

# KILL TEAM

# SPACE MARINES

## Codex: Space Marines

This team list uses the special rules and wargear 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 in the Kill Team rules).

## Chapter Traits

Your Space Marine Kill Team may belong to one of the following chapters or one of their successors, in which case all models in your Kill Team lose the 'Combat Tactics' special rule, but gain a bonus as indicated below:

- *Black Templars*: Hatred (Psykers) and Crusader
- *Imperial Fists*: Stubborn
- *Iron Hands*: Gain Bionics (see Armoury)
- *Raven Guard*: Hit and Run
- *Salamanders*: Flamers become Twin-linked
- *White Scars*: Hit and Run



## Model Availability

You must follow the following model requirements when building your Kill Team:

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

## TEAM LEADERS

### Veteran Sergeant

25 points

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

#### Wargear:

- Power Armour
- Bolt Pistol
- Chainsword
- Frag & Krak Grenades

#### Special Rules:

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

#### Squad Leader:

In a Kill Team lead by a Veteran Sergeant with:

- Terminator armour, Terminators *may* be taken as Core.
- a Space Marine Bike, Space Marine Bikers *must* be Core.
- a Jump Pack, Assault Marines *must* be taken as Core.

#### Terminator Armour:

- May replace all equipment with Terminator armour, Storm Bolter and Power Weapon for 20 points.
- May replace Terminator Storm Bolter with:
  - Combi-flamer, -melta, -plasma 5 pts
  - Lightning Claw 10 pts
  - Thunder Hammer 20 pts
- May replace Terminator Power Weapon with:
  - Lightning Claw 5 pts
  - Power Fist 10 pts
  - Storm Shield 10 pts
  - Thunder Hammer 15 pts

#### Upgrade:

May upgrade to a Company Champion for 20 pts, gaining +1 WS and replacing Chainsword with a Power Weapon (which may not be replaced) and a Combat Shield.

#### Options:

- May replace any weapon with:
  - Boltgun Free
  - Storm Bolter 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
  - Power Weapon 15 pts
  - Lightning Claw 15 pts
  - Power Fist 25 pts
  - Thunder Hammer 30 pts
- If not wearing Terminator armour, may take any of the following:
  - Melta Bomb 5 pts
  - Combat Shield 5 pts
  - Special Issue Ammunition 5 pts
  - Storm Shield 15 pts
  - Teleport Homer 15 pts
- If not wearing Terminator Armour, may take one of the following:
  - Jump Pack 10 pts
  - Space Marine Bike 15 pts
- *May take wargear from the Space Marine armoury including Sergeant and Leader only items. If wearing Terminator armour may also take Terminator only wargear.*

## Scout Sergeant

23 points

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

### Wargear:

- Scout Armour
- Bolt Pistol
- Boltgun
- Frag & Krak Grenades

### Special Rules:

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

### Scout Biker Leader:

In a team lead by a Scout Sergeant that is equipped with a Space Marine Bike, Scout Bikers *must* be taken as Core.

### Options:

- May replace any weapon with:
  - Combat Knife Free
  - Sniper Rifle Free
  - Space Marine Shotgun Free
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
  - Power Weapon 15 pts
  - Power Fist 25 pts
- May take the following:
  - Melta Bomb 5 pts
  - Teleport Homer 15 pts
- May take a Space Marine Bike for 10 pts but loses the Move Through Cover special rule.
- If not on a Space Marine Bike may take the following:
  - Camo Cloak 3 pts
- *May take wargear from the Space Marine armoury including Sergeant and Leader only items.*

## Warden-Chaplain

55 points

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

### Wargear:

- Power Armour
- Bolt Pistol
- Crozius Arcanum
- Frag & Krak Grenades

### Special Rules:

- Inspiring Presence
- Zealot
- Battle Liturgies\*

### Battle Liturgies:

Any friendly Space Marine models within 6" of the Warden-Chaplain gain the Zealot special rule.

### Options:

- May replace Bolt Pistol with:
  - Storm Bolter 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
  - Power Fist 25 pts
- May take the following:
  - Melta Bomb 5 pts
- May take one of the following:
  - Jump Pack 10 pts
  - Space Marine Bike 15 pts
- *May take wargear from the Space Marine armoury including Leader and Warden only items.*

## Lexicanium

45 points

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

### Wargear:

- Power Armour
- Bolt Pistol
- Force Weapon
- Frag & Krak Grenades

### Special Rules:

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

### Psychic Powers:

Before the battle the Lexicanium may choose a single Psychic Power from the following list:

- Quickening (C:SM)
- The Avenger (C:SM)
- Smite (Biomancy)
- Flame Breath (Pyromancy)
- Assail (Telekinesis)
- Psychic Shriek (Telepathy)

### Options:

- May replace Bolt Pistol with:
  - Storm Bolter 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
- May take the following:
  - Melta Bomb 5 pts
- May take one of the following:
  - Jump Pack 10 pts
  - Space Marine Bike 15 pts
- *May take wargear from the Space Marine armoury including Leader and Lexicanium only items.*



## CORE

### Tactical Marine

16 points

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

**Wargear:**

- Power Armour
- Bolt Pistol
- Boltgun
- Frag & Krak Grenades

**Special Rules:**

- And They Shall Know No Fear
- Combat Tactics

**Options:**

- For every 5 Tactical Marines you take in your team, one may replace their Boltgun with:
  - Flamer Free
  - Meltagun 5 pts
  - Heavy Bolter 5 pts
  - Multi-melta 5 pts
  - Missile Launcher 5 pts
  - Plasma Gun 10 pts
  - Plasma Cannon 10 pts
  - Lascannon 15 pts

### Scout

13 points

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

**Wargear:**

- Scout Armour
- Bolt Pistol
- Boltgun
- Frag & Krak Grenades

**Special Rules:**

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

**Options:**

- Any Scout may replace his Boltgun with:
  - Combat Knife Free
  - Sniper Rifle Free
  - Space Marine Shotgun Free
- For every 5 Scouts you take in your team, one may replace their Boltgun with:
  - Heavy Bolter (with Hellfire Shells) 10 pts
  - Missile Launcher 10 pts
- May take the following:
  - Camo Cloak 3 pts

## SPECIAL

### Honour Guard

35 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	10	2+

**Wargear:**

- Artificer Armour
- Bolt Pistol
- Boltgun
- Power Weapon
- Frag & Krak Grenades

**Special Rules:**

- And They Shall Know No Fear
- Combat Tactics

**Options:**

- May replace any weapon with:
  - Relic Blade 15 pts
- May take any of the following:
  - Auxiliary Grenade Launcher 15 pts
- *May take wargear from the Space Marine armoury.*



### Scout Biker

20 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	5	1	4	1	8	4+

**Options:**

- One Scout Biker in your Kill Team may replace their bike's Twin-linked Boltguns with:
  - Astartes Grenade Launcher 10 pts

**Unit Type:** Bike

**Wargear:**

- Scout Armour
- Bolt Pistol
- Space Marine Shotgun
- Frag & Krak Grenades
- Space Marine Bike

**Special Rules:**

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

## Space Marine Biker

25 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	1	4	1	8	3+

**Unit Type:** Bike

**Wargear:**

- Power Armour
- Bolt Pistol
- Frag & Krak Grenades
- Space Marine Bike

**Special Rules:**

- And They Shall Know No Fear
- Combat Tactics

**Options:**

- One Space Marine Biker in your team may replace its Bolt Pistol with:
  - Flamer 5 pts
  - Meltagun 10 pts
  - Plasma Gun 15 pts
- If you have more than three Space Marine Bikers in your team, a second model may replace its Bolt Pistol with:
  - Flamer 5 pts
  - Meltagun 10 pts
  - Plasma Gun 15 pts

## Assault Marine

18 points

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

**Wargear:**

- Power Armour
- Bolt Pistol
- Chainsword
- Frag & Krak Grenades
- Jump Pack

**Unit Type:** Jump Infantry

**Special Rules:**

- And They Shall Know No Fear
- Combat Tactics

**Options:**

- One Assault Marine in your team may replace its Bolt Pistol with:
  - Flamer 10 pts
  - Plasma Pistol 15 pts
- If you have more than five Assault Marines in your team, a second model may replace its Bolt Pistol with:
  - Flamer 10 pts
  - Plasma Pistol 15 pts

## Terminator

40 points

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

**Wargear:**

- Terminator Armour
- Storm Bolter
- Power Fist

**Special Rules:**

- And They Shall Know No Fear
- Combat Tactics



**Options:**

- May replace Power Fist with:
  - Chainfist 5 pts
- May replace all weapons with:
  - Pair of Lightning Claws Free
  - Thunder Hammer & Storm Shield Free
- One Terminator in your team may take one of the following options:
  - Replace Storm Bolter with Heavy Flamer 5 pts
  - Replace Storm Bolter with Assault Cannon 30 pts
  - Take a Cyclone Missile Launcher 30 pts
- *May take wargear from the Space Marine armoury including Terminator only items.*

## Vanguard Veteran

20 points

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

**Wargear:**

- Power Armour
- Bolt Pistol
- Chainsword
- Frag & Krak Grenades

**Special Rules:**

- And They Shall Know No Fear
- Combat Tactics
- Heroic Intervention\*

**Heroic Intervention:**

The Vanguard Veteran may Counter-charge an enemy model within 6" instead of just 3".

**Options:**

- May replace any weapon with:
  - Plasma Pistol 15 pts
  - Power Weapon 15 pts
  - Lightning Claw 15 pts
  - Power Fist 25 pts
  - Thunder Hammer 30 pts
- May take any of the following:
  - Melta Bomb 5 pts
  - Jump Pack 10 pts
  - Storm Shield 15 pts
- *May take wargear from the Space Marine armoury.*

## Sternguard Veteran

25 points

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

### Wargear:

- Power Armour
- Bolt Pistol
- Boltgun
- Special Issue Ammunition
- Frag & Krak Grenades

### Special Rules:

- And They Shall Know No Fear
- Combat Tactics



### Options:

- May replace Boltgun with:
  - Combi-flamer, -melta, -plasma 5 pts
- One Sternguard Veteran in your team may replace its Boltgun with:
  - Flamer 5 pts
  - Meltagun 5 pts
  - Heavy Bolter 5 pts
  - Multi-melta 5 pts
  - Missile Launcher 5 pts
  - Plasma Gun 10 pts
  - Plasma Cannon 10 pts
  - Heavy Flamer 10 pts
  - Lascannon 15 pts
- *May take wargear from the Space Marine armoury.*

## Apothecary

35 points

*You may only ever take one Apothecary in your Kill Team.*

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

### Wargear:

- Power Armour
- Bolt Pistol
- Nathecium\*
- Frag & Krak Grenades

### Special Rules:

- And They Shall Know No Fear
- Combat Tactics

### Nathecium:

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

### Options:

- May replace Bolt Pistol with:
  - Boltgun Free
  - Storm Bolter 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
- May take one of the following:
  - Jump Pack 10 pts
  - Space Marine Bike 15 pts
- *May take wargear from the Space Marine armoury including Apothecary only items.*

## Techmarine

50 points

*You may only ever take one Techmarine in your Kill Team.*

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

### Wargear:

- Artificer Armour
- Bolt Pistol
- Boltgun
- Servo-arm
- Frag & Krak Grenades

### Special Rules:

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

### Options:

- May upgrade Servo-arm to a Servo-harness for 25 points.
- May replace any weapon with:
  - Chainsword Free
  - Storm Bolter 5 pts
  - Combi-flamer, -melta, -plasma 10 pts
  - Plasma Pistol 15 pts
  - Power Weapon 15 pts
  - Thunder Hammer 30 pts
- May take the following:
  - Space Marine Bike 15 pts
- *May take wargear from the Space Marine armoury.*

# ARMOURY

## Armour of Alacrity (Leader Only) – 15 pts

An ancient suit of Power armour that provides its wearer great reflexes. Confers the bearer a 3+ armour save that may be re-rolled.

## Refractor Field (Leader Only) – 15 pts

Grants the model a 5+ invulnerable save.

## Purity Seal (Leader Only) – 10 pts

A Purity Seal takes the form of prayers or litanies inscribed onto paper and then affixed to the warrior's armour. Increases a Leader's Inspiring Presence radius from 6" to 12".

## Oath of the Tireless Crusader (Leader Only) – 5pts

The model fights flies towards the enemy with zeal. The model gains the Crusader special rule.

## Sacred Standard (Sergeant Only) – 20 pts

Increases a Leader's Inspiring Presence radius from 6" to 12". Also, 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.

## 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.

## Rites of Battle (Sergeant Only) – 10pts

All friendly Space Marine models within 6" of the Sergeant may re-roll all Morale checks.

## Signum (Sergeant Only) – 5 pts

*Rule Amendment:* The leader may use his Signum in the Shooting phase instead of shooting. Choose one model within 6" to become BS5 for the rest of the phase.

## Psychic Hood (Lexicanium Only) – 10 pts

A Psychic Hood uses a set of interwoven intricately aligned crystals to nullify an opponent's psychic attacks. *Use the rules for Psychic Hoods on page 68 of the core rulebook.*

## 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.

## 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+)

## Rosarius (Warden-Chaplain Only) – 25pts

A spiritual relic that confers a 4+ invulnerable save to the bearer.

## 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.

## 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.

## Master-Crafted Weapon – 10 pts

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

## Overcharged Weapon – 10pts

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

## Suspensors – 10 pts

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

## Smoke Grenades – 10 pts

A smoke grenade has the following profile:

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

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

## Auxiliary Grenade Launcher – 5 pts

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

## Auspex – 5 pts

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

## Bionics – 5 pts

Once the model loses his final wound and is about to be taken off the table as a casualty the bearer may make a dice roll. On a 6 the model is left with a single wound.

## 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