

PRIMARIS 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 Index, it will be clearly stated.

The points are intended for the model **WITHOUT** the equipment listed, you need to add the costs of the wargear you can find in the “Space Marines points values” section of the Codex.

FACTION KEYWORDS

All models in this list have the **Imperium, Adeptus Astartes, <Chapter>** keywords. All models in your kill team must use the same <Chapter> keyword.

EXPERIENCED LEADER

Special choices that share ALL of their keywords with your team leader may be taken as Core. Double the model limit for Core models that share ALL of their keywords with your Team Leader, with the exception of the SERGEANT keyword. Note that, for example, a Vanguard Veteran Sergeant with a Jump Pack can only take Vanguard Veterans who also have Jump Packs as Core, as they share the FLY keyword. This does not affect model availability.

PRIMARIS REINFORCEMENTS

You may use these datasheets alongside the ones found in the Space Marines, Black Templars, Blood Angels, Space Wolves or Dark Angels Opus. As always, they must have the same <Chapter> keyword. Models taken from this list may only use this Opus' Armoury.

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

CHAPTER TACTICS

You can use the Chapter Tactics found in the Space Marines codex, with the following amendments:

A Salamanders team may pick up to five models, plus your Team Leader, to gain their Chapter Tactic. Other models are still Salamanders, even though they cannot use the Salamanders' reroll.

An Iron Hands team may take a Tech-adept as a Team Leader. It can also be upgraded to a Forge Father for 20 pts, gaining two extra Wounds and one extra Attack.

Alternatively, you may use a set of chapter tactics found below.

If you do not pick any of the Chapter Tactics, you can choose instead to gain a single Tactical Point.

Heralds of Ruin Expanded Chapter Tactics

Red Scorpions

Purity Above All

Any Tactical Sergeant, Sternguard Sergeant or Primaris Intercessor Sergeant may carry a Narthecium for 15 points. If a Narthecium is taken this way, you cannot take an Apothecary.

Carcharodons

Reavers of Outer Darkness

Any Tactical Marine or Intercessor may exchange their bolter or bolt rifle with a chainsword or warknife. Any Tactical Marine or Intercessor may, in addition to their other wargear, purchase a chainsword for 1 point or a Chainaxe for 2 pts. Furthermore, enemy models within 1" of a model with this Chapter Tactic subtract 1 from their Leadership.

Howling Griffons

Hold To Your Oaths!

HOWLING GRIFFONS may re-roll 1's to hit in the Fight phase if there are more enemy models than friendly models engaged in that close combat. Furthermore, the range of all aura abilities is increased by 3".

Fire Angels

No Mercy From the Edge of the Blade

Models with this Chapter Tactic gain a 6+ Invulnerable save. In addition, any FIRE ANGELS model carrying a Chainsword may upgrade it to a Power Sword for 3 points.

Marines Errant

Void Warriors

All models with this Chapter Tactic may re-roll failed armour saves against weapons that have a random number of shots. In addition, the Frag Grenades of models with this Chapter Tactics are Strength 4.

Raptors

Legendary Marksmen

In the Shooting phase, a RAPTORS unit may choose to treat its bolt weapon as Heavy 1 (decide before firing). If it does so, on a wound roll of 6, treat that hit as though it had an AP of -3. When firing the bolt weapon this way, the model does not suffer penalties to their hit rolls unless they are caused by their own weapons. Furthermore, RAPTORS units add 2 to their armour saves for being in cover, rather than +1, for the first game turn only.

Exorcists

Armour of Contempt

EXORCISTS units that are chosen as targets of psychic powers may attempt to deny one psychic power per Psychic Phase, but they must subtract 1 from the roll. Additionally, LIBRARIAN models may re-roll the dice to deny the witch. Furthermore, each time a model with this Chapter Tactic suffers a Mortal Wound from a psychic power roll a D6. On a 5+ the Mortal Wound is ignored.

Mantis Warriors

The Path Foreseen

Infantry models without the FLY or TERMINATOR keywords with this Chapter Tactics ignore the negative effects of terrain (such as slower movement, penalties etc). Furthermore, when a MANTIS WARRIORS model successfully makes a Charge from, any terrain that would grant it a cover bonus, it gains +1 attack until the end of that turn.

Executioners

Head-Takers

If a model with this Chapter tactics roll a 6+ to wound in the Fight phase, the Damage characteristic for that hit is increased by 1. Furthermore, models with this Chapter Tactics ignore penalties to their Leadership and their To Hit rolls for melee attacks that are caused by enemy abilities and/or psychic powers.

Red Hunters

Mnemonic Redaction Protocols

At the beginning of the game, roll a D6 and consult the following table. All RED HUNTERS units gain the listed ability for the duration of the game.

- 1: Affected units may fire rapid fire weapons after advancing.
- 2: When affected units are charged, they fight with +1 attacks in the subsequent Fight phase.
- 3: Affected models advance 6" rather than 3".
- 4: Affected models improve their strength by 1 in any turn in which they successfully charge.
- 5: Affected models may re-roll failed hit rolls when firing Overwatch.
- 6: Mind Wiped; no special ability.

Star Phantoms

Lords of Ruin

You can declare that you will use this Chapter Tactic once per battle, during the Shooting Phase. Until the end of that shooting phase, all friendly units with this Chapter Tactic re-roll failed hit rolls of 1.

In addition, STAR PHANTOMS units hit on 5+ when firing overwatch.

When rolling for reserves, STAR PHANTOMS kill teams may modify their rolls by +1 or -1.

Minotaurs

Brazen Fratricide

MINOTAURS units add +1" to their advance and charge rolls. Furthermore, when attacking any model with the Astartes keyword in the Fight phase, on a hit roll of 6, a MINOTAURS unit may make an extra attack with the same weapon. These bonus attacks cannot generate further bonus attacks.

Sons of Medusa

Strength of the Machine

SONS OF MEDUSA kill teams may take a Tech-Adept as a team leader. Furthermore, all SONS OF MEDUSA units gain a 6+ invulnerable save.

Finally, any SONS OF MEDUSA unit with the ability to repair vehicles, may use it on friendly models with this Chapter Tactic to restore wounds lost earlier in the battle, even if it's not a VEHICLE.

Novamarines

Xeno Hunters

Units with this Chapter Tactic can re-roll failed wound rolls of 1 when attacking a model that do not have the IMPERIUM or CHAOS keyword. If another source already grants them the ability to re-roll wound rolls of 1, they can re-roll failed hit rolls of 1 as well.

Fire Hawks

Shock and Awe

FIRE HAWKS kill teams add Hand Flamer to the Pistols list. Furthermore, when a FIRE HAWKS unit with the FLY keyword successfully charges, roll a d6. On a 5+, one of the enemy models that was charged suffers a Mortal Wound.

Astral Claws

Rapid Attack and Encirclement

Enemy units that targets with a shooting attack a model with this Chapter Tactic that advanced in their last movement phase suffer a -1 penalty to their hit rolls. Furthermore, ignore Leadership penalties from all sources for Team Leaders with this Chapter Tactic.

Black Dragons

Curse of the Dragon

BLACK DRAGONS units that do not have close combat weapons (i.e. chainswords, power weapons, etc) treat any attack that rolls a 6 to wound as being AP -2 in the Fight phase. If a model has a melee weapon, it gains +1 Strength in any turn in which they charge.

Storm Wardens

Unparalleled Duelists

Any model with this Chapter Tactic that can take a power sword may take a relic blade instead (paying the cost of a relic blade rather than a power sword). Furthermore, if a model with this Chapter Tactic is in a close combat that involves only itself and a single enemy model, that enemy model must re-roll successful save rolls against that model's attacks.

Soul Drinkers

Cold and Fast

SOUL DRINKERS units that roll a 6 to hit with a boltgun, special issue boltgun, master-crafted boltgun, bolt rifle, bolt carbine or the bolter component (and only the bolter component) of a combi-weapon that is firing at less than half range may make an extra attack with that weapon. These bonus attacks do not, themselves, generate bonus attacks. Furthermore, SOUL DRINKERS units consolidate up to 4" and can move in any direction, rather than toward the nearest enemy unit.

Blood Ravens

Knowledge is Power

When a BLOOD RAVENS opponent spends a tactical point, roll a d6. On a 1-4, nothing happens. On a 5, the BLOOD RAVENS kill team gains a tactical point. On a 6, the BLOOD RAVENS kill team gains a tactical point and the stratagem the opponent was trying to use fails unless that opponent spends another Tactical Point. Furthermore, PSYKERS with this Chapter Tactic add +1 to the roll when attempting to manifest psychic powers.

Iron Snakes

The Strong are Strongest Alone

TACTICAL SQUAD, ASSAULT SQUAD and INTERCESSORS unit with this Chapter Tactic add +1 to their hit rolls when in close combat if there are more enemy units than friendly units involved in that close combat. Furthermore, APOTHECARY models with this Chapter Tactic add +1 to the roll when trying to revive a model.

Greyshields

Deeds Yet Unwritten

Roll a D6 for each model in your team: on a 5+ that model gains an extra Wound for this game. Add 1 to the result for your Team Leader.

TEAM LEADERS

PRIMARIS LEXICANUM										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Lexicanum	6"	3+	3+	4	4	5	3	8	3+	63
EQUIPMENT	<ul style="list-style-type: none">- Force Sword- Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Psychic Hood									
OPTIONS	<ul style="list-style-type: none">- May take items from the Armoury.- May take a single Rite.									
PSYKER	This model can attempt to manifest one psychic power in each friendly psychic phase and attempt to deny one psychic power in each enemy psychic phase. It knows <i>Smite</i> and one other power from the Librarius discipline.									
KEYWORDS	PSYKER, LIBRARIAN, INFANTRY, PRIMARIS									

PRIMARIS WARDEN										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Warden	6"	3+	3+	4	4	5	3	8	3+	55
EQUIPMENT	<ul style="list-style-type: none">- Crozius Arcanum- Absolvor Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- This model knows the Litany of hate and one Litany from the Litanies of Battle or the relevant Codex Supplement. At the start of the Battle Round this model can recite one litany that it knows. On a 3+ that litany is inspiring until the end of the Battle Round.- Spiritual Leaders, amended: This rule is replaced in its entirety by the Inspiring Presence Heralds of Ruin rule.- Rosarius									
OPTIONS	<ul style="list-style-type: none">- May take items from the Armoury.- May take a single Rite.									
KEYWORDS	CHAPLAIN, INFANTRY, PRIMARIS									

PRIMARIS SECOND LIEUTENANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Second Lieutenant	6"	3+	3+	4	4	4	3	8	3+	53
EQUIPMENT	<ul style="list-style-type: none">- Master-Crafted Auto Bolt Rifle- Chainsword- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Tactical Precision									
OPTIONS	<ul style="list-style-type: none">- May replace Master-Crafted Auto Bolt Rifle with Master-Crafted Stalker Bolt Rifle or power sword.- May take items from the Armoury.- May take a single Rite.									
KEYWORDS	LIEUTENANT, INFANTRY, PRIMARIS									

INTERCESSOR SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Intercessor Sergeant	6"	3+	3+	4	4	4	3	8	3+	29
EQUIPMENT	<ul style="list-style-type: none">- Bolt Rifle- Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none">- May take a Power Sword, Power Fist or Chainsword.- May take items from the Armoury.- May take up to two Rites.									
KEYWORDS	INTERCESSORS, INFANTRY, PRIMARIS, SERGEANT									

AGGRESSOR SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Aggressor Sergeant	5"	3+	3+	4	5	4	3	8	3+	35
EQUIPMENT	- Auto Boltstorm Gauntlets - Fragstorm Grenade Launcher									
RULES	- And They Shall Know No Fear - Fire Storm - Relentless Advance									
OPTIONS	- May replace Auto Boltstorm Gauntlets and Fragstorm Grenade Launcher with Flamestorm Gauntlets. - May take items from the Armoury. - May take a single Rite.									
KEYWORDS	AGGRESSORS, INFANTRY, PRIMARIS, MK X GRAVIS, SERGEANT									

GRAVIS SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Gravis Sergeant	5"	3+	3+	4	5	4	3	8	3+	35
EQUIPMENT	- Master-Crafted Power Sword - Boltstorm Gauntlet									
RULES	- And They Shall Know No Fear									
OPTIONS	- May take items from the Armoury. - May take a single Rite.									
KEYWORDS	INFANTRY, PRIMARIS, MK X GRAVIS, SERGEANT									

REIVER SERGEANT

[illegible]

INCEPTOR SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Inceptor Sergeant	10"	3+	3+	4	5	4	3	8	3+	39
EQUIPMENT	- Two Assault Bolters									
RULES	- And They Shall Know No Fear - Meteoric Descent - Crushing Charge									
OPTIONS	- May replace two assault bolters with two plasma exterminators - May take items from the Armoury. - May take a single Rite.									
KEYWORDS	INCEPTORS, FLY, JUMP PACK, MK X GRAVIS, INFANTRY, PRIMARIS, SERGEANT									

HELLBLASTER SERGEANT

[illegible]

INFILTRATOR SERGEANT

[illegible]

SECOND LIEUTENANT IN PHOBOS ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Phobos Lieutenant	6"	3+	3+	4	4	4	3	8	3+	35
EQUIPMENT	<ul style="list-style-type: none">- Master-crafted Oculus Bolt Carbine- Bolt Pistol- Close Combat Weapon- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Grav-Chute- Tactical Precision- Knife Fighter									
OPTIONS	<ul style="list-style-type: none">- May take items from the Armoury.- May take a single Rite.									
KEYWORDS	INFANTRY, PRIMARIS, LIEUTENANT, PHOBOS									

LEXICANUM IN PHOBOS ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Phobos Lexicanum	6"	3+	3+	4	4	4	3	8	3+	68
EQUIPMENT	<ul style="list-style-type: none">- Camo Cloak- Bolt Pistol- Force Sword- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Concealed Position- Camo Cloak- Psychic Hood									
OPTIONS	<ul style="list-style-type: none">- May take items from the Armoury.- May take a single Rite.									
PSYKER	This model can attempt to manifest one psychic power in each friendly psychic phase and attempt to deny one psychic power in each enemy psychic phase. It knows <i>Smite</i> and one other power from the Obscuration discipline.									
KEYWORDS	INFANTRY, PRIMARIS, PSYKER, PHOBOS									

SUPPRESSOR SERGEANT

[illegible]

ELIMINATOR SERGEANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Eliminator Sergeant	6"	3+	3+	4	4	4	3	8	3+	30
EQUIPMENT	<ul style="list-style-type: none">- Bolt Sniper Rifle- Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Camo Cloak- Concealed Positions									
OPTIONS	<ul style="list-style-type: none">- May take items from the Armoury.- May take a single Rite.									
KEYWORDS	INFANTRY, PRIMARIS, PHOBOS, SERGEANT									

CORE

INFILTRATORS										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Infiltrator	6"	3+	3+	4	4	2	2	7	3+	22
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Marksman Bolt Carbine- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Concealed Positions- Omni-scrambler									
OPTIONS										
KEYWORDS	INFILTRATORS, INFANTRY, PRIMARIS, PHOBOS									

PRIMARIS INTERCESSOR										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Intercessor	6"	3+	3+	4	4	2	2	7	3+	17
EQUIPMENT	<ul style="list-style-type: none">- Bolt Rifle- Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none">- May replace bolt rifle with auto bolt rifle or stalker bolt rifle- For every 5 models with the INTERCESSORS keyword on your team, one may take an Auxiliary Grenade Launcher									
KEYWORDS	INTERCESSORS, INFANTRY, PRIMARIS									

ELIMINATOR

(maximum 3 models with the Eliminator keyword in your Team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Eliminator	6"	3+	3+	4	4	2	2	8	3+	18
EQUIPMENT	- Bolt Sniper Rifle - Bolt Pistol - Frag Grenade - Krak Grenade									
RULES	- And They Shall Know No Fear - Camo Cloak - Concealed Positions									
OPTIONS	- May take items from the Armoury. - May take a single Rite.									
KEYWORDS	INFANTRY, PRIMARIS, PHOBOS, ELIMINATORS									

SPECIAL

AGGRESSOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Aggressor	5"	3+	3+	4	5	2	2	7	3+	21
EQUIPMENT	- Auto Boltstorm Gauntlets - Fragstorm Grenade Launcher									
RULES	- And They Shall Know No Fear - Fire Storm - Relentless Advance - Restriction: You may not take more than 3 Aggressors in your team.									
OPTIONS	- May replace Auto Boltstorm Gauntlets and Fragstorm Grenade Launcher with Flamestorm Gauntlets.									
KEYWORDS	AGGRESSORS, MK X GRAVIS, INFANTRY, PRIMARIS									

INCEPTOR										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Inceptor	10"	3+	3+	4	5	2	2	8	3+	25
EQUIPMENT	- Two Assault Bolters									
RULES	- And They Shall Know No Fear - Meteoric Descent - Crushing Charge									
OPTIONS	- May replace two assault bolters with two plasma exterminators									
KEYWORDS	INCEPTORS, FLY, JUMP PACK, MK X GRAVIS, INFANTRY, PRIMARIS									

HELLBLASTER										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Hellblaster	6"	3+	3+	4	4	2	2	7	3+	18
EQUIPMENT	- Plasma Incinerator - Bolt Pistol - Frag Grenade - Krak Grenade									
RULES	- And They Shall Know No Fear									
OPTIONS	- May replace bolt pistol with plasma pistol - May replace plasma incinerator with assault plasma incinerator or heavy plasma incinerator.									
KEYWORDS	HELLBLASTERS, INFANTRY, PRIMARIS									

REIVER										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Reiver	6"	3+	3+	4	4	2	2	8	3+	16
EQUIPMENT	<ul style="list-style-type: none">- Bolt Carbine- Heavy Bolt Pistol- Krak Grenade- Frag Grenade- Shock Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Terror Troops									
OPTIONS	<ul style="list-style-type: none">- May replace bolt carbine with combat knife.- May take a Grav-Chute and gain the <i>Grav Chute</i> rule.- May take a Grapnel Launcher and gain the <i>Grapnel Launchers</i> rule.- May take items from the Armoury.									
KEYWORDS	REIVERS, INFANTRY, PRIMARIS, PHOBOS									

PRIMARIS APOTHECARY

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Primaris Apothecary	6"	3+	3+	4	4	3	3	8	3+	48
EQUIPMENT	- Absolvor Bolt Pistol - Reductor Pistol - Frag Grenade - Krak Grenade									
RULES	- And They Shall Know No Fear - Nartheicum Amendment: See Apothecary.									
OPTIONS	- May take items from the Armoury.									
KEYWORDS	PRIMARIS, CHARACTER, INFANTRY, APOTHECARY									

SUPPRESSOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Suppressor	12"	3+	3+	4	4	2	2	7	3+	18
EQUIPMENT	- Accelerator Autocannon - Bolt Pistol - Frag Grenade - Krak Grenade									
RULES	- And They Shall Know No Fear - Grav-chute - Suppressing Fire									
OPTIONS										
KEYWORDS	INFANTRY, PRIMARIS, JUMP PACK, FLY									

INFILTRATOR HELIX ADEPT

[illegible]

ARMOURY

++Honoured Relics of the Chapters++

Only one of each of the following items may be taken in any Kill Team. Weapon profiles are included below.

Murder of crows (10 pts)	Raven Guard Primaris: this strange device releases a swarm of remotely controlled bladed shards that rip to pieces any foe unfortunate enough to be caught in their path. Once per battle, during the Fight Phase, the owner may release the Murder of Crows. Roll a D6 for each enemy within 3": on a 5+ that model takes a Mortal Wound.
Wisdom of the Codex (8 pts)	Ultramarines Primaris: after extensive study of the Codex Astartes, the Space Marine can coordinate his fellow Astartes almost without thinking. Friendly Ultramarines Primaris models within 3" may, instead of firing Overwatch, move up to 3" in any direction.
Structural Auspex (10 pts)	Imperial Fists Primaris: This Auspex is usually employed in fortifications construction, helping the Imperial Fist Stonemason to make one the most impervious structures in the galaxy. If this model did not move in the preceding Movement Phase, friendly Imperial Fists models in cover within 6" of this model add +1 to their saving throws against attacks with AP -1.
Cortez's Arrow (8 pts)	Crimson Fists Primaris: Alessio Cortez is considered one of the prime examples of a Crimson Fists' resilience. Although almost as battered as its lost owner, this pistol simply refuses to stop working. Replaces the owner's Bolt Pistol or Heavy Bolt Pistol.
The Black Sword (10 pts)	Black Templars Primaris: Primaris Marines seconded to the Black Templars share their parent Chapter's religious fervour. Although they may not fit in the Emperor's Champion holy armour, they can still wield that same blade. Replaces the owner's Power Sword. The owner also gains the Sigismund's Honour and Slayer of Champions rule (see Codex Space Marines).
Cyber-eagle (15 pts)	White Scars Primaris: a mechanical eagle equipped with multispectral optics for aerial reconnaissance. After the deployment phase, your Team Leader and other three models may move as if in the Movement Phase.
Deathfire Compound (7 pts)	Salamanders Primaris: a volatile cocktail inspired by the tremendous lava flows of Mount Deathfire on Nocturne, this promethium derivate has an acidic component that dissolves the target's armour. If this model is equipped with weapons that hit automatically, improve the AP by 1.
The Steel Chain (10 pts)	Iron Hands Primaris: The Steel Chain is a bundle of nanofibers bound to the Belisarian Furnace of a Primaris Space Marine. These nanofibers can stimulate the Belisarian Furnace to increase the resistance of the host. A model equipped with the Steel Chain improves its The Flesh is Weak save by 1 to a maximum of 4+.
Arx Memento (6 pts)	Blood Angels Primaris: a memento from the Arx Angelicum relief during the battle against Hive Fleet Leviathan. It contains a single drop of blood taken from a slain Sanguinary Guard. At the start of the bearer's movement phase this model may drink the phial. Until the end of the turn, add 1 to hit rolls made by this model.
Cowl of Secrets (8 pts)	Dark Angels Primaris: this ancient cowl integrates sophisticated ballistic auguries, shortening the reaction time of the wielder to mere milliseconds. The bearer of the Cowl of Secrets may Overwatch using its normal Ballistic Skill.
Battle Horn (12 pts)	Space Wolves Primaris: ever since the dawn of humanity, horns have been used to inspire warriors. Once per game, the bearer of this horn may blow it at the beginning of the Movement phase. Friendly Primaris models within 6" add +1 to their attacks until the end of the turn.
The Grey Shield (8 pts)	Primaris: once per game at the start of the Movement Phase, this model may declare he will use the Grey Shield. Until the start of your next turn, this model may gain the effects of an additional Chapter Tactics selected from the list above.

++Armour Upgrades++

A team may have any number of any of these items, but a model may not take more than two unless it is your Team Leader.

Sanctified Warplate (7 pts)	Leader Only. If the bearer passes its armour save when it could only succeed on a 6+, it immediately heals a Wound lost earlier in the battle.
Purity Seals (8 pts)	Once per battle round, the bearer may reroll a single failed roll to to Hit, Wound, Armour Save or Leadership test.
Peregrinus Targeter Helm (5 pts)	Model with the FLY keyword only. Invaluable for aerial hunts of other airborne targets, with an array of velocity trackers, extrapolators and noise cancellers. The bearer may reroll hit rolls of 1 against targets with the FLY keyword.
Bionics (5 pts)	Parts of the battle-brother's body have been replaced or augmented with unfeeling adamantium and steel. If this model suffers a wound or mortal wound, roll a D6. On a 6+ the wound is not lost.
Containment Field (15 pts)	Leader Only. An enclosing energy field of ancient design, once used as a failsafe in miniature fusion reactors. The bearer gains a 4+ invulnerable save against ranged weapons. If this model would suffer any wounds from a ranged weapon with a random Damage value, roll 2 dice and discard the lowest when determining damage.
Suspensors (10 pts)	This heavy weapon specialist has augmetics or modified armour to better brace for firing. The bearer may ignore the -1 penalty to Hit when firing a Heavy weapon after moving, but must halve the weapon's Range to do so.
Armour of Alacrity (20 pts)	Leader in Power Armour only. This light but tough power armour allows a greater range of motion without compromising on protection. The bearer may re-roll armour saves and adds +2" to its Movement characteristic unless it has the FLY or BIKER keywords.
Blessed Aquila (4 pts)	Model in Power Armour only. A potent symbol of dedication to the Emperor's cause, the Aquila gazes back to learn from the past, while bravely facing down the unknown future. Each time a player rolls a die to determine the nature of an unknown battlefield feature (inscrutable objective, Possession building, etc.), if the bearer of the Blessed Aquila is within 12" of that objective you can reroll that die.
Larraman's Blessing (10 pts)	At the end of the turn, if the bearer has lost at least one Wound during that turn, roll a D6. On a 5+ the model regains 1 Wound.
Refractor Field (10 pts)	The model gains a 5+ Invulnerable Save

++Additional Wargear++

These items do not replace anything and may be taken by any number of models.

Auspex (7 pts)	After your opponent sets up a unit that is arriving on the battlefield as reinforcements within 12" of the model holding the Auspex, your models within 6" of the Auspex owner can immediately shoot at that enemy unit as if it were the Shooting phase, but you must subtract 1 from your hit rolls when doing so. You can use this ability only once per turn, regardless of how many Auspexes you have.
Auxiliary Grenade Launcher (5 pts)	If a model is armed with an auxiliary grenade launcher, increase the range of any Grenade weapons that they have to 30".
Marksman's Honour (7 pts)	Leaders only. If the model did not move in the previous Movement Phase, it can re-roll failed hit rolls of 1 during the Shooting Phase, except with Overcharged plasma weapons.
Signum (5 pts)	Leaders only. "Guiding the firepower of one's teammates is often more valuable than adding one's own bolter's voice to the chorus of destruction." Instead of shooting with this model in the Shooting phase, you may choose a friendly model within 6". That model can add +1 to its hit rolls for that phase.
Master-crafted weapon (10 pts)	Leaders only. One of the owner's melee weapons gains +1 Damage. May not be applied to Armoury-specific weapons or those with "Master-Crafted" in their name.
Armorium Cherub (5 pts)	A gruesomely reanimated infant that acts as both a battlefield familiar and a grim reminder that, in these dark times, no life in service of the Emperor ever truly ends. The stats and abilities for an Armorium Cherub can be found under the Devastator Squad entry in Codex: Space Marines. You can have a maximum of 2 Armorium Cherubs in your team.
Oath of the Crusader (3 pts)	Boots pound and blades sing as this space marine races toward the foe. This model is not slowed by terrain when charging.
Sacred Standard (20 pts)	This revered standard is more likely to be the subject of a search and rescue than a piece of wargear chosen for a kill team's mission. The bearer gains +1 Leadership and extends the range of its Inspiring Presence by 6", gaining a 6" IP if it is not a Leader model. If the bearer is slain, all friendly models within its Inspiring Presence at that moment gain an extra Attack for the remainder of the game, and the enemy receives an extra Victory Point if it was carried by the Team Leader.
Smoke Grenade (8 pts)	One use only. You may purchase more than one of this item per model. Instead of Shooting in the Shooting phase, you may choose a point within 8" of the bearer. Until the start of your next turn, enemy models must subtract 1 from their hit rolls when targeting friendly units with shooting attacks within 3" of the chosen point. Models can draw line of sight into and out of the affected area, but not through it. These grenades are temperamental and cannot be fired through any kind of Grenade Launcher.
Turbo Maximus (15 pts)	Biker or model with the FLY keyword only. Once per game, in the Charge phase, the bearer may roll 3D6 for charge distance and discard the lowest result.
Hypercharger (7 pts)	Choose one of the bearer's ranged weapons. When firing that weapon, you may increase its Strength by up to +2. For each +1 increase in Strength, the bearer takes a -1 penalty to their hit rolls. As this requires some careful calibration, you may not use it when firing Overwatch or with weapons that automatically hit. Cannot be used on weapons from the Armoury.

++ Weapons of the Armoury ++

Unless otherwise stated, these items replace one weapon each of your choice, and each may be purchased only once per team. Their profiles are presented below.

++ Weapons of the Armoury ++

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Purification Vials (7 pts)	Apothecary Only. Filled with a pressurized toxic gas, these vials shatter on impact to release a deadly, choking cloud. One use only. Does not replace a weapon. You may purchase multiples of this weapon.
Soulstorm Staff (15 pts)	Lexicanium Only. Soulstorm Staves are planted atop a mountain on the empirically sensitive world of Hekaton, acting as lightning conductors for a year and a day before being retrieved. The Lexicanium can focus his psychic energy through this copper and adamantium staff, releasing it as a deadly bolt of living lightning. Replaces force weapon. Counts as a Force Stave and has an additional shooting profile (below).
Teeth of the Legion (5 pts)	Leader Only. This ancient pattern of chainsword is said to have been forged during the time of the Horus Heresy.

Armoury Weapon Profile

Name	Type	Range	Strength	AP	Dmg	Abilities
Purification Vials	Grenade D6	8"	X	0	1	This weapon always wounds on a 2+, except against vehicles, which it wounds on a 6+.
Soulstorm Staff	Assault D6*	9"	4	D6-6*	1	*Take 6 away from the D6 roll for Strength to find the AP. E.g. if you roll a 4 for the number of attacks, the AP is -2. 1 attack results in AP -5, etc This weapon automatically hits its target.
Teeth of the Legion	Melee	-	+1	-2	1	Each time you make a wound roll of 6+ with this weapon, the Damage characteristic of that hit is increased to 3. Each time the bearer fights, if can make an additional attack with this weapon.

Armoury Relics Profiles

Name	Type	Range	Strength	AP	Dmg	Abilities
Cortez's Arrow	Pistol 2	12"	5	-1	1	You may re-roll a single to hit roll made by this weapon.
The Black Sword	See Codex: Space Marines					

TACTICAL POINTS

Space Marine teams have exclusive access to some Philosophies and Tactical Actions. Unless a restriction prevents it, you can mix those listed in this Opus with those in the Heralds of Ruin rules.

Remember you may only have one Philosophy at a time!

Unless they are also listed here, successor chapters may use their parent chapter's <chapter> only actions.

The Emperor Protects: +1TP You may never use a Tactical Re-Roll.	The Hammer of the Imperium: +2TP If you are not the first player to use a Tactical Action, you lose 2TP
For the Primarch!: +3TP You may only use your own <Chapter> only Tactical Action.	Unseen Warfare: +1TP Your team contains only models with the SCOUT and/or PHOBOS keyword
Heavy Firepower: +1TP Your team contains only models with the HELLBLASTER and/or AGGRESSOR keyword	Tactical Insertion: +2TP Your team contains only models with the FLY keyword and/or equipped with Grav-chutes
Quick Reaction Force: +1TP No model on your team may be equipped with Heavy weapons.	Guilliman's Teachings: +3TP Your team contains at least seven different models taken from different datasheets without the CHARACTER keyword.

TACTICAL ACTIONS

Bathed in Glory: -1TP Use at any time before the last Charge phase of a battle round. Choose a friendly model. Until the end of the battle round, that model counts as three models for holding objectives, but yields an extra victory point if killed.	Against the Odds: -1TP Use at the beginning of a Fight phase. Pick a friendly model that has more enemy models than friendly models within 2". For this phase, that model gains +1 attack and adds 1 to its hit rolls.
Battleforged Wisdom: -2TP Use at the end of a Fight phase in which your Leader killed an enemy character or at least 3 non-character enemy models. Roll on the Warlord Traits table in the rulebook or codex. Your Leader gains the corresponding trait for the rest of the game. One use only.	Sign of the Aquila: -1TP Use at the beginning of the enemy Charge phase. Choose a friendly model. The nearest enemy model within 12" must attempt to charge the model you chose.
Shadowed Pinions: -2TP <i>Raven Guard only.</i> Use at the beginning of your turn. Any models with FLY that arrive from reserves this turn have a 3+ invulnerable save this turn.	Grand Strategy: -1TP <i>Ultramarines Only.</i> Use during deployment to "skip" placing a model. Your opponent places a model as though you had done. You may use this Action multiple times during deployment.

<p>Close Range Bolter Drill: -2TP. <i>Imperial Fists only.</i></p> <p>Use during your turn. If a model scores a To Hit roll of 5+ when firing a Bolt weapon (anything that has the “bolt” word in its name, the Blizzard of Inwit counts as a Storm Bolter) at half range or less it generates another hit with the same profile (roll to hit separately for this new hit). Further rolls of 5+ do not generate additional hits.</p>	<p>The Great Hunt: -3TP <i>White Scars only.</i></p> <p>Use at the beginning of any Fight phase. Your team leader gets +1 Attack for every enemy model within 1” of it, and +2 Attacks if the enemy Leader is within 1”. Each bonus attack must be allocated to the model that generated it.</p>
<p>Burning Zealotry: -2TP. <i>Black Templars only.</i></p> <p>Use at the start of a battle round. For this battle round, the range of your Leader’s Inspiring Presence and aura effects is doubled, and friendly models inside their Inspiring Presence are not slowed by terrain when moving or charging.</p>	<p>Dragon’s Lair: -2TP. <i>Salamanders only.</i></p> <p>Use during deployment instead of placing a model. If you do so, make a note or place a token. You may use this Action more than once during deployment. Each time an enemy model enters your deployment zone, remove a token and roll a D6. On a 3+ that model takes a mortal wound.</p>
<p>Flawless Cognition: -2TP <i>Iron Hands only.</i></p> <p>Use at any time to choose the result of a single die instead of rolling it.</p>	<p>Newfound Might: -3TP. <i><Chapter> not listed above only.</i></p> <p>Use at the beginning of any phase, during either player’s turn. You must reroll all the dice rolls that resulted in a 1 for the remainder of that phase.</p>

Rites of the Space Marines

Boarding Honour (4 points)

Boarding actions are horrific, violent affairs. Momentum paid for in blood can be lost in moments and the press of bodies alone can kill. A battle brother with this honour strides through such circumstances like a god of war.

If this model and at least one other friendly model are within 1” of the same enemy model, then this model may re-roll hit rolls against that enemy model.

Gunnery Honours (6 points)

Area-effect weapons tend to behave exactly as intended on the range. In an actual battle, explosions inexplicably creep around targets, divert through unseen obstacles or bounce entirely away from the target. A battle brother who can claim experience with such weapons has assuredly used them in the black heart of battle.

When this model fires a ranged weapon with a random number of shots, you can re-roll the die to determine the number of shots. The second result stands.

Fleet Command Laurel (5 points)

Within an Astartes chapter, the fleet occupies a curious position in the pecking order. It is mostly crewed by non-astartes, but its good running is critical. A battle brother in such circumstances must frequently interact with non-astartes and thus frequently has a grasp of politics and logistics far beyond that of his rank-and-file brethren.

This model's kill team gains a tactical point at the beginning of any battle in which this model participates. When it is set up on the battlefield, roll a d6 and add this model's leadership. If the result is 12 or higher, this kill team gains a further tactical point.

Way of the Boltgun (7 points)

To say that an astartes knows his way around a boltgun is a disservice to both the astartes and his bolter. Every single battle brother will have fired thousands of rounds and spent hundreds of standard hours firing, cleaning and maintaining his personal weapon before he ever sets foot on the battlefield. This level of expertise often becomes less important as engagements escalate, but in the handful of seconds that firefights last in a kill team, this level of training can truly dictate the outcome of an encounter.

When this model is firing a boltgun, special issue boltgun, master-crafted boltgun, boltrifle, bolt carbine or the bolter component (and only the bolter component) of combi-weapons in the Shooting phase, treat any hit roll of 6+ as two hits.

Way of the Sword and Gun (5 points)

Midday firing rites are highly anticipated by the warriors of the astartes. Each cycle, the Chaplains and Techmarines will devise new tactical scenarios to test the abilities of each battle brother. These frequently involve weapon switching and approach drills.

In any turn in which this model charges an enemy unit that it hit with one or more ranged attacks during the preceding Shooting phase, then it may make an additional attack in the subsequent Fight phase. This bonus attack must be directed at the enemy unit that it hit in the Shooting phase.

Rites of War (12 points)

Space Marine kill teams are frequently manned by warriors that are unsuitable in either skill or temperament for elevation beyond sergeant. That said, occasionally, a leader with better prospects will often come into his own while fighting on a kill team.

(Leader only; must have Sergeant Keyword) Friendly units within 6" may re-roll hit rolls of 1.