

10th EDITION STARTER ARMY LIST

SPACE MARINES

TERMINATOR CAPTAIN.....125 points

May take up to 3 Wargear cards.

See: Codex Ultramarines.

TERMINATOR SQUAD.....356 points

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

See: Codex Ultramarines.

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.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Infernus Marine	4	4	4	4	4	1	4	1	8

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.

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: Pyreblaster, bolt pistol and frag grenades.

ARMOUR: Power armour (3+ save).

WARGEAR: The squad may be equipped with Krak grenades at a cost of 15 points and 3 points per model thereafter.

Name	Range Short	Range Long	To Hit Short	To Hit Long	STR	DAM	SAVE MOD	ARMOUR PEN	Special
Pyreblaster	Flamer Template				4	1	-1	1D6+4	
Focused	Hand Flamer Template				5	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				4	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).

TYRANIDS

INDIVIDUALS

TYRANID PRIME.....82 points

Tyrannid 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 Tyrannid 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.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Tyrannid Prime	6	8	6	6	6	3	7	3	10

WEAPONS: Talons and teeth.

ARMOUR: Chitinous armour (5+ save).

BIOMORPHS: The Tyrannid Prime may have up to 2 biomorphs.

WARGEAR: The Tyrannid 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 Tyrannid Prime may choose one weapon from the following list at the additional points cost indicated:

Venom Cannon.....36 points

Barbed Strangler.....27 points

Devourer.....5 points

The Tyrannid Prime may choose up to two from the following list at the additional points cost indicated. Alternatively it may choose four from the list if wings or a weapon from the above list were not taken.

Lash whip.....4 points

Bonesword.....5 points

Spinefist.....5 points

Rending Claw.....4 points

Any of the above choices replace a set of Talons.

STRATEGY: If taken as the Army Commander the Tyrannid Prime has a strategy rating of 1.

SPECIAL: Any Tyrannid creatures within 12" of a Tyrannid Prime automatically pass any LD test. In addition, Tyrannid Primes are immune to all psychology and Break tests.

Tyrannid Primes cause *Fear*.

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.

Troop Type	M	WS	BS	S	T	W	I	A	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 Von Ryan's Leapers brood may have up to 1 biomorph.

SPECIAL: **Perfect Hunters:** Von Ryan's Leapers have the *Infiltrate* and *Dispersed Formation* rules. They may also *Leap* in the same manner as Hormagaunts.

Chameleon Scales: If they remain stationary they are at -1 to hit.

20 TERMAGENTS.....120 points

See: Codex Tyrannids.

WINGS ON LARGER TYRANIDS

The points cost of wings on larger Tyrannid 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

2 RIPPER SWARM BASES.....40 points

See: Codex Tyrannids.

