CODEX: Space Marines:

By Anthony

**Captain – 74 Points:**

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| Name: | M | WS | BS | S | T | W | A | Ld | Sv |
| Captain: | 6” | 2+ | 2+ | 4 | 4 | 5 | 4 | 9 | 3+ |

Battlefield Role: HQ

Unit Composition : 1 Captain

Wargear: Master-crafted Boltgun, Chainsword Bolt Pistol, Frag Grenades, and Krak Grenades.

Options:

* This model may replace its master-crafted boltgun with an item from the Pistols, Combi-Weapons or Melee Weapons lists.
* This model may replace its chainsword with a storm shield, relic blade, or an item from the Melee Weapons list.
* This model may take a jump pack. If it does, its Move characteristic is increased to 12” and it gains the JUMP PACK and FLY keywords.

Abilities:

* And They Shall Know No Fear
* Rites of Battle: You can re-roll hit rolls of 1 made for friendly <CHAPTER> units within 6” of this model.
* Iron Hal: This model has a 4+ invulnerable save.
* Storm Shield: A model with a Storm Shield has a 3+ invulnerable save.
* Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9” away from any enemy models.

Faction Keywords: **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**

Keywords: **CHARACTER, INFANTRY, CAPTAIN**

**Tactical Squad – 65 Points:**

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name: | M | WS | BS | S | T | W | A | Ld | Sv |
| Space Marine | 6” | 3+ | 3+ | 4 | 4 | 1 | 1 | 7 | 3+ |
| Space Marine Sergeant | 6” | 3+ | 3+ | 4 | 4 | 1 | 2 | 8 | 3+ |

Battlefield Role: Troop

Unit Composition : 1 Space Marine Sergeant, 4 Space Marines.

Wargear: Boltgun, Bolt Pistol, Frag Grenades, and Krak Grenades.

Options:

* May include up to 5 additional Space Marines for 13 points per model.
* The Space Marine Sergeant may replace his Bolt Pistol and Boltgun with items from the Sergeant Equipment list.
* If the unit contains less than ten models, one Space Marine may replace his Boltgun with an item form the Special Weapons or Heavy Weapons list.
* If the unit contains ten models, one Space Marine may replace his Boltgun with an item from the Special Weapons list and one other Space Marine may replace his Boltgun with an item from the Heavy Weapons list.

Abilities:

* And They Shall Know No Fear
* Combat Squads: If this unit contains its maximum number of models, when you deploy this unit you may choose to deploy it as two separate units, each with half the models. They act as separate units for the rest of the game.
* Tactical Positioning: At the start of this player’s movement phase this unit may choose one of the following abilities:
  + Hunker Down: Until the end of the opponent's subsequent turn this unit gains the benefit of cover but may not move this movement phase
  + Regimented Fire: In the next shooting phase, when models in this unit fire with a Boltgun, it fires an additional shot.
  + Set Up: This unit may move and fire Heavy Weapons without penalty in the next shooting phase.

Faction Keywords: **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**

Keywords: **INFANTRY, TACTICAL SQUAD**