

# KILL TEAM LIST

# SPACE MARINES

## CODEX: SPACE MARINES

This Team List uses the special rules and wargear lists found in Codex: Space Marines. If a rule differs from the Codex, it will be clearly stated.

## CHAPTER TACTICS

When building a Space Marine team, chose a single Chapter Tactic from the Chapter Tactics list in Codex: Space Marines. All models in your team use the same Chapter Tactic.



**Note:** Black Templars players will also need to download the Black Templars team list expansion to use their team.

With regards to the Ultramarines doctrine rules, assume all Tactical Marines, Assault Marines, Bike

Marines etc. are in the relevant 'squads'. Tactical Marines and Sternguard Veterans with Heavy weapons always count as being in Devastator Squads with regards to both the Tactical Doctrine and Devastator Doctrine.

## TELEPORTING TERMINATORS

Models in Terminator Armour may Deep Strike as normal (see the Built-up Area rule).

## MODEL AVAILABILITY

You must adhere to the following model requirements when building your team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models

# TEAM LEADERS

| SERGEANT                      | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type            | 14 Points |
|-------------------------------|----|----|---|---|---|---|---|----|----|----------------------|-----------|
| Sergeant                      | 4  | 4  | 4 | 4 | 2 | 4 | 1 | 8  | 3+ | Infantry (Character) |           |
| Veteran Sergeant (upgrade)    | 4  | 4  | 4 | 4 | 2 | 4 | 2 | 9  | 3+ | Infantry (Character) |           |
| Terminator Sergeant (upgrade) | 4  | 4  | 4 | 4 | 2 | 4 | 2 | 9  | 2+ | Infantry (Character) |           |

### WARGEAR:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

### SPECIAL RULES:

- Inspiring Presence
- And They Shall Know No Fear
- Chapter Tactics
- Squad Leader\*

**Squad Leader:** In a team led by a Sergeant or Veteran Sergeant with a Space Marine Bike, you may take more than three Space Marine Bikers. If the Sergeant or Veteran Sergeant has a Jump Pack, you may take more than five Assault Marines. In a team led by a Terminator Sergeant, Terminators may be taken as Core.

### TERMINATOR SERGEANT:

A Veteran Sergeant may further be upgraded to a Terminator Sergeant for 16 pts. A Terminator Sergeant replaces all his wargear with Terminator armour, storm bolter and power sword and has only these options:

- May take items from the **Terminator Weapons** list.
- May take items from the **Space Marine Armoury**, including Leader, Sergeant and Terminator items.

### OPTIONS:

- May upgrade to a Veteran Sergeant for 10 pts.
- May replace boltgun and/or bolt pistol with a chainsword for free.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take any of the following:
  - Melta bomb 5 pts
  - Combat shield 5 pts
  - Back banner<sup>2</sup> 10 pts
  - Teleport homer 10 pts
  - Digital weapons 10 pts
  - Jump pack<sup>1</sup> 10 pts
  - Space Marine bike<sup>1</sup> 15 pts
- A Veteran Sergeant may take any of the following:
  - Special issue ammunition 5 pts
  - Storm shield 10 pts
- May take items from the **Space Marine Armoury**, including Leader and Sergeant items.

<sup>1</sup>These pieces of wargear are mutually exclusive.

<sup>2</sup>Counts as a 'banner' when determining combat results.

| COMPANY CHAMPION |    |    |   |   |   |   |   |    |    | 35 Points            |
|------------------|----|----|---|---|---|---|---|----|----|----------------------|
|                  | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type            |
| Company Champion | 5  | 4  | 4 | 4 | 2 | 4 | 2 | 9  | 3+ | Infantry (Character) |

**WARGEAR:**

- Power armour
- Power weapon
- Bolt pistol
- Combat shield
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- Inspiring Presence
- And They Shall Know No Fear
- Chapter Tactics
- Honour or Death
- Duellist\*

**OPTIONS:**

- May replace power weapon with:
  - Relic blade *10 pts*
  - Thunder hammer *15 pts*
- May take any of the following:
  - Melta bomb *5 pts*
  - Artificer armour *10 pts*
  - Storm shield *10 pts*
  - Space Marine bike *15 pts*
- May take items from the **Space Marine Armoury**, including Leader and Champion items.

**Duellist:** When fighting in a challenge the Company Champion may re-roll all To Hit and To Wound rolls.

| CENTURION SERGEANT |    |    |   |   |   |   |   |    |    | 70 Points            |
|--------------------|----|----|---|---|---|---|---|----|----|----------------------|
|                    | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type            |
| Centurion Sergeant | 4  | 4  | 5 | 5 | 3 | 4 | 2 | 9  | 2+ | Infantry (Character) |

**WARGEAR:**

- Twin-linked flamer
- Two siege drills
- Ironclad assault launchers

**SPECIAL RULES:**

- Inspiring Presence
- And They Shall Know No Fear
- Chapter Tactics
- Decimator Protocols
- Move Through Cover
- Slow and Purposeful
- Very Bulky

**OPTIONS:**

- May replace ironclad assault launchers with:
  - Hurricane bolter *free*
  - Missile launcher *10 pts*
- May replace twin-linked flamer with:
  - Twin-linked meltagun *5 pts*
- May replace both twin-linked flamer and siege drills with:
  - Twin-linked heavy bolter *free*
  - Twin-linked lascannon *20 pts*
  - Grav-cannon and grav-amp *20 pts*
- May take items from the **Space Marine Armoury**, including Leader items.

| LEXICANIUM         |    |    |   |   |   |   |   |    |    | 35 Points            |
|--------------------|----|----|---|---|---|---|---|----|----|----------------------|
|                    | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type            |
| Lexicanium         | 4  | 4  | 4 | 4 | 2 | 4 | 2 | 9  | 3+ | Infantry (Character) |
| Codicier (upgrade) | 5  | 4  | 4 | 4 | 3 | 4 | 2 | 10 | 3+ | Infantry (Character) |

**WARGEAR:**

- Power armour
- Force weapon
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- Inspiring Presence
- And They Shall Know No Fear
- Chapter Tactics
- Psyker (Mastery Level 1)

**OPTIONS:**

- May upgrade to a Codicier for *20 pts*.
- May replace bolt pistol with a boltgun for *free*.
- May take items from the **Ranged Weapons** list.
- May take any of the following:
  - Melta bomb *5 pts*
  - Teleport homer *10 pts*
  - Digital weapons *10 pts*
  - Psychic hood *10 pts*
  - Jump pack<sup>1</sup> *10 pts*
  - Space Marine bike<sup>1</sup> *15 pts*
- May take items from the **Space Marine Armoury**, including Leader and Lexicanum items.

**PSYKER:**

At the start of the battle the model generates a single Primaris Power from the either the **Biomancy**, **Pyromancy**, **Telekinesis** or **Telepathy** discipline.

<sup>1</sup>These pieces of wargear are mutually exclusive.

| <b>WARDEN</b>      |    |    |   |   |   |   |   |    |    | 45 Points            |
|--------------------|----|----|---|---|---|---|---|----|----|----------------------|
|                    | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type            |
| Warden             | 4  | 4  | 4 | 4 | 2 | 4 | 2 | 9  | 3+ | Infantry (Character) |
| Chaplain (upgrade) | 5  | 4  | 4 | 4 | 3 | 4 | 2 | 10 | 3+ | Infantry (Character) |

**WARGEAR:**

- Power armour
- Crozius arcanum
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- Inspiring Presence
- Chapter Tactics
- Zealot
- Battle Liturgies\*

**OPTIONS:**

- May upgrade to a Chaplain for *20 pts.*
- May take items from the **Ranged Weapons** list.
- May replace bolt pistol with:
  - Boltgun *free*
  - Power fist *25 pts*
- May take any of the following:
  - Melta bomb *5 pts*
  - Teleport homer *10 pts*
  - Digital weapons *10 pts*
  - Jump pack<sup>1</sup> *10 pts*
  - Space Marine bike<sup>1</sup> *15 pts*
  - Rosarius *25 pts*
- May take items from the **Space Marine Armoury**, including Leader and Warden items.

**Battle Liturgies:** Any friendly Space Marine models within 6" of the model gain the Zealot special rule.

**TERMINATOR ARMOUR:**

The model may replace all wargear with Terminator armour, crozius arcanum and storm bolter for *20 pts.* A model with Terminator armour has only these options:

- May upgrade to a Chaplain for *20 pts.*
- May take a Rosarius for *15 pts.*
- May replace storm bolter with a combi-flamer, combi-melta or combi-plasma for *6 pts.*
- May take items from the **Space Marine Armoury**, including Leader, Warden and Terminator items.

<sup>1</sup>*These pieces of wargear are mutually exclusive.*

| <b>SCOUT SERGEANT</b>            |    |    |   |   |   |   |   |    |    | 11 Points            |
|----------------------------------|----|----|---|---|---|---|---|----|----|----------------------|
|                                  | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type            |
| Scout Sergeant                   | 4  | 4  | 4 | 4 | 2 | 4 | 1 | 8  | 4+ | Infantry (Character) |
| Veteran Scout Sergeant (upgrade) | 4  | 4  | 4 | 4 | 2 | 4 | 2 | 9  | 4+ | Infantry (Character) |

**WARGEAR:**

- Scout armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- Inspiring Presence
- And They Shall Know No Fear
- Chapter Tactics
- Infiltrate
- Move Through Cover
- Scouts
- Scout Biker Leader\*

**OPTIONS:**

- May upgrade to a Veteran Scout Sergeant for *10 pts.*
- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May replace boltgun with:
  - Space Marine shotgun *free*
  - Close combat weapon *free*
  - Sniper rifle *1 pt*
- May take any of the following:
  - Camo cloak<sup>1</sup> *2 pts*
  - Melta bomb *5 pts*
  - Teleport homer *10 pts*
  - Digital weapons *10 pts*
  - Space Marine bike<sup>1,2</sup> *10 pts*
- May take items from the **Space Marine Armoury**, including Leader and Sergeant items.

**Scout Biker Leader:** In a team lead by a Scout Sergeant or Veteran Scout Sergeant that is equipped with a Space Marine bike, you may take more than three Scout Bikers.



<sup>1</sup>*These pieces of wargear are mutually exclusive.*

<sup>2</sup>*If a Space Marine bike is taken the model loses the Move Through Cover special rule.*

# CORE

| TACTICAL MARINE |    |    |   |   |   |   |   |    |    |           | 14 Points |
|-----------------|----|----|---|---|---|---|---|----|----|-----------|-----------|
|                 | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |           |
| Tactical Marine | 4  | 4  | 4 | 4 | 1 | 4 | 1 | 8  | 3+ | Infantry  |           |

**WARGEAR:**

- Power armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- And They Shall Know No Fear
- Chapter Tactics

**OPTIONS:**

- For every five Tactical Marines you take in your team, one model may take one item from the **Special Weapons** or **Heavy Weapons** lists.

| SCOUT |    |    |   |   |   |   |   |    |    |           | 11 Points |
|-------|----|----|---|---|---|---|---|----|----|-----------|-----------|
|       | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |           |
| Scout | 3  | 3  | 4 | 4 | 1 | 4 | 1 | 8  | 4+ | Infantry  |           |

**WARGEAR:**

- Scout armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- And They Shall Know No Fear
- Chapter Tactics
- Infiltrate
- Move Through Cover
- Scouts

**OPTIONS:**

- Any Scout may replace its boltgun with:
  - Close combat weapon *free*
  - Space Marine shotgun *free*
  - Sniper rifle *1 pt*
- For every five Scouts you take in your team, one may replace their boltgun with:
  - Heavy bolter *8 pts*
    - ◆ May also take hellfire shells *5 pts*
  - Missile launcher *15 pts*
- Any Scout may take a camo cloak for *2 pts*.

| ASSAULT MARINE |    |    |   |   |   |   |   |    |    |               | 17 Points |
|----------------|----|----|---|---|---|---|---|----|----|---------------|-----------|
|                | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type     |           |
| Assault Marine | 4  | 4  | 4 | 4 | 1 | 4 | 1 | 8  | 3+ | Jump Infantry |           |

**RESTRICTION:** You may take a maximum of five Assault Marines in your team.

**WARGEAR:**

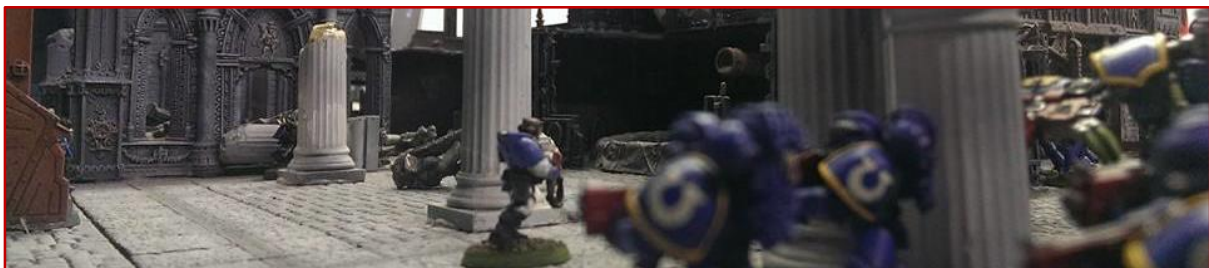
- Power armour
- Bolt pistol
- Chainsword
- Frag grenade
- Krak grenade
- Jump pack

**SPECIAL RULES:**

- And They Shall Know No Fear
- Chapter Tactics

**OPTIONS:**

- One Assault Marine in your team may replace its bolt pistol with one of the following weapons. For every five Assault Marine after the first, another model may do so as well:
  - Flamer *5 pts*
  - Plasma pistol *15 pts*



**RESTRICTION:** You may take a maximum of three Scout Bikers in your team.

| <b>SCOUT BIKER</b> |           |           |          |          |          |          |          |           |           |                  | 18 Points |
|--------------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|-----------|
|                    | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> | <b>Unit Type</b> |           |
| Scout Biker        | 3         | 3         | 4        | 5        | 1        | 4        | 1        | 8         | 4+        | Bike             |           |

**WARGEAR:**

- Scout armour
- Space Marine shotgun
- Bolt pistol
- Frag grenade
- Krak grenade
- Space Marine bike

**SPECIAL RULES:**

- And They Shall Know No Fear
- Chapter Tactics
- Infiltrate
- Scouts

**OPTIONS:**

- One Scout Biker may replace their bike’s twin-linked boltgun with an Astartes grenade launcher for *5 pts.* If you have three or more Scout Bikers in your team, a second model may do so as well.

**RESTRICTION:** You may take a maximum of three Space Marine Bikers in your team.

| <b>SPACE MARINE BIKER</b> |           |           |          |          |          |          |          |           |           |                  | 21 Points |
|---------------------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|-----------|
|                           | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> | <b>Unit Type</b> |           |
| Space Marine Biker        | 4         | 4         | 4        | 5        | 1        | 4        | 1        | 8         | 3+        | Bike             |           |
| Attack Bike (upgrade)     | 4         | 4         | 4        | 5        | 2        | 4        | 2        | 8         | 3+        | Bike             |           |

**WARGEAR:**

- Power armour
- Bolt pistol
- Frag grenade
- Krak grenade
- Space Marine bike

**SPECIAL RULES:**

- And They Shall Know No Fear
- Chapter Tactics

**OPTIONS:**

- One Space Marine Biker may take one item from the **Special Weapons** list. For every three or more Space Marine Bikers after the first, another model may do so as well.
- One Space Marine Biker in your team may be upgraded to an Attack Bike for *24 pts.* gaining a heavy bolter. The Attack Bike may replace its heavy bolter with a multi-melta for *10 pts.*



# SPECIAL

| <b>HONOUR GUARD</b> |           |           |          |          |          |          |          |           |           |                  | 25 Points |
|---------------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|-----------|
|                     | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> | <b>Unit Type</b> |           |
| Honour Guard        | 4         | 4         | 4        | 4        | 1        | 4        | 2        | 10        | 2+        | Infantry         |           |

**WARGEAR:**

- Artificer armour
- Power weapon
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- And They Shall Know No Fear
- Chapter Tactics

**OPTIONS:**

- May replace power weapon with a relic blade for *10pts.*
- May take items from the **Space Marine Armoury.**

| <b>STERNGUARD VETERAN</b> |    |    |   |   |   |   |   |    |    |           | 22 Points |
|---------------------------|----|----|---|---|---|---|---|----|----|-----------|-----------|
|                           | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |           |
| Sternguard Veteran        | 4  | 4  | 4 | 4 | 1 | 4 | 2 | 9  | 3+ | Infantry  |           |

**WARGEAR:**

- Power armour
- Boltgun
- Bolt pistol
- Special issue ammunition
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- And They Shall Know No Fear
- Chapter Tactics

**OPTIONS:**

- May replace boltgun with:
  - Storm Bolter *5 pts*
  - Combi-flamer, -melta, -plasma, -grav *10 pts*
- One Sternguard Veteran in your team may take one item from the **Special Weapons** or **Heavy Weapons** list.
- May take items from the **Space Marine Armoury**.

| <b>VANGUARD VETERAN</b> |    |    |   |   |   |   |   |    |    |           | 19 Points |
|-------------------------|----|----|---|---|---|---|---|----|----|-----------|-----------|
|                         | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |           |
| Vanguard Veteran        | 4  | 4  | 4 | 4 | 1 | 4 | 2 | 9  | 3+ | Infantry  |           |

**WARGEAR:**

- Power armour
- Chainsword
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- And They Shall Know No Fear
- Chapter Tactics
- Heroic Intervention

**OPTIONS:**

- May take items from the **Melee Weapons** list.
- May replace bolt pistol and/or chainsword with:
  - Grav-pistol *15 pts*
  - Plasma pistol *15 pts*
- May take any of the following:
  - Jump pack *3 pts*
  - Melta bomb *5 pts*
  - Storm shield *10 pts*
- May take items from the **Space Marine Armoury**.

| <b>RESTRICTION:</b> You may take a maximum of two Centurions in your team. |    |    |   |   |   |   |   |    |    |           |           |
|--|----|----|---|---|---|---|---|----|----|-----------|-----------|
| <b>CENTURION</b>   |    |    |   |   |   |   |   |    |    |           | 60 Points |
|  | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |           |
| Centurion  | 4  | 4  | 5 | 5 | 2 | 4 | 1 | 8  | 2+ | Infantry  |           |

**WARGEAR:**

- Twin-linked flamer
- Two siege drills
- Ironclad assault launchers

**SPECIAL RULES:**

- And They Shall Know No Fear
- Chapter Tactics
- Decimator Protocols
- Move Through Cover
- Slow and Purposeful
- Very Bulky

**OPTIONS:**

- May replace ironclad assault launchers with:
  - Hurricane bolter *free*
  - Missile launcher *10 pts*
- May replace twin-linked flamer with:
  - Twin-linked meltagun *5 pts*
- May replace both twin-linked flamer and siege drills with:
  - Twin-linked heavy bolter *free*
  - Twin-linked lascannon *20 pts*
  - Grav-cannon and grav-amp *20 pts*
- May take items from the **Space Marine Armoury**.



|                   |           |           |          |          |          |          |          |           |           |                  |           |
|-------------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|-----------|
| <b>TERMINATOR</b> |           |           |          |          |          |          |          |           |           |                  | 40 Points |
| Terminator        | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> | <b>Unit Type</b> |           |
|                   | 4         | 4         | 4        | 4        | 1        | 4        | 2        | 9         | 2+        | Infantry         |           |

**WARGEAR:**

- Terminator armour
- Storm bolter
- Power fist

**SPECIAL RULES:**

- And They Shall Know No Fear
- Chapter Tactics

**OPTIONS:**

- May replace power fist with a chainfist for *5 pts*.
- May replace all weapons with:
  - Two lightning claws *free*
  - Thunder hammer & storm shield *5 pts*
- One Terminator in your team may take one of the following options:
  - Replace storm bolter with heavy flamer *10 pts*
  - Replace storm bolter with assault cannon *20 pts*
  - Take a cyclone missile launcher *25 pts*
- May take items from the **Space Marine Armoury** including Terminator items.



|  |           |           |          |          |          |          |          |           |           |                  |           |
|--|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|-----------|
| <b>RESTRICTION: You may only take one Apothecary in your team.</b> |           |           |          |          |          |          |          |           |           |                  |           |
| <b>APOTHECARY</b>  |           |           |          |          |          |          |          |           |           |                  | 35 Points |
| Apothecary   | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> | <b>Unit Type</b> |           |
|  | 4         | 4         | 4        | 4        | 1        | 4        | 2        | 9         | 3+        | Infantry         |           |

**WARGEAR:**

- Power armour
- Bolt pistol
- Chainsword
- Frag grenade
- Krak grenade
- Narthecium\*

**SPECIAL RULES:**

- And They Shall Know No Fear
- Chapter Tactics

**OPTIONS:**

- May take items from the **Ranged Weapons** list.
- May take any of the following:
  - Jump pack<sup>1</sup> *10 pts*
  - Space Marine bike<sup>1</sup> *15 pts*
- May take items from the **Space Marine Armoury**, including Apothecary items.

**Narthecium (Rule Amendment):** The Apothecary and all friendly models within 6" of the Apothecary gain the Feel No Pain special rule.

<sup>1</sup>These pieces of wargear are mutually exclusive.

|  |           |           |          |          |          |          |          |           |           |                  |           |
|--|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|-----------|
| <b>RESTRICTION: You may only take one Techmarine in your team.</b> |           |           |          |          |          |          |          |           |           |                  |           |
| <b>TECHMARINE</b>  |           |           |          |          |          |          |          |           |           |                  | 50 Points |
| Techmarine   | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> | <b>Unit Type</b> |           |
|  | 4         | 4         | 4        | 4        | 1        | 4        | 1        | 8         | 2+        | Infantry         |           |

**WARGEAR:**

- Artificer armour
- Bolt pistol
- Boltgun
- Frag grenade
- Krak grenade
- Servo-arm

**SPECIAL RULES:**

- And They Shall Know No Fear
- Chapter Tactics
- Blessing of the Omnissiah
- Bolster Defences

**OPTIONS:**

- May upgrade servo-arm to a servo-harness for *25 pts*.
- May replace bolt pistol and/or boltgun with a power axe for *15 pts*.
- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take any of the following:
  - Melta bomb *5 pts*
  - Auspex *5 pts*
  - Teleport homer *10 pts*
  - Digital weapons *10 pts*
  - Space Marine bike *15 pts*
- May take items from the **Space Marine Armoury**, including Techmarine items.



# SPACE MARINE ARMOURY

**ARMOUR OF ALACRITY (Leader Only) – 15 pts**  
 May only be taken by a model in Power armour. An ancient suit of Power armour that provides its wearer great reflexes. Confers the bearer a 3+ armour save that may be re-rolled.

**REFRACTOR FIELD (Leader Only) – 15 pts**  
 An all-enclosing energy field that partially refracts energy around the bearer. Grants the model a 5+ invulnerable save.

**PURITY SEAL (Leader Only) – 10 pts**  
 A Purity Seal takes the form of prayers or litanies inscribed onto paper and then affixed to the warrior's armour. Increases a Leader's Inspiring Presence radius from 6" to 12".

**MARKSMAN'S HONOUR (Leader Only) – 10 pts**  
 The Codex Astartes states that those warriors who prove their combat accuracy should be honoured. A model with the Marksman's Honour may re-roll To Hit rolls of 1 when shooting (this does not include psychic powers).

**OATH OF THE TIRELESS CRUSADER (Leader Only) – 5 pts**  
 The model races towards the enemy with zeal. The model gains the Crusader special rule.

**SACRED STANDARD (Sergeant Only) – 20 pts**  
 Increases a Leader's Inspiring Presence radius from 6" to 12". In addition, if the bearer is taken off a casualty, any friendly troops within his Inspiring Presence radius when he fell will immediately gain the Preferred Enemy rule for the rest of the battle. Counts as a 'banner' when working out combat results.

**PLASMA BLASTER (Sergeant Only) – 20 pts**  
 Replaces one weapon of your choice. The Plasma Blaster is an ancient weapon, similar to the Storm Bolter but much more deadly. A Plasma Blaster has the following weapons profile:

|                | Range | S | AP | Type                |
|----------------|-------|---|----|---------------------|
| Plasma Blaster | 18"   | 7 | 2  | Assault 2, Gets Hot |

**TEETH OF LEGION (Sergeant Only) – 15 pts**  
 Replaces one weapon of your choice. This is an ancient chainsword, said to be forged during the Horus Heresy. The weapon has the following profile:

|                 | Range | S  | AP | Type                            |
|-----------------|-------|----|----|---------------------------------|
| Teeth of Legion | -     | +1 | 4  | Melee, Tearing*, Master-crafted |

\*Tearing: Any model that suffers an unsaved Wound by this weapon must pass a Toughness test or suffer Instant Death.

**LARRAMAN'S BLESSING (Sergeant Only) – 15 pts**  
 The model fights through any pain in duty to the Emperor. The model gains the Feel No Pain special rule.

**IMPERIAL LAUREL (Sergeant Only) – 10pts**  
 Deeds of valour leading to a great victory for the Imperium are rewarded with the Imperial Laurel. All friendly Space Marine models within 6" of the Sergeant may re-roll all Morale checks.

**SIGNUM (Sergeant Only) – 5 pts**  
*Rule Amendment:* The leader may use his Signum in the Shooting phase instead of shooting. Choose one model within 6" to become BS5 for the rest of the phase.

**VALOUR CREST (Champion Only) – 10 pts**  
 The right to bear a Valour Crest must be earned through acts of near suicidal bravery. The model gains the Stubborn special rule and confers it to any friendly model within his Inspiring Presence radius.

**SOULSTORM STAFF (Lexicanium Only) – 10 pts**  
 The Lexicanium may fire a storm of lightning from the tip of this staff. The Soulstorm Staff counts as a shooting weapon with the following profile:

|                 | Range    | S | AP  | Type      |
|-----------------|----------|---|-----|-----------|
| Soulstorm Staff | Template | 4 | D6* | Assault 1 |

\*Randomly determine the AP value of this weapon each time it is fired.

**LAUREL OF ENDURANCE (Apothecary Only) – 15 pts**  
 The Apothecary has shown great fortitude in order to protect his brothers. The Apothecary has the Feel No Pain (3+) special rule. Note that this does not increase the Feel No Pain rule conferred from his Narthecium.

**PURIFICATION VIALS (Apothecary Only) – 5 pts**  
 These are grenade vials filled with toxic gases that envelop an enemy and choke them to death. Purification Vials use the following profile:

|                    | Range | S | AP | Type                                      |
|--------------------|-------|---|----|---|
| Purification Vials | 8"    | 1 | -  | Assault 1, Blast, One Shot, Poisoned (2+) |

**AUTO-LAUNCHERS (Terminator Only) – 10 pts**  
 The model counts as having assault grenades that do not have the One Use rule (i.e. they never run out). These grenades may not be used in the Shooting phase.



**CATAPHRACTII ARMOUR**

**(Terminator Only) – 10 pts**

The Cataphractii pattern was amongst the first Terminator armour issued, and suits of this type were even more heavily protected than their contemporaries. Models with Cataphractii Pattern Armour gain a 4+ invulnerable save and the Slow and Purposeful special rule, but lose the Relentless special rule. Models with this armour may not also take Tartaros Pattern Armour.

**TARTAROS PATTERN ARMOUR**

**(Terminator Only) – 5 pts**

The Tartaros pattern provides greater mobility for its wearer with no loss in durability or protection. Allows the model to make a Sweeping Advance. Models with this armour may not also take Cataphractii Pattern Armour.

**TELEPORTER (Terminator Only) – 5 pts**

Instead of moving, a Terminator may teleport. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If he does this he cannot assault this turn.

**PHOTON BEAM (Techmarine Only) – 10 pts**

The Photon Beam is a high-powered searchlight which is able to flash in short bursts blinding the enemy. The Photon Beam is a ranged weapon that may be fired in addition to another weapon, and has the following profile:

|             | Range | S | AP | Type             |
|-------------|-------|---|----|------------------|
| Photon Beam | 36"   | * | -  | Assault 1, Blind |

\*The Photon Beam causes no damage when it hits, but still causes a Blind test.

**TEAM STANDARD – 15 pts**

Only one Team Standard may be taken. May only be taken by a Sternguard Veteran, Vanguard Veteran, Honour Guard or non-core Terminator. Friendly models within 12" of a model with the Team Standard may re-roll failed Morale checks and Pinning tests. In addition, the Team Standard counts as a 'banner' when working out combat results.

**MASTER-CRAFTED WEAPON – 10 pts**

Choose a single weapon the model has to gain the Master-crafted special rule.

**OVERCHARGED WEAPON – 10 pts**

Choose a single ranged weapon the model has to be overcharged. This gains +1 Strength and the Gets Hot rule. Plasma weapons may be overcharged but will Get Hot on a To Hit roll of a 1 or 2 instead of just a 1.

**SUSPENSORS – 10 pts**

A model with Suspensors that is equipped with a Heavy type weapon may fire this weapon at full BS even if he has moved in the Movement phase – although if he does so, the maximum range of the weapon is halved.

**SMOKE GRENADES – 10 pts**

A smoke grenade has the following profile:

|               | Range | S | AP | Type                                       |
|---------------|-------|---|----|--|
| Smoke Grenade | 8"    | - | -  | Assault 1, One Shot<br>Large Blast, Smoke* |

\*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

**AUXILIARY GRENADE LAUNCHER – 5 pts**

A tubular device that fires pre-loaded grenades, fixed to the models primary weapon. This attachment allows any grenades to be fired in addition to another weapon in the shooting phase rather than instead of.

**AUSPEX – 5 pts**

See Codex: Space Marines

**BIONICS – 5 pts**

The model gains the Feel No Pain (6+) special rule.

**TARGETER – 5 pts**

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.