Space Marine Codex

*Space Marines, the elite of the Imperium. Once conquering the galaxy, now fighting to push Xenos back and kill all Heretics. Gen-enhancing made them super-human soldiers, making them, together with years of training, the perfect warriors in any battle.*

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# Special Rules

### Traits

Traits are unique improvements that a character can choose to increase their efficiency in combat.

There are various specializations available, as described under *Traits*. Every specialization consists of three layers, with two traits each. A character progresses through a specialization by putting traits points into it. To unlock a Trait in the one layer, a Trait in the previous layer must have been unlocked (except the first layer of course).

Only one trait per layer may be unlocked. Trait points may be all spent in one specialization, or split up between different ones.

# Units

All units can use all Weapons, Upgrades and Equipment unless otherwise stated.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | HP | MM | CB | DF | Crit | PL | PM | Gear | Cost |
| Legionaire | 4 | 10 | 10 | 10 | 2 | - | - | 3 | **50P** |
| Assault marine | 4 | 8 | 12 | 8 | 2 | - | - | 2 | **70P** |
| Devastator | 4 | 10 | - | 5\* | 2 | - | - | 2 | **70P** |
| Terminator | 5 | 8 | 10 | 10 | 2 | - | - | 2 | **100P** |
| Librarian | 4 | 8 | - | 5\* | 2 | 2 | 10 | 1 | **100P** |
| Attack bike | 4 | 8 | - | 8\* | 1 | - | - | 2 | **100P** |
| Dreadnought | 8 | 12 | 10 | 14 | 1 | - | - | - | **200P** |

# Heroes

Heroes may not change their equipment and may not receive Traits.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | HP | MM | CB | DF | Crit | PL | PM | Cost |
| Punisher | 4 | 14 | 10 | 10 | 2 | - | - | **150P** |
| Sgt. Octavius | 4 | 12 | 10 | 10 | 2 | - | - | **150P** |
| Kane Ravenborn | 4 | - | 14 | 10 | 2 | - | - | **150P** |
| Kalaman Tyr | 5 | 12 | - | 5\* | 2 | - | - | **150P** |
| Abar “Frak” Tor | 4 | 10 | - | 5\* | 2 | - | - | **150P** |
| Magus Tawren | 3 | - | - | - | 2 | - | - | **150P** |
| Mar Tanak | 6 | - | 12 | 10 | 2 | - | - | **150P** |
| Eversor Assassin | 3 | 12 | 14 | 8 | 3 | - | - | **150P** |

# Units

|  |  |
| --- | --- |
| LegionaireEquipment A Legionaire carries a Bolter or a Bolt Pistol and a Chainsword. Wargear Legionaires cannot use *Heavy Weapons*. DevastatorEquipment A Devastator carries a Heavy Bolter. Wargear Devastators can only carry *Heavy Weapons*. LibrarianEquipment A Librarian carries a *Force Staff* (30cm, 12D, 2A). Wargear Librarians cannot carry weapons other than their *Force Staff*. The Force Staff cannot receive Upgrades. DreadnaughtSpecial Rules *Weapon Platform, Armored(15), may not receive Traits* Equipment A Dreadnaught carries a *Dreadnaught Fist* and an *Autocannon*. Wargear Dreadnaughts can swap their Weapons for an *Autocannon*, *Twin-Linked Las Cannon* or *Whirlwind Missiles*.  Additionally, they can upgrade their *Dreadnaught Fist* with an underslung Bolter or Flamer for 20P. This weapon can be used as usual.  **Dreadnaught Fist (1H):** Melee, 14D, 2A, *Penetration* **Autocannon:** 30cm, 10D, 4A, *Rapid Fire, can’t crit* **Twin-Linked Las Cannon:** 45cm, 12D, 4A, *Energy* **Whirlwind Missiles:** 30cm, 8D, 3A, *AoE M* | Assault MarineEquipment An Assault Marine carries a Bolt Pistol and a Chainsword and wears a *Jump Pack*. Wargear Assault Marines cannot use *Rifles* or *Heavy Weapons*. TerminatorRules *Armored* Equipment A Terminator carries a Minigun and a Powerfist. Wargear Terminators can only swap their Minigun for a Flamer or swap both weapons for a *Hurricane Missile Launcher* (30cm, 8D, 3A, *AoE M*) or Power Claws. Attack BikeSpecial Rules *Weapon Platform, Fast* Equipment An Attack Bike has two mounted Bolters. The Driver carries a Bolter as well. Wargear The Attack Bike Driver can upgrade their Bolter to a Melta Gun or a Flamer. |

# Heroes

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| --- | --- |
| PunisherEquipment The Punisher carries his pistols, *Pain & Death*, which count as Stormbolters. Additionally, he carries a Combat Knive. Trait: Punishment If the Punisher is within 10cm of his target, *Pain & Death* gain +1 attack each. Synergy If no character in the Punisher’s Squad has a Rank higher than Sgt., all Pistols and Rifles gain +1 Attack. | Sgt. OctaviusEquipment Sergeant Octavius carries a Bolt Pistol and a Chainsword. Trait: Unified Advance All units within 10cm of Sgt. Octavius may move when he does, but may not move further than 10cm from him. This costs the normal Action Point cost. Synergy If all units in Octavius’ Squad (except himself) have a Rifle, all units may also fire a ranged attack after moving in *Unified Advance*. This costs the normal Action Point cost. |
| Kane RavenbornEquipment Kane Ravenborn carries *Raven Talons* (count as Power Claws) and a *Jump Pack*. Skill: Raven’s Flight Kane may immediately move up to 15cm after the next melee assault, but loses one attack for this assault. Synergy If every unit in Kane’s Squad carries a *Jump Pack*, all units gain an additional +10cm *run*. Abar “Frak” TorEquipment Frak carries a custom-made *Grenade Launcher* (30cm, 10D, 2A, *Area of Effect M*). Synergy If there are at least two units with a Missile Launcher in your Squad, Frak and them gain *Lethal Wounds*. Mar TanakRules *Armored(12)* Equipment Mar Tanak carries *Power Claws*. Skill: Teleport Mar Tanak teleports anywhere on the battlefield. This Skill costs 4 AP. Synergy If there are at least two more Terminators in Mar Tanak’s Squad, he and all Terminators get a Homing Beacon. All Terminators and Tanak may teleport to (within 5cm) a Homing Beacon for 2 AP. | Kalaman TyrEquipment Kalaman Tyr carries a Bolter and a Stormshield. Trait: Hold Ground When Kalaman Tyr goes on *Overwatch*, he may activate it up to two times (not on the same enemy during the same movement though). Synergy If all other units in Kalaman’s Squad carry ranged weapons, they all may activate *Overwatch* twice. Magus TawrenEquipment Tawren carries no weapons herself and may not attack. Trait: Skitarii Praetorians Magus Tawren is always guarded by two Skitarii Praetorians. They have 3HP, 12MM, 10DF and 1Crit.  They carry a Skitarii Assault Cannon XF03 (30cm, 8D, 3A).  The Praetorians move with their Magus, and may attack once per round. They may not move more than 20cm away from Tawren. Synergy If all units in Magus Tawren’s Squad are equipped with Combat Visors, the MM bonus is increased by 4. Eversor AssassinRules Fast Equipment The Eversor Assassin carries an Executioneer Pistol (20cm, 12D, 2A, *Weak Spots*) and two Shadowblades (Melee, 10D, 2A, *Lethal Weapon*). The Assassin may switch between these weapons at any time. Trait: Stealth The Eversor Assassin melts with the shadows to strike their target unseen. When the Assassin spawns or fades, remove the miniature from the board and put three markers in its place, one of them must be marked on the bottom, representing the Assassin. You may move these markers as if they were the Assassin, but only the one marker is. When a marker is attacked, remove it from the board if a shadow, or put the Assassin back in its place and remove all markers if it was the real one. The first attack against the marker doesn’t hit the Assassin.  When attacking, remove all markers and become visible again. When you are not seen directly by any enemy unit, you fade into the shadows again. Synergy Eversor Assassins work best on their own. When they attack from stealth with no ally within 30cm, they get +2 Critical and +1 Attack for ranged attacks, or +1 Attack for each weapon in melee. |

# Weapons

All weapons are *Projectile* weapons unless otherwise stated.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Melee Weapon | Range | Damage | Attacks | Rules | Cost |
| Chainsword (1H) | Melee | 8 | 2 | *-* | 0P |
| Power Sword (1H) | Melee | 8 | 2 | *+4 DF* | 20P |
| Power Claws (2x 1H) | Melee | 7 | 5 | *+2 CB* | 20P |
| Power Fist (1H) | Melee | 8 | 2 | *Penetration* | 20P |
| Power Axe (1H) | Melee | 10 | 2 | *+2 CB* | 20P |
| Power Hammer (2H) | Melee | 12 | 3 | *-* | 20P |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Pistol | Range | Damage | Attacks | Rules | Cost |
| Bolt Pistol | 20cm | 8 | 2 | *-* | 0P |
| Melta Pistol | 20cm | 7 | 2 | *Penetration, Energy* | 10P |
| Grav Pistol | 20cm | 8 | 2 | *Rending, Energy* | 10P |
| Storm Bolter | 20cm | 8 | 2 | *Rapid Fire, can’t crit* | 10P |
| Hand Flamer | Cone | 6 | 2 | *Cone, Heat* | 10P |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Rifle | Range | Damage | Attacks | Rules | Cost |
| Bolter | 30cm | 10 | 3 | *-* | 0P |
| Lasgun | 45cm | 8 | 3 | *Energy* | 20P |
| Melta Gun | 30cm | 8 | 3 | *Penetration, Energy* | 20P |
| Grav Gun | 30cm | 12 | 2 | *Rending, Energy* | 20P |
| Flamer | Cone | 10 | 2 | *Cone, Heat* | 20P |
| Sniper Rifle | 60cm | 14 | 1 | *Weak Spots, Scope, +4 Crit* | 20P |
| Shotgun | 15cm | 10 | 5 |  | 20P |
| Minigun | 30cm | 8 | 3 | *Rapid Fire, can’t crit* | 20P |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Heavy Weapon | Range | Damage | Attacks | Rules | Cost |
| Heavy Bolter | 45cm | 12 | 2 | *Rapid Fire* | 0P |
| Heavy Flamer | Cone X | 12 | 2 | *Cone X, Heat* | 20P |
| Multimelta | 45cm | 14 | 3 | *Penetration, Energy* | 20P |
| Missile Launcher | 45cm | 12 | 2 | *Area of Effect M* | 20P |
| Las Cannon | 60cm | 8 | 5 | *Energy* | *20P* |

# Equipment

All Equipment may only be equipped once per character.

|  |  |
| --- | --- |
| Limited EquipmentFrak-Grenade 5P Simple explosive grenades with 20cm range, 11 damage and 1 attack. Has *Area of Effect M* and is *Limited* andcounts as *Projectile*. Costs 1 Action Point to use. Shredder-Grenade 5P An armor-shredding grenade. Has 20cm range, 8 damage and 1 attack. Has *Area of Effect M*, *Rending* and is *Limited*. Costs 1 Action Point to use. Concussive-Grenade 5P A tactical grenade combining a blinding flash with a deafening sound blast and a small EMP to stun nearby enemies. Every enemy hit is *Stunned*. Has a 20cm range, *Area of Effect M* and is *Limited*. Costs 1 Action Point to use. Grav-Grenade 5P A tactical grenade that creates a temporary gravity burst instead of exploding, pulling everything nearby towards the grenade. It has 20cm range, *Area of Effect L* and is *Limited*. Enemies hit are pulled towards the grenade as far as possible without overlapping. Start with the closest enemies. Costs 1 Action Point to use. Med-Kit 5P Using a Med-Kit, a Space Marine can heal 2 wounds, up to max HP. This can also be applied to units within 5cm. Costs 2 Action Points to use. Stim-Pack 5P Stim-Packs temporarily increases a Space Marine’s combat abilities. Gain +2AP for this round. Costs 0 Action Points to use. | EquipmentStorm Shield 20P A Storm Shield counts as one-handed weapon, but Rifles can still be used. Gives *Armored*, but only when attacked from the front (180°). Combat Visor 20P Enhanced combat vision offers additional information and firing solution against enemies. This unit gets +4 Marksmanship. Advanced Target Uplink 20P More data input during combat leads to more accurate targeting highlights. This unit gets +1 Critical. Targeting Laser 20P Counts as 1-handed ranged weapon with 30cm range. Using this equipment counts as normal ranged attack, costing 2 AP. Unit are hit automatically, but instead of taking damage, they are marked. Any allies taking a shot at this unit get a +10 bonus to Marksmanship. Jump Pack – Jump Packs provide *Fast*. They may not be bought, but some units have them. Combat Knife 10P A simple weapon for close combat, reliable but not very dangerous. Counts as melee weapon with *Quickdraw*. When a unit carrying this is attacked in melee, it won’t get a DF malus for no melee weapon. |

# Upgrades

*Rounds* upgrades can only be purchased for *Projectile* based weapons. Only one *Rounds* upgrade can be chosen per weapon. Only one *Blade* upgrade can be chosen per weapon. Only one *Shielding* upgrade can be chosen per armor. Bonuses are only applied when the weapon is being used. All upgrades can only be applied once per weapon/armor.

|  |  |
| --- | --- |
| Ranged Weapon Upgrades Laser Optics 10P Gives the weapon *Scope*. Cannot be equipped with *Target Matrix.* Target Matrix 10P Gives a +1 bonus to *Critical*. Cannot be equipped with *Laser Optics*. Magnum Rounds 10P Gives a +2 bonus to *Damage*. Only one *Rounds* upgrade can be chosen per weapon. ArPen Rounds 30P Gives *Penetration*. Only one *Rounds* upgrade can be chosen per weapon. Tracer Rounds 10P When a unit is hit with a Tracer Round, any subsequent ranged attackers get a +5 bonus to MM. Only one *Rounds* upgrade can be chosen per weapon. Mastercrafted 30P Gives +2 Damage and +3 MM. | Melee Weapon Upgrades Sharpened Blade 10P Gives a +2 bonus to *Damage*. Hardened Blade 30P Gives a *Penetration*. Mastercrafted 30P Gives +2 Damage and +3 CB.  Armor Upgrades Heat-Deflective Shielding 10P Gives *Armored* against *Heat* weapons. Energy-Deflective Shielding 10P Gives *Armored* against *Energy* weapons. Shock-Absorbing Shielding 10P Gives *Armored* against *Projectile* weapons. Active Camouflage 10P Gives *Dodge(5)*. Cannot be chosen when the armor has a *Shielding* upgrade. |

# Ranks

All Space Marine units in your squad are *Sergeants* by default. When promoting a unit to *Commander*, all previous rank’s bonuses are applied as well.

|  |  |  |
| --- | --- | --- |
| Rank | Cost | Bonuses |
| Sergeant | 0P | 2 Trait Points |
| Captain | 20P | +1 MM or +1 CB or +1 DF, +1 Trait Point |
| Commander | 50P | +1 MM or +1 CB or +1 DF, +1 Trait Point |

# Traits

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | Ranger | | | Hipshots | Deep Cover | | Close Quarters | Snapshots | | Headhunter | Bulletstorm |   **Hipshots:** Get +3 MM after moving  **Deep Cover:** *Cover* now gives *Dodge(12).*  **Close Quarters:** Get +2 Damage when shooting at a target within 20cm.  **Snapshots:** When an enemy moves within 15cm of you, fire a ranged attack against them. Once per round.  **Headhunter:** All attacks gain the *Weak Spots* special rule.  **Bulletstorm:** After two ranged attack in one round, gain 2 AP for this round. | |  |  | | --- | --- | | Juggernaut | | | Tripod | Thick Plating | | Steady Hands | Barrage | | Massive Strength | Dual Wield |   **Tripod:** Get +3 MM while in cover  **Thick Plating:** *Armored* is now a <12 roll  **Steady Hands:** Get +15cm range on ranged weapons  **Barrage:** You may reroll every dice once during ranged *To-Hit* rolls  **Massive Strength:** You can ignore the *Heavy* special rule on weapons  **Dual Wield:** You can carry and use two Rifles at the same time with a -5 MM malus |
| |  |  | | --- | --- | | Assault | | | Momentum | Steadfast | | Heavy Strikes | Nimble | | Executioner | Impenetrable |   **Momentum:** You get +3 CB  **Steadfast:** You get +3 DF  **Heavy Strikes:** Your melee attacks deal +2 damage  **Nimble:** You get *Dodge(5)*  **Executioner:** When reducing an enemy to 1 HP during melee combat, you instantly kill them  **Impenetrable:** You cannot be hit in melee by enemies with at least 6 less CB than you have DF | |  |  | | --- | --- | | Berserker | | | Fast & Furious | Fury | | Frenzy | Slaughter | | Mutilation | Bloodbath |   **Fast & Furious:** You can move +5cm when *Charging* into melee combat  **Fury:** Your melee attacks deal +2 damage  **Frenzy:** Instead of blocking, you now counterattack – roll one *To-Wound* roll for every attack your enemy makes, but you have 0 DF  **Slaughter:** When attacking an enemy with no melee weapon, you deal +5 damage  **Mutilation:** Critical hits deal one additional damage, +2 Critical  **Bloodbath:** Heal up to your max HP when killing an enemy |
| |  |  | | --- | --- | | Devastator | | | Quick Throws | Big Boom | | Strong Throws | Epicenter | | Total Destruction | Overload |   **Quick Throws:** Throwing a grenade now costs no AP  **Big Boom:** AoE/Cone based attacks gain +1 damage  **Strong Throws:** You can throw grenades 10cm further  **Epicenter:** The unit closest to the center (AoE) / closest to you (Cone) takes one extra hit  **Total Destruction:** You may reroll every dice once during *To-Wound* rolls with AoE/Cone based attacks  **Overload:** Cone becomes Cone X, AoE S/M becomes AoE M/L | |  |  | | --- | --- | | Apothecarian | | | Experienced Healer | Well Equipped | | Replacement Parts | Pain Dampeners | | Healing Motes | Neurotoxin |   **Experienced Healer:** Your Med-Kits heal one additional wound  **Well Equipped:** all Med-Kits are free for the Apothecarian  **Replacement Parts:** You can search fallen allies and enemies for undamaged organs: on a <10, you get one *Replacement Part*, which you can use to revive a fallen unit in the next round  **Pain Dampeners:** All units in your squad can now roll a dice when reduced to 0 HP: on a <10, they survive (but with 0 HP)  **Healing Motes:** All units in your squad can now spend 1 AP to heal 1 HP  **Neurotoxin:** All wounds inflicted by your squad now remove 1AP from the target |
| |  |  | | --- | --- | | **Techmarine** | | | Augmented Eye | Servitor | | Weapon Master | Armor Master | | Target Uplink | Servitor Squad |   **Augmented Eye:** You gain +1 Critical  **Servitor:** You get a Servitor with 2 HP, 8 MM, 8 CS and a Lasgun (30cm, 8, 2, *Energy*) which can’t move more than 30cm from you and is removed from the game when you are  **Weapon Master:** All units in your squad gain +1 Damage  **Armor Master:** All unit’s *Armor* rolls get a +2 bonus  **Target Uplink:** All units within 10cm get +5 to MM  **Servitor Squad:** You get two more Servitors | |  |  | | --- | --- | | **Sorcerer** | | | Powerful | Deep Bonds | | Concentration | Radiance | | Fires of the Warp | Projection |   **Powerful:** You get +1 power charge per round  **Deep Bonds:** When casting a spell on an ally, you get a +3 bonus to PM  **Concentration:** You can reroll *PL* dice per round while casting spells  **Radiance:** All units within 15cm of you can reroll one dice per round  **Fires of the Warp:** All offensive spells gain +3 damage and *Penetration*  **Projection:** Your spells get twice the range |

# Psychic Spells

|  |  |  |  |
| --- | --- | --- | --- |
| Spell | Target | Range | PL Req. |
| Blinding Flash | Enemy | 30cm | 1 |
| Warpfire | Enemy | 30cm | 1 |
| Force Shield | Ally | 30cm | 2 |
| Flame Torrent | Enemy | Cone | 2 |
| Psychic Assault | Enemy | 30cm | 2 |
| Frenzy | Ally | 30cm | 2 |
| Teleport | Self | 20cm | 3 |
| Implosion | Enemy | 20cm/AoE M | 3 |
| Radiance | Enemy | AoE L | 3 |
| Touch of Death | Enemy | 30cm | 3 |

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| --- | --- |
| **Blinding Flash**  Cast an explosion of light at the targeted location. Enemies within *Area of Effect M* get a -5 malus on Marksmanship for this round. | Warpfire  Burn your foe with fiery heat. This spell has 10 Damage and 2 Attacks. |
| Force Shield  Shield a nearby warrior with *Force Shield(1)*. | Flame Torrent  Unleash a torrent of fire on all units before you (*Cone*). Every unit hit takes 2 Hits with 8 Damage. This spell also hits allied units! |
| Psychic Assault  Assault the mind of your target, breaking their spirit. The target unit is *Stunned*. This only works against non-psykers. | Frenzy  The targeted allied unit can re-roll up to two dice in this round. |
| Teleport  Teleport the caster to any point within 30cm. | Implosion  A massive implosion pulls all enemies in (AoE M). Starting with the nearest enemy, position all enemies in range as close to the center as possible. |
| Explosion of Light  The psyker burns all enemies in an explosion of burning light. The *Area of Effect* is centered on the caster and has 12 damage and 2 attacks. | Touch of Death  Rip an enemy’s soul from their body, dealing 12 damage, 2 attacks and *Penetration*. Can’t target units with *Force Shield* or *Void Shield*. |