10th EDITION STARTER ARMY LIST

SPACE MARINES

TERMINATOR CAPTAIN......125 points

May take up to 3 Wargear cards.

See: Codex Ultramarines.

Points include Assault Cannon. Mat Teleport into battle at a cost of 178 points.

See: Codex Ultramarines.

PYREBLASTER.....12 points

A Pyreblaster is a type of Imperial Flamer weapon employed by the Space Marines, especially by their flame-wielding fire support Infernus Squads. Pyreblasters have a sturdier design and a longer barrel than standard Flamers or Heavy Flamers though they rely upon the same promethium fuel to unleash their billowing gouts of flame. A Pyreblaster's design allows it to unleash a more devastating, more-concentrated blast of flame than other types of Flamer weapons and can do so from a longer distance and with more force. Select a mode to fire from the profile below.

INFERNUS SQUAD.....195 points

Infernus Squads purge swathes of the enemy ranks with the incandescent firestorms they unleash from their pyreblasters. They are close assault specialists, sending jets of burning promethium into enemy trench lines and bunkers and through dense ruins and concealing vegetation, ensuring no foe escapes their fiery wrath.

Тгоор Туре	м	ws	BS	S	Т	W	I	Α	Ld	
Infernus Marine	. 4	4	4	4	4	1	4	1	8	
SQUAD:	The Squad consists of 1 Sergeant and 4 Infernus Marines. The squad may take up to 5 additional Infernus Marines at a cost of 39 points each.									
WEAPONS:	Pyrebla	aster,	bolt	pisto	ol ar	nd fr	ag g	renad	des.	
ARMOUR:	Power	armo	ur (3 [.]	+ sa	ve).					
WARGEAR:	The sq grenad per mo	es at a	a cos	t of						

Name	Range Short	Range Long	To Hit Short	To Hit Long	STR	DAM	SAVE MOD	ARMOUR PEN	Special
Pyreblaster	Flamer Template					1	-1	1D6+4	
Focused	Hand Flamer Template					1	-2	1D6+5	Close combat only
Torrent	Heavy Flamer Template				3	1	-1	1D6+3	

PYREBLASTER DESIGN NOTES

I have initially chosen to make Pyreblaster's a multi-functional flamer as above. You may wish to increase the points cost if they prove too effective—perhaps between 16-20 points? As with all initial rules, this may prove to be OP but I wanted them to be distinct from the standard flamer. You could have them as flamers with a mini torrent rule instead, adding D6" to the range and maybe even causing themselves to be ignited on a roll of 1. Other options include removing the hand flamer template from the 'focused' fire mode or removing the –1 save mod from the torrent mode etc. I have put an alternative design below, the extra AP and save mod are for the more concentrated flame they give.

Name	Range Short	Range Long	To Hit Short	To Hit Long	STR	DAM	SAVE MOD	ARMOUR PEN	Special
Pyreblaster	Flamer Template					1	-2	1D6+6	Torrent 1D6

Other options include keeping them as flamers, adding the torrent rule and making them not have to roll a 4+ to hit a model partially under the template on account of the sheer heat. I think it's best to come up with multiple designs and perhaps err on the side of restraint (yes, I like the above profile a lot better now).

INDIVIDUALS

Tyranid Primes possess all the physical and synaptic might of an alpha war-beast, they rend and tear until nought remains but corpses and fleeing prey or else brutalise their foes from afar within broods of Tyranid warriors. Winged adaptations are also common, boasting the frightening speed and manoeuvrability imparted by huge leathery wings, swooping down into the midst of the foe in a raging frenzy of death.

Тгоор Туре	М	ws	BS	S	Т	W	I	Α	Ld			
Tyranid Prime	6	6 8 6 6 6 3 7 3 10										
WEAPONS:	Talons	Talons and teeth.										
ARMOUR:	Chitino	Chitinous armour (5+ save).										
BIOMORPHS:	-	The Tyranid Prime may have up to 2 biomorphs.										
WARGEAR:	cost of	The Tyranid Prime may take Wings at a cost of 10 points. If it does so it may only select one option from the lists below										
	The Ty weapor additio	n fror	n the	foll	owi	ng li	st at					
		Veno	om C	anno	on	••••	30	6 poi	nts			
		Barb	ed St	rang	gler.		2′	7 poi	nts			
		Devo	urer					5 poi	nts			
	The Ty from th points choose weapon	ne fol cost i four	lowin ndica from	ng li ated. 1 the	st a Alt list	t the terna if w	addi tive ings	itionaly it	al may			
		Lash	whip	.	••••		4	poir	ıts			
		Bone	swoi	:d			5	poin	ts			
		Spine	efist.				5	poin	ts			
		Rend	ing (Claw	/		4	poin	ts			
	Any of Talons		bove	e cho	oice	s rep	lace	a se	t of			
STRATEGY:	If taker Tyrani								1.			
SPECIAL:	Tyranid Prime has a strategy rating of 1. Any Tyranid creatures within 12" of a Tyranid Prime auromatically pass any LD test. In addition, Tyranid Primes are immune to all psychology and Break tests Tyranid Primes cause <i>Fear</i> .											

BROODS

VON RYAN'S LEAPERS

BROOD......48 points per model

Stealthy hunters and expert ambushers, Von Ryan's Leapers are swift, agile and especially lethal when fighting in dense terrain. Akin to living mines, they lie still at the optimum locations to cause as much damage as possible. When they sense the perfect time to strike, they butcher all around in a murderous frenzy.

Тгоор Туре	М	WS	BS	S	Т	W	I	Α	Ld		
Von Ryan's	6	6	3	5	4	2	7	3	10		
BROOD:	Each brood consists of between 3 to 6 Von Ryan's Leaper's.										
WEAPONS:	Talons and tentacled maws.										
ARMOUR:	Chitinous armour (5+ save).										
BIOMORPHS:	The V up to 1				per	s bro	od r	nay l	nave		
SPECIAL:	Perfect have the Format the same chammed station	he <i>Inf</i> <i>ution</i> 1 ne ma eleon	<i>îltrai</i> rules. annei Sca	te an The as l	nd <i>D</i> ey n Hor If th	<i>hispel</i> nay a maga ney r	rsed ilso aunt ema	Leap s.			

20 TERMAGENTS......120 points

See: Codex Tyranids.

WINGS ON LARGER TYRANIDS

The points cost of wings on larger Tyranid models is dependent upon the rules you decide to give them. If they act more like Jump Packs, then cost them similarly. If they add extra movement and can fly like Gargoyles, then something about the 10 points mark etc may be OK.

You could vary the points cost on the effectiveness of the model's stat-line, similar to weapons like the Venom Cannon. There's a lot of possibilities to design wings but I do feel being able to just jump into combat with anything on the battlefield would be very OP.

SUPPORT

See: Codex Tyranids.

PSYCHOPHAGE......178 points

These monsters stampede into battle with frightening speed. They devour any prey organisms in their path, but especially favour those victims with psychic abilities. How they metabolise such esoteric powers is unclear, but doing so allows them to project surges of psychocorrosive ash that deflagrate their victims' minds and souls.

Тгоор Туре	М	ws	BS	S	т	W	I	Α	Ld		
Psychophage	6	6	4	7	8	8	6	3	10		
WEAPONS:	Talons, psychoclastic torrent and betentacled maw.										
ARMOUR:	Chitinous armour (4+ save).										
BIOMORPHS:	The Psychophage may have up to 2 biomorphs.										
SPECIAL:	Psychic Anomaly: The Psychophage causes <i>Fear</i> . Against models or units with a psychic mastery and mortal Eldar models, it causes <i>Terror</i> instead. In addition it will always wound the above on a roll of 2+ in close combat.										
	Bio-stimulus: Tyranid models within 6'' of the Psychophage can ignore wounds										

of the Psychophage can ignore wounds caused by weapons of Strength 6 or less on a D6 roll of 6+.

'MORTAL' ELDAR MODELS

I decided to include Eldar as affected by the Psychophage's rules due to their higher psychic being in the lore. 'Mortal' Eldar models are any Eldar model with the exception of their Wraithbone constructs, as in: Wraithguard, Wraithblades and Wraithlords etc, as well as the Avatar.

This rule is optional but I felt it added flavour and made sense. No Eldar would want to be eaten by this monstrosity—soul stones and all.

Psychoclastic Torrent: The Psychophage can unleash a devastating torrent of psychic energy, whose power can increase when it has consumed psychic flesh.

The torrent fires in the same way as a Hellhound's Inferno Cannon (see: Codex Imperial Guard). Place the Heavy Flamer template so the tip is in base contact with any point of the Psychophage's 180° front, then roll the artillery dice. This is the distance the template moves and any model under or partially under the template is hit as normal. A 'Missfire' result simply means the template doesn't move forward, instead firing as normal.

The psychoclastic torrent causes damage in the same way as the Callidus Assassin's Neural Shredder. Any models hit by it roll a LD test at -2, Psykers and mortal Eldar models are at -3 LD. Any models that fail suffer 1 wound with a -3 saving throw modifier. Armour fields and Energy fields, including Eldar Rune armour, do not protect against the psychoclastic torrent. The psychophage may still use its psychoclastic torrent in close combat if it chooses to.

Should the Psychophage kill a Psyker or mortal Eldar model or multiple such models in close combat, then its next attack with the psychoclastic torrent hits with a -3 LD test (-4 for psychic/Eldar models) and models suffer D3 wounds with a -4 saving throw modifier. Against vehicles the psychoclastic torrent will affect one randomly determined crew member, in the same way as the Smite psychic power.

The Aura of Torment biomorph has no effect upon the Leadership of models targeted by the psychoclastic torrent.

Betentacled maw: The Psychophage's maw is a riot of tentacles that lash out and draw its prey closer to its doom. The maw works similar to a *Lash Whip*, able to make 6 attacks at the start of combat. These can be focused on a single model, or split in any way, and can only target models within 180° of the Psychophage's facing. The Psychophage may turn at the start of combat if there is a psyker or mortal Eldar model in base contact.

Models targeted must pass an Initiative test (a roll of 6 always fails). Those that fail take an immediate Strength 4 hit with a -1 saving throw modifier, causing 1 wound. Should they be killed, they are eaten by the Psychophage.

Should they not be killed then they are at -1 WS and -1 Initiative in the combat phase for each failed initiative test. They may then opt to exchange any number of attacks to roll a Strength test (a roll of 6 always fails). If passed they are free of the tentacle's grip and may fight as normal, minus any attacks yielded as a result. Models with a profile Strength of 6 or more ignore this additional rule but are otherwise hit as normal.

Name	Range Short	Range Long	To Hit Short	To Hit Long	STR	DAM	SAVE MOD	ARMOUR PEN	Special
Betentacled maw			4	1	-1	-	See Rules		
Psychoclastic torrent	Н	eavy Flam	er Templat	te					See Rules