

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 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.

TELEPORT HOMER

If your team contains any models with the Teleport Homer ability, you may purchase a single teleport homer for free. Further homers cost 5 pts each. It follows the rules for deploying and enemy deactivation as per the codex. When you use the teleport homer, any friendly models with this ability *may* make an emergency teleport as described in the codex. It is then removed from play.

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.

TEAM LEADERS

Tactical Sergeant										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sergeant	6"	3+	3+	4	4	4	2	8	3+	31
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Boltgun- 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 Pistol or Boltgun with weapons from the Sergeant Equipment List.- May take items from the Armoury.- May take two Rites.									
KEYWORDS	INFANTRY, TACTICAL SQUAD, SERGEANT									

BIKER SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Biker Sergeant	14"	3+	3+	4	5	4	2	8	3+	37
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Frag Grenade- Krak Grenade- Bike with Twin Boltgun									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Turbo-boost									
OPTIONS	<ul style="list-style-type: none">- May replace Bolt Pistol with weapons from the Sergeant Equipment List.- May take items from the Armoury.- May take a single Rite.									
KEYWORDS	BIKER, BIKE SQUAD, SERGEANT									

Assault Sergeant										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Assault Sergeant	6"	3+	3+	4	4	4	2	8	3+	30
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Chainsword- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Jump Pack Assault									
OPTIONS	<ul style="list-style-type: none">- May replace Bolt Pistol with a weapon from the Melee Weapons or the Pistols lists.- May replace Chainsword with a weapon from the Melee Weapons lists.- May take a Combat Shield.- May take Melta Bombs.- May replace all weapons for an Eviscerator.- May take a Jump Pack for 3 pts, increasing Movement to 12" and gaining the JUMP PACK and FLY keywords.- May take items from the Armoury.- May take a single Rite.									
KEYWORDS	INFANTRY, ASSAULT SQUAD, SERGEANT									

VANGUARD VETERAN SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Vanguard Veteran Sergeant	6"	3+	3+	4	4	4	3	9	3+	34
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Chainsword- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Jump Pack Assault									
OPTIONS	<ul style="list-style-type: none">- May replace Bolt Pistol or Chainsword with weapons from the Sergeant Equipment List, Pistols, Melee Weapons list, a Relic Blade or a Storm Shield.- May take Melta Bombs.- May take a Jump Pack for 2 <i>pts</i>, increasing Movement to 12" and gaining the JUMP PACK and FLY keywords.- May take items from the Armoury.- May take a single Rite.									
KEYWORDS	INFANTRY, VANGUARD VETERAN SQUAD, SERGEANT									

STERNGUARD VETERAN SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sternguard Veteran Sergeant	6"	3+	3+	4	4	4	3	9	3+	34
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Special Issue Boltgun - Frag Grenade - Krak Grenade 									
RULES	- And They Shall Know No Fear									
OPTIONS	<ul style="list-style-type: none"> - May replace Bolt Pistol or Special Issue Boltgun with weapons from the Sergeant Equipment List. - May replace Special Issue Boltgun with a weapon from the Combi-Weapons List. - May take items from the Armoury. - May take a single Rite. 									
KEYWORDS	INFANTRY, STERNGUARD VETERAN SQUAD, SERGEANT									

TERMINATOR SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Terminator	5"	3+	3+	4	4	4	3	9	2+	37
Terminator Assault	5"	3+	3+	4	4	4	3	9	2+	37
Cataphractii	4"	3+	3+	4	4	4	3	9	2+	40
Tartaros	6"	3+	3+	4	4	4	3	9	2+	37
EQUIPMENT	Terminator: Storm Bolter, Power Sword Terminator Assault: Two Lightning Claws Cataphractii/Tartaros: Combi-bolter, Power Sword									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Teleport Strike - Teleport Homer (Terminator, Terminator Assault only) - Crux Terminatus - Cataphractii Armour (Cataphractii Only) 									
OPTIONS	<ul style="list-style-type: none"> - The Terminator Assault Sergeant can replace two Lightning Claws with Thunder Hammer and Storm Shield. - The Cataphractii Sergeant can replace Power Sword with a Power Fist, Chainfist or Lightning Claw. Can also take a Grenade Harness. - The Tartaros Sergeant can replace Power Sword with a Power Fist or Chainfist. - Can replace combi-bolter with a Plasma Blaster or Volkite Charger. Can also swap all weapons for two Lightning Claws. - May take items from the Armoury. - May take a single Rite. 									
KEYWORDS	INFANTRY, TERMINATOR <NAME> SQUAD, SERGEANT									

SCOUT SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Scout Sergeant	6"	3+	3+	4	4	4	2	8	4+	29
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Boltgun- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Concealed Positions									
OPTIONS	<ul style="list-style-type: none">- May replace Bolt Pistol or Boltgun with weapons from the Sergeant Equipment List.- May take a Camo Cloak- May replace Boltgun with a Sniper Rifle, Astarte's Shotgun or a Bolt Pistol.- May take items from the Armoury.- May take up to two Rites.									
KEYWORDS	INFANTRY, SCOUT, SCOUT SQUAD, SERGEANT									

SCOUT BIKER SERGEANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sergeant	16"	3+	3+	4	5	4	2	8	4+	37
EQUIPMENT	<ul style="list-style-type: none">- Astartes Shotgun- Combat Knife- Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Turbo-boost									
OPTIONS	<ul style="list-style-type: none">- May replace Bolt Pistol with weapons from the Sergeant Equipment List.- May take items from the Armoury.- May take a single Rite.									
KEYWORDS	BIKER, SCOUT, BIKER BIKE SQUAD, SERGEANT									

CODICIER										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Codicier	6"	3+	3+	4	4	4	2	8	3+	50
EQUIPMENT	<ul style="list-style-type: none">- Force Stave- Bolt Pistol- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Psychic Hood- Jump Pack Assault									
OPTIONS	<ul style="list-style-type: none">- May replace Bolt Pistol with a Boltgun or weapon from the <i>Pistols</i> or <i>Combi-Weapons</i> lists.- May replace Force Stave with Force Axe or Force Sword- May take a Jump Pack for <i>20 pts</i>, increasing Movement to 12" and gaining the JUMP PACK and FLY keywords.- 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									

WARDEN										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Warden	6"	3+	3+	4	4	4	3	8	3+	45
EQUIPMENT	<ul style="list-style-type: none"> - Crozius Arcanum - 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 - Jump Pack Assault 									
OPTIONS	<ul style="list-style-type: none"> - May replace Bolt Pistol with a Boltgun, Power Fist, or weapon from the <i>Pistols</i> or <i>Combi-Weapons</i> lists. - May take a Jump Pack for <i>15 pts</i>, increasing Movement to 12" and gaining the JUMP PACK and FLY keywords. - May take items from the Armoury. - May take a single Rite. 									
KEYWORDS	CHAPLAIN, INFANTRY									

SECOND LIEUTENANT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Second Lieutenant	6"	3+	3+	4	4	4	2	8	3+	43
EQUIPMENT	<ul style="list-style-type: none"> - Master-Crafted Boltgun - Chainsword - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Tactical Precision - Jump Pack Assault 									
OPTIONS	<ul style="list-style-type: none"> - May replace master-crafted boltgun with an item from the <i>Pistols</i>, <i>Combi-Weapons</i> or <i>Melee Weapons</i> lists. - May take a Jump Pack for <i>15 pts</i>, increasing Movement to 12" and gaining the JUMP PACK and FLY keywords. - May take items from the Armoury. - May take a single Rite. 									
KEYWORDS	LIEUTENANT, INFANTRY									

Tactical Marine										
Name	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Tactical Marine	6"	3+	3+	4	4	1	1	7	3+	12
EQUIPMENT	- Bolt Pistol - Boltgun - Frag Grenade - Krak Grenade									
RULES	- And They Shall Know No Fear									
OPTIONS	- For every 5 models with the TACTICAL SQUAD keyword in your team, one may take an item from the Special Weapons or the Heavy Weapons list.									
KEYWORDS	INFANTRY, TACTICAL SQUAD									

SCOUT										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Scout	6"	3+	3+	4	4	1	1	7	4+	11
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Boltgun- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Concealed Positions									
OPTIONS	<ul style="list-style-type: none">- May take a Camo Cloak- May replace Boltgun with a Sniper Rifle, Astartes Shotgun or a Bolt Pistol.- For every 5 models with the SCOUT SQUAD keyword in your team, one may take a Heavy Bolter or a Missile Launcher.									
KEYWORDS	INFANTRY, SCOUT, SCOUT SQUAD									

ASSAULT MARINE

(maximum 5 models with the ASSAULT SQUAD Keyword in your team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Assault Marine	6"	3+	3+	4	4	1	1	7	3+	12
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Chainsword - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Jump Pack Assault 									
OPTIONS	<ul style="list-style-type: none"> - One model may swap his Bolt pistol for a Flamer or a Plasma Pistol. If you have 5 models with the ASSAULT SQUAD keyword in your team, another model may do so. - If you have 5 models with the ASSAULT SQUAD keyword in your team, one model may swap all his weapons for an Eviscerator. - May take a Jump Pack for 3 pts, increasing Movement to 12" and gaining the JUMP PACK and FLY keywords. 									
KEYWORDS	INFANTRY, ASSAULT SQUAD									

BIKER

(maximum 3 models with the Bike Squad Keyword in your team)

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Biker	14"	3+	3+	4	5	2	1	7	3+	21
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Frag Grenade - Krak Grenade - Bike with Twin Boltgun 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Turbo-boost 									
OPTIONS	<ul style="list-style-type: none"> - May swap its Bolt pistol for a Chainsword. - One model may swap its Bolt pistol for a weapon from the Special Weapons list. If you have 3 models with the BIKE SQUAD keyword in your team, another model may do so. 									
KEYWORDS	BIKER, BIKE SQUAD									

ATTACK BIKE

(maximum 1 model with the Attack Bike Squad Keyword in your team)

SPECIAL

STERNGUARD VETERAN										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Veteran	6"	3+	3+	4	4	1	2	8	3+	14
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Special issue Boltgun- 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 swap its Special Issue Boltgun with a weapon from the Combi-weapons list.- One model in your team may swap its Special Issue Boltgun with an item from the Special or Heavy Weapons list or take a Heavy Flamer.- May take items from the Armoury.									
KEYWORDS	INFANTRY, STERNGUARD VETERAN SQUAD									

VANGUARD VETERAN										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Veteran	6"	3+	3+	4	4	1	2	8	3+	14
EQUIPMENT	<ul style="list-style-type: none">- Bolt Pistol- Chainsword- Frag Grenade- Krak Grenade									
RULES	<ul style="list-style-type: none">- And They Shall Know No Fear- Jump Pack Assault									
OPTIONS	<ul style="list-style-type: none">- May swap its Bolt Pistol or Chainsword with weapons from the Melee Weapons, Pistols lists, or a Storm Shield.- May take Melta Bombs- May take a Jump Pack for 3 <i>pts</i>, increasing Movement to 12" and gaining the JUMP PACK and FLY keywords.- May take items from the Armoury.									
KEYWORDS	INFANTRY, VANGUARD VETERAN SQUAD									

TERMINATOR										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Terminator	5"	3+	3+	4	4	2	2	8	2+	23
Terminator Assault	5"	3+	3+	4	4	2	2	8	2+	23
Cataphractii	4"	3+	3+	4	4	2	2	8	2+	26
Tartaros	6"	3+	3+	4	4	2	2	8	2+	23
EQUIPMENT	Terminator: Storm Bolter, Power Fist Terminator Assault: Two Lightning Claws Cataphractii/Tartaros: Combi-bolter, Power Fist									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Teleport Strike - Teleport Homer (Terminator, Terminator Assault only) - Crux Terminatus - Cataphractii Armour (Cataphractii only) - Terminators Kill Team: if the Leader has the corresponding <Name> Squad keyword, up to 5 Terminators of that kind may be taken as Core. (For example, a Leader with Cataphractii Squad keyword allows up to 5 models with the Cataphractii Squad keyword as Core)									
OPTIONS	<ul style="list-style-type: none"> - The Terminator may swap its Power Fist with a Chainfist. One model in your team can swap its Storm Bolter with a weapon from the Terminator Heavy Weapons list. - The Terminator Assault Sergeant can replace its two Lightning Claws with Thunder Hammer and Storm Shield. - The Cataphractii can replace its Combi-bolter with a Lightning Claw. Can also replace its Power Fist with a Chainfist or a Lightning Claw. One model in your team may swap its Combi-bolter for a Heavy Flamer. - One Tartaros can replace its Power Fist with a Chainfist, or all its weapons for two Lightning Claws. One other Tartaros can replace its Combi-bolter with a Heavy Flamer or Reaper Autocannon. One Tartaros can take a Grenade Harness. - May take items from the Armoury. 									
KEYWORDS	INFANTRY, TERMINATOR <NAME> SQUAD									

APOTHECARY

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Apothecary	6"	3+	3+	4	4	2	2	8	3+	35
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Chainsword - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Narthecium Amendment: At the end of any of your Movement phases, the Apothecary can attempt to heal or revive a single model. Select a friendly <CHAPTER> INFANTRY or BIKER model within 3" of the Apothecary that died the previous turn. On a 4+ a single slain model is returned with 1 wound remaining. If the Apothecary fails to revive a model it can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) while recovering the gene-seed of the fallen warrior. A model can only be the target of the Narthecium ability once in each turn. You can instead choose a wounded model: it immediately regains D3 lost wounds. 									
OPTIONS	<ul style="list-style-type: none"> - May take a Bike for 25 <i>pts</i>, increasing Movement to 14" and Toughness and Wounds by 1. This also swaps the INFANTRY keyword for the BIKER keyword. - May take items from the Armoury. - May swap its Bolt Pistol for a Bolter or an item from the Pistols list. 									
KEYWORDS	CHARACTER, INFANTRY, APOTHECARY									

TECH-ADEPT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
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Tech-adept	6"	3+	3+	4	4	2	2	8	2+	33
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Power Axe - Servo-Arm - Frag Grenade - Krak Grenade 									
RULES	<ul style="list-style-type: none"> - And They Shall Know No Fear - Blessing of the Ommissiah - Tools of the Ommissiah: at the start of your turn you may pick one effect. It remains in effect until the start of your next turn. <ol style="list-style-type: none"> 1. Noospheric Interference: Choose a weapon owned by an enemy model within 18". Your opponent must subtract 1 when rolling to hit with that weapon. Weapons that auto hit now hit on a 2+ instead. 2. Psalm of Stability: Pick a friendly model within 12": that model and every friendly model within 3" ignores the penalty to Heavy weapons for moving and shooting or the penalty to assault weapons for advancing. 3. Auspex pulse: One enemy model within 18" cannot claim the bonus for being in cover. 4. Cooling vents: A friendly model within 6" gets a 2+ save against being slain from Overcharge effects. 5. Servos Overcharge: Pick a friendly model within 12": that model and every friendly model within 3" adds +2" to movement and charge rolls. 6. Vox intercept: the first time an opponent spends a TP roll a D6: on a 5+ he or she needs to spend an additional TP. 									
OPTIONS	<ul style="list-style-type: none"> - May replace power axe with an item from the <i>Melee Weapons</i> list. - May replace bolt pistol with an item from the <i>Pistols</i> or <i>Combi-weapons</i> list. - May take a Servo-Harness - May take items from the Armoury. 									
KEYWORDS	CHARACTER, INFANTRY, TECHMARINE									

ARMOURY

ITEM	DESCRIPTION
<p align="center"><u><i>++Honoured Relics of the Chapters++</i></u></p> <p align="center"><i>Only one of each of the following items may be taken in any Kill Team. Weapon profiles are included below.</i></p>	
The Wings of Night (5 pts)	Raven Guard model with a Jump Pack only. Once per game, instead of shooting, the bearer can fire the built-in smoke launchers. These work exactly as Smoke Launchers in Codex: Space Marines.
The Shadow of Death (13 pts)	Raven Guard model without bike, jump pack or terminator armour. Fear ye no evil, who walks through any valley with this expertly crafted sniper rifle covering your back...
Gladius Honorifica (7 pts)	Ultramarines model only. A deceptively short stabbing sword, held in the offhand to feint and disembowel.
Banner of Black Reach (10 pts)	Ultramarines Sergeant or Veteran only. <i>"Battle brothers, prepare to engage! This day we see glory or we see death!"</i> Each time an enemy model finishes a charge move within 1" of a friendly model that is within 6" of this banner, that model may take a Leadership Test. If successful, it can immediately Pile In and attack as if it were the Fight Phase. Models may only fight this way once per turn, and models that fight in this way do not fight again in the following Fight Phase.
The Blizzard of Inwit (8 pts)	Imperial Fists leader only. Replaces a ranged weapon of your choice. Named for the lethal ice-winds that scour the surface of the Primarch's home planet, this storm bolter brings the chill of death to the enemies of Rogal Dorn's sons.
Phalanx Shield (15 pts)	Imperial Fists leader without Jump Pack or Bike only. Forged on the Imperial Fists' legendary battle station, this mobile bulwark protects its bearer from all but the heaviest firepower. The bearer gets a 4+ invulnerable save, may never advance further than 3" and reduces its Movement characteristic by "1. Your opponent must reroll successful Wound rolls with an AP characteristic of 0 when attacking this model.
Fist of Vengeance (17pts/5pts)	Crimson Fists non-primaris leader (without/with terminator armour) only. Taken from a fallen battle-brother on the long trek to New Rynn City, this power fist thirsts for bloody revenge. Replaces a melee weapon of your choice.
Combi-Shotgun (3 pts)	Crimson Fist only. A rare form of combi-weapon, especially effective in boarding actions. Replaces a ranged weapon of your choice. May be fired as both a boltgun and an Astartes shotgun in the same shooting phase without the usual -1 to Hit for firing both of a combi-weapon's profiles.
Malleus Maleficarum (10 pts)	Black Templars leader only. The psyker-hunter's required reading. At the start of your turn you may choose a PSYKER model within 18" of the bearer. When that model is targeted with attacks by friendly models this turn, any roll of 6 to wound inflicts a Mortal Wound instead of the normal damage. The effect lasts until the end of your turn.
Sword-Savant (10 pts)	Black Templars leader only. The Templar spends most of his time in the practice cages, honing his swordplay to a lethal edge. Add 1 to the model's Attacks characteristic. In addition, when attacking with any weapon that has "Sword" in its name, this model may reroll to hit rolls of 1.
Heartseeker Lance (10 pts)	White Scars leader only. Serrated edges and wicked barbs cause massive internal damage, making this lance the ideal executioner of beasts and mutants with excessively hulking physiques.
Auxiliary Ramjet (10 pts)	White Scars BIKER model only. Some White Scars go to quite outrageous lengths to ensure they are first into the fray, modifying their bikes to reach death-defying velocities. Once per game, this model may charge after Advancing earlier in the same turn, but may only do so in the first or second battle round.
Breath of the Forge (15 pts)	Salamanders leader or techmarine only. Replaces a ranged weapon of your choice. When not in active service, this beautifully wrought flamer hangs in the workshop of the Forgefather, steeped in the fire and determination of the Chapter's heart.
Drakescale Raiment (7 pts)	Salamander only. Taking many forms, pieces of armour incorporating Drakescale

	mimic the living reptile's ability to leech heat from the air to power its own fiery breath. When an enemy model within 8" fires a ranged weapon with a random number of shots, you may force them to re-roll the die determining the number of shots. If they roll a different result than the first roll and the bearer fires Overwatch in the following charge phase, you may pick one weapon with a random number of shots carried by the bearer and add the difference to the number of shots it makes.
Ice-Cold Logician (8 pts)	Iron Hands only. One Iron Hands marine in a hundred's actions are truly ruled by logic and probability alone, even at the expense of coming to the aid of their embattled brothers. This model may target enemy models with shooting attacks even if they are within 1" of friendly models.
Enhanced Tactical Cognition (10 pts)	Iron Hands only. Having studied the foe extensively, this battle-brother is able to predict their actions with uncanny accuracy. A team that includes this upgrade seizes the first turn on a 5+, but may not re-roll the die to do so.
<p style="text-align: center;">++Armour Upgrades++</p> <p style="text-align: center;"><i>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.</i></p>	
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.
Teleporter (5 pts)	Model in Terminator Armour only. Short jumps directly through the Immaterium are extremely dangerous, but the element of surprise cannot be overstated. Instead of moving in the Move phase, this model can teleport. Roll 2D6 and move the model that number of inches in any direction as though it had the FLY keyword. This still counts as moving, and since the model does not have FLY it cannot shoot after falling back.

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 it 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
<p style="text-align: center;"><i>++Additional Wargear++</i> <i>These items do not replace anything and may be taken by any number of models.</i></p>	
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.
<p style="text-align: center;"><u><i>++ Weapons of the Armoury ++</i></u></p> <p style="text-align: center;"><i>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.</i></p>	
Photon Beam (5 pts)	Techmarine Only. Essentially a parabolically focused searchlight, this weapon can be used to blind or even burn enemy soldiers. For an additional 5 points, this item can be taken without replacing any of the Techmarine's weapons.
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 empyrically 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
Photon Beam (searing)	Assault 1	12"	5	-2	1	Any enemy model hit by this weapon suffers a -1 penalty to Hit until the beginning of your next turn.
Photon Beam (blinding)	Assault 4	24"	-	0	0	Any enemy model hit by this weapon suffers a -1 penalty to Hit until the beginning of your next turn.
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
The Shadow of Death	Heavy 2	36"	5	-1	1	Follows the <i>Snipers</i> rules in the HoR rulebook. In addition, a roll to Wound of 6+ with this weapon causes a mortal wound to the target in addition to any other damage.
The Blizzard of Inwit	Rapid Fire 2	24"	4	-1	1	
Gladius Honorifica	Melee	-	User	-1	1	If the bearer makes all of its Attacks in the Fight phase with a Power weapon (other than a Power Fist), it may make an additional D3 attacks with this weapon.
Heartseeker Lance (melee)	Melee	-	+1	-2	*	The bearer may make a single attack with this profile, and only if he charged that turn. The Damage value of this weapon is equal to half the Toughness value of the target, rounding down. It has a Damage value of 1 against vehicles.
Heartseeker Lance (thrown)	Assault 1	8"	4	-1	2	You may not use both profiles of this weapon in the same turn.
Fist of Vengeance	Melee	-	X2	-4	2	The bearer must subtract 1 from their hit rolls when attacking with this weapon, except against ORKS.
Breath of the Forge	Assault 4	8"	2D3+1	-D3	1	Each time this weapon fires, roll two D3. You may choose which of those D3 results will be the AP and which one will be the Damage value. The sum of those dice will be the Strength of the weapon. This weapon hits automatically.

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.	The Old Guard: +1TP Your team contains no models with the PRIMARIS or SCOUT keywords
The First Company: +1 TP Your team contains only Vanguard Veterans, Sternguard Veterans, with Terminator armour, or one of its variants	Unseen Warfare: +1TP Your team contains only models with the SCOUT and/or REIVER 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.
Close Range Bolter Drill: -2TP.	The Great Hunt: -3TP

<p><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><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.