

# ***Company Based Epic Armies – Imperium***

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## **Imperial Guard**

### **Imperial Guard Units**

An Imperial Guard squad typically consists of 2 fireteams (stands), although specialty units will occasionally have 1 fireteam. Platoons consist of 3 squads. Companies consist of 3 Platoons plus supporting units. The Imperial Guard believe in abundant firepower to help their troops, which is reflected in the large number of support units that are allowed in the unit structure.

Imperial Guard forces are used in a wide range of duties. Often they are mechanized in Chimeras, but they are often deployed without transport for a variety of reasons.

### **Design Notes**

Imperial Guard forces are roughly based on current western military force structures. Most units have the option of taking 2 support platoons. This gives the Imperial Guard a lot of support firepower, which reflects their 'pound it into submission' war philosophy.

### **Strategy Rating**

A force without any Space Marine detachments has a Strategy Rating of 2.

A mixed force of Space Marines and other units has a Strategy Rating of 4.

### **Potential Allies**

Eldar and Squats

## Command Units

### Imperium - Imperial Guard Commander

**Usage:** The Imperial Guard Commander is a regimental level command unit led by a Colonel, Commissar-General or Inquisition Lord. It is a company sized unit. Typically there will be at most one Imperial Guard Commander unit in a typical Imperial Guard battle, although multiple Imperial Guard Commander units may be used in especially large battles.

**Frequency:** Uncommon

<b>Commander</b>			
Take 1 Commander			
<b>Colonel</b> 1 Colonel stand, 1 Chimera	<b>54 pts.</b>	<b>Inquisitor Lord</b> 1 Inquisitor Lord stand, 1 Chimera	<b>64 pts.</b>
<b>Commissar-General</b> 1 Commissar-General stand, 1 Chimera	<b>54 pts.</b>		

<b>Bodyguards</b>			
Take 1 Platoon			
<b>Griffon Platoon</b> 3 Griffon	<b>57 pts.</b>	<b>Leman Russ Platoon</b> 3 Leman Russ	<b>96 pts.</b>
<b>Hellhound Platoon</b> 3 Hellhound	<b>36 pts.</b>	<b>Leman Russ Conqueror Platoon</b> 3 Leman Russ Conquerors	<b>96 pts.</b>
<b>Hydra Platoon</b> 3 Hydra	<b>84 pts.</b>	<b>Leman Russ Executioner Platoon</b> 3 Leman Russ Executioners	<b>96 pts.</b>
<b>Imperial Guard Heavy Weapon Platoon</b> 1 Command Squad stand with 1 Chimera, 3 Imperial Guard Heavy Weapon Squads (each with 1 Heavy Weapon stand, 1 Chimera)	<b>105 pts.</b>	<b>Leman Russ Vanquisher Platoon</b> 3 Leman Russ Vanquishers	<b>96 pts.</b>
		<b>Ogryn Platoon</b> 3 Ogryn squads (each with 1 Ogryn stand, 1 Chimera)	<b>72 pts.</b>
<b>Imperial Guard Platoon</b> 1 Command Squad stand with 1 Chimera, 3 Imperial Guard Squads (each with 2 Imperial Guard stands, 1 Chimera)	<b>105 pts.</b>	<b>Sentinel Platoon</b> 3 Sentinel Squads (each with 2 Sentinels)	<b>48 pts.</b>

<b>Anti-Aircraft Support</b>			
May include a Hydra.			
<b>Hydra</b> 1 Hydra	<b>28 pts.</b>		

**Chain of Command:** Commander > Bodyguard

**Notes:** Other detachments with their HQ within 12" of the commander become Stubborn. If the commander (not just the bodyguard) participates in an assault or firefight you may re-roll the dice for the combat.

## Line Units

### Imperium - Imperial Guard Infantry Company

**Usage:** The Infantry Company is one of the core units of the Imperial Guard. Unlike the Mechanized Infantry, the Infantry company does not include transport for the men. These forces are used for the defense, when a slow advance is acceptable, or when transport vehicles are unavailable.

**Frequency:** Very Common

Command	
Take 1 Captain.	
<b>1 Captain</b> 1 Captain stand	<b>37 pts.</b>

Main Force	
Take 3 platoons	
<b>Imperial Guard Static Heavy Weapon Platoon</b> 1 Command Squad stand, 3 Imperial Guard Heavy Weapon Squads (each with 1 Heavy Weapon stand)	<b>49 pts.</b>
<b>Imperial Guard Static Platoon</b> 1 Command Squad stand, 3 Imperial Guard Squads (each with 2 Imperial Guard stands)	<b>49 pts.</b>

Support	
Choose up to 2 Platoons for support	
<b>Demolisher Platoon</b> 3 Demolisher	<b>66 pts.</b>
<b>Hellhound Platoon</b> 3 Hellhound	<b>36 pts.</b>
<b>Destroyer Platoon</b> 3 Destroyers	<b>96 pts.</b>
<b>Hydra Platoon</b> 3 Hydra	<b>84 pts.</b>
<b>Leman Russ Platoon</b> 3 Leman Russ	<b>96 pts.</b>
<b>Ogryn Static Platoon</b> 3 Ogryn stand	<b>30 pts.</b>
<b>Leman Russ Conqueror Platoon</b> 3 Leman Russ Conquerors	<b>96 pts.</b>
<b>Ratling Platoon</b> 3 Ratling stand	<b>24 pts.</b>
<b>Leman Russ Executioner Platoon</b> 3 Leman Russ Executioners	<b>96 pts.</b>
<b>Sentinel Platoon</b> 3 Sentinel Squads (each with 2 Sentinels)	<b>48 pts.</b>
<b>Leman Russ Vanquisher Platoon</b> 3 Leman Russ Vanquishers	<b>96 pts.</b>
<b>Support Weapon Platoon</b> 3 Support Weapons	<b>54 pts.</b>
<b>Griffon Platoon</b> 3 Griffon	<b>57 pts.</b>
<b>Thunderer Platoon</b> 3 Thunderers	<b>96 pts.</b>

Anti-Aircraft Support	
May include a Hydra.	
<b>Hydra</b> 1 Hydra	<b>28 pts.</b>

**Chain of Command:** Captain > Command Squad > Any unit including a Commissar > Any Imperial Guard unit > Any non-tank unit.

## Imperium - Imperial Guard Mechanized Infantry Company

**Usage:** The Mechanized Infantry Company are one of the core units of the Imperial Guard. The unit is fully equipped with transport vehicles so that it can move quickly into position.

**Frequency:** Very Common

<b>Command</b>	
Take 1 Captain.	
<b>1 Captain</b> 1 Captain stand, 1 Chimera	<b>51 pts.</b>

<b>Main Force</b>	
Take 3 platoons	
<b>Imperial Guard Heavy Weapon Platoon</b> 1 Command Squad stand with 1 Chimera, 3 Imperial Guard Heavy Weapon Squads (each with 1 Heavy Weapon stand, 1 Chimera)	<b>105 pts.</b>
<b>Imperial Guard Platoon</b> 1 Command Squad stand with 1 Chimera, 3 Imperial Guard Squads (each with 2 Imperial Guard stands, 1 Chimera)	<b>105 pts.</b>

<b>Support</b>	
Choose up to 2 Platoons for support	
<b>Demolisher Platoon</b> 3 Demolisher	<b>66 pts.</b>
<b>Griffon Platoon</b> 3 Griffon	<b>57 pts.</b>
<b>Destroyer Platoon</b> 3 Destroyers	<b>96 pts.</b>
<b>Hellhound Platoon</b> 3 Hellhound	<b>36 pts.</b>
<b>Leman Russ Platoon</b> 3 Leman Russ	<b>96 pts.</b>
<b>Hydra Platoon</b> 3 Hydra	<b>84 pts.</b>
<b>Leman Russ Conqueror Platoon</b> 3 Leman Russ Conquerors	<b>96 pts.</b>
<b>Ogryn Platoon</b> 3 Ogryn squads (each with 1 Ogryn stand, 1 Chimera)	<b>72 pts.</b>
<b>Leman Russ Executioner Platoon</b> 3 Leman Russ Executioners	<b>96 pts.</b>
<b>Sentinel Platoon</b> 3 Sentinel Squads (each with 2 Sentinels)	<b>48 pts.</b>
<b>Leman Russ Vanquisher Platoon</b> 3 Leman Russ Vanquishers	<b>96 pts.</b>
<b>Thunderer Platoon</b> 3 Thunderers	<b>96 pts.</b>

<b>Anti-Aircraft Support</b>	
May include a Hydra.	
<b>Hydra</b> 1 Hydra	<b>28 pts.</b>

**Chain of Command:** Captain > Command Squad > Any unit including a Commissar > Any Imperial Guard unit > Any non-tank unit.

## Imperium - Imperial Guard Rough Rider Company

**Usage:** The Rough Rider Company is one of the unique units of the Imperial Guard. It consists entirely of mounted guardsmen. The mounts are normally horses, but can be a variety of other creatures as well. These forces are quick and used for scouting and flanking the enemy.

**Frequency:** Common

<b>Command</b>	
Take 1 Captain.	
<b>1 Rough Rider Captain</b> 1 Rough Rider Captain stand	<b>41 pts.</b>

<b>Main Force</b>	
Take 3 platoons	
<b>Rough Rider Platoon</b> 1 Rough Rider Command Squad stand, 3 Rough Rider squads (each with 2 Rough Rider stands)	<b>70 pts.</b>

**Chain of Command:** Captain > Command Squad > Any unit including a Commissar > Any Imperial Guard unit > Any non-tank unit.

## Imperium - Imperial Guard Tank Company

**Usage:** The Tank Company is the armored fist of the Imperial Guard. It consists of Leman Russ tanks and supporting units.  
**Frequency:** Very Common

<b>Command</b>	
Must pay for a Company HQ	
<b>1 Company HQ</b>	<b>25 pts.</b>

<b>Main Force</b>			
Take 3 platoons.			
<b>Demolisher Platoon (max of 1)</b> 3 Demolishers	<b>66 pts.</b>	<b>Leman Russ Executioner Platoon</b> 3 Leman Russ Executioners	<b>96 pts.</b>
<b>Destroyer Platoon</b> 3 Destroyers	<b>96 pts.</b>	<b>Leman Russ Vanquisher Platoon</b> 3 Leman Russ Vanquishers	<b>96 pts.</b>
<b>Leman Russ Platoon</b> 3 Leman Russ's	<b>96 pts.</b>	<b>Thunderer Platoon (max of 1)</b> 3 Thunderers	<b>96 pts.</b>
<b>Leman Russ Conqueror Platoon</b> 3 Leman Russ Conquerors	<b>96 pts.</b>		

<b>Support</b>			
Choose up to 2 Platoons for support			
<b>Griffon Platoon</b> 3 Griffon	<b>57 pts.</b>	<b>Imperial Guard Platoon</b> 1 Command Squad stand with 1 Chimera, 3 Imperial Guard Squads (each with 2 Imperial Guard stands, 1 Chimera)	<b>105 pts.</b>
<b>Hellhound Platoon</b> 3 Hellhound	<b>36 pts.</b>	<b>Ogryn Platoon</b> 3 Ogryn squads (each with 1 Ogryn stand, 1 Chimera)	<b>72 pts.</b>
<b>Hydra Platoon</b> 3 Hydra	<b>84 pts.</b>	<b>Sentinel Platoon</b> 3 Sentinel Squads (each with 2 Sentinels)	<b>48 pts.</b>
<b>Imperial Guard Heavy Weapon Platoon</b> 1 Command Squad stand with 1 Chimera, 3 Imperial Guard Heavy Weapon Squads (each with 1 Heavy Weapon stand, 1 Chimera)	<b>105 pts.</b>		

<b>Anti-Aircraft Support</b>	
May include a Hydra.	
<b>Hydra</b> 1 Hydra	<b>28 pts.</b>

**Chain of Command:** Leman Russ tank > Any main force unit > Any other unit.

## Imperium - Imperial Guard Tunneller Company

**Usage:** The Tunneller Company is a concept unique to the Imperial Guard. Boring machines move underground and behind the enemy's lines. They then surface and disgorge troops into the enemy's rear, causing chaos and panic.  
**Frequency:** Uncommon

<b>Command</b>	
Take 1 Captain.	
<b>1 Captain</b> 1 Captain stand, 1 Termite	<b>51 pts.</b>

<b>Main Force</b>		
Take 3 platoons.		
<b>Mole Platoon</b> 1 Mole, 2 Imperial Guard Squads (each with 2 Imperial Guard stands)	<b>48 pts.</b>	<b>Termite Platoon</b> 3 Termite Squads (each with 1 Termite, 1 Imperial Guard stand) <b>63 pts.</b>

**Chain of Command:** Mole > Termite > Any other unit

## Support Units

### Imperium - Imperial Guard Artillery Company

**Usage:** The Artillery Company is the epitome of the hard pounding Imperial Guard. These powerful artillery units have won the day on numerous occasions and are justly feared by the enemies of the Imperium.

**Frequency:** Common

#### Command

Must pay for a Company HQ

**1 Company HQ**

**25 pts.**

#### Main Force

Take 3 platoons

**Griffon Platoon**

3 Griffons

**57 pts.**

**Siege Artillery Platoon**

3 Siege Artillery vehicles

**162 pts.**

**Heavy Artillery Platoon**

3 Heavy Artillery vehicles

**123 pts.**

#### Support

Choose up to 2 Platoons for support

**Destroyer Platoon**

3 Destroyers

**96 pts.**

**Leman Russ Conqueror Platoon**

3 Leman Russ Conquerors

**96 pts.**

**Imperial Guard Heavy Weapon Platoon**

1 Command Squad stand with 1 Chimera,  
3 Imperial Guard Heavy Weapon Squads  
(each with 1 Heavy Weapon stand, 1 Chimera)

**105 pts.**

**Leman Russ Executioner Platoon**

3 Leman Russ Executioners

**96 pts.**

**Leman Russ Vanquisher Platoon**

3 Leman Russ Vanquishers

**96 pts.**

**Imperial Guard Platoon**

1 Command Squad stand with 1 Chimera,  
3 Imperial Guard Squads  
(each with 2 Imperial Guard stands, 1 Chimera)

**105 pts.**

**Hydra Platoon**

3 Hydra

**84 pts.**

**Sentinel Platoon**

3 Sentinel Squads (each with 2 Sentinels)

**48 pts.**

**Leman Russ Platoon**

3 Leman Russ

**96 pts.**

**Thunderer Platoon**

3 Thunderers

**96 pts.**

#### Anti-Aircraft Support

May include a Hydra.

**Hydra**

1 Hydra

**28 pts.**

**Chain of Command:** Any main force unit > Any other unit.

## Imperium - Imperial Guard Artillery Platoon

**Usage:** The Artillery Platoon is the epitome of the hard pounding Imperial Guard. These powerful artillery units have won the day on numerous occasions and are justly feared by the enemies of the Imperium. The platoon is used when an entire company cannot be dedicated to one section of the battlefield.

**Frequency:** Very Common

### Command

Must pay for a Platoon HQ

**1 Platoon HQ**

**10 pts.**

### Main Force

Take 1 platoon

**Griffon Platoon**

3 Griffons

**57 pts.**

**Siege Artillery Platoon**

3 Siege Artillery vehicles

**162 pts.**

**Heavy Artillery Platoon**

3 Heavy Artillery vehicles

**123 pts.**

### Support

Choose up to 1 Squad for support

**Destroyer**

1 Destroyer

**32 pts.**

**Leman Russ Executioner**

1 Leman Russ Executioner

**32 pts.**

**Imperial Guard Heavy Weapon Squad**

1 Heavy Weapon stand, 1 Chimera

**28 pts.**

**Leman Russ Vanquisher**

1 Leman Russ Vanquisher

**32 pts.**

**Imperial Guard Squad**

2 Imperial Guard stands, 1 Chimera

**28 pts.**

**Hydra**

1 Hydra

**28 pts.**

**Leman Russ**

1 Leman Russ

**32 pts.**

**Sentinel Squad**

2 Sentinels

**16 pts.**

**Leman Russ Conqueror**

1 Leman Russ Conqueror

**32 pts.**

### Anti-Aircraft Support

May include a Hydra.

**Hydra**

1 Hydra

**28 pts.**

**Chain of Command:** Any main force unit > Any other unit.

## Imperium - Imperial Guard Deathstrike Platoon

**Usage:** The Deathstrike Platoon is a specialized artillery unit that wields the awesome power of the Deathstrike missile. These missiles are capable of blowing titans apart. These weapons are never fielded at company strength and are always found at platoon strength, which is incredible in itself.

**Frequency:** Uncommon

### Command

Must pay for a Platoon HQ

**1 Platoon HQ**

**10 pts.**

### Main Force

Take 1 platoon

**Deathstrike Missile Platoon**  
3 Deathstrikes

**159 pts.**

### Support

Choose up to 1 Squad for support

**Destroyer**

**32 pts.**

1 Destroyer

**Leman Russ Executioner**

**32 pts.**

1 Leman Russ Executioner

**Imperial Guard Heavy Weapon Squad**

**28 pts.**

1 Heavy Weapon stand, 1 Chimera

**Leman Russ Vanquisher**

**32 pts.**

1 Leman Russ Vanquisher

**Imperial Guard Squad**

**28 pts.**

2 Imperial Guard stands, 1 Chimera

**Hydra**

**28 pts.**

1 Hydra

**Leman Russ**

**32 pts.**

1 Leman Russ

**Sentinel Squad**

**16 pts.**

2 Sentinels

**Leman Russ Conqueror**

**32 pts.**

1 Leman Russ Conqueror

### Anti-Aircraft Support

May include a Hydra.

**Hydra**

**28 pts.**

1 Hydra

**Chain of Command:** Any main force unit > Any other unit.

## War Engine Units

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### Imperium - Imperial Guard Hellbore Company

**Usage:** The Hellbore Company consists centers around the monstrosly large Hellbore. This vehicle tunnels underneath defensive lines and surfaces in the enemy's rear. The troops onboard disembark and cause chaos and panic to the enemy. The Hellbore company includes a reduced infantry company, which has been specially trained for this kind of attack. The company consists of two Imperial Guard platoons. Due to space constraints these platoons enter combat without a command squad. They are highly motivated and perform well, even without the command troops.

**Frequency:** Uncommon

War Engine	
Take 1 Hellbore	
<b>Hellbore</b> 1 Hellbore	<b>300 pts.</b>

Main Force	
Take 2 platoons	
<b>Imperial Guard Hellbore Platoon</b> 3 Imperial Guard Squads (each with 2 Imperial Guard stands)	<b>42 pts.</b>

**Chain of Command:** Hellbore > Any other unit

## Imperium - Imperial Guard Leviathan Company

**Usage:** The Leviathan Company is the command center of the Imperial Guard army. Normally not seen on the front lines, this unit is usually slightly behind the front to direct the battlefield commanders. Battles being what they are, sometimes the Leviathan finds itself in combat and contains formidable weaponry for its defense. The Leviathan also carries 1 platoon of troops for defense. The platoon does not require a commander due to the commanders onboard the Leviathan.

**Frequency:** Very Uncommon

### War Engines

Take 1 Leviathan and 1 Imperial Guard Leviathan Platoon

<b>Leviathan</b> 1 Leviathan	<b>330 pts.</b>	
<b>Imperial Guard Leviathan Platoon</b> 3 Imperial Guard Squads (each with 2 Imperial Guard stands)	<b>42 pts.</b>	

### Support

Choose up to 2 Platoons for support

<b>Destroyer Platoon</b> 3 Destroyers	<b>96 pts.</b>	<b>Leman Russ Platoon</b> 3 Leman Russ	<b>96 pts.</b>
<b>Hellhound Platoon</b> 3 Hellhound	<b>36 pts.</b>	<b>Leman Russ Conqueror Platoon</b> 3 Leman Russ Conquerors	<b>96 pts.</b>
<b>Hydra Platoon</b> 3 Hydra	<b>84 pts.</b>	<b>Leman Russ Executioner Platoon</b> 3 Leman Russ Executioners	<b>96 pts.</b>
<b>Imperial Guard Heavy Weapon Platoon</b> 1 Command Squad stand with 1 Chimera, 3 Imperial Guard Heavy Weapon Squads (each with 1 Heavy Weapon stand, 1 Chimera)	<b>105 pts.</b>	<b>Leman Russ Vanquisher Platoon</b> 3 Leman Russ Vanquishers	<b>96 pts.</b>
		<b>Sentinel Platoon</b> 3 Sentinel Squads (each with 2 Sentinels)	<b>48 pts.</b>
<b>Imperial Guard Platoon</b> 1 Command Squad stand with 1 Chimera, 3 Imperial Guard Squads (each with 2 Imperial Guard stands, 1 Chimera)	<b>105 pts.</b>		

### Anti-Aircraft Support

May include a Hydra.

<b>Hydra</b> 1 Hydra	<b>28 pts.</b>	
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**Chain of Command:** Leviathan > Any other unit.

## Imperium - Imperial Guard Super Heavy Tank Company

**Usage:** The Super Heavy Tank Company is the heavy metal of the Imperial Guard. It consists of three of the huge super heavy tanks and supporting units.

**Frequency:** Common

### War Engines

Take 1 Company

<b>Baneblade Company</b> 3 Baneblades	<b>330 pts.</b>	<b>Shadowword Company</b> 3 Shadowwords	<b>330 pts.</b>
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### Support

Choose up to 2 Platoons for support

<b>Demolisher Platoon</b> 3 Demolisher	<b>66 pts.</b>	<b>Leman Russ Platoon</b> 3 Leman Russ	<b>96 pts.</b>
<b>Destroyer Platoon</b> 3 Destroyers	<b>96 pts.</b>	<b>Leman Russ Conqueror Platoon</b> 3 Leman Russ Conquerors	<b>96 pts.</b>
<b>Griffon Platoon</b> 3 Griffon	<b>57 pts.</b>	<b>Leman Russ Executioner Platoon</b> 3 Leman Russ Executioners	<b>96 pts.</b>
<b>Hellhound Platoon</b> 3 Hellhound	<b>36 pts.</b>	<b>Leman Russ Vanquisher Platoon</b> 3 Leman Russ Vanquishers	<b>96 pts.</b>
<b>Hydra Platoon</b> 3 Hydra	<b>84 pts.</b>	<b>Ogryn Platoon</b> 3 Ogryn squads (each with 1 Ogryn stand, 1 Chimera)	<b>72 pts.</b>
<b>Imperial Guard Heavy Weapon Platoon</b> 1 Command Squad stand with 1 Chimera, 3 Imperial Guard Heavy Weapon Squads (each with 1 Heavy Weapon stand, 1 Chimera)	<b>105 pts.</b>	<b>Sentinel Platoon</b> 3 Sentinel Squads (each with 2 Sentinels)	<b>48 pts.</b>
		<b>Thunderer Platoon</b> 3 Thunderers	<b>96 pts.</b>
<b>Imperial Guard Platoon</b> 1 Command Squad stand with 1 Chimera, 3 Imperial Guard Squads (each with 2 Imperial Guard stands, 1 Chimera)	<b>105 pts.</b>		

### Anti-Aircraft Support

May include a Hydra.

<b>Hydra</b> 1 Hydra	<b>28 pts.</b>	
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**Chain of Command:** Baneblade/Shadowword > Any other unit.

## Imperium - Titan Legion Company (Imperial Guard)

**Usage:** The Titan Legion Company is the hammer blow of the Imperium. It consists of a titan (or titans) and its supporting forces. These supporting forces frequently accompany the titan to provide protection from enemy aircraft, armor, and infantry. This is the Imperial Guard version of the Titan Legion Company, which utilizes Imperial Guard troops for support.

**Frequency:** Common

<b>War Engines</b>			
Take 1 War Engine choice			
<b>Adeptus Mechanicus Ordinatus</b> 1 Ordinatus	<b>200 pts.</b>	<b>Warhound Titan Group</b> 2 Warhounds	<b>400 pts.</b>
<b>Imperator Emperor Titan</b> 1 Imperator	<b>900 pts.</b>	<b>Warlord Titan</b> 1 Warlord	<b>555 pts.</b>
<b>Reaver Titan</b> 1 Reaver	<b>390 pts.</b>	<b>Warmonger Emperor Titan</b> 1 Warmonger	<b>900 pts.</b>

<b>Support</b>			
Choose up to 2 Platoons for support			
<b>Destroyer Platoon</b> 3 Destroyers	<b>96 pts.</b>	<b>Leman Russ Platoon</b> 3 Leman Russ	<b>96 pts.</b>
<b>Hellhound Platoon</b> 3 Hellhound	<b>36 pts.</b>	<b>Leman Russ Conqueror Platoon</b> 3 Leman Russ Conquerors	<b>96 pts.</b>
<b>Hydra Platoon</b> 3 Hydra	<b>84 pts.</b>	<b>Leman Russ Executioner Platoon</b> 3 Leman Russ Executioners	<b>96 pts.</b>
<b>Imperial Guard Heavy Weapon Platoon</b> 1 Command Squad stand with 1 Chimera, 3 Imperial Guard Heavy Weapon Squads (each with 1 Heavy Weapon stand, 1 Chimera)	<b>105 pts.</b>	<b>Leman Russ Vanquisher Platoon</b> 3 Leman Russ Vanquishers	<b>96 pts.</b>
		<b>Sentinel Platoon</b> 3 Sentinel Squads (each with 2 Sentinels)	<b>48 pts.</b>
<b>Imperial Guard Platoon</b> 1 Command Squad stand with 1 Chimera, 3 Imperial Guard Squads (each with 2 Imperial Guard stands, 1 Chimera)	<b>105 pts.</b>		

<b>Anti-Aircraft Support</b>	
May include a Hydra.	
<b>Hydra</b> 1 Hydra	<b>28 pts.</b>

**Chain of Command:** Titan > Any other unit.

## Flyer Units

### Imperium - Imperial Navy Flight

**Usage:** Often an entire Imperial Navy Squadron is too much for a small battle, so a Flight is called in. These Flights invariably consist of Thunderbolts or Lightnings and are commonly used to protect a battlefield from enemy flyers.  
**Frequency:** Common

Command	
Must pay for a Squadron HQ	
1 Flight HQ	10 pts.

Main Force			
Take 1 flight.			
Lightning Flight 3 Lightnings	105 pts.	Thunderbolt Flight 3 Thunderbolts	90 pts.
Lightning Strike Flight 3 Lightning Strikes	105 pts.		

**Chain of Command:** Any unit.

### Imperium - Imperial Navy Squadron

**Usage:** The Imperial Navy Squadron is the air support of the Imperial Guard forces. Part of the Imperial Navy instead of the Imperial Guard, the Imperial Navy squadron is the equivalent of a company, this unit contains fighters and fighter bombers that are used in a variety of missions. On the Epic battlefield they are used to attack enemy units and provide protection from enemy aircraft.  
**Frequency:** Common

Command	
Must pay for a Squadron HQ	
1 Squadron HQ	25 pts.

Main Force			
Take 3 flights.			
Marauder Flight 2 Marauders	90 pts.	Thunderbolt Flight (take at least 1) 3 Thunderbolts	90 pts.

**Chain of Command:** Any unit.

## Imperium - Imperial Navy Lightning Squadron

**Usage:** The Imperial Navy Squadron is the air support of the Imperial Guard forces. Part of the Imperial Navy instead of the Imperial Guard, the Imperial Navy squadron is the equivalent of a company, this unit contains fighters and fighter bombers that are used in a variety of missions. The Lightning Squadrons feature the Lightning fighter-bomber and is common in some parts of the Imperium.

**Frequency:** Common

<b>Command</b>	
Must pay for a Squadron HQ	
<b>1 Squadron HQ</b>	<b>25 pts.</b>

<b>Main Force</b>			
Take 3 flights. At least 1 must be a Lightning or Lightning Strike Flight.			
<b>Lightning Flight</b>	<b>105 pts.</b>	<b>Marauder Flight</b>	<b>90 pts.</b>
3 Lightnings		2 Marauders	
<b>Lightning Strike Flight</b>	<b>105 pts.</b>		
3 Lightning Strikes			

**Chain of Command:** Any unit.

# Space Marines

## Space Marine Units

A Space Marine squad typically consists of 2 fireteams (stands), although specialty units will occasionally have 1 fireteam. Platoons consist of 3 squads. Companies consist of 3 Platoons plus supporting units. Space Marines are more independent and do not rely on supporting units as much as the Imperial Guard.

Space Marines are inherently a mechanized fighting force. Only rarely will you find Space Marines without their Rhinos or Land Raiders. Land Raiders are always used either as transport for leaders or Terminators, or as a battle tank. They are never used to transport other types of troops.

## Design Notes

Space Marines mirror the Imperial Guard in their general force structure. The main distinction is in the amount of support units for each company. Space Marines will typically have 1 platoon for support while the Imperial Guard will normally have 2 platoons. The Space Marines rely much more on their individual foot soldiers (and rightfully so!) and agility rather than the heavy support units that are characteristic of the Imperial Guard.

You may have noticed that the company lists always have Terminators traveling in Land Raiders and other Space Marines traveling in Rhinos (except for company leaders). The literature seems to indicate this is the normal scheme of things. Since I created these company lists for the very purpose of quickly generating forces that reflect an army's normal force structure, I left them that way. The same comments apply to Razorbacks and hence you will only see them for transporting company leaders (not to mention you would need a ton of them for a company).

## Strategy Rating

A pure Space Marine force has a Strategy Rating of 5.

A mixed force of Space Marines and other units has a Strategy Rating of 4.

## Potential Allies

Eldar and Squats

## Command Units

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### Imperium - Space Marine Supreme Commander

**Usage:** The Space Marine Supreme Commander is an army command unit. It is a company sized unit. There will be at most one Space Marine Supreme Commander unit in a Space Marine army. They are typically not seen in Epic sized battles.

**Frequency:** Very Uncommon

#### Commanders

Take 1 Commander

<b>Chapter Master</b> 1 Chapter Master stand, 1 Land Raider	<b>95 pts.</b>	<b>Inquisitor Lord</b> 1 Inquisitor Lord stand, 1 Land Raider	<b>95 pts.</b>
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#### Bodyguards

Take 1 Platoon

<b>Assault Platoon</b> 3 Assault Squads (each with 2 Assault stands)	<b>102 pts.</b>	<b>Tactical Platoon</b> 3 Tactical Squads (each with 2 Tactical stands and 1 Rhino)	<b>111 pts.</b>
<b>Devastator Platoon</b> 3 Devastator Squads (each with 2 Devastator stands and 1 Rhino)	<b>141 pts.</b>	<b>Terminator Platoon</b> 3 Terminator squads (each with 1 Terminator stand and 1 Land Raider)	<b>192 pts.</b>
<b>Land Raider Platoon</b> 3 Land Raiders	<b>135 pts.</b>		

**Chain of Command:** Commander > Bodyguard

**Notes:** Other detachments with their HQ within 12" of the commander become Stubborn. If the commander (not just the bodyguard) participates in an assault or firefight you may re-roll the dice for the combat.

## Line Units

### Imperium - Blood Angels Death Company

**Usage:** The Blood Angels Death Company is composed entirely of those Blood Angels who have been overcome by the Red Thirst. They become mindless, seeking only the blood of their enemies. These troops are not assigned any support units. They neither want support, it would rob them of their vengeance, nor are they disciplined enough to work with supporting units. Unlike the Mechanized Death Company, this unit utilizes Jump Packs to enter battle.  
**Frequency:** Common

Command			
Take 1 Captain. May take 1 Librarian			
<b>1 Chaplain</b>	<b>51 pts.</b>	<b>Up to 1 Librarian</b>	<b>35 pts.</b>
1 Captain stand with Jump Packs		1 Librarian stand with Jump Packs	

Main Force			
Take 3 Platoons			
<b>Blood Angels Death Company Platoon</b>	<b>66 pts.</b>		
3 Death Company squads (each with 1 Death Company stand with Jump Packs)			

**Chain of Command:** Chaplain > Librarian > Any other unit.

**Notes:** If the detachment consists entirely of infantry units it may be deployed in drop pods.

### Imperium - Blood Angels Mechanized Death Company

**Usage:** The Blood Angels Mechanized Death Company is composed of those Blood Angels who have been overcome by the Red Thirst. They become mindless, seeking only the blood of their enemies. These troops are not assigned any support units. They neither want support, it would rob them of their vengeance, nor are they disciplined enough to work with supporting units.  
**Frequency:** Common

Command			
Take 1 Chaplain. May take 1 Librarian			
<b>1 Blood Angels Chaplain</b>	<b>58 pts.</b>	<b>Up to 1 Librarian</b>	<b>42 pts.</b>
1 Chaplain stand, 1 Rhino		1 Librarian stand, 1 Rhino	

Main Force			
Take 3 Platoons			
<b>Blood Angels Mechanized Death Company Platoon</b>	<b>74 pts.</b>		
3 Death Company squads (each with 1 Death Company stand) plus 2 Rhinos			

**Chain of Command:** Chaplain > Librarian > Any other unit.

## Imperium - Dark Angels Deathwing Company

**Usage:** The Dark Angels Deathwing Company is Terminator Company of the Dark Angels. They have a long proud history. Like other Terminators, they ride Land Raiders into battle.

**Frequency:** Common

### Command

Take 1 Librarian

There can only be one Master of Deathwing per army. Armies with a Master of Deathwing are Uncommon.

<b>1 Deathwing Librarian</b>	<b>110 pts.</b>	<b>Up to 1 Master of Deathwing</b>	<b>75 pts.</b>
1 Deathwing Librarian stand, 1 Land Raider		1 Master of Deathwing stand, 1 Land Raider	

### Main Force

Take 3 Platoons

<b>Deathwing Terminator Platoon</b>	<b>207 pts.</b>		
3 Deathwing Terminator squads (each with 1 Deathwing Terminator stand, 1 Land Raider)			

### Support

Choose up to 1 Platoon for support

<b>Assault Platoon</b>	<b>102 pts.</b>	<b>Predator Platoon</b>	<b>81 pts.</b>
3 Assault Squads (each with 2 Assault stands)		3 Predators	
<b>Devastator Platoon</b>	<b>141 pts.</b>	<b>Vindicator Platoon</b>	<b>66 pts.</b>
3 Devastator Squads (each with 2 Devastator stands and 1 Rhino)		3 Vindicators	
<b>Land Raider Platoon</b>	<b>135 pts.</b>	<b>Whirlwind Platoon</b>	<b>78 pts.</b>
3 Land Raiders		3 Whirlwinds	

**Chain of Command:** Master of Deathwing > Librarian > Terminators > Any other unit.

## Imperium - Dark Angels Ravenwing Company

**Usage:** The Dark Angels have a much larger force of fast light, forces than other Space Marine chapters. They are organized into Ravenwing Companies. These forces will be made up Bikes, Attack Bikes, and Land Speeders.  
**Frequency:** Common

<b>Command</b>			
Take 1 Librarian			
There can only be one Master of Ravenwing per army. Armies with a Master of Ravenwing are Uncommon.			
<b>1 Librarian</b>	<b>56 pts.</b>	<b>Up to 1 Master of Ravenwing</b>	<b>21 pts.</b>
1 Ravenwing Librarian Bike stand		1 Master of Ravenwing Bike stand	

<b>Main Force</b>			
Take 3 Platoons			
<b>Attack Bike Platoon</b>	<b>36 pts.</b>	<b>Ravenwing Bike Platoon</b>	<b>72 pts.</b>
3 Ravenwing Attack Bikes		3 Ravenwing Bike squads	
<b>Land Speeder Platoon</b>	<b>66 pts.</b>	(each with 2 Ravenwing Bike stands)	
3 Ravenwing Land Speeders			

<b>Support</b>			
Choose up to 1 Platoon for support			
<b>Predator Platoon</b>	<b>81 pts.</b>		
3 Predators			

**Chain of Command:** Master of Ravenwing > Librarian > Land Speeders > Any other unit.

## Imperium - Space Marine Armored Company

**Usage:** The Armored Company is the standard Space Marine armored force. They are frequently deployed along with the various Infantry Companies.

**Frequency:** Common

### Command

Take 1 Captain. May take 1 Librarian.

If the Main Force is made up entirely of Land Raiders then the Captain and Librarian must be mounted in a Land Raider. If the Main Force is made up of Predators then they must be Razorbacks. If the Main Force is mix of Land Raiders and Predators then either mount may be used.

<b>Captain (Land Raider)</b> 1 Captain stand and 1 Land Raider	<b>70 pts.</b>	<b>Librarian (Land Raider)</b> 1 Librarian stand and 1 Land Raider	<b>80 pts.</b>
<b>Captain (Razorback)</b> 1 Captain stand and 1 Razorback	<b>40 pts.</b>	<b>Librarian (Razorback)</b> 1 Librarian stand and 1 Razorback	<b>50 pts.</b>

### Main Force

Take 3 Platoons

<b>Land Raider Platoon</b> 3 Land Raiders	<b>135 pts.</b>	<b>Predator Platoon</b> 3 Predators	<b>81 pts.</b>
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### Support

Choose up to 1 Platoon for support

<b>Assault Platoon</b> 3 Assault Squads (each with 2 Assault stands)	<b>102 pts.</b>	<b>Tactical Platoon</b> 3 Tactical Squads (each with 2 Tactical stands and 1 Rhino)	<b>111 pts.</b>
<b>Attack Bike Platoon</b> 3 Attack Bikes	<b>30 pts.</b>	<b>Terminator Platoon</b> 3 Terminator squads (each with 1 Terminator stand and 1 Land Raider)	<b>192 pts.</b>
<b>Bike Platoon</b> 3 Bike squads (each with 2 Bike stands)	<b>60 pts.</b>	<b>Vindicator Platoon</b> 3 Vindicators	<b>66 pts.</b>
<b>Devastator Platoon</b> 3 Devastator Squads (each with 2 Devastator stands and 1 Rhino)	<b>141 pts.</b>	<b>Whirlwind Platoon</b> 3 Whirlwinds	<b>78 pts.</b>
<b>Land Speeder Platoon</b> 3 Land Speeders	<b>60 pts.</b>		

**Chain of Command:** Captain > Librarian > Land Raiders > Land Speeders > Any other unit.

## Imperium - Space Marine Bike Company

**Usage:** When conditions favor lightning strikes or reconnaissance en masse, a Bike Company may be used. Most Space Marine chapters do not maintain an entire Bike Company, but only have Bike Platoons that are attached to other companies.

**Frequency:** Uncommon

<b>Command</b>			
Take 1 Captain. May take 1 Librarian			
<b>1 Captain</b> 1 Captain on bike	<b>25 pts.</b>	<b>Up to 1 Librarian</b> 1 Librarian on bike	<b>35 pts.</b>

<b>Main Force</b>	
Take 3 Platoons	
<b>Bike Platoon</b> 3 Bike squads (each with 2 Bike stands)	<b>60 pts.</b>

<b>Support</b>			
Choose up to 1 Platoon for support			
<b>Attack Bike Platoon</b> 3 Attack Bikes	<b>30 pts.</b>	<b>Predator Platoon</b> 3 Predators	<b>81 pts.</b>
<b>Land Speeder Platoon</b> 3 Land Speeders	<b>60 pts.</b>		

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

## Imperium - Space Marine Mechanized Infantry Company

**Usage:** The Mechanized Infantry Company is the standard Space Marine force.  
**Frequency:** Very Common

### Command

Take 1 Captain. May take 1 Librarian

<b>1 Captain</b> 1 Captain stand, 1 Rhino	<b>32 pts.</b>	<b>Up to 1 Librarian</b> 1 Librarian stand, 1 Rhino	<b>42 pts.</b>
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### Main Force

Take 3 Platoons

<b>Assault Platoon</b> 3 Assault squads (each with 2 Assault stands)	<b>102 pts.</b>	<b>Tactical Platoon</b> 3 Tactical squads (each with 2 Tactical stands, 1 Rhino)	<b>111 pts.</b>
<b>Devastator Platoon (max of 1)</b> 3 Devastator squads (each with 2 Devastator stands, 1 Rhino)	<b>141 pts.</b>		

### Support

Choose up to 1 Platoon for support

<b>Attack Bike Platoon</b> 3 Attack Bikes	<b>30 pts.</b>	<b>Scout Platoon</b> 6 Scout stands	<b>96 pts.</b>
<b>Bike Platoon</b> 3 Bike squads (each with 2 Bike stands)	<b>60 pts.</b>	<b>Terminator Platoon</b> 3 Terminator squads (each with 1 Terminator stand and 1 Land Raider)	<b>192 pts.</b>
<b>Land Raider Platoon</b> 3 Land Raiders	<b>135 pts.</b>	<b>Vindicator Platoon</b> 3 Vindicators	<b>66 pts.</b>
<b>Land Speeder Platoon</b> 3 Land Speeders	<b>60 pts.</b>	<b>Whirlwind Platoon</b> 3 Whirlwinds	<b>78 pts.</b>
<b>Predator Platoon</b> 3 Predators	<b>81 pts.</b>		

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

## Imperium - Space Marine Static Infantry Company

**Usage:** The Static Infantry Company is typically used in defensive situations where mobility is not necessary or for an assault via drop pods. This is not the norm, and the most common Space Marine infantry force is the Mechanized Infantry Company.

**Frequency:** Common

<b>Command</b>			
Take 1 Captain. May take 1 Librarian			
<b>1 Captain</b> 1 Captain stand	<b>25 pts.</b>	<b>Up to 1 Librarian</b> 1 Librarian stand	<b>35 pts.</b>

<b>Main Force</b>			
Take 3 Platoons			
<b>Assault Platoon</b> 3 Assault squads (each with 2 Assault stands)	<b>102 pts.</b>	<b>Tactical Static Platoon</b> 3 Tactical squads (each with 2 Tactical stands)	<b>90 pts.</b>
<b>Devastator Static Platoon (max of 1)</b> 3 Devastator squads (each with 2 Devastator stands)	<b>120 pts.</b>		

<b>Support</b>			
Choose up to 1 Platoon for support			
<b>Dreadnought Platoon</b> 3 Dreadnoughts	<b>27 pts.</b>	<b>Terminator Static Platoon</b> 3 Terminator squads (each with 1 Terminator stand)	<b>57 pts.</b>
<b>Land Raider Platoon</b> 3 Land Raiders	<b>135 pts.</b>	<b>Vindicator Platoon</b> 3 Vindicators	<b>66 pts.</b>
<b>Predator Platoon</b> 3 Predators	<b>81 pts.</b>	<b>Whirlwind Platoon</b> 3 Whirlwinds	<b>78 pts.</b>
<b>Scout Platoon</b> 6 Scout stands	<b>96 pts.</b>		
<b>Support Weapon Platoon</b> 3 Support Weapons Batteries (each with 2 Support Weapons)	<b>162 pts.</b>		

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

**Notes:** If the detachment consists entirely of Space Marine infantry units it may be deployed in drop pods.

## Imperium - Space Marine Terminator Company

**Usage:** Terminator Companies are the elite of Space Marine forces. They are used in situations where the heavy hitting and assault capabilities of the Terminator/Land Raider combination are needed. Most Space Marine chapters have a Terminator Company, although it is only one company of many.

**Frequency:** Common

<b>Command</b>			
Take 1 Captain. May take 1 Librarian			
<b>1 Captain</b> 1 Captain stand, 1 Land Raider	<b>70 pts.</b>	<b>Up to 1 Librarian</b> 1 Librarian stand, 1 Land Raider	<b>80 pts.</b>

<b>Main Force</b>	
Take 3 Platoons	
<b>Terminator Platoon</b> 3 Terminator squads (each with 1 Terminator stand, 1 Land Raider)	<b>192 pts.</b>

<b>Support</b>			
Choose up to 1 Platoon for support			
<b>Assault Platoon</b> 3 Assault Squads (each with 2 Assault stands)	<b>102 pts.</b>	<b>Predator Platoon</b> 3 Predators	<b>81 pts.</b>
<b>Devastator Platoon</b> 3 Devastator Squads (each with 2 Devastator stands and 1 Rhino)	<b>141 pts.</b>	<b>Vindicator Platoon</b> 3 Vindicators	<b>66 pts.</b>
<b>Land Raider Platoon</b> 3 Land Raiders	<b>135 pts.</b>	<b>Whirlwind Platoon</b> 3 Whirlwinds	<b>78 pts.</b>

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

## Imperium - Space Wolves Mechanized Infantry Company

**Usage:** The Space Wolves Mechanized Infantry Company is primary unit of the Space Wolves. Like most Space Marine companies, the forces are mechanized.

**Frequency:** Very Common

<b>Command</b>			
Take 1 Wolf Lord. May take 1 Rune-Priest			
<b>Up to 1 Wolf Lord</b> 1 Wolf Lord stand, 1 Rhino	<b>59 pts.</b>	<b>Up to 1 Rune-Priest</b> 1 Rune-Priest stand, 1 Rhino	<b>44 pts.</b>

<b>Main Force</b>			
Take 3 Platoons			
<b>Blood Claws Platoon</b> 3 Blood Claw squads (each with 2 Blood Claw stands with Jump Packs)	<b>132 pts.</b>	<b>Long Fang Platoon (max of 1)</b> 3 Long Fang squads (each with 1 Long Fang stand, 1 Rhino)	<b>87 pts.</b>
<b>Grey Hunter Platoon</b> 3 Grey Hunter squads (each with 2 Grey Hunter stands, 1 Rhino)	<b>123 pts.</b>		

<b>Support</b>			
Choose up to 1 Platoon for support			
<b>Attack Bike Platoon</b> 3 Attack Bikes	<b>30 pts.</b>	<b>Wolf Guard Terminator Platoon</b> 3 Wolf Guard Terminator squads (each with 1 Wolf Guard Terminator stand and 1 Land Raider)	<b>198 pts.</b>
<b>Blood Claws Bike Platoon</b> 3 Blood Claws Bike squads (each with 2 Blood Claws Bike stands)	<b>60 pts.</b>	<b>Wolf Guard Heavy Terminator Platoon</b> 3 Wolf Guard Heavy Terminator squads (each with 1 Wolf Guard Heavy Terminator stand and 1 Land Raider)	<b>216 pts.</b>
<b>Land Raider Platoon</b> 3 Land Raiders	<b>135 pts.</b>	<b>Vindicator Platoon</b> 3 Vindicators	<b>66 pts.</b>
<b>Blood Claws Land Speeder Platoon</b> 3 Blood Claws Land Speeders	<b>66 pts.</b>	<b>Whirlwind Platoon</b> 3 Whirlwinds	<b>78 pts.</b>
<b>Predator Platoon</b> 3 Predators	<b>81 pts.</b>		
<b>Wolf Scout Platoon</b> 3 Wolf Scout squads (each with 2 Wolf Scout stands)	<b>96 pts.</b>		

**Chain of Command:** Wolf Lord > Rune Priest > Wolf Guard > Space Marines > Any other unit.

## Imperium - Space Wolves Static Infantry Company

**Usage:** The Space Wolves Static Infantry Company is typically used in defensive situations where mobility is not necessary or for an assault via drop pods. This is not the norm, and the most common Space Wolves infantry force is the Mechanized Infantry Company.

**Frequency:** Common

<b>Command</b>			
Take 1 Wolf Lord. May take 1 Rune-Priest			
<b>1 Wolf Lord</b>	<b>52 pts.</b>	<b>Up to 1 Rune-Priest</b>	<b>37 pts.</b>
1 Wolf Lord stand		1 Rune-Priest stand	

<b>Main Force</b>			
Take 3 Platoons			
<b>Blood Claws Platoon</b>	<b>132 pts.</b>	<b>Long Fang Static Platoon (max of 1)</b>	<b>66 pts.</b>
3 Blood Claw squads (each with 2 Blood Claw stands with Jump Packs)		3 Long Fang squads (each with 1 Long Fang stand)	
<b>Grey Hunter Static Platoon</b>	<b>102 pts.</b>		
3 Grey Hunter squads (each with 2 Grey Hunter stands)			

<b>Support</b>			
Choose up to 1 Platoon for support			
<b>Dreadnought Platoon</b>	<b>27 pts.</b>	<b>Wolf Guard Terminator Static Platoon</b>	<b>63 pts.</b>
3 Dreadnoughts		3 Wolf Guard Terminator squads (each with 1 Wolf Guard Terminator stand)	
<b>Land Raider Platoon</b>	<b>135 pts.</b>	<b>Wolf Guard Heavy Terminator Static Platoon</b>	<b>81 pts.</b>
3 Land Raiders		3 Wolf Guard Heavy Terminator squads (each with 1 Wolf Guard Heavy Terminator stand)	
<b>Predator Platoon</b>	<b>81 pts.</b>		
3 Predators			
<b>Wolf Scout Platoon</b>	<b>96 pts.</b>	<b>Vindicator Platoon</b>	<b>66 pts.</b>
3 Wolf Scout Squads (each with 2 Wolf Scout stands)		3 Vindicators	
<b>Support Weapon Platoon</b>	<b>162 pts.</b>	<b>Whirlwind Platoon</b>	<b>78 pts.</b>
3 Support Weapons Batteries (each with 2 Support Weapons)		3 Whirlwinds	

**Chain of Command:** Wolf Lord > Rune Priest > Wolf Guard > Space Marines > Any other unit.

**Notes:** If the detachment consists entirely of Space Marine infantry units it may be deployed in drop pods.

## War Engine Units

### Imperium - Titan Legion Company (Space Marines)

**Usage:** The Titan Legion Company is the hammer blow of the Imperium. It consists of a titan (or titans) and its supporting forces. These supporting forces frequently accompany the titan to provide protection from enemy aircraft, armor, and infantry. This is the Space Marines version of the Titan Legion Company, which utilizes Space Marine troops for support.

**Frequency:** Common

War Engines			
Take 1 War Engine choice			
<b>Adeptus Mechanicus Ordinatus</b> 1 Ordinatus	<b>200 pts.</b>	<b>Warhound Titan Group</b> 2 Warhounds	<b>400 pts.</b>
<b>Imperator Emperor Titan</b> 1 Imperator	<b>900 pts.</b>	<b>Warlord Titan</b> 1 Warlord	<b>555 pts.</b>
<b>Reaver Titan</b> 1 Reaver	<b>390 pts.</b>	<b>Warmonger Emperor Titan</b> 1 Warmonger	<b>900 pts.</b>

Support			
Choose up to 1 Platoon for support			
<b>Assault Platoon</b> 3 Assault Squads (each with 2 Assault stands)	<b>102 pts.</b>	<b>Tactical Platoon</b> 3 Tactical Squads (each with 2 Tactical stands and 1 Rhino)	<b>111 pts.</b>
<b>Attack Bike Platoon</b> 3 Attack Bikes	<b>30 pts.</b>	<b>Terminator Platoon</b> 3 Terminator squads (each with 1 Terminator stand and 1 Land Raider)	<b>192 pts.</b>
<b>Bike Platoon</b> 3 Bike squads (each with 2 Bike stands)	<b>60 pts.</b>	<b>Vindicator Platoon</b> 3 Vindicators	<b>66 pts.</b>
<b>Devastator Platoon</b> 3 Devastator Squads (each with 2 Devastator stands and 1 Rhino)	<b>141 pts.</b>	<b>Whirlwind Platoon</b> 3 Whirlwinds	<b>78 pts.</b>
<b>Land Speeder Platoon</b> 3 Land Speeders	<b>60 pts.</b>		

**Chain of Command:** Titan > Any other unit.

## Flyer Units

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### Imperium - Space Marine Thunderhawk Flight

**Usage:** An entire squadron of Thunderhawks is often unavailable or it too much for a given situation. In these cases a flight of a single Thunderhawk is used.

**Frequency:** Common

Command	
Must pay for a Flight HQ	
1 Flight HQ	10 pts.

Main Force	
Take 1 selection	
Thunderhawk 1 Thunderhawk	80 pts.

**Chain of Command:** Any unit

**Notes:** Thunderhawks can only transport Space Marines.

### Imperium - Space Marine Thunderhawk Squadron

**Usage:** The Thunderhawk squadron consists of three Thunderhawks. These provide quick insertion and fire support to the Marines. A Thunderhawk Squadron can carry an entire Static Infantry Company into battle.

**Frequency:** Uncommon

Command	
Must pay for a Squadron HQ	
1 Squadron HQ	25 pts.

Main Force	
Take 3 selections	
Thunderhawk 1 Thunderhawk	80 pts.

**Chain of Command:** Any unit

**Notes:** Thunderhawks can only transport Space Marines.

## Common Imperial Guard Platoons

These are the platoons that are commonly used by the Imperial Guard. Occasionally you might need to put together a force that doesn't follow the normal Imperial Guard Company lists and these can be helpful.

Infantry Platoons			
<b>Imperial Guard Heavy Weapon Platoon</b>	<b>105 pts.</b>	<b>Ogryn Platoon</b>	<b>72 pts.</b>
1 Command Squad stand with 1 Chimera, 3 Imperial Guard Heavy Weapon Squads (each with 1 Heavy Weapon stand, 1 Chimera)		3 Ogryn squads (each with 1 Ogryn stand, 1 Chimera)	
		<b>Ogryn Static Platoon</b>	<b>30 pts.</b>
		3 Ogryn stand	
<b>Imperial Guard Platoon</b>	<b>105 pts.</b>	<b>Ratling Platoon</b>	<b>24 pts.</b>
1 Command Squad stand with 1 Chimera, 3 Imperial Guard Squads (each with 2 Imperial Guard stands, 1 Chimera)		3 Ratling stand	
		<b>Rough Rider Platoon</b>	<b>70 pts.</b>
		1 Rough Rider Command Squad stand, 3 Rough Rider squads (each with 2 Rough Rider stands)	
<b>Imperial Guard Static Heavy Weapon Platoon</b>	<b>49 pts.</b>	<b>Support Weapon Platoon</b>	<b>54 pts.</b>
1 Command Squad stand, 3 Imperial Guard Heavy Weapon Squads (each with 1 Heavy Weapon stand)		3 Support Weapons	
<b>Imperial Guard Static Platoon</b>	<b>49 pts.</b>	<b>Termite Platoon</b>	<b>63 pts.</b>
1 Command Squad stand, 3 Imperial Guard Squads (each with 2 Imperial Guard stands)		3 Termite Squads (each with 1 Termite, 1 Imperial Guard stand)	
<b>Mole Platoon</b>	<b>48 pts.</b>		
1 Mole, 2 Imperial Guard Squads (each with 2 Imperial Guard stands)			

Vehicle Platoons			
<b>Deathstrike Missile Platoon</b>	<b>159 pts.</b>	<b>Leman Russ Platoon</b>	<b>96 pts.</b>
3 Deathstrikes		3 Leman Russ	
<b>Demolisher Platoon</b>	<b>66 pts.</b>	<b>Leman Russ Conqueror Platoon</b>	<b>96 pts.</b>
3 Demolishers		3 Leman Russ Conquerors	
<b>Destroyer Platoon</b>	<b>96 pts.</b>	<b>Leman Russ Executioner Platoon</b>	<b>96 pts.</b>
3 Destroyers		3 Leman Russ Executioners	
<b>Griffon Platoon</b>	<b>57 pts.</b>	<b>Leman Russ Vanquisher Platoon</b>	<b>96 pts.</b>
3 Griffons		3 Leman Russ Vanquishers	
<b>Heavy Artillery Platoon</b>	<b>123 pts.</b>	<b>Sentinel Platoon</b>	<b>48 pts.</b>
3 Heavy Artillery vehicles		3 Sentinel Squads (each with 2 Sentinels)	
<b>Hellhound Platoon</b>	<b>36 pts.</b>	<b>Siege Artillery Platoon</b>	<b>162 pts.</b>
3 Hellhound		3 Siege Artillery vehicles	
<b>Hydra Platoon</b>	<b>84 pts.</b>	<b>Thunderer Platoon</b>	<b>96 pts.</b>
3 Hydra		3 Thunderers	

Flyer Platoons			
<b>Marauder Flight</b>	<b>90 pts.</b>	<b>Thunderbolt Flight</b>	<b>90 pts.</b>
2 Marauders		3 Thunderbolts	

Anti-Aircraft Support			
May include a Hydra.			
<b>Hydra</b>	<b>28 pts.</b>		
1 Hydra			

## Common Space Marine Platoons

These are the platoons that are commonly used by the Space Marines. Occasionally you might need to put together a force that doesn't follow the normal Space Marine Company lists and these can be helpful.

Infantry Platoons			
<b>Assault Platoon</b>	<b>102 pts.</b>	<b>Scout Platoon</b>	<b>96 pts.</b>
3 Assault Squads (each with 2 Assault stands)		6 Scout stands	
<b>Blood Angels Death Company Platoon</b>	<b>66 pts.</b>	<b>Support Weapon Platoon</b>	<b>162 pts.</b>
3 Death Company squads (each with 1 Death Company stand with Jump Packs)		3 Support Weapons Batteries (each with 2 Support Weapons)	
<b>Blood Angels Mechanized Death Company Platoon</b>	<b>74 pts.</b>	<b>Tactical Platoon</b>	<b>111 pts.</b>
3 Death Company squads (each with 1 Death Company stand) plus 2 Rhinos		3 Tactical squads (each with 2 Tactical stands, 1 Rhino)	
<b>Blood Claws Platoon</b>	<b>132 pts.</b>	<b>Tactical Static Platoon</b>	<b>90 pts.</b>
3 Blood Claw squads (each with 2 Blood Claw stands with Jump Packs)		3 Tactical squads (each with 2 Tactical stands)	
<b>Deathwing Terminator Platoon</b>	<b>207 pts.</b>	<b>Terminator Platoon</b>	<b>192 pts.</b>
3 Deathwing Terminator squads (each with 1 Deathwing Terminator stand, 1 Land Raider)		3 Terminator squads (each with 1 Terminator stand, 1 Land Raider)	
<b>Devastator Platoon</b>	<b>141 pts.</b>	<b>Terminator Static Platoon</b>	<b>57 pts.</b>
3 Devastator squads (each with 2 Devastator stands, 1 Rhino)		3 Terminator squads (each with 1 Terminator stand)	
<b>Devastator Static Platoon</b>	<b>120 pts.</b>	<b>Wolf Guard Terminator Platoon</b>	<b>198 pts.</b>
3 Devastator squads (each with 2 Devastator stands)		3 Wolf Guard Terminator squads (each with 1 Wolf Guard Terminator stand and 1 Land Raider)	
<b>Grey Hunter Platoon</b>	<b>123 pts.</b>	<b>Wolf Guard Terminator Static Platoon</b>	<b>63 pts.</b>
3 Grey Hunter squads (each with 2 Grey Hunter stands, 1 Rhino)		3 Wolf Guard Terminator squads (each with 1 Wolf Guard Terminator stand)	
<b>Grey Hunter Static Platoon</b>	<b>102 pts.</b>	<b>Wolf Guard Heavy Terminator Platoon</b>	<b>216 pts.</b>
3 Grey Hunter squads (each with 2 Grey Hunter stands)		3 Wolf Guard Heavy Terminator squads (each with 1 Wolf Guard Heavy Terminator stand and 1 Land Raider)	
<b>Long Fang Platoon</b>	<b>87 pts.</b>	<b>Wolf Guard Heavy Terminator Static Platoon</b>	<b>81 pts.</b>
3 Long Fang squads (each with 1 Long Fang stand, 1 Rhino)		3 Wolf Guard Heavy Terminator squads (each with 1 Wolf Guard Heavy Terminator stand)	
<b>Long Fang Static Platoon</b>	<b>66 pts.</b>	<b>Wolf Scout Platoon</b>	<b>96 pts.</b>
3 Long Fang squads (each with 1 Long Fang stand)		3 Wolf Scout squads (each with 2 Wolf Scout stands)	

Vehicle Platoons			
<b>Attack Bike Platoon</b>	<b>30 pts.</b>	<b>Land Speeder Platoon</b>	<b>60 pts.</b>
3 Attack Bikes		3 Land Speeders	
<b>Bike Platoon</b>	<b>60 pts.</b>	<b>Predator Platoon</b>	<b>81 pts.</b>
3 Bike squads (each with 2 Bike stands)		3 Predators	
<b>Blood Claws Bike Platoon</b>	<b>60 pts.</b>	<b>Ravenwing Bike Platoon</b>	<b>72 pts.</b>
3 Blood Claws Bike squads (each with 2 Blood Claws Bike stands)		3 Ravenwing Bike squads (each with 2 Ravenwing Bike stands)	
<b>Blood Claws Land Speeder Platoon</b>	<b>66 pts.</b>	<b>Vindicator Platoon</b>	<b>66 pts.</b>
3 Blood Claws Land Speeders		3 Vindicators	
<b>Dreadnought Platoon</b>	<b>27 pts.</b>	<b>Whirlwind Platoon</b>	<b>78 pts.</b>
3 Dreadnoughts		3 Whirlwinds	
<b>Land Raider Platoon</b>	<b>135 pts.</b>		
3 Land Raiders			

Flyer Platoons			
<b>Thunderhawk</b>	<b>80 pts.</b>		
1 Thunderhawk			