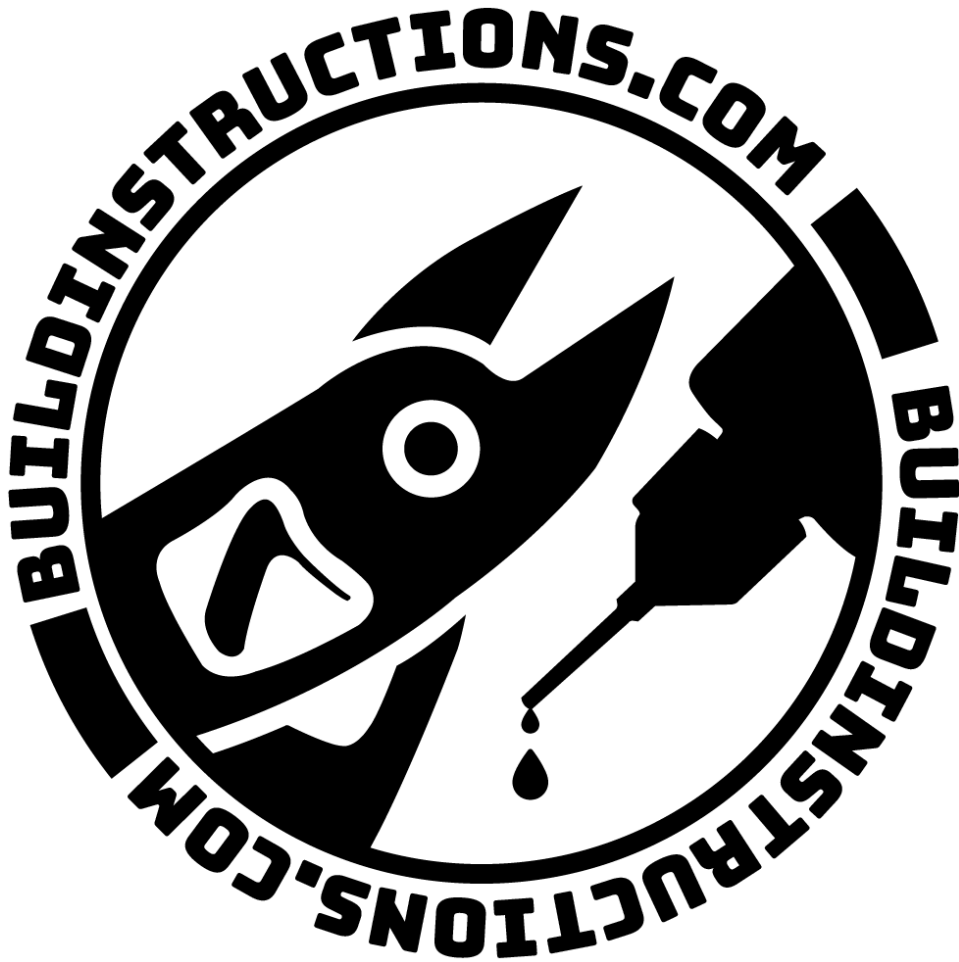




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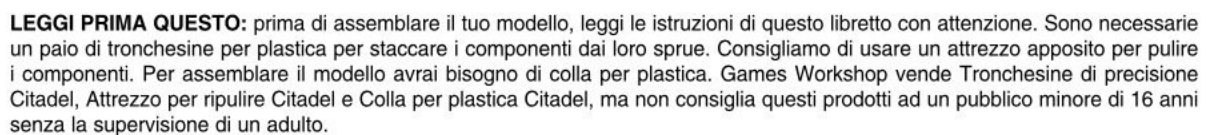
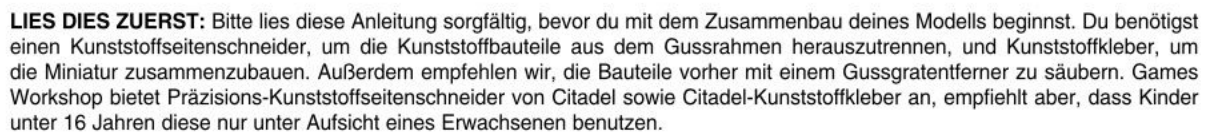
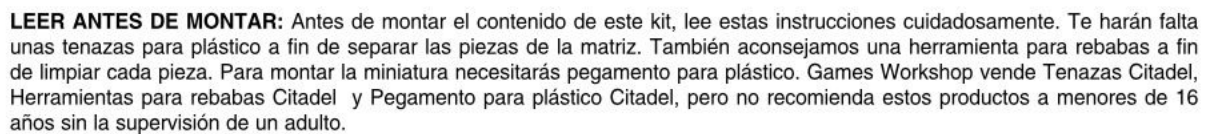
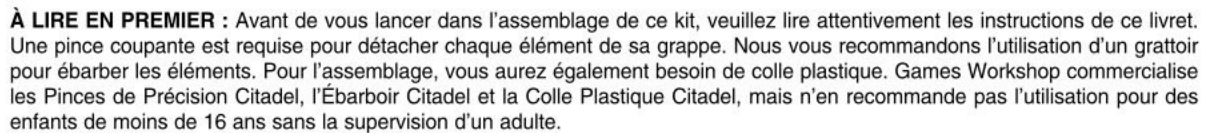
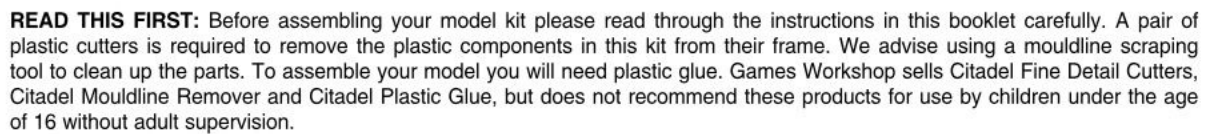
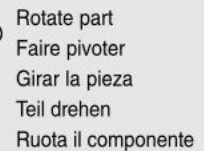
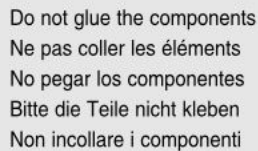
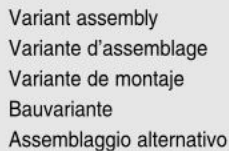
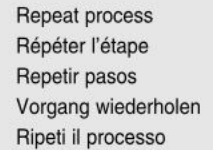
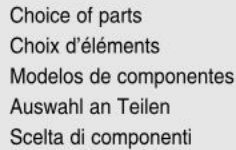
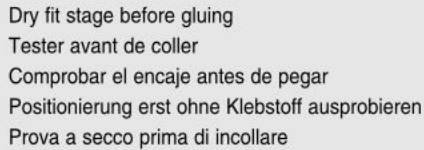
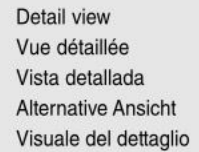
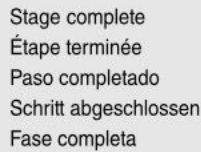
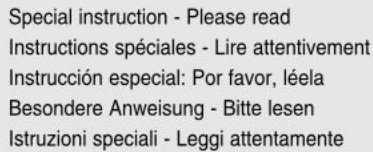
MARK IV SPACE MARINES

STEPS
ÉTAPES • PASOS
SCHRITTE • FASI

1 - 7



Explanation of symbols • Explication des symboles • Explicación de símbolos
Erläuterung der Symbole • Legenda dei simboli



Citadel plastic glue thick
Colle plastique épaisse Citadel
Pegamento para plástico espeso
Citadel-Kunststoffkleber
(Dickflüssig)
Colla per plastica densa Citadel

Citadel plastic glue thin
Colle plastique liquide Citadel
Pegamento para plástico fluido
Citadel-Kunststoffkleber
(Dünnflüssig)
Colla per plastica fluida Citadel

Citadel fine detail cutters
Pincas de pr cision Citadel
Tenazas Citadel
Pr zisions-Kunststoffseitenschneider
Tronchesine di precisione Citadel

Citadel mouldline remover
Ébarboir Citadel
Herramienta para rebabas Citadel
Gussgratentferner
Attrezzo per ripulire Citadel

1

x10



13



23



11



12



14



15



16



17



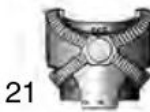
18



19



20



21



22



1



2



3



4



5



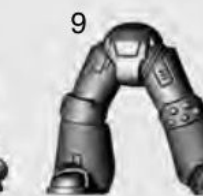
6



7



8



9



10





Pistol & melee weapons
Pistolet & arme de mêlée
Pistole & Nahkampfswaffe



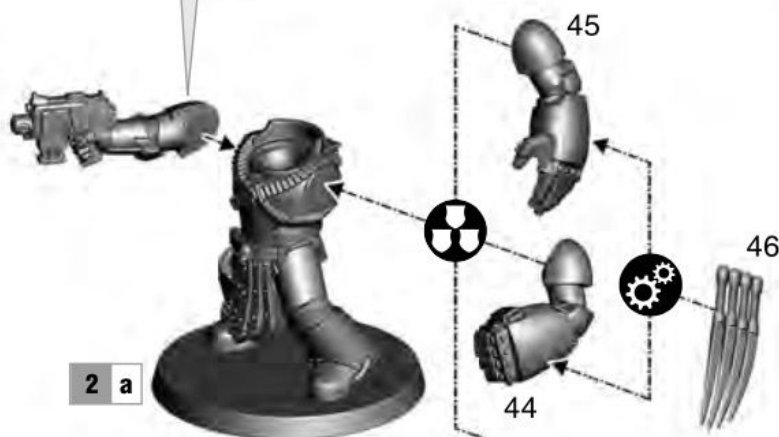
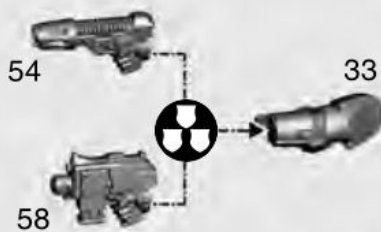
Ranged weapon
Arme de tir
Fernkampfswaffe

2 a

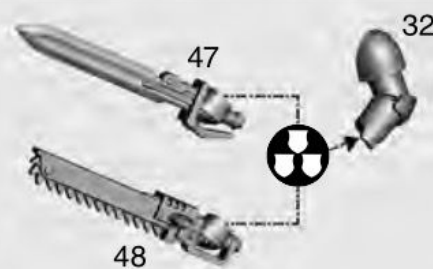
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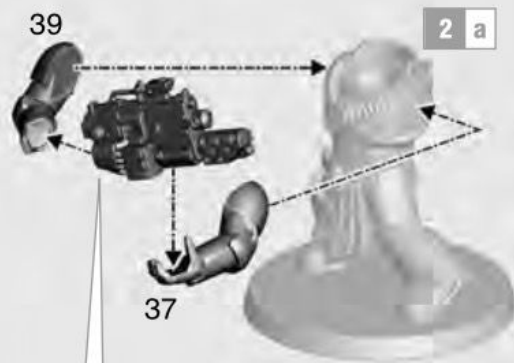
2 b



2 a



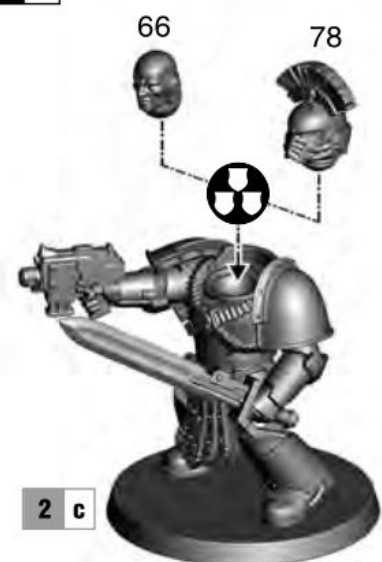
2 a



2 c



2 d



2 e



3 a



3 b



3 c



3 d



4 ; 7

x1 MARK IV SPACE MARINE WITH HEAVY WEAPON



Heavy bolter
Bolter lourd
Schwerer Bolter



Missile launcher
Lance-roquettes
Raketenwerfer



4 a



27

28

29

31

3 a - d

3 a - d

1

65

64





62

60

61

63

59

1



27



28



29



30

4 b



4 a



67



68



69



70



71



72



73



74



75



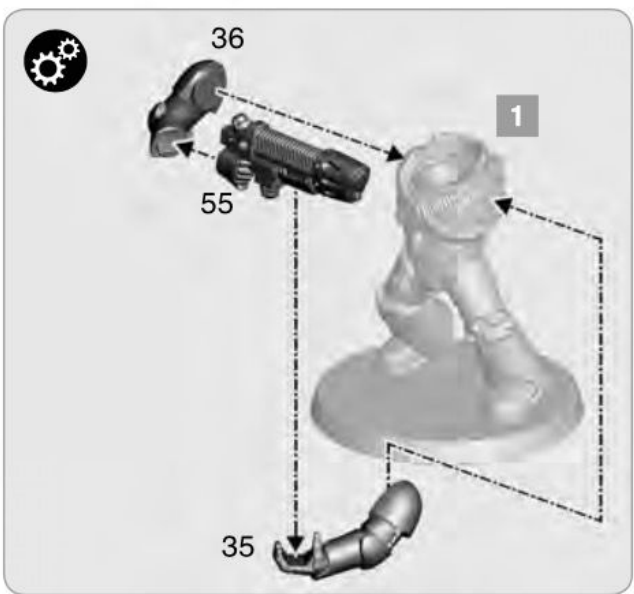
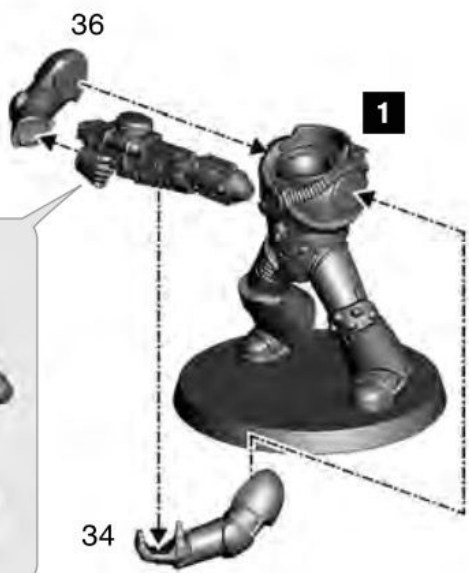
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77



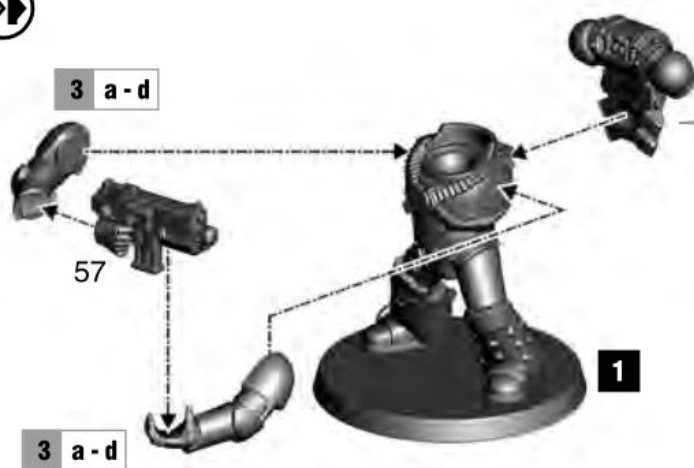
5 a



5 b



6 a



6 b



7

x10



79



80



81



85



89



83



90



84



91



86



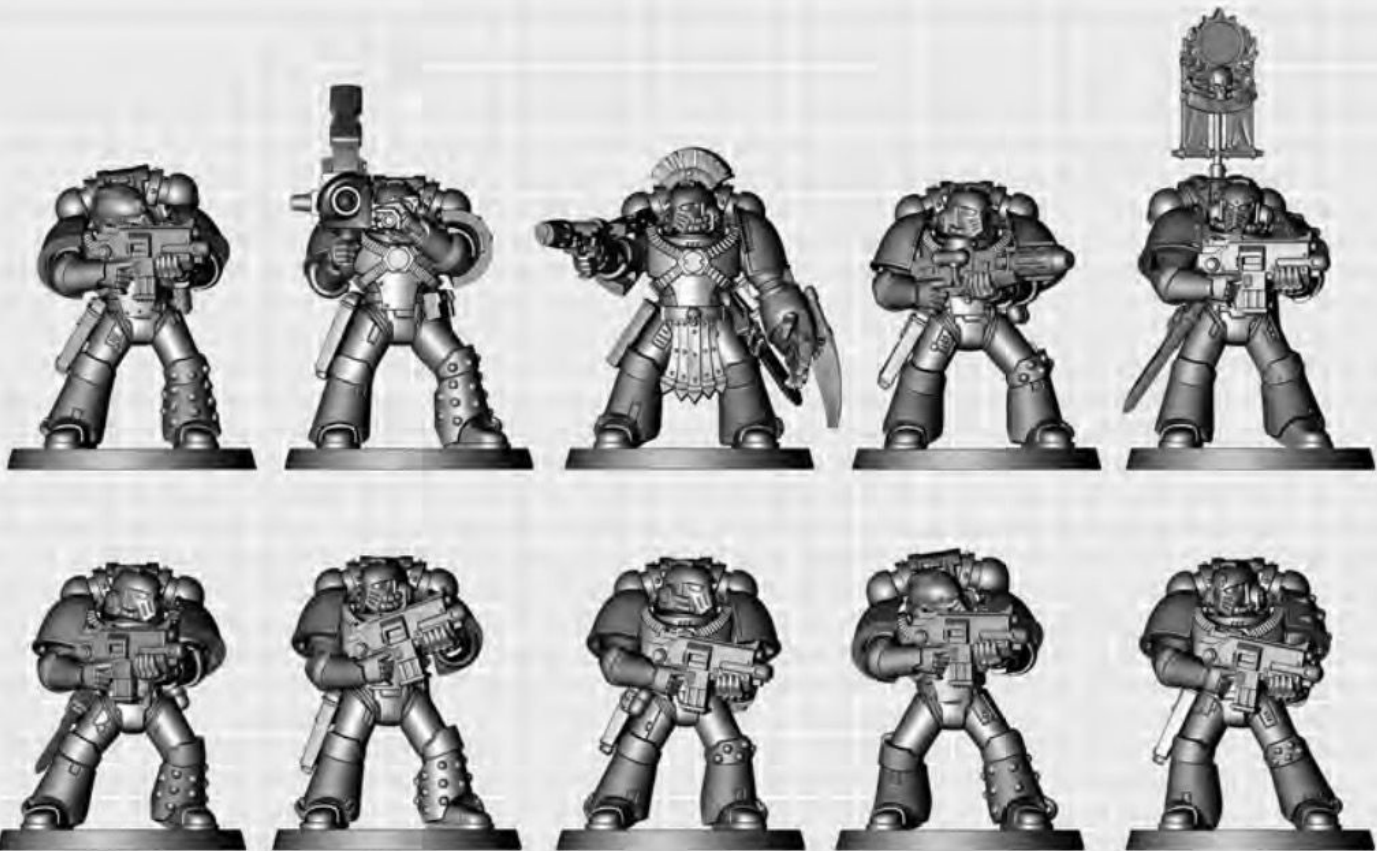
92



93



1 - 6



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Space Marine	4	4	4	4	1	4	1	8	3+	Infantry	4 Space Marines
Space Marine Sergeant	4	4	4	4	1	4	1	8	3+	Infantry (Character)	1 Space Marine Sergeant
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Infantry (Character)	

WARGEAR:

- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads

OPTIONS:

- May include up to five additional Space Marines 14 pts/model
- If the squad numbers less than ten models, one Space Marine may take one item from either the **Special Weapons** or **Heavy Weapons** list.
- If the squad numbers ten models, one Space Marine may take one item from the **Special Weapons** list, and one other Space Marine may take one item from the **Heavy Weapons** list.
- May upgrade the Space Marine Sergeant to a Veteran Sergeant..... 10 pts
- The Space Marine Sergeant or Veteran Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Space Marine Sergeant or Veteran Sergeant may take melta bombs..... 5 pts
- The Space Marine Sergeant or Veteran Sergeant may take a teleport homer..... 5 pts
- The unit may select a Drop Pod, Rhino or Razorback as a Dedicated Transport.

	CC	CT	F	E	PV	I	A	Cd	Sv	Type d'Unité	Composition d'Unité
Space Marine	4	4	4	4	1	4	1	8	3+	Infanterie	4 Space Marines
Space Marine Sergeant	4	4	4	4	1	4	1	8	3+	Infanterie (Personnage)	1 Space Marine Sergeant
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Infanterie (Personnage)	

ÉQUIPEMENT :

- Bolter
- Pistolet bolter
- Grenades Frag
- Grenades Krak

RÈGLES SPÉCIALES :

- Et Ils ne Connaîtront Pas la Peur
- Escouades de Combat
- Tactiques de Chapitre

OPTIONS :

- Ajouter jusqu'à 5 Space Marines 14 pts/figurine
- Si l'escouade compte moins de 10 figurines, 1 Space Marine peut prendre 1 objet de la liste **Armes Spéciales** ou **Armes Lourdes**.
- Si l'escouade compte 10 figurines, 1 Space Marine peut prendre 1 objet de la liste **Armes Spéciales**, et 1 autre peut prendre 1 objet de la liste **Armes Lourdes**.
- Promouvoir le Sergeant en Veteran Sergeant..... 10 pts
- Le Sergeant ou le Veteran Sergeant peut prendre des objets des listes **Armes de Mêlée** et/ou **Armes de Tir**.
- Le Sergeant ou le Veteran Sergeant peut prendre des bombes à fusion..... 5 pts
- Le Sergeant ou le Veteran Sergeant peut prendre une balise de téléportation 5 pts
- L'unité peut avoir un Drop Pod, un Rhino ou un Razorback en tant que Transport Assigné.

	KG	BF	S	W	LP	I	A	MW	RW	Einheitentyp	Zusammensetzung
Space Marine	4	4	4	4	1	4	1	8	3+	Infanterie	4 Space Marines
Space Marine Sergeant	4	4	4	4	1	4	1	8	3+	Infanterie (Charaktermodell)	1 Space Marine Sergeant
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Infanterie (Charaktermodell)	

AUSRÜSTUNG:

- Bolter
- Boltpistole
- Fragmentgranaten
- Sprenggranaten

SONDERREGELN:

- Die keine Furcht kennen
- Kampftrupps
- Ordenstaktiken

OPTIONEN:

- Darf bis zu fünf zusätzliche Space Marines enthalten 14 Pkt./Modell
- Wenn das Squad weniger als zehn Modelle umfasst, darf ein einzelner Space Marine einen Gegenstand von der Liste **Spezialwaffen** oder der Liste **Schwere Waffen** erhalten.
- Wenn das Squad zehn Modelle umfasst, darf ein einzelner Space Marine einen Gegenstand von der Liste **Spezialwaffen** und ein einzelner weiterer Space Marine einen Gegenstand von der Liste **Schwere Waffen** erhalten.
- Der Space Marine Sergeant darf zum Veteran Sergeant aufgewertet werden 10 Pkt.
- Der Space Marine Sergeant oder Veteran Sergeant darf Gegenstände von den Listen **Nahkampfwaffen** und/oder **Fernkampfwaffen** erhalten.
- Der Space Marine Sergeant oder Veteran Sergeant darf Melterbomben erhalten..... 5 Pkt.
- Der Space Marine Sergeant oder Veteran Sergeant darf einen Teleport-Peilsender erhalten 5 Pkt.
- Die Einheit darf einen Drop Pod, ein Rhino oder einen Razorback als angeschlossenes Transportfahrzeug erhalten.

THE HORUS HERESY®

MARK IV SPACE MARINES SERGEANT



MARK IV SPACE MARINE WITH HEAVY WEAPON



MARK IV SPACE MARINE WITH SPECIAL WEAPON



MARK IV SPACE MARINES

