CODEX: Space Marines:

By Anthony

**Wargear Lists:**

Pistols: Bolt Pistol, Grav-pistol, Plasma Pistol.

Combi-weapons: Combi-flamer, Combi-grav, Combi-melta, Combi-plasma, Storm Bolter.

Melee Weapons: Chainsword, Lightning Claw, Power Axe, Power Fist, Power Lance, Power Maul, Power Sword, Thunder Hammer.

Sergeant Equipment:

The sergeant can take up to two weapons chosen from the following list: Bolt Pistol, Chainsword, Grav-pistol, Lightning Claw, Plasma Pistol, Power Axe, Power Fist, Power Maul, Power Sword, Thunder Hammer.

Alternatively, the sergeant can take one option chosen from the following list: Boltgun, Combi-flamer, Combi-melta, Combi-plasm, Storm Bolter.

Special Weapons: Flamer, Grav-gun, Meltagun, Plasma Gun

Heavy Weapons: Grav-cannon and Grav Amp, Heavy Bolter, Lascannon, Missile Launcher, Multi-melta, Plasma Cannon.

**Captain – 74 Points:**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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:

* 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:**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 its Bolt Pistol and Boltgun with items from the Sergeant Equipment list.
* If the unit contains less than ten models, one Space Marine may replace its Boltgun with an item form the Special Weapons or Heavy Weapons list.
* If the unit contains ten models, one Space Marine may replace its Boltgun with an item from the Special Weapons list and one other Space Marine may replace its Boltgun with an item from the Heavy Weapons list.
* The Space Marine Sergeant may take melta bombs.

Abilities:

* 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**

**Assault Squad - 65 points:**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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: Fast Attack

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

Wargear: Bolt Pistol, Chainsword, 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 its Bolt Pistol with an item from the Melee Weapons or Pistols list
* The Space Marine Sergeant may replace its chainsword with an item from the Melee Weapons list.
* The Space Marine Sergeant may take a combat shield.
* For every five models in the unit, one model may replace his bolt pistol and chainsword for any two items from the Melee Weapons and Pistols list, or one model may replace his bolt pistol and chainsword with an eviscerator.
* The entire unit may take Jump Packs (2 points per model). If they do, their Move characteristic is increased to 12” and they gain the JUMP PACK and FLY keywords.

Abilities:

* Combat Shield: A model with a combat shield has a 5+ invulnerable save.
* 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.
* Jump Pack Assault: During deployment, if the entire unit has Jump Packs, you can set them up high in the skies instead of placing them on the battlefield. At the end of any of your movement phases this unit can assault from above – set them up anywhere on the battlefield that is more than 9” away from any enemy models.
* Lightning Assault: If this unit charges, they gain +1 Attack in the following Fight Phase.

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

Keywords: **INFANTRY, ASSAULT SQUAD**

**Ranged Weapons:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Abilities |
| Bolt Pistol | 12” | Pistol 1 | 4 | 0 | 1 | - |
| Bolt Gun | 24” | Rapid Fire 1 | 4 | 0 | 1 | - |
| Combi-flamer | When attacking with this weapon, choose the Bolt Gun or Flamer profile, or both. If you choose both, subtract 1 from all hit rolls made for this weapon. | | | | | |
| Combi-melta | When attacking with this weapon, choose the Bolt Gun or Melta Gun profile, or both. If you choose both, subtract 1 from all hit rolls made for this weapon. | | | | | |
| Combi-plasma | When attacking with this weapon, choose the Bolt Gun or Plasma Gun profile, or both. If you choose both, subtract 1 from all hit rolls made for this weapon. | | | | | |
| Flamer | 8” | Assault D6 | 4 | 0 | 1 | This weapon automatically hits it target |
| Frag Grenade | 6” | Grenade D6 | 4 | 0 | 1 | - |
| Grav-pistol | 12” | Pistol 1 | 5 | -3 | 1 | If the target has a Save Characteristic of 3+ or better, this weapon has a Damage characteristic of D3 |
| Gravy-cannon and Grav-amp | 24” | Heavy 4 | 5 | -3 | 1 | If the target has a Save Characteristic of 3+ or better, this weapon has a Damage characteristic of D3 |
| Grav-gun | 18” | Rapid Fire 1 | 5 | -3 | 1 | If the target has a Save Characteristic of 3+ or better, this weapon has a Damage characteristic of D3 |
| Heavy Bolter | 36” | Heavy 3 | 5 | -1 | 1 | - |
| Krak Grenade | 6” | Grenade 1 | 6 | -1 | D3 | - |
| Lascannon | 48” | Heavy 1 | 9 | -3 | D6 | - |
| Master-crafted Boltgun | 24” | Rapid Fire 1 | 4 | -1 | 2 | - |
| Meltagun | 12” | Assault 1 | 8 | -4 | D^ | If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. |
| Missile Launcher | When attacking with this weapon, choose one of the 2 profiles below: | | | | | |
| Frag Missile | 48” | Heavy D6 | 4 | 0 | 1 | - |
| Krak Missile | 48” | Heavy 1 | 8 | -2 | D6 | - |
| Multi-melta | 24” | Heavy 1 | 8 | -4 | D6 | If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result. |
| Plasma Cannon | When attacking with this weapon, choose one of the 2 profiles below: | | | | | |
| Standard | 36” | Heavy D3 | 7 | -3 | 1 | - |
| Supercharge | 36” | Heavy D3 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain |
| Plasma Gun | When attacking with this weapon, choose one of the 2 profiles below: | | | | | |
| Standard | 24” | Rapid Fire 1 | 7 | -3 | 1 | - |
| Supercharge | 24” | Rapid Fire 1 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain |
| Plasma Pistol | When attacking with this weapon, choose one of the 2 profiles below: | | | | | |
| Standard | 12” | Pistol 1 | 7 | -3 | 1 | - |
| Supercharge | 12” | Pistol 1 | 8 | -3 | 2 | On a hit roll of 1, the bearer is slain |
| Storm Bolter | 24” | Rapid Fire 2 | 4 | 0 | 1 | - |

**Melee Weapons:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Abilities |
| Chainsword | Melee | Melee | User | 0 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. |
| Lightning Claw | Melee | Melee | User | -2 | 1 | You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack. |
| Power Axe | Melee | Melee | +1 | -2 | 1 | - |
| Power Fist | Melee | Melee | X2 | -3 | D3 | When attacking with this weapon, you must subtract 1 from the hit roll. |
| Power Lance | Melee | Melee | +2 | -1 | 1 | - |
| Power Maul | Melee | Melee | +2 | -1 | 1 | - |
| Power Sword | Melee | Melee | User | -3 | 1 | - |
| Thunder hammer | Melee | Melee | X2 | -3 | 3 | When attacking with this weapon, you must subtract 1 from the hit roll. |

**Ranged Weapons Point Costs:**

|  |  |
| --- | --- |
| Weapon | Points Per Weapon |
| Bolt Pistol | 0 |
| Boltgun | 0 |
| Combi-bolter | 2 |
| Combi-flamer | 11 |
| Combi-grav | 17 |
| Combi-melta | 19 |
| Combi-plasma | 15 |
| Flamer | 9 |
| Frag Grenades | 0 |
| Grav-pistol | 8 |
| Grav-cannon and Grav-amp | 28 |
| Grav-gun | 15 |
| Heavy Bolter | 10 |
| Krak Grenades | 0 |
| Lascannon | 25 |
| Master-crafted Boltgun | 3 |
| Meltagun | 17 |
| Missile Launcher | 25 |
| Multi-melta | 27 |
| Plasma Cannon | 21 |
| Plasma Gun | 13 |
| Plasma Pistol | 7 |
| Storm Bolter | 2 |

**Melee Weapons Point Costs:**

|  |  |
| --- | --- |
| Weapon | Points Per Weapon |
| Chainsword | 0 |
| Lightning Claws (single/pair) | 8/12 |
| Power Axe | 5 |
| Power Fist | 12 |
| Power Lance | 4 |
| Power Maul | 4 |
| Power Sword | 4 |
| Thunder Hammer (CHARACTERS) | 21 |
| Thunder Hammer (other models) | 16 |

**Other Wargear:**

|  |  |
| --- | --- |
| Weapon | Points Per Weapon |
| Combat Shield | 4 |