

KILL TEAM

SPACE MARINES

CODIX: 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.

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 Kill Team:

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

TEAM LEADERS

Leaders count towards their respective model types for weapons/wargear availability. See the table below to see which Leader counts towards which restriction.

| | |
|---|------------------|
| - Sergeant without Jump Pack, Bike or Terminator Armour | Tactical Marines |
| - Sergeant with Jump Pack | Assault Marines |
| - Sergeant with Bike | Biker Marines |
| - Vanguard Veteran Sergeant | Assault Marines |
| - Sternguard Veteran Sergeant | Tactical Marines |
| - Scout Sergeant without Bike | Scouts |
| - Scout Sergeant with Bike | Scout Bikes |

CHAPTER TACTICS ERRATA

Here you can find the various adaptations of the Chapter Tactics to the Kill Team ruleset.

You still need to look up the whole Chapter Tactic from the Codex, and apply the following modifications to it.



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

HEAVY WEAPONS SPECIALISTS

Regarding the Chapter Tactics, Tactical marines with weapons taken from the **Heavy Weapons** list counts as Devastators.

Imperial Fists

Bolter Drill: models can re-roll all To Hit rolls of 1 made with bolt pistols, boltguns, storm bolters, heavy bolters and combi-weapons that are firing as boltguns. This rule also applies to models firing Special Issue Ammunitions. Scouts and Scout Bikers do not benefit from this rule.

Siege Masters: Imperial Fists models can re-roll armour penetration rolls against buildings, and add 1 to the result when rolling on the Building Damage table. They also re-roll failed To Wound rolls against Weapon Emplacements. In addition, Imperial Fists Centurions and Space Marines Devastators have the Tank Hunters special rule.

White Scars

Fight on the move: White Scars models have the Hit and Run special rule. Furthermore, they add 1" to their Run move.

Ultramarines

With regards to the Ultramarines doctrine rules, assume all Tactical Marines, Assault Marines, Bikers etc. are in the relevant 'squads'.

Salamanders

Fire affinity: Salamanders Tactical Marines can take a Heavy Flamer instead of a Heavy Weapon for 10 pts. Leaders can exchange their Bolt Pistol for a Hand Flamer for 10 pts.

Raven Guard

Strike from the Shadows: Raven Guard models that do not begin the game in a Transport have +1 to their Cover saves until the start of the second game turn. When rolling to see whether the Night Fighting is in effect, you may add 1 to the result.

Sentinels of Terra

Close Range Bolter Drill: Models with this rule re-roll all failed To Hit rolls made with bolt pistols, boltguns, storm bolters, heavy bolters, or combi-weapons that are firing as boltguns when firing at a target up to half the weapon's maximum range away. This rule also applies to models firing hellfire, kraken, vengeance or dragonfire rounds. Scouts and Scout Bikers do not benefit from this rule.

Mantis Warriors

Children of Prophecy: A force that has the Chapter Tactics (Mantis Warriors) may re-roll failed attempts to Seize the Initiative where this is a factor in the mission being played. In addition, any Mantis Warriors Librarians may generate one random Psychic power from the Divination discipline instead of picking the Primaris Power, but it cannot be swapped for the Primaris or somehow re-rolled. This does not grant the Primaris Power for Psychic Focus.

Red Hunters

Mnemonic Redaction Protocols: All models with Chapter Tactics (Red Hunters) have the Adamantium Will special rule. In addition, once per game at the beginning of any one player turn, the controlling player may declare that every model with Chapter Tactics (Red Hunters) will have one of the following special rules, chosen by the controlling player, until the beginning of their next turn:

- Counter-attack
- Tank Hunter
- Preferred Enemy (Infantry)
- Hatred
- Furious Charge
- Interceptor

Iron Hands

The Flesh is Weak: Non-vehicle Iron Hands models have the Feel No Pain (6+) special rule. If they have the Feel No Pain rule from another source (a narthecium, or the Bionics for example), they instead reroll failed Feel no Pain rolls of 1 and 2.

The Iron Father: A team with Chapter Tactics (Iron Hands) can choose a Techmarine as a Leader slot instead of Special. If they do, it gains the inspiring Presence and Character special rule and they cannot select another Techmarine as a Special choice. It also gains access to Leader items in the armoury.

Red Scorpions

Purity Above All: the Veteran Sergeant may be made a member of the Chapter's Apothecarion and upgraded to carry a Narthecium for 10 pts. This does not otherwise alter their wargear, additional options or profile, and should always be appropriately represented on the model.

If the Sergeant is equipped with a Narthecium the team cannot include an Apothecary.

Carcharodons

Reavers of the Outer Darkness: All models with Chapter Tactics (Carcharodons) gain the Fear special rule. In addition, any Tactical Marines with the Reavers of the Outer Darkness Chapter Tactic special rule may exchange a boltgun they are already equipped with for a close combat weapon (e.g. chainsword/combat blade) for free or be equipped with an additional close combat weapon for +1 point per model.

Blood Hunger: A model with Chapter Tactics (Carcharodons) gain the Rage special rule after it has either destroyed an enemy infantry unit (of any type) in an assault or forced one to Fall Back. Place a suitable marker on any model that gains the Rage special rule due to Chapter Tactics (Carcharodons) to indicate this has occurred. When one of these marked models makes a Consolidation move, it must move towards the nearest enemy that it is capable of damaging in an assault.

Blood ravens

Knowledge is power...: Leaders can cast the following Psychic Power in addition to others they might have (this power does not substitute the choice of a Primaris power for a Librarian)

Latent Power: Warp Charge 1.

The caster can re-roll To Hit rolls of 1.

Unless the Leader already has the Psyker special rule, it does not generate additional Warp Charges and he suffers Perils of the Warp on any double.

...Guard it well: Blood Ravens models within 3" of an objective can re-roll failed Pinning, Morale and Counter-Charge tests.

TEAM LEADERS

SERGEANT

14 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|----------|----|----|---|---|---|---|---|----|----|
| Sgt. | 4 | 4 | 4 | 4 | 2 | 4 | 1 | 8 | 3+ |
| Vet. Sgt | 4 | 4 | 4 | 4 | 2 | 4 | 2 | 9 | 3+ |

Unit Type:

Infantry (Character)

Wargear:

- Power Armour
- Bolt Pistol
- Boltgun
- Frag Grenade
- Krak Grenade

Special Rules:

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

Squad Leader: In a team lead 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.

Field Promotions: during a Campaign a Veteran Sergeant can be upgraded to Vanguard, Terminator or Sternguard for the specified points cost. Instead of losing their equipment, they have to sell the equipment that is not compatible with their new role. For example a Veteran promoted to Sternguard would have to sell his bike, because the Sternguard Veteran Sergeant entry doesn't permit him to ride one.

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. The Plasma Pistol cost is reduced to 10 points.

- May take any of the following:

- Melta Bomb 5 pts
- Combat Shield 5 pts
- Back banner² 10 pts
- Teleport homer 10 pts
- Digital weapons 10 pts
- Jump pack¹ 10 pts
- Space Marine bike¹ 15 pts

- A Veteran Sergeant may take any of the following:

- Special Issue Ammunition⁴ 5 pts
- Storm Shield 15 pts
- Relic Blade³ 25 pts

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

¹These pieces of wargear are mutually exclusive.

²Counts as a 'banner' when determining combat results.

³Can only be taken with a Jump Pack.

⁴Does not apply to Bike's twin-linked boltgun

VANGUARD VETERAN SERGEANT

24 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 4 | 4 | 4 | 2 | 4 | 2 | 9 | 3+ |

Unit Type:

Infantry (Character)

Wargear:

- Power Armour
- Bolt Pistol
- Chainsword
- Frag Grenade
- Krak Grenade

Special Rules:

- And They Shall Know No Fear
- Inspiring Presence
- Chapter Tactics
- Glorious Intervention
- Squad leader

Squad Leader: In a team lead by a Vanguard Veteran Sergeant you may take more than five Assault Marines.

Options:

- May replace Bolt Pistol and/or Chainsword with:
 - Power Weapon or Lightning Claw *10 pts*
 - Plasma Pistol *10 pts*
 - Grav Pistol *15 pts*
 - Power Fist or Relic Blade *20 pts*
 - Thunder Hammer *25 pts*
 - Storm Shield *15 pts*
- May take any of the following:
 - Jump Pack *10 pts*
 - Melta bomb *5 pts*
 - Combat Shield *5 pts*
 - Back banner² *10 pts*
 - Teleport homer *10 pts*
 - Digital weapons *10 pts*
- May take items from the **Space Marine Armoury**, including Leader and Sergeant items.

STERNGUARD VETERAN SERGEANT

24 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 4 | 4 | 4 | 2 | 4 | 2 | 9 | 3+ |

Unit Type:

Infantry (Character)

Wargear:

- Power Armour
- Bolt Pistol
- Boltgun
- Special Issue Ammunitions
- Frag Grenade
- Krak Grenade

Special Rules:

- And They Shall Know No Fear
- Inspiring Presence
- Chapter Tactics

Options:

- May replace Boltgun with:
 - Combi weapon *10 pts*
 - Storm Bolter *5 pts*
- May replace Bolt Pistol with:
 - Plasma Pistol *10 pts*
 - Grav Pistol *15 pts*
- May take any of the following:
 - Melta bomb *5 pts*
 - Back banner² *10 pts*
 - Teleport homer *10 pts*
 - Digital weapons *10 pts*
- May take items from the **Space Marine Armoury**, including Leader and Sergeant items.

TERMINATOR VETERAN SERGEANT

35 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 4 | 4 | 4 | 2 | 4 | 2 | 9 | 2+ |

Unit Type:

Infantry (Character)

Wargear:

- Terminator Armour
- Storm Bolter
- Power Sword

Special Rules:

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

Squad Leader: Terminators and Cataphractii Terminators can be taken as Core choices.

Options:

- May Replace all weapons with:
 - Two Lightning Claws *free*
- May take items from the **Terminator Weapons** list.
- May take items from the **Space Marine Armoury**, including Leader, Sergeant and Terminator items.

COMPANY CHAMPION

35 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 5 | 4 | 4 | 4 | 2 | 4 | 2 | 9 | 3+ |

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 15 pts
 - Digital weapons 10 pts
 - Jump pack¹ 10 pts
 - Space Marine bike¹ 15 pts
 - Storm Shield 15 pts
- May take items from the **Space Marine Armoury**, including Leader and Champion items.

¹These pieces of wargear are mutually exclusive.
²Counts as a 'banner' when determining combat results.

Unit Type:
 Infantry (Character)

Wargear:

- Power Armour
- Bolt Pistol
- Power Weapon
- Combat Shield
- Frag Grenade
- Krak Grenade

Special Rules:

- And They Shall Know No Fear
- Inspiring Presence
- Chapter Tactics
- Honour or Death
- Duelist

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

LEXICANIUM

45 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|------------|----|----|---|---|---|---|---|----|----|
| Lexicanium | 4 | 4 | 4 | 4 | 2 | 4 | 2 | 9 | 3+ |
| Codicier | 5 | 4 | 4 | 4 | 2 | 4 | 2 | 10 | 3+ |

Options:

- May be upgraded to a Codicier for 10 pts.
- May take items from the **Ranged Weapons** lists. The Plasma Pistol cost is reduced to 10 pts.
- May take any of the following:
 - Melta Bomb 5 pts
 - Teleport Homer 10 pts
 - Digital weapons 10 pts
 - Jump pack¹ 10 pts
 - Space Marine bike¹ 15 pts
 - Psychic Hood 10 pts
- May take items from the **Space Marine Armoury**, including Leader and Lexicanium items.
- A Codicier can replace all his wargear with Terminator armour, Bolt pistol and Force Weapon for 20 pts.

¹These pieces of wargear are mutually exclusive. Cannot be taken with Terminator Armour.

Unit Type:
 Infantry (Character)

Wargear:

- Power Armour
- Bolt Pistol
- Force Weapon
- Frag Grenade
- Krak Grenade

Special Rules:

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

PSYKER: At the start of the battle the model generates a single Psychic Power from the following table:

- Enfeeble (Biomancy)
- Misfortune (Divination)
- Flame Breath (Pyromancy)
- Telekine Dome (Telekinesis)
- Hallucinate (Telepathy)
- Landquake (Geokinesis)
- Subvert Machine (Technomancy)
- Psychic Scourge (Librarius)

WARDEN

35 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|----------|----|----|---|---|---|---|---|----|----|
| Warden | 4 | 4 | 4 | 4 | 2 | 4 | 2 | 9 | 3+ |
| Chaplain | 5 | 4 | 4 | 4 | 2 | 4 | 2 | 10 | 3+ |

Options:

- May be upgraded to a Chaplain for 10 pts.
- 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 pack¹ *10 pts*
 - Space Marine bike¹ *15 pts*
 - Rosarius *20 pts*
- May take items from the **Space Marine Armoury**, including Leader and Warden items.

¹These pieces of wargear are mutually exclusive.

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

- May take a Rosarius for 15 pts.
- May replace Storm Bolter with a Combi-flamer, -plasma, -melta for 5 pts.
- May take items from the **Space Marine Armoury**, including Leader, Warden and Terminator items.

Unit Type:
Infantry (Character)

Wargear:

- Power Armour
- Bolt Pistol
- Crozius Arcanum
- Frag Grenade
- Krak Grenade

Special Rules:

- Inspiring Presence
- Chapter Tactics
- Zealot
- Battle Liturgies

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

CENTURION SERGEANT

55 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 4 | 5 | 5 | 2 | 4 | 2 | 9 | 2+ |

Options:

- May replace Ironclad Assault Launchers with:
 - Hurricane Bolter *free*
 - Missile Launcher *10pts*
- 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 *15pts*
 - Grav-Cannon and Grav-amps *25pts*
- May take items from the **Space Marine Armoury**, including Leader and Sergeant items.

Unit Type:
Infantry (Character)

Wargear:

- Twin-Linked flamer
- Two Siege Drills
- Ironclad Assault Launchers

Special Rules:

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

SCOUT SERGEANT

11 points

| | WS | BS | S | T | W | I | A | Ld | Sv |
|--------------------|----|----|---|---|---|---|---|----|----|
| Scout Sgt. | 4 | 4 | 4 | 4 | 2 | 4 | 1 | 8 | 4+ |
| Veteran Scout Sgt. | 4 | 4 | 4 | 4 | 2 | 4 | 2 | 9 | 4+ |

Unit Type:

Infantry (Character)

Wargear:

- Scout Armour
- Bolt Pistol
- Boltgun
- Frag Grenade
- Krak Grenade

Special Rules:

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

OPTIONS:

- May be upgraded to a Veteran Scout Sergeant for 10 pts.
- May take items from the **Melee Weapons** and **Ranged Weapons** list.
- May replace his Boltgun with:
 - Space Marine Shotgun free
 - Close Combat Weapon Free
 - Sniper Rifle 1 pt
- May take any of the following:
 - Melta Bomb 5 pts
 - Camo Cloak ¹ 2 pts
 - Digital weapons 10 pts
 - Teleport Homer 10 pts
 - Space Marine Bike^{1,2} 7 pts
- May take items from the **Space Marine Armoury**, including Leader and Sergeant items.

¹These pieces of wargear are mutually exclusive.

²If 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 |
|----|----|---|---|---|---|---|----|----|
| 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ |

Unit Type:
Infantry

Wargear:

- Power Armour
- Bolt Pistol
- Boltgun
- 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.
- A Tactical Marine may take Suspensors for 10 pts.
- A Tactical Marine with a weapon taken from the **Heavy Weapons** list can take an Armorium Cherub for 5 pts.

SCOUT

11 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 4+ |

Unit Type:
Infantry

Wargear:

- Scout Armour
- Bolt Pistol
- Boltgun
- Frag Grenade
- Krak Grenade

Special Rules:

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

Options:

- Any Scout may replace his Boltgun with:
 - Space Marine Shotgun free
 - Close Combat Weapon Free
 - Sniper Rifle 1 pt
- For every five Scouts you take in your team, one may replace their boltgun with:
 - Heavy Bolter 8 pts
 - Heavy Bolter with Hellfire Shells 13 pts
 - Missile Launcher 15 pts
- Any Scout may take a Camo Cloak for 2 pts.

ASSAULT MARINE

14 points

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

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ |

Unit Type:
Infantry

Wargear:

- Power Armour
- Bolt Pistol
- Chainsword
- Frag Grenade
- Krak Grenade

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics

Options:

- For every five Assault Marines in your team one may replace its bolt pistol with one of the following weapons:
 - Flamer 5 pts
 - Plasma Pistol 10 pts
- May take a Jump Pack for 3 pts
- For every five Assault Marines one may take an Eviscerator for 25 pts

SCOUT BIKER

18 points

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

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 4 | 4 | 5 | 1 | 4 | 1 | 8 | 4+ |

Unit Type:
Bike

Wargear:

- Scout Armour
- Bolt Pistol
- Space Marine Shotgun
- 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.

SPACE MARINE BIKER

21 points

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

| | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|----|----|---|---|---|---|---|----|----|
| Bike | 4 | 4 | 4 | 5 | 1 | 4 | 1 | 8 | 3+ |
| Attack Bike | 4 | 4 | 4 | 5 | 2 | 4 | 2 | 8 | 3+ |

Unit Type:
Bike

Wargear:

- Power Armour
- Bolt Pistol
- Frag Grenade
- Krak Grenade
- Space Marine Bike

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics

Options:

- If you have three Space Marine Bikers in your team, one may take an item from the **Special Weapons** list. If there are five or more bikes in your force, another model may do so as well.
- One Space Marine Biker in your team may be upgraded to an Attack Bike for 19 pts, gaining a heavy bolter and one additional Frag and Krak grenades. The Attack Bike may replace its heavy bolter with a multi-melta for 10 pts.

SPECIAL

STERNGUARD VETERAN

22 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ |

Unit Type:
Infantry

Wargear:

- Power Armour
- Bolt Pistol
- Boltgun
- Frag Grenade
- Krak Grenade
- Special Issue Ammunitions

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**.

VANGUARD VETERAN

19 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ |

Unit Type:
Infantry

Wargear:

- Power Armour
- Bolt Pistol
- Chainsword
- Frag Grenade
- Krak Grenade

Special Rules:

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

Options:

- May replace Bolt Pistol and/or Chainsword with:
 - Power Weapon or Lightning Claw 5 pts
 - Plasma Pistol 10 pts
 - Grav Pistol or Power Fist 15 pts
 - Thunder Hammer 20 pts
- May take any of the following:
 - Jump Pack 3 pts
 - Melta bomb 5 pts
- One Vanguard Veteran in your team may take:
 - Storm Shield 15 pts
- May take items from the **Space Marine Armoury**.



TERMINATOR

35 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 2+ |

Unit Type:
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*
- One terminator in your team may replace all weapons with:
 - Thunder Hammer and Storm Shield *10 pts*
- Another 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.

CATAPHRACTII TERMINATOR

35 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 2+ |

Unit Type:
Infantry

Wargear:

- Cataphractii Armour
- Combi 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*
- May replace its Power Fist with:
 - Lightning Claw *Free*
 - Chainfist *5 pts*
- One Terminator in your team may take one of the following options:
 - Replace combi bolter with Heavy Flamer *10 pts*
- May take items from the **Space Marine Armoury**, including Terminator items.

CENTURION

55 points

You may take a maximum of two Centurions in your team.

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 4 | 5 | 5 | 2 | 4 | 1 | 8 | 2+ |

Unit Type:
Infantry

Wargear:

- Twin-Linked flamer
- Two Siege Drills
- Ironclad Assault Launcher

Special Rules (All):

- 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 *10pts*
- 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 *15pts*
 - Grav-Cannon and Grav-Amps *25pts*
- May take items from the **Space Marine Armoury**.

APOTHECARY

30 points

You may take a maximum of one Apothecary in your team.

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 4 | 4 | 4 | 1 | 4 | 2 | 9 | 3+ |

Unit Type:
Infantry (Character)

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 **Melee Weapons** and **Ranged Weapons** list. The Plasma Pistol cost is reduced to 10 pts.
- May take any of the following:
 - Jump Pack¹ 10 pts
 - Space Marine Bike¹ 15 pts
- May take items from the **Space Marine Armoury**, including Apothecary items.

¹These pieces of wargear are mutually exclusive

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

TECHMARINE

65 points

You may take a maximum of one Techmarine in your team.

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 5 | 4 | 4 | 2 | 4 | 2 | 9 | 2+ |

Unit Type:
Infantry (Character)

Wargear:

- Artificer Armour
- Bolt Pistol
- Power Axe
- Frag Grenade
- Krak Grenade
- Servo-arm

Special Rules:

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

Options:

- May take items from the **Melee Weapons** and **Ranged Weapons** list. The Plasma Pistol cost is reduced to 10 points.
- May upgrade servo-arm to a servo-harness for 25 pts.
- 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.

ARMOURY

ARMORIUM CHERUB – 5 pts

One use only. One model equipped with an armorium cherub can re-roll all failed To Hit rolls in one Shooting phase. Ignore the Cherub model for all game purposes.

ARMOUR OF ALACRITY (Leader Only) – 20 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.

AUSPEX – 5 pts

See Codex: Space Marines

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.

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.

BIONICS – 5 pts

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

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. The model can swap its Storm Bolter for a Combi-Bolter for free.

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.

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.

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).

MASTER-CRAFTED WEAPON – 10 pts

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

Weapons chosen from the Armoury or the Chapter-specific Relics list cannot be master-crafted.

OATH OF THE TIRELESS CRUSADER

(Leader Only) – 5 pts

The model races towards the enemy with zeal.

The model gains the Crusader 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. Weapons chosen from the Armoury or the Chapter-specific Relics list cannot be Overcharged.

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.*

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+) |

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".

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.

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.

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.

KILL TEAM – Space Marines**SMOKE GRENADES** – 10 pts

A smoke grenade has the following profile:

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

*Smoke: Any model that is hit by this weapon gains the Shrouded Special Rule until the start of their next turn. You may target friendly models with this weapon.

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.

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.

STALKER STORM BOLTER – 10 pts

(Sternguard Veteran Sergeant Only)

In addition to the normal profile for its Storm Bolter, a model with special issue ammunition can choose, in each of its Shooting phases, to instead use one of the profiles below until the beginning of its next Shooting phase.

| | Range | S | AP | Type |
|------------------|-------|---|----|--------------------------|
| Kraken Bolt | 30" | 4 | 4 | Assault 2 |
| Hellfire Round | 24" | 1 | 5 | Assault 2, Poisoned(2+) |
| Vengeance Round | 18" | 4 | 3 | Assault 2, Gets Hot! |
| Dragonfire Round | 24" | 4 | 5 | Assault 2, Ignores Cover |

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.

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.

TEAM STANDARD – 15 pts

Only one Team Standard may be taken.

May only be taken by a Sternguard Veteran, Vanguard Veteran 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.

v8.2

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.

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.

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.

CHAPTER-SPECIFIC WARGEAR

These relics cannot be taken more than once in your Team, and cannot be Master-crafted or Overcharged.

IMPERIAL FISTS

THE ROAR OF TERRA (25 pts)

Replaces the Boltgun.

This prized Heavy Bolter is rumored to be a relic of the Siege of Terra, where it slew countless Chaos Cultists and corrupted Solar Auxilia soldiers.

The Roar of Terra is a Heavy Bolter with the following profile:

| | Range | S | AP | Type |
|-------------------|-------|---|----|--------------------|
| The Roar of Terra | 36" | 5 | 4 | Salvo 2/4, Pinning |

Sternguard Sergeant only.

THE BLIZZARD OF INWIT (15 pts)

Replaces the Boltgun or Bolt Pistol.

This weapon originates from the planet Rogal Dorn was found upon.

More powerful than a standard Boltgun, it covers the foes in a hail of bullets, not unlike the sudden -and lethal- blizzards of Inwit's winter.

The Blizzard of Inwit is a Boltgun with the following profile:

| | Range | S | AP | Type |
|-----------------------|-------|---|----|---------------------------|
| The Blizzard of Inwit | 24" | 5 | 5 | Assault 2, Rending, Shred |

Leader only.

ICON OF RYNN (20 pts)

The Icon of Rynn is a banner.

The bearer and the models within 6" has Preferred Enemy (Orks) and Counterattack Special Rule.

In addition, friendly units within 12" of the bearer, and with the same Chapter Tactics, re-roll failed Morale checks and Pinning tests.

Sergeant only.

THE MAIL OF THE CHAPTER (30 pts)

Replaces the Bolt Pistol or Chainsword.

Search parties among the dead Crimson Fists bodies on Rynn after their heroic last stand against Waagh!

Snagrod, found this Power Fist inside a Killa Kan, closed around the head of its pilot in a last vengeful grip.

The Mail of the Chapter is a Power Fist with the following profile:

| | Range | S | AP | Type |
|-------------------------|-------|----|----|--|
| The Mail of the Chapter | - | x2 | 1 | Melee, Unwieldy, Specialist Weapon, Crushing Force |

Crushing Force: A model that takes an Invulnerable save for wounds inflicted by this weapon have a -1 penalty.

Veteran Sergeant only.

ULTRAMARINES

STANDARD OF BLACK REACH (20 pts)

The Standard of Black Reach counts towards the banner limit.

Friendly models within 12" of this model may choose to re-roll either successful or failed Morale checks and Pinning tests. In addition, the Team Standard counts as a 'banner' when working out combat results. This standard also lets your Team use an additional Doctrine of your choosing.

GLADIUS HONORIFICA (10 pts)

Replaces the Bolt Pistol or Chainsword.

The Gladius Honorifica is a Power Sword with the following profile:

| | Range | S | AP | Type |
|--------------------|-------|------|----|---------------------------|
| Gladius Honorifica | - | User | 4 | Melee, Rending, Versatile |

Versatile: the model can claim the +1 Attack bonus for dual wielding even if the other weapon has the Specialist Weapon rule.

WHITE SCARS

HUNTER'S INSTINCT (15 pts)

Where a White Scars hunter is on his prey's trail, nothing can stand before him and his next victim.

At the beginning of the shooting phase, you can choose an enemy unit or model within 12". The target has its Cover Save reduced by 1 until the next turn.

Leaders only.

PARTHIAN'S JUDGEMENT (25 pts)

Replaces the Bolt Pistol or Chainsword.

These Power Lances are inspired to one of the favored style of warfare of Chogorian tribes, particularly adept to feigned retreats and sudden counter-charges.

Parthian's judgement is a Power Lance with the following profile:

| | Range | S | AP | Type |
|----------------------|-------|------|----|-----------------------------------|
| Parthian's judgement | - | User | 3 | Melee, Two-handed, Focused Charge |

Focused Charge: If the owner has charged this turn, add +2S to this weapon's Strength until the end of the turn. Disordered Charges do not benefit from this bonus. Parthian's Judgement can also be used in the Shooting Phase with the following profile:

| | Range | S | AP | Type |
|-------------------------------|-------|---|----|-----------------------|
| Parthian's judgement (Ranged) | 12" | 6 | 3 | Assault 1, Strikedown |

Veteran Sergeant only.

SHIELD OF THE ANCESTORS (20 pts)

The Shield of the Ancestors is a Storm Shield which gives the wielder a 4+ Invulnerable Save, and cannot claim the bonus attack for being equipped with two melee weapons. The bearer can Re-roll failed Hit and Run tests and has the Furious Charge special rule.

Leader only. Cannot be taken by a non-Veteran or Scout Sergeant.

IRON HANDS

AXE OF ISSTVAAN (20 pts)

Replaces the Bolt Pistol or Chainsword.

Recovered on Isstvaan V, the sight of this axe fuels the hatred of the Iron Hands towards their former brothers, the Emperor's Children, and their debauched God.

The Axe of Isstvaan is a Power Axe with the following profile:

| | Range | S | AP | Type |
|-----------------|-------|----|----|--|
| Axe of Isstvaan | - | +2 | 2 | Melee, Unwieldy, Master-crafted, Calculated Strike |

Calculated Strike: a dice roll of a 6 To Wound has the Instant Death special rule.

The bearer and every model with Chapter Tactics (Iron Hands) within 6" of him have the Hatred (Slaanesh) special rule.

Leader and Techmarine only.

IRON FATHER'S BENEDICTION (10 pts)

This cog-shaped medal hides a sophisticated device, which can alter the numerous bionics present in an Iron Hands marine to function at high peak efficiency for a short time. However, this strain can cause collateral damage to the owner's cybernetic implants.

At the start of the Movement Phase of the model roll a D6: on a roll of a 1 the model suffers a wound with no Armour saves allowed. On a 2+ choose one of these effects:

- In the Shooting Phase the equipped model can fire an additional shot using the standard profile of his weapon. For that Shooting Phase the weapon has the Gets Hot! Special rule. Weapons with Gets Hot! rule overheats on a dice roll of 1 and 2.
- In the Assault Phase the equipped model can either re-roll charge distance or gain the Move through Cover rule. In the latter case it has to take a Dangerous Terrain test at the end of the Assault Phase.

SHIELD OF THE AVERNII (20 pts)

This experimental suit of armour is fitted with a shielding device which can provide a significant protective boost. However this technology is still unstable, burning out after a short time. The Shield of the Avernii is a suit of Power Armour which confers a 3+ save and a 5+ Invulnerable Save to the bearer. Once per game, you can push the shield generator to its limit to gain a 3+ Invulnerable Save until the next turn.

Leader in Power Armour only.

RAVEN GUARD

BLACK WINGS (15 pts)

Black Wings is a Jump Pack with the **On the Wings of Night** special rule.

On the Wings of Night: equipped model has +1 to its Cover Save.

Can be taken only by Leaders who can already equip a Jump Pack and the Techmarine, all the restrictions still apply.

SHADOW OF DEATH (15 pts)

Replaces the Bolt Pistol or Chainsword

The Shadow of Death is a Sniper Rifle with the following profile:

| | Range | S | AP | Type |
|-----------------|-------|---|----|--------------------------------------|
| Shadow of Death | 36" | 6 | 3 | Precision Shots, Heavy 1, Armourbane |

Sergeant and Scout Sergeant only.

RAPTORS

EBR PATTERN BOLTGUN (5 pts)

Replaces the Bolt Pistol or Chainsword.

The EBR Pattern Boltgun is a Sniper Rifle with the following profile:

| | Range | S | AP | Type |
|---------------------|-------|---|----|---|
| EBR Pattern Boltgun | 36" | X | 5 | Sniper, Salvo 1/2, Enhanced Penetration |

Enhanced Penetration: when rolling for penetration against vehicles, count this weapon as S5.

Sergeant and Scout Sergeant only.

SALAMANDERS

SALAMANDER CLOAK (20 pts)

Crafted from the unnaturally hard skin of a deadly predator of Nocturne, this cloak renders the wearer all but immune to blade and flame.

The Salamander Cloak confers a 4+ invulnerable save and the Non-flammable special rule to the bearer.

Leaders only.

FORGEFATHER'S LIGHT (20 pts)

Replaces the Bolt Pistol.

This master-crafted weapons was created by Vulkan He'Stan in the furnaces of Nocturne.

The Forgefather's Light is an Inferno Pistol with the following profile:

| | Range | S | AP | Type |
|---------------------|-------|---|----|-------------------------------|
| Forgefather's Light | 8" | 8 | 1 | Pistol, Melta, Master-crafted |

Leaders only.

RED SCORPIONS

TEARS OF THE SCORPION

Replaces the Power Weapon.

The Tears of the Scorpion are Power Weapons with the following profile:

| | S | AP | Type |
|--------------------|----------|-----------|---|
| Sword (10 pts) | +2 | 3 | Two-Handed, Murder Strike |
| Axe (20 pts) | +2 | 2 | Two-Handed, Murder Strike, Balanced |
| Maul (10 pts) | +3 | 4 | Two-Handed, Murder Strike, Strikedown |
| Glaive (15 pts) | +1/User* | 2/3 * | Two-Handed, Murder Strike <i>*use the first profile on the charge.</i> |

Murder Strike: a To Wound roll of 6 has the Instant Death special rule.

Balanced: the Axe gives only a -1 to the Initiative of the wielder

Company Champion only.

MINOTAURS

DEDALUS' HELM (10 pts)

This helm gives the wearer the Hammer of Wrath special rule. If it already have it, the bearer inflicts D3 Hammer of Wrath hits instead of one.

CHANGELOG

-03/10/2016

- Removed Plasma Blaster and laurel of Endurance
- Centurion Sergeant back at full price
- Reduced range of Forgefather's Light
- Reworded Iron Father's benediction

- 15/11/2016

- corrected scout sergeant typo
- amended special weapons cap for bikes

07/02/2017

- changed the following Chapter tactics:
 - Iron Hands
 - Imperial Fists

- Raven Guard
- Red Hunters
- Lexicanum base cost raised to 45
- Removed the Damned Legionnaire entry
- Storm Shields raised to 15
- Armour of Alacrity increased to 20
- Added footnote to Special Issue ammo to exclude TL bolter
- now you need 5 bikes to unlock the second special weapon

12/04/2017

- Tidied up some wording

12/05/17

Added Psychic Powers list