought Armor	3+
Land Speeder Armor	5+
Rhino/Razorback/Whirlwind	4+
Predator/Vindicator/Drop Pod	3+
Land Raider (all variants)	2+

CHARACTER SPECIAL RULES

Space Marine characters and specialists have special abilities and rules listed below.

- Captain – any friendly unit within line of sight adds 1 to their activation roll
- Chaplain – any model in his unit may re-roll misses in Close Combat
- Librarian – any model in his unit may re-roll misses when Shooting
- Standard Bearer – while alive, his army gains +1 to the Initiative roll at the start of each turn
- Apothecary – any model in his unit may re-roll a failed armor save
- Techmarine – any vehicle within 8" may re-roll a failed armor save. As an action, a Techmarine may attempt to repair one previously-damaged vehicle in base contact. Damage of Immobilized or Weapon Destroyed is negated on a successful Expertise roll.

SPACE MARINE ARMORY

Weapon	Range	Fire Pts
Assault Cannon	32"	5FP
Autocannon	48"	4FP
Bolt Pistol*	8"	2FP
Bolter*	32"	2FP
Demolisher Cannon**	16"	6FP
Flamer*	8"	3FP
Flamestorm Cannon*	16"	5FP
Grenade Launcher*	16"	3FP
Heavy Bolter*	32"	4FP
Heavy Flamer*	8"	5FP
Hurricane Bolter*	32"	8FP
Lascannon**	48"	5FP
Multi Melta**	16"	5FP
Meltagun**	16"	3FP
Missile Launcher	48"	3FP
Plasma Cannon	32"	4FP
Plasma Gun	32"	3FP
Plasma Pistol	8"	3FP
Sniper Rifle***	48"	2FP
Storm Bolter*	32"	3FP
Whirlwind Launcher	48"	5FP

*: Has no effect on vehicles with armor saves greater than 4+

** : Ignores all armor saves

Note: *Twinlinked weapons may re-roll hit dice*

JUMP PACKS

If equipped with Jump Packs, Space Marine units may Walk a distance of 9" or Run a distance of 18". They may not select Duck & Weave as an Activation choice.

SPACE MARINE ASSAULT WEAPONS

Any model carrying a close combat weapon (chain or power swords, lightning claws, thunder hammers, etc) roll an additional die in close combat. Additional close combat weapon effects are as follows:

- Chainsword – no additional effect
- Power weapon – ignore armor saves against infantry
- Two lightning claws – +1 Expertise and ignore armor saves against infantry
- Power Fist – +1 expertise against all targets
- Thunder Hammer – +1 expertise against all targets, target is Suppressed during next activation
- Combat/Storm Shield - +1 armor save in close combat only

Models armed with chainswords, power weapons, and lightning claws may still attack armored vehicles – this rule accounts for their use of Krak grenades.

DREADNOUGHTS

Dreadnoughts (all variants) count as Infantry for activation choices (walking, shooting, on guard, assault, etc). If they receive damage, the Vehicle Damage Table is used.

LAND SPEEDERS

Land Speeders (including the Storm variant) operate as normal vehicles with the following rule changes:

- May move up to 18" and fire one weapon or 9" and fire all weapons.
- Ignore intervening terrain if they start and finish their move on clear ground.
- May fire over terrain, but may be targeted over terrain during that turn.
- May only move 6" if troops are embarking/d disembarking.
- Add +1 to the damage table roll

SPACE MARINE BIKES

Bikes, scout bikes, and attack bikes count as Infantry models, but add 6" to movement for all actions (walk, duck & weave, run).

SCOUT INFILTRATION

Scout units (including bikes) may make a "free" Run action prior to the first turn.

DROP PODS

May deploy anywhere on the table during their first turn. Count as an immobilized vehicle once troops have disembarked.

SPACE MARINE CAPTAIN

Armed with a Bolt Pistol and Chainsword

- 25 points
- May exchange any weapon for the following:
 - Plasma Pistol (+1 point)
 - Power Sword (+2 points)
 - Power Fist (+3 points)
 - Storm Bolter (+3 points)
 - Thunder Hammer (+5 points)

SPACE MARINE LIBRARIAN

Armed with a Bolt Pistol and Power Sword

- 24 points
- May exchange any weapon for the following:
 - Plasma Pistol (+1 point)
 - Power Fist (+3 points)
 - Storm Bolter (+3 points)

SPACE MARINE CHAPLAIN

Armed with a Bolt Pistol and Power Sword

- 24 points
- May exchange any weapon for the following:
 - Plasma Pistol (+1 point)
 - Power Fist (+3 points)
 - Storm Bolter (+3 points)

SPACE MARINE TECHMARINE

Armed with a Bolt Pistol and Power Sword

- 20 points
- May exchange any weapon for the following:
 - Plasma Pistol (+1 point)
 - Power Fist (+3 points)
 - Storm Bolter (+3 points)
 - Servo Harness (+10 points) (counts as flamer, plasma pistol, and 2 power fists)

SPACE MARINE TACTICAL SQUAD

Consists of 5-10 Space Marines with Bolters.

- 13 points per Space Marine
- Sergeant may exchange his Bolter for two of the following:
 - Bolt Pistol (free)
 - Plasma Pistol (+1 point)
 - Chainsword (+1 point)
 - Power Sword (+2 points)
 - Power Fist (+3 points)
- Up to one Space Marine may exchange his Bolter for the following:
 - Flamer (+3 points)
 - Meltagun (+4 points)
 - Plasma Gun (+4 points)
- Up to one Space Marine may exchange his Bolter for the following:
 - Missile Launcher (+5 points)
 - Heavy Bolter (+6 points)
 - Plasma Cannon (+7 points)
 - Lascannon (+11 points)
 - Multi Melta (+10 points)
 - Heavy Flamer (+6 points)

SPACE MARINE DEVASTATOR SQUAD

Consists of 5-10 Space Marines with Bolters.

- 13 points per Space Marine
- Sergeant may exchange his Bolter for two of the following:
 - Bolt Pistol (free)
 - Plasma Pistol (+1 point)
 - Chainsword (+1 point)
 - Power Sword (+2 points)
 - Power Fist (+3 points)
- Up to four Space Marine may exchange his Bolter for the following:
 - Missile Launcher (+5 points)
 - Heavy Bolter (+6 points)
 - Plasma Cannon (+7 points)
 - Lascannon (+11 points)
 - Multi Melta (+10 points)
 - Heavy Flamer (+6 points)

SPACE MARINE ASSAULT SQUAD

Consists of 5-10 Space Marines with Bolt Pistol and Chainsword

- 14 points per Assault Marine
- The entire squad may take Jump Packs (+2 points/Marine)
- Sergeant may exchange any weapon for the following:
 - Plasma Pistol (+1 point)
 - Power Sword (+2 points)
 - Power Fist (+3 points)
- Up to two Space Marines may exchange their Bolters for the following:
 - Flamer (+3 points)
 - Meltagun (+4 points)
 - Plasma Gun (+4 points)

SPACE MARINE VETERAN SQUAD

Consists of 5-10 Veterans with Bolters.

- 17 points per Veteran
- Any Veteran may exchange their Bolter for a Bolt Pistol and Chainsword (+1 point)
- Veteran Sergeant may exchange his Bolter for two of the following:
 - Bolt Pistol (free)
 - Plasma Pistol (+1 point)
 - Chainsword (+1 point)
 - Power Sword (+2 points)
 - Power Fist (+3 points)
- Up to two Veterans may exchange their Bolter for the following:
 - Flamer (+3 points)
 - Meltagun (+4 points)
 - Plasma Gun (+4 points)
 - Missile Launcher (+5 points)
 - Heavy Bolter (+6 points)
 - Plasma Cannon (+7 points)
 - Lascannon (+11 points)
 - Multi Melta (+10 points)
 - Heavy Flamer (+6 points)

SPACE MARINE SCOUT SQUAD

Consists of 5-10 Scouts with Bolters.

- 10 points per Scout
- Any scout may exchange his Bolter for Bolt Pistols and Chainswords (+1 point), Sniper Rifles (+1 point), or Shotgun (+2 points)
- Sergeant may exchange his Bolter for two of the following:
 - Bolt Pistol (free)
 - Plasma Pistol (+1 point)
 - Chainsword (+1 point)
 - Power Sword (+2 points)
 - Power Fist (+3 points)
- Up to one Scout may exchange his Bolter for the following:
 - Missile Launcher (+5 points)
 - Heavy Bolter (+6 points)

SPACE MARINE TERMINATOR SQUAD

Consists of 5-10 Space Marine Terminators with Storm Bolters and Power Fists.

- 23 points per Terminator
- The entire squad may Teleport onto the battlefield (+2 points/Terminator)
- Sergeant may exchange his Power Fist for a Power Sword (free)
- Up to two Terminators may:
 - Exchange his Storm Bolter for:
 - Assault Cannon (+5 points)
 - Heavy Flamer (+4 points)
 - Take a Cyclone Missile Launcher (+11 points)

SPACE MARINE BIKE SQUADRON

Consists of 3-8 Space Marines Bikes armed with Twinlinked Bolter.

- 18 points per Space Marine Bike
- Sergeant may take the following:
 - Chainsword (+1 point)
 - Plasma Pistol (+1 point)
 - Power Sword (+2 points)
 - Power Fist (+3 points)
- Up to two Space Marine Bikes may take the following:
 - Flamer (+3 points)
 - Meltagun (+4 points)
 - Plasma Gun (+4 points)
- The squad may include an Attack Bike with a Heavy Bolter for +30 points or with a Multi Melta for +34 points

SPACE MARINE ATTACK BIKE SQUADRON

Consists of 1-3 Space Marines Attack Bikes armed with Twinlinked Bolter and Heavy Bolter

- 30 points per Space Marine Bike
- Any Attack Bike may exchange its Heavy Bolter for a Multi Melta (+4 points)

SPACE MARINE DROP POD

Armed with a Storm Bolter

- 18 points
- May transport up to 12 models or one Dreadnought
- May replace Storm Bolter with a Missile Launcher (+3 points)

SPACE MARINE IRONCLAD DREADNOUGHT

Armed with a Power Fist with Storm Bolter and a Seismic (Thunder) Hammer with Meltagun

- 30 points
- May exchange Storm Bolter or Meltagun for a Heavy Flamer (+2 points)
- May replace Power Fist with a Hurricane Bolter (+4 points)

SPACE MARINE DREADNOUGHT

Armed with a Multi Melta, Power Fist, and Stormbolter

- 27 points
- May exchange Multi Melta for the following:
 - Twinlinked Heavy Bolter (free)
 - Twinlinked Lascannon (+4 points)
 - Assault Cannon (free)
 - Twinlinked Autocannon (+2 points)
- May exchange Close Combat Weapon for the following:
 - Missile Launcher (+4 points)
 - Twinlinked Autocannon (+3 points)
- May exchange Stormbolter for Heavy Flamer (+1 point)

SPACE MARINE LAND SPEEDER SQUADRON

Consists of 1-3 Speeders armed with a Heavy Bolter

- 29 points per speeder
- May exchange Heavy Bolter for a:
 - Heavy Flamer (+2 points)
 - Multi Melta (+2 points)
- May take the following:
 - Heavy Flamer (+5 points)
 - Multi Melta (+5 points)
 - Heavy Bolter (+3 points)
 - Assault Cannon (+4 point)
 - Twin-Linked Missile Launcher (+6 points)

SPACE MARINE LAND SPEEDER STORM

Consists of 1 Land Speeder Storm

- 28 points per speeder
- May transport up to 5 Scouts
- May exchange Heavy Bolter for a:
 - Heavy Flamer (+2 points)
 - Multi Melta (+2 points)
 - Assault Cannon (+1 point)

SPACE MARINE RHINO

Armed with a Storm Bolter

- 21 points
- May transport up to ten models
- May take the following:
 - Additional Storm Bolter (+3 points)
 - Dozer Blade (+2 points)
 - Missile Launcher (one-shot) (+2 points)

SPACE MARINE RAZORBACK

Armed with twinlinked Heavy Bolters

- 26 points
- May transport up to six models
- May take a Dozer Blade (+2 points)
- May exchange Heavy Bolters for:
 - Multi Melta (+2 points)
 - Twinlinked Lascannon (+3 points)
 - Twinlinked Assault Cannon (+1 points)
 - Lascannon and Twinlinked Plasmagun (+7 points)

SPACE MARINE WHIRLWIND

Armed with twinlinked Whirlwind Launcher

- 30 points
- May take a Dozer Blade (+2 points)

SPACE MARINE PREDATOR

Armed with an Autocannon

- 29 points
- May take the following:
 - Additional Storm Bolter (+3 points)
 - Dozer Blade (+2 points)
 - Missile Launcher (one-shot) (+2 points)
 - Heavy Bolter Sponsons (+12 points)
 - Lascannon Sponsons (+22 points)
- May exchange Autocannon for Twinlinked Lascannon (+3 points)

SPACE MARINE VINDICATOR

Armed with a Demolisher Cannon

- 31 points
- May take the following:
 - Additional Storm Bolter (+3 points)
 - Dozer Blade (+2 points)
 - Missile Launcher (one-shot) (+2 points)

SPACE MARINE LAND RAIDER

Armed with a Twinlinked Heavy Bolter and two Twinlinked Lascannon Sponsons

- 54 points
- May transport up to 10 models
- May take the following:
 - Additional Storm Bolter (+3 points)
 - Dozer Blade (+2 points)
 - Missile Launcher (one-shot) (+2 points)

SPACE MARINE LAND RAIDER REDEEMER

Armed with a Twinlinked Assault Cannon and two Flamestorm Cannon sponsons

- 52 points
- May transport up to 16 models
- May take the following:
 - Additional Storm Bolter (+3 points)
 - Dozer Blade (+2 points)
 - Missile Launcher (one-shot) (+2 points)

SPACE MARINE LAND RAIDER CRUSADER

Armed with a Twinlinked Assault Cannon and two Hurricane Bolter sponsons

- 50 points
- May transport up to 16 models
- May take the following:
 - Additional Storm Bolter (+3 points)
 - Dozer Blade (+2 points)
 - Missile Launcher (one-shot) (+2 points)