

WARHAMMER[®]

40,000



CODEx ADEPTUS ASTARTES

SPACE MARINES



SPACE MARINES

THE ANGELS OF DEATH

INTRODUCTION

AND THEY SHALL KNOW NO FEAR!

With bolters blazing, the battle-brothers of the Adeptus Astartes crush the foes of the Imperium wherever they may be found. Each Space Marine is an elite, genetically engineered super-soldier, a mighty and fearless hero worth a hundred lesser men. Armed with the finest weapons the Imperium can provide, clad in suits of ceramite power armour and borne to war aboard swift and deadly fighting vehicles, the Space Marines are the Imperium's ultimate weapon. Though relatively few in number, it is the Adeptus Astartes who represent Humanity's best hope for survival, for they are the greatest warriors the galaxy has ever known.

INSIDE YOU WILL FIND:

THE EMPEROR'S SWORD: The epic story of the Space Marines, their countless wars and the revered Codex Astartes that guides them.

CHAMPIONS OF HUMANITY: A showcase of Citadel Miniatures, including collections showing colour schemes used by the Space Marines and expertly painted examples from the 'Eavy Metal team.

FORCES OF THE SPACE MARINES: A comprehensive army list that allows you to turn your Space Marines collection into a heroic strike force ready to bring the Emperor's justice to the Warhammer 40,000 battlefield.

APPENDIX: Rules for the courageous armies of the Space Marines and a list of the potent wargear they wield against their foes.





THE EMPEROR'S SWORD

The Adeptus Astartes are the epitome of the Imperium's martial might. Bolters roar and chainswords snarl as the Space Marines fall upon their foes. Gunships weave through enemy flak to pound their targets with volleys of missiles and howling laser blasts. Drop Pods crash down from orbit, hatches blowing open to disgorge squads of bellowing Space Marines into the enemy's midst. Adamantium-armoured battle tanks roar forward, guns firing shot after wrathful shot as they annihilate the war engines of heretic and alien alike. Assault Marines plunge into the fight upon the blazing contrails of jump packs, their headlong charge supported by hurtling bikes and Land Speeders. Stalwart Devastators bring their punishing heavy weapons to bear, their thunderous salvos supporting the advance of ancient Dreadnoughts and valiant Space Marine heroes. Everywhere, the enemy are driven back, their morale shattered and their warriors slaughtered before the fury of the Angels of Death.

Space Marines are genetically engineered super-soldiers. They are living weapons, whose duty is to safeguard the Emperor's realm against its myriad foes. The Adeptus Astartes have been raised up through arcane science to be greater than unaugmented humans in every way, yet still these noble warriors follow the example of their Emperor and their Primarchs, devoting their lives to the defence of Mankind. It is this selfless heroism that defines the Space Marines, their relentless determination to prevail marking them as Humanity's champions and protectors both.

Where organisations like the Astra Militarum or the Adeptus Mechanicus deploy lumbering armies of millions, the strike forces of the Adeptus Astartes are but a fraction of this size. Yet a single Space Marine is worth dozens of lesser men, and is the equal of countless foes. Furthermore, their Battle Barges and swift assault transports allow the Adeptus Astartes to respond with speed and precision to any threat. If the Imperial Guard is the hammer of the Emperor, then the Space Marine Chapters are his sword, capable of parrying onrushing threats or plunging deep into the heart of the foe.

In the war-torn days of the 41st Millennium, the Adeptus Astartes are tested as never before. Assailed by countless threats, the walls of the Imperium are crumbling while the flames without rise ever higher. Yet the Space Marines stand firm at every breach, and strike forth to counter every threat, just as they once fought in defence of the Emperor's palace on Holy Terra. These are the champions of Humanity, the greatest warriors the galaxy has ever known, and while even just one of their number still stands, the Imperium will never fall.





SONS OF THE PRIMARCHS

The Age of Strife was Mankind's darkest hour, during which the light of civilisation was almost extinguished. It was at this time that the Emperor arose on Terra with a grand scheme to save Humanity. Using arcane science, he created twenty beings of incredible power. Known as the Primarchs, they were born to march at their father's side as he bestrode the stars to reunite the human race. However, the nascent Primarchs were plucked from the Emperor's laboratory by dark forces and scattered across space. Undefeated, the Emperor used the Primarchs' genetic records to create the Space Marine Legions – vast hosts of post-human warriors with whom he would attempt to conquer the galaxy.

Striking out from Terra at the head of this mighty assemblage, the Emperor began the Great Crusade. For over two centuries, Humanity's righteous warriors swept across the stars. None could stand before the fury of the Legiones Astartes, and Humanity's scattered enclaves were swiftly reunited beneath the banner of the Imperial Truth. As the Emperor's armies pushed out into the void, they rediscovered their lost Primarchs. Each was given command of the Legion his genes had created, joining the fight at his father's side. Unstoppable, the Great Crusade fought its way to the furthest reaches of the galaxy, and it seemed as though a golden age of Humanity was at hand.

Then came betrayal. Horus, the Warmaster, Primarch of the Luna Wolves and favoured son of the Emperor, turned traitor. Seduced by the whispers of the Chaos Gods, Horus rebelled against the Imperium. Worse, he convinced fully half of the Primarchs to turn their Legions against the Emperor. The ruinous civil war that followed has become known as the Horus Heresy. Many records from this time were lost, and much has become clouded by myth and allegory. What is certain is that, after a long and destructive war that all but tore the Imperium apart, Horus struck at Terra itself. There, he laid siege to the Emperor's Palace.

The battle was cataclysmic in its intensity, entire Legions of Space Marines, colossal Titans and daemoniac horrors fighting amid the flames of a dying empire. Despite the loyalists' best efforts it seemed as though Horus' forces would be triumphant, until, inexplicably, the shields of the Warmaster's orbiting Battle Barge were lowered. Seizing this last chance for victory, the Emperor teleported aboard the traitor flagship with the most powerful of his surviving followers. A desperate battle followed, in which Sanguinius, Primarch of the Blood Angels, was killed by Horus. The Emperor, too, was crippled by the daemonically empowered Warmaster, but he slew his treacherous son in return.

With Horus dead, the traitors fled in disarray. They left behind them an Imperium on the brink of annihilation. The Emperor, wounded unto death, was forced to retreat to the life-sustaining machine known as the Golden Throne. It would thus fall to his surviving sons to salvage his war-torn realm and stave off the ever-increasing threat of Chaos.



THE FORGING OF HEROES

Incredibly strong, fast and resilient, Space Marines are the product of intensive genetic engineering. Pivotal to this process is the substance known as the gene-seed, a product of the same bio-manipulations that created the Primarchs. It is the gene-seed that – when properly cultured – creates and develops the nineteen specialised organs with which novitiate Space Marines are implanted.

Every Chapter of Space Marines must induct new warriors into its ranks in order to survive. Most have recruited from their home worlds and other, nearby planets since the foundation of their brotherhoods. Though the trials by which Aspirants are selected vary greatly between the different Chapters, they are invariably demanding and frequently perilous.

Alongside intensive psycho-indoctrination and countless hours of physical and spiritual training, it is the implantation of the organs that transforms a human into a Space Marine. The implants react with the aspirant's own body tissues to stimulate muscle growth, bone hardening, and many other augmentative biological changes.

The transformation process itself is long and complex, and each enhanced organ must be implanted in the correct order:

Phase 1 – Secondary Heart: This boosts blood supply and can maintain full life functions even after the primary heart's destruction.

Phase 2 – Ossmodula: This implant affects bone growth, resulting in a denser skeleton and a fused rib cage that protects organs.

Phase 3 – Biscopea: This organ releases muscle-building hormones, greatly increasing the Space Marine's strength.

Phase 4 – Haemastamen: This implant alters the make-up of a Space Marine's blood, making it more efficient than that of an ordinary human.

Phase 5 – Larraman's Organ: This implant produces special blood cells that form an instant layer of scar tissue over a wound, staunching blood flow.

Phase 6 – Catalepsean Node: This implant controls circadian rhythms and responses to sleep deprivation, allowing a Space Marine to stay awake at full effectiveness for days at a time.

Phase 7 – Preomnor: This pre-stomach allows the digestion of otherwise poisonous or inedible materials.

Phase 8 – Omophagea: This absorbs genetic material from a Space Marine's meal, granting him part of a person or creature's memory by eating its flesh.

Phase 9 – Multi-lung: Space Marines can close off their normal lungs in favour of a multi-lung that can breathe poisonous atmospheres, or even water.

Phase 10 – Occulobe: This organ grants Space Marines eyesight that is sharper and more capable in low-light environs.

Phase 11 – Lyman's Ear: Implanted within the inner ear, this filters out or enhances specific sounds and provides a superior sense of balance.

Phase 12 – Sus-an Membrane: This brain implant allows a Space Marine to enter voluntary suspended animation, entering a state of hibernation at will.

Phase 13 – Melanochrome: This organ releases photo-chromatic skin pigments that protect against severe radiation.

Phase 14 – Oolitic Kidney: This detoxification organ grants a Space Marine resistance to powerful poisons.

Phase 15 – Neuroglottis: This enhances a Space Marine's senses of taste and smell so he can identify trace toxins and nutrients.

Phase 16 – Mucranoid: This skin implant secretes a waxy substance that seals and protects against extreme temperatures and hard vacuum.

Phase 17 – Betcher's Gland: This modified salivary gland produces small quantities of corrosive venom, which in emergencies can even be spat out to attack nearby foes.

Phase 18 – Progenoids: Space Marines have two of these glands, one in the neck and one in the chest. New gene-seed organs are made from mature progenoids that have been removed and cultured.

Phase 19 – The Black Carapace: The last implant a new Space Marine receives, this stiff, subcutaneous membrane links his nervous system to the neural controls of his power armour. It is this that allows power armour to move and react instantly with its wearer, turning the otherwise cumbersome plate into an extension of its owner's body.

'In the blessed sight of the Omnissiah, the Emperor and the Primarch, this battle-brother is clad in his panoply of war. At this time, praise is offered to the spirits of his armour adamant to watch over his mortal form.'

First, affix the reinforced greaves, whose gyroscopic stabilisers shall help the brother to stand firm amidst the horrors of the galaxy. Next, secure the chestpiece, to protect the lifeblood cables and hearts that doth beat in glorious unity. Lock in place the rebraces, the vambraces and the gauntlets, that the Omnissiah might strengthen the brother's arm.

Then, secure the power pack while intoning the rites of actuation. Attach

the shoulder guards, reflecting upon the Chapter symbol there emblazoned, proud, stern and defiant. Then shall the helm be set upon the brother's head, its locking seals engaged with reverence.

Now, awaken the armour's bellicose spirit to wrath. Hear as the power unit growls its hymnal of war. Through its choler shall the brother's armour know strength. Give praise to the vigilance of the temperature regulator, the life signs monitor, and the nutrient reservoir, for neither volcano's fire nor cold of void nor desperate hunger shall bring harm to this brother, and should he suffer hurts his armour shall provide succour. Awaken the auto-senses, the photolenses and the respirator vox grill, so that the brother might hear, see and breathe even should darkness enshroud him, and so that his war cry shall be as thunder.

Finally shall the serfs bring forward the warrior's holy boltgun, the sacred destroyer of Humanity's foes. Beseech now the machine spirits of bolter and armour; may they smite the unclean and defend the brother unto eternity. Then, send him forth to war.'

- Excerpt from Rites of Girding



THE CODEX ASTARTES

In the wake of the Horus Heresy, the Imperium was a torn and broken thing. Over the years that followed, it was the surviving Primarchs of the loyalist Legions that held their realm together, staving off countless threats with the blood of their sons. One wound continued to fester, however – that caused by Horus' unspeakable betrayal.

Primarch Roboute Guilliman's Ultramarines emerged from the Heresy almost intact. Cut off to the galactic south for the majority of the war, Guilliman's warriors had seen less fighting than most. Thanks to their minimal casualties and rapid rate of recruitment, the Ultramarines soon numbered over half of all the Space Marines that stood in Humanity's defence. Guilliman wisely recognised that this state of affairs could not continue. Not only did the Primarch eschew such power himself, he also did not wish to see any one person rule over entire Space Marine Legions ever again.

To this end, Guilliman completed his seminal work, a mighty tome of doctrine, strategy, heraldry, and philosophy known as the Codex Astartes. Set down in its pages was a radical plan to dissolve the Space Marine Legions, breaking each one down into smaller, self-sufficient brotherhoods called Chapters. Each Space Marine Chapter was to consist of one thousand warriors, supported by whatever menials and servitors they required. It would look to its own recruitment from an assigned home world or battlefleet, maintain its own armouries, and keep its own histories and traditions. Every Chapter would be led by a Chapter Master, each one carefully determined to be worthy of the task.

This was a highly controversial proposal, and it almost brought the Primarchs to blows once again. Eventually, however, sense prevailed, and the measures laid down in the Codex Astartes were put into effect in what came to be known as the historical Second Founding. Each Legion became a Chapter named for its forebear, plus a number of new Chapters, each of which would – over the millennia to come – carve its own legend among the stars. In truth, some successor Chapters cleaved closer to the statutes of the Codex Astartes than others, while a handful – the Blood Angels, Dark Angels, and Space Wolves amongst them – remained almost entirely divergent. Still, the Second Founding achieved its aims, and laid out the path that the majority of Adeptus Astartes Chapters would follow for thousands of years.

In addition to this division of the Legions, Guilliman ordered a gene-bank established on Terra to contain stocks of every Legion's gene-seed. This would be used in each future Founding, ensuring that the only way new Chapters could be brought into being was with the express permission of the Adeptus Terra. Never again would any man, no matter how noble, hold the sort of power that had been afforded Horus and his co-conspirators. Thus, the sanctity of the Adeptus Astartes would be preserved.



	LEGION	PRIMARCH	WORLD	SECOND FOUNDING CHAPTERS
I	Dark Angels	Lion El'Jonson	{Caliban}	Angels of Absolution, Angels of Redemption, Angels of Vengeance
II	ALL RECORDS EXPUNGED FROM LIBRARY		ORDER ORIGINATION: UNKNOWN	
III	Emperor's Children	Fulgrim	{Chemos}	Excommunicate Traitoris
IV	Iron Warriors	Perturabo	{Olympia}	Excommunicate Traitoris
V	White Scars	Jaghatai Khan	Mundus Planus	Marauders, Rampagers, Destroyers, Storm Lords
VI	Space Wolves	Leman Russ	Fenris	Wolf Brothers
VII	Imperial Fists	Rogal Dorn	Terra	Black Templars, Crimson Fists
VIII	Night Lords	Konrad Curze	{Nostramo}	Excommunicate Traitoris
IX	Blood Angels	Sanguinius	Baal	Angels Encarmine, Angels Sanguine, Angels Vermillion, Blood Drinkers, Flesh Tearers
X	Iron Hands	Ferrus Manus	Medusa	Red Talons, Brazen Claws
XI	ALL RECORDS EXPUNGED FROM LIBRARY		ORDER ORIGINATION: UNKNOWN	
XII	World Eaters	Angron	No Record	Excommunicate Traitoris
XIII	Ultramarines	Roboute Guilliman	Macragge	Novamarines, Patriarchs of Ulixis, White Consuls, Black Consuls, Libators, Inceptors, Praetors of Orpheus, Genesis Chapter *
XIV	Death Guard	Mortarion	{Barbarus}	Excommunicate Traitoris
XV	Thousand Sons	Magnus the Red	{Prospero}	Excommunicate Traitoris
XVI	Luna Wolves	Horus	{Cthonia}	Excommunicate Traitoris
XVII	Word Bearers	Lorgar	{Colchis}	Excommunicate Traitoris
XVIII	Salamanders	Vulkan	Nocturne	None Known
XIX	Raven Guard	Corax	Deliverance	Black Guard, Revilers, Raptors
XX	Alpha Legion	Alpharius	No Record	Excommunicate Traitoris

* Known as the Primogenitors, these are the Ultramarines successor Chapters recorded in the Apocrypha of Davio. The Apocrypha of Skaros, however, states there are 23 Second Founding Chapters but fails to name them. In total, the Ultramarines Legion is responsible for nearly three-fifths of the gene-seed of the current Space Marine Chapters.

CHAPTER ORGANISATION

The hallowed pages of the Codex Astartes describe in exhaustive detail the template by which Space Marine Chapters should be organised. From the initiate battle-brothers of the 10th Company, right up to the glorious heroes of the Chapter Command, the Codex lays out company numbers, numerical strengths, titles, heraldry and more.

CHAPTER COMMAND

Chapter Master

Honour Guard Chapter equerries, serfs and Servitors



ARMOURY

Master of the Forge

Techmarines

Servitors

Battle Tanks

Land Raiders

Gunships

Centurion Warsuits



RECLUSIAM

Master of Sanctity

Chaplains



APOTHECARION

Chief Apothecary

Apothecaries



LIBRARIUS

Chief Librarian

Epistolaries

Codiciers

Lexicaniums

Acolytum

VETERANS

1ST COMPANY



Veteran Company

Heraldic Colour: White/Silver

Space Marine Veterans Dreadnoughts

BATTLE COMPANIES

2ND COMPANY



Battle Company

Heraldic Colour: Yellow/Gold

Tactical Squads

Assault Squads

Devastator Squads

Dreadnoughts

3RD COMPANY



Battle Company

Heraldic Colour: Red/Sanguinite

Tactical Squads
Assault Squads
Devastator Squads
Dreadnoughts

4TH COMPANY



Battle Company

Heraldic Colour: Green/Adamantine

Tactical Squads
Assault Squads
Devastator Squads
Dreadnoughts

5TH COMPANY



Battle Company

Heraldic Colour: Black/Ebonite

Tactical Squads
Assault Squads
Devastator Squads
Dreadnoughts

RESERVE COMPANIES

6TH COMPANY



Reserve Tactical Company

Heraldic Colour: Orange/Vermillion

Tactical Squads Dreadnoughts

7TH COMPANY



Reserve Tactical Company

Heraldic Colour: Heliotrope/Indignium

Tactical Squads Dreadnoughts

8TH COMPANY



Reserve Assault Company

Heraldic Colour: Grey/Steel

Assault Squads

9TH COMPANY



Reserve Devastator Company

Heraldic Colour: Blue/Ultramarine

SCOUTS

10TH COMPANY



Scout Company

Heraldic Colour: None

Scout Squads



Brother Garros raised his boltgun and strode down the ramp of the

Stormraven. He dropped to one knee at the base of the ramp, sighting along his weapon as the brothers of his Tactical Squad spread out around him. Off to either side, more Ultramarines were deploying from gunships and Drop Pods, forming a battle line upon the plains of Xandros.

Above, Garros could see the boiling clouds illuminated by bolt after bolt of lightning, the savage crack and boom audible even over the scream of the gunships' engines. Ahead of him, the broken plain rose up in a steady slope to the feet of a jagged, shatter-peaked mountain. At the base of this towering edifice yawned a vast chasm, a ragged, rocky maw from which pulsed waves of cold emerald illumination.

As Garros watched, the foe emerged from amid that shimmering witchlight. Rank after rank of Necrons crunched down the slope in unfaltering lockstep, their shadows thrown long and monstrous before them by the eerie glow from the chasm. A lesser man might have felt fear at that sight – Garros felt only a righteous disgust for the alien foe.

With a howl of engines, a wing of Stormtalon Gunships swept low over the Ultramarines' line, missiles streaking away from beneath them to slam into the Necrons' advance guard. Metallic bodies were hurled high into the air, and Garros' autosenses dimmed his vision momentarily to compensate for the flare of the blast. His vision fully returned, he saw burning xenos corpses strewn across the slope, but the surviving Necrons simply marched over their fallen – some of which were already staggering back to their feet.

Garros' Sergeant delivered several clipped orders over the squad vox, and the Tactical Marines rose and began to advance. All along the line, Ultramarines raised their bolters, took careful aim, and let fly into the foe. Garros' bolter thumped, each shot cratering metal flesh, or tearing off limbs and skulls. His brothers' fire was no less deadly, and soon the slope was thick with the sparking remains of fallen xenos. Through the firestorm the Necrons came on, levelling their own guns and firing back.

A tide of green light engulfed the Space Marine lines, flaying armour, flesh and bone to dust. Garros cursed as, to his left, brother Kelos' chest was laid open to the spine. The Ultramarine fell, and Garros vowed his loss would be avenged.

Necron war engines were now emerging from the chasm, vast, drifting Monoliths looming over the attacking Ultramarines. Emerald energies crackled, lashing from the slab-sided vehicles to blast gaping holes in the Space Marine line. Still, the sons of Guilliman came on, Garros joining his voice to his brothers' as they gave vent to a defiant war cry. Guns howled as the Ultramarines' Devastators opened fire, the fury of their

heavy weapons churning the Necron ranks to ruin. At the same time, Garros saw the Stormtalons race overhead once more, looping in toward the Monoliths. The lead gunship was clipped by a crackling blast of gauss energy, spiralling away in flames. Yet its fellows hammered the flank of the nearest Monolith with missiles and sent it crashing down amid gouts of fire. Garros cheered as the Monolith fell, bellowing praise to the Emperor and directing another volley of fire into the approaching foe. No matter what weapons the xenos might turn against them, he knew the Ultramarines would prevail, for they were the Emperor's finest, and none would stay their wrath.

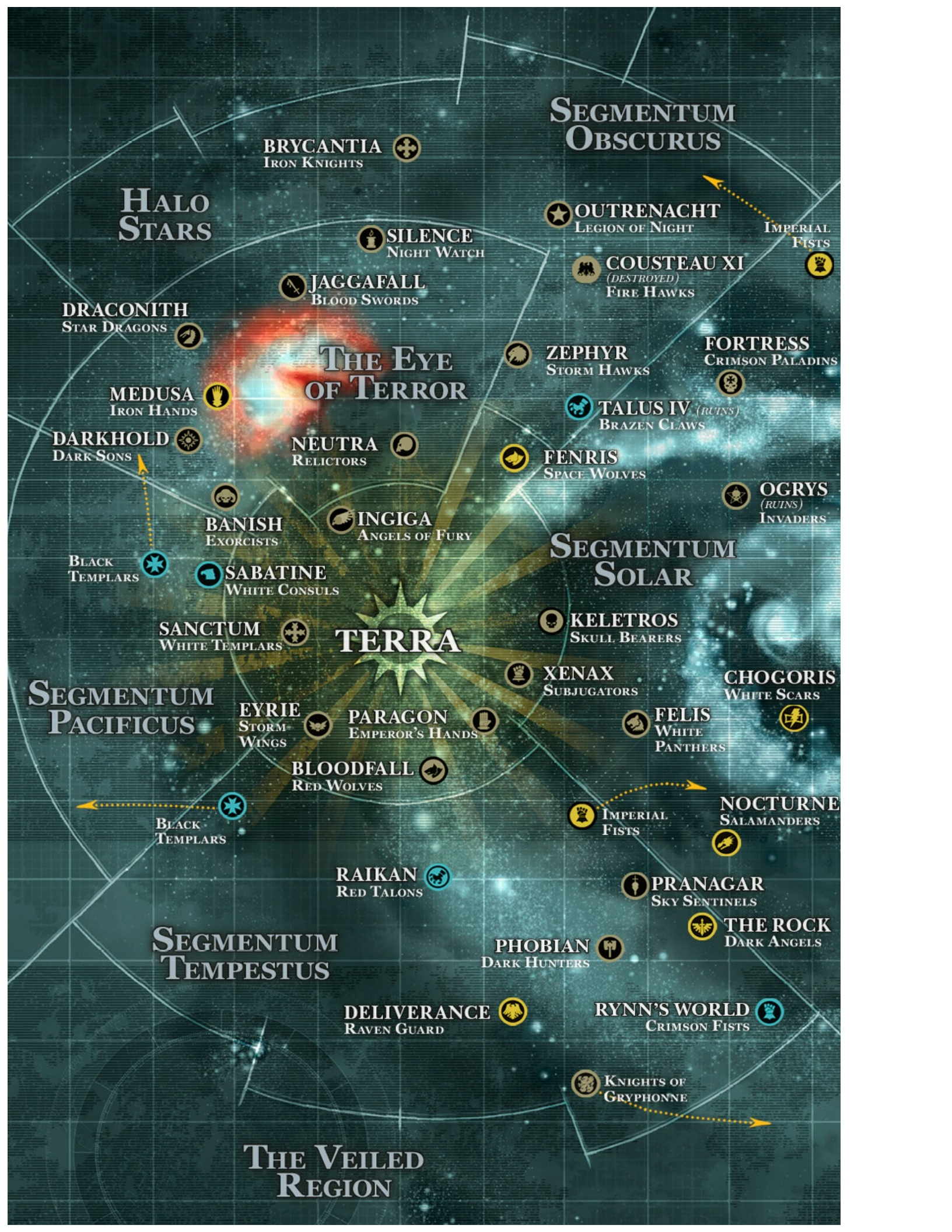


A THOUSAND CHAPTERS

Cold, dark, and infinitely menacing, the yawning void of space is not as empty as it seems. Xenos hordes devour whole worlds. Traitors and heretics strike from the Eye of Terror, corrupting all they touch. Worst of all, the hellish entities of the Warp claw at the veil, hungry to plunge the galaxy into madness and death.

The worlds of the Imperium are scattered specks of light amid this turbulent gloom. These are the fragile glimmers that the Space Marines fight to protect, spreading their forces thin in their ongoing efforts to do so. It is estimated that approximately one thousand Chapters are at large within the Imperium as the 41st Millennium draws to a close. There is therefore less than one Space Marine for every settled world in the Imperium, a figure made all the more remarkable by the fact that the Adeptus Astartes remain equal to their task.

Each Chapter has a base of operations that their Space Marines return to between campaigns. For most this is a planet, often boasting an armoured fortress monastery that the Chapter calls home, and a hardened native populace from which they draw new recruits. However, other Chapters, such as the Black Templars or the Imperial Fists, operate from battlefleets or vast space stations, their craft always in transit to the next war zone.



SEGMENTUM OBSCURUS

BRYCANTIA
IRON KNIGHTS

HALO STARS

SILENCE
NIGHT WATCH

★ OUTRENACHT
LEGION OF NIGHT

IMPERIAL
FISTS

COUSTEAU XI
(DESTROYED)
FIRE HAWKS

DRACONITH
STAR DRAGONS

JAGGAFALL
BLOOD SWORDS

ZEPHYR
STORM HAWKS

FORTRESS
CRIMSON PALADINS

MEDUSA
IRON HANDS

THE EYE OF TERROR

TALUS IV (RUINS)
BRAZEN CLAWS

DARKHOLD
DARK SONS

NEUTRA
RELICTORS

FENRIS
SPACE WOLVES

OGRYS
(RUINS)
INVADERS

BANISH
EXORCISTS

INGIGA
ANGELS OF FURY

SEGMENTUM SOLAR

BLACK
TEMPLARS

SABATINE
WHITE CONSULS

KELETROS
SKULL BEARERS

SANCTUM
WHITE TEMPLARS

TERRA

XENAX
SUBJUGATORS

CHOGORIS
WHITE SCARS

SEGMENTUM PACIFICUS

EYRIE
STORM
WINGS

PARAGON
EMPEROR'S HANDS

FELIS
WHITE
PANTHERS

BLOODFALL
RED WOLVES

NOCTURNE
SALAMANDERS

BLACK
TEMPLARS

IMPERIAL
FISTS

RAIKAN
RED TALONS

PRANAGAR
SKY SENTINELS

SEGMENTUM TEMPESTUS

PHOBIAN
DARK HUNTERS

THE ROCK
DARK ANGELS

DELIVERANCE
RAVEN GUARD

RYNN'S WORLD
CRIMSON FISTS

KNIGHTS OF
GRYPHONNE

THE VEILED REGION

PELEGRON CLUSTER

THE GHOUL STARS

OCCLUDUS
DEATH SPECTRES

BLACK
TEMPLARS

IRON
CRUSADERS

ELUSIA PRIME
(ARTIFICIAL WORLD)
DOOM LEGION

VARSAVIA
SILVER SKULLS

HONOURUM
NOVAMARINES

BAAL
BLOOD ANGELS

VORL SECUNDUS
(ABANDONED)
CRIMSON CASTELLANS

PREYSPIRE
HAWK

ULTIMA SEGMENTUM

JONOL
HONOURED SONS

BELLICAS
EMPEROR'S SWORDS

PRISM
(RECORD DELETED)

CORALAX
KNIGHTS OF
THE RAVEN

THE MAELSTROM

FIRESTORM
AURORA CHAPTER

ARMATO
SONS OF ORAR

ERWYNN'S
WORLD
(CONTACT LOSS)
DRAGON LORDS

OBSIDIA
SABLE SWORDS

ICEFANG
TIGERS ARGENT

ERENON
CELESTIAL GUARD

ORPHEUS PRIME
PRAETORS OF ORPHEUS

THE EASTERN FRINGE

STERNAC
IRON LORDS

MANCORA
HOWLING
GRIFFONS

OXATAN
RED LEGION

NEWFOUND
GENESIS CHAPTER

TALON
(ABANDONED)
STORM FALCONS

MACRAGGE
ULTRAMARINES

OMEGA
MARINES

NIHILAS
DEATH STRIKE

MUNDUS PYRA
FIRE LORDS

REPENTANCE
(ARTIFICIAL WORLD)
THE NAMELESS

NECRIS
MARINES EXEMPLAR

MAP KEY



First Founding Chapter



Third & Later Founding Chapters



Second Founding Chapter



Crusade



ULTRAMARINES

Masterful warriors and skilled strategists, the Ultramarines are the embodiment of heroism. Conquerors and protectors in equal measure, they stand for everything it means to be a Space Marine, through both their selfless courage and their strict adherence to the Codex Astartes. They have spawned more successors than any other First Founding Chapter, and each one strives always to live up to the example of their genetic forebears.

The home world of the Ultramarines is a harsh and mountainous planet called Macragge, which sits amidst the Ultramarines' realm of Ultramar. Located near the Eastern Fringe, this massively fortified enclave of star systems knows prosperity and civilisation like nowhere else in the entire Imperium. The populations of its thriving worlds compete to provide new recruits for the Ultramarines, and in their cities statues are erected immortalising those who have attained this lofty goal.

The Ultramarines fight the Emperor's wars all across the galaxy, battling to defend Humanity wherever foul heretics or monstrous xenos threaten. Yet the Chapter's darkest hour came not in some far-flung alien hell, but in their own home system. In 745.M41, the Tyranid swarms of Hive Fleet Behemoth fell upon Macragge itself, almost obliterating the Ultramarines' home world. Only the heroic sacrifice of the Chapter's entire 1st Company stemmed the hideous tide. This was a horrific blow, and one that it has taken long years to recover from. Yet recover the Ultramarines did, and today they stand stronger than ever.

A LEGACY OF MIGHT

The Ultramarines have produced some of the Imperium's greatest heroes, and the names of many of the Chapter's warriors are honoured across the galaxy. Captain Cato Sicarius of the 2nd Company, wielder of the Talassarian Tempest Blade, is a proud exemplar of his Chapter. Chief Librarian Tigurius is another such feted individual, his powers of prescience widely known. Others include Chaplain Cassius, veteran of the Tyrannic Wars and advisor to the Deathwatch, Scout Sergeant Telion, expert marksman and mentor of his Chapter's greatest leaders, and Sergeant Chronus, the master of armoured warfare whose heroics against the Necrons on Damnus earned him the title 'Spear of Macragge'. All of these names are synonymous with nobility, courage and glory. Yet there is one who stands above them all – the Chapter Master of the Ultramarines, Marneus Calgar. No wiser nor braver figure has led the Chapter since Guilliman's days, and there are those that believe he will

lead the Ultramarines to one day save the entire Imperium of Mankind.







ULTRAMAR

The area around Macragge is called Ultramar, the stellar empire of the Ultramarines, and is unique amongst the domains of the Space Marines. Where other Chapters rule over a single planet, asteroid or, in some cases, a mobile space fleet or orbital fortress, the Ultramarines reign over no fewer than eight local systems.

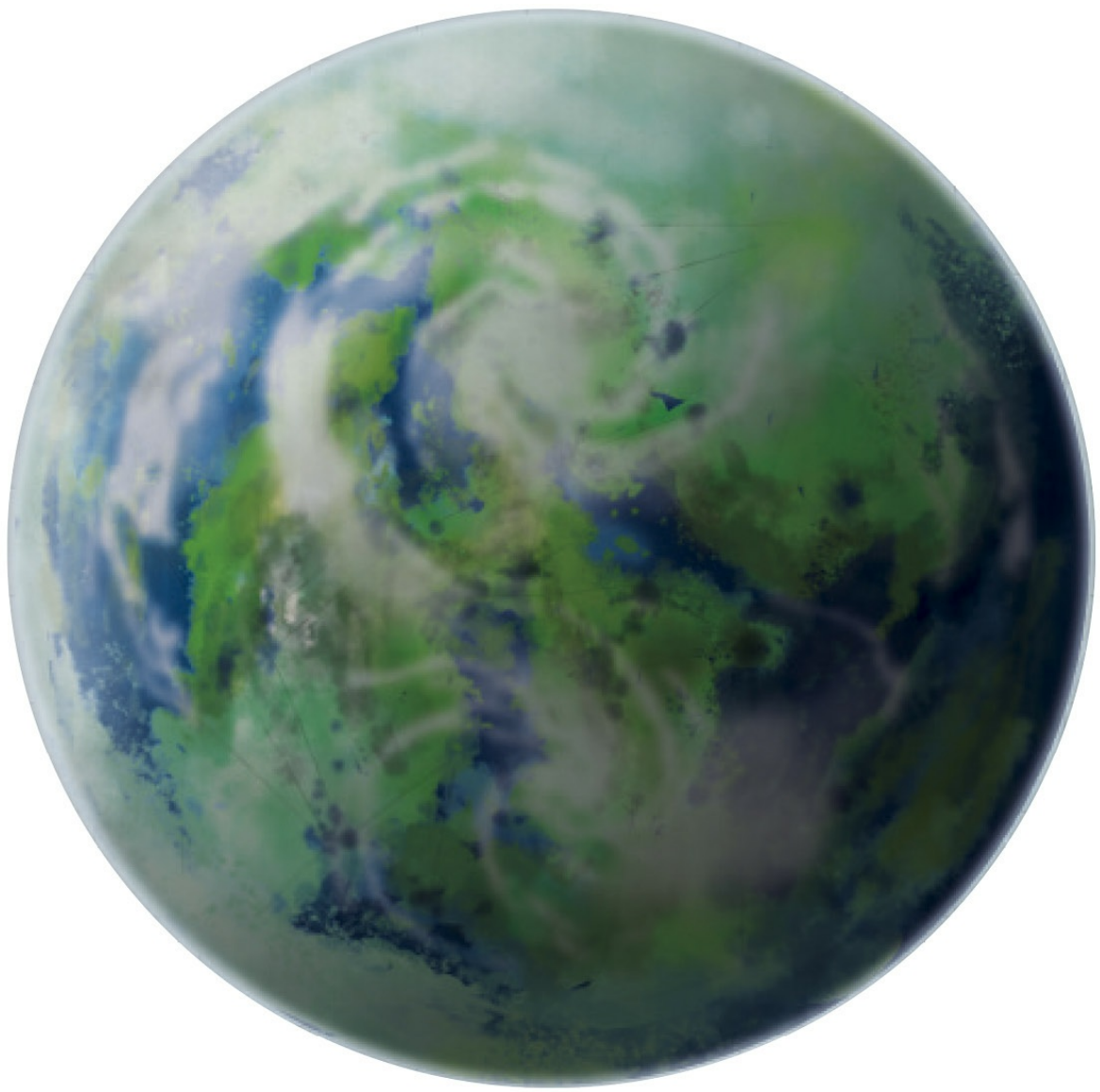
All the worlds of Ultramar share a cultural heritage with Macragge. Thus, their styles of architecture, government, and traditions are similar. They do not pay the Imperium's tithes, instead contributing directly to the upkeep of the Ultramarines Chapter through raw materials, armaments, spacecraft and the like. Furthermore, each world of Ultramar raises regiments for its own defence.

Space Marine home worlds are traditionally exempt from the requirement to produce soldiers for the Astra Militarum, but the Ultramarines rule so efficiently and are so prosperous that they maintain several hundred well-trained auxilia regiments, ready and willing to join the Imperial Guard when the need arises.

Even without the presence of the Ultramarines, Ultramar is one of the most heavily defended sectors in the Imperium. Each world is protected by a nigh-impenetrable network of orbital defences and battle stations. The Ultramar Defence Fleet stands ever vigilant against pirate raids and enemy invasion. Meanwhile no fewer than six massive star fortresses – with Galatan being the largest – stand sentinel over shipping lanes and critical strategic positions, each a formidable bastion protected by void shields and possessed of enough firepower to destroy a moon.

MACRAGGE

Macragge is mostly bleak and rocky, with more than three-quarters of its land mass formed from mountainous upland or frozen plains almost entirely devoid of life. The people of Macragge do not live in this inhospitable region, but the fortress monastery of the Ultramarines is built here upon a craggy peak surrounded by impenetrable mountains. Macragge is the most heavily fortified planet within Ultramar, bristling with defence lasers and armoured bastions, the most formidable of which are the planet's polar fortresses.





WHITE SCARS

The enemy's first sight of the White Scars is often also their last. The sons of the Khan hunt their prey patiently before launching a furious lightning attack intended to utterly annihilate their stunned victims. Favouring swift, hit-and-run warfare, the White Scars field a great many bikes, Land Speeders and armoured transports in their strike forces, and are experts in their use.

The White Scars hail from Chogoris, a world of windswept plains and steppes known to the wider Imperium as Mundus Planus. This planet's people are savage tribal nomads, who thunder across the plains on horseback and war constantly with one another. Though these conflicts are brutal, they ensure that only the strong and resourceful survive. It is from these hardened peoples that the White Scars recruit, the Chapter inheriting both their stubborn nature and their preference for mounted combat.

It was the White Scars' Primarch, Jaghatai Khan, who first perfected his Legion's high-speed method of war, and it is the long-vanished Primarch's teachings that his sons still follow to this day. Though seemingly barbaric, the White Scars are, in truth, supremely tactical. They consider every angle and approach, gauge the lie of the land and observe their foe closely before entering into the conflict. They gather their forces carefully, using their exceptional manoeuvrability to mass where they can best ambush and divide their foes. Only when the White Scars are ready do they strike, their vehicles' engines roaring as they descend upon their victims with feral war cries. By the time the enemy know they are under attack, it is already far too late.

KOR'SARRO KHAN

Though the White Scars are mighty indeed, there are those foes who – through foul artifice or xenos trickery – face the sons of the Khan and live to tell the tale. Such individuals cannot be allowed to survive, for their existence is a stain upon the White Scars' honour. Every twenty-five years, at the height of the Rites of Howling, the Master of the Hunt is charged with chasing down one such enemy and claiming their head, that it may be impaled on a spike before the White Scars' fortress monastery of Quan Zhou. The current Master of the Hunt is Kor'sarro Khan, the brave, violent, and headstrong leader of the White Scars' 3rd Company. It is said that no foe can outrun this masterful hunter forever, for Khan's vengeance is inevitable and his ancient bike, Moondrakkan, tireless. Once his quarry has been chosen and the hunt begun, Kor'sarro

*Khan will pursue his mark even unto the furthest edge of the galaxy, and
there he will take their head.*





IMPERIAL FISTS

The Imperial Fists are stern and unyielding, grim defenders of Humanity whose determination is the stuff of legend. Holding themselves to the high standards set by their Primarch, Rogal Dorn, the Imperial Fists will not accept failure, no matter the odds. They place great value on sacrifice, and think nothing of paying the ultimate price if it will secure victory. There are those who say this stubborn streak is as much a detriment as it is a boon, for it leads the Imperial Fists to engage in hopeless last stands when others might choose retreat. At a time when the Adeptus Astartes are spread thin across the stars, many see such defiant gestures as wasteful. Yet none can deny the Imperial Fists' record of impossible victories, or the number of worlds that would have been lost forever were it not for the sacrifices of the sons of Dorn.

During the Heresy, it was Rogal Dorn who masterminded the defence of the Emperor's palace on Terra. Taking after their gene-sire, the Imperial Fists have a pronounced skill in siege-craft, whether as attackers or defenders, and it is easy to see why this Chapter are celebrated as the masters of both strongpoint assault and fortified defence. The Imperial Fists travel the galaxy in a vast space fleet, led by the enormous floating fortress known as *Phalanx*. They lend their strength and expertise wherever it is needed to reinforce the Imperium's bastions, or to bring those of the foe crashing down. To this end, the Imperial Fists' Armoury incorporates more Vindicators and Centurion warsuits than any other Chapter, all of them veteran machines whose belligerent machine spirits match the steadfast nature of their crews. The Imperial Fists claim that there is no fortress they cannot overcome, a claim that their battle record shows to be no idle boast.

DARNATH LYSANDER

No living warrior embodies the qualities of the Imperial Fists like Darnath Lysander, Captain of the 1st Company. Dauntless and unwavering, Lysander will never admit defeat. In late M40, the Captain was believed lost when his Strike Cruiser was swallowed by the tides of the Warp. As the centuries passed, no trace was found of the ship, and Lysander's name was added to the roster of the fallen. It would be a thousand years before he was finally released from the Warp, only to be captured and tortured by the Iron Warriors of Malodrax. When he eventually broke free and returned to his Chapter, he was received with both elation and suspicion. But after exhaustive investigations no trace of corruption – physical, mental or spiritual – could be found in him, and to the deafening cheers of his battle-brothers, Lysander was restored as

*1st Company Captain. Now he fights harder than ever in Dorn's name,
for his horrific ordeal has left him determined to crush Chaos wherever it
rears its head.*



BLACK TEMPLARS

Zealous crusaders in the Emperor's name, the Black Templars fall upon their foes in a storm of bolts and blades. A Second Founding successor Chapter to the Imperial Fists, the Black Templars have always fought to uphold the honour of the Emperor, and of Dorn. However, their first High Marshal, Sigismund, was distrustful of the Codex Astartes, believing it a slight against his Primarch's teachings. Thus his Chapter has ever been divergent from Guilliman's Codex, a trait that has become more pronounced as the millennia have ground past.

The Black Templars are always on the move, fighting in crusade fleets each led by a Marshal and sworn to a particular mission. The Chapter has no Librarians, though it is unclear whether this is due to a regressive quirk in its warriors' gene-seed, or some tragic loss that has never been replaced. Even the Black Templars' methods of recruitment are strange, each newly inducted Neophyte assigned to a single Initiate battle-brother and ordered to fight at his mentor's side until his training is complete. Yet strangest of all is the Black Templars' absolute conviction, in contrast to all other Space Marine Chapters, that the Emperor is a god. The Chapter's worship of the Emperor as a divine being is seen by many as abhorrent, yet it has led to them forming strong ties with the Ecclesiarchy, and lends them frenzied strength in battle.

ABHOR THE WITCH

Outsiders often mistakenly interpret the lack of Librarians within the ranks of the Black Templars Chapter – and the fury with which its battle-brothers slay Chaos Sorcerers – as an intolerance of all psykers. This could hardly be further from the truth, for the Black Templars hold special reverence for Astropaths, seeing them as holy disciples who have actually communed with the Emperor. Navigators are similarly honoured; their psychic blessing allows them to see the divine light of the Astronomican, and to guide the Black Templars through the Warp to deliver righteous retribution against the Emperor's enemies.

Instead, the Black Templars' abhorrence is reserved for deviant alien witches and rogue psykers: those who embrace the blasphemous Dark Gods in their quest for power. These individuals threaten to drag entire worlds from the Emperor's light and into damnation, for they are conduits through which unholy Daemons can cross into the mortal realm. So it is that Black Templars strengthen their souls with the purity of their faith when facing heretical psykers, not due to ignorance but through wisdom. After all, the death of a single witch can prevent the destruction of an entire sector at the hands of a horrific daemoninc incursion.



CRIMSON FISTS

When the vast Ork horde of Waaagh! Snagrod descended upon their Chapter planet of Rynn's World, the Crimson Fists fought back with courage and determination. Ever have these successors of the Imperial Fists battled and defeated the greenskin scourge, and they had no reason to believe this conflict would be any different. However, tragedy struck when a malfunctioning plasma warhead ploughed into their fortress primary magazine. The explosion was catastrophic, annihilating six full companies of Crimson Fists in an instant and leaving the Chapter teetering on the edge of extinction.

It speaks volumes of the Crimson Fists' heritage as sons of Dorn that they stubbornly refused to be defeated. Uniting what remained of his followers, Chapter Master Pedro Kantor rallied the defenders of Rynn's World. Through the heroic efforts of the surviving Crimson Fists and the last of the planet's defence militia, New Rynn City held out for eighteen months against the Ork invaders, finally emerging victorious against all odds.

Now the Crimson Fists are clawing their way back, slowly and painfully, from the edge of the abyss. They harbour a furious hatred for the greenskins who brought them to this desperate pass, and it is in the fires of their fury that Kantor forges his Chapter anew.

BLOODIED FIST

The Crimson Fists have an extensive calendar of sacred days to honour the Emperor and the Primarch. Amongst these are the Day of Foundation, the Feast of Blades and the Festival of the Bloodied Fist, in which a number of the Chapter's promising Scouts undergo their final trials before becoming full battle-brothers. The last of these tests requires the aspirant to travel to the death world of Blackwater and kill a barb-dragon with their bare hands. Those that succeed submerge their left fist into the blood of their prey, symbolising their right to wear the crimson gauntlet that is the Chapter's namesake. Should a battle-brother subsequently be promoted to the 1st Company, he will have earned the honour of painting his right gauntlet red as well.





SALAMANDERS

Roaring blasts of flame precede the Salamanders as they march relentlessly into battle. Calling themselves the fire-born, this Chapter's warriors have a natural resistance to even the most intense heat. They have made an elemental specialism of this, and are well known for scouring their enemies from the field with walls of flamer and melta fire.

Hailing from the volcanic, mineral-rich world of Nocturne, the Salamanders are steadfast protectors of Humanity. A strange anomaly in their gene-seed, combined with the natural radiation of their planet, has given the Salamanders coal black skin and blood red eyes. Despite their fearsome appearance, however, these Space Marines retain more human traits than any other Chapter. Indeed, the Chapter's seven warrior-houses – which replace the Battle Companies typical to most Chapters – are each based in one of Nocturne's great cities, the warriors living as rulers and guardians among the populations they were recruited from.

Everything the Salamanders strive to be stems from the Promethean Cult, the teachings of their Primarch Vulkan in the millennia before his disappearance. They learn that dependability and honour are more important than reckless heroism, and that all adversity is endured to better hone a warrior for his purpose. Great value is placed upon patience, and their every deed is precise and measured. Thus, on the battlefield, the Salamanders advance with resolute determination, and are immovable in defence.

All Salamanders possess some skill as artificers, and most craft and maintain their own beautifully adorned boltguns. This same care and precision can be seen in everything the Chapter creates, right up to the small but painstakingly trained Scout Company that provides their new recruits.

A LEGACY OF HOPE

The Forgefathers of the Salamanders have a quest all of their own: guided by clues inked within the Tome of Fire by Vulkan himself, they seek relics left by their lost Primarch. They would suffer any loss to retrieve these artefacts, for they believe that Vulkan will return to lead them once again when all nine have been recovered.

Five of these relics have been reclaimed already. Three are borne by the current Forgefather, whilst the other two – the forge ship Chalice of Fire and the space-bound defence laser the Eye of Vulkan – float in orbit around Prometheus. Of the remaining artefacts – the Engine of Woes, the Obsidian Chariot, the Unbound Flame and the Song of Entropy – only

the names are known. Their size, form and location are locked within the Tome of Fire, to be uncovered as the Primarch's prophecies reveal themselves.





RAVEN GUARD

Striking from the shadows with sudden force, the Raven Guard are superbly skilled in the arts of stealth and misdirection. The Chapter favours lighting fast attacks over battles of attrition, seeking to confound and despatch their foes as quickly as possible. Their forces accordingly contain large numbers of jump troops, aircraft and Scouts, all of whom possess the manoeuvrability to outflank, encircle, and swiftly overwhelm the foe.

Despite the Raven Guard's general adherence to the Codex Astartes, many other Chapters have reservations about their behaviour, finding their cold, distant demeanour infuriating. The Raven Guard care little, these secretive warriors being naturally averse to unnecessary exchanges, conversations and banter.

Instead, the Raven Guard watch and wait, seizing the moment to act whenever they see it arise. The Chapter's fiercely independent Shadow Captains encourage their troops to follow the example of their Primarch, the mysterious Corvus Corax, and this their battle-brothers do both doctrinally and physically. Their gene-seed ensures the Raven Guard all share the black eyes and pale skin of their Primarch, as well as his natural cunning and stealth.

SHADOW CAPTAIN SHRIKE

Under the direction of Shadow Captain Kayvaan Shrike, the Space Marines of the Raven Guard 3rd Company fight wherever they are most needed. They deploy not to war zones where Imperial commanders fight to contain an alien invasion or crush the last vestiges of rebellion, but to worlds that have been abandoned to their fates by an overstretched and uncaring Imperium. Shrike and his warriors – who made their names fighting deep behind enemy lines on the Ork-beset planet of Targus VIII – are legends on these worlds; desperate defenders fight even more fiercely, knowing that every minute they hold out is a minute in which the Shadow Captain might arrive to deliver them from hopeless battle.

Shrike, meanwhile, strives to live up to this reputation. His warriors are always on the move, staying one step ahead of the foe and striking from the shadows. They assassinate enemy leaders, sabotage supply lines and strongpoints, and sow terror and confusion with their hit-and-run ambushes. Eventually, with his foes reeling in confused terror, Shrike moves in for the kill, scouring his enemies from the surface of every world he visits.





IRON HANDS

The ground shakes to mechanical lockstep as the Iron Hands advance, their optimised fire patterns destroying all in their path. To an outside observer, the Iron Hands seem coldly emotionless, almost entirely mechanical, with little humanity left. Yet below the surface, the Iron Hands' souls burn with the bitter fires of a fury long repressed.

The Chapter's bitterness stems from the tragic death of their Primarch during the opening exchanges of the Horus Heresy. Blinded by the emotions caused by Horus' betrayal, Ferrus Manus led his sons into an impossible battle and was subsequently slain. The scars this left upon the Iron Hands' collective psyche have never truly healed, leading them to believe wholeheartedly that all flesh is weak.

For long millennia, the Iron Hands have sought the purity of the machine. They replace healthy limbs with bionics, take their mission briefings via simulacrum chambers, and long for the cold metal embrace of a Dreadnought sarcophagus. Guided by a body known as the Iron Council, the Chapter fight many wars alongside the Adeptus Mechanicus. They have a reputation for incredible efficiency, but also for the callous abandonment of any they view as 'weak'. Of late, the heroic Iron Father Kardan Stronos has led the Chapter in something of a spiritual renaissance. Some believe Stronos seeks to save his brothers' atrophied souls before their humanity deserts them altogether. Some even say he is succeeding. However, the hour grows late, and if the Iron Hands are to know true redemption, they must seize it before darkness engulfs them.



THE 1ST COMPANY

Every Space Marine fights wars beyond counting, battling on to death or glory time and time again. Those who survive and commit great deeds are eventually honoured by elevation to their Chapter's 1st Company. Comprising one hundred seasoned veterans, the 1st Company are the exemplars of their Chapter, embodying the mighty Primarchs of old.

When the Veterans of the 1st Company stride the battlefield, it is as though the Chapter's ancient heroes have stepped from legend to fight once more. Seasoned warriors all, the Veterans discharge their duties with courage and honour. Whether it be holding a vital bridge against onrushing Ork hordes, slaying some monstrous heretic warlord, or purging Genestealers from the corridors of a twisted space hulk, the Veterans of the 1st Company are always equal to the task.

As their Chapter's elite, many members of the 1st Company go to battle clad in suits of Terminator armour. Formed from bonded ceramite plating and supported by a fully electromotivated exoskeleton, a suit of Terminator plate turns its wearer into an unstoppable walking tank. Each suit is also a precious relic, maintained by the Chapter artificers since the Horus Heresy, and said to contain a fragment of the Emperor's own armour within the Crux Terminatus on its shoulder pad. To be entrusted with such a relic in battle is a huge honour, a statement of faith in each and every warrior of the 1st Company.

Not all Veterans wear Terminator armour. Those of an aggressive nature may fight in the fast-moving Vanguard Squads, leaping into battle using jump packs to carve down the foe at close quarters. Equally, the Chapter's finest marksmen will sometimes form Sternguard Squads, augmenting the killing power of their sacred boltguns with a range of specialist ammunition. However they choose to fight, the 1st Company are rarely fielded as a single force except in the most dire of circumstances. Instead, Chapters spread the strength of their Veterans across multiple battlefronts, relying upon their experience and heroism to hone the killing edge of any strike force they join.



THE BATTLE COMPANIES

Whether dropping from space into a daemoniac fortress, cutting through the nightmare tangle of a xenos invasion, or duelling heretic war engines across a blazing savannah, the Space Marines must be ready for any kind of conflict against all manner of foes. This duty falls to the 2nd through 5th Companies of each Chapter, known as the Battle Companies.

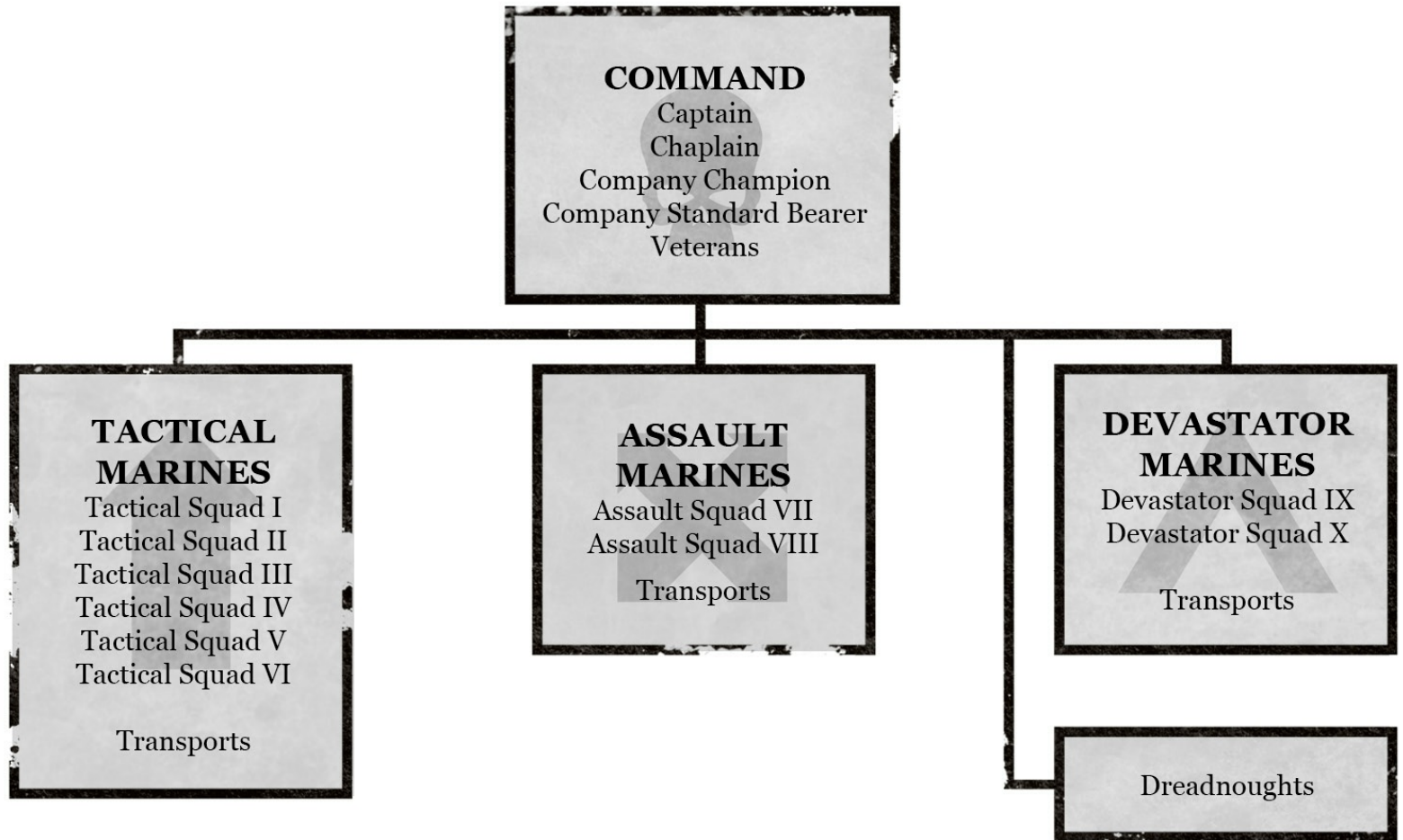
Banners flapping in the furnace winds of war, Space Marine Battle Companies fall upon their enemies like a storm. From carefully selected vantage points, Devastator Squads mow down swathes of infantry and reduce the foes' armoured vehicles to blazing wrecks. Assault Squads vent their bellicose wrath upon their victims, chainswords howling as they carve through armour, flesh and bone. Meanwhile, the Tactical Squads steady the line, or press the attack with consummate skill, bolters roaring litanies of death as they blast the foe apart.

The Battle Companies of each Chapter bear the main duties of combat, and are the mainstay around which every strike force is formed. As such, each Battle Company fields a strategically flexible mix of squads, supported by a fleet of armoured transports, and those brothers who have been interred into Dreadnought sarcophagi.

The bulk of each Battle Company is comprised of Tactical Marines, with each company fielding six ten-man squads when at full strength. These squads are formed of the most experienced brothers in each Battle Company, able to expertly read the flowing tides of battle and respond in an instant no matter what horrors the foe may unleash.

To support these warriors, each Battle Company includes two squads of Devastators whose heavy weapons cover their battle-brothers' headlong assaults, or anchor defensive lines against the advance of the foe. Finally, each Battle Company's ranks are completed with two squads of Assault Marines. Between their ferocious close combat abilities and the speed afforded them by jump packs, it is these warriors who lead their battle-brothers on the attack, or respond swiftly and violently to close any gap torn in the Space Marines' line.

BATTLE COMPANY STRUCTURE



Beyond their basic organisational diversity, Battle Companies incorporate a number of features that increase their strategic flexibility. The first of these is the multi-role training of the warriors that make up their Assault and Devastator squads. In both cases, these skilled battle-brothers can be deployed as Centurion squads should the need arise. Furthermore, Assault Marines are fully versed in a variety of deployment methods, fighting on foot, using jump packs, or from the saddles of Space Marine Bikes in fast-hitting Bike Squads. In addition to these measures, Battle Companies are lent support and operational independence by the armoured elements directly attached to their infrastructure. Rhinos, Razorbacks and Drop Pods are all directly maintained by Battle Companies in sufficient quantities to facilitate a fully armoured deployment should this tactic be required.

THE RESERVE COMPANIES

Mighty warriors though they are, even the Space Marines cannot wade through the fiercest war zones without casualties. The 6th through 9th Companies of each Chapter are therefore designated Reserve Companies, each one comprising one hundred specialist battle-brothers who stand ready to replace the Battle Companies' losses.

It is with pride and determination that the Captains of the Reserve Companies do their duty. To them falls the task of maintaining their Chapter's strength, training and readying the battle-brothers who will step from reserve straight into the white-hot furnace of battle. It is a rare day that sees a Reserve Company deploy as one against the foe. More often, squads from the Reserve Companies will fight alongside their brothers from the Battle Companies. They take the place of squads who have fallen to the foe, or have been rotated out to debrief, rearm, and redeploy elsewhere. The Space Marines of these companies must therefore stand at the peak of readiness, prepared to integrate seamlessly with whichever company they join. It is a testament to the battle-brothers' exacting training – and to the bonds of brotherhood that exist within Space Marine Chapters – that these warriors are welcomed, not resented, when they take the places of the slain.

Each Reserve Company has its own areas of specialism and expertise, as well as its own proud traditions, though they all have a sense of shared purpose and duty that transcends the many different skills they possess. The 6th and 7th companies are both designated Tactical Companies, meaning that each comprises a full ten Tactical Squads. Further to this, the Codex Astartes dictates that all 6th Company battle-brothers be trained in bike-mounted warfare. This means that 6th Company squads can be attached to provide armoured outriders to a strike force or, on occasion, be sent into battle wholesale as an entirely mounted formation. In the same fashion, all Space Marines of the 7th Company are trained pilots, able to crew skimming Land Speeders as well as the swift, heavily armed Space Marine gunships. Most Chapters' armouries do not include sufficient craft for the whole 7th Company to take to the field as pilots. However, this secondary specialism ensures that the Space Marines never lack for competent air crews.

The 8th Company consists entirely of Assault Marines, while the 9th fills its ranks with one hundred Devastators. In practice, these companies rarely muster at full strength, their warriors deployed across various war zones according to the demand for their specialist talents. On those rare occasions that their warriors do deploy en masse, however, the overwhelming firepower of one hundred Devastators or the furious close-quarters onslaught of one hundred Assault Marines is enough to bring even a renegade Titan crashing to its knees.



THE 10TH COMPANY

In a hostile galaxy, each Space Marine Chapter must maintain a steady rate of recruitment or know extinction. For this, they have their 10th Company.

Whether picking off the sentries of an enemy fuel dump with pinpoint sniping, or springing carefully prepared ambushes for the foe's supply convoys, Space Marine Scouts are well versed in guerilla warfare. They are also the future of their Chapter, novitiate warriors in the final stages of the transformation to become fully-fledged battle-brothers.

Space Marine Scouts are a precious resource that must be carefully husbanded by their Chapter, while simultaneously undergoing the rigorous battlefield training required to prove their worth. They are organised into their own distinct force – the Chapter's 10th Company – the officers of which are charged with training and developing the Scouts under their command. It is these officers who judge the Scouts' readiness to ascend to the ranks of the other companies, a judgement based primarily on their warriors' performance upon the battlefield.

As with the Veterans of the 1st Company, 10th Company elements are normally deployed selectively, one or more squads of Scouts or Scout Bikers adding their strength to a larger strike force. In this way, the Scouts gain experience fighting alongside a wide variety of experienced brothers, while simultaneously providing their strike force commander with a corps of light, fast-moving infantry for reconnaissance and raiding duties.

Space Marine Scouts must develop a bewildering variety of skills in order to prove their readiness. Beyond the basics of bolt pistol and blade, Scouts must master specialised weapons such as sniper rifles and heavy bolters. They must learn to read the battlefield and predict the movements and intentions of their foes, to isolate weak points in the enemy's defences and to exploit them. They must be able to gauge when to strike for the kill, and when to fall back to avoid annihilation. Most important of all, they must absorb and commit to heart the teachings of the Codex Astartes and those of their Chapter's founding Primarch. Only through excelling in all of these lessons, and dozens more besides, can a Scout prove himself truly ready to join the ranks of his power-armoured battle-brothers.

Unlike the other companies in a Space Marine Chapter, there is no fixed limit on how large a Chapter's 10th Company should be. Thus some Chapters, most notably the Raven Guard and the Ultramarines, field large numbers of Scouts. By comparison, Chapters such as the Salamanders or the ill-fated Crimson Fists possess comparatively small 10th Companies, either due to their cautious, steady nature or because of the need to husband their perilously low stocks of gene-seed. Regardless, the aspirant warriors are expected to fight just as hard as the battle-brothers of the other companies, and face dangers just as great. After all, the Space Marines are the Emperor's finest warriors, and to shield their new recruits from the full horrors of war would only serve to jeopardise the future of the Chapter.



THE ARMOURY

Boasting impressive firepower, durability and speed, the fighting vehicles of the Adeptus Astartes form a vital part of each Chapter's arsenal. The bulk of these potent war machines is collected together in their Chapter's Armoury, providing the Battle Companies with an armoured reserve from which to draw.

The battle tanks and gunships of the Space Marines are amongst the most lethal in the galaxy. Armoured in bonded adamantium, they can withstand incredible amounts of punishment. Meanwhile, their arrays of expertly calibrated heavy weapons allow them to duel with the mightiest war engines and monstrous horrors of the 41st Millennium. Deployed as required to increase the firepower and resilience of Space Marine strike forces, these vehicles play a vital role in almost every battle their Chapter fights. Indeed, through the use of Stormraven and Stormtalon gunships, the Space Marines are even able to effectively launch assaults in the cold vacuum of space – a tactic that has undone many shocked foes.

Every Space Marine Company barring the 10th maintains its own dedicated fleet of armoured transports. In most cases this amounts to perhaps a dozen Rhino and Razorback APCs, though in the case of the 1st Company, dedicated Land Raiders and Stormraven Gunships are also held ready to bear the Veterans into battle. Dreadnoughts too remain attached to specific companies, the heavily armoured revenants fighting alongside those they called brother in life. Everything else, from Drop Pods to Predator battle tanks, belongs solely to the Armoury.

All of these armoured assets, be they squadrons of Land Speeders, batteries of Thunderfire Cannons, or mighty Land Raider Crusaders, are the responsibility of the Chapter's Techmarines. Usually commanded by the Chapter's Master of the Forge, these warrior-artisans maintain and care for the Chapter's vehicles. Their role is part engineer and part priest, tending to their charges' crude spiritual needs as well as their mechanical ones. It is the Techmarines who repair rents in armour plate or fix damaged systems. Yet it is they, also, who intone the incantations to rouse the vehicles' machine spirits to war, and who delicately hand-paint new honour marks and inscriptions upon battle-scarred hulls.

To learn their trade, Techmarines must study for a time at the feet of the Priests of Mars. Thus, Most Chapters maintain cordial relations with the Adeptus Mechanicus, sending their neophyte Techmarines to Mars for training in the Omnissiah's mysteries. It serves a Chapter Master well to stay on the good side of the Martian Priesthood, though most will retain a healthy mistrust of the mysterious Tech-Priests and their veiled agendas. Techmarines thus stand ever apart from their brothers, isolated to some degree by the strange lore to which they are party.



THE LORDS OF THE CHAPTER

Every Space Marine is a hero, capable of deeds so incredible that they form the basis of folklore throughout the Imperium. Those who lead the Chapters are greater still, living legends whose victories echo through the ages, and whose inspirational examples spur their battle-brothers to victory no matter the odds they face.

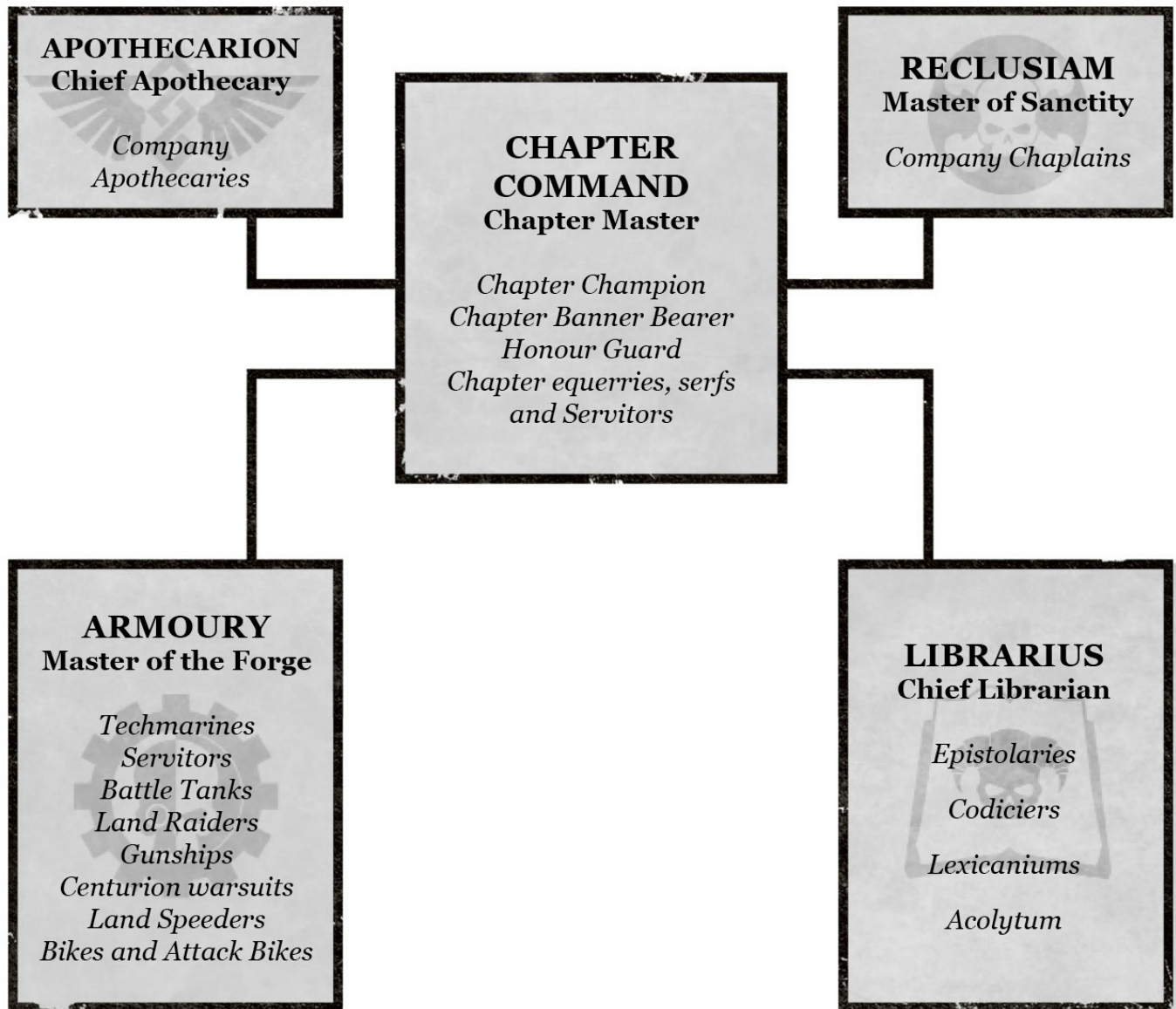
Catechisms of hate echo across the battlefield, and incandescent bolts of psychic fire split the air as the masters of the Chapter go to war. Be they skull-helmed Chaplains, white-armoured Apothecaries, or noble Chapter Masters, these mighty warriors are exemplars to their brethren, and death to their foes.

Codex-adherent Chapters are ruled over by several distinct bodies of specialist officers. Each of these groups specialises in and governs a different aspect of their brothers' lives, both on and off the battlefield. In addition to its Armoury – whose Master of the Forge is responsible for ensuring the Chapter's wargear remains in peak condition at all times – every Chapter has three main chambers that make up its command structure. These are the Apothecarion, the Reclusiam, and the Librarius, each one a vital component of the Chapter.

The Apothecarion is responsible for training and deploying Apothecaries. These battlefield surgeons also see to the implantation of new recruits' gene-seed organs, fit bionics to wounded brothers and gather the precious gene-seed from the fallen on the battlefield. The Reclusiam, meanwhile, is home to the Chapter's Chaplains, who attend to their brothers' spiritual needs. Finally, the Librarius houses the Chapter's psychically empowered brethren, known collectively as Librarians. These warrior-scholars wield their incredible powers against the Emperor's foes, and serve as keepers of their Chapter's histories and lore.

Above even these august bodies, the Chapter Master rules absolute over his brothers, answering only to the Adeptus of Terra and the High Lords themselves. It speaks volumes of these stern warrior kings that they are more than equal to this weighty burden.

CHAPTER COMMAND STRUCTURE



SPACE MARINE STRIKE FORCE

From mechanical murder-worlds crawling with heretics, to fire-wreathed deserts and even the cold depths of space, the forces of the Adeptus Astartes must be prepared to fight and win against any foe, under any conditions. To ensure their readiness, the Space Marines go to war as fluidly assembled, strategically versatile strike forces.

Tactical flexibility is vital to the Space Marine way of war. The Codex Astartes places great emphasis upon maintaining an optimal balance of firepower, mobility, close quarters impact and endurance. On top of this is the requirement to counter any strategy of the foe, and to exploit any opportunity that arises to its fullest. These are duties that often require the presence of very specialised assets, such as a Librarian to ward off the malefic effects of hostile witchery, or a flight of Stormtalon Gunships to execute lethal strafing runs through gaps opened in the enemy's flak screen. It would therefore make little sense for the Adeptus Astartes to deploy their warriors one company at a time, especially when some of them operate far more effectively as specialist support elements to larger forces.

Instead, Space Marines almost invariably deploy in strike forces. Usually centred around a portion of one Battle Company's strength – referred to as a Battle Demi-company – a typical strike force supports its core of Tactical, Assault and Devastator Marines with elements from the 1st Company, the 10th Company and the Chapter Armoury. In this way, a single Space Marine force includes a balanced mix of warriors, transports, specialists, heavy armour, aircraft and reconnaissance troops.

One important factor that determines the way in which strike forces are composed is necessity. The Space Marines fight a war unending against all the myriad foes that their hostile galaxy throws at them. With their warriors stretched thin across war zones often thousands of light years apart, being bound by overly prescriptive formations would spell the Adeptus Astartes' doom. Instead, strike forces allow each Chapter to make the best use of the personnel it has available at the time. They are flexible enough to accommodate all battlefield realities, and are designed to maximise every Space Marine's impact. The Codex Astartes contains long passages upon the formation and deployment of strike forces. Included are a number of templates, each of which is considered a Codex-approved strike force. Where at all possible, most Chapters will follow these templates as closely as they can.

The Gladius Strike Force is one of the most commonly seen of these formations, and is estimated to account for over half of all the Adeptus Astartes combat deployments currently at large in the galaxy. However, many other strike force templates exist, from the entirely airborne Javelin Strike Force, to the massed firepower of the Hammerblow Strike Force. Following Guilliman's example, further strike force templates have been penned by talented Chapter Masters and ratified by the Adeptus Terra, a prime example

being the potent Strike Force Ultra. Many Chapters also maintain their own unique strike force models, named to honour their Primarch and centred around his teachings. Famous examples include the Dorn's Shield Strike Force of the Imperial Fists, or the Khan's Lance Strike Force often deployed by the White Scars. Whatever their provenance, strike forces make the most of the Space Marines' strengths, and ensure that they are never caught unprepared to face the foe.

CAMPAIGN BADGES

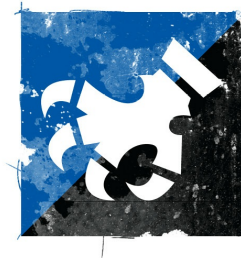
When formed into a single army, disparate Imperial forces often display a unifying campaign badge. Space Marines normally paint these symbols onto the hulls of their vehicles and the greaves of their armour, and sometimes retain them as badges of honour. The designs vary greatly, but usually incorporate a geometric shape and an icon. The badge's colours may reflect the war zone in question, or be tied to other Imperial heraldry.



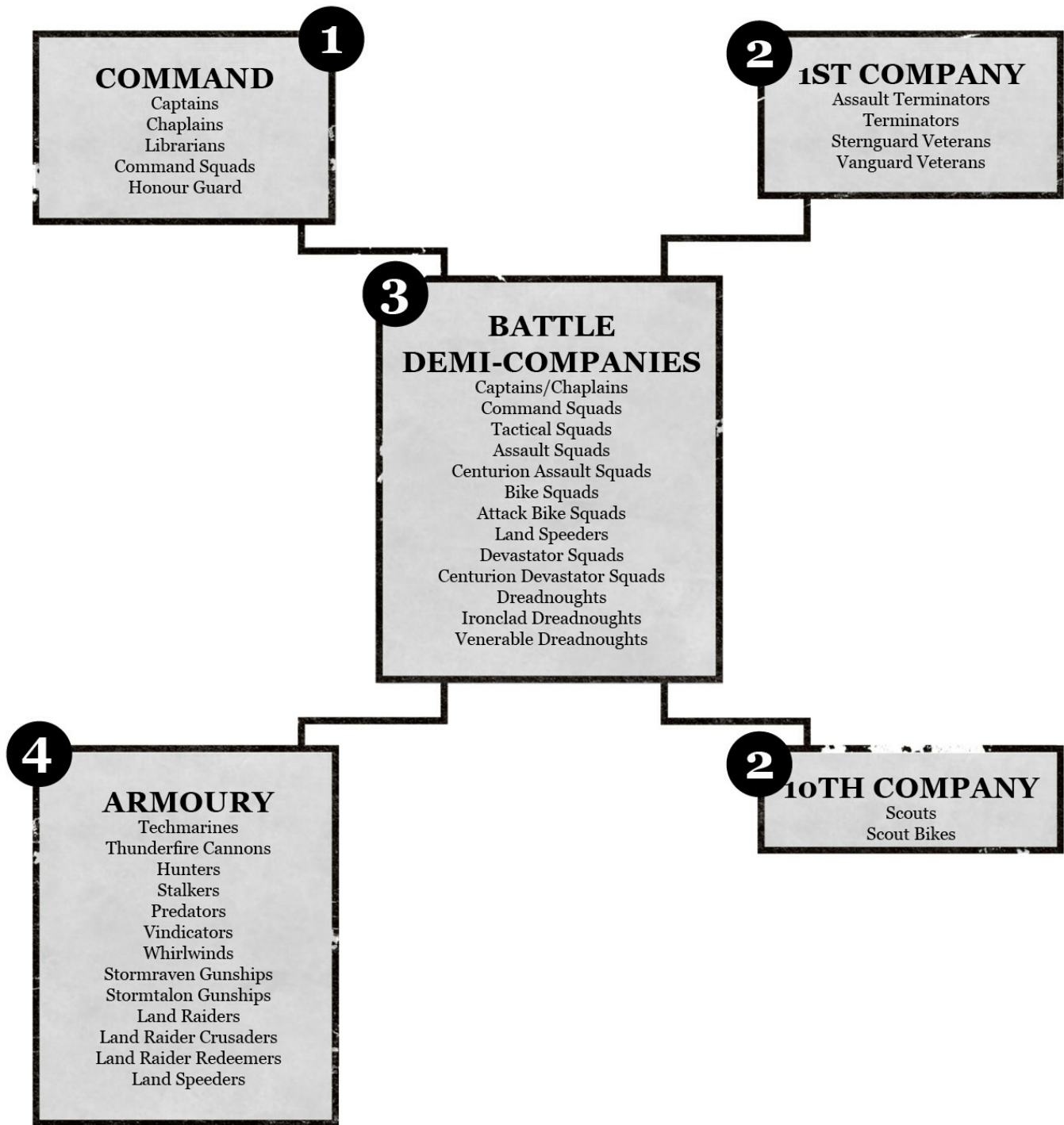
Shadowfall Invasion campaign badge



Damnos campaign badge



GLADIUS STRIKE FORCE



1. The larger a Gladius Strike Force is, the more command elements it requires to maximise strategic oversight. However, the force's overall commander is always decreed by the Chapter Master.
2. Gladius Strike Forces are typically supported by elements of the 1st and 10th Companies. However, exactly how many personnel they gain from these companies varies, depending not only upon the strike force's mission parameters, but on who is actually available at the time.
3. Each Gladius Strike Force is based around a core of one or more demi-companies. These are always drawn from the 2nd, 3rd, 4th and 5th Companies, never the reserves,

and each is led to war by at least one Space Marine Captain or Chaplain.

4. It is a rare Gladius Strike Force that deploys without at least some vehicles and Techmarines from the Armoury in attendance. It is common for squads in a strike force to be deployed with dedicated transports to provide greater tactical flexibility, but the precise composition of this armoured support depends upon availability and the mission at hand.

In early M36, the then Chapter Master of the Ultramarines, Ollonius, received a fragmented Imperial distress call from Sylphis II. Faced with sparse intel on the nature of the threat, Ollonius had to maximise the flexibility of the Ultramarines' response. He therefore assembled a Gladius Strike Force. Command was given to 3rd Company Captain Calistes, supported by Chaplain Gaius. Drawing on available forces, the strike force incorporated a Battle Demi-company of the 3rd, three squads of 1st Company Terminators, three squads of 10th Company Scouts, and several tank squadrons under Techmarine Agmannus. Upon making planetfall on Sylphis II, Calistes and his men found the world beset by greenskins, but with each component of the strike force working in perfect concert, the Ultramarines were able to purge the world of its xenos invaders.

THE CHRONICLE OF HEROES

For ten thousand years, the Adeptus Astartes have shielded Mankind from the dangers of a hostile galaxy. The roars of boltgun and battle cry have echoed down through the ages of the Imperium, bringing hope to Humanity and terror to their foes. Now, as the darkness rises all around and Humanity faces its last, greatest battle to survive, the Space Marines are needed as never before.



M31

THE HORUS HERESY

Warmaster Horus turns traitor, bringing the Emperor's realm to the brink of annihilation.

THE SCOURING

The vengeful survivors of the Space Marine Legions hound the surviving traitor forces all the way to the Eye of Terror. So begins the long war with Chaos that will last for millennia.

THE SECOND FOUNDING

Roboute Guilliman summons his brother Primarchs to Terra. There he presents his Codex Astartes, and counsels that the Legions must be broken down into Chapters. Dorn, Vulkan and Leman Russ vehemently oppose this motion, while Corax and the Khan side with Guilliman. With tensions rising, it appears as though the Imperium has survived one civil war only to be plunged into another. However, at the eleventh hour Rogal Dorn relents, recognising that his actions are motivated by pride and anger instead of reason. With disaster averted, the Second Founding takes place, and dozens of new Space Marine Chapters are born.

M32

THE RAVENS' FATE

A sudden degeneration afflicts the gene-seed of the Raven Guard, causing organs to fail and implants to be rejected. From this time onward, the Raven Guard are forced to rely on gene-seed stocks from Terra, a factor that slows the Chapter's recruitment rates significantly but does not curtail their willingness for battle.

M34

THE HOWLING

The Black Templars free thirteen hundred planetary systems from the psychic tyranny of the Cacodominus. The monster's death scream is so terrible that it distorts the Astronomican itself.

M38

FIRESTORM

A Daemoninc incursion overruns Innocence III. Dropping from orbit, the Salamanders' 6th Company endure terrible casualties in order to defend the planet's three remaining shrine cities and their civilian populace. With the cities safe, the vengeful Salamanders purge the Daemons from Innocence III with fire and blade.

M40

THE SIEGE OF HADDRAKE TOR

The Imperial Fists besiege a Chaos stronghold on Haddrake Tor. After 1st Company Captain Kleitus is killed in a teleportation mishap, Sergeant Lysander takes up the fallen hero's weapon, the Fist of Dorn, and swears vengeance. He smashes down the gates to the heretic fortress and leads his beleaguered brothers to victory against the odds, and is named 1st Company Captain just days later.

BATTLE FOR COLUMNUS

The forge world of Columnus is set upon by a vast Ork Waaagh!. Aiding the Technomagi in its defence are elements of the Iron Hands and Raven Guard. The battle for Columnus is horrifically costly, largely thanks to the callous defensive strategies of the Iron Hands. Though victory is secured, rumours persist about the fate of the Raven Guard, supposedly wiped out while serving as unwitting bait in an Iron Hands trap.

M41

THE GAUDINIAN SNARE

On Gaudinia Prime, a Slaaneshi Daemon lord and his minions attempt to turn the Iron Hands to Chaos by unleashing a mutagenic spell into the Space Marine ranks. Fuelled by the Iron Hands' own repressed rage, the spell wreaks absolute havoc, escalating quickly towards disaster. It is only stopped when Kardan Stronos orders his brothers to disengage inhibitor protocols and free their anger upon the foe. Rallying, the surviving Iron Hands purge their enemies with uncharacteristic zeal.

RAVENS' WRATH

After their Scouts sabotage the enemy's orbital defences, a force of over three hundred Raven Guard fall upon the heretic fortress world of Obdurus. Waves of Assault Marines drop from low-flying Stormravens, overrunning the foe's defences and conquering Obdurus in less than a day.

SLAYING THE BEAST

The vast Chaos battleship *Stormbeast* wreaks havoc upon the Rhegas System. In a daring assault, Crimson Fist Terminators teleport onto *Stormbeast's* command bridge and, despite heavy casualties, succeed in slaughtering its renegade crew. Blasting the helm stations to wreckage, the Terminators teleport to safety seconds before *Stormbeast* ploughs into the moon of Tylos and is obliterated in a column of nuclear fire.

THE GREAT KHAN'S GLORY

THE CORINTHIAN CRUSADE

Marneus Calgar leads the Ultramarines, Angels of Absolution, Lamenters, Silver Skulls, Scythes of the Emperor, Marines Errant and fifty Imperial Guard regiments to victory against the Orks of Waaagh! Skargor.

THE DAMOCLES CRUSADE

The Tau 2nd Sphere expansion pushes into Imperial space, and the xenos colonise a great many human worlds. The White Scars and Novamarines Chapters lead a massive retaliatory crusade against them. The Tau are driven back by the heroics of the Adeptus Astartes, who pursue their foes across the breadth of the Damocles Gulf.

BATTLE FOR MACRAGGE

Hive Fleet Behemoth ploughs into Ultramar, falling upon Macragge, home world of the Ultramarines. Only the wholesale sacrifice of the Chapter's 1st Company, coupled with the masterful strategies of Marneus Calgar, eventually sees the xenos threat annihilated.

THE PRIMARCH'S LEGACY

Vulkan He'stan, Forgefather of the Salamanders, tracks the Gauntlet of the Forge to the stronghold of the Eldar pirate lord, Iath Bloodweaver. A shockingly violent battle ensues, but He'stan secures his prize.

SIEGE OF ZALATHRAS

GLORY TO CHRONUS

On the world of Ironblood, Brother-Sergeant Chronus leads a vast force of Ultramarine and Cadian tanks against the Daemon Engines of Warpsmith Grathax. The sweeping plains around Ironblood's capital city shake with the fury of three days of solid slaughter. Daemon Engines rip Imperial tanks apart and devour their screaming crews; lasblasts and shells smash Warp-forged engines to scrap. When the smoke finally clears, Chronus' forces stand victorious amid a tank graveyard so huge it can be seen from space.

FIRE AND BLOOD

During the fierce fighting of the Vinculus Crusade, a young Black Templars Initiate named Grimaldus distinguishes himself with his courage and zeal. He is taken into the Reclusiam, where his faith flourishes like never before.

LAST STAND ON BALAMARKOS

THE ADAMANTINE LINE

During fierce fighting on Bleakfrost, an Ork horde overruns the last Imperial defence line. Dropping from orbit, the Novamarines deploy a thin line of Devastators and Sternguard into the mile-wide breach. Through tenacity and firepower, the Novamarines hold the line for six hours until Titans arrive to throw the Orks back.

THE KRANDOR REBELLION

The Alpha Legion whip the populace of Krandor into open rebellion. A combined force of Imperial Fists, Fire Lords and Revilers are despatched to deal with the threat. Finding the

world beyond redemption, they extract vital relics before subjecting Krandor to Exterminatus.

ASSAULT ON BLACK REACH

Captain Sicarius of the Ultramarines 2nd company leads his brothers to war against Waaagh! Zanzag on the hive world of Black Reach. After days of brutal battle, Sicarius ends the greenskin threat by hunting down Warboss Zanzag and slaying him in single combat.

THE HERACLAD MASSACRE

The Kabal of the Black Blade descend upon the city of Heraclad. However, instead of terrified civilians, the Dark Eldar find the city already evacuated and the Raven Guard 1st and 6th Companies waiting in ambush. By dawn, the Dark Eldar are no more.

THE LIBERATION OF QUINTUS

After long years of pursuit, Kor'sarro Khan hunts the Daemon Prince Voldorius to the world of Quintus. Here he forges an unexpected alliance with the Raven Guard of Shadow Captain Shrike. The two Chapters' warriors set their differences aside to launch a crushing assault that sees Voldorius defeated.

THE HUNTERS HUNTED

Amid the scalding mists of Volghast, the White Scars and the Tau of Vior'la Sept do battle. The two forces stalk each other through the mists, circling and feinting amid the sporadic echo of fierce gunfire. Following the prescient visions of Librarian Kaljuk, the White Scars finally spring a deadly ambush, crippling the Tau transports and massacring their stranded foes wholesale.

THE BATTLE OF ORAR'S SEPULCHRE

Marneus Calgar and a force of Ultramarines hold the steps of Orar's Sepulchre against an Eldar warhost. The battle rages for two full days before Calgar fells the Avatar of Khaine in single combat.

GODSLAYERS

The planet Shemnoch plays host to a desperate battle between the Iron Hands and a mighty legion of Necrons. At the battle's height, a Transcendent C'tan rampages through the Space Marine ranks, but is brought down by the massed firepower of the Chapter's Dreadnoughts.

THE BADAB WAR

The Astral Claws Chapter is led into rebellion by their master, Lufgt Huron. The Salamanders 2nd Company under Captain Mir'san join several other Chapters in a brutal war intended to bring the renegade Chapter Master to heel.

SLAUGHTER ON SCHRÖDINGER VII

Necrons attack Schrödinger VII, and Marshal Helbrecht leads a force of Black Templars to purge the xenos. However, he finds himself pitted against the strategic genius of Imotekh the Stormlord. Ambushed and outmanoeuvred, Helbrecht meets Imotekh in single combat. Yet here, too, the Marshal is bested, Imotekh taking his hand but leaving him to live as a mark of shame.

THE WORLD ENGINE

The Vidar Sector is annihilated by the Necron World Engine. After a ferocious battle, a coalition of Chapters is able to destroy it. However, victory is only secured thanks to the noble sacrifice of the entire Astral Knights Chapter.

THE 2ND WAR FOR ARMAGEDDON

Waaagh! Ghazghkull breaks like a storm upon the hive world of Armageddon. The Salamanders, Ultramarines and Blood Angels rush to the aid of Armageddon's beleaguered defenders, and – after months of grinding, brutal war – are instrumental in the defeat of the Waaagh!.

TU'SHAN UNBOWED

During fierce fighting on Killeneth, Chapter Master Tu'shan of the Salamanders is caught in the fiery blast of a Hellhound flame tank. The rebels' cheers falter as Tu'shan strides unharmed from the inferno and smites the tank to ruin. Believing their foe's leader to be invincible, the rebels' morale collapses. They surrender within the day.

AN UNEXPECTED ALLIANCE

When the Tau attempt to colonise the world of Malbede, Marneus Calgar leads a force of Ultramarines to drive them back. The ensuing war awakens a Necron tomb complex, long dormant beneath Malbede's surface. As android killers rise up from below, the Ultramarines and Tau are forced to suspend hostilities, joining forces to combat this new threat. After several battles, in which the allies gain grudging respect for one another, it becomes apparent the Necron threat is too great. Calgar subjects Malbede to Exterminatus, but not before allowing the Tau to evacuate.

THE CRUSADE OF THUNDER

After his stubborn pride causes the Imperial Fists unnecessary losses on Taladorn, Captain Lysander is tasked with leading the Crusade of Thunder as penance. The battles that follow see Lysander redeem himself, first against the Orks of the Galadorn Rift, then later against Warsmith Shon'tu of the Iron Warriors.

THE DAMNOS INCIDENT

Necrons awaken on Damnos, and Captain Sicarius leads his company to relieve the besieged defenders. However, it quickly becomes clear that Damnos is already lost. The

Ultramarines evacuate everyone they can, suffering heavy losses to ensure the safety of the refugees.

CONQUEROR'S FALL

The vengeful Marshal Helbrecht leads his warriors in an audacious boarding assault against Imotekh the Stormlord's flagship, the *Inevitable Conqueror*. This time it is the Stormlord's turn to know defeat, forced into ignominious retreat before the Marshal's zealous assault.

IN BLOOD AND SHADOW

The Mortifactors and the Raven Guard make planetfall on Rhorsch. Working in concert, they begin purging the world's floating temples of the blood-cults that have infested them. In response to this invasion, a vast tide of Daemons floods through the fire-jungles to surround the Space Marines. While the Mortifactors fight a selfless rearguard action, Shadow Captain Rykas leads his warriors into the Grand Temple to slay the High Bloodcaller and bring an end to the heresy for good.

THE RUSTHUNT

On Knarr, the Dark Hunters battle the ramshackle blitz brigade of Blood Axe Tank Boss Badfragg. Using the world's blizzards to their advantage, the Space Marines fight a hit-and-run war that slowly whittles away the foe, though Badfragg himself escapes at a cost of many Space Marine lives.

THE RYNN'S WORLD DISASTER

THE 2ND TYRANNIC WAR

Like a recurring nightmare, the Tyranids attack the galaxy once again. Tendrils of Hive Fleet Kraken drive deep into the Imperium, devouring whole worlds as they go. During desperate fighting, both the Lamenters and the Scythes of the Emperor are brought close to complete destruction.

THE NIMBOSA CRUSADE

Working alongside the Imperial Fists and the Imperial Guard, the Black Templars launch a violent assault to retake Nimbosa from the expansionist Tau. The xenos fight furiously to retain their prize, but after the Black Templars capture their orbital defences, the planet's Tau garrison is overrun by an Ultramarines assault force.

TEMPORTUS

Bloody but unbowed, the Crimson Fists purge Ork pirates from the world of Temportus.

THE BATTLE FOR GOLGOTHA

Marshal Actoan leads a Black Templar purge of greenskins on Golgotha.

THE DEFENCE OF MIRAL II

Imperial Fists under Captain Lysander battle a tendril of Hive Fleet Leviathan on Miral II. Amid hellish jungles, the sons of Dorn hold their defensive line against all odds, grinding the xenos down over seven days of gruelling war.

THE TORHAVEN INCIDENT

Responding to reports of Genestealer cult activity on Torhaven, the Ordo Xenos despatch a Deathwatch Kill Team to exterminate the threat. Unbeknownst even to the Inquisition, Torhaven's equatorial fortress conceals a secret cache of Ultramarine gene-seed, an incalculably precious asset that cannot be allowed to fall into alien hands. Thus, the Kill Team is joined by Chaplain Cassius himself, the Ultramarines hero leading his brothers in a series of desperate battles to purge the xenos from Torhaven.

THE 3RD WAR FOR ARMAGEDDON

Ghazghkull Thraka returns to Armageddon at the head of a vast Ork Waaagh!. Over twenty Space Marine Chapters rush to the planet's aid, including the White Scars, Doom Eagles, Exorcists and Salamanders. High Marshal Helbrecht declares a crusade to free Armageddon from the scourge of the Orks, leading every Black Templar available into the growing maelstrom of war.

AGAINST THE TIDE

Across the galaxy, a tide of war engulfs world after world. The Adeptus Astartes respond with courage, determination and righteous wrath. Led by the vengeful Captain Sicarius, a vast Imperial army returns to Damnos and drives the Necron threat from that world forever. Huron Blackheart leads a vast Chaos warhost out of the Maelstrom against the Chogoris, Kaelas and Sessec systems, only to find himself opposed by combined elements of the White Scars, Storm Lords and Doom Legion. Ultramar, too, comes under sudden traitor assault by the hordes of the Daemon Prince M'kar the Reborn. While Marneus Calgar and the Ultramarines 2nd Company battle M'kar on Talassar, desperate conflicts engulf Quintarn, Calth, Espandor and Tarentus. Imperial reinforcements pour into the war zone, but Ultramar remains hard-pressed. Worse is to follow as the Eye of Terror vomits forth the largest Chaos incursion since the Horus Heresy, Abaddon the Despoiler leading his 13th Black Crusade against the Cadian Gate. Dozens of Space Marine Chapters respond to the threat, rushing to commit their strength to the rapidly escalating war. Blood flows in rivers, the fires of destruction burn ever higher, and the shadows gather close. Everywhere, the Emperor's Finest stand fast, determined to save the Imperium or die in the attempt.



CAPTAINS

Amid the fire and thunder of the front lines, Space Marine Captains set a peerless example to their brothers as they carve down one enemy after another. Each Captain is a skilled warrior, a veteran of hundreds of battles who has slain whole armies of foes during his celebrated career.

Clad in their personalised heraldry, wielding ancient relic weapons, some of which date back to days of the Heresy itself, Space Marine Captains are amongst the most inspirational figures in the Imperium. Each is a skilled orator and strategic genius who leads his brothers to victory time and again. A company's warriors obey their Captain's orders without question or hesitation, trusting in his many decades of experience to conduct them. The Captain's guidance increases the value of his battle-brothers tenfold, and he justifies their faith in him with every command.

The ancient rank of Captain has been employed since the days of the Space Marine Legions, but many Chapters also have their own variations upon this title; the Raven Guard, for example, name theirs Shadow Captains, whilst the Black Templars use the epithet Marshal. In addition to their primary rank, each Captain possesses one or more further honorifics depending upon which company he leads. Some, such as the Master of the Watch or Master of Recruits, are common titles dictated by the Codex Astartes, while others, like the White Scars' Master of the Hunt are peculiar to a single Chapter. These titles often bring with them additional duties and responsibilities. For example, the Master of the Fleet must be just that: not only a skilled commander but an expert at void warfare who looks to the upkeep, deployment and – on occasion – command of his Chapter's Battle Barges, Strike Cruisers and escort frigates. Equally, the Master of the Rites has a secondary role that tallies closely with that of the Chaplains of the Reclusiam. To him falls the honour of leading many of his Chapter's most sacred rituals alongside the Master of Sanctity, and it is his responsibility to ensure that all companies are joined by a sufficient strength of Chaplains. Whatever their role, the Captains of the Space Marine Chapters fulfil them with skill and aplomb.

'They shall be pure of heart and strong of body, untainted by doubt and unsullied by self aggrandisement. They will be bright stars in the firmament of battle, Angels of Death whose shining wings bring swift annihilation to the enemies of Man. So it shall be for a thousand times a thousand years, unto the very end of eternity and the extinction of mortal flesh.'

- Roboute Guilliman



CHAPLAINS

To meet the baleful gaze of a Space Marine Chaplain is to know that death itself will soon follow. These terrifying warrior-priests can be found wherever the fighting is thickest, inspiring their brothers to greatness with every thunderous blow and roared exhortation.

The Chaplains of the Space Marines are grim spiritual guardians, whose first duty is to be ever watchful for the dangers of pride, doubt and heresy. Daunting even to their own brethren, Chaplains rely on dogma and liturgy to keep their brothers from spiritual corruption.

It is the Chaplains who bear responsibility for their Chapter's Reclusiam, a site of deep spiritual significance normally located at the heart of their fortress monastery or flagship. Here, under the auspices of the most senior Chaplain, the Master of Sanctity, the Chapter's relics are kept. These are ancient blades, helms, scrolls and the like said to have belonged to vaunted heroes of the Chapter or, in some cases, to the Primarchs themselves. Here also are the Chapter's sacred rites observed. These ceremonial traditions and the revered treasures held within the Reclusiam remind the Chapter of the ancient legacy they uphold with every battle they fight.

The first Space Marine Chapters were founded centuries before the development of the Imperial Cult or the Adeptus Ministorum. With the lone exception of the Black Templars, Space Marines have never acknowledged the doctrines or religious supremacy of the Ecclesiarchy. Space Marine Chaplains care little for the ravings of the Ecclesiarchy's priests, and ignore the dictates of the Imperial Creed in favour of their own ancient traditions. While the Adeptus Ministorum has gradually extended its influence throughout the galaxy, it has failed to sway the Space Marine cults, which remain as stubbornly independent as they ever were in millennia past.

'To the darkness I bring fire. To the ignorant I bring faith. Those who welcome these gifts may live, but I will visit naught but death on those who refuse them.'

- Chaplain Grimaldus



COMMAND SQUADS

Wherever battle rages hottest, wherever enemy fire falls like rain and victory rests on the edge of a knife, there can be found the warriors of the Command Squad. These grizzled Veterans accompany the heroes of the Adeptus Astartes to war, their specialised skills augmenting those of their commanding officer. Such a position brings glory and danger in equal measure, but the warriors of the Command Squads welcome both.

The composition and armaments of a Command Squad vary. Many include the Company Standard Bearer, who holds aloft the finely woven banner to inspire his brothers. Command Squads often benefit from the skills of an Apothecary, these courageous field-surgeons facing the full heat of battle, their nartheciums healing even grievous injuries, and their vials of combat stimms and anticoagulants quickly getting wounded brothers back into the fight. They also administer the Emperor's grace to those beyond help, extracting the progenoid glands containing the gene-seed so that the Space Marine's legacy might live on. Command Squads frequently also boast an honoured Company Champion. Usually the company's finest swordsmen, these proud warriors defend their brothers' honour by slaying the greatest heroes of the foe in single combat. In this role they are in their element, proving their heroism with every flourish, cut and parry.

GENE-SEED

Space Marines are engineered to be stronger, faster and tougher than any normal man, able to endure the harshest conditions without concern. At the heart of this transformation is the genetic material known as gene-seed, the biological inheritance that is shared by every Space Marine – past and present – of each Chapter.

Gene-seed is a finite resource, for it is a direct by-product of the experiments that led to the creation of the Primarchs. In a very real sense, the blood of the Primarchs flows through each Space Marine's veins. It is a Chapter's single most valuable asset, for only it allows the creation of more battle-brothers.

Prospective Space Marines must always be chosen as youths, before they become too mature to accept the gene-seed organs that turn them into superhuman warriors. Worthy Aspirants whose bodies reject the implants are, at best, destined to spend the rest of their lives as Chapter serfs or Servitor-menials; at worst, a painful and ignominious death awaits them.



TACTICAL SQUADS

Tactical Marines advance into battle, their bolters spitting fury, their foes scattering before them like ashes in a gale. Where knots of enemies gather to fight back, flamers whoosh and heavy bolters roar their catechism of death. Where armoured elites offer resistance, plasma and melta guns reduce the foe to smouldering embers. Even hulking battle tanks and rampaging monsters cannot defeat these noble champions of Humanity, for with krak grenades and heavy weapons fire all such threats are laid low.

Tactical Squads are the most numerous and strategically versatile warriors in a Space Marine Chapter. Tactical Marines are equal to any task, whether it be closing on a vital objective with foes on every side, or holding the line to the last while civilians scramble to evacuate at their backs. A battle-brother can join a Tactical Squad only when he has first ascended through the ranks of the Scout, Devastator and Assault Squads, meaning that these courageous warriors are experts in every field of warfare. Led by grizzled sergeants – many of whom are seconded from the 1st Company – these squads possess the accumulated wisdom and skill necessary to deal with any situation, no matter how dire. Combined with the array of specialist weaponry they are able to bring to bear, there is no threat in the galaxy over which the Tactical Squads of the Space Marines cannot triumph.

*'They shall be my finest warriors, these men who give themselves to me.
Like clay I shall mould them and in the furnace of war
I shall forge them.
They will be of iron will and steely muscle.
In great armour shall I clad them and with the mightiest guns shall they
be armed.
They will be untouched by plague or disease, no sickness will blight them.
They will have tactics, strategies and machines such that no foe will best
them in battle.
They are my bulwark against the Terror.
They are the Defenders of Humanity.
They are my Space Marines
...and they shall know no fear.'*

- The Emperor of Mankind



ASSAULT SQUADS

The howl of jump pack turbines heralds the meteoric descent of the Assault Marines. Plunging from the sky with bolt pistols blazing, they slam into their foes like a hurricane of destruction. Screaming victims are thrown to the ground, bodies crushed beneath ceramite boots, chests ripped open by snarling chainswords. Within moments the killing is done, and the Assault Marines bound onwards, leaving behind them a ragged wound torn in the enemy's battle line.

The Codex Astartes dictates that Assault Marines should be unleashed upon the foe in the first wave of an attack. Their duty is to fall upon the weakest points in the enemy lines, carving a path through their shocked victims and throwing the enemy's plan into confusion before it has even got underway. Such tactics are unsubtle, but undoubtedly effective. They are not, however, the limit of an Assault Squad's uses. Assault Marines often equip jump packs that afford them unmatched speed and manoeuvrability. Thus armed, these squads can also act as swift flanking forces, ambushers, highly mobile strategic reserves, or as the killing edge of a counter-attack that will sweep the foe away like a sudden, apocalyptic storm.

POWER ARMOUR

The enclosing suits of armour worn by Space Marines are made from thick ceramite plates and would be cumbersome but for electrically motivated fibre bundles that replicate the movements of the wearer and supplement his strength. The last organ to be implanted in a Space Marine – the black carapace – rests beneath the skin, and is fitted with neural sensors and transfusion ports. These plug-in points mesh with Space Marine power armour, linking the wearer's nervous system to his suit's mind-impulse controls, turning the suit into a second skin that moves with all the speed and precision of the battle-brother's own body. Without the carapace, Space Marine armour is almost useless, and it is therefore the most distinctive feature of a Space Marine and the true mark of the Adeptus Astartes.

There are several marks of power armour, whose appearances differ significantly. Many older marks have special associations for certain Chapters and are often worn by their ceremonial guards or elite units.

Power armour is maintained by skilled artificers, servants who spend their lives working for the Chapter. Elements of ancient armour are religiously hunted down, for they carry both the history of the Chapter and the deeds of heroic individuals. Such pieces are lovingly restored and

painstakingly engraved with new designs. As a result, it is quite common to find power armour that combines pieces from different marks, every greave and gorget a recollection of mighty deeds and battles won.



ASSAULT CENTURIONS

Into the storm of battle march the Assault Centurions, servos whining in their mighty armour, rubble crunching beneath their heavy tread. Encased in exoskeletal Centurion warsuits, these hulking assault specialists are protected from all but the most overwhelming enemy firepower. Even a direct hit from heavy artillery will do little more than stagger a Centurion, and small arms fire patters from their armoured hides like hail.

Assault Centurions deploy where resilience and capacity for destruction are more important than speed. They excel amid fortified battle zones and the most brutal of sieges, where sight lines are crowded and routes of advance too constrictive to deploy tanks or Dreadnoughts. Striding toward the foe, the Assault Centurions rake their enemies with bolt shells and fiery blasts. Barricades are smashed down with contemptuous ease, and as the enemy's fortress walls loom, the Centurions' siege drills roar to life. These weapons are capable of reducing enemy warriors to a flesh-and-blood blizzard with a single blow, and can make short work of even the thickest ferrocrete bulwarks. In moments, the Assault Centurions force a breach, their brothers pouring in around them as they stride into the heart of the enemy's stronghold like conquering kings.

*'Look to your battle-gear and it will protect you
We guard it with our lives
Your armour is your Soul, and your Soul's dedication its armour
The soul of a warrior is the shield of Humanity
Honour the craft of death
Only the Emperor is higher in our devotion
Honour the battle-gear of the Dead
We ask only to serve'*

- Part of the Warrior's Catechism of Worship



SPACE MARINE BIKES

Space Marine Bikes race into battle to the throaty roar of engines. Whether sweeping wide around the enemy's flanks, or punching like a hurled spear into the heart of the foe, the resilience and firepower of these swift steeds has been the doom of Mankind's enemies on countless battlefields.

Space Marine Bike Squads serve a wide variety of strategic uses. Some Chapters employ them to perform reconnaissance manoeuvres, or as hit-and-run raiders behind enemy lines. Others field their bikes as outriders for armoured columns, scouting ahead for potential ambush sites and guarding the tanks' flanks and rear from assault. Some Chapters have even been known to use their Bikers to spearhead line-breaking assaults, a role in which the White Scars, Iron Hands and Howling Griffons Bike Squads excel.

When expecting heavy resistance, Bike Squads incorporate Attack Bikes into their ranks. Fitted with an armoured sidecar and pintle-mounted heavy weapon, these vehicles strike down enemy war engines or massed infantry with ease. So effective is this combination of firepower and speed that many Chapters field whole squadrons of Attack Bikes, using them as highly mobile fire support.

It is when Bikes and Attack Bikes fight as one that their impact is greatest. At the battle of Thundershriek Pass, a force of just twenty Ultramarines Bikers and six Attack Bikes ambushed, and then annihilated, a warband of Thousand Sons Chaos Space Marines several times their number. Speeding around their ponderous foes, the Bikers whittled them away over several hours of fierce fighting until, despite heavy casualties, the Ultramarines emerged battered but victorious.

'Use your Bike Squads as a blade, striking the enemy and turning aside his counter-blows in equal measure. But in all things, beware that speed is nothing without direction, just as the mightiest weapon is worthless without careful aim.

A Biker's stance should always be resolute and dauntless, but never immobile or rigid. Speed is his advantage, and surprise his deadliest weapon. In fluidity he will find success, and in success shall he find renown.'

- Roboute Guilliman, from the Apocrypha of Skaros



LAND SPEEDERS

Skimming over the battlefield at breakneck speeds, Land Speeders bank and roll with incredible agility. Able to navigate tangled urban ruins, narrow-sided canyons, and even to weave through dense forest canopies, the Land Speeder possesses unrivalled manoeuvrability. This is enhanced by the superhuman reflexes of its Space Marine crew, and capitalised upon through the incorporation of resilient, if light, armour and an arsenal of heavy weapons. Depending upon its armaments, Land Speeder squadrons serve as infantry-killing assets, opportunist tank hunters, or fast-moving strike squadrons able to reconnoitre in force and plug gaps in the Adeptus Astartes battle line.

The Land Speeders in service in the 41st Millennium are all based on a Standard Template Construct design that employs ancient technology to defy the pull of gravity. However, different marks of Land Speeder exist. The Land Speeder Tornado is one common variant, mounting additional anti-personnel firepower – usually an assault cannon – on its armoured nose. The Land Speeder Typhoon is another example, its heavy missile launcher arrays transforming it into a fast-moving support platform that can tear apart infantry formations and even pose a threat to heavy battle tanks.

Whatever their mark and armament, Land Speeders are always in great demand by forces in the field. In fact, it is a rare day indeed when even half of a Chapter's Land Speeders are at rest within the repair bays of the Armoury. Whether employed as reconnaissance elements, providing fire-support for fast-moving assault forces, or lurking amid low cloud-cover as an armoured ambush reserve, Land Speeders give a strike force commander additional strategic versatility. Their speed and agility, coupled with the fearless piloting of their Assault Marine crews, means Land Speeders strike hard and fast, often from an unexpected quarter. With these high-velocity tactics, Land Speeder squadrons sow panic and confusion amongst the foe, leaving them wide open to be destroyed.



DEVASTATOR SQUADS

The world turns to flame as the Space Marine Devastators open fire. Missiles shriek into the midst of the foe, exploding with ferocious force. Searing blasts of plasma melt through armour and flesh, leaving vitrified craters where enemies once stood. Lascannon beams punch through the thickest armour. Heavy bolter rounds blow luckless warriors apart in showers of gore. The hum of grav-cannons rises to a crescendo as they flatten their targets into unrecognisable paste. Soon, all that remains of the Devastators' targets is a scorched, corpse-strewn ruin.

The Codex Astartes dictates that, upon completing his training in the 10th Company, a newly initiated battle-brother must be promoted to the ranks of the Devastators. These squads fight primarily in a supporting role, covering their brothers' attack or retreat with their array of heavy weapons. A newly elevated Devastator Marine is issued with the noble boltgun, and is put to work defending and assisting his more heavily armed brothers. Only once he has proven steady under pressure is a battle-brother issued a heavy weapon from the Chapter Armoury. Thus armed, the Devastator lays low his targets with overwhelming fire, delivering the Emperor's judgement from afar.

'Discipline. Duty. Unyielding Will. These are the measures by which every warrior is judged. Unarmed, a warrior with these qualities will still find victory, no matter how long and arduous the path. When girded with the sacred armaments of the Adeptus Astartes, such a warrior becomes truly indomitable.'

- Rogal Dorn



DEVASTATOR CENTURIONS

Devastator Centurions pound their enemies with a remorseless, relentless rain of fire. Bloody havoc is wrought upon anything that falls within the Centurions' targeting reticules. The pilots' marksmanship is augmented by the grim machine spirits of their warsuits, decimator protocols guiding servo-assisted recoil absorption and oracular auto-targeting to ensure the Centurions maintain a punishing rate of fire. Return fire is a futile gesture, akin to flinging stones at a fortress, for should the enemy launch an assault in an attempt to silence the Devastator Centurions' guns they must contend with the suits' massive strength and the pilots' skill at arms.

The only real weakness of Devastator Centurions is their lack of pace. The Codex Astartes thus recommends their deployment in fixed positions with good lines of fire. From such a vantage point, the extreme firepower of a Devastator Centurion Squad can annihilate great swathes of advancing foes, or batter down the mightiest fortifications. Should swift relocation then be required, Stormraven Gunships swoop down and snatch the Centurions from the jaws of danger, redeploying them to a new vantage point from which to castigate the foe.

'Identify your target. Concentrate your fire on it to the exclusion of all else. When it is destroyed choose another target. That is the way to secure victory!'

- The Tactica Imperium



TERMINATORS

Near invincible and utterly indomitable, Terminators undertake those missions that even their power-armoured brethren cannot. Whether it be an unsupported strike into the heart of an enemy fortress, or hunting super-heavy war engines on foot, these heroic 1st Company Veterans are equal to the task. The Terminators' armour provides such potent protection that, aside from horrendous levels of punishment from incoming enemy fire, it can even withstand the extreme pressures of teleportation. Rumours abound of Terminators crushed beneath fallen buildings, or even trodden on by enemy Titans, only to rise once more with guns blazing.

Typical Terminator Squads are equipped with an array of ranged weaponry and crackling power fists. These armaments allow them to mow down their foes with overwhelming volleys of missiles, bolts, assault cannon rounds and roaring flames, before punching to death anything fortunate enough to have survived. Terminator Assault Squads, meanwhile, take an even less subtle route and forgo ranged combat altogether. Instead, they carve their way into the enemy with lightning claws and thunder hammers, deflecting enemy fire with their towering storm shields. This combination is especially effective in the close confines of boarding actions or tunnel-fighting, where a single Terminator Assault Squad can slaughter many times their number of foes without taking a single casualty.

CRUX TERMINATUS

The left shoulder pad of a suit of Terminator armour carries the large solid stone icon known as the Crux Terminatus – this doubles as both a company marking and as a badge of honour.

Each Crux is reputed to have bound within its core a tiny fragment of the battle armour worn by the Emperor during his epic duel with Horus the Arch-Traitor ten thousand years ago.

The design of this ancient badge can vary considerably, even within a single unit or Chapter. Those of sergeants and officers tend to be more elaborate and finely detailed than those worn by normal battle-brothers, but all are venerated equally. To lose even a single Crux in battle is to betray the Emperor's trust and bring great shame upon the entire Chapter.





VETERANS

None can stand before the unquestionable might of the 1st Company Veterans. Masters of warfare with decades, often centuries, of experience in the field, Veteran Squads fight with a cohesion and surety that is unmatched among their foes. These warriors have earned their pick of the finest weapons from the Chapter Armoury, and are trusted to enact whatever combat doctrines they see fit. Possessing a flair for incredible heroics, these warriors are capable of the kind of deeds that save whole worlds from destruction. They are the pride of their Chapter, and their praises are sung with reverence across the Imperium.

Every Space Marine aspires to join the ranks of his Chapter's 1st Company, and there is fierce competition for the one hundred available places. Most inductees will have demonstrated their worth over long years of service as Sergeants, though there are always a few battle-brothers whose singular acts of heroism see them propelled swiftly into the 1st Company. Regardless of how they achieve this glorious promotion, Veterans are expected to set a faultless example to their brothers, to strive for victory first and personal glory second. This does not prevent a degree of competition amongst the Veteran brothers, of course, but none would ever put their own aggrandisement before the needs of the Chapter.

Though every Veteran is trained to wield any weapon in the Chapter's arsenal, many specialise in one form of warfare, and they are grouped into like-minded squads. The master marksmen of the Sternguard Veterans are deployed wherever the line is thinnest or a priority target is spotted. These warriors are icily calm, standing unflinching against enemy fire and placing each shot with an artist's skill. Sternguard Veterans are issued with bespoke ammunition for their boltguns, such as armour-piercing kraken bolts, or acid-filled hellfire rounds. In addition, they have access to specialist or heavy weaponry, the better to blow apart enemy threats before they reach the Space Marines' lines.

Where the Chapter's brothers teeter on the edge of defeat, or a swift, vicious blow is required to collapse the enemy's defences entirely, that is where the Vanguard Veterans strike. These courageous heroes hurl themselves into the thick of the fray, pistols spitting fury and blades carving crimson arcs through the foe. Heroes all, the Vanguard Veterans are masters of close quarters combat, able to plunge headlong into seemingly hopeless battles and emerge, bloody and triumphant. Shock and speed are weapons the Vanguard use well, falling upon their foes before the enemy is aware of their danger, and butchering them before they can retaliate.



SCOUTS

The thump of exploding fuel dumps, or the sudden hiss and crack of sniper rounds punching through skulls – these are the sounds of Space Marine Scouts at war. Though not yet fully-fledged Space Marines, Scout Squads are still proficient in the use of such varied weapons as shotguns, heavy bolters, sniper rifles and bolt pistols. Some are deployed in swift, hit-and-run raiding parties to sow confusion among enemy supply lines. Others take to concealed vantage points and panic the enemy with long-range sniping, or harass the foe's flanks in order to disrupt their ability to attack or defend.

Space Marine Scouts are expected to learn much during their training, facing a gruelling regime that not all will survive. Not only must they master the biologically engineered enhancements that are at work within their bodies, they also have to learn the litanies of battle that will fortify them spiritually. They must become proficient with many, varied tools of war, and must fight in the shadows of their more experienced battle-brothers until they ascend to join their ranks, or fall in the attempt.

All Scouts learn the art of bike-mounted warfare during their training. Though this form of combat is a risky proposition for these novice warriors, the speed granted by the bikes allows the Scouts to gather intel on enemy movements or launch opportunistic ambushes. Many squads of Scout Bikers also carry locator beacons in order to facilitate drop or teleport assaults behind enemy lines, and packs of cluster mines that can be used to booby-trap the terrain ahead of an enemy advance.

When Scouts are deployed to a battle zone, they will often make use of a transport designed specifically for stealth insertions and fire support: the Land Speeder Storm. This adaptable craft is a light transport variant of the standard Land Speeder chassis, with baffled engines and sophisticated sensor arrays. Used exclusively by Scouts, the Storm provides its passengers with a wide range of strategic options. With its cerberus launcher and heavy bolter, the Storm is able to lay down highly disruptive covering fire, while its jamming beacon prevents enemies from summoning reinforcements. Furthermore, the presence of a Land Speeder Storm ensures that a Scout Squad always has a viable extraction route, should one be required.



DREADNOUGHTS

The ground shakes at the advance of a Space Marine Dreadnought. With its mighty power fist and blazing heavy weapon, this armoured war engine tramples a path of destruction through its foes.

A Dreadnought is essentially an armoured sarcophagus, fitted into a huge bipedal chassis and armed with potent weapons of war. Yet it is not simply a mechanical fighting machine. Interred within the Dreadnought's shell is an ancient hero of the Chapter, a venerated warrior who has suffered mortal wounds. Rather than be allowed to perish, this hero has been recovered from the battlefield and wired into the life-sustaining machineries of the Dreadnought. Thus does the pilot fight on across the ages, in defiance of death. Between battles, he slumbers within his reverently maintained sarcophagus until it is time to be awoken to wrath once more.

Aged even by the standards of their interred brothers, Venerable Dreadnoughts are the most ancient of their kind, their pilots possessing wisdom earned through millennia of war. Ironclad Dreadnoughts, meanwhile, are aggressive, heavily armoured siege specialists, driven by pilots ever hungry for destruction, whose seismic hammers can bring down even the most monstrous enemy fortifications.

With a deafening bang, the Drop Pod's locking bolts blew and its hatches crashed down. Ancient Helias felt the sudden heat of the fierce alien sun as a sharp spike in the data-feed of his sensorium, heard a cacophony of gunfire carried on the hot, dry wind. Autoloaders cycled and servos whined as the Dreadnought strode out and into battle. Augur-inloads pinged, showing his foes as multi-spectrum life signs. A scattering of Chaos Space Marines were rallying to respond to Helias' dramatic drop from orbit, closing in on him from all sides. Death Guard. Good. Helias remembered them of old, remembered the pain as his legs were torn away and his guts opened to the air. He had debts to settle.

Bolt shells clinked and whined off Helias' thick armour plates. Responding with a vox-amplified roar, he pivoted at the hip and let fly with his assault cannon. The weapon howled, and the nearest traitor came apart in a revolting splatter of gore and flesh. Another renegade lumbered forward, power fist raised. Helias' own punch caught the traitor mid-stride, the monstrous blow tearing his victim clean in half. As the corpse crashed to the floor, Helias fired again, and strode to meet his foes. Today, vengeance would be his!



TRANSPORTS

Space Marines are rightly feared for the speed with which their warriors launch into the fray. This is due in no small part to the range of transport vehicles under their command, enabling squads to swiftly deploy and reposition.

Fired from the launch tubes of an Adeptus Astartes spacecraft, Drop Pods plunge through a planet's atmosphere toward the ground far below. Inside, squads of Space Marines grip their restraint harnesses and wait for the moment the pods fire their retro-burners, coming in to land with a resounding boom. The speed of their descent is so great that the foe barely realise they are under attack before the Drop Pods crash down like a meteor storm. Hatches blow open, pneumatic locking bolts releasing with loud bangs moments before the Pods' armoured ramps come down, their passengers storming out into battle. Machine spirits guide the Drop Pods' weapons systems to acquire targets, swivelling menacingly before unleashing a storm of covering fire to support their debarked passengers. Whole strike forces can deploy by Drop Pod in just minutes, annihilating the enemy in a storm of fire and securing vital objectives or establishing beachheads for wider campaigns.

When armoured transportation is required by Space Marine squads already on the ground, it is normally provided by the Rhino APC – the most iconic of all Space Marine vehicles. A redoubtable workhorse based on ancient Standard Template Construct technology, the Rhino is a rugged and dependable vehicle, needing little maintenance and possessing systems so simple that its crew can repair it amid the heat of battle. Many of these transports are relics far older than the warriors who ride within them, and a handful even date back to the days of the Horus Heresy.

Though based on the same template as the Rhino, the Razorback trades a portion of its transport capacity for tank-grade weaponry. This vehicle is especially popular with Command Squads and other small, elite units, for it still possesses space to accommodate them within its hull, but carries a weapon turret which can lay down enough heavy fire to mow down infantry, or blow apart a battle tank. Chapters who utilise massed armour formations such as the Iron Hands or Ultramarines will commonly include Razorbacks within their Rhino formations in order to provide covering fire on the attack.



TECHMARINES

Techmarines are versed in the secrets of the Machine God. They are the only brothers within their Chapter able to maintain the broad variety of weapons, equipment and vehicles that the Space Marines require to wage war. Without their wisdom, their Chapter would soon cease to function as an effective fighting force, meaning that Techmarines are held in the highest esteem by their brethren. Often, these warrior artisans are aided in their endeavours by Servitors – lobotomised cyborgs fitted either with heavy-duty industrial tools or slaved heavy weapons that allow them to provide covering fire for the Techmarine while he effects battlefield repairs.

When a tactical situation calls for sheer firepower over mobility, a Techmarine may bring one of the Armoury's Thunderfire Cannons to war. These colossal, quad-barrelled artillery guns are designed to excel in a static defence role. Each is capable of firing and reloading at a punishing rate, unleashing salvo after salvo of high explosive shells, pounding the enemy into oblivion. Only the brave or the foolish dare advance in the face of such overwhelming and obliterating firepower.

Mounted on rugged track units, Thunderfire Cannons can traverse almost any terrain to reach the optimum firing position. Though they can move under their own power, they are normally deployed via Thunderhawk or Drop Pod, brought in when Space Marine forces need to crack a foe's defensive position or halt a sudden enemy breakthrough in its tracks.

THE MACHINA OPUS

In deference to their training on Mars, and the close bond that exists between Techmarines and the Adeptus Mechanicus, Techmarines incorporate red into their armour or heraldry, though they never obscure their own Chapter's colours. Techmarines understand better than anyone the risks inherent in angering the machine spirit of battle gear and are careful to ensure that their Chapter symbol remains proudly displayed.

Techmarines also display the Machina Opus upon their armour, the mark of a Tech-Priest Adept. This honour is awarded to each Techmarine as he completes his mysterious training on Mars. The devotees of the Omnissiah accord bearers of the Machina Opus great respect, and they alone amongst the ranks of the Space Marines are allowed free passage through the Ring of Iron and into the great workshops of the Martian Hive.





BATTLE TANKS

Engines roaring like thunder, the battle tanks of the Adeptus Astartes race into combat. Their weapons crack and boom, spitting the Emperor's fury at their foes; their heavy tracks churn the ground to ruin, spraying mud and gore in their wake as the armoured vehicles surge forward to shatter the enemy battle line.

Where other races' tanks are lumbering behemoths or slender blades, Space Marine battle tanks are pugnacious killers, as fast as they are lethal. Cutting through the enemy ranks at breakneck speeds, the aggressive machine spirits of these vehicles take a rudimentary satisfaction in slaying those who oppose the Emperor's will. Steadfast and reliable, they serve their Chapter to the very best of their abilities, daring destruction time and again in order to support and protect the Space Marines alongside whom they fight.

Each Space Marine battle tank is built around a reinforced variant of the Rhino hull, optimised toward a specific battlefield role. As with the Adeptus Astartes themselves, each model of battle tank works best when deployed as part of a varied Space Marine strike force, utilising its own strengths to the fullest and working in conjunction with the warriors around it.

The renowned Predator boasts a turret-mounted, augur-guided heavy weapon and can be fitted with two sponson weapons on its armoured flanks. While certain Chapters have access to unusual marks of Predator battle tank, two main patterns of this vehicle see common usage in the 41st Millennium: the Predator Destructor and the Predator Annihilator. The Predator Destructor is equipped for laying waste to enemy infantry formations and destroying lightly armoured vehicles with its formidable autocannon and, often, sponson-mounted heavy bolters. The Annihilator variant, meanwhile, is armed for defeating enemy vehicles and bringing down high-priority targets. As such, most Annihilators carry a full array of armour-piercing lascannons into battle, and can visit swift destruction on even the most resilient foes from afar.

By contrast, the Vindicator is a short-ranged sledgehammer of a vehicle, a siege tank whose massive demolisher cannon can reduce any target to a smoking crater. The Vindicator is especially favoured by the Imperial Fists, who regularly field whole squadrons of these tanks and rely upon their concentrated volleys to blast open fortress walls, flatten gun-nests and bunkers, and lay low super-heavy war engines. Other Chapters, such as the Iron Hands and the Crimson Fists, favour the Vindicator for its ability to efficiently eradicate its target with a single well-aimed shot. Even specialists in stealth and speed such as the Raven Guard or the White Scars keep several squadrons of Vindicators in reserve, ready to roll forward and strike a decisive blow should one be required.

Both the Hunter and the Stalker are anti-aircraft tanks, specialist support vehicles that race alongside Space Marine strike forces and ensure that the skies remain clear of enemy

flyers. The Hunter is a weapon of relentless, pinpoint accuracy. Its bulky skyspear missile launcher fires macabre savant missiles – armoured ballistic sarcophagi in which are interred honoured Chapter serfs. The minds of these servitor-revenants link with the guidance systems of the missiles in which they lie, calculating trajectories and guiding the missile unerringly to its target. The Stalker, meanwhile, is an air-denial unit without compare. Its Icarus stormcannon arrays fill the sky with sawing lines of blazing rounds that no foe – no matter how agile – can long evade.

The Whirlwind is the Adeptus Astartes' foremost artillery tank. Highly mobile despite its fire support role, it excels in the annihilation of massed infantry and light armour. Able to keep pace with the swift advance of a Space Marine strike force, squadrons of Whirlwinds lurk behind or amongst their comrades' formations, always ready to unleash a thundering barrage of missiles upon the foe at extreme range. When working in concert with far-ranging Land Speeders 'spotters', Whirlwind artillery tanks are utterly lethal, even to garrisons of enemy fortifications and troops occupying concealed positions.

'The roar of engines, the recoil of cannons. That is where the true joy of battle lies.'

- Sergeant Chronus, Ultramarines Tank Commander

The ground shook as the Iron Hands' tank column roared toward the foe. Knelt in data-communion aboard his Predator Annihilator, Sergeant VorrDOS watched through the vehicle's augurs as explosions tore up the ground around them. From behind, he felt the concussion as a shell slammed down on a black-armoured Rhino, reducing the vehicle to a fireball that was swiftly left behind in the Iron Hands' wake.

On his flanks, VorrDOS saw the Destructors of his squadron open up. Muzzle flare lit their hulls as the speeding tanks played their fire across the foremost Iron Warriors trench. Some of their shots ricocheted from the traitors' power armour in sprays of sparks, but more punched through ceramite and flesh to paint the trench walls with blood. The Sergeant added his own tank's fury to the fusillade, beams of laser energy leaping from the Predator's turret to decapitate a renegade before he could bring his own missile launcher to bear. In a storm of grinding tracks, the Iron Hands tanks ploughed over the trench, crushing the last few traitors to a pulp as they went. Behind VorrDOS' squadron, Rhinos, Vindicators and Hunters maintained formation and slammed over the corpse-strewn ditch into the enemy lines.

Sergeant VorrDOS slowed his Predator as the main enemy barricades loomed ahead. His fellow tank crewmen followed suit, decelerating to a

steady crawl and pounding shots into the enemy trenches that hemmed around them. As predicted, the Iron Warriors had constructed a lethal trap here, with the intent of corralling and slaughtering any enemy that had the temerity to break through their forward line. VorrDOS saw the renegades' fire intensify from all sides, saw one of the Destructors slew sideways as it lost a track, saw a Hunter blown sky high as autocannon rounds raked its flank.

Friendly casualties were regrettable, but a logical necessity. The Iron Warriors had to believe their foes had taken the bait, had to flood the flanking trenches with their full strength. As another Rhino exploded amid the swelling tempest of enemy fire, VorrDOS judged that aim had been achieved, and sent a single vox blurt to spring a trap of his own.

Seconds later, the world lit up as screaming volleys of rockets plunged into the Iron Warriors' packed trenches. Guided by augur-triangulation, the Whirlwinds' barrages were perfectly placed, tearing along the trench-lines in a rippling string of tightly-packed blasts. Blood and bodies were hurled into the air by one thunderous detonation after another.

Ignoring the carnage around him, VorrDOS sent another binaric blurt to the warriors of his column. Gunning their engines, his Vindicator squadron surged forward, levelling their demolisher cannons at the barricades to their fore. VorrDOS' lips twitched as he saw, through his Predator's augurs, Iron Warriors turning in panic to abandon their positions. Too late.

With a three-fold impact that rattled VorrDOS' metal teeth, the siege tanks' shells slammed into the barricade. Amid an annihilating shock wave, several dozen yards of armoured wall simply ceased to exist, obliterated along with the renegades who had thought to shelter there. Even as spinning wreckage rattled off their hulls, the Iron Hands tanks accelerated once more, leaving their fallen behind as they punched through the breach and into the enemy's rear lines. Playing his tank's fire across the retreating foe, VorrDOS ordered his brothers to slaughter them all. In the name of the Primarch and the Emperor, there would be no mercy for traitors this day.



GUNSHIPS

Stormraven Gunships streak into battle with their weapons blazing, flak whipping around them as they rake the foe with bolts, blasts and warheads. More akin to a flying tank than a conventional dropship, the Stormraven is the most versatile aircraft in the arsenal of the Adeptus Astartes. Fast, manoeuvrable, resilient, boasting prodigious firepower and a substantial transport capacity, the Stormraven can perform many different roles.

Acting as a heavily armed transport for air-drop or rapid redeployment is foremost amongst the Stormraven's abilities. Its troop bay is spacious enough to accommodate even massive Centurion warsuits or jump pack-wearing Assault Marines. Meanwhile, the Stormraven's cargo grapples can bear a Dreadnought straight into the heat of battle. However, this heavy gunship can also go toe-to-toe in dogfights with even the dedicated fighter craft of other races. Ground attack is well within its capabilities, for the Stormraven possesses a broad arsenal of anti-infantry and anti-armour firepower. Whether punching enemy aircraft out of the air, ferrying forces into a white-hot war zone, or obliterating the foe with thunderous strafing runs, the Stormraven can always be relied upon.

The smaller Stormtalon Gunship is incredibly fast and agile, and makes a superb air-interceptor and ground attack craft. With a single press of a trigger, the Stormtalon's pilot purges his victims from existence amid a whistling hail of missiles, bolts and las blasts. All the while, the Stormtalon jinks and weaves with incredible speed, enemy fire slicing around it to no avail. The Codex Astartes dictates that this small, agile craft is best used as an escort for its larger counterpart, the Stormraven, or to provide covering fire for advancing Space Marine ground forces. However, many Chapters, most notably the White Scars and the Raven Guard, also employ the Stormtalon as a dogfighter and vanguard strike craft to great effect.



LAND RAIDERS

Grinding across the battlefield like a mobile fortress, the Land Raider obliterates all before it. Explosions blossom against its hull, even the heaviest weaponry doing little more than scorching the massive tank's Chapter colours. Guided by its potent machine spirit, the Land Raider's overwhelming return fire is more lethal by far.

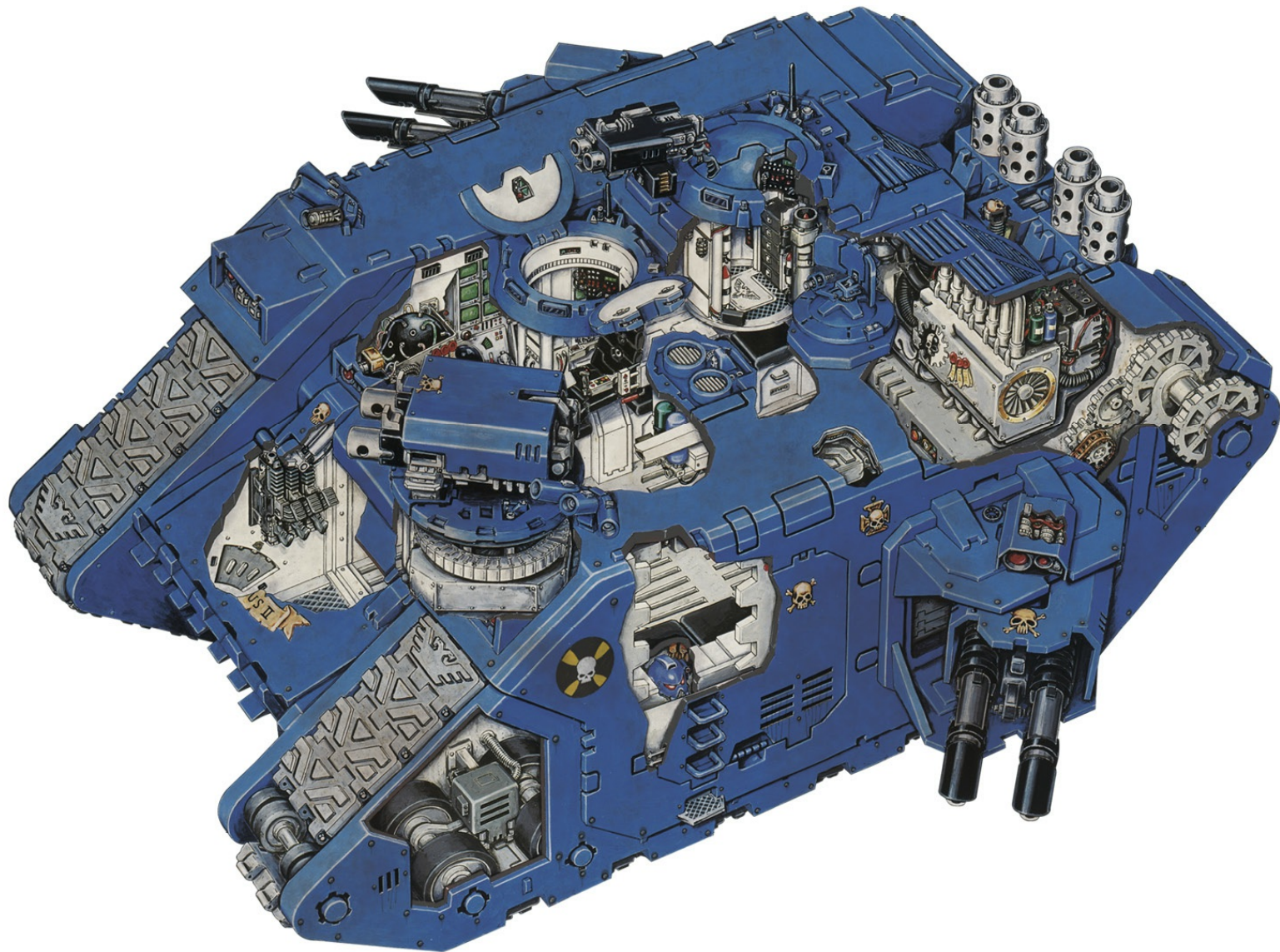
Land Raiders are ancient vehicles, their design pre-dating the Imperium itself. Once, these tanks were used in vast numbers by the Space Marine Legions, but as time has passed the ability to manufacture them has fallen into obscurity. Now, only a few forge worlds can create Land Raiders, and they guard their secrets with jealous fervour.

As such, every one of these mighty armoured transports is a treasured relic of its Chapter. This great reverence is due in no small part to the fact that the Land Raider's machine spirit is more powerful than that of any other tank. The Techmarines believe that a portion of the Omnissiah's essence resides within each Land Raider's adamantium hull, making it uniquely sacred.

Several variants of the basic Land Raider exist, each one a ratified and highly sacred adaptation intended to gear the Land Raider toward a particular role.

The Land Raider Crusader is a linebreaker without peer, which smashes through fortifications before disgorging squads of Space Marines into the heart of the enemy army. In place of lascannons, the Crusader is armed with hurricane bolters to devastate packed ranks of enemy infantry, and frag assault launchers stud its armoured hull, ready to clear the way for its disembarking passengers. It also boasts an improved transport capacity, having reclaimed the space normally given over to housing the bulky las-power generators that fuel many Land Raiders' godhammer pattern lascannons. The Crusader variant is especially popular among those Chapters who prefer to meet the foe at close quarters, and was first pioneered by the zealous Black Templars.

The Land Raider Redeemer is adapted for the rigours of gruelling urban warfare. Mounting a pair of huge flamestorm cannons on its armoured flanks, the Redeemer excels at scouring infantry from even the most impenetrable defensive positions; typically, they will bear Assault Terminators within their plated hulls to land the final blow. Time and again sieges have been brought to a close, or enemy cities finally purged of heretical or xenos defenders by the devastating onslaught of Land Raider Redeemers and their passengers.



Gladius II

Land Raider commanded by Antaro Chronus during the reconquest of Damnos Prime

LIBRARIANS

Eyes blazing and fists crackling with the roiling energies of the Warp, Space Marine Librarians stride into battle to destroy their foes. Some hurl blasts of force that crush their victims to paste, while others twist the flow of time itself, or revitalise their brothers with incredible surges of vitality. However they choose to fight, all Librarians are powerful psykers, harnessing the potent mutation they bear as a force to defend Humanity.

All Imperial institutions are fiercely watchful for the taint of the mutant and the witch. Where knowledge is lacking, superstition serves just as well, for all Imperial citizens understand implicitly that to tolerate witches amongst their number will bring damnation upon them all. Space Marine Chapters are, if anything, even more cautious of psykers, for much rides upon the outcome of their battles, and they can risk neither spiritual nor physical corruption within their ranks.

Any aspirant Space Marine found to possess nascent psychic abilities must therefore be tested harshly for any sign of weakness or lack of control. Many aspirants do not survive the rigours of this process, for it is brutal in the extreme. Those few who do are thereafter trained to harness their dangerous powers and to resist the predations of the Daemons of the Warp by the brothers of the Chapter's Librarian. The battle-brothers who emerge sane and alive from this exacting regime are warrior-scholars without equal.

In addition to training psychic recruits, the Librarian is also charged with recording the history of the Chapter. Each Librarian holds a functionary rank, which ascribes specific duties based on their role in the Librarian as well as their position within the Chapter's hierarchy. Lexicanums, for example, are responsible for preparing reports of each battle for the Chapter's records, while Codiciers provide a strategic overview of the whole theatre of war. After decades of study and book keeping, a Librarian will be well versed in the history and lore of his Chapter, and his wisdom and counsel will be highly regarded by the Master of the Chapter.

'I can pulp your flesh and snap your bones in less than a second, and without so much as lifting a finger. What is the power of technology compared to that?'

- Vel'cona, Chief Librarian of the Salamanders



THE LEGION OF THE DAMNED

One moment, hard-pressed battle-brothers fight back to back, the screaming hordes of the foe closing in from all sides. The next, reality gives a sickening lurch, and terrifying figures coalesce into being. Manifesting as Space Marines with macabre, bone-covered armour wreathed in spectral flame, the Legion of the Damned step from legend into reality with their boltguns raised. For a moment it seems as though these beings must be some hallucination. Then their weapons roar, enemy blood sprays, and the Damned Legionnaires prove themselves to be all too real.

The Legion of the Damned are the subject of numerous ghost stories told across the length and breadth of the Imperium. It is said that these mysterious figures appear when the Adeptus Astartes face impossible odds, dealing swift death to the enemies of the Space Marines before vanishing as mysteriously as they appeared. No one has spoken to these silent beings, nor have they been captured or interrogated. Yet there is no shortage of theories about what the Legion really is, from a Warp-lost Chapter, to the vengeful spirits of fallen Space Marines, or the Emperor's will made manifest.

Daemons screamed and snarled, pressing up from below in a rising tide. Sergeant Silas gritted his teeth and fired his bolter into the mass, cursing the ill fortune that left him and his brothers to face this horror alone. Their extraction Stormraven was just minutes away. Yet, as he watched the tide of Warpspawn boiling up the slopes below, the Raven Guard Sergeant knew that was time he did not have.

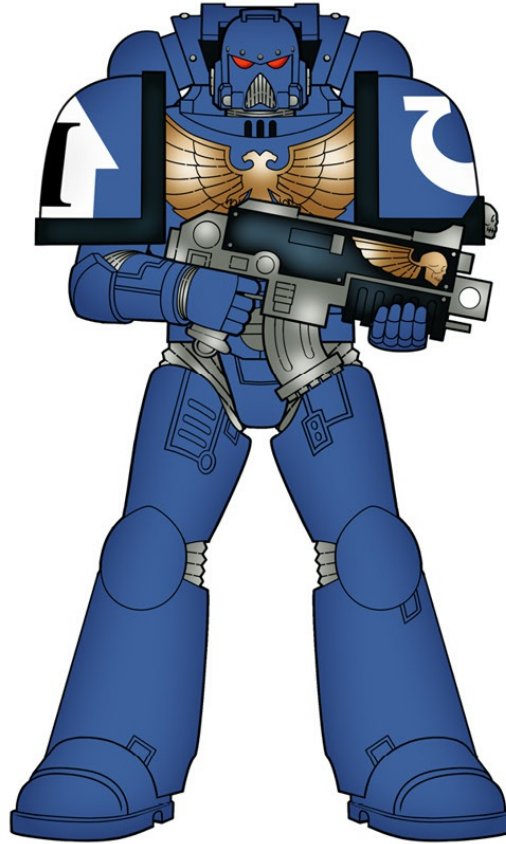
Directly between the Space Marines and the horde of Daemons, the air convulsed. Everything seemed to flicker for a moment. Colour washed from Silas' vision, and the shadows danced weirdly. Flames leapt, seemingly from nowhere, and suddenly a squad of fire-wreathed Adeptus Astartes stood in the Daemons' path. Silas watched in awe as the glowing black-and-bone figures raised their weapons and let fly into the foe. His mind reeled. The damned ones of legend were real.

Echoing thunder rolled up the slope as the Legion of the Damned opened fire into the onrushing Daemons. Unnatural bodies burst apart, showering ectoplasmic gore in all directions as the Legionnaires' fiery bolts struck home. The Daemons flung Warpfire in return, yet the actinic blasts seemed to pass through the spectral Space Marines as though they were not there. More shots roared out, and the Daemons recoiled, their headlong charge stalled by the new arrivals' fire. Recovering his senses, Sergeant Silas raised his own bolter and opened up, barking an order at his brothers to do the same. Today was not their day to die after all.

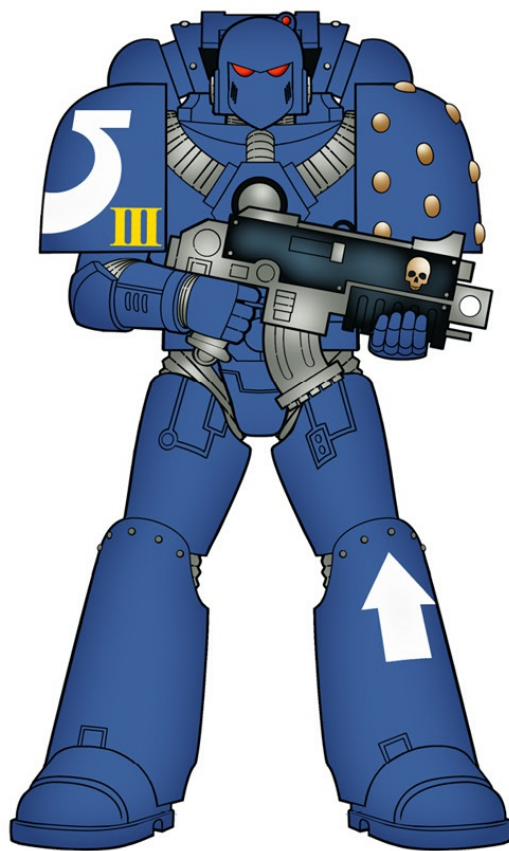


ULTRAMARINES CHAPTER

The noble heraldry of the Ultramarines Chapter is entirely adherent with the tenets of the Codex Astartes. The Ultramarines' helm colours, honour badges, squad markings and every aspect of their iconography is in keeping with the guidelines laid down by Roboute Guilliman almost ten thousand years ago. In this way, as in all others, the sons of Ultramar set the example for their brother Chapters to follow.



Battle-brother Manorian fights in the 5th Company, as shown by the colour of his shoulder guard trim. His place in the 1st Tactical Squad is indicated by the arrow and numeral.



Here, the MkVI armour necessitates moving the Chapter icon to the opposite shoulder guard. The yellow coloured 'III' shows he is in the third squad of the 2nd Company.



Red helms denote the rank of Sergeant; a white stripe is added to the helmets of Veteran Sergeants. An all-white helm indicates Veteran status.



The company standard of the Ultramarines 2nd Company proudly displays the Imperial Aquila set over the Chapter's symbol, bordered by a gold trim.



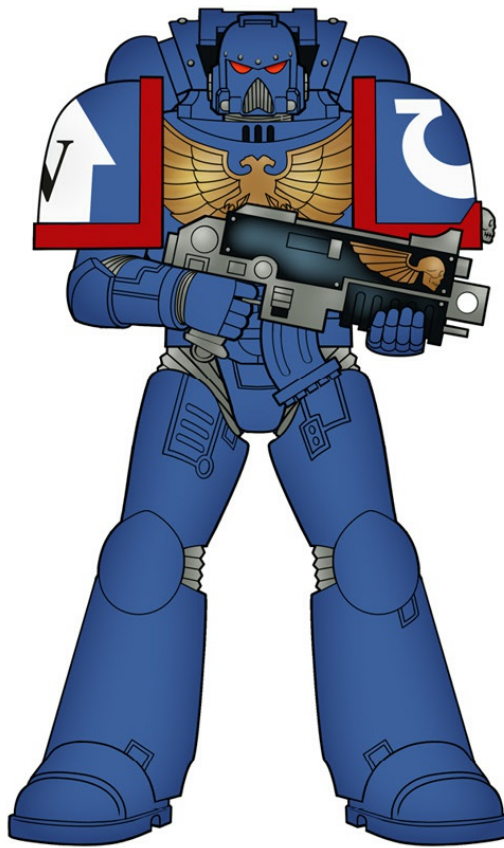
Many Captains bear their own banners to war atop their backpacks. The personalised designs they display often also reflect battle honours and titles.



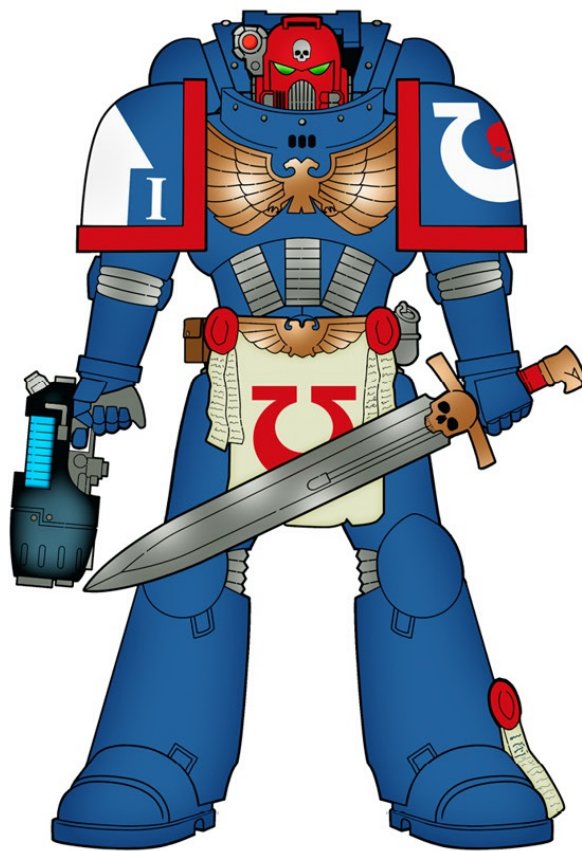
Many Sergeants also sport similar armour-borne standards – this is the banner of Veteran Sergeant Fennius, who leads a Terminator Assault Squad.



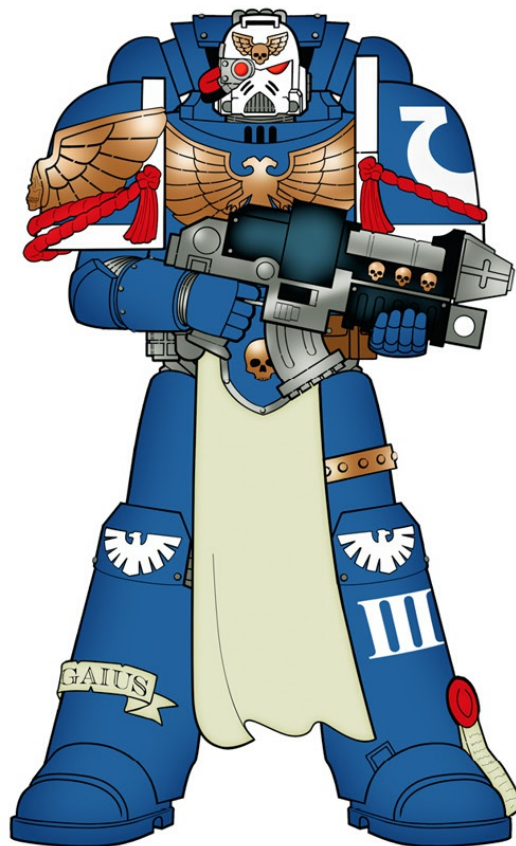
Revered Dreadnoughts also sport heraldic banners. The details on these may honour the pilot's former role, or speak for his honours after he was interred.



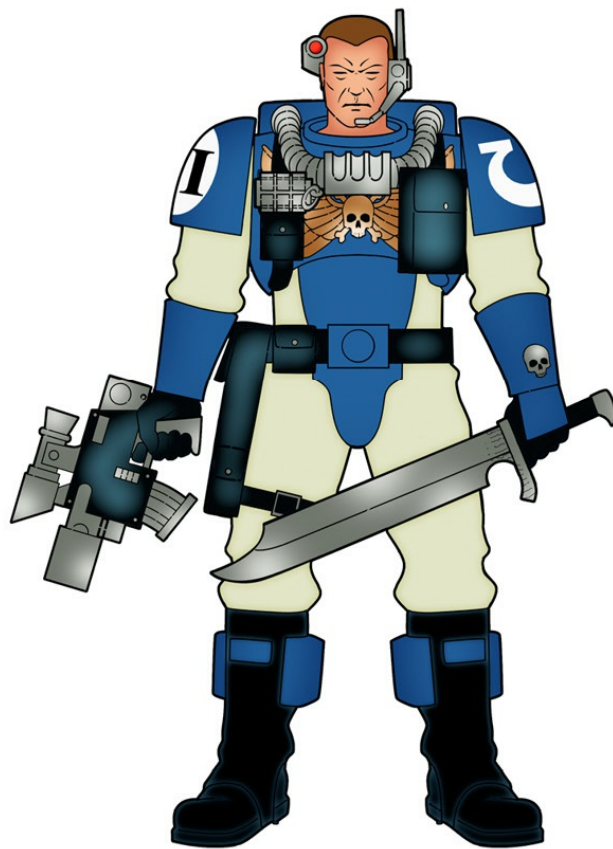
Brother Cleitus of the 3rd Company, 5th Tactical Squad. The gold Aquila is common among the Ultramarines.



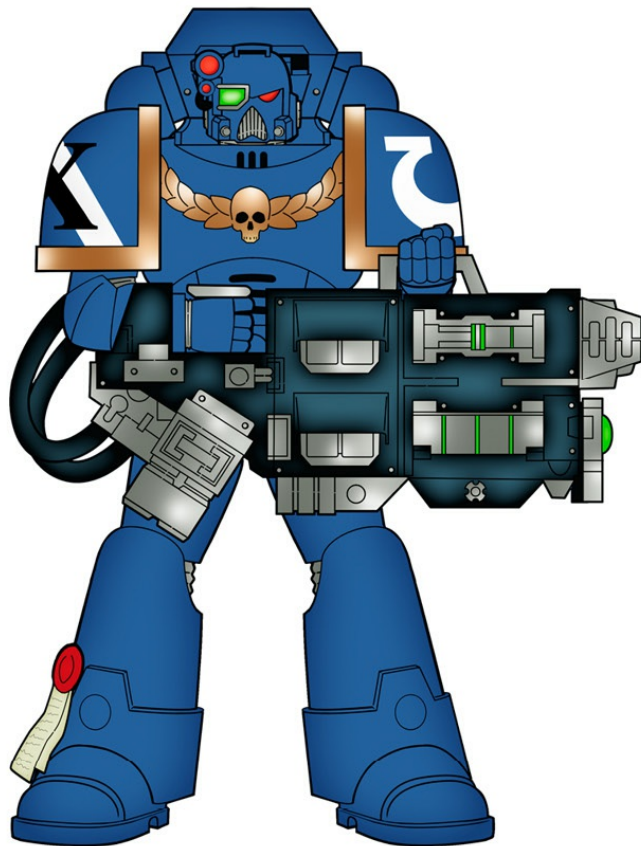
Sergeant Regulus' rank is indicated by a red helm; his red shoulder trim mark him as a 3rd Company member.



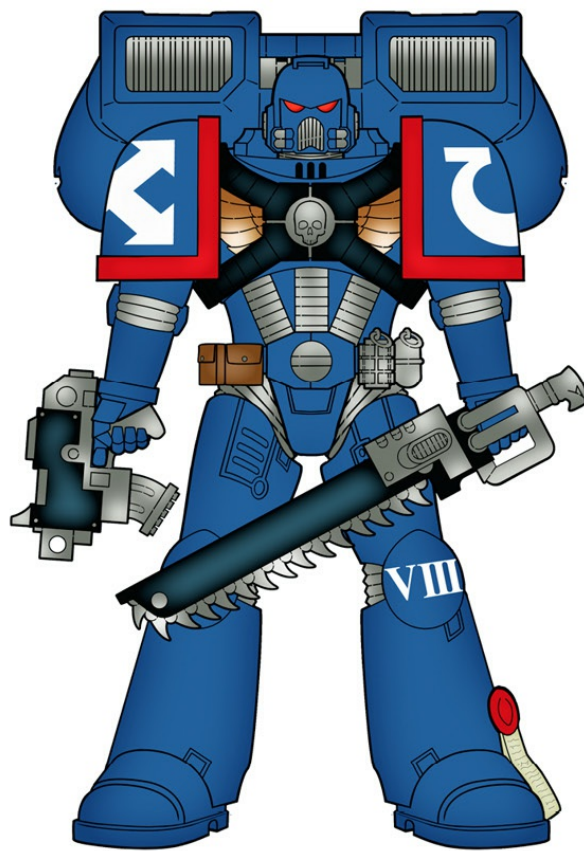
This 1st Company Veteran is clearly distinguished by his white helm and numerous honour markings.



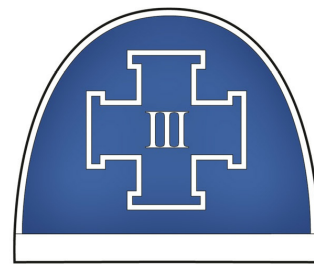
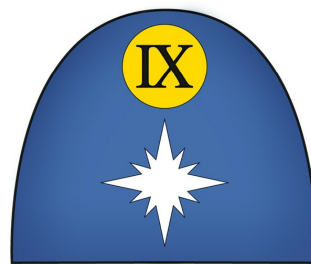
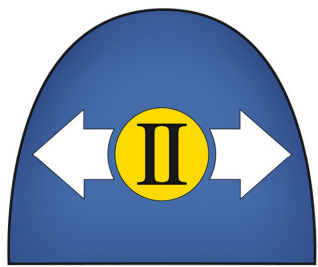
Scouts often display their squad number over a white roundel.



Battle-brother Dyrus, 10th Devastator Squad, 2nd Company

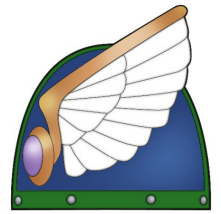
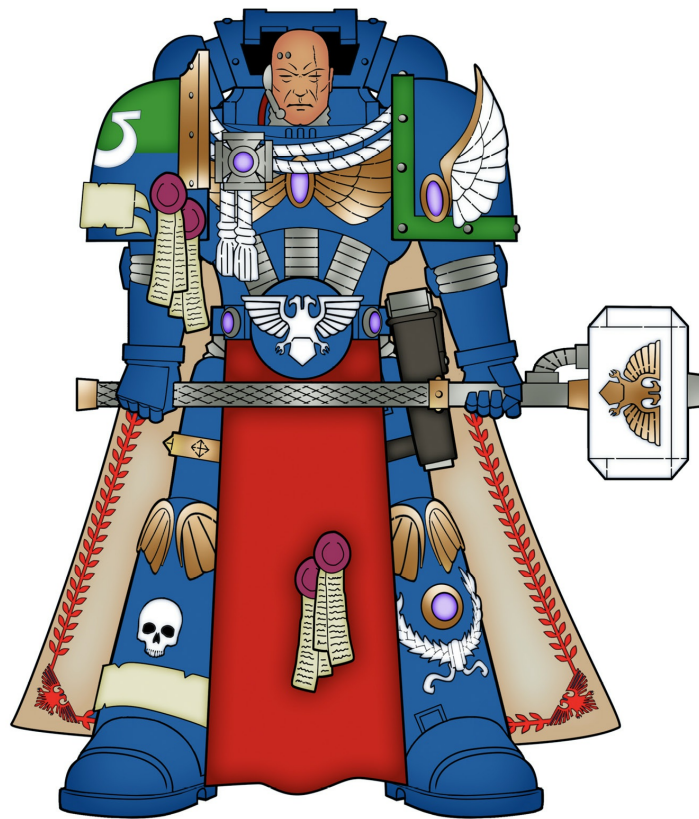
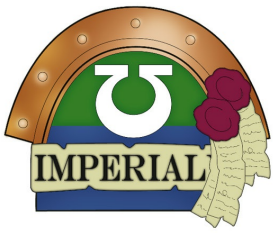


Lorastes of the 3rd Company displays his squad number on his left kneepad.

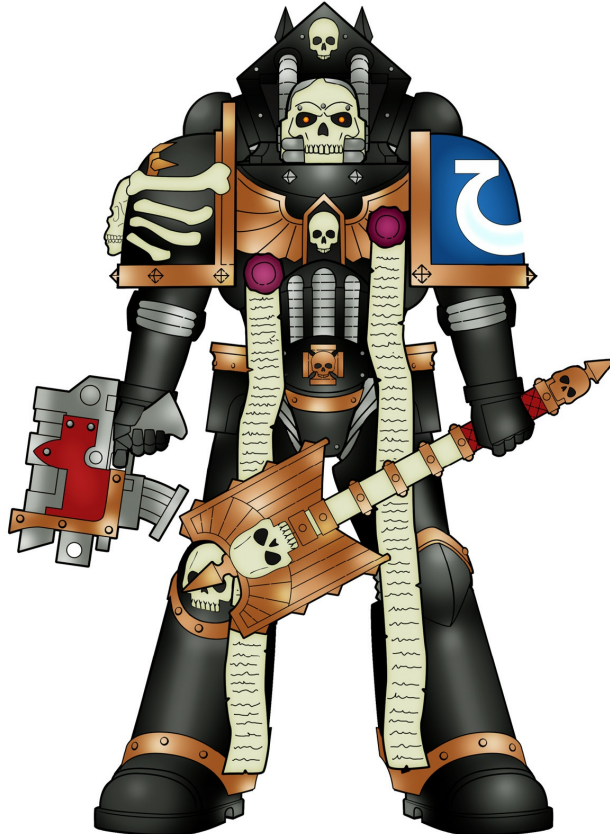


The appearance of each brother's squad designation design can vary, but each broadly conforms to an established symbol: the single-axis arrow indicates Tactical, the diagonal cross Assault, a chevron or blast Devastator and a crux Veteran.

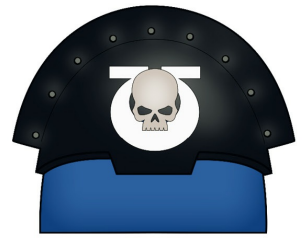
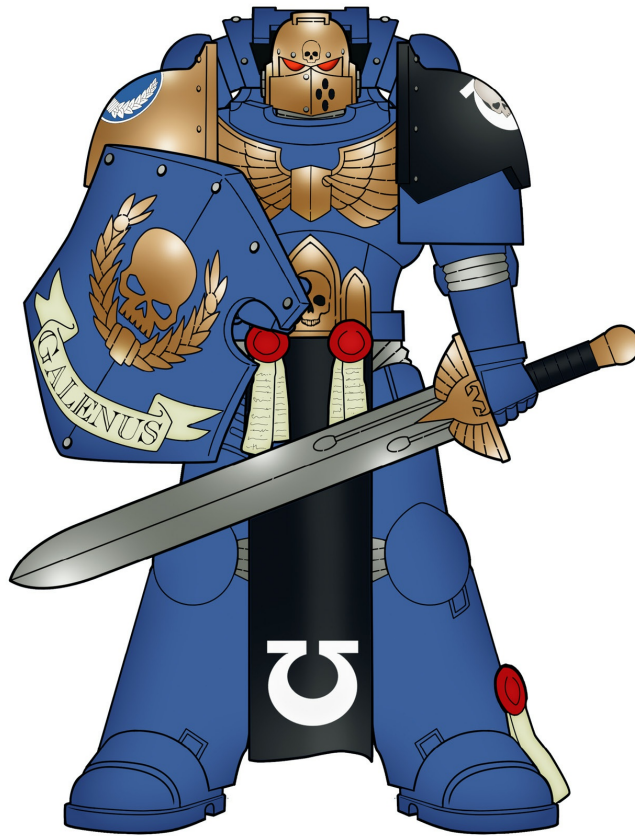
On MkVII armour, the designation is normally marked on the shoulder guard, whereas squad number may be placed in various locations. Often, however, both are incorporated into a single design.



Captain Idaeus is commander of the Ultramarines 4th Company and Master of the Fleet. His company is shown by areas of rich green upon his shoulder guards, while his exalted status is evidenced by the many elaborate honour markings that embellish his masterwork power armour.



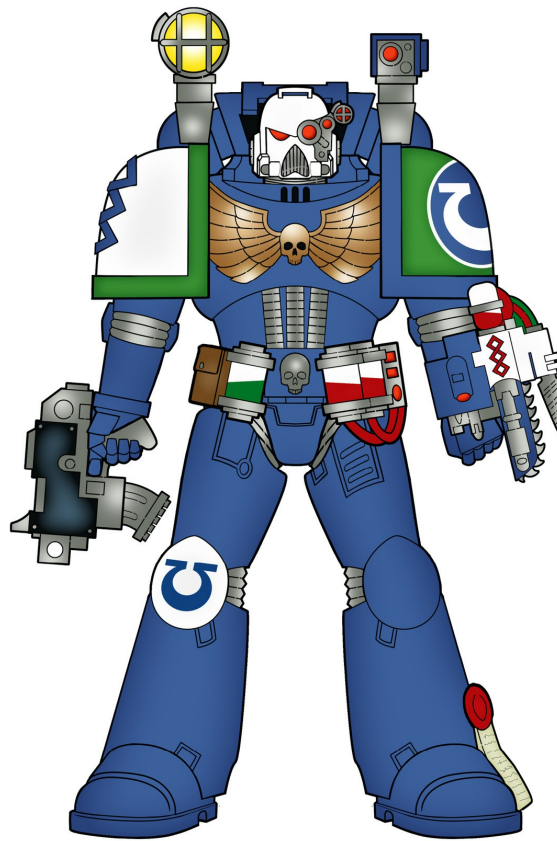
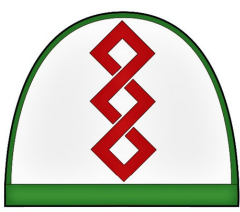
Chaplain Sevastus wears the iconic black armour of the Reclusiam, decorated with morbid symbols of death. Although Chaplains may bear the colours of the company to which they are assigned, it is equally common for these war-priests to simply bear the colours of the Chapter.



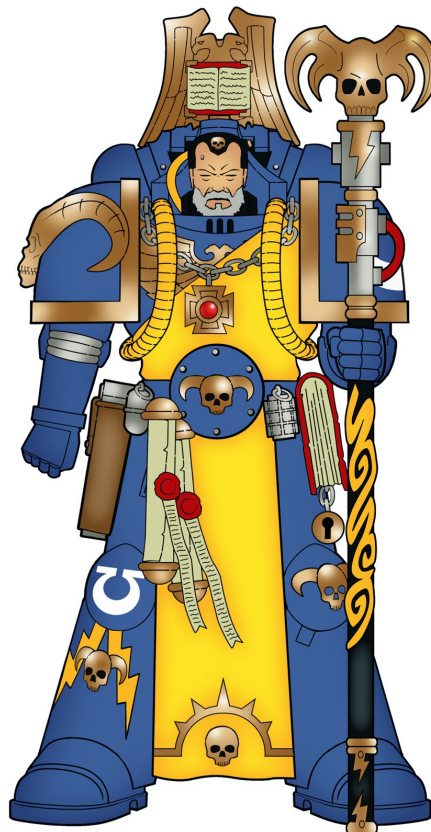
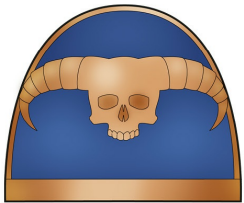
Honoured Brother Galenus, Champion of the 5th Company. Galenus bears the black of the 5th upon his left shoulder and tabard, whereas the laurels picked out in white on his right shoulder guard proclaim his hard-won status. Gold is frequently used by the Ultramarines as a sign of prestige, and Galenus' armour is no exception.



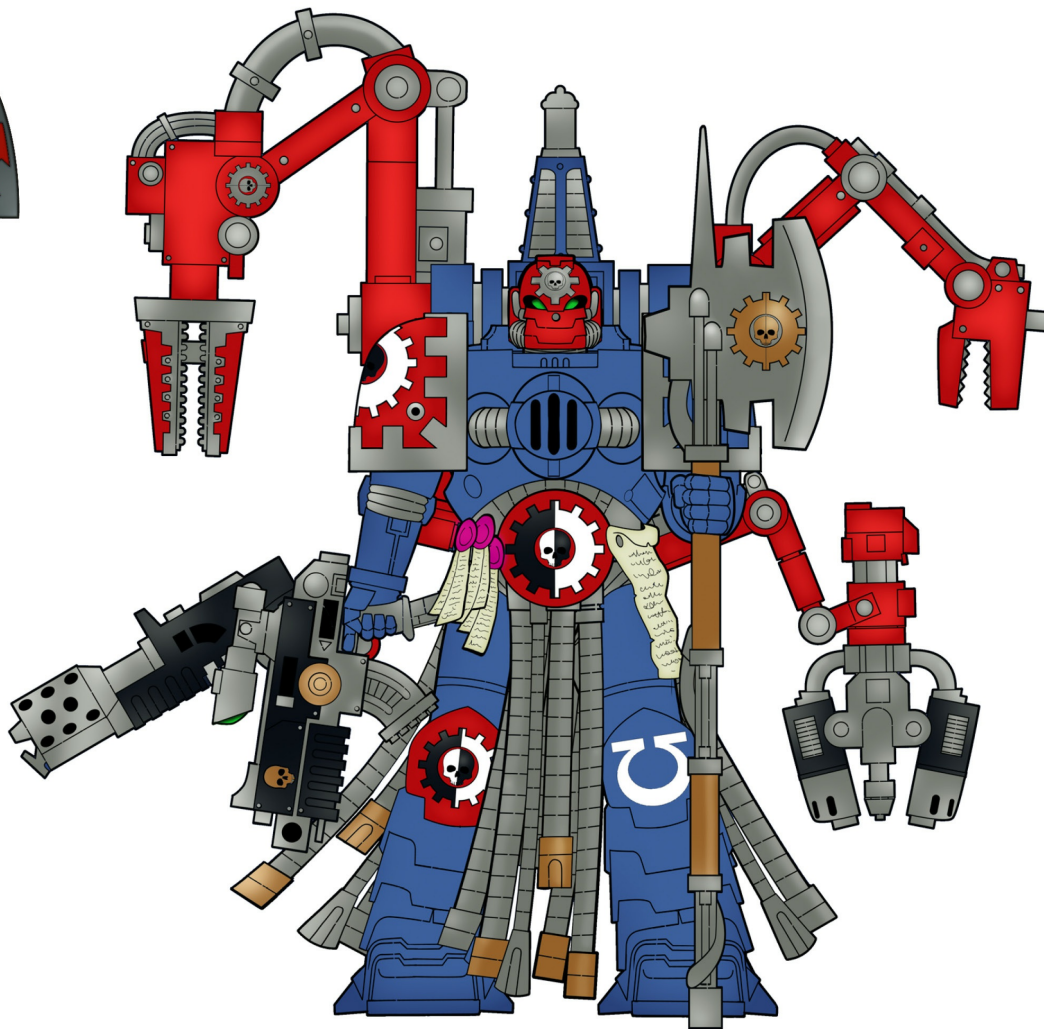
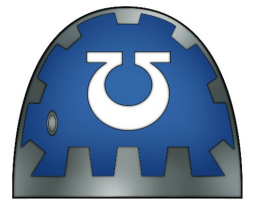
Galenus' shield bears his name in fine scrollwork, and is as much a symbol of might as it is a weapon.



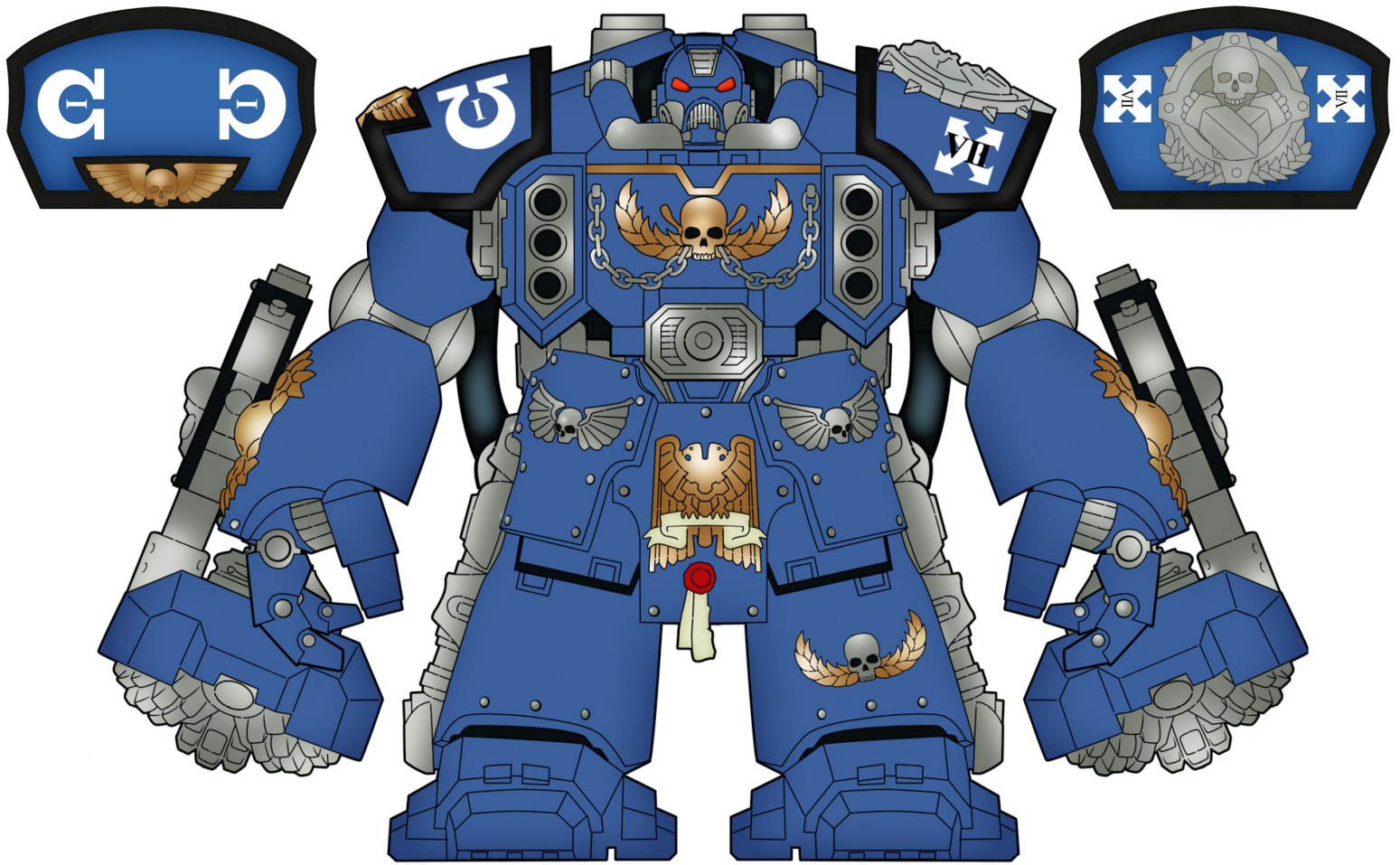
Apothecaries always bear the Prime Helix, in red, over the white of the Apothecarion on their armour. The white sometimes takes precedence over the Chapter's colours but here, Apothecary Venatio has given prominence to the blue of the Ultramarines and the green of the 4th Company.



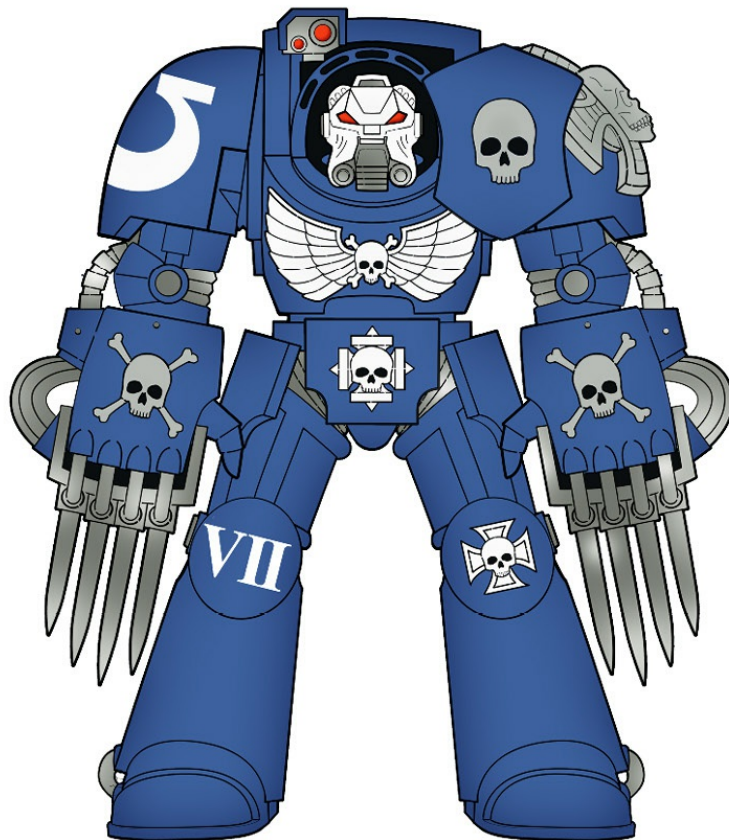
The haloed skull at the base of Epistolary Agenostin's tabard indicates his rank within the Librarius. The horned skull and book are time-honoured emblems of this mysterious brotherhood. As a Librarian, he need not display any affiliation with any one company.



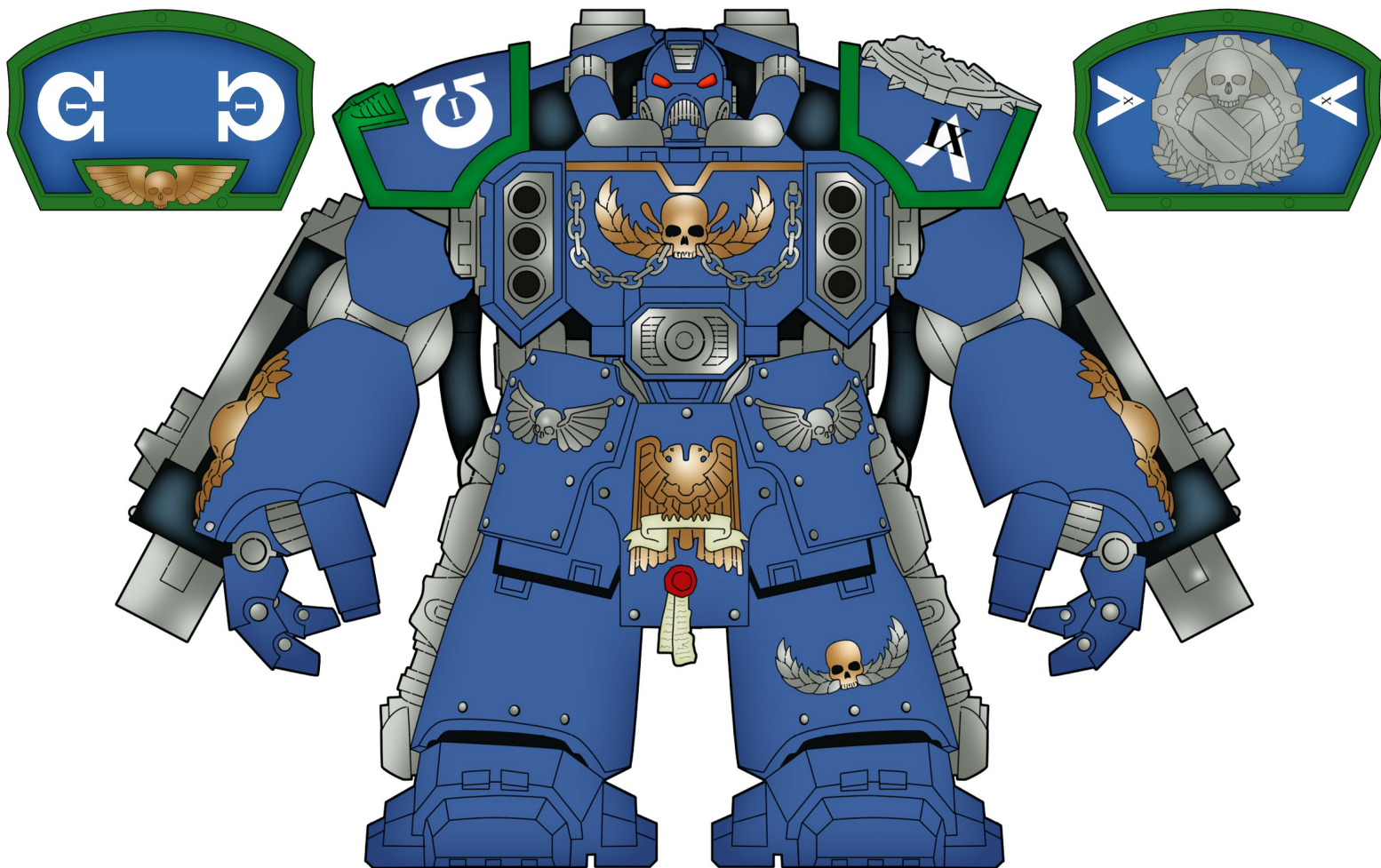
The Machina Opus – the cog symbol showing affiliation with the Adeptus Mechanicus – appears several times upon Brother-Techmarine Janus’ armour, marking well his privileged access to the secrets of the machine. Red is the colour of Mars, cradle of the Cult Mechanicus, and therefore features strongly next to the blue of his Chapter.



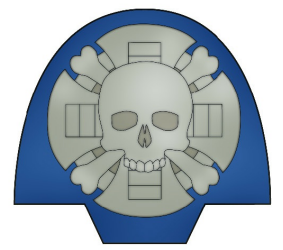
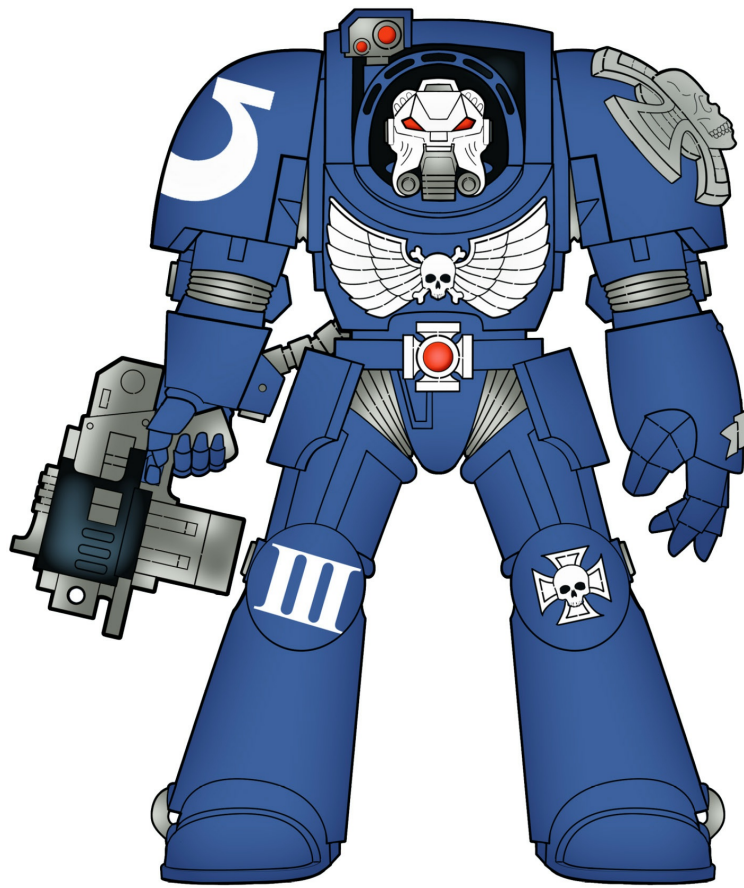
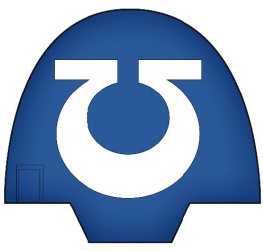
Brother Calistes' Centurion warsuit bears his squad number and designation upon the left shoulder guard, while the right shows the suit's number within the squad.



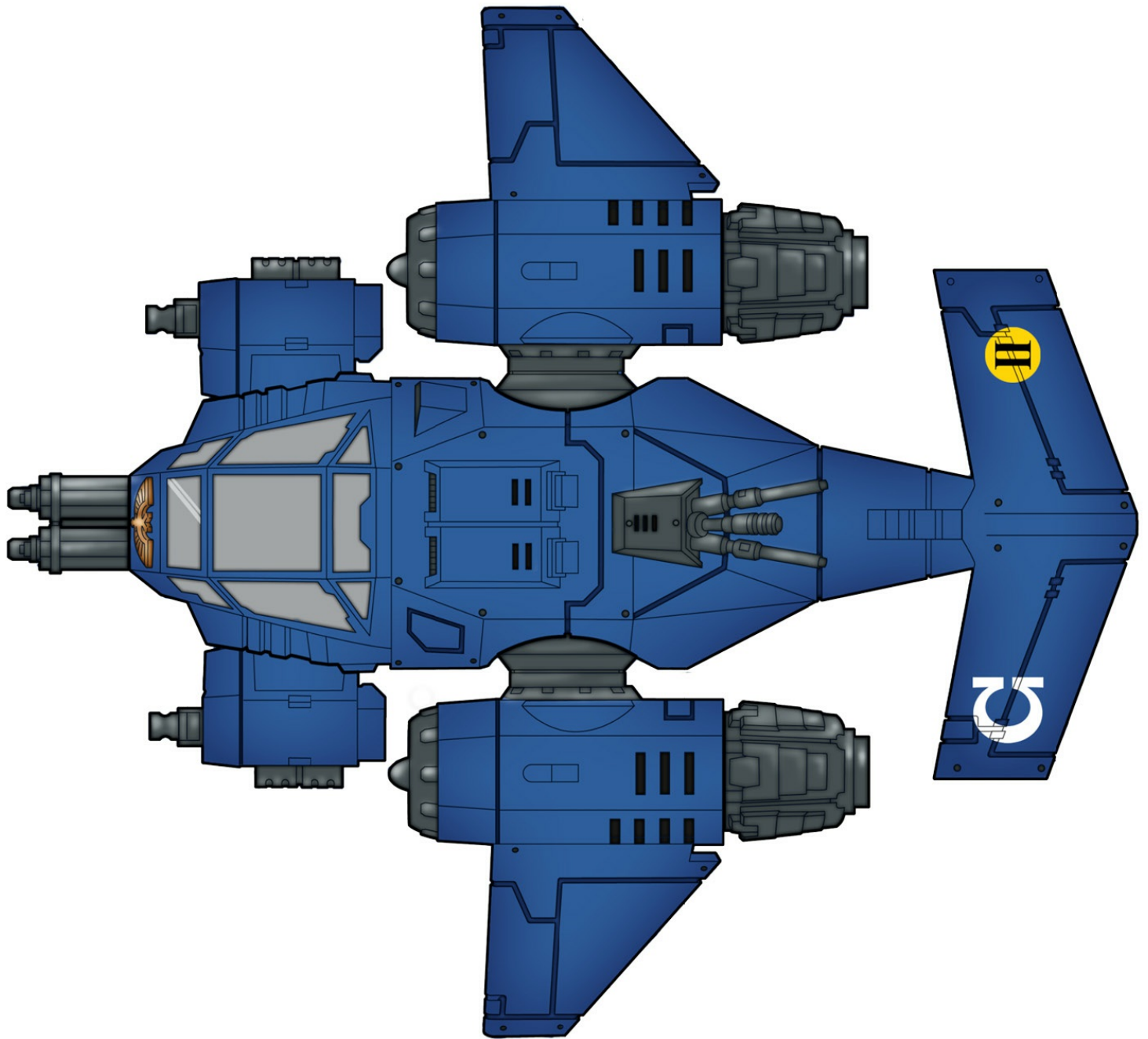
The left shoulder guard of a suit of Terminator armour is dominated by the sacred Crux Terminatus; therefore, the right shoulder bears the Chapter symbol instead.



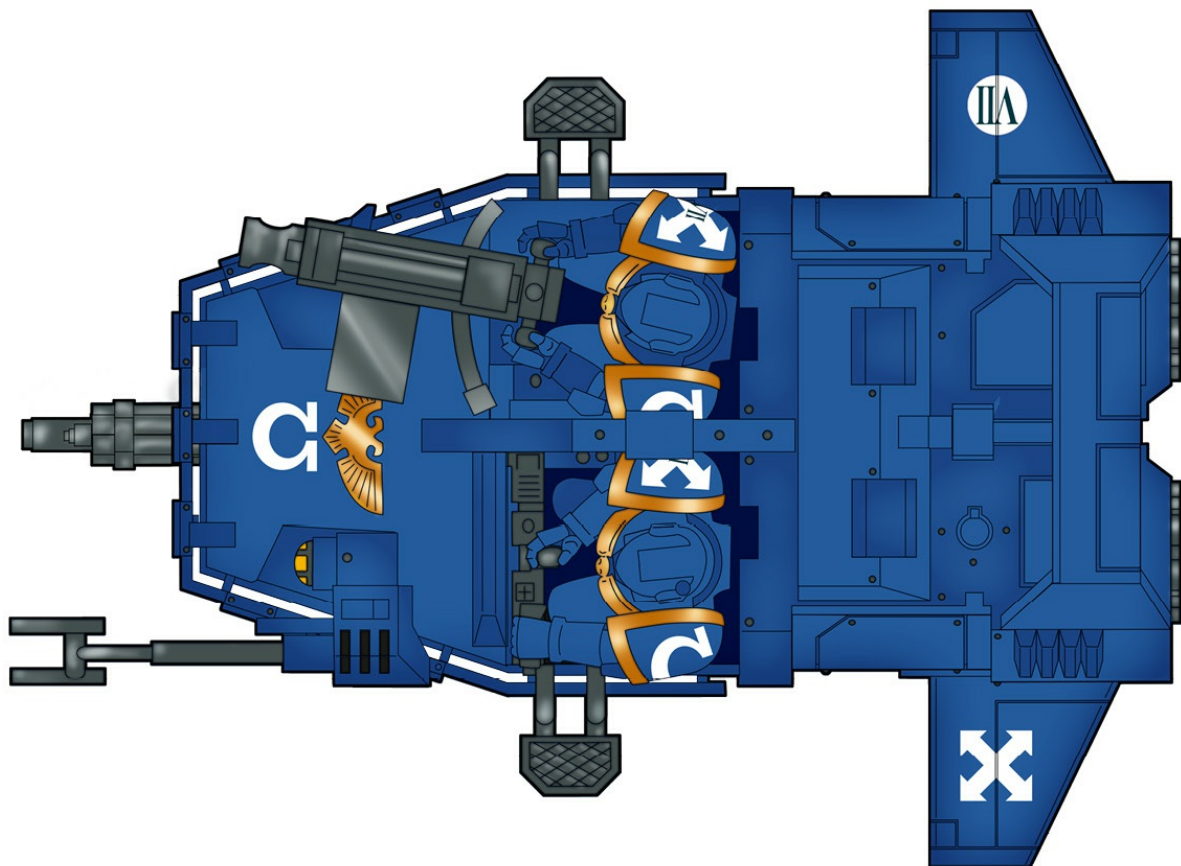
Devastator Marine Valus pilots a Centurion warsuit assigned to the 4th Company, clearly shown by the green trim of the shoulder guards.



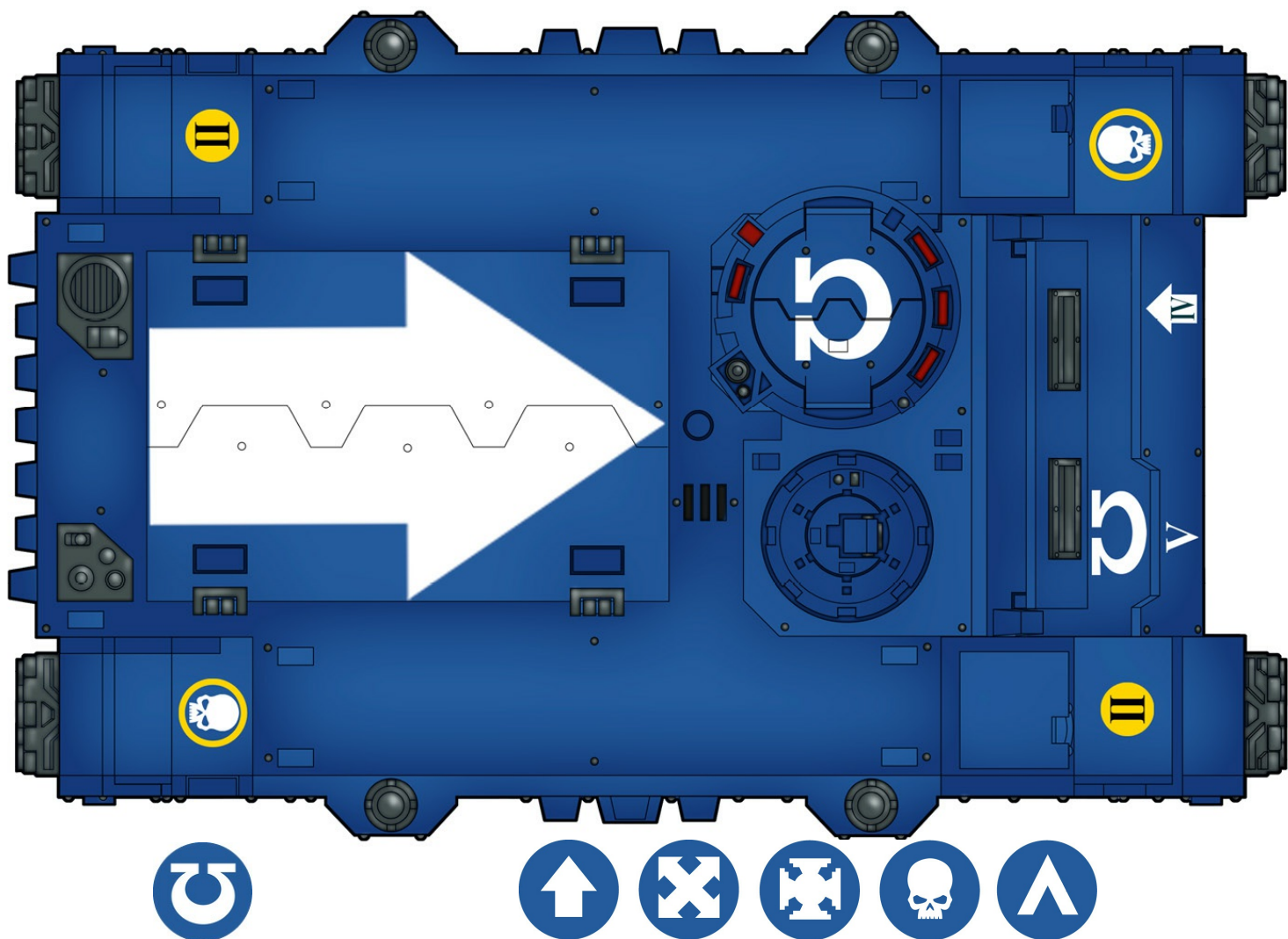
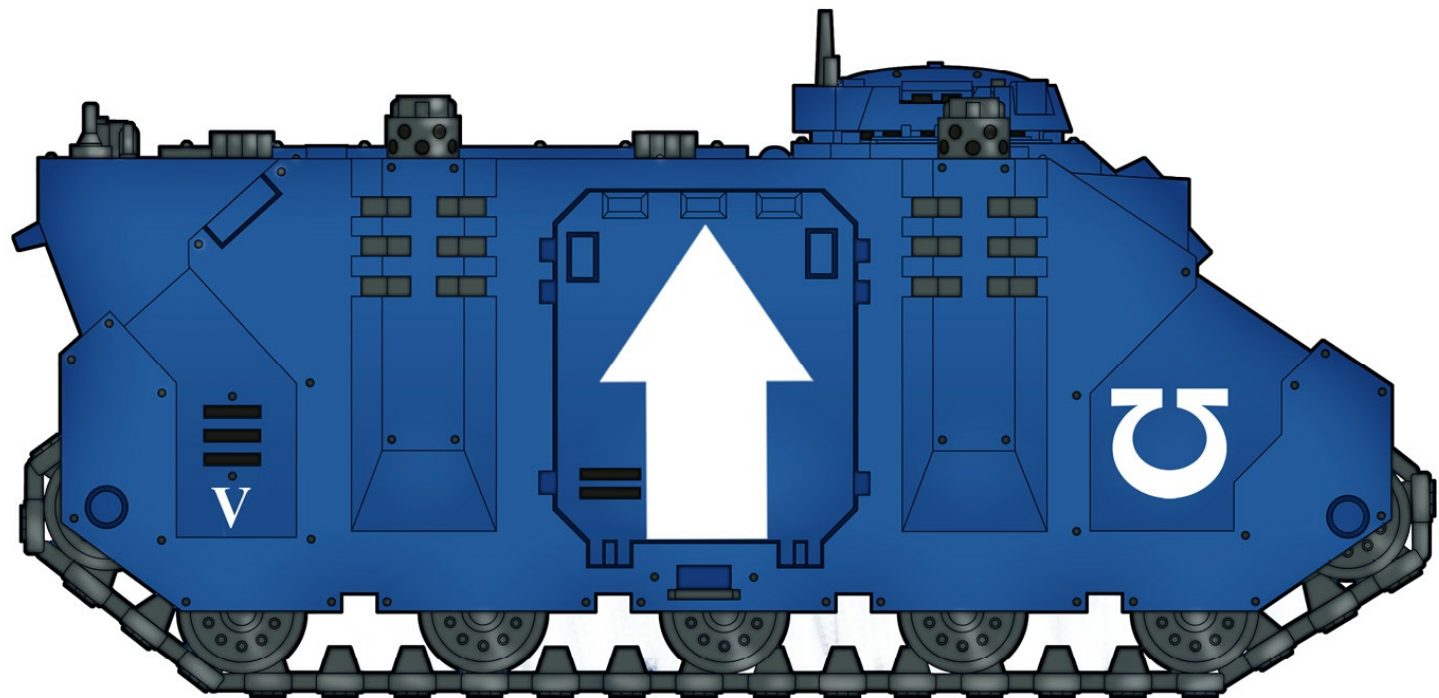
Ultramarines Terminators are drawn from the Chapter's 1st Company, who are Veterans all. As such, all bear the white helms of their station.



This Stormtalon Gunship is deployed with the 2nd Company. Alongside standard Codex markings, many vehicles also show honorifics and kill-signs.

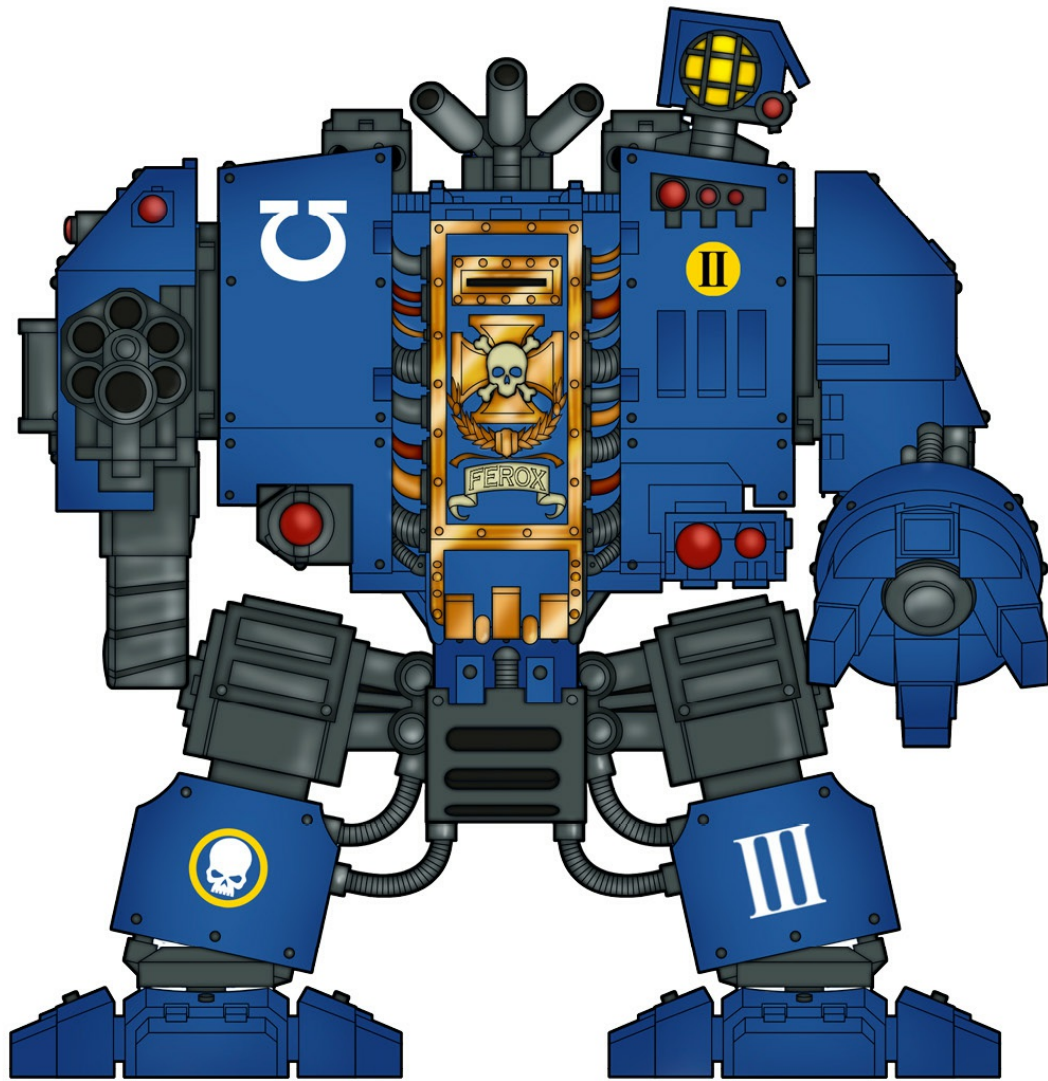


The Chapter symbol is displayed on this Land Speeder's prow. The left stabilising fin at the rear of the fuselage shows Assault designation, while the 7th Squad numeral is shown on the right hand fin.

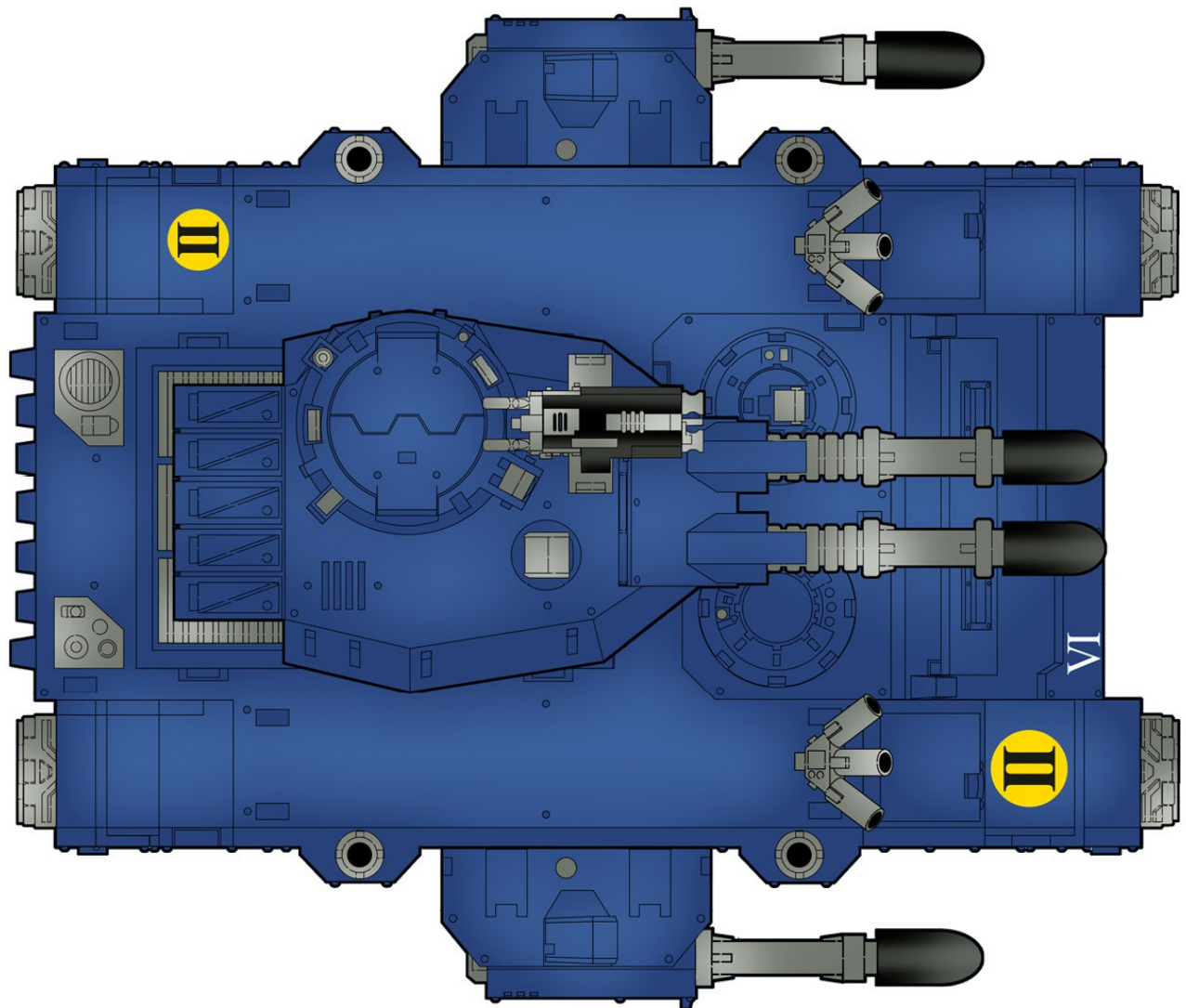
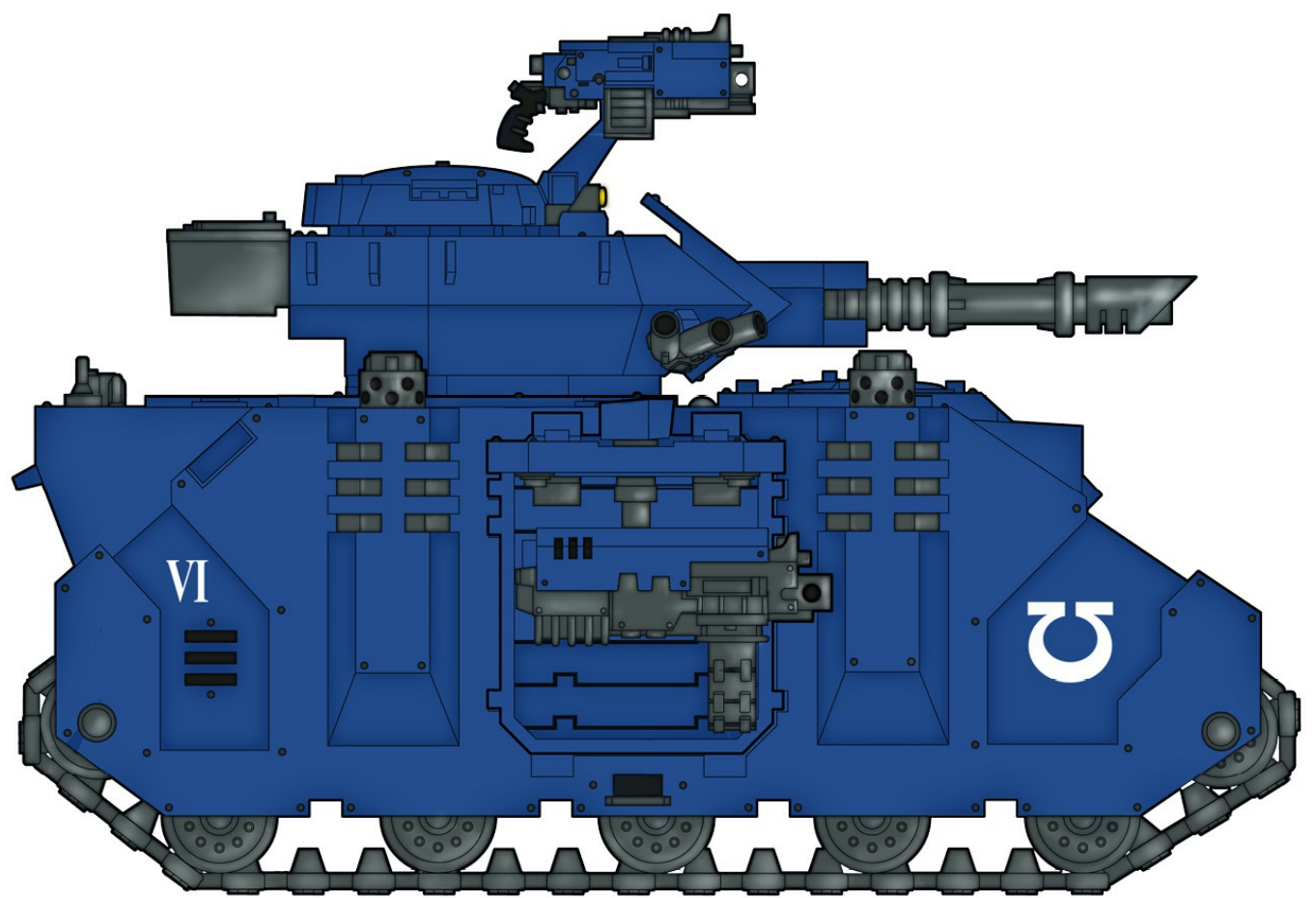


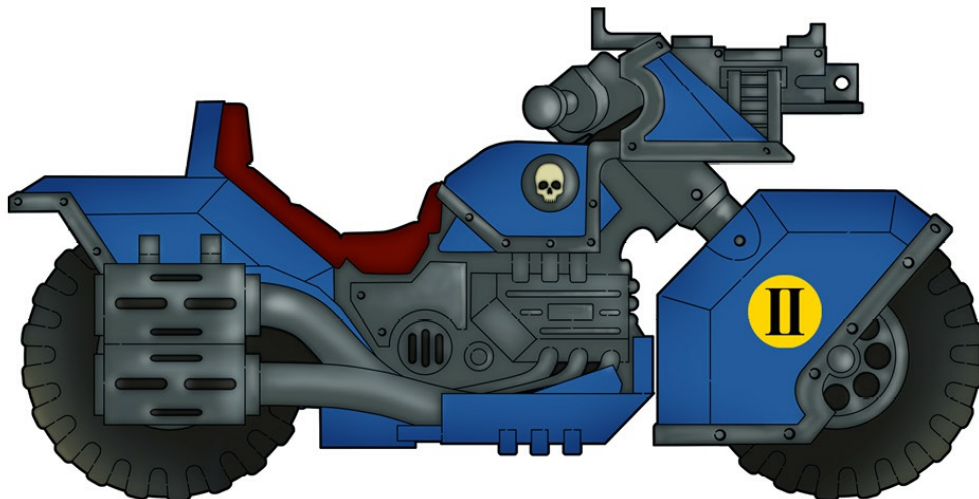
The Chapter symbol is displayed prominently on both the hull and turret mounting of the Rhino.

Vehicles assigned to specific squads usually bear the same squad marking as their passengers.



Dreadnought Brother Ferox. The pilot's name is picked out in scrollwork on the sarcophagus. Numerals on the armour plating denote that Brother Ferox is the 3rd Dreadnought assigned to the 2nd Company.

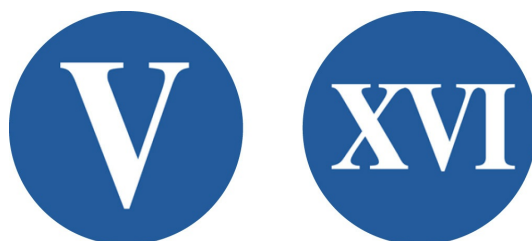




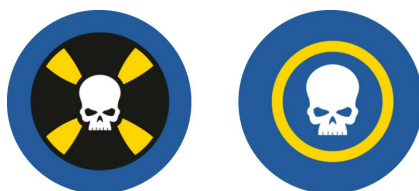
This Space Marine bike shows the rider's company colour, but little else – his squad designation and number will be clearly visible upon his shoulder guards.



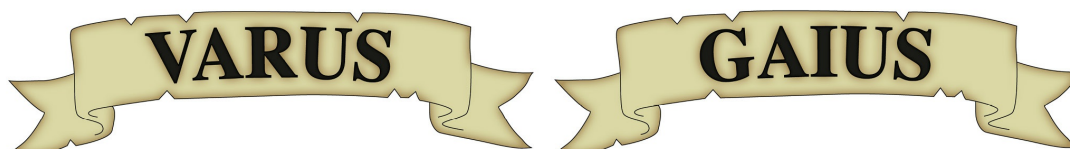
The numeral and colour of the company to which a vehicle is assigned are displayed on its hull.



Specific identification numbers are rendered in numerals.



Vehicles, as well as infantry, often display campaign badges.

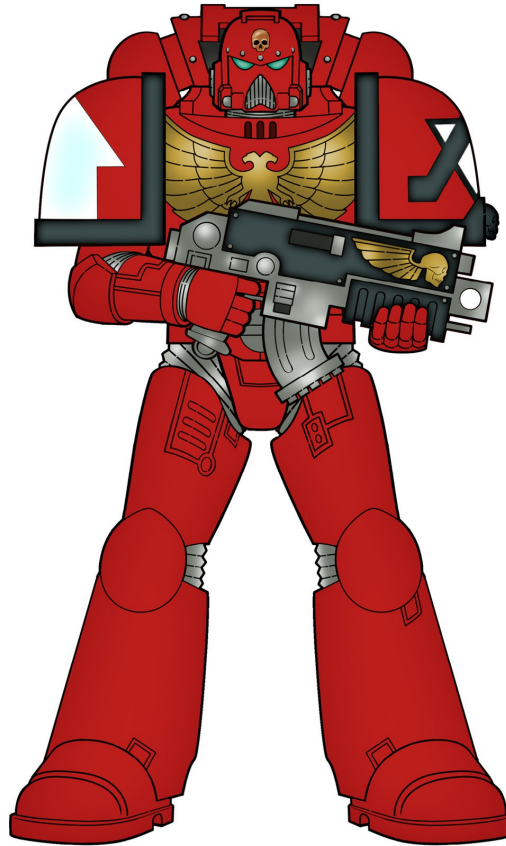


Many honoured vehicles have their names written in scrollwork.

ULTRAMARINES SUCCESSOR CHAPTERS

GENESIS CHAPTER

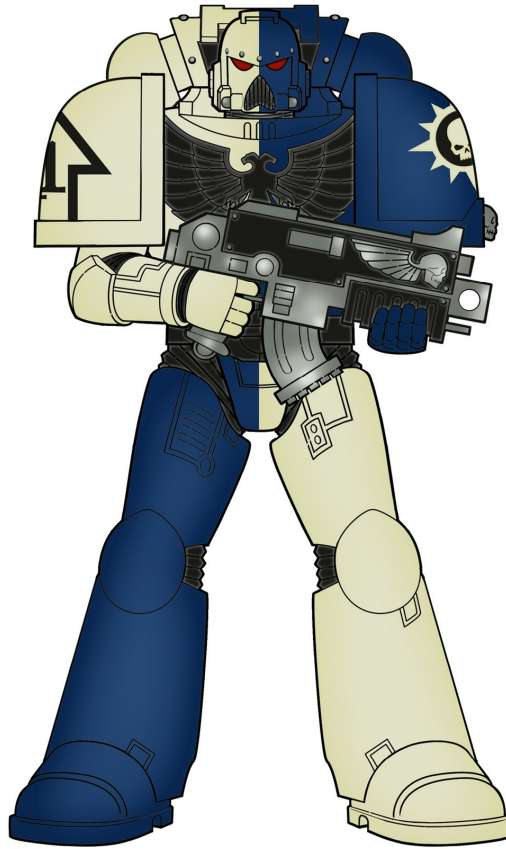
This Chapter is the first of the Primogenitors, the Chapters established by the Ultramarines in the Second Founding. They venerate Roboute Guilliman as the Imperium's saviour, and fight to honour his legacy and his name.



Veteran Sergeant Heroditus, Genesis Chapter 5th Company. Heroditus' rank is proclaimed by the gold skull added to his helm – less senior Sergeants instead wear a white skull in its place.

NOVAMARINES

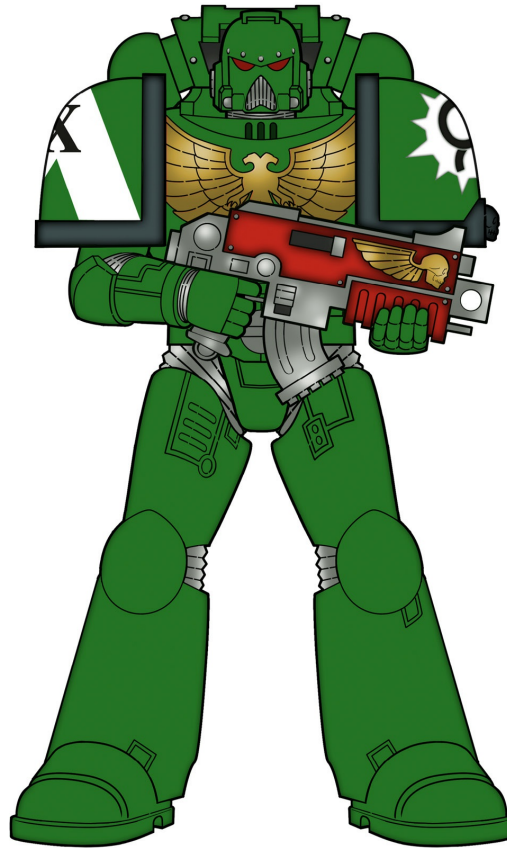
The Novamarines are one of the most honoured Primogenitors in the Imperium. They are exceptionally dynamic, their fragmented deployment meaning they have not fought as a single, unified force since the 37th Millennium.



Brother Ulhain, 3rd Company, 1st Tactical Squad. The Novamarines do not use company markings, and Ulhain's squad marking is presented as an outline; this more discrete iconography best displays the Chapter's quartered heraldry.

AURORA CHAPTER

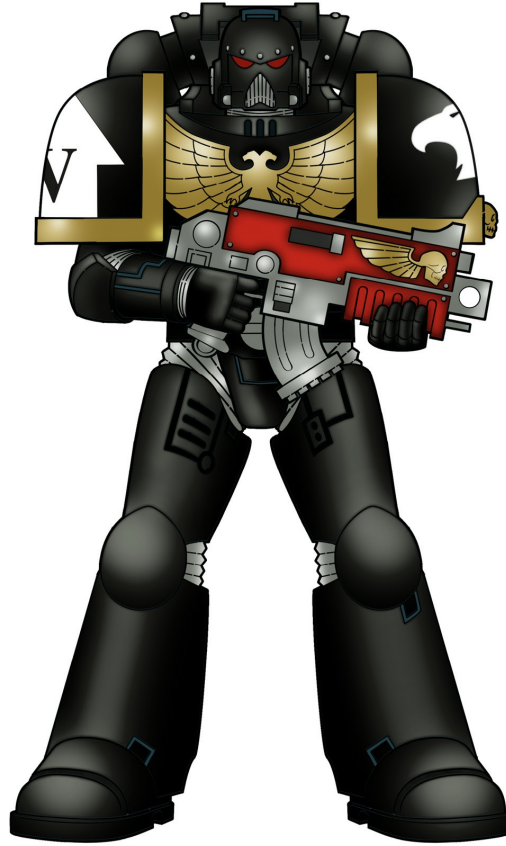
Masters of the lightning-fast armoured assault, the Aurora Chapter possess a sizeable Armoury. Their vehicles are manufactured on their home world of Firestorm, a planet covered with industrial macro-complexes to rival most forge worlds in scale.



The numeral on Devastator Marine Ation's right shoulder guard marks him as member of the 10th Squad; the black trim places him in the 5th Company. If he were promoted to Sergeant, he would display a red skull on his helm.

BLACK CONSULS

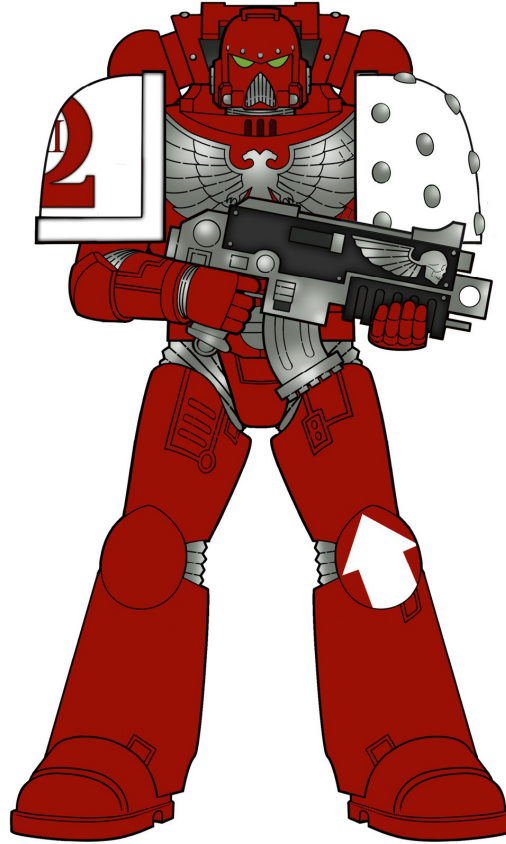
The Black Consuls are stern and uncompromising, with a history of xenophobia and exceptionally violent combat tactics. Once believed destroyed at the siege of Goddeth Hive, the Consuls have since been reported at large in multiple war zones.



Brother Cornelius, 2nd Company, 4th Tactical Squad. The Black Consuls proudly adhere to the tenets of the Codex Astartes; they wear their company colour on their shoulder guard trim, and their sergeants sport red helmets.

SONS OF ORAR

Though much of this Chapter's history has been lost, they continue to revere Orar, a hero of the Ultramarines from the Horus Heresy. The Sons are led by the dynamic Chapter Master Alavaan, who has an impressive list of victories to his name.



Brother Demetrium, Sons of Orar 6th Company, 7th Tactical Squad. Demetrium wears a studded MkVI shoulder guard, and thus the Chapter icon is displayed on the opposing side. This symbol also incorporates his squad number.

SCYTHES OF THE EMPEROR

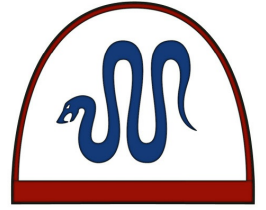
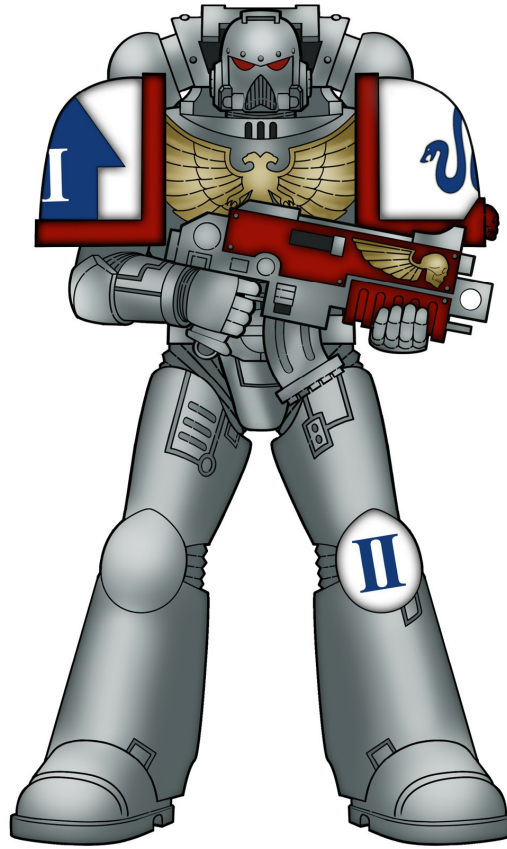
Tragically, all but a shadow of this Chapter's strength was wiped out in battle with the Tyranids. The survivors still fight on, however, and have sworn themselves to the cause of destroying as many Tyranids as they can before they meet their end.



Brother Phetros, 2nd Company, 1st Tactical Squad. Unusually, the Scythes of the Emperor display their company markings through Aquilas on their breastplates. Veteran status is denoted by a yellow left knee adorned with a black skull.

IRON SNAKES

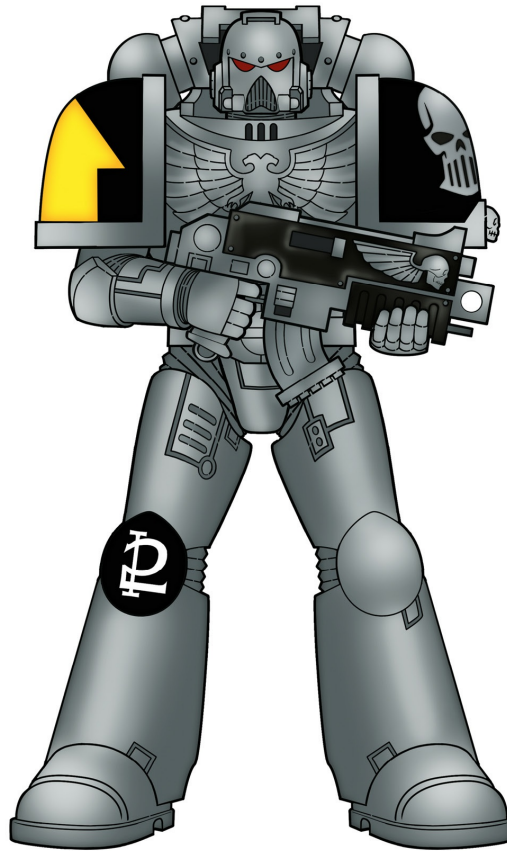
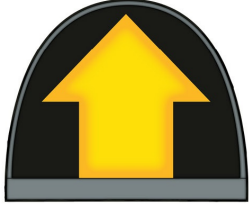
The Iron Snakes hail from the frozen ocean-world of Ithaka. They are a superstitious brotherhood, who name their squads after their Chapter's founding leaders. In recent years, squads Skypio, Parthus, Veii and Thebes have won particular fame.



Tactical Marine Agenon, of the 2nd squad, sports the blue markings common to all of the Iron Snakes. His company is identified by the numeral on his left knee – if he was a Veteran, this plate would instead be red with a white skull.

SILVER SKULLS

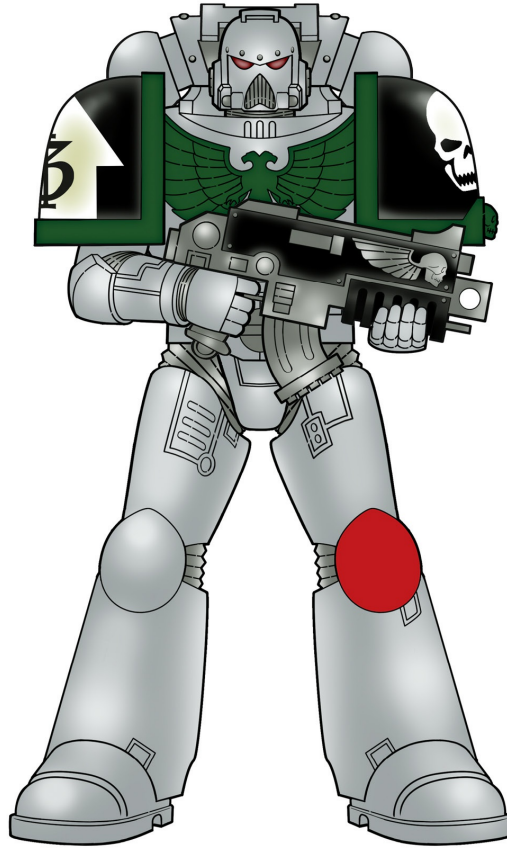
Highly superstitious, the Silver Skulls believe that the Emperor himself guides their deeds. Though this means that they will only take to the field when the portents are favourable, it also leads them to fight with the absolute conviction of fanatics.



Brother Kaidus, 2nd Company, 2nd Tactical Squad. Over their distinctive metal-and-black heraldry, the Silver Skulls display their company colour in their squad marking; their right knee shows each battle-brother's squad number.

DOOM LEGION

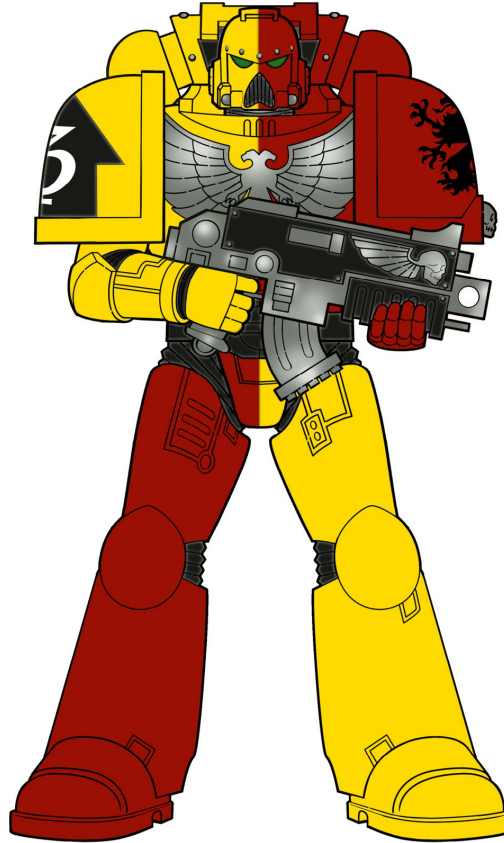
Operating from a vast pre-Heresy star fortress near the Elusian Maze asteroid fields, the Doom Legion faces an uphill struggle to survive with its honour intact after half its number turned to Chaos while in the Warp during the Abyssal Crusade.



Brother Dorian, Doom Legion 3rd Company, 3rd Tactical Squad. The Doom Legion all have dark green trim on their shoulder guards and show their company colour on their left knee. Helmet colours are used to denote other ranks.

HOWLING GRIFFONS

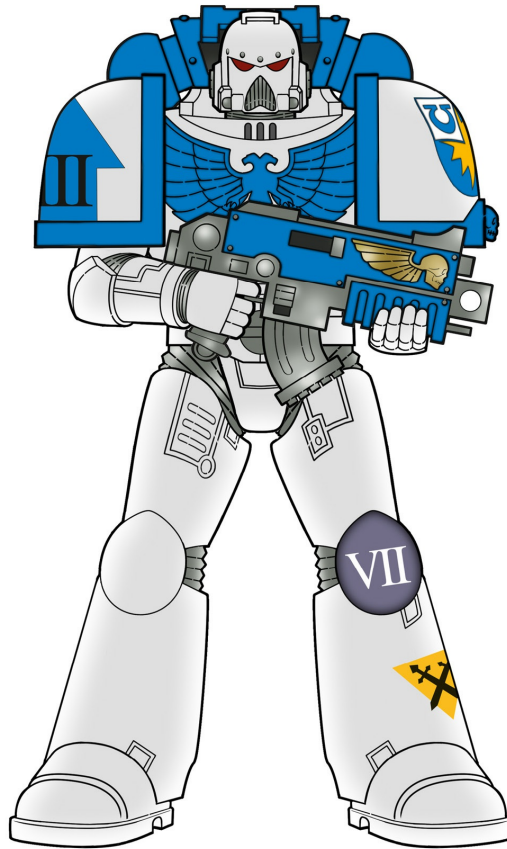
Few Chapters have won as much renown as quickly as the Howling Griffons. They have fought with honour in the Badab War, the Vengeance Crusade, the overthrowing of the Regent of Amar, and a thousand other campaigns vital to the Imperium.



Like all Howling Griffons, Brother Marius displays no company markings, but his role in the 3rd Tactical Squad is clear. His squad's Sergeant would sport a black helmet with a red skull; Veteran Sergeants adorn this with a white stripe.

PRAETORS OF ORPHEUS

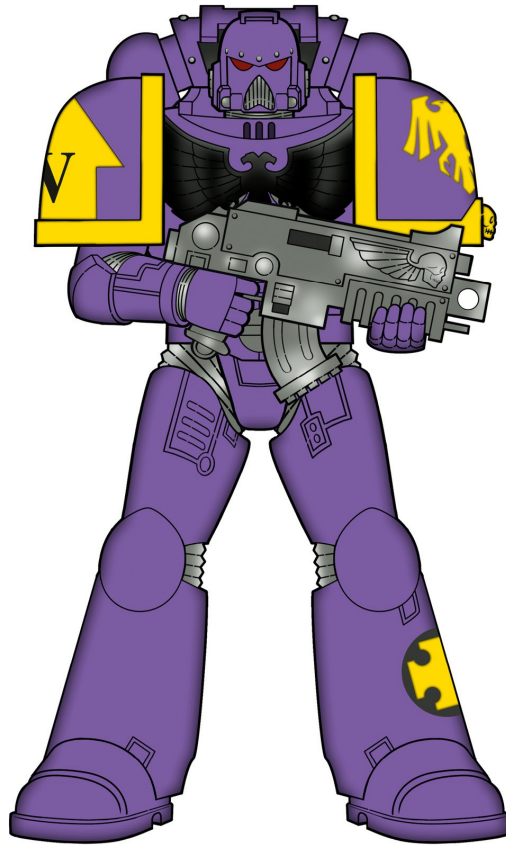
While indisputably heroic, the Praetors of Orpheus are infamous for their inflexible attitude. This occasionally causes the Chapter to offend their allies, but also means that, on the battlefield, the Praetors operate like a perfectly calibrated engine of war.



Tactical Marine Lacrimus displays his squad number against a blue squad marking, as do all his brothers. His place in a Reserve Company is shown by the number and colour on his left knee. His greave displays a campaign badge.

HAWK LORDS

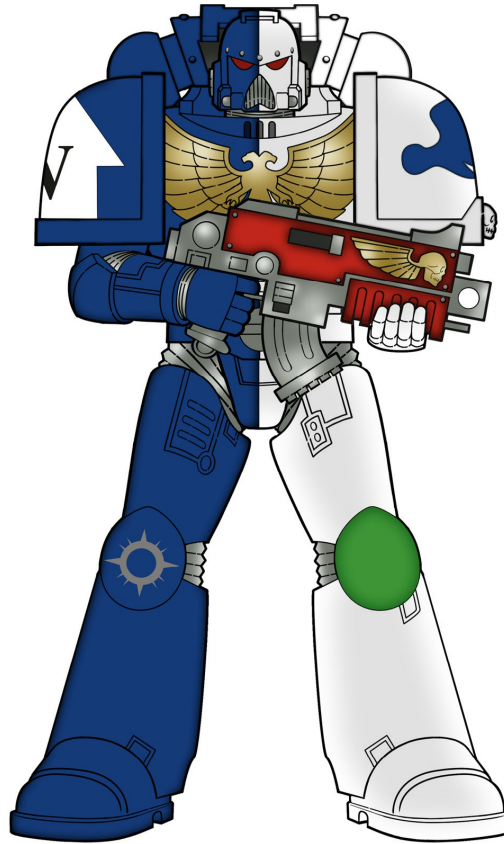
The Hawk Lords Chapter favours the use of various gunships, and so are unsurprisingly masters of aerial combat. It is not unknown for pilots from other Chapters to hone their piloting skills while on secondment to a Hawk Lords Talon Wing.



Brother Vulkis, 2nd Company, 5th Tactical Squad. The trim of Vulkis' shoulder guards displays his company colour. The Hawk Lords' squad markings are yellow, as are the helmets of their Veterans and Veteran Sergeants.

EAGLE WARRIORS

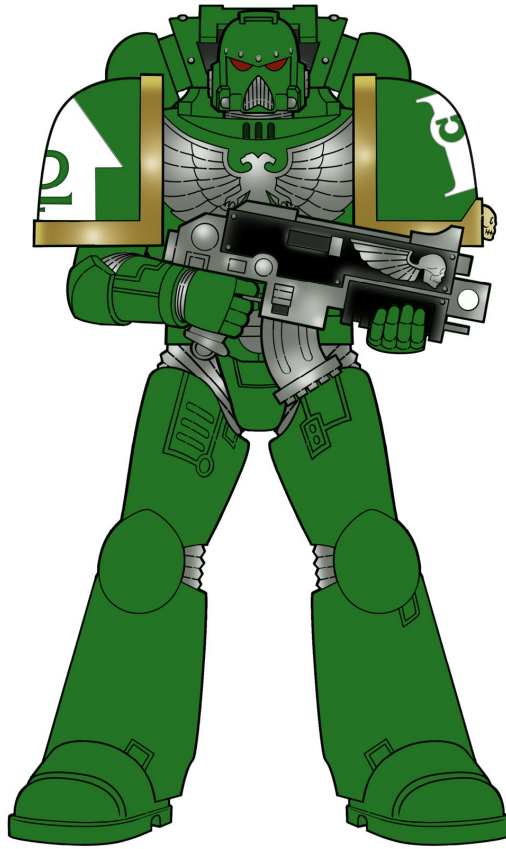
Founded during an especially anarchic period in the Imperium's history, the Eagle Warriors cannot trace their exact origin. Regardless, they cite Roboute Guilliman as their Primarch, and fight an endless crusade to defend the systems he liberated during the Great Crusade.



Tactical Marine Vardas, Eagle Warriors 4th Company. Vardas' place in the 5th Tactical Squad is shown by the numeral on his right shoulder guard. His right knee bears an honorific, his left knee his company colour.

INCEPTORS

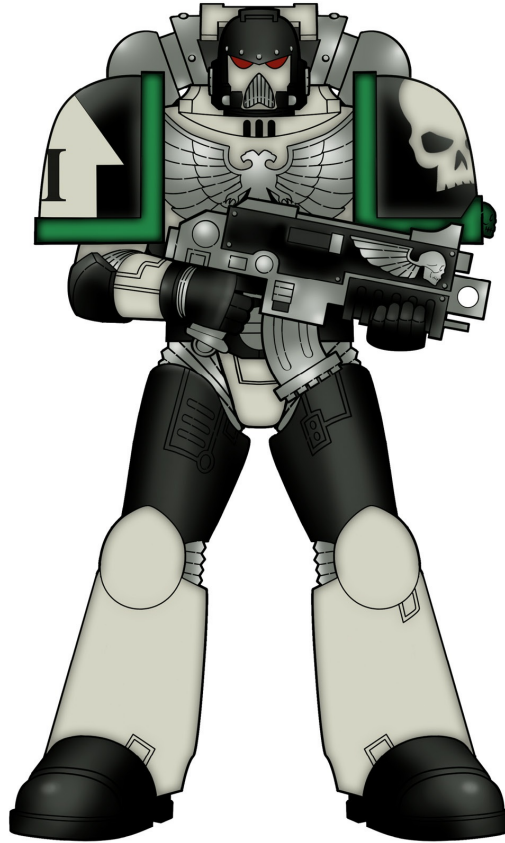
This Chapter fought during the Macharian Crusade and won great glory. However, after coming to blows with the Doom Warriors and Minotaurs Chapters, their ranks were sorely depleted and many of their Chapter relics lost.



Brother Legios displays his squad number within his squad marking, and his shoulder guards' gold trim marks him out as a member of the 2nd Company. Opposite, the Inceptors' Chapter symbol incorporates that of their Primogenitors.

MORTIFACTORS

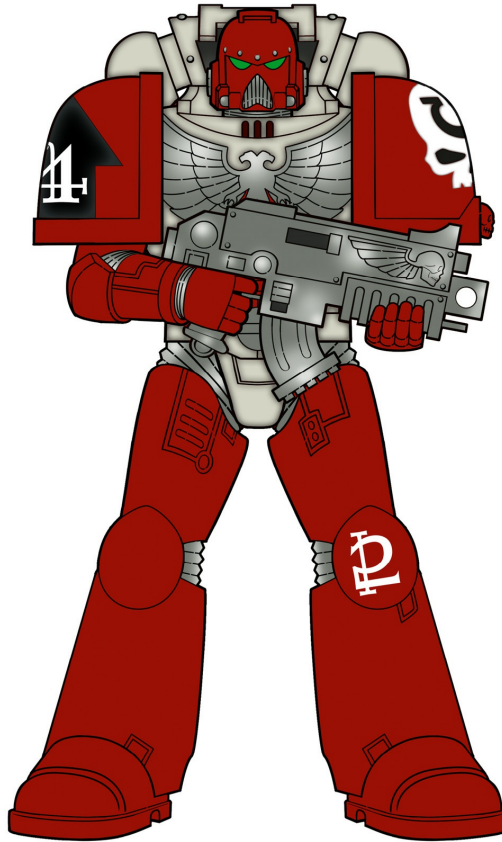
The Mortifactors are a dark and brooding Chapter who venerate their honoured dead to the point of obsession. Their open morbidity and celebration of death often makes their allies, especially the more superstitious ones, ill at ease.



Brother Haruk, Mortifactors 4th Company, 2nd Tactical Squad. The Mortifactors display their squad markings and Chapter badge in distinctive black and bone; their company colour is shown as the Codex Astartes dictates.

PATRIARCHS OF ULIXIS

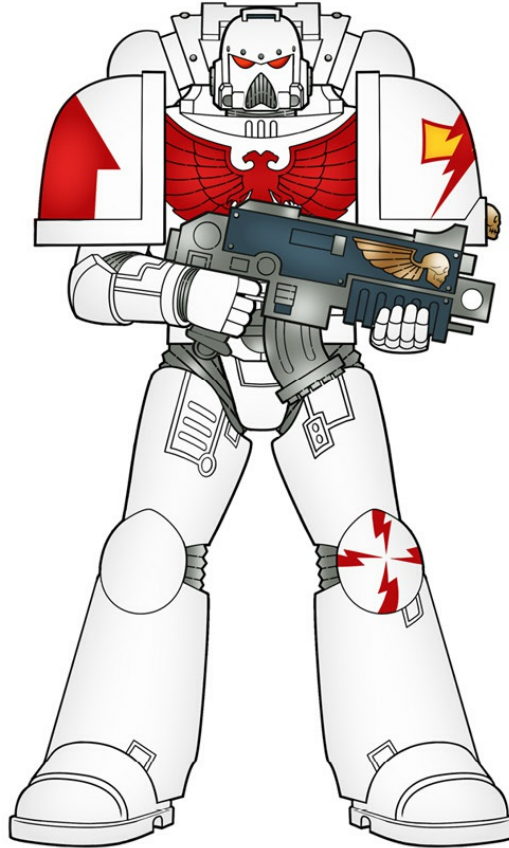
Proud Primogenitors, the Patriarchs of Ulixis have won great acclaim for their skill in battle. They are renowned for their exceptional bladework and marksmanship, to the point where their Veterans are often seconded to the honour guards of other Ultramarines successors.



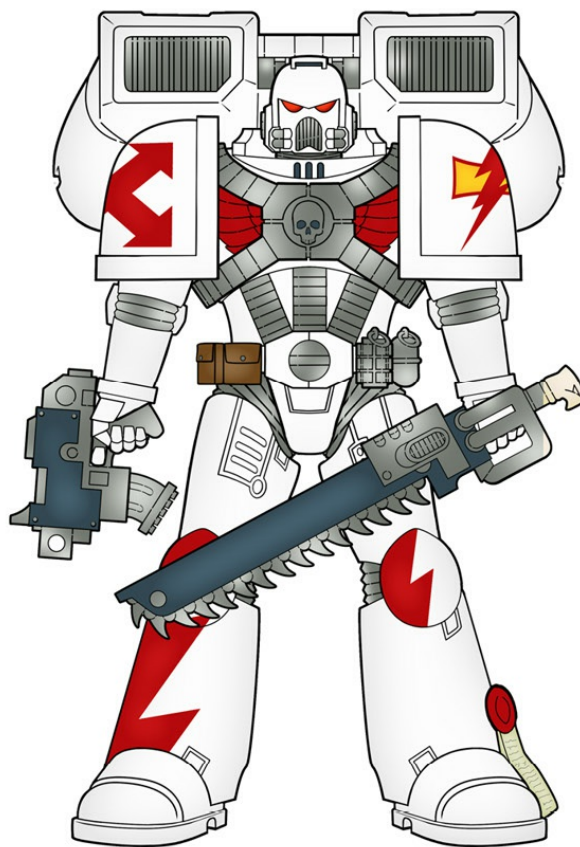
Brother Arrutor, 2nd Company, 4th Tactical Squad. Arrutor's bone-coloured torso and backpack are hallmarks of his Chapter – were he a Sergeant, his helmet would also display this colour.

WHITE SCARS CHAPTER

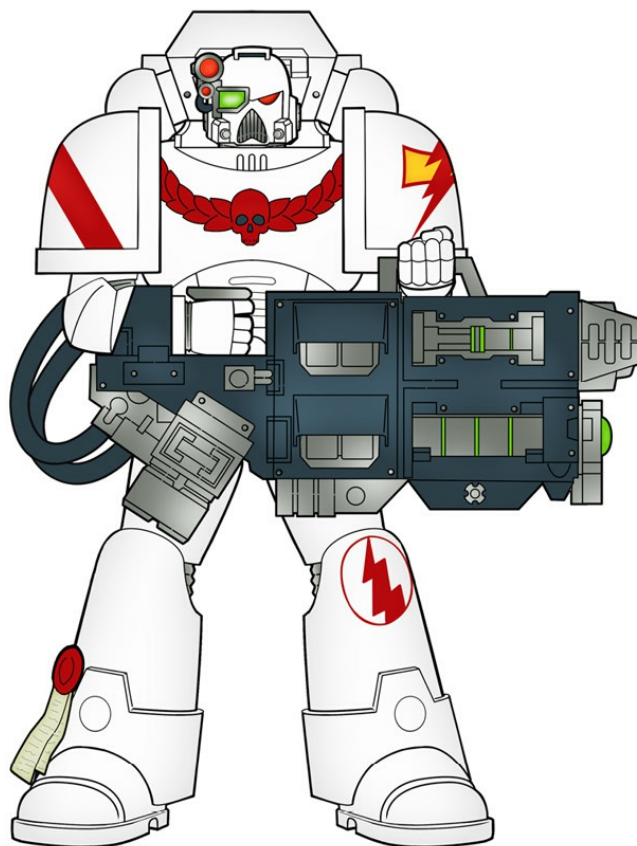
The White Scars base their Chapter iconography on the imagery used by the tribes from which they are recruited. This usually takes the form of jagged lightning bolt designs painted onto their armour and helms, echoing ritual scarification applied to the flesh beneath. In addition, the White Scars display their company and squad markings on their knees or greaves as opposed to showing them on their shoulder guards.



Tactical Marine Brother Gharn, 9th Squad, 6th Company



Assault Marine Sergeant Jekos, 7th Squad, 4th Company



Devastator Marine Brother Solgh, 10th Squad, 3rd Company



1st



2nd



3rd



4th



5th



6th



7th



8th

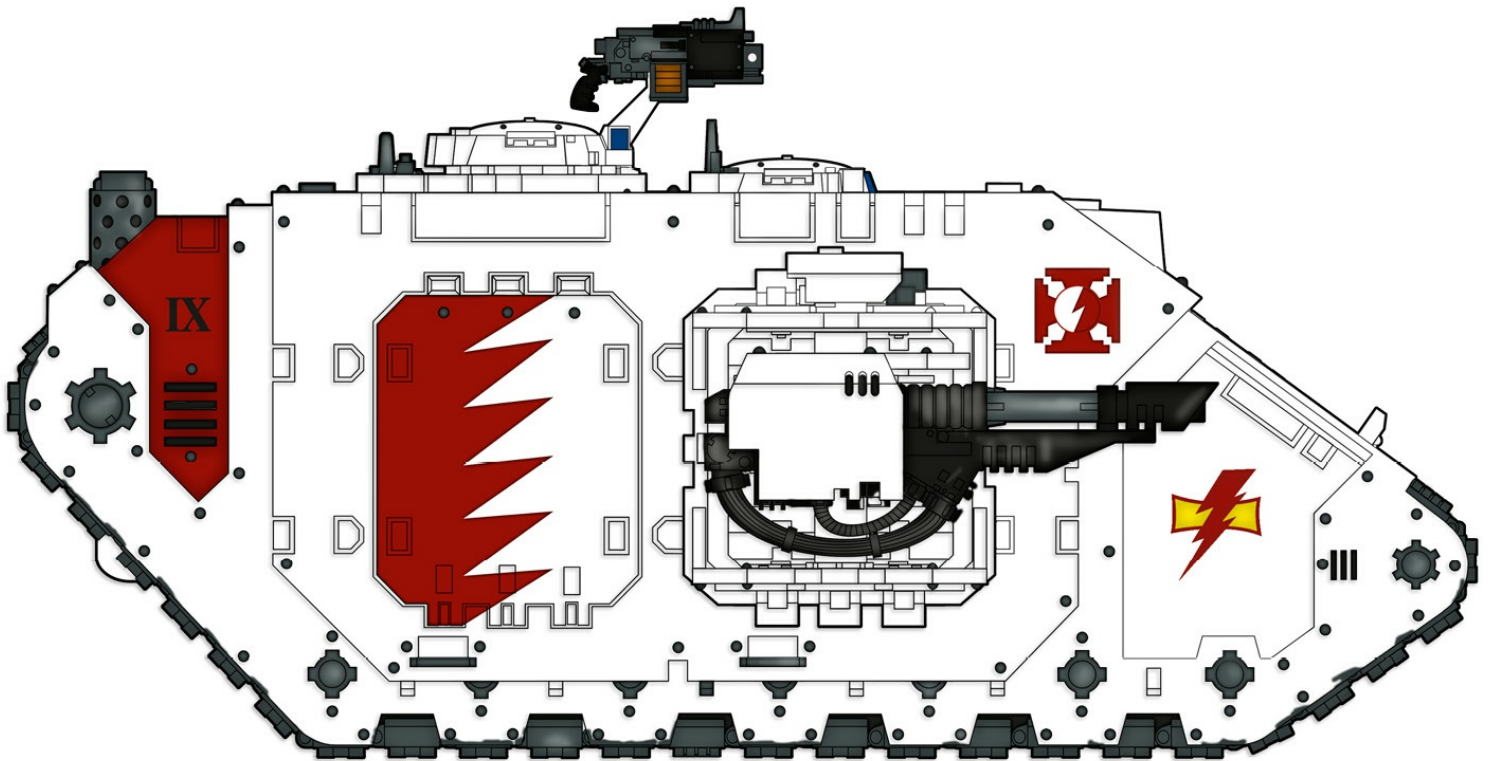


9th



10th

White Scars usually display squad markings on the left knee, picked out in lightning bolt designs as shown here.



This Land Raider is the 9th vehicle of the 1st Company, assigned to the 2nd Squad – indicated by the numerals, side hatch design and the crux design respectively.



1st



2nd



3rd



4th



5th



6th



7th

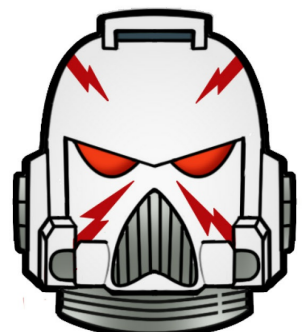
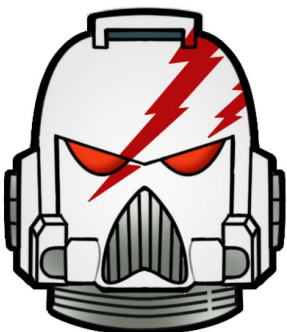


8th

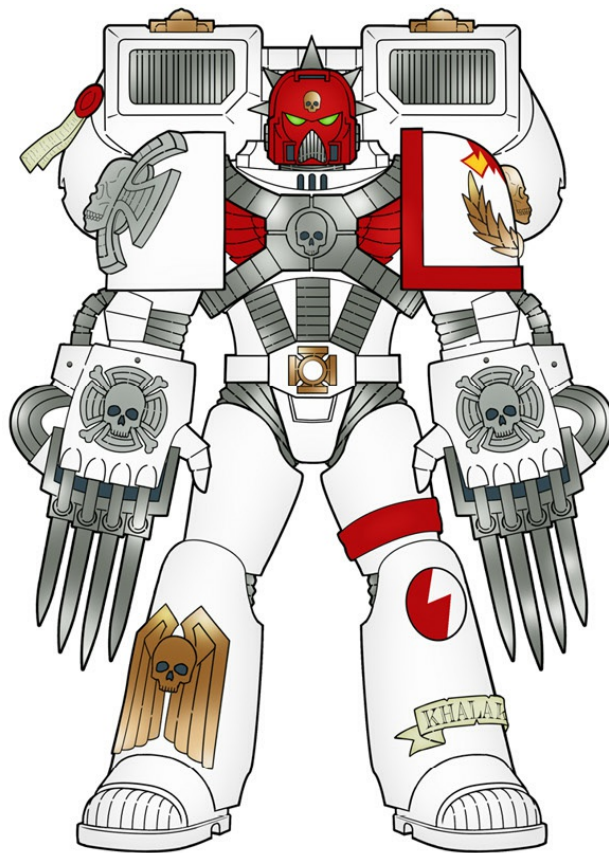


9th

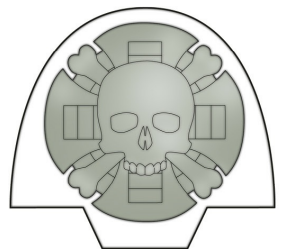
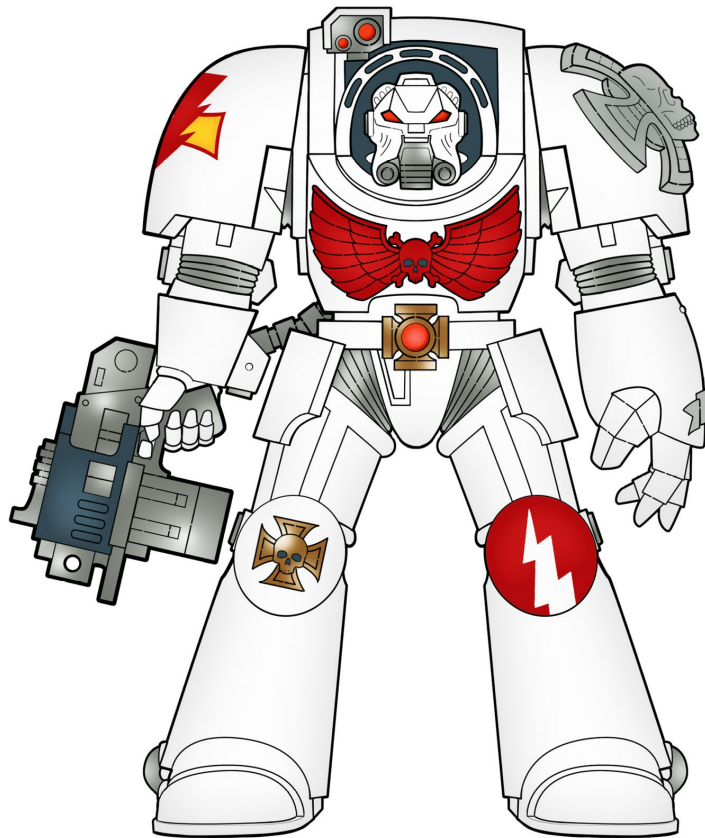
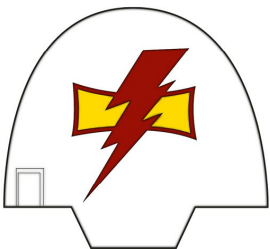
White Scars Sergeants display their company markings on their greaves.



Many White Scars helmets bear designs that echo Chogorisian tribal markings.



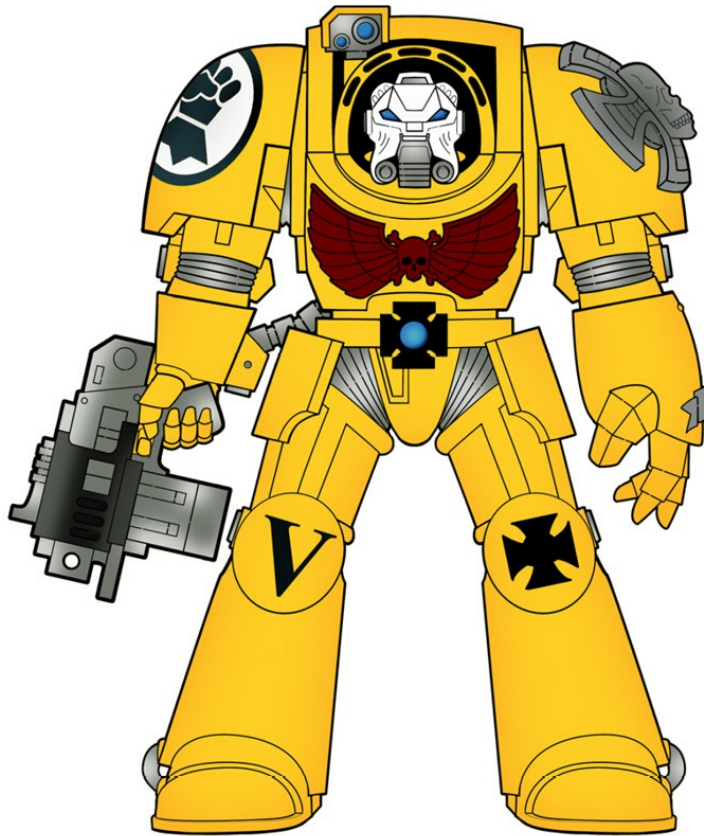
Brother Khalak bears the red helm of the Chapter's Veterans, and has won the right to wear Terminator armour into battle, as shown by the icon on his right shoulder.



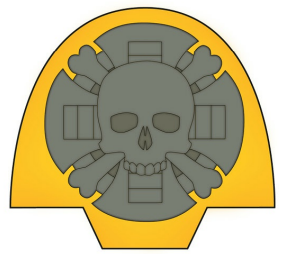
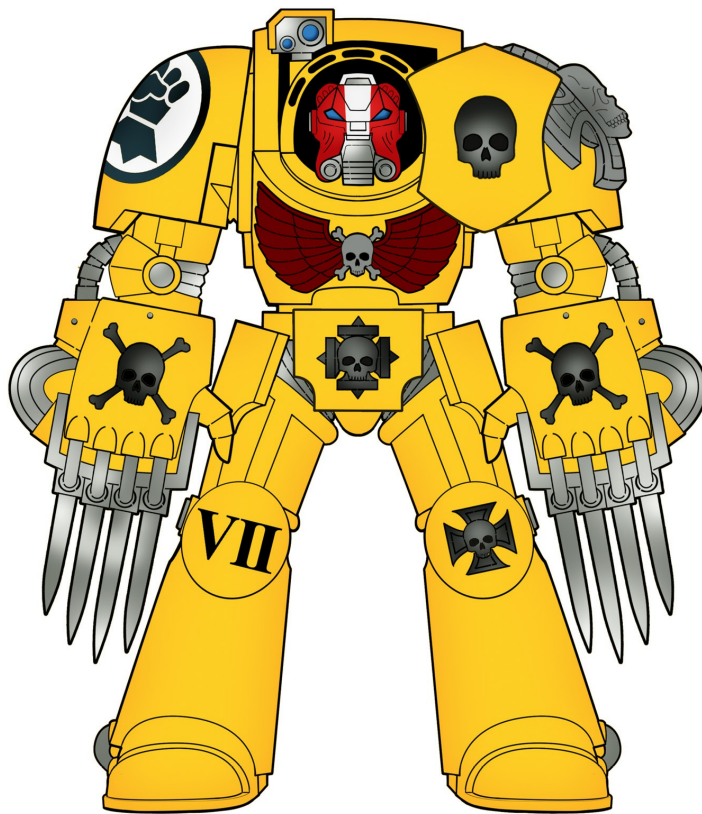
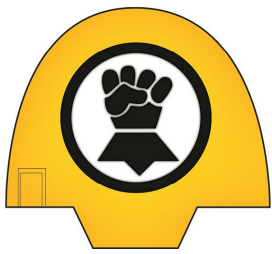
Terminator Brother Oglai, 5th Squad, 1st Company. White Scars Terminators often forgo the red helms of Veterans – their bulky armour is evidence enough.

IMPERIAL FISTS CHAPTER

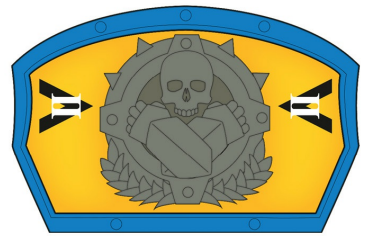
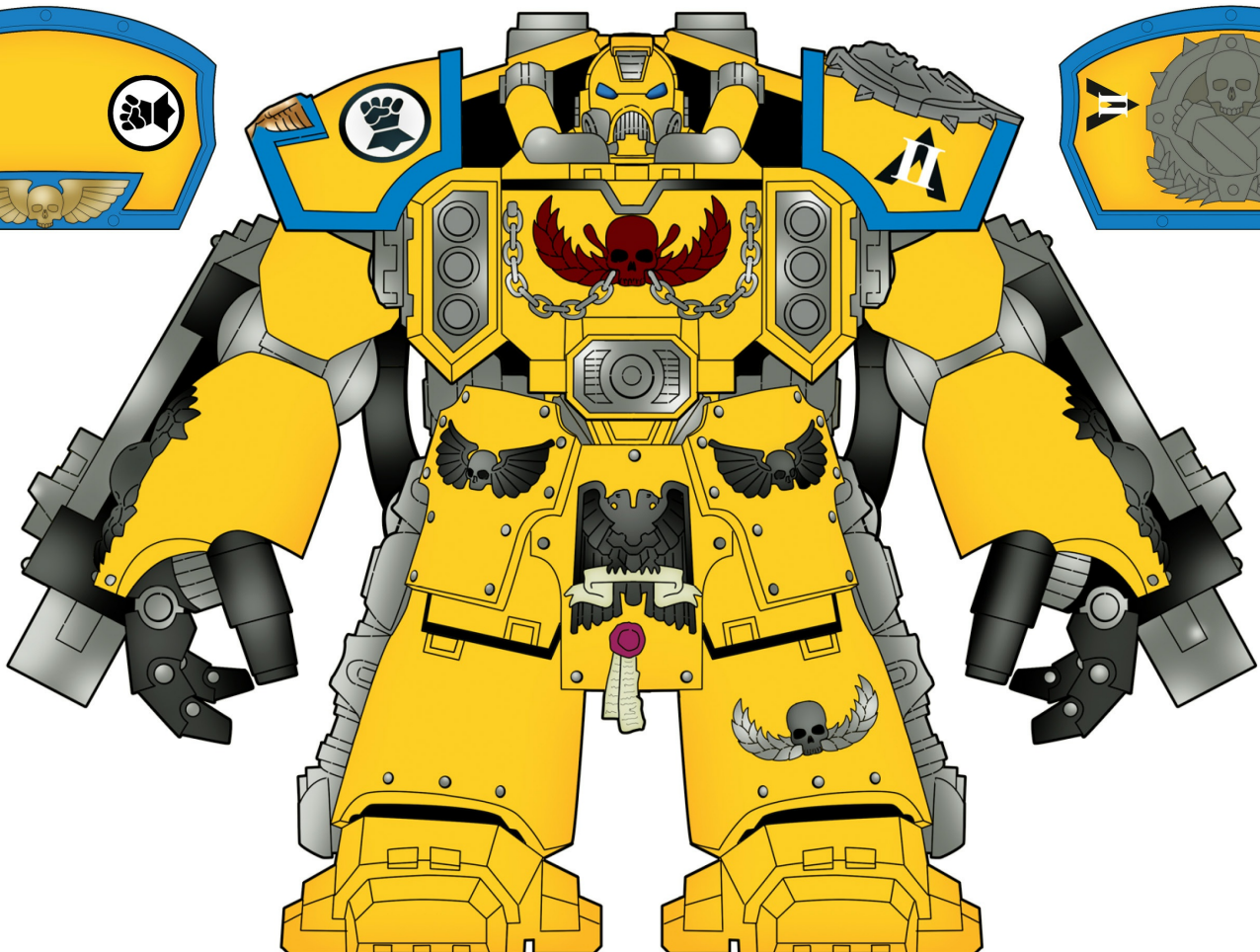
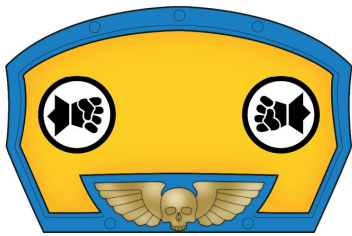
When marking their wargear with Chapter, company and squad iconography, the Imperial Fists remain entirely adherent to the Codex Astartes.



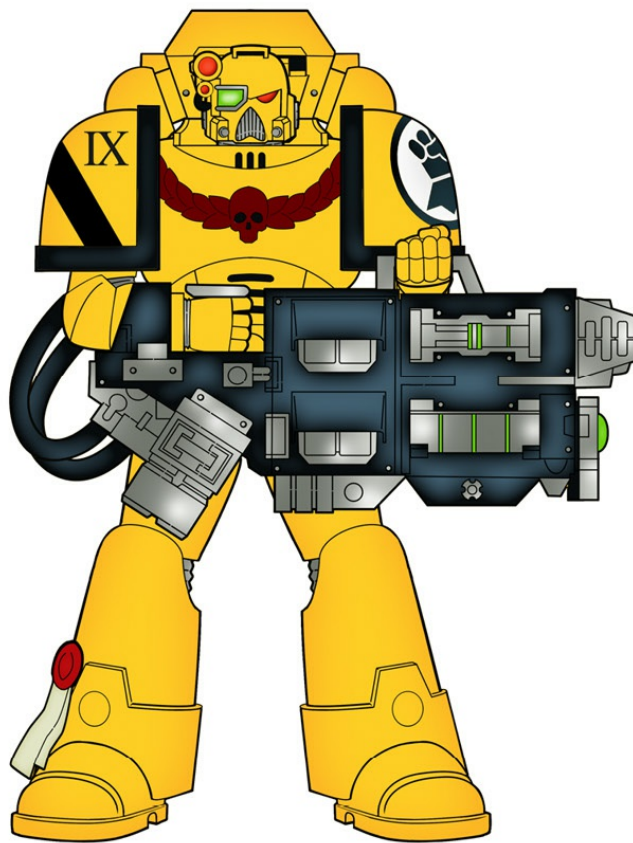
Terminator Brother Ornos of the 5th Squad, 1st Company. The crux symbol on his left kneepad and his white helmet both show his Veteran status.



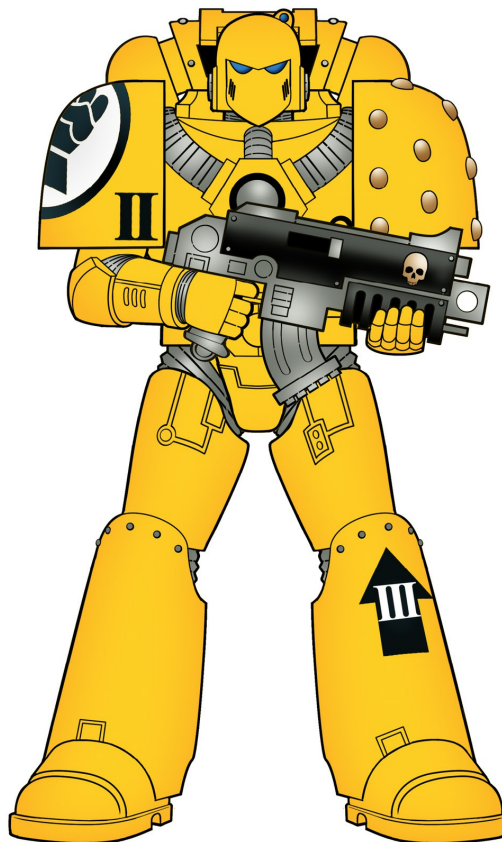
Sergeants of the 1st Company are Veterans; their red helms are therefore marked with a central white stripe. Veteran Sergeant Lorvan also bears an ecranche as a sign of status.



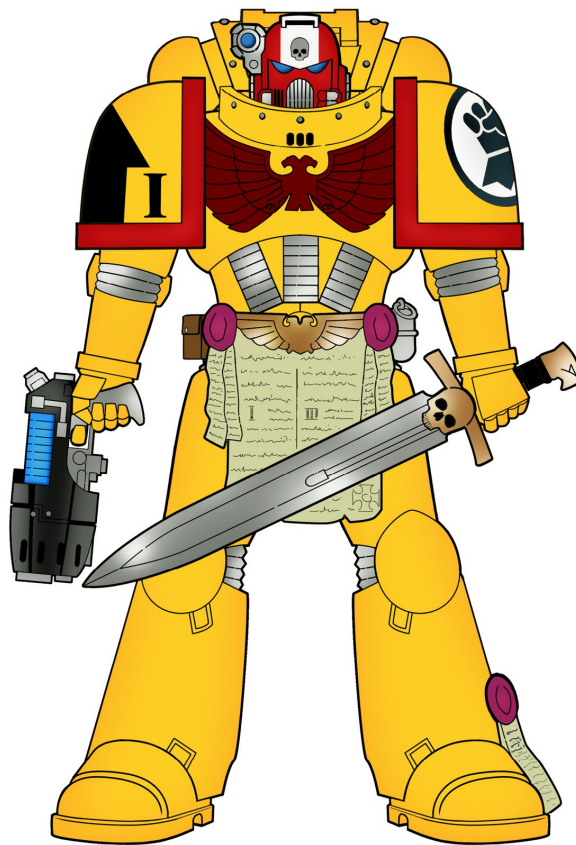
The blue trim of Brother Kivuk's shoulder guards shows that he is a member of the 9th Company; the numeral set over the Devastator designation indicates the 2nd Squad.



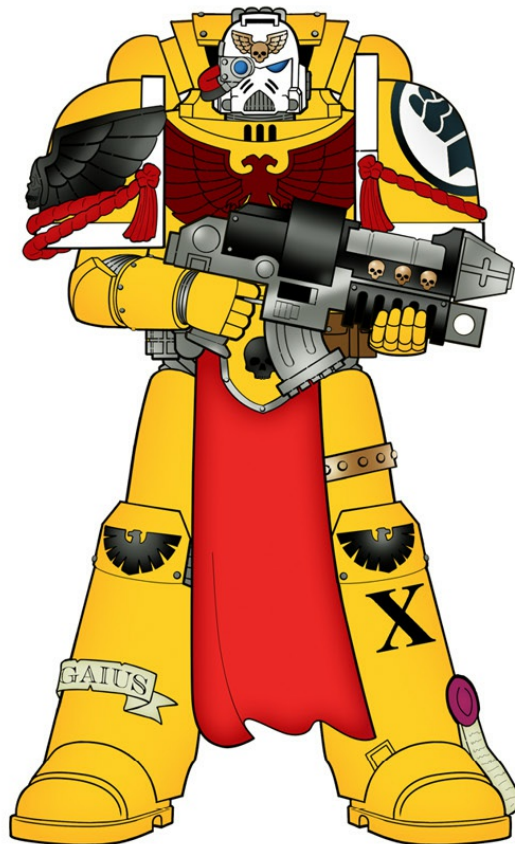
Brother Kaneq, 9th Devastator Squad, 5th Company, bearing the Codex-standard Devastator chevron.



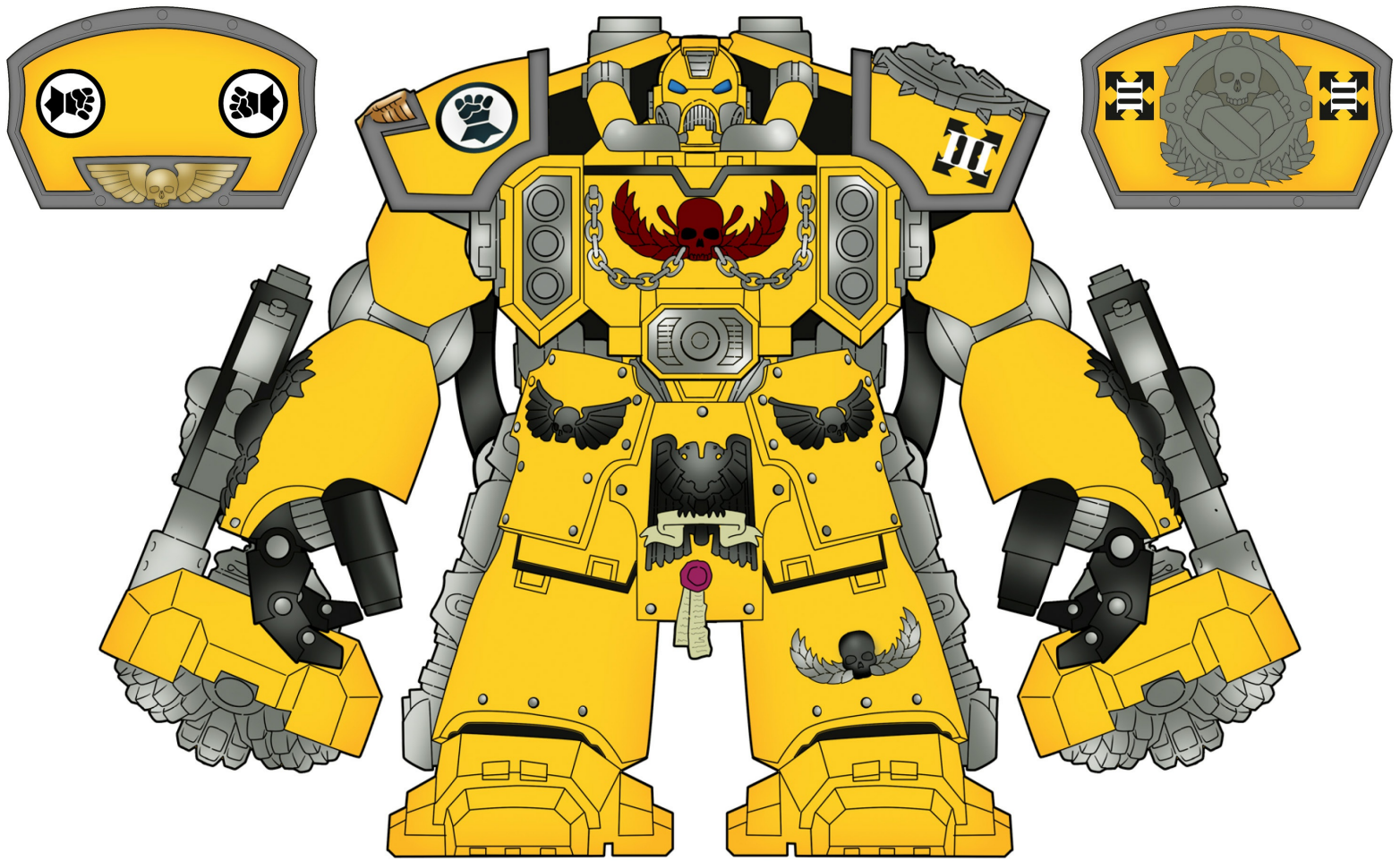
Numerals will often be used on shoulder guards where there is no trim colour to indicate company.



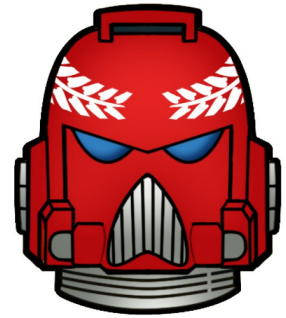
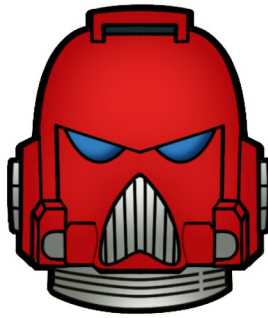
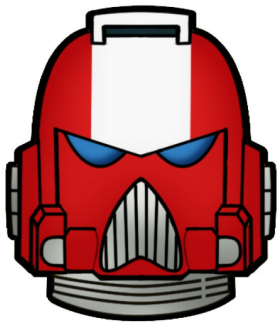
Veteran Sergeant Metan, 1st Tactical Squad, 3rd Company. The scrollwork and purity seals detail crusade oaths.



Veteran Brother Lyvor's right shoulder bears an honour marking; his squad number is on his greave.



Brother Rosharn of the 3rd Assault Squad pilots a Centurion warsuit assigned to the 8th Company, shown here by the grey shoulder guard trim.



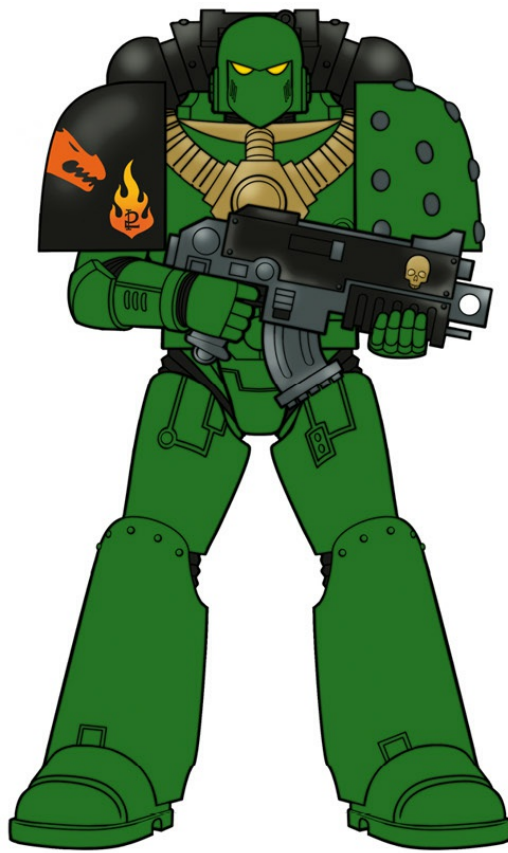
The Imperial Fists employ Codex-standard helm colour designations: red for Sergeant and white for Veteran status.

SALAMANDERS CHAPTER

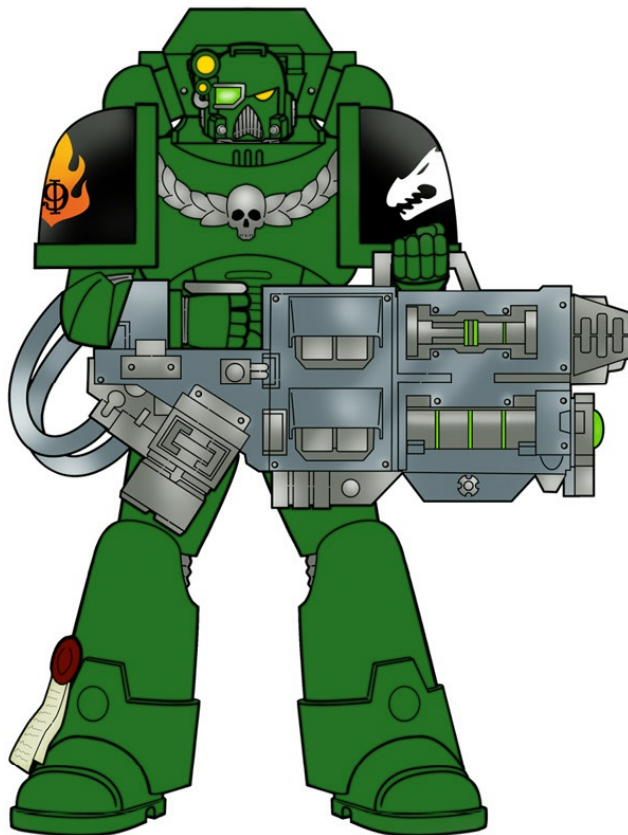
The Salamanders have only seven companies rather than the usual ten, each a warrior-house somewhat larger than the typical company. They generally adhere to the Codex Astartes in terms of iconography, with the exception that, thanks to the remarkable craftsmanship of the Salamanders battle-brothers, much of their armour and weaponry is beautifully worked with ornamentation and embellishments.



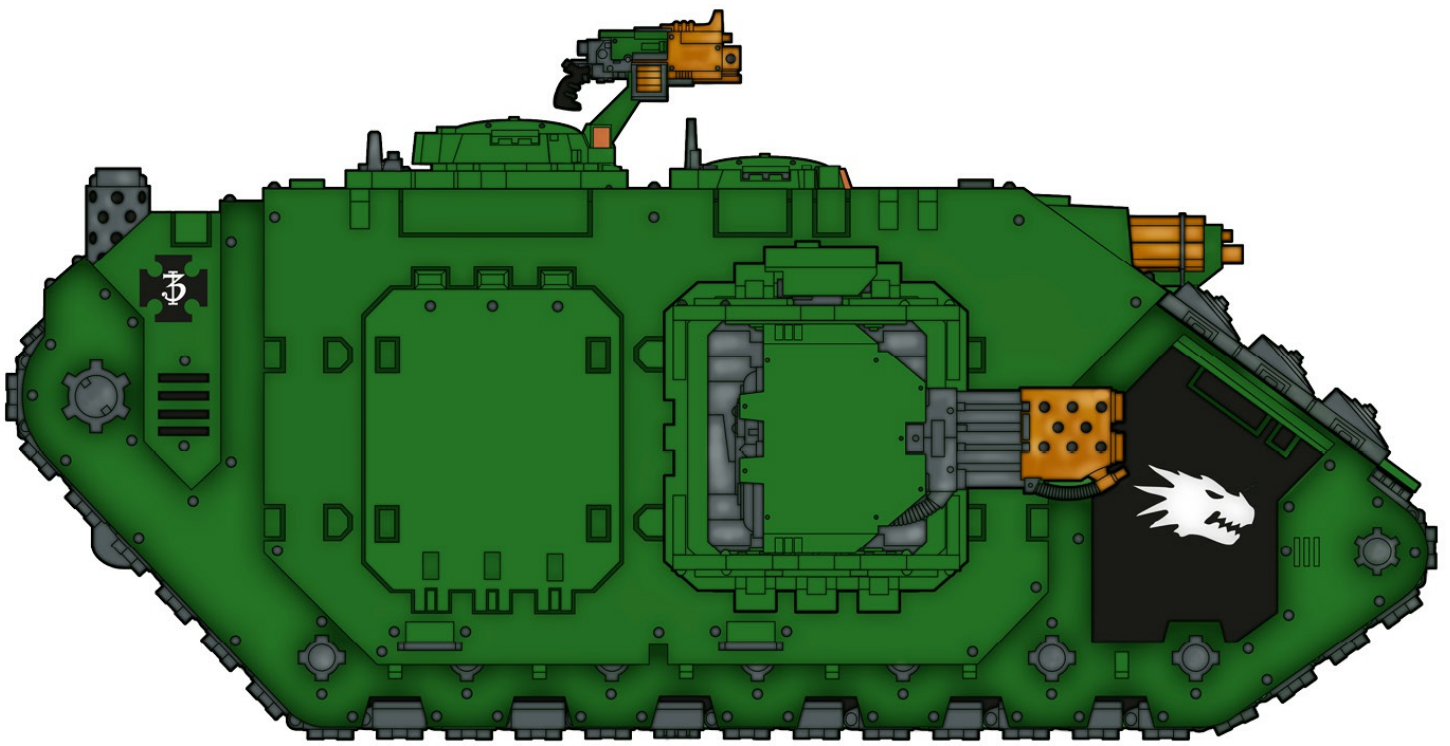
Brother Tolkos of the 8th Tactical Squad, 5th Company. Squad numbers are set over a flame design.



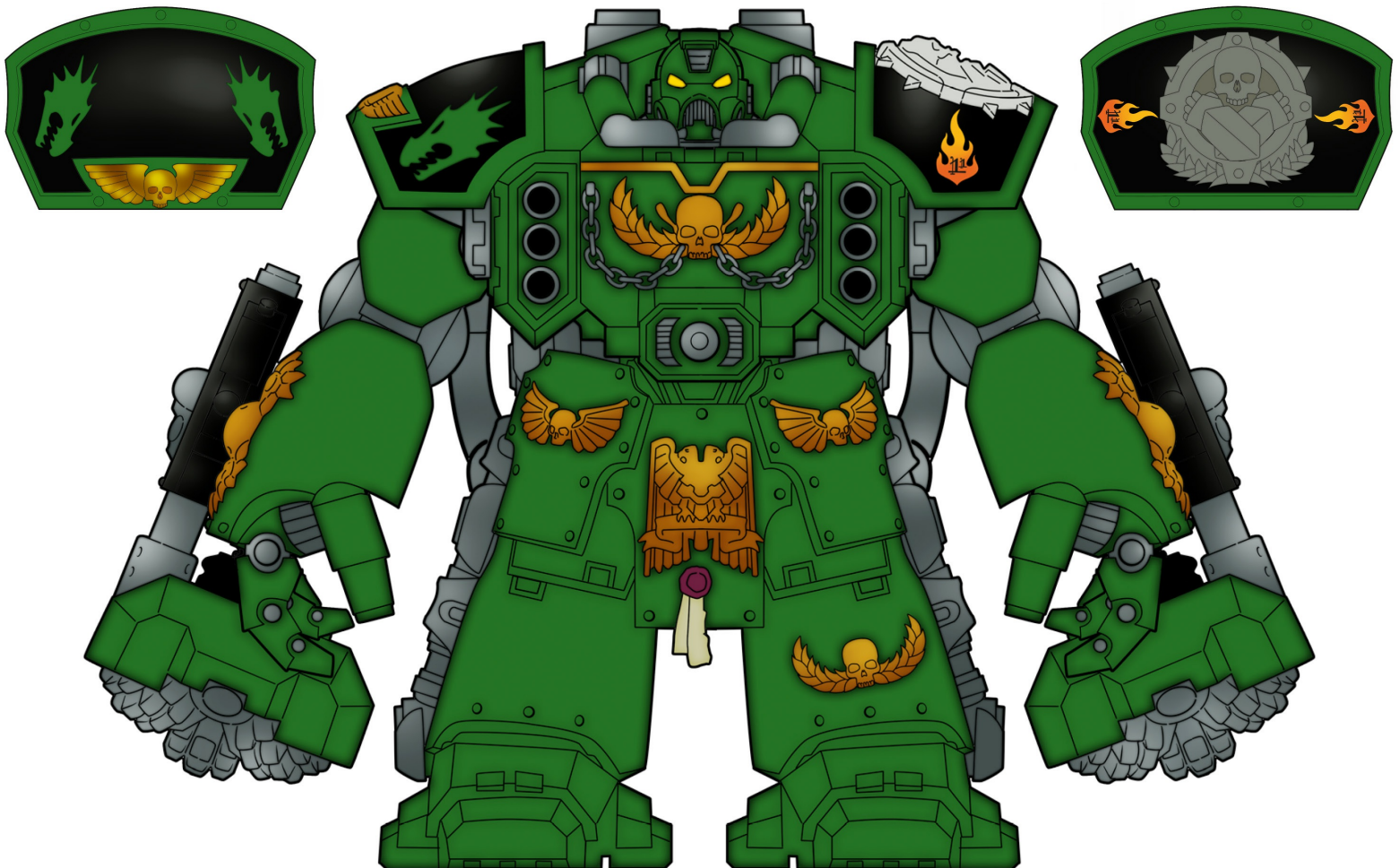
When the Chapter symbol is shown on a shoulder guard, the gaze of the Salamander always points forwards.



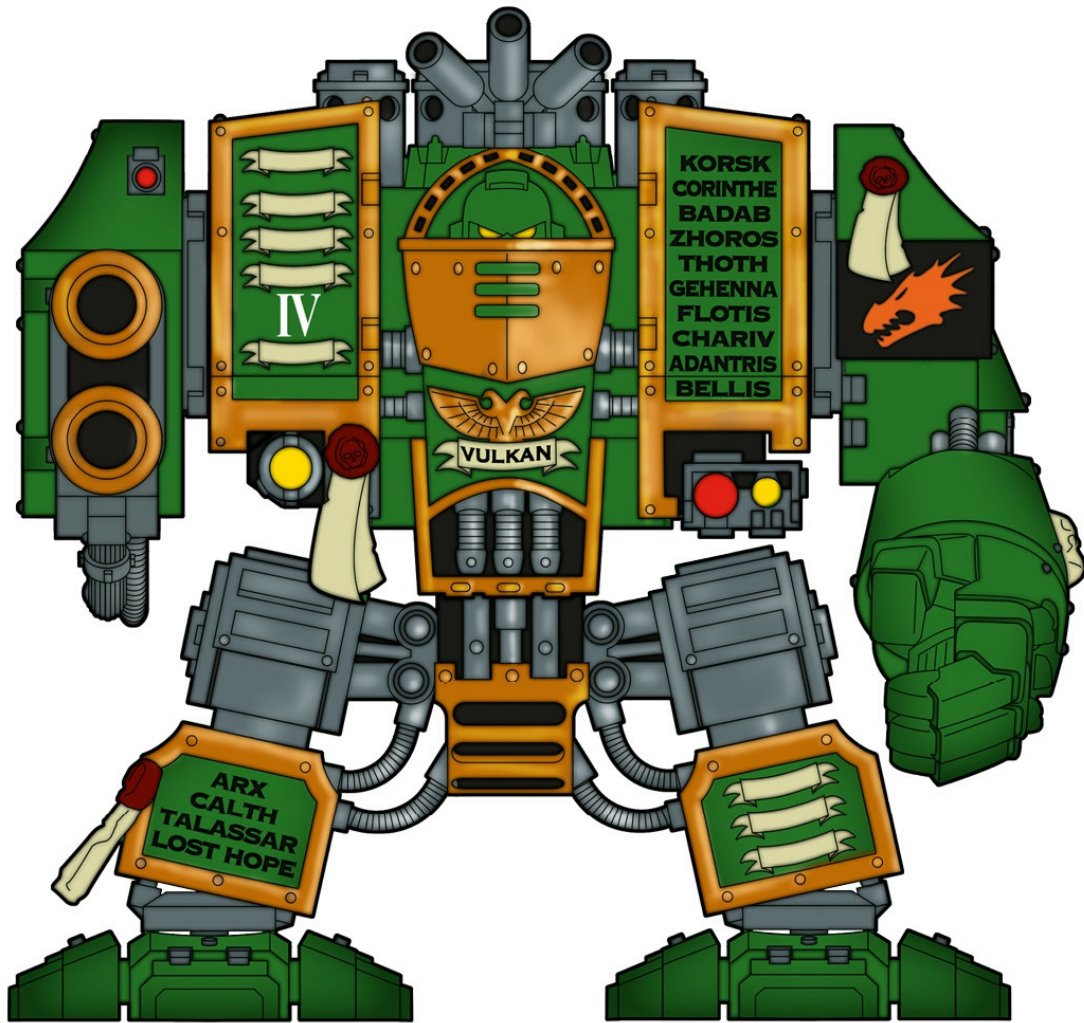
Brother Dal'tok, 9th Devastator Squad, 2nd Company. The Chapter does not use squad designations.



Land Raider Redeemers are highly prized and meticulously maintained by the Salamanders Chapter. This fire-breathing beast of a tank has been assigned to carry the 1st Company's 3rd Squad into battle.



Assault Centurion Lan'Mok, 11th Squad, 4th Company. The Salamanders' warrior-houses each contain a greater number of battle-brothers than a standard Codex company, and therefore more squads – usually twelve.



Venerable Dreadnought, 4th Vehicle, 3rd Company. The Salamanders are famous for the supreme quality of their craftsmanship, as shown by the ornate gild-work on Ancient Guldor's sarcophagus, above.



Terminators such as Veteran Brother Do'Shan of the 1st Company's 3rd Squad wield power fists with black casings.



1st & 2nd Companies



3rd Company



4th Company



5th Company



6th Company



7th Company

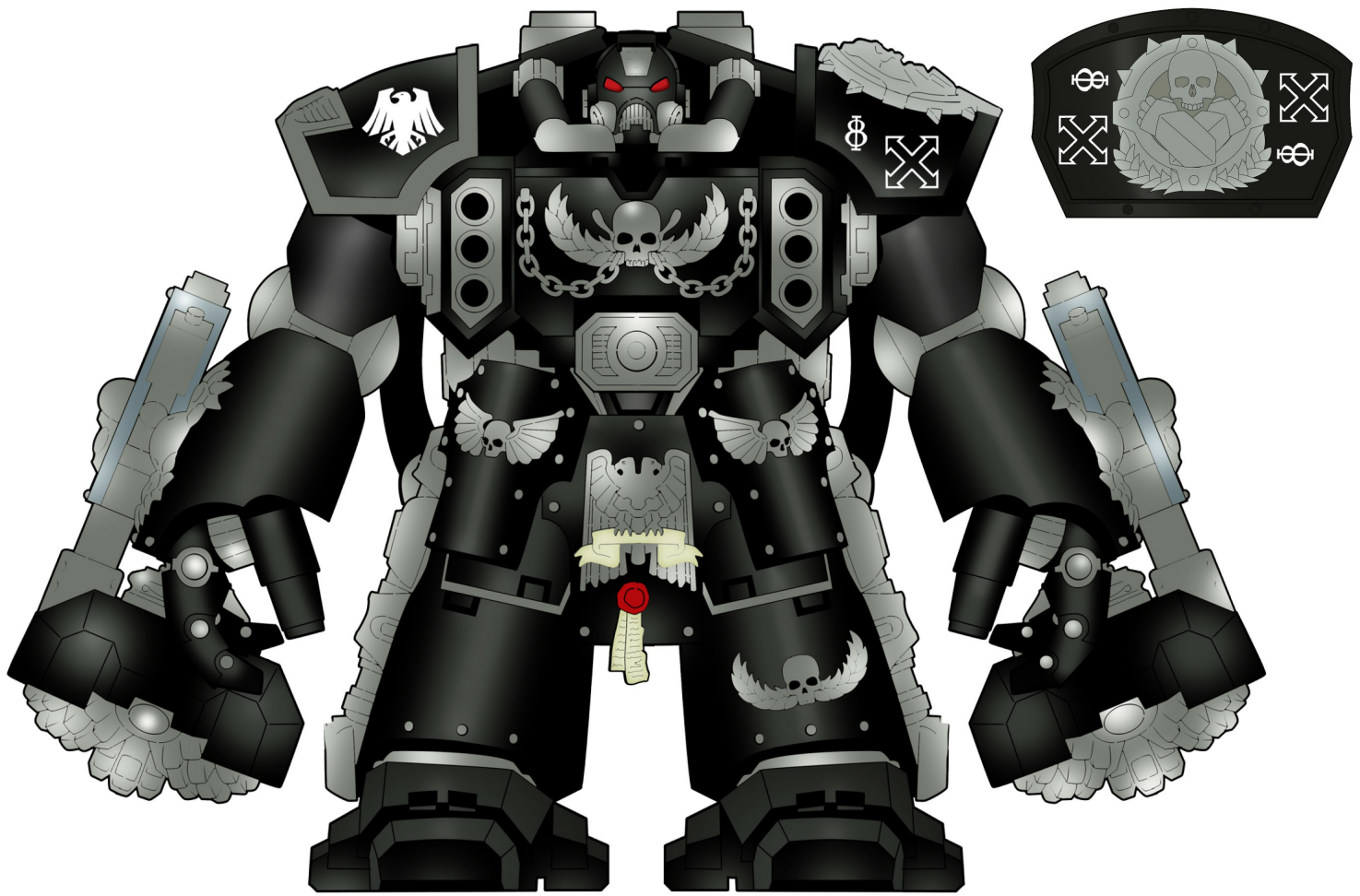
The Salamanders Chapter comprises seven companies, each indicated by colour variations of the Chapter's symbol. The 1st and 2nd Companies simply use the unmodified Chapter symbol as their marking.

RAVEN GUARD CHAPTER

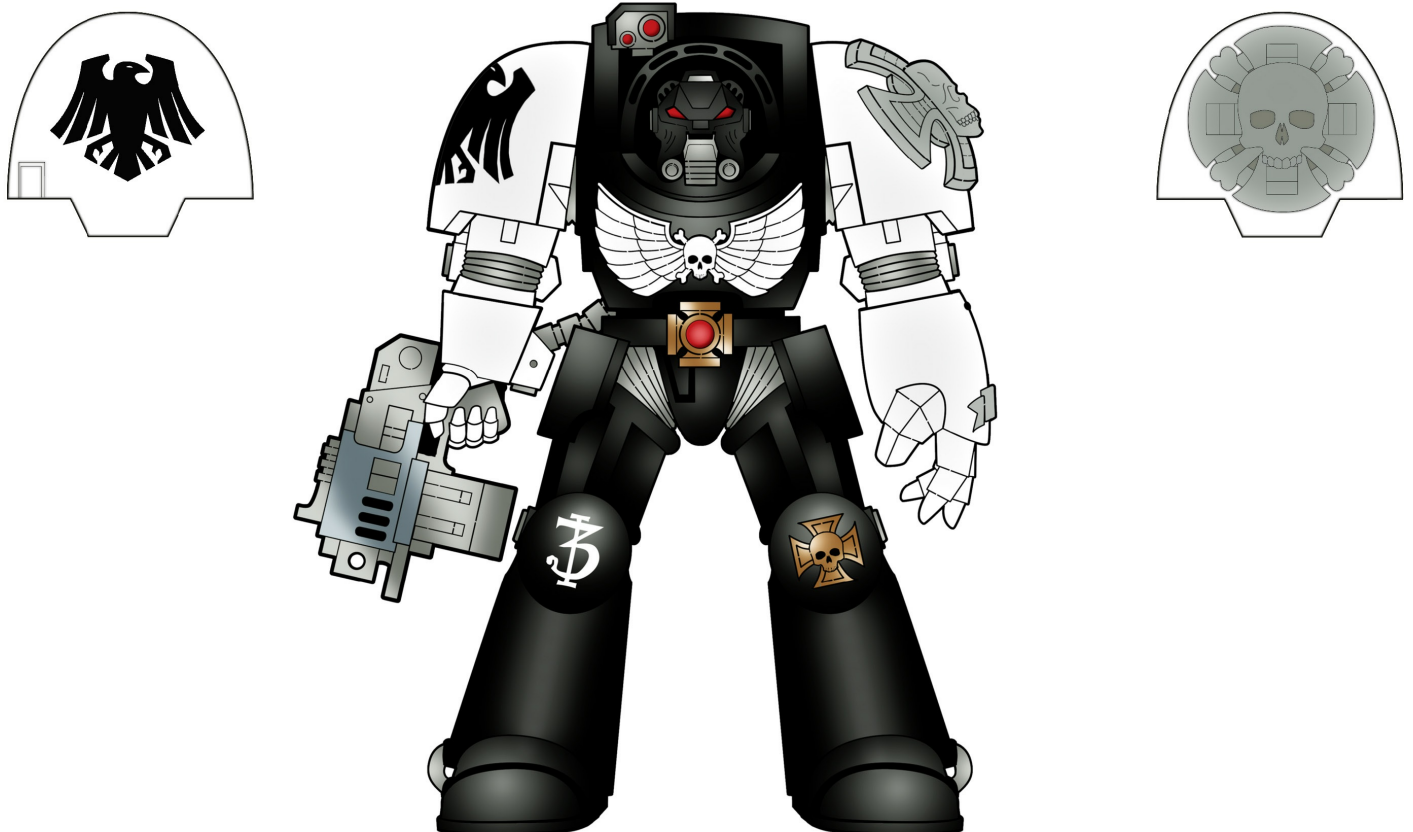
The Raven Guard use a system of squad markings and designations that slightly deviates from the Codex Astartes. While their left shoulder guard shows the Chapter symbol as normal, it bears no company colours, and their right guard shows only their designation symbol – for instance, Tactical, Assault or Devastator. The squad number is instead displayed upon the knee guard.



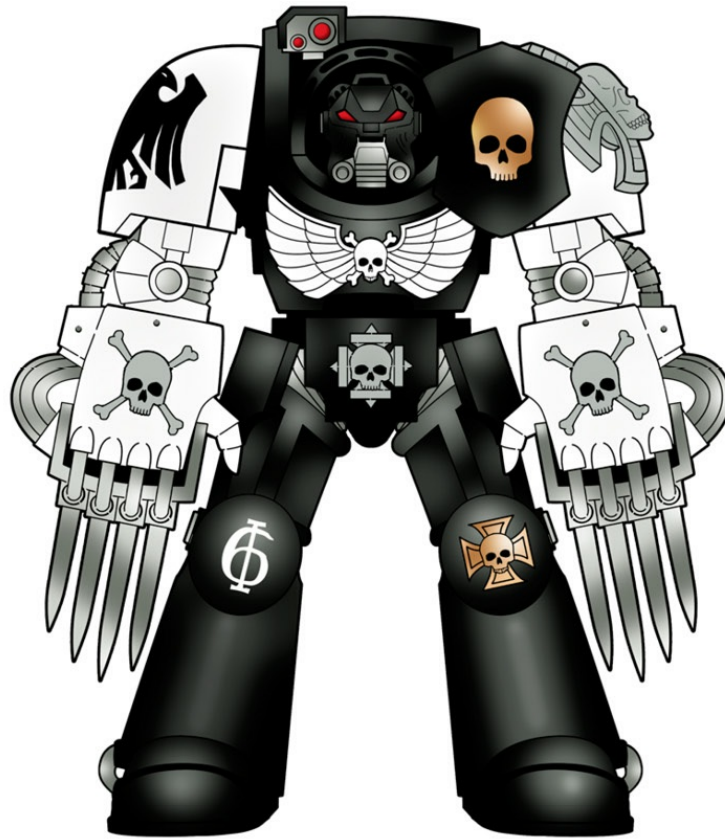
Brother Navan of the 10th Company's 3rd Squad displays the sombre colours typical of Raven Guard Scouts.



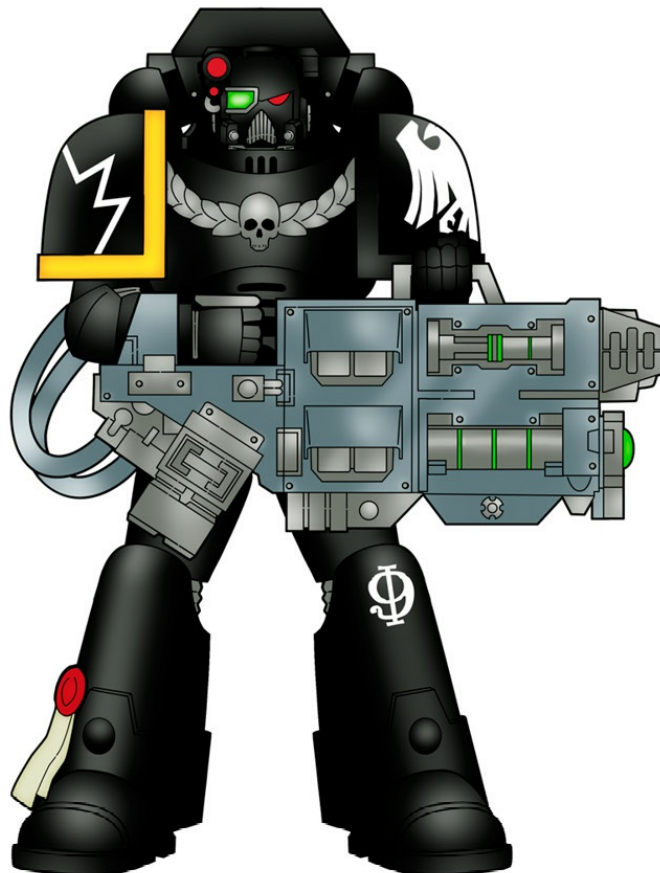
Brother Kesokys, 8th Assault Squad, 7th Company. Although few in number, the black and gunmetal Centurions of the Chapter demonstrate the Raven Guard's tendency to avoid unnecessary embellishments.



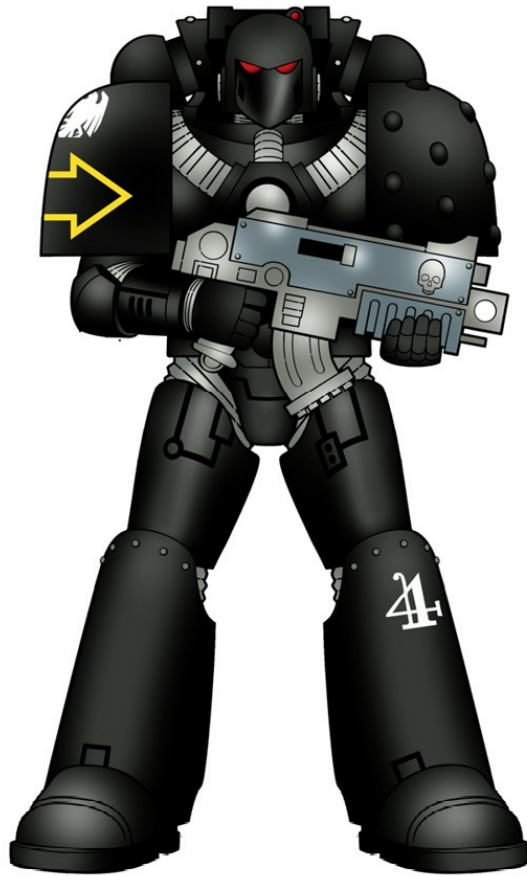
The 1st Company bear white arms, with the Chapter symbol in black and inverted to face forwards.



Sergeant Maldax, 6th Squad, 1st Company. His status is marked by the skull-embossed shield.



Brother Kyro, 9th Devastator Squad, 2nd Company, displaying Codex-standard company colours.



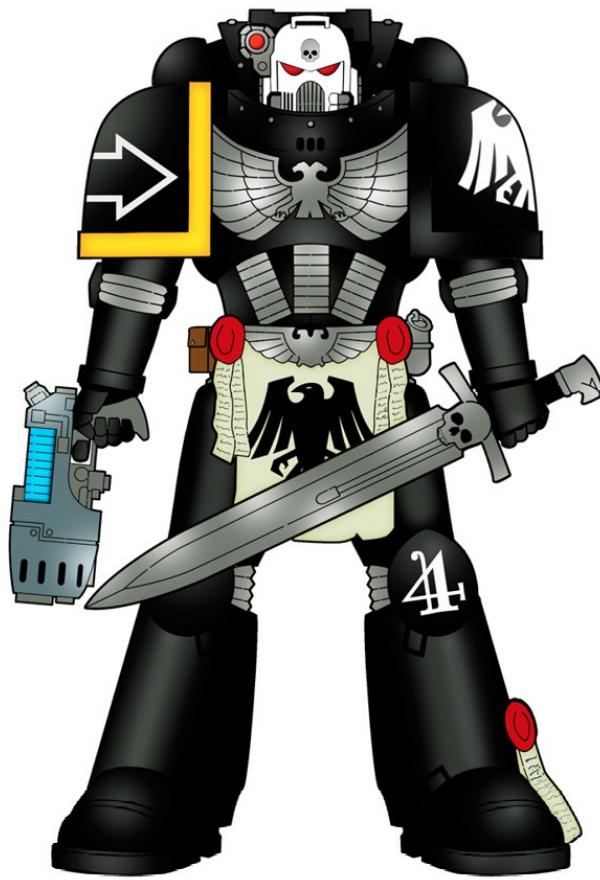
Brother Kyphus, 4th Tactical Squad. His place in the 2nd Company is shown by the colour of his squad icon.



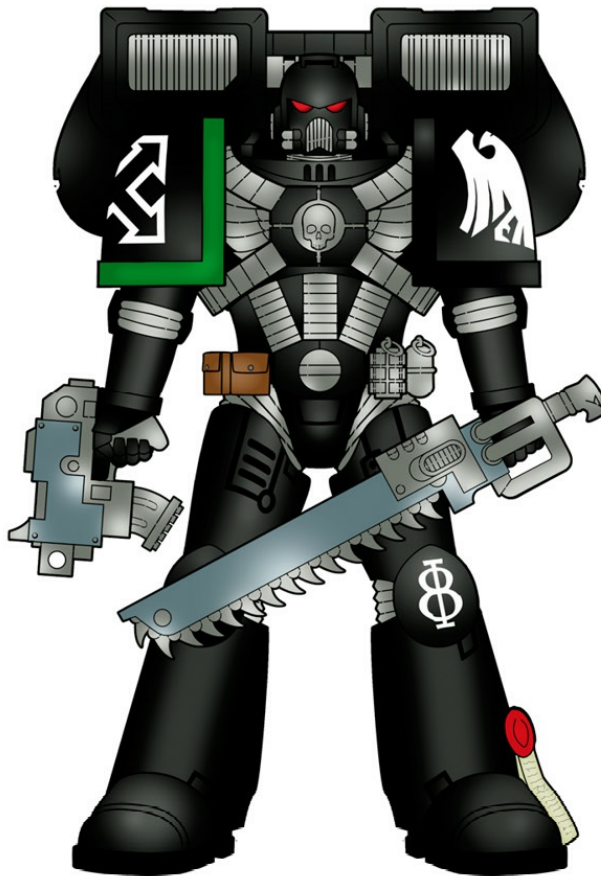
The Raven Guard Chapter symbol, depicting a left-facing corvid rising.



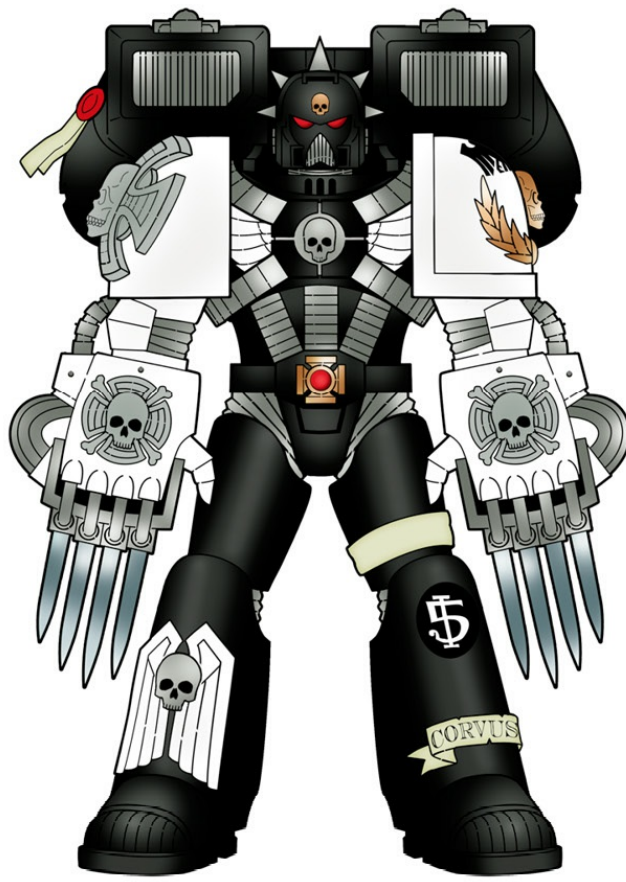
White helms are sometimes worn by officers to indicate their status.



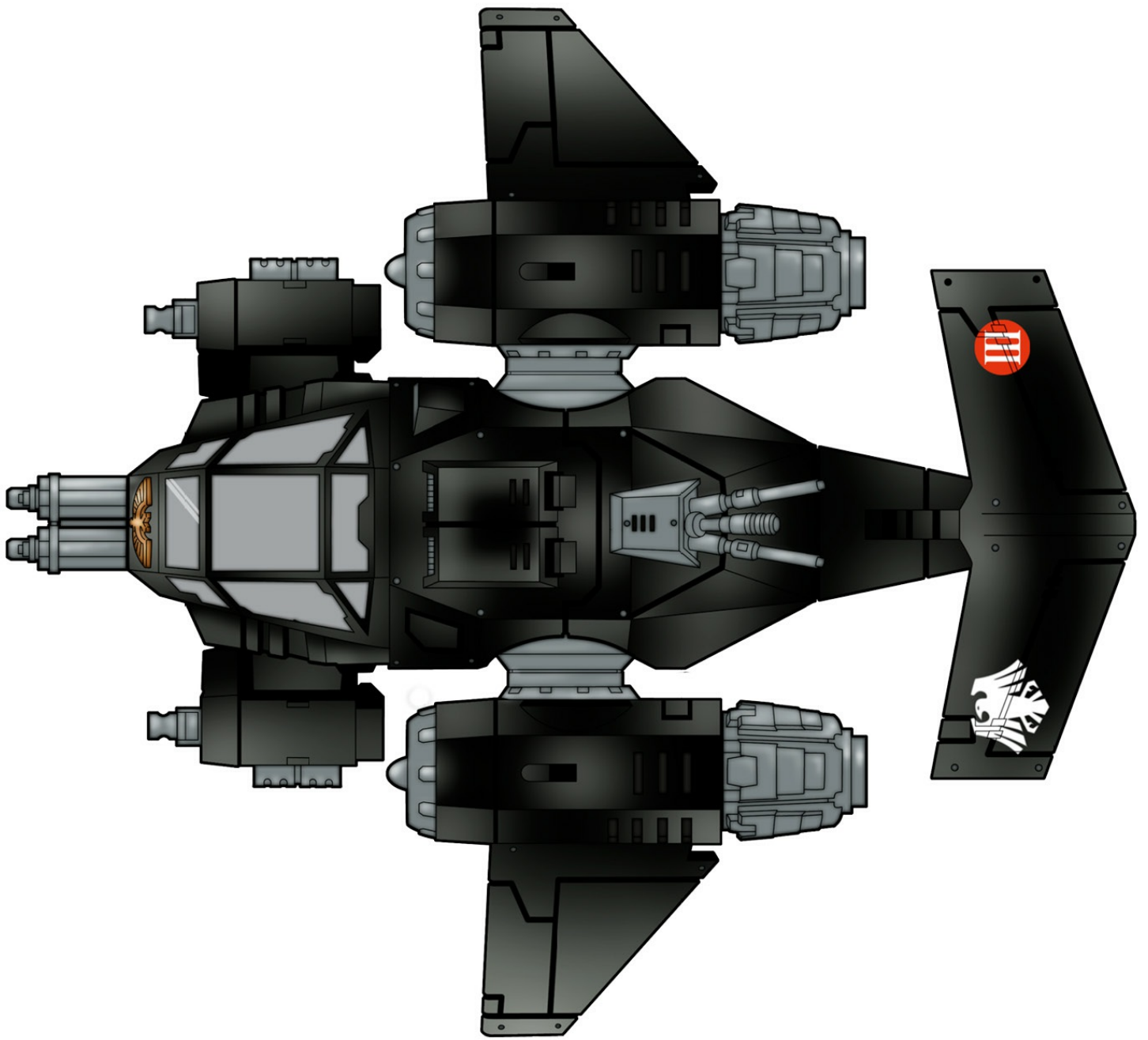
Sergeant Harkys, 4th Tactical Squad, 2nd Company, in MkVIII power armour.



Assault Marine Brother Sharek, 8th Squad, 4th Company. Only the right shoulder bears company colours.



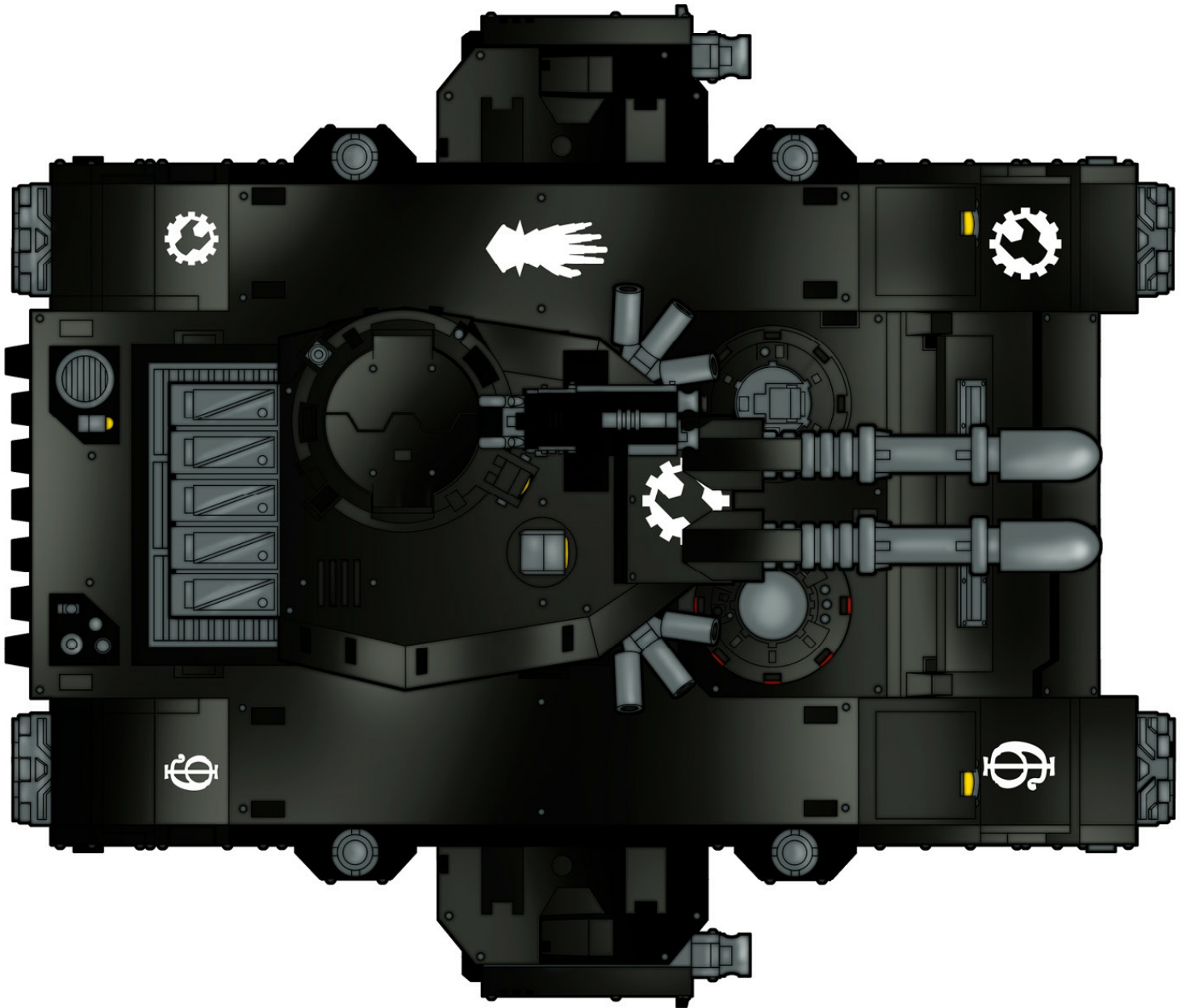
Brother Melkos of the 1st Company's 5th Squad, showing the white arm colouration of the Veteran.



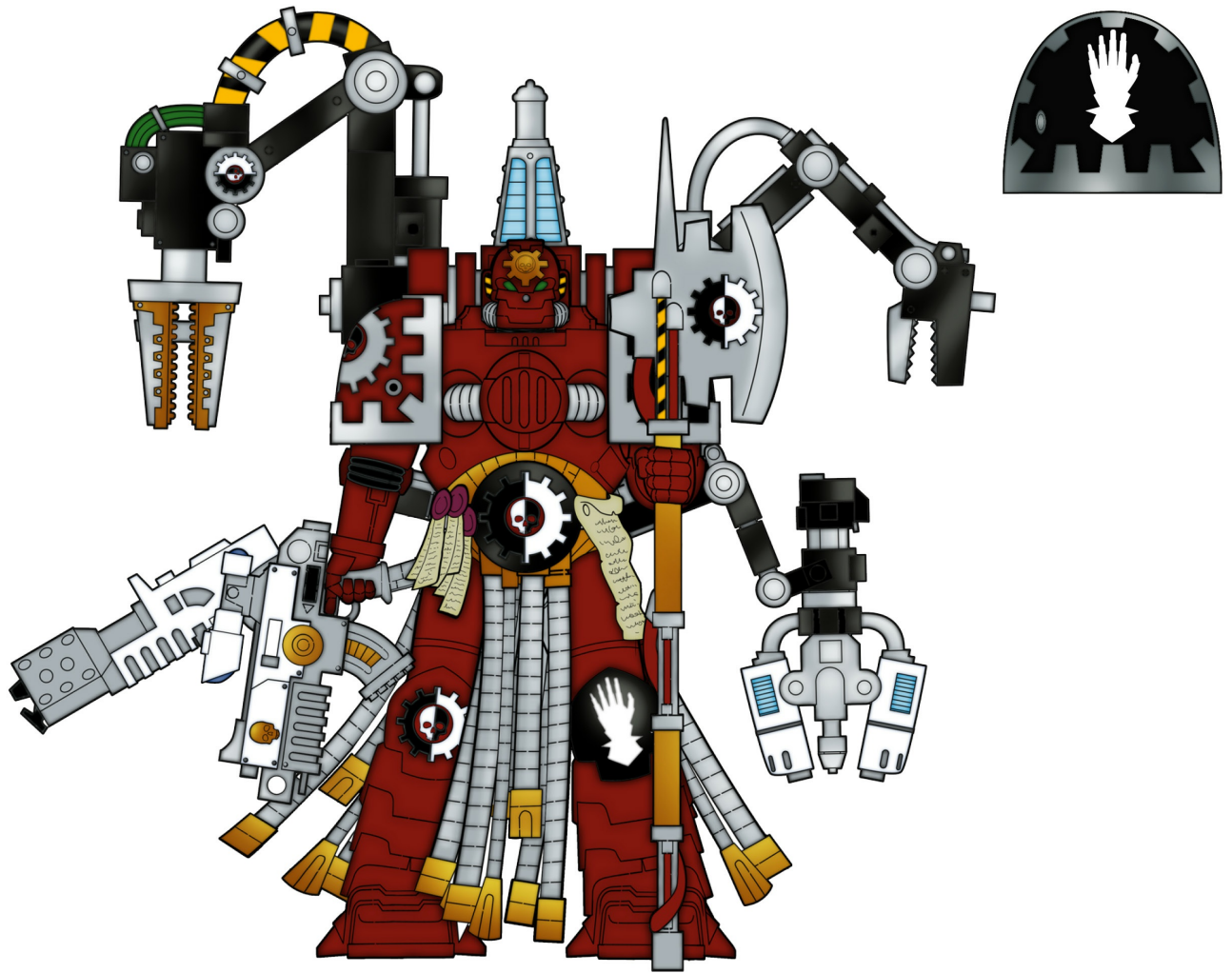
The warriors of the Raven Guard know well the value of stealth. This Stormtalon's red 3rd Company marking has been discretely placed on the upper side of its tail fin, and it otherwise bears few markings.

IRON HANDS CHAPTER

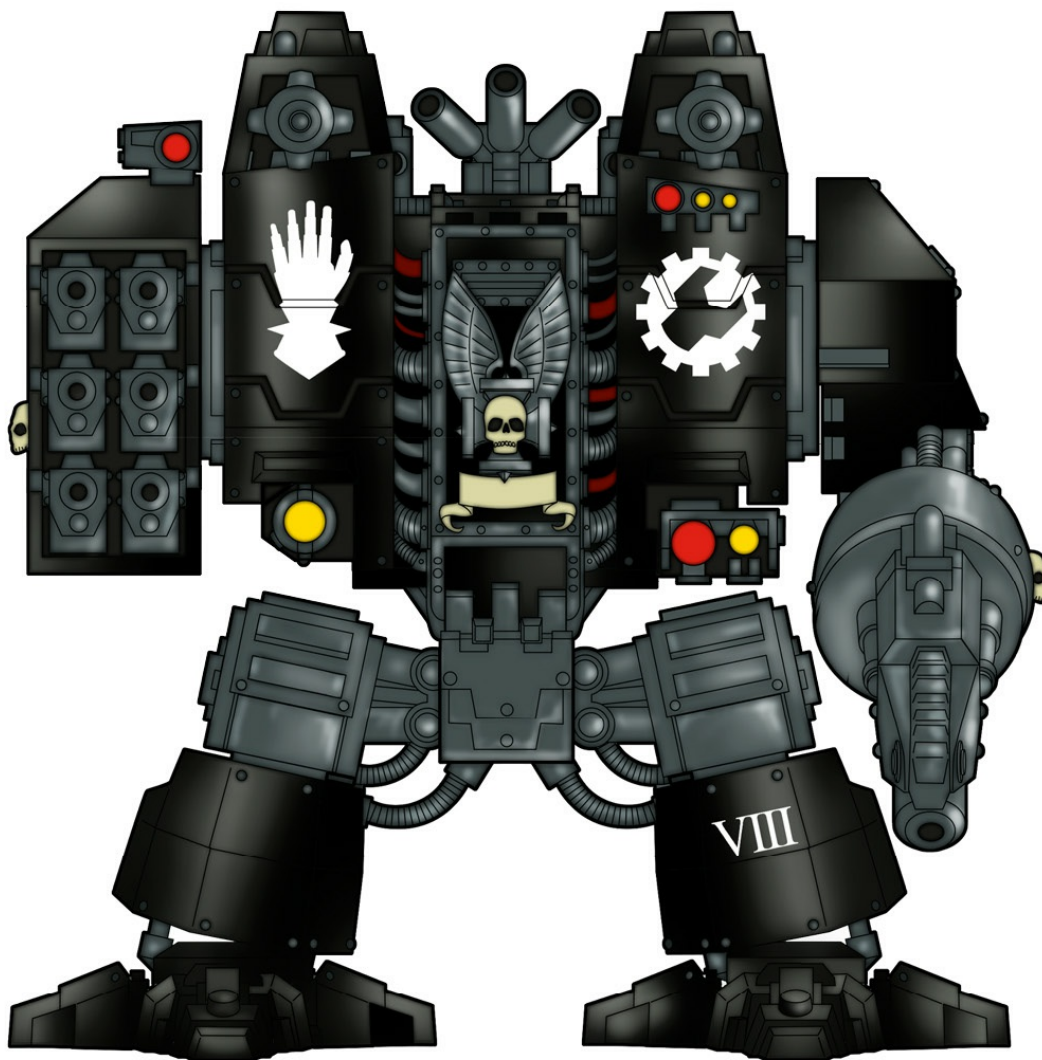
Typically, the Iron Hands display all squad designators on the knees or greaves of their power armour. Their left shoulder guard shows the Chapter's symbol, while the right shoulder guard is given over to the icon of their Clan Company. There are ten of these, each essentially a Codex adherent formation with an ancient honorific.



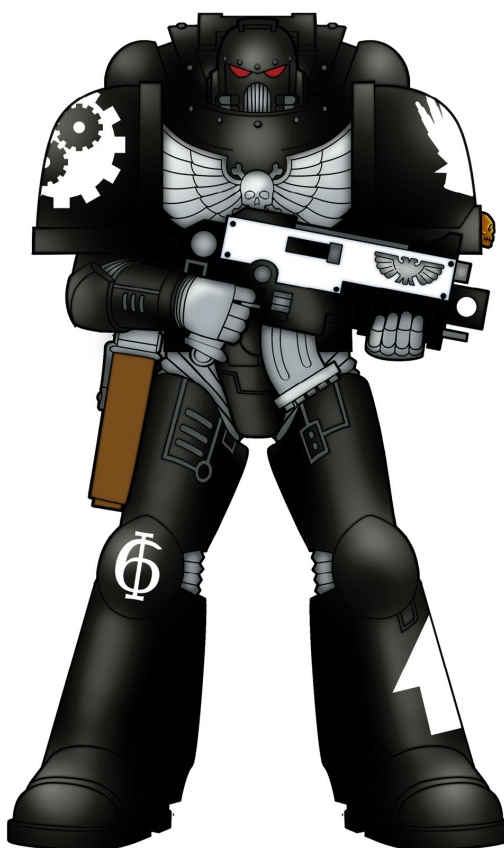
Predator battle tank *Might of Medusa*, 9th Vehicle, Clan Company Sorrgol



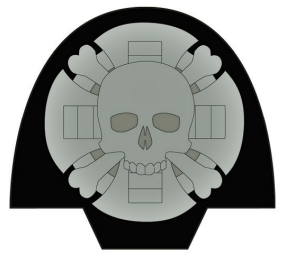
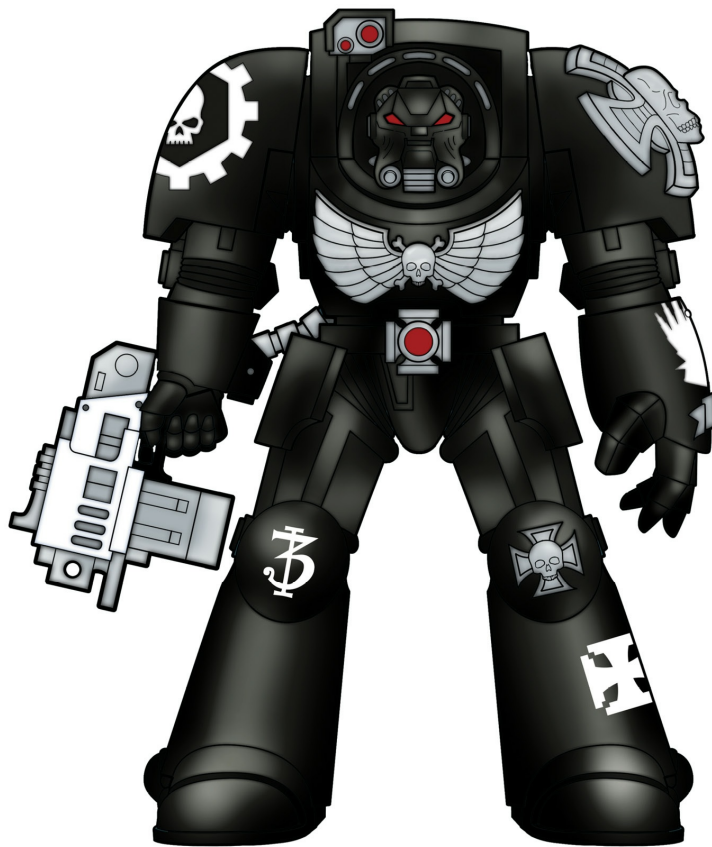
Techmarine of Clan Raukaan. The left shoulder guard shows the Chapter symbol; the right the Machina Opus.



Ironclad Dreadnought Brother Hantar, 8th Vehicle, Clan Company Sorrgol



Tactical Marine Urrgon, 6th Squad, Clan Company Garrsak, MkVIII power armour



Terminator Brother Largann, Clan Company Avernii, 3rd Squad



Devastator Sergeant Dorros, Clan Company Haarmek, 10th Squad



Tactical Sergeant Vaarlag, Clan Company Kaargul, 4th Squad



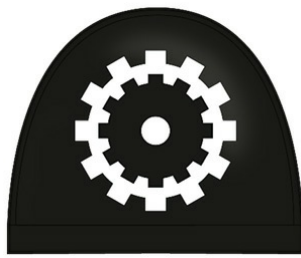
Clan Avernii (1st Company)



Clan Garrsak (2nd Company)



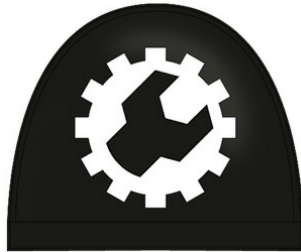
Clan Raukaan (3rd Company)



Clan Kaargul (4th Company)



Clan Haarmek (5th Company)



Clan Sorrgol (6th Company)



Clan Borrgos (7th Company)



Clan Morlaag (8th Company)



Clan Vurgaan (9th Company)



Clan Dorrrovok (10th Company)



Assault designation



Veteran designation



Devastator designation



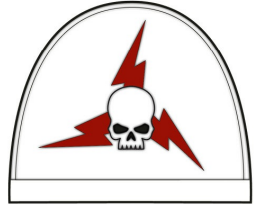
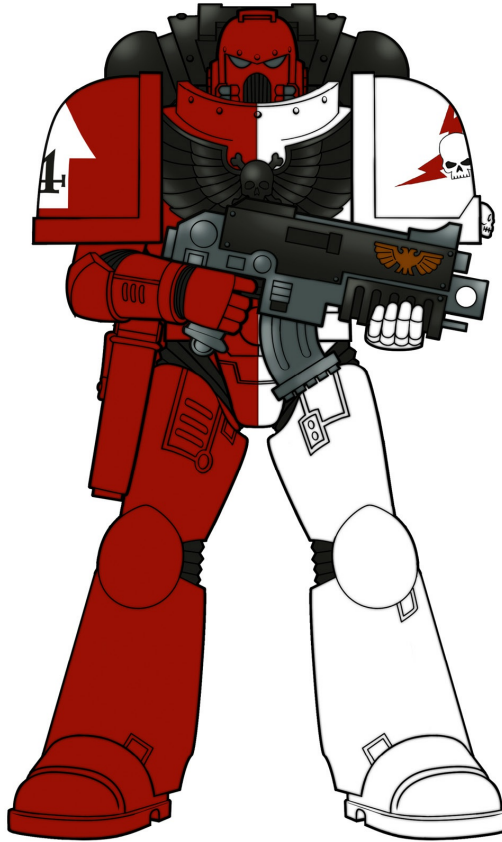
Command designation

The icons of the Clan Companies incorporate cog designs and are always displayed in white. The squad designations are also white, and are shown on the greave. Sergeants sport a white ridge atop their helms.

WHITE SCARS SUCCESSOR CHAPTERS

STORM LORDS

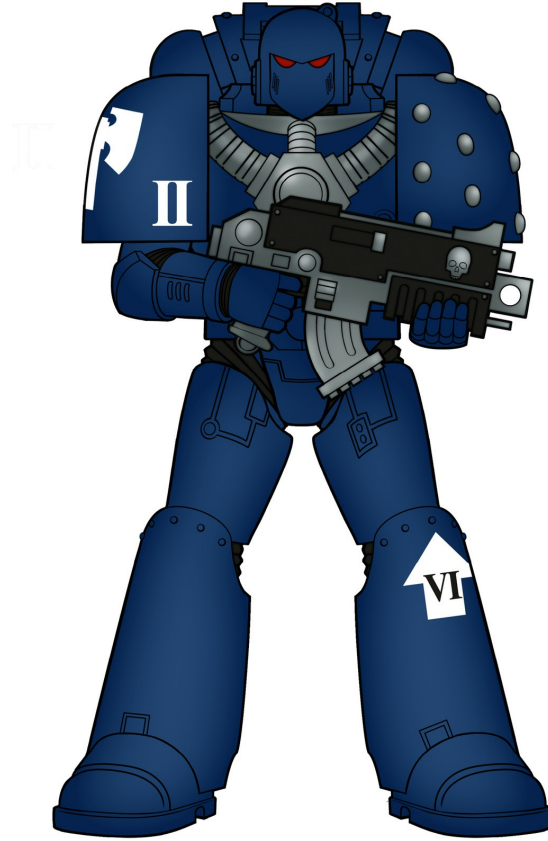
A product of the Second Founding, the Storm Lords have always maintained a strong sense of rivalry with the White Scars. They frequently compete with their forebears for glory, and have been known to go to reckless lengths in order to emerge victorious.



Alongside their bold, halved heraldry, the Storm Lords colour their helms in their company colour – Brother Temaghai belongs to the 4th Tactical Squad, 3rd Company.

DARK HUNTERS

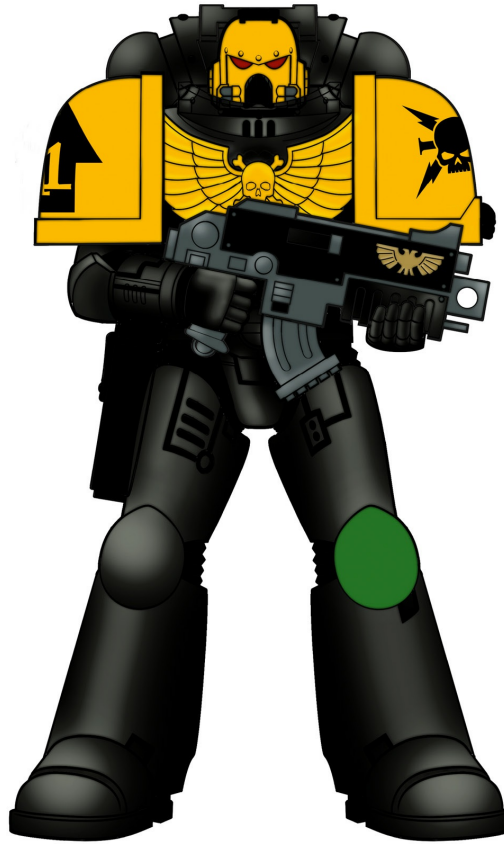
Hailing from the night world of Phobian, the Dark Hunters have a deep seated distrust of machines. They retain a particular disgust for the Daemon Engines of Chaos, which they will hunt like oversized prey and bring down no matter the cost to themselves.



Brother Jegutin, 2nd Company, 6th Squad. Jegutin denotes his company with a numeral, as his MkVI armour has no shoulder guard trims with which to reflect this.

DESTROYERS

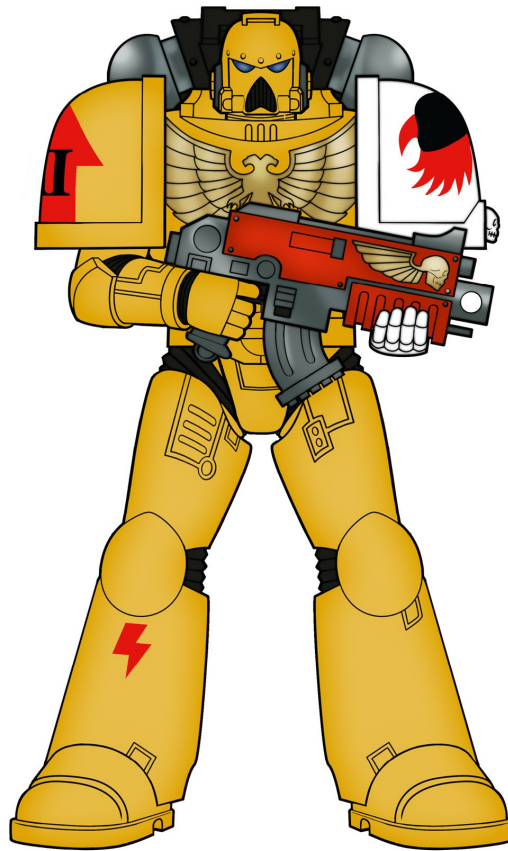
Established during the 2nd Founding, the Destroyers have a troubled history. Though they have won great victories in the Imperium's name, questions remain regarding the stability of their gene-seed, and concerns have grown surrounding the sheer savagery of their conduct in battle.



Tactical Marine Aragutak, 4th Company, 2nd Squad. Only the left kneepad, marked with the company colour, differs from the Destroyers' stark black and yellow heraldry.

SOLAR HAWKS

Aggressive and noble, the Solar Hawks embody all that is best in the sons of the Khan. As their name suggests, they field an especially large number of airborne assets, regularly deploying whole wings of Stormtalons or Stormravens into battle.

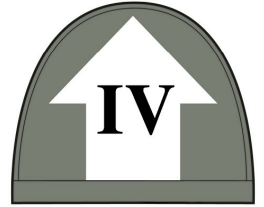
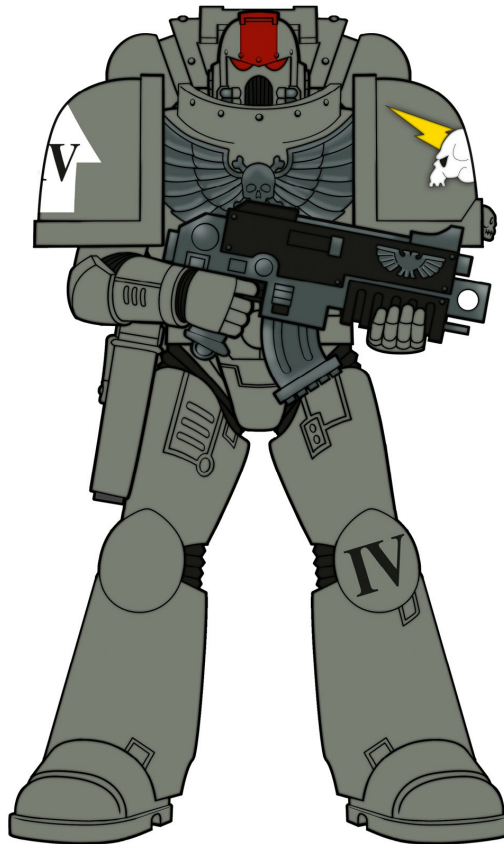
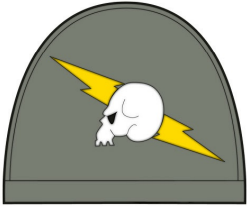


Brother Jhortukai, 3rd Company, 3rd Squad. The squad marking colour denotes his company. Most Solar Hawks sport a white arm to honour their progenitor Chapter.

RAVEN GUARD SUCCESSOR CHAPTERS

REVILERS

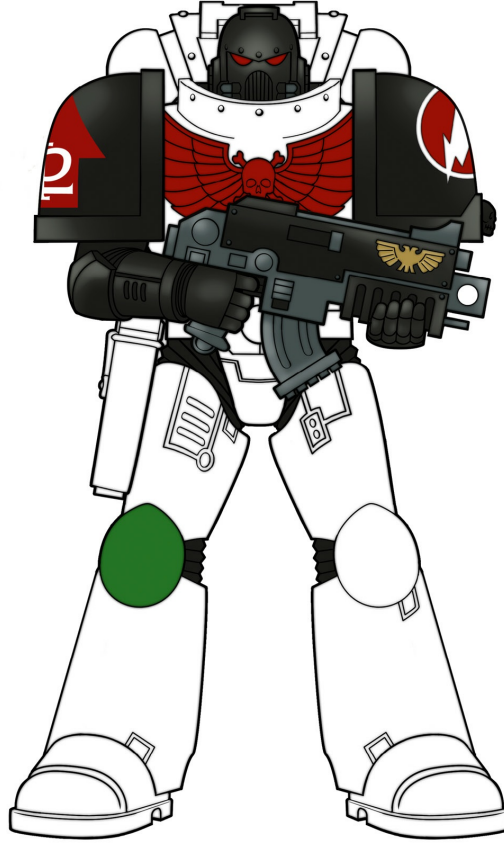
One of the Raven Guard's few Second Founding successors, the Revilers have proven worthy inheritors of Corax's legacy. Their skills in stealth warfare are exceptional, and they maintain an ongoing shadow war with the traitor forces of the Alpha Legion.



Brother Corendo, 3rd Company, 4th Squad. Correndo's helmet stripe denotes his company.

BLACK GUARD

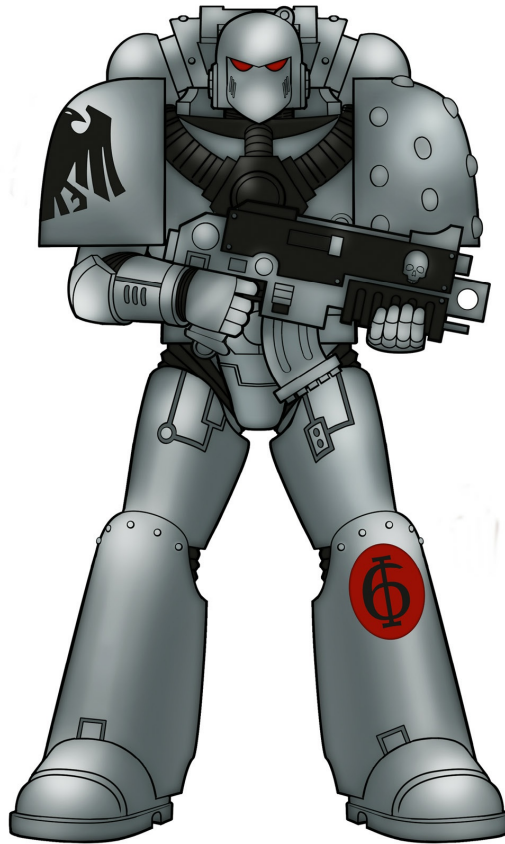
This Chapter believe in the timely application of overwhelming firepower to defeat their foes. Masters of the careful ambush, the Black Guard deploy massed batteries of Thunderfire Cannons and Vindicators to annihilate their enemies in an instant.



Tactical Marine Solovax, 4th Company, 2nd Squad. Black Guard Veterans sport white laurels on their helms.

KNIGHTS OF THE RAVEN

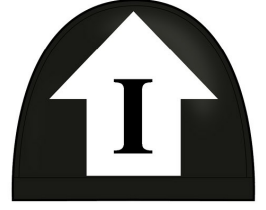
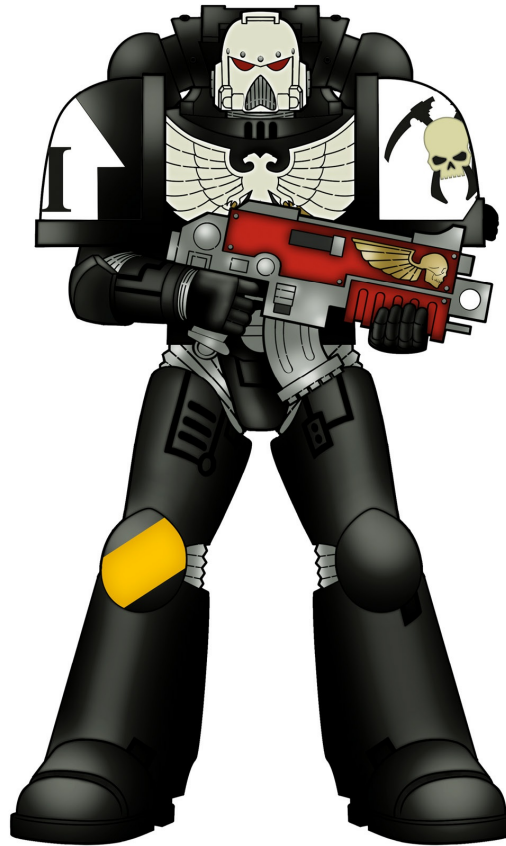
The fortress monastery of the Knights of the Raven is on the feudal world of Coralax. To the inhabitants of this bleak place, the Knights of the Raven are mythological figures who descend from the heavens to spirit away their greatest young warriors.



The left knee display's Brother Endorax's company colour and squad number; his squad designation is not shown, as the Chapter's icon occupies his right shoulder guard.

DEATH SPECTRES

Stationed beyond the bounds of the Imperium, the Death Spectres keep constant vigil, their thankless duty ensuring that the mysterious, deathless inhabitants of the Ghouls Stars never again ascend to threaten the galaxy.

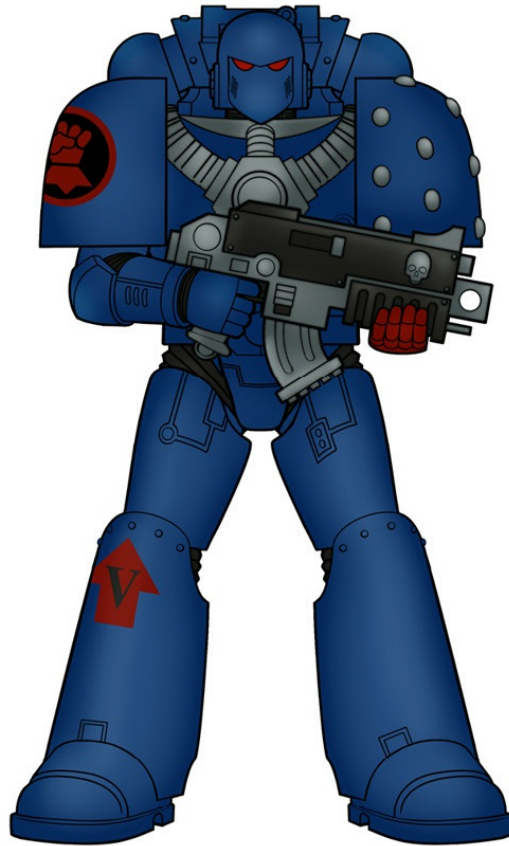


Brother Arendi, 2nd Company, 5th Tactical Squad. All Death Spectres wear bone-white helmets and black armour.

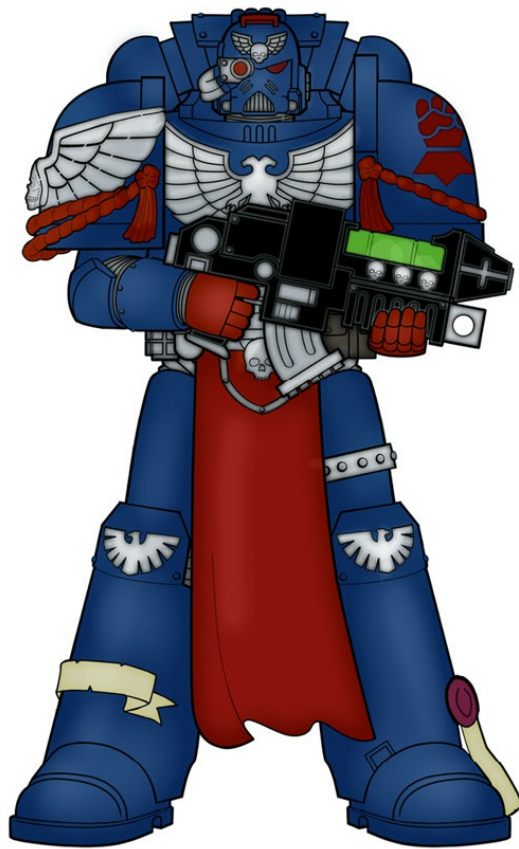
IMPERIAL FISTS SUCCESSOR CHAPTERS

CRIMSON FISTS

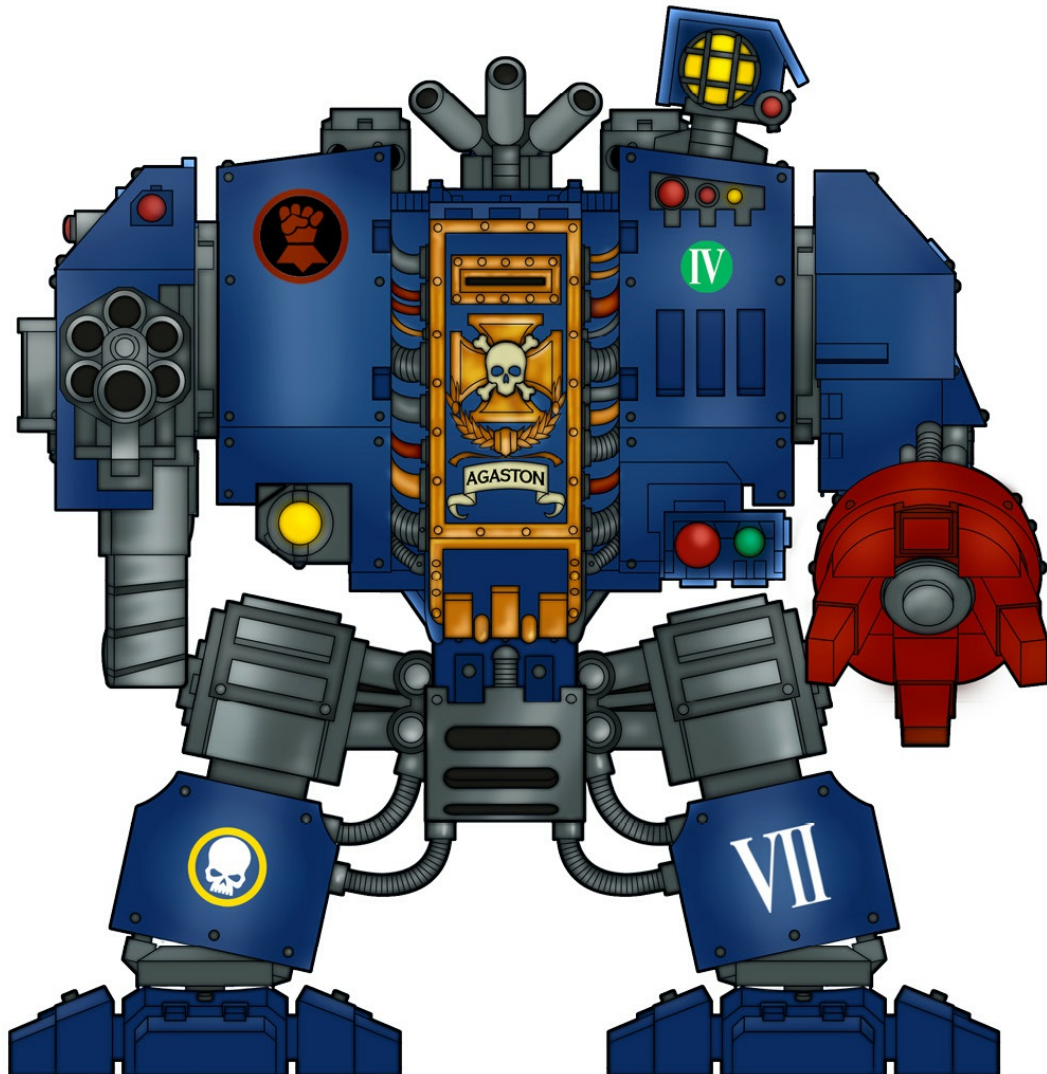
The Crimson Fists' armour heraldry is largely Codex adherent. One major exception is that, upon ascending from Scout to battle-brother, Crimson Fists paint their left gauntlet crimson, while Veterans are permitted the honour of colouring both gauntlets in this fashion.



Tactical Marine Toran, 5th Squad, 3rd Company, MkVI 'Corvus' armour



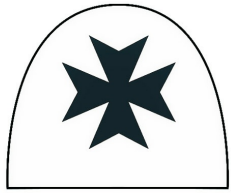
Sternguard Veteran Brother Alos, 1st Company



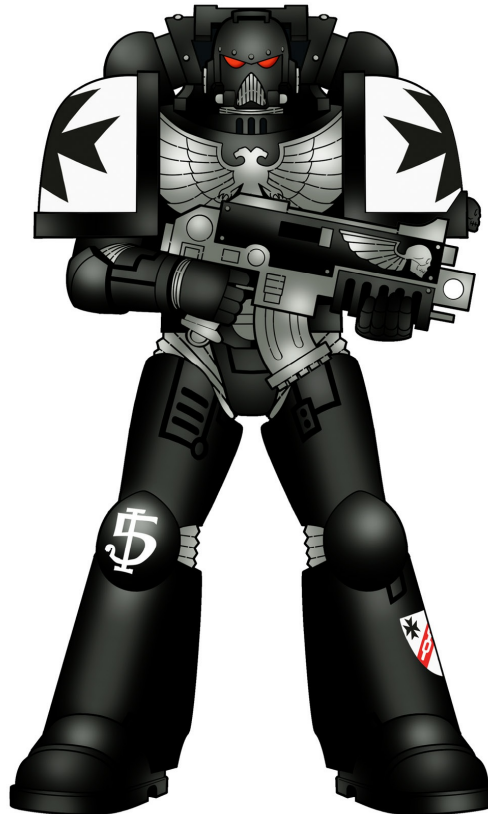
Dreadnought Brother Agaston. The numeral on Agaston's leg armour denotes him as the 7th vehicle assigned to the 4th Company. The opposing plate bears a campaign badge.

BLACK TEMPLARS

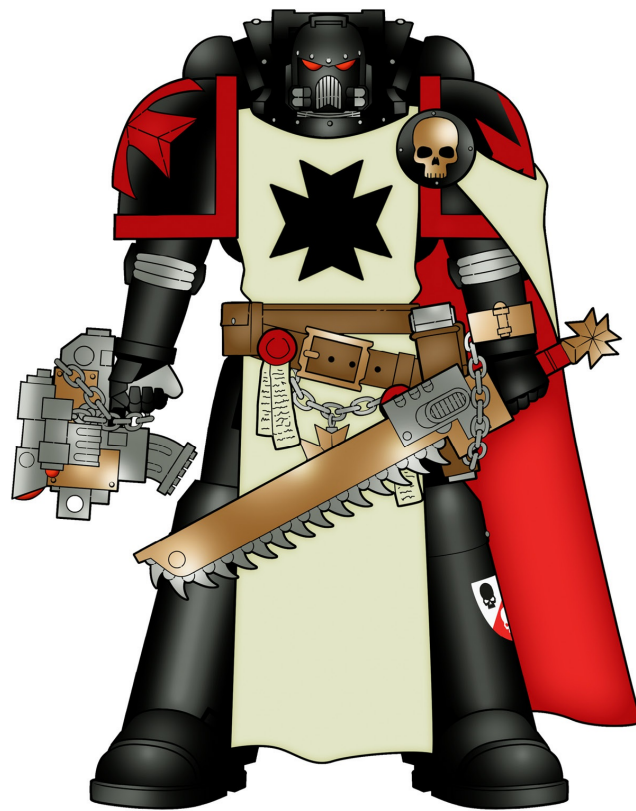
The Black Templars employ a system of iconography that diverges from the Codex Astartes. Squad type is denoted through the use of coloured bordering, while heraldry is usually mirrored on both shoulder guards.



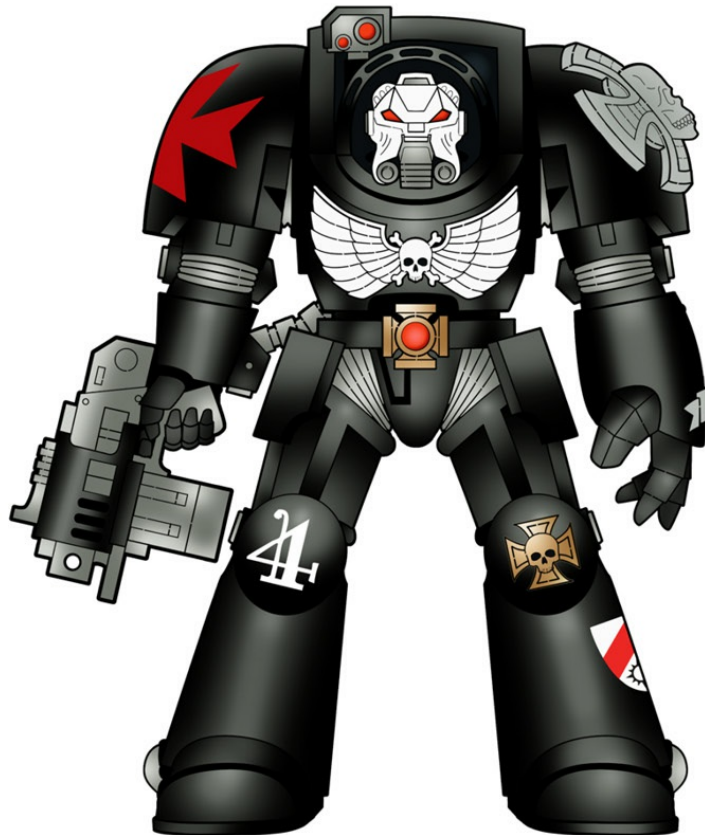
Neophyte Dalhan, 4th Crusader Squad, Nimbosa Crusade. Like most Black Templars, Dalhan has white shoulder guards with his Chapter icon displayed in black on each.



Initiate Lucas, 5th Crusader Squad, Armageddon Crusade. Lucas' campaign badge is on his left greave. His shoulder guard trims are black; Assault Marines instead wear red.



Sword Brother Vandred, Terra Crusade. Like all Sword Brethren, Vandred sports red trim on his shoulder guards, with the Chapter's icon in red also.

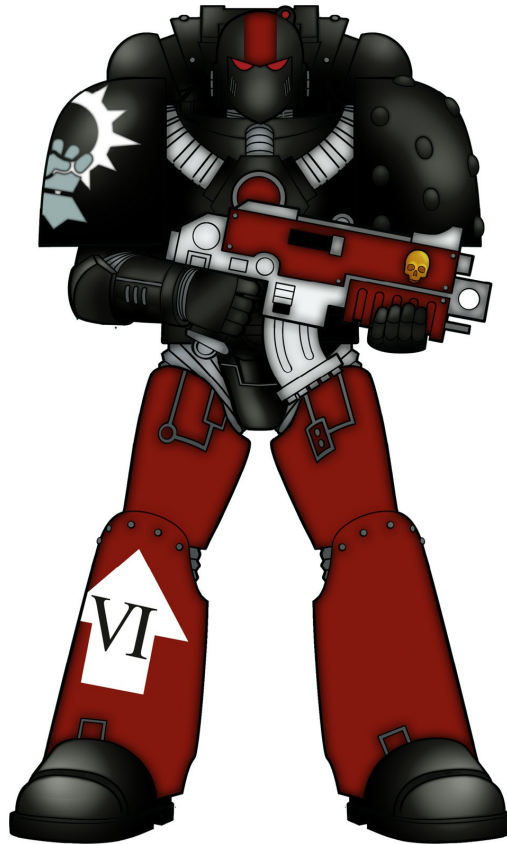


Terminator Brother Stefan, 4th Squad, Vinculus Crusade. Alongside the red Chapter icon, Stefan's helm is painted white to mark him as Sword Brethren.

IRON HANDS SUCCESSOR CHAPTERS

IRON LORDS

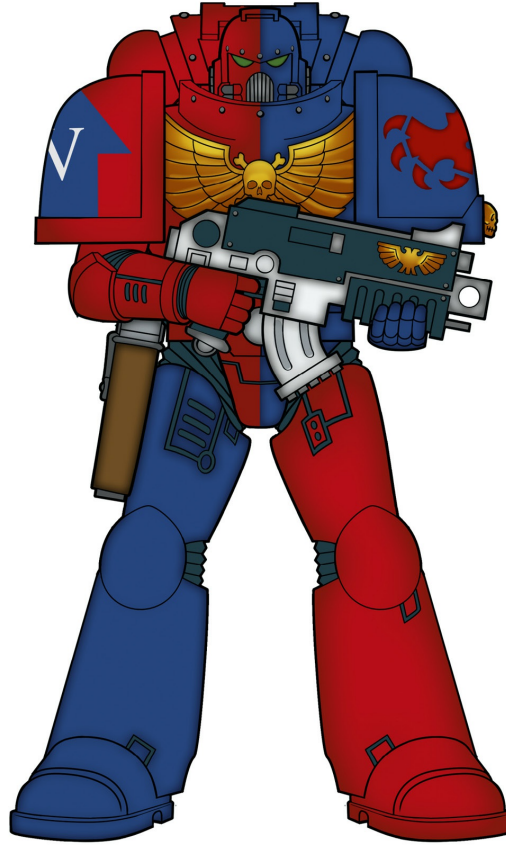
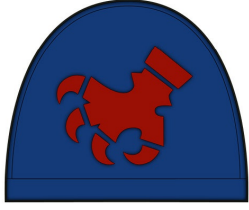
For long years now it has been the duty of the Iron Lords to watch over the Grendl Stars, encircling the vile Barghesi and preventing their destructive potential from being absorbed by the Tyranids of Hive Fleet Kraken.



Brother Gaulock, 3rd Company, 6th Tactical Squad. The red stripe on Gaulock's helm shows his company. If he were a Sergeant, his left gauntlet would be bare metal.

BRAZEN CLAWS

These scions of Ferrus Manus are noted for their stoicism and determination. Their home world was destroyed long ago by a tide of Daemons. Since that day the Brazen Claws have embarked upon a vengeful crusade around, and even within, the Eye of Terror.



Brother Hantar, Brazen Claws 2nd Company, 5th Tactical Squad. The Brazen Claws show their company through the colour of their armour's breastplate Aquila.



CHAMPIONS OF HUMANITY

The warriors of the Adeptus Astartes march proudly to war in the iconic colours of their Chapter, their armour and vehicle hulls displaying an array of heraldry and insignia as directed by the pages of the Codex Astartes. Gathered in force, these heroes of the Imperium are a formidable sight, and the enemies of the Emperor quail in fear at their approach.













'EAVY METAL
ULTRAMARINES CAPTAIN

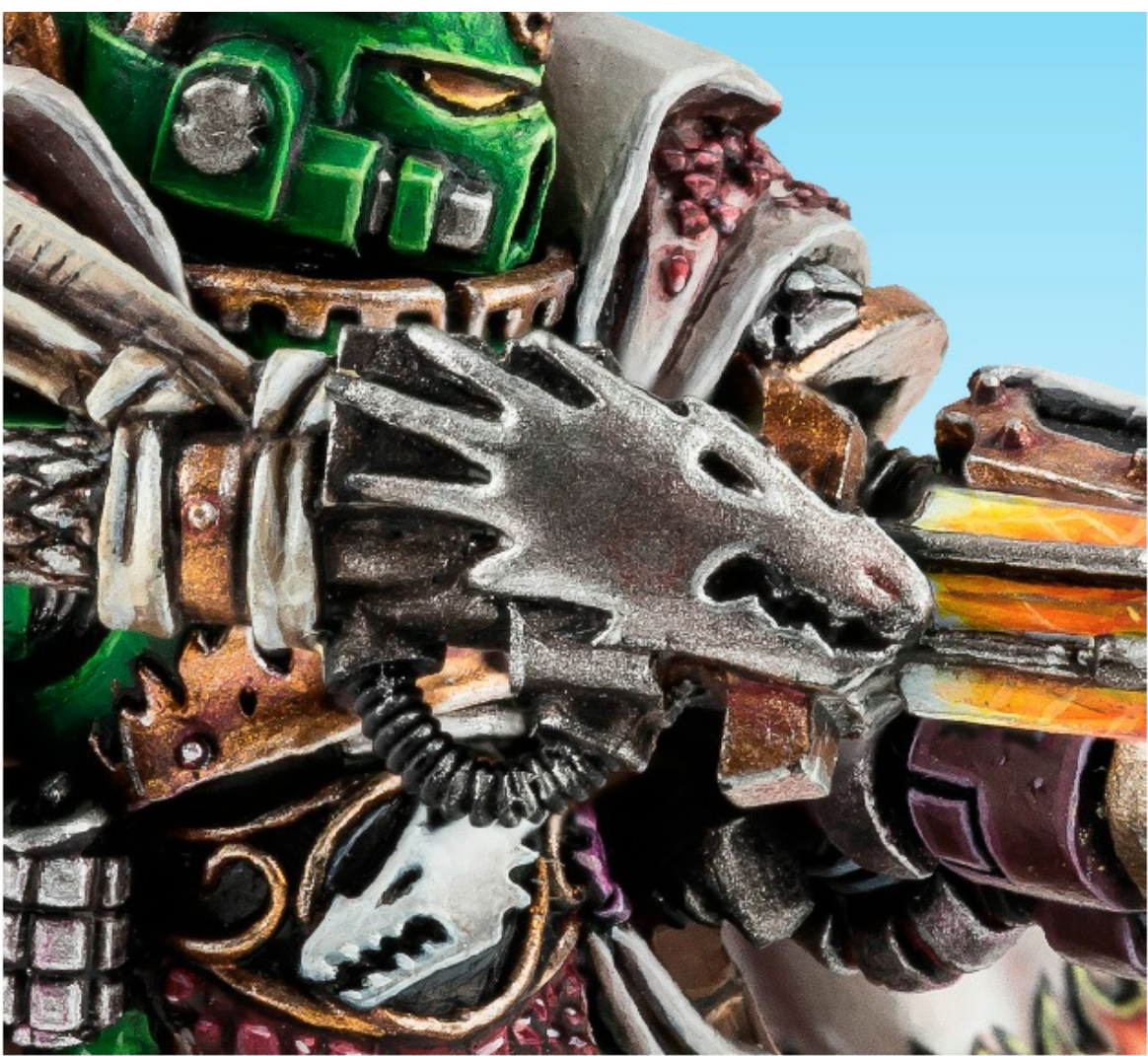






'EAVY METAL
VULKAN HE'STAN







'EAVY METAL
ULTRAMARINES LIBRARIAN







'EAVY METAL

ULTRAMARINES DEVASTATORS









'EAVY METAL
IMPERIAL FISTS
TACTICAL MARINES

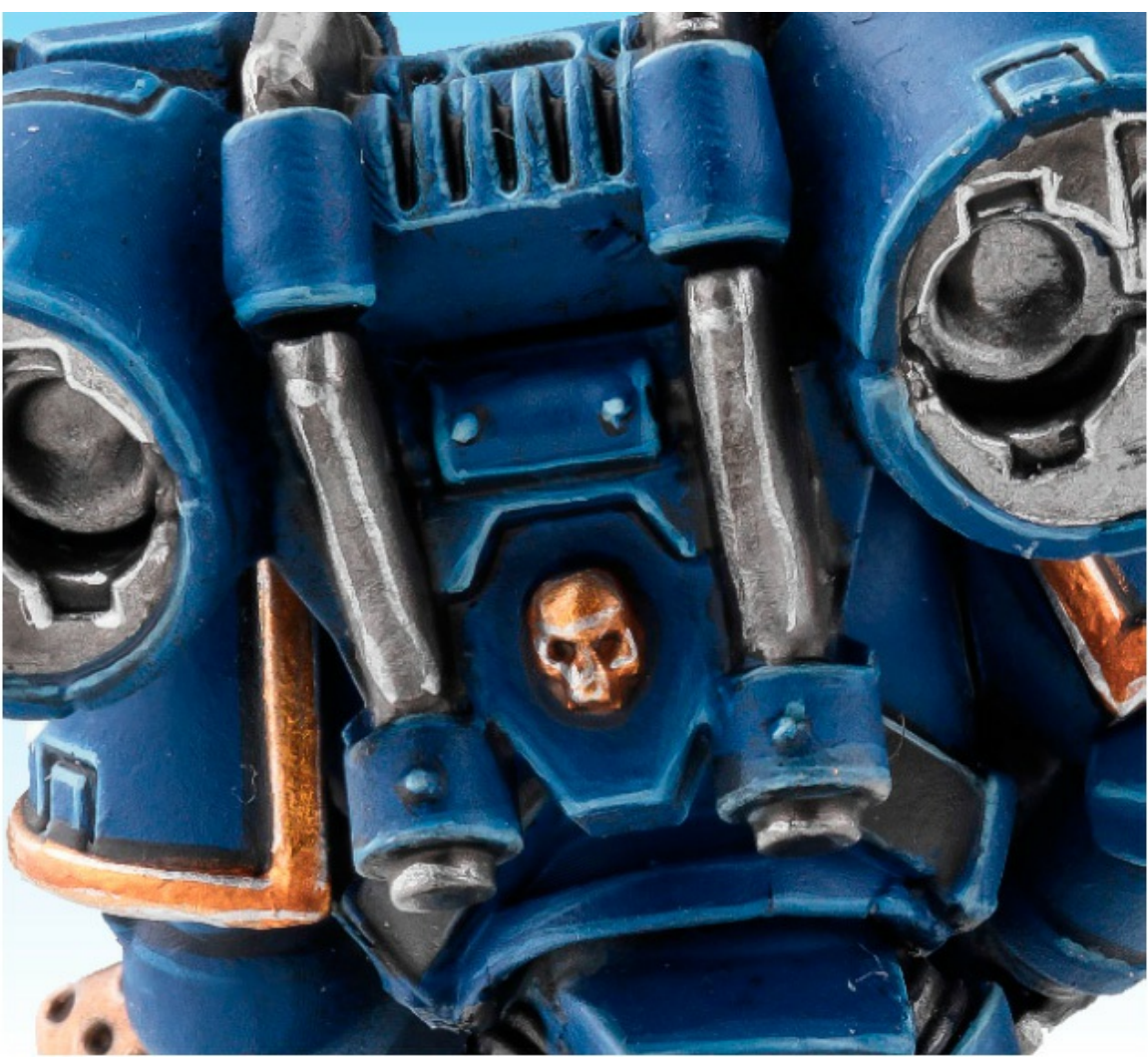


'EAVY METAL
RAVEN GUARD
VANGUARD VETERANS



'EAVY METAL
ULTRAMARINES
ASSAULT MARINES









FORCES OF THE SPACE MARINES

The following section details background and rules information that describe the forces used by the Space Marines – their warriors, their vehicles and the characters that lead them to battle. This section will enable you to forge your collection of Space Marine miniatures into an army ready to fight battles in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets later in this section that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments. Note that you can also include any of the Formations presented in this section as part of a Battle-forged army.

The Gladius Strike Force is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Gladius Strike Force are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Gladius Strike Force, that entire Gladius Strike Force is your Primary Detachment.



GLADIUS STRIKE FORCE

The Gladius Strike Force allows you to represent the typical structure of a Space Marine army on the Warhammer 40,000 battlefield. Whether you wish to represent a full Battle Company with support elements or a force assembled to tackle a specific threat, the choices below offer a great way to pick your army.

For example, Sophie's Space Marine collection consists of Pedro Kantor, a Chaplain, a Librarian, five Tactical Squads, a Bike Squad, a Devastator Squad, three Scout Squads, a Whirlwind and a Vindicator.

If Sophie wishes to organise her collection using the Battle-forged method – as described in Warhammer 40,000: The Rules – all of her units need to be part of a Detachment or a Formation. Sophie achieves this by choosing one Gladius Strike Force Detachment and one Combined Arms Detachment from Warhammer 40,000: The Rules.

The Gladius Strike Force in Sophie's army consists of one Core choice, one Command choice and one Auxiliary choice. Specifically, it consists of a Strike Force Command (Pedro Kantor), a Battle Demi-company (the Chaplain, three Tactical Squads, the Bike Squad and the Devastator Squad) and a 10th Company Task Force (all of the Scout Squads).

Sophie's last two Tactical Squads (Troops), her Librarian (HQ) and her Whirlwind and Vindicator (both Heavy Support) form a Combined Arms Detachment. As all of her units belong to a Detachment or a Formation, Sophie's army is a Battle-forged army. The units that are part of the Gladius Strike Force therefore have the Codex Astartes Command Benefit, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit. Finally, Sophie chooses Pedro Kantor to be her Warlord – the Gladius Strike Force Detachment is therefore her Primary Detachment.

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include up to one more Core choice, up to three Command choices and any number of additional Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment. All units in the Detachment must have the Space Marines Faction and must be drawn from the same Chapter.

COMMAND BENEFITS:

Codex Astartes: If your army contains one or more Gladius Strike Forces, you can enact

each of the Combat Doctrines (Devastator, Assault and Tactical) once per game. When each Combat Doctrine is enacted, all models in your army with the Chapter Tactics rule that are part of a Gladius Strike Force are affected.

Company Support: If a Gladius Strike Force includes two Battle Demi-companies, one including a Captain and the other including a Chaplain, then together they form a Battle Company. Any unit from the Battle Company that has the option to take a Rhino, Razorback or Drop Pod as a Dedicated Transport may take one at no points cost (though they must pay for any additional upgrades and options as normal).



Core 1-2



Auxiliary 1+



Command 0-3



BATTLE DEMI-COMPANY

- 1 Captain ¹ or Chaplain ²
- 0-1 Command Squad
- 3 Tactical Squads
- 1 Assault Squad, Bike Squad, Attack Bike Squad, unit of Land Speeders or Centurion Assault Squad
- 1 Devastator Squad or Centurion Devastator Squad
- 0-1 unit of Dreadnoughts, Ironclad Dreadnoughts or Venerable Dreadnoughts

¹ May take Captain Sicarius, Kor'sarro Khan, Vulkan He'stan, Shadow Captain Shrike, or Captain Lysander instead of a Captain.

² May take Chaplain Cassius or Chaplain Grimaldus instead of a Chaplain.



STRIKE FORCE COMMAND

- 1 of the following:
 - Pedro Kantor
 - High Marshal Helbrecht
 - Marneus Calgar
 - Captain ¹
 - Chaplain ²
- 0-1 Honour Guard
- 0-1 Command Squad
- 0-1 Emperor's Champion

¹ May take Captain Sicarius, Kor'sarro Khan, Vulkan He'stan, Shadow Captain Shrike, or Captain Lysander instead of a Captain.

² May take Chaplain Cassius or Chaplain Grimaldus instead of a Chaplain.



RECLUSIAM COMMAND SQUAD

- 1 Chaplain ¹
- 1 Command Squad

¹ May take Chaplain Cassius or Chaplain Grimaldus instead of a Chaplain.



LIBRARIUS CONCLAVE

- 3-5 Librarians ¹

¹ Chief Librarian Tigurius may be taken in place of a Librarian.



ARMoured TASK FORCE

- 1 Techmarine
- 0-3 units of Thunderfire Cannons
- 3-5 units chosen in any combination from the following:
 - Vindicators
 - Predators
 - Whirlwinds
- 0-1 Sergeant Chronus



1ST COMPANY TASK FORCE

- 3-5 units chosen in any combination from the following list:
 - Terminator Squad
 - Terminator Assault Squad
 - Sternguard Veteran Squad
 - Vanguard Veteran Squad



ANTI-AIR DEFENCE FORCE

- 1 unit of Hunters
- 1 unit of Stalkers



10TH COMPANY TASK FORCE

- 3-5 units chosen in any combination from the following list:
 - Scout Squad
 - Scout Bike Squad
- 0-1 Sergeant Telion



STORM WING

- 1 Stormraven Gunship
- 2 Stormtalon Gunships



SUPPRESSION FORCE

- 1 unit of Whirlwinds
- 1 unit of Land Speeders



CENTURION SIEGEBREAKER COHORT

- 2-4 Centurion Assault Squads
- 1 unit of Ironclad Dreadnoughts



LAND RAIDER SPEARHEAD

- 3 units chosen in any combination from the following list:
 - Land Raider
 - Land Raider Crusader
 - Land Raider Redeemer

DATASHEETS

Each Space Marines unit in this book has a datasheet. These detail either Army List Entries or Formations, providing all the rules information that you will need to use your models in your games of Warhammer 40,000.

ARMY LIST ENTRIES

Each Army List Entry contains the following information:

1

2

3 175 POINTS

4

CAPTAIN SICARIUS
ULTRAMARINES 2ND COMPANY CAPTAIN

5

	WS	BS	S	T	W	I	A	Ld	Sv
Captain Sicarius	6	5	4	4	3	5	3	10	2+

6

UNIT TYPE:
Infantry (Character).

7

UNIT COMPOSITION:
1 (Unique)

8

WARGEAR:

- Plasma pistol
- Frag grenades
- Krak grenades
- Iron halo

9

WARLORD TRAIT:

- Rites of War

10

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics (Ultramarines)
- Feel No Pain
- Furious Charge
- Independent Character

Battle-forged Heroes: During deployment, choose one friendly Ultramarines Tactical Squad. It gains one of the following special rules for the duration of the battle: Counter-attack, Infiltrate, Scout or Tank Hunters.

Surprise Attack: If Captain Sicarius is alive and on the battlefield, you gain +1 to your Reserve Rolls.

1. Faction: The unit's Faction is shown here by a symbol. All units that have this symbol, which includes all the units described in this book, have the Space Marines Faction.

2. Battlefield Role: The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: HQ, Troops, Elites, Fast Attack, Heavy Support or Lords of War. The symbols for these Battlefield Roles are defined in Warhammer 40,000: The Rules.

- 3. Points Cost:** *This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.*
- 4. Unit Name:** *Here you will find the name of the unit.*
- 5. Unit Profile:** *This section will show the profiles of any models the unit can include.*
- 6. Unit Type:** *This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Cavalry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.*
- 7. Unit Composition:** *This section shows the number and type of models that form the basic unit, before any upgrades are taken.*
- 8. Wargear:** *This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail in the Appendix of this book. The cost for all the unit's basic equipment is included in its points cost.*
- 9. Warlord Traits:** *Sometimes a character's datasheet will have a specific Warlord Trait, in which case it will be listed here.*
- 10. Special Rules:** *Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed either in the Appendix of this EPUB or in the Special Rules section of Warhammer 40,000: The Rules.*



CHAPTER RELIC

Talassarian Tempest Blade: Sicarius' ancestral sword possesses a legendary sharpness and has slain many heretics and xenos, often in a single stroke.

Range	S	AP	Type
-	User	3	Melee, Coup de Grâce

Coup de Grâce: When Captain Sicarius makes close combat attacks, he can choose instead to make a single coup de grâce Attack. This Attack has +2 Strength and the Instant Death special rule.



Cato Sicarius is the undisputed master of the lightning assault, his forces falling upon their foes like a sudden storm. Sicarius' strategic brilliance is well known; the Captain can appraise the most complex tactical situation with little more than a glance, deploying his warriors with a decisiveness that borders upon arrogance. Yet there is no intended boastfulness in Sicarius' direct style of command, just the absolute self-confidence of a master at work.

Sicarius has trained with a blade since he was old enough to grip one, and as a swordsman he is without equal. His Tempest Blade whips through the air in a shimmering blur of cuts, thrusts and parries that no foe can long survive. Between his skill as a leader and his personal accomplishments as a warrior, Sicarius' fame has spread far beyond the borders of Ultramar. He leads the 2nd Company to victory as easily as he overcomes every other obstacle set in his path, and many believe Sicarius is the obvious successor to Calgar himself.

11. Chapter Relics: Some entries have unique items of wargear, the description and rules for which will be listed here.

12. Unit Description: This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.



TACTICAL SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	1	8	3+
Space Marine Sergeant	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Infantry. Space Marine Sergeant and Veteran Sergeant are **Infantry (Character)**.

UNIT COMPOSITION:

4 Space Marines
1 Space Marine Sergeant

WARGEAR:

- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads

OPTIONS:

- May include up to five additional Space Marines...14 pts/model
- If the squad numbers less than ten models, one Space Marine may take one item from either the **Special Weapons** or **Heavy Weapons** list.
- If the squad numbers ten models, one Space Marine may take one item from the Special Weapons list, and one other Space Marine may take one item from the Heavy Weapons list.
- May upgrade the Space Marine Sergeant to a Veteran Sergeant...10 pts
- The Space Marine Sergeant or Veteran Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Space Marine Sergeant or Veteran Sergeant may take melta bombs...5 pts
- The Space Marine Sergeant or Veteran Sergeant may take a teleport homer...5 pts
- The unit may select a Drop Pod, Rhino or Razorback s a Dedicated Transport

13

13. Options: This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'. Where applicable, this section also refers to any Transports the unit may take. These have their own datasheets. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of Warhammer 40,000: The Rules explains how Dedicated Transports work.



FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in *Warhammer 40,000: The Rules*. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.



SPACE MARINES WARGEAR LIST

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the datasheets that follow may include wargear options from one or more of these lists – in each instance, the army list entry will tell you (in bold text) exactly which of these lists you may use. Rules for these items can be found in the Appendix.

RANGED WEAPONS

A model may replace his boltgun, bolt pistol and/or Melee weapon with one of the following:

- Boltgun...*free*
- Storm bolter...*5 pts*
- Combi-flamer, -grav, -melta or -plasma...*10 pts*
- Grav-pistol ¹...*15 pts*
- Plasma pistol...*15 pts*

¹ *May not be taken by Legion of the Damned.*

MELEE WEAPONS

A model may replace his boltgun, bolt pistol and/or Melee weapon with one of the following:

- Chainsword...*free*
- Lightning claw...*15 pts*
- Power weapon...*15 pts*
- Power fist...*25 pts*
- Thunder hammer...*30 pts*

TERMINATOR WEAPONS

A model wearing Terminator armour may replace his storm bolter with one of the following:

- Combi-flamer, -melta or -plasma...*5 pts*
- Lightning claw...*10 pts*
- Thunder hammer...*25 pts*

A model wearing Terminator armour may replace his power weapon with one of the following:

- Lightning claw...*5 pts*
- Storm shield...*5 pts*
- Power fist...*10 pts*
- Chainfist...*15 pts*

- Thunder hammer...15 pts

HEAVY WEAPONS

A model may replace his boltgun with one of the following:

- Heavy bolter...10 pts
- Heavy flamer ¹...10 pts
- Multi-melta...10 pts
- Missile launcher (with frag and krak missiles)...15 pts
- ⁰ May also take flakk missiles...10 pts
- Plasma cannon...15 pts
- Lascannon...20 pts
- Grav-cannon and grav-amp ²...35 pts

¹ *Sternguard Veterans and Legion of the Damned only.*

² *May not be taken by Legion of the Damned.*

SPECIAL WEAPONS

A model may replace his Melee weapon or boltgun with one of the following:

- Flamer...5 pts
- Meltagun...10 pts
- Grav-gun ¹...15 pts
- Plasma gun...15 pts

¹ *May not be taken by Legion of the Damned.*

SPECIAL ISSUE WARGEAR

A model may take up to one of each of the following:

- Auspex...5 pts
- Melta bombs...5 pts
- Teleport homer...5 pts
- Digital weapons...10 pts
- Jump pack ^{1, 2}...15 pts
- Space Marine bike ¹...20 pts

¹ *May not be taken by models wearing Terminator armour. Note that these pieces of wargear are mutually exclusive. For example, a Librarian riding a Space Marine bike may not also take a jump pack.*

² *May not be taken by a Techmarine.*

DREADNOUGHT WEAPONS

A model may replace its multi-melta with one of the following:

- Twin-linked autocannon...5 pts
- Twin-linked heavy bolter...5 pts

- Twin-linked heavy flamer...*5 pts*
- Plasma cannon...*5 pts*
- Assault cannon...*10 pts*
- Twin-linked lascannon...*15 pts*

CHAPTER RELICS

Only one of each Chapter Relic may be taken per army. A model may replace one weapon with one of the following:

- The Primarch's Wrath...*20 pts*
- Teeth of Terra...*35 pts*
- The Shield Eternal...*50 pts*
- The Burning Blade...*55 pts*
- The Armour Indomitus ¹...*60 pts*

¹ *Does not replace one of the character's weapons. May not be chosen by models wearing Terminator armour.*

SPACE MARINE STANDARDS

A model may take up to one of the following:

- Company standard ¹ ...*15 pts*
- Chapter banner ² (one per army)...*25 pts*
- Standard of the Emperor Ascendant (one per army)...*60 pts*

¹ *Command Squad only.*

² *Honour Guard only.*

SPACE MARINE VEHICLE EQUIPMENT

A model may take up to one of each of the following:

- Dozer blade ¹...*5 pts*
- Storm bolter...*5 pts*
- Extra armour...*10 pts*
- Hunter-killer missile...*10 pts*

¹ *May not be taken by a Land Raider of any type.*





CAPTAIN SICARIUS

ULTRAMARINES 2ND COMPANY CAPTAIN

	WS	BS	S	T	W	I	A	Ld	Sv
Captain Sicarius	6	5	4	4	3	5	3	10	2+

UNIT TYPE:
Infantry (Character)

UNIT COMPOSITION:
1 (Unique)

- WARGEAR:**
- Plasma pistol
 - Frag grenades
 - Krak grenades
 - Iron halo

- WARLORD TRAIT:**
- Rites of War

- SPECIAL RULES:**
- And They Shall Know No Fear
 - Chapter Tactics (Ultramarines)
 - Feel No Pain
 - Furious Charge
 - Independent Character

Battle-forged Heroes: During deployment, choose one friendly Ultramarines Tactical Squad. It gains one of the following special rules for the duration of the battle: Counter-attack, Infiltrate, Scout or Tank Hunters.

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Cato Sicarius is the undisputed master of the lightning assault, his forces falling upon their foes like a sudden storm. Sicarius' strategic brilliance is well known; the Captain can appraise the most complex tactical situation with little more than a glance, deploying his warriors with a decisiveness that borders upon arrogance. Yet there is no intended boastfulness in Sicarius' direct style of command, just the absolute self-confidence of a master at work.

Sicarius has trained with a blade since he was old enough to grip one, and as a swordsman he is without equal. His Tempest Blade whips through the air in a shimmering blur of cuts, thrusts and parries that no foe can long survive. Between his skill as a leader and his personal accomplishments as a warrior, Sicarius' fame has spread far beyond the borders of Ultramar. He leads the 2nd Company to victory as easily as he overcomes every other obstacle set in his path, and many believe Sicarius is the obvious successor to Calgar himself.



CHIEF LIBRARIAN TIGURIUS

ULTRAMARINES MASTER OF ARCANA



	WS	BS	S	T	W	I	A	Ld	Sv
Chief Librarian Tigurius	5	4	4	4	3	4	2	10	3+

UNIT TYPE:
Infantry (Character)

UNIT COMPOSITION:
1 (Unique)

- WARGEAR:**
- Bolt pistol
 - Frag grenades
 - Krak grenades

- WARLORD TRAIT:**
- Storm of Fire

- SPECIAL RULES:**
- And They Shall Know No Fear
 - Chapter Tactics (Ultramarines)
 - Independent Character
 - Psyker (Mastery Level 3)

Master of Prescience: When generating psychic powers, Tigurius may re-roll any roll of the dice to see which powers he knows. In addition, if your army contains Tigurius, you can choose to re-roll any Reserve Rolls that apply to units from the same Detachment.

PSYKER:

Chief Librarian Tigurius generates his powers from the **Biomancy**, **Divination**, **Daemonology**, **Pyromancy**, **Telekinesis** and **Telepathy** disciplines.



CHAPTER RELIC

Hood of Hellfire: *This hood incorporates a psychic amplifier, granting Tigurius unparalleled control over his mental powers.*

The Hood of Hellfire is a psychic hood. Furthermore, it enables Tigurius to re-roll failed Psychic tests.

Rod of Tigurius: *The Rod of Tigurius allows the Chief Librarian to blast his foes' souls from their bodies.*

Range	S	AP	Type
-	+2	4	Melee, Concussive, Force, Master-crafted, Soul Blaze



A tempest of psychic fury assails the foe as Tigurius charges into battle. Blasts of energy leap from his staff, hurling foes through the air and burning their souls to ash. The Ultramarines' Chief Librarian is amongst the greatest psykers in the Imperium, and his presence on the battlefield is said to be worth dozens of lesser men. Though his destructive talents are great, it is the Chief Librarian's acute foresight that is most valuable to his Chapter, both on and off the field of battle. Tigurius has spent many decades honing his gifts of prescience, until his merest hunch is often worth more than the predictions of a battalion of strategists and an army of spies. The counsel of the Chief Librarian has enabled the Ultramarines to annihilate countless threats, and allowed them to turn the tables on would-be ambushers and assassins time and again. Most recently, Tigurius has turned his attention to the menace of the Tyranids, predicting their movements with such success that some whisper he may have tapped into the Hive Mind itself.



CHAPLAIN CASSIUS

ULTRAMARINES MASTER OF SANCTITY

	WS	BS	S	T	W	I	A	Ld	Sv
Chaplain Cassius	5	4	4	6	2	4	2	10	3+

UNIT TYPE:
Infantry (Character)

UNIT COMPOSITION:
1 (Unique)

- WARGEAR:**
- Bolt pistol
 - Crozius arcanum
 - Frag grenades
 - Krak grenades
 - Rosarius

- WARLORD TRAIT:**
- Angel of Death

- SPECIAL RULES:**
- Chapter Tactics (Ultramarines)
 - Feel No Pain
 - Independent Character
 - Preferred Enemy (Tyranids)
 - Zealot



CHAPTER RELIC

Infernus: *Infernus is an ornate combi-flamer crafted and sanctified by Cassius himself. Infernus is loaded with specialised hellfire shells whose warheads are filled with a powerful mutagenic acid. Since the First Tyrannic War, every one of these rounds has been painstakingly inscribed by Cassius with the name of a battle-brother slain by the Tyranids.*

	Range	S	AP	Type
Bolter (with hellfire rounds)	24"	1	5	Rapid Fire, Master-crafted, Poisoned (2+)
Flamer	Template	4	5	Assault 1, One Use Only



The fiery zeal of Chaplain Cassius has inspired generations of Ultramarines toward victory over their foes. Though ancient even by Space Marine standards, and alive only because of the extensive bionics that riddle his body, Cassius remains strong and unbowed. Indeed, far from eroding his faith, several centuries of battle have only seen it blaze hotter than ever before. Tales of Chaplain Cassius' heroism are known galaxy-wide and he has mentored many of the Chapter's greatest heroes, even Marneus Calgar himself. Yet since the terrible battle against Hive Fleet Behemoth during the First Tyrannic War, Cassius has focussed exclusively on the Tyranid threat. It is his belief that these monstrous xenos are Humanity's punishment for its lack of vigilance, and that no greater cause exists than to purge these bio-horrors from the stars once and for all. To this end, Cassius leads an ever-greater number of his brothers to war against the Tyranid menace, and has even trained Deathwatch Kill Teams in the best techniques for fighting this monstrous foe.



SERGEANT TELION

ULTRAMARINES 10TH COMPANY VETERAN

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant Telion	5	6	4	4	2	4	2	9	4+

UNIT TYPE:
Infantry (Character)

UNIT COMPOSITION:
1 (Unique)

- WARGEAR:**
- Bolt pistol
 - Frag grenades
 - Krak grenades
 - Camo cloak

- WARLORD TRAIT:**
- Storm of Fire

- SPECIAL RULES:**
- And They Shall Know No Fear
 - Chapter Tactics (Ultramarines)
 - Independent Character
 - Infiltrate
 - Move Through Cover
 - Scout
 - Stealth

Eye of Vengeance: Shots fired by Sergeant Telion (excluding Snap Shots) are always

Precision Shots (see the Precision Shots special rule in *Warhammer 40,000: The Rules*).

Scout Sergeant: Sergeant Telion may only join units of Scouts.

Voice of Experience: If Sergeant Telion does not make a shooting attack or Run in the Shooting phase, you can nominate one model in his squad. That model can use Sergeant Telion’s Ballistic Skill that phase.



CHAPTER RELIC

Quietus: *Telion’s modified stalker pattern boltgun sports a simple targeter and is loaded with silenced bolter rounds. In Telion’s hands, this gun can end wars with a single shot.*

Range	S	AP	Type
36"	X	5	Heavy 2, Sniper



Death from afar is Sergeant Telion's gift, and it is one that he has generously bequeathed upon countless foes of the Imperium. The Scout Sergeant is among the finest marksmen of the Adeptus Astartes. His talents for reading atmospherics, gravitic disturbance, and the movement patterns of his foes allow him to place perfect kill-shots at a range far beyond that officially recognised for the stalker pattern boltgun. Such is Telion's skill, wisdom and courage that he has earned his place in Marneus Calgar's Honour Guard several times over. It is an accolade that he has turned down every time, for Telion believes his place will always be amongst the command echelon of the 10th Company. Here, the Scout Sergeant puts his three centuries of battlefield experience to best use, training new intakes of recruits for the Chapter. Telion's skills as a mentor are such that he can coax greatness from even the rawest recruit, guiding their aim and leading them to victory no matter the odds. So does Torias Telion eschew personal glory in favour of raising up the heroes of tomorrow.



SERGEANT CHRONUS

SPEAR OF MACRAGGE

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant Chronus	4	5	4	4	2	4	2	9	3+

UNIT TYPE:
Infantry (Character)

UNIT COMPOSITION:
1 (Unique)

- WARGEAR:**
- Bolt pistol
 - Frag grenades
 - Krak grenades
 - Servo-arm

- SPECIAL RULES:**
- And They Shall Know No Fear
 - Chapter Tactics (Ultramarines)
 - Independent Character

Ultramarines Tank Commander: When adding Sergeant Chronus to your army, you must also take a single Rhino, Razorback, Predator, Whirlwind, Vindicator, Hunter, Stalker, Land Raider, Land Raider Crusader or Land Raider Redeemer, paying the points cost listed on that vehicle’s datasheet as well as the 50 points for Sergeant Chronus. The chosen vehicle is a character and has Ballistic Skill 5. In addition, it has the It Will Not Die special rule and ignores the effects of Crew Shaken and Crew Stunned results.

If the tank is Wrecked or suffers an Explodes! result, Sergeant Chronus is treated as a passenger. (Note that if the vehicle does not have an Access Point, he will have to perform

an emergency disembarkation). Assuming Sergeant Chronus survives his vehicle's destruction, he uses his own characteristic profile and special rules as normal from that point on.



The roar of engines and the thunder of heavy weaponry herald Sergeant Chronus' arrival on the battlefield. All Adeptus Astartes tank commanders are masters of armoured warfare, but Sergeant Chronus' talents set him far above the best of his peers. He communes on a deep level with machine spirits, becoming one with his armoured steed; the tank's hull his second skin, and the vehicle's augurs his eyes and ears. Chronus understands precisely the capabilities of every tank the Ultramarines employ, and knows instinctively which mechanisms can be bypassed or jury-rigged even in the tumult of battle. Enemy gunners watch aghast as Chronus' tank shrugs off damage that should have seen it destroyed several times over, before it swings its turret round to blast them apart with unerring volleys. Sergeant Chronus' skill saw him named Spear of Macragge after his heroic actions on Damnos, a unique position that gives him command of all the Ultramarines' tanks upon the field of battle.



KOR'SARRO KHAN

WHITE SCARS MASTER OF THE HUNT

	WS	BS	S	T	W	I	A	Ld	Sv
Kor'sarro Khan	6	5	4	4	3	5	3	10	3+

UNIT TYPE:
Infantry (Character)

UNIT COMPOSITION:
1 (Unique)

- WARGEAR:**
- Bolt pistol
 - Frag grenades
 - Krak grenades
 - Iron halo

- WARLORD TRAIT:**
- Champion of Humanity

- SPECIAL RULES:**
- And They Shall Know No Fear
 - Chapter Tactics (White Scars)
 - Furious Charge
 - Independent Character

Master of the Hunt: If Kor'sarro Khan is your Warlord, friendly White Scars models that have the Bike unit type, or are embarked on a Rhino or Razorback, have the Scouts special rule.

In addition, if Kor'sarro Khan slays the enemy Warlord in a challenge, you immediately score D3 extra Victory Points.

OPTIONS:

- May be equipped with Moondrakkan...25 pts



CHAPTER RELICS

Moonfang: *This ancient power sword possesses a voracious machine spirit that knows its prey's weak spots.*

Range	S	AP	Type
-	User	3	Melee, Prey's Bane

Prey's Bane: When attacking with a weapon that has this special rule, a To Wound roll of 6 causes a Wound regardless of the target's Toughness. This Wound is resolved with the Instant Death special rule.

Moondrakkan: *The bike Moondrakkan was originally commissioned for the fourth Master of the Hunt.*

Moondrakkan is a Space Marine bike that makes D3 Hammer of Wrath attacks instead of 1.





As the ululating war cry of Kor'sarro Khan echoes across the field of war, his quarry feel dread enfold them like a shroud. Be they xenos warlord or heretic witch, traitor demagogue or slaving beast, those the Khan hunts sense their doom swiftly approaching. Some try to hide, while others stride to meet him in battle, but neither course will avail them, for once the Master of the Hunt has his prey in his sights, their death is assured. Khan embodies the fierce savagery of the White Scars Chapter, his scarred face twisted into a feral snarl of hatred as he roars into the fight at the head of his 3rd Company brothers, his charge smashing through anything that stands between him and his quarry. Swinging his mighty blade, Moonfang, in long arcs, Khan bellows his wild challenge and falls upon the luckless foe. Battering aside any attempt at defence, Kor'sarro Khan lops the head from his prey, a single mighty blow fulfilling his oaths to the Great Khan and wiping away another stain upon his Chapter's honour.



VULKAN HE'STAN

SALAMANDERS FORGEFATHER

	WS	BS	S	T	W	I	A	Ld	Sv
Vulkan He'stan	6	5	4	4	3	5	3	10	2+

UNIT TYPE:
Infantry (Character)

UNIT COMPOSITION:
1 (Unique)

- WARGEAR:**
- Bolt pistol
 - Frag grenades
 - Krak grenades

- WARLORD TRAIT:**
- Iron Resolve

- SPECIAL RULES:**
- And They Shall Know No Fear
 - Chapter Tactics (Salamanders)
 - Independent Character

The Forgefather: If Vulkan He'stan is your Warlord, all meltaguns, combi-meltas and multi-meltas fired by models in his Detachment have the Master-crafted special rule.



CHAPTER RELICS

Gauntlet of the Forge: *None can endure Vulkan's fiery rage.*

The Gauntlet of the Forge is a heavy flamer that incorporates a set of digital weapons.

Kesare's Mantle: *This drakescale cloak was made from the near-inpenetrable hide of the infamous salamander Sho'Valla.*

Kesare's Mantle confers a 3+ invulnerable save.

Spear of Vulkan: *The incandescent blade of this polearm can set even ceramite ablaze.*

Range	S	AP	Type
-	+2	3	Melee, Master-crafted, Two-handed



Striding into battle with the weapons of his Primarch in hand, Vulkan He'stan lays low all who oppose him. He'stan is relentless and determined as only a lord of Nocturne can be, for his is a holy quest. Vulkan He'stan is the Forgefather, seeker of the lost relics of his Chapter's Primarch, and protector of their secrets. He follows a winding path through the stars, pursuing rumour and half-truth in the certainty that, one day, he will track down that which he seeks. Many stand in He'stan's path, or foolishly attempt to interfere with his mission. Sweeping hordes of xenos infest the worlds upon which he and his followers search. Planetary warlords jealously guard troves of archeotech through which the Forgefather must dig. Few in this dark and violent galaxy will aid Vulkan He'stan willingly, or stand aside for his quest. Yet all learn to their cost that the Forgefather will fight through any foe and face down any danger in order to see his oaths fulfilled. With fire and fury does Vulkan He'stan seek the treasures of his gene-sire, and he will mercilessly destroy any who bar his path.



SHADOW CAPTAIN SHRIKE

RAVEN GUARD 3RD COMPANY CAPTAIN

	WS	BS	S	T	W	I	A	Ld	Sv
Shadow Captain Shrike	6	5	4	4	3	5	3	10	3+

UNIT TYPE:
Jump Infantry (Character)

UNIT COMPOSITION:
1 (Unique)

- WARGEAR:**
- Bolt pistol
 - Frag grenades
 - Krak grenades
 - Iron halo
 - Jump pack

- WARLORD TRAIT:**
- Angel of Death

- SPECIAL RULES:**
- And They Shall Know No Fear
 - Chapter Tactics (Raven Guard)
 - Independent Character

See, But Remain Unseen: Shrike has the Stealth and Infiltrate special rules. Before deploying, he may only join units of Jump Infantry.



CHAPTER RELIC

The Raven's Talons: *These exquisitely-crafted talons are reputedly unbreakable and can cut through the toughest armour with ease.*

Each Raven's Talon can be used as a Melee weapon with the following profile.

Range	S	AP	Type
-	User	3	Melee, Master-crafted, Rending, Shred



With the shadows his cloak and speed his ally, Shadow Captain Shrike silently stalks his victims, practically undetectable until he chooses to launch his attack. His loyal brothers close at his heels, he dogs his targets like a shadow, waiting for the perfect moment to strike. Then, without warning, he bursts from the darkness, taking his enemy completely by surprise. Crackling with energy, the Raven's Talons flash through the half-light, eviscerating foes with every swing. Panic spreads quickly as the foe realise they are under attack, wild fire stabbing out in all directions as they attempt to fight back. Yet Shrike and his warriors are already in their midst, wreaking more havoc with each passing moment. Bolt pistols roar, frag grenades spin through the air to explode with dull thumps, chainswords snarl and power fists crunch through flesh and bone as Shrike and his brothers make short work of the foe. Then, as quickly as they struck, the Shadow Captain and his warriors are gone again. They melt back into the shadows to begin the hunt for their next luckless victims.



CAPTAIN LYSANDER

IMPERIAL FISTS 1ST COMPANY CAPTAIN

	WS	BS	S	T	W	I	A	Ld	Sv
Captain Lysander	6	5	4	4	4	5	3	10	2+

UNIT TYPE:
Infantry (Character)

UNIT COMPOSITION:
1 (Unique)

- WARGEAR:**
- Terminator armour
 - Iron halo
 - Storm shield

- WARLORD TRAIT:**
- Iron Resolve

- SPECIAL RULES:**
- And They Shall Know No Fear
 - Chapter Tactics (Imperial Fists)
 - Eternal Warrior
 - Independent Character

Icon of Obstinacy: If Lysander is your Warlord, all friendly Imperial Fists units within 12" of him re-roll failed Morale checks, Pinning tests and Fear tests.



CHAPTER RELIC

Fist of Dorn: *This ancient weapon embodies the belligerent wrath for which the Imperial Fists are famed.*

Range	S	AP	Type
-	+6	1	Melee, Concussive, Master-crafted, Specialist Weapon, Unwieldy



Towering shield raised high, Fist of Dorn swinging in mighty arcs, Darnath Lysander wades through his foes like a warship smashing a path through stormy seas. Each hammerblow reduces enemies to bloody ruin, sweeping whole ranks of warriors from their feet. In return, Lysander stands almost impervious to harm, those shots and blows not deflected by his shield simply rebounding from his slab-like Terminator armour. Through it all, Lysander's obstinate scowl never wavers, his determination absolute no matter what horrors beset him. Inspired by their Captain's exemplary stoicism, his battle-brothers advance at his side, battle cries ringing out and weapons reaping an ever-growing tally of foes. No warrior more perfectly embodies the stubborn strength of the Imperial Fists than this Captain of the 1st, who has led his warriors into hellish battles beyond count and emerged victorious. Dauntless and resolute in the manner of his Primarch, no challenge is insurmountable for this exemplary warrior and his heroic brothers.



PEDRO KANTOR

CRIMSON FISTS CHAPTER MASTER

	WS	BS	S	T	W	I	A	Ld	Sv
Pedro Kantor	6	5	4	4	4	5	4	10	2+

UNIT TYPE:
Infantry (Character)

UNIT COMPOSITION:
1 (Unique)

- WARGEAR:**
- Power fist
 - Frag grenades
 - Krak grenades
 - Iron halo
 - Orbital strike

- WARLORD TRAIT:**
- Iron Resolve

- SPECIAL RULES:**
- And They Shall Know No Fear
 - Chapter Tactics (Imperial Fists)
 - Independent Character

Hold the Line: Sternguard Veterans that are part of Pedro Kantor's Detachment have the Objective Secured special rule. A unit with this special rule controls objectives even if an enemy scoring unit is within range of the Objective Marker, unless the enemy unit also has this special rule.

Oath of Rynn: All models in Kantor's Detachment have the Preferred Enemy (Orks) special rule. These models also add 1 to their Attacks if within 12" of Pedro Kantor.



CHAPTER RELIC

Dorn's Arrow: *This ancient and venerated storm bolter has reaped a mighty tally in the Emperor's name.*

Range	S	AP	Type
24"	4	4	Assault 4



A superb combatant and inspiring leader, Pedro Kantor is a warrior who strives daily to

rescue his Chapter from the brink of extinction. In battle he stands as a bastion of courage and discipline, surrounding himself with a core of Veteran battle-brothers capable of fending off any enemy incursion as they defend their vital spoils of war. Dorn's Arrow mows down Kantor's foes as they rush toward him, while his power fist swings in thunderous arcs to smash enemies from their feet, or tear open the armoured hulls of enemy tanks and walkers. Kantor is everything a Chapter Master should be, his courage and heroism tempered by the sobering knowledge that the survival of his Chapter relies on his every deed. Even before the disastrous invasion of Waaagh! Snagrod, the Crimson Fists were experts at fighting greenskins. Now, Pedro Kantor embodies his Chapter's bitter experience in combating the brutish and destructive Orks. When facing the warriors of this barbaric race, Kantor fights harder than ever, inspiring his followers to mighty acts of righteous slaughter.



HIGH MARSHAL HELBRECHT

BLACK TEMPLARS HIGH MARSHAL

	WS	BS	S	T	W	I	A	Ld	Sv
High Marshal Helbrecht	6	5	4	4	4	5	4	10	2+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

- Combi-melta
- Frag grenades
- Krak grenades
- Iron halo

WARLORD TRAIT:

- The Imperium's Sword

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics (Black Templars)
- Independent Character

Crusade of Wrath: Once per game, at the beginning of your Assault phase, High Marshal Helbrecht can grant all friendly Black Templars models the Hatred and Fleet special rules until the end of that phase.



CHAPTER RELIC

Sword of the High Marshals: *Legends say that, after failing to protect the Emperor, Rogal Dorn broke his sword in anger. Sigismund decreed that the Sword of the High Marshals should incorporate shards of Dorn's shattered weapon, forever reminding them of their duty.*

Range	S	AP	Type
-	User	3	Melee, Legacy of Dorn, Master-crafted

Legacy of Dorn: The Sword of the High Marshals gives High Marshal Helbrecht a Charge Bonus of D3 Attacks instead of one.



Destroyer of heretics and champion of the faith, High Marshal Helbrecht is a blazing brand in a galaxy of darkness. Bellowing holy oaths to the almighty Emperor, Helbrecht hacks his foes to pieces with the manic strength of a zealot. A warrior born, fuelled by his belief in the divinity of the Emperor of Mankind, Helbrecht has exceeded the expectations of friend and foe alike at every turn. Helbrecht's induction to the Sword Brethren was earned through the quite incredible feat of slaying a monstrous Daemon Prince using only a combat blade. Then, upon the death of his predecessor, Kordhel, Helbrecht was unanimously elected to the role of High Marshal, and has led his Chapter to victory in one fanatical crusade after another ever since. On the rare occasions when Helbrecht has known defeat, as he did at the hands of Imotekh the Stormlord, he has always risen with renewed strength to seek his revenge. His second encounter with the Necron warlord saw Imotekh flee in abject defeat as his flagship plunged flaming into the heart of a star.



THE EMPEROR'S CHAMPION

SWORD OF THE EMPEROR

	WS	BS	S	T	W	I	A	Ld	Sv
The Emperor's Champion	6	4	4	4	2	5	2	10	2+

UNIT TYPE:
Infantry (Character)

UNIT COMPOSITION:
1 (Unique)

- WARGEAR:**
- Bolt pistol
 - Frag grenades
 - Krak grenades

- SPECIAL RULES:**
- Chapter Tactics (Black Templars)
 - Fearless
 - Independent Character

Honour or Death: A model with this special rule must issue and accept a challenge whenever possible. If there is more than one friendly model in a combat with this rule, you may select which model issues or accepts the challenge.

Slayer of Champions: When fighting in a challenge, the Emperor's Champion re-rolls failed To Hit rolls, and any To Wound rolls of 6 are resolved with the Instant Death special rule.



CHAPTER RELIC

Armour of Faith: *Crafted by master artisans, these sacred suits are inscribed with wards and catechisms of hatred.*

The Armour of Faith confers a 2+ Armour Save and a 4+ invulnerable save.

Black Sword: *Each Black Sword is a masterpiece of jet-black solarite with an edge that can shear adamantium.*

Range	S	AP	Type
-	+2	2	Melee, Master-crafted



At the forefront of the Black Templars' battle line, a singular figure slices his way through the foe. Fuelled by holy wrath, he seeks out the greatest warriors the enemy has to offer and meets their blade in single combat. This hero fears no foe, for he is the Emperor's Champion, and divinity rests about his shoulders like a mantle. Before battle, as the Black Templars kneel in prayer, one amongst their number may be granted a vision of the Emperor's glory. A brother so chosen is led away by the Chaplains to be clad in the Armour of Faith and armed with one of his Chapter's ten sacred Black Swords. From that moment on, the Emperor's Champion becomes a holy destroyer, a miraculous figure through whose veins the strength of the Emperor flows. His vision shimmers with golden light, burning bright to illuminate those foes most worthy of his wrath. The Emperor's Champion engages these heretics in the name of the Emperor, fighting tirelessly with no thought of withdrawal or defeat, for he must fulfil his sacred duty until the day that death finally takes him.



CHAPLAIN GRIMALDUS

BLACK TEMPLARS HIGH CHAPLAIN

	WS	BS	S	T	W	I	A	Ld	Sv
Chaplain Grimaldus	5	4	4	4	3	4	3	10	3+
Cenobyte Servitor	3	3	3	3	1	3	1	8	4+

UNIT TYPE:

Infantry. Chaplain Grimaldus is **Infantry (Character)**.

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

CHAPLAIN GRIMALDUS

- Master-crafted plasma pistol
- Crozius arcanum
- Frag grenades
- Krak grenades
- Rosarius

WARLORD TRAIT:

- Rites of War

SPECIAL RULES:

CHAPLAIN GRIMALDUS

- Chapter Tactics (Black Templars)
- Independent Character
- It Will Not Die
- Zealot

Unmatched Zeal: Friendly Black Templars units within 6" of Chaplain Grimaldus have the Zealot special rule.

CENOBYTE SERVITORS

Relics of Helsreach: Friendly Black Templars units within 6" of one or more Cenobyte Servitors have the Feel No Pain special rule.

OPTIONS:

- May include up to five Cenobyte Servitors...15 pts/model



Thundering into battle with his crozius swinging, Chaplain Grimaldus lays low the foes of the Black Templars. An indefatigable bearer of the Emperor's holy light whose zeal has brought him back from the brink of death on countless occasions, the High Chaplain acts as a beacon of faith for his Chapter. None can stand before his righteous might, and his brothers would follow him into the Eye of Terror if he so commanded. When at war, Grimaldus surrounds himself with a retinue of Cenobyte Servitors. Each of these grim beings bears a relic taken from the wreckage of the Temple of the Emperor Ascendant in Helsreach Hive, potent icons of the Imperial faith that inspire the Black Templars to ever greater deeds.





CAPTAIN

	WS	BS	S	T	W	I	A	Ld	Sv
Captain	6	5	4	4	3	5	3	10	3+
Chapter Master	6	5	4	4	4	5	4	10	3+

UNIT TYPE:
Infantry (Character)

UNIT COMPOSITION:
1 Captain

- WARGEAR:**
- Bolt pistol
 - Chainsword
 - Frag grenades
 - Krak grenades
 - Iron halo
 - Orbital strike (Chapter Master only)

- SPECIAL RULES:**
- And They Shall Know No Fear
 - Chapter Tactics
 - Independent Character

- OPTIONS**
- May be upgraded to a Chapter Master...*40 pts*
 - A Captain or Chapter Master may replace his chainsword with a relic blade...*25 pts*
 - A Captain or Chapter Master may take a storm shield...*15 pts*

- A Captain or Chapter Master may take artificer armour...*20 pts*
- A Captain or Chapter Master may take items from the **Melee Weapons, Ranged Weapons, Special Issue Wargear** and/or **Chapter Relics** lists.
- A Captain or Chapter Master may replace his bolt pistol, chainsword, frag and krak grenades with Terminator armour, storm bolter and power sword...*30 pts*
- A Captain or Chapter Master in Terminator armour may replace his power sword with a relic blade...*10 pts*
- A Captain or Chapter Master in Terminator armour may only take items from the **Terminator Weapons, Special Issue Wargear** and/or **Chapter Relics** lists.



Each Space Marine Captain is one of the greatest and most acclaimed warriors in the galaxy. Delivering clipped commands with calm authority, the Captain inspires his brothers, forging them into a single, lethal force upon the field of battle. The Captain knows the strengths of every squad, vehicle and weapon at his command. Peerless tactical genius turns this knowledge into fluid, devastating strategies that leave even the

most swift-witted foes scrambling to respond. Yet the Captains of the Adeptus Astartes are more than just skilled generals. Each is a noble and accomplished warrior who leads his brothers by his glorious example. A Space Marine Captain fights with skill, nobility and courage, and will never admit defeat.

Lords of even these incredible heroes, Space Marine Chapter Masters are virtual demigods of war. Each rules over an entire Chapter with wisdom and courage. Furthermore, each is a warrior of unbelievable skill and fortitude, the very embodiment of his Chapter's noble warrior spirit.



LIBRARIAN

	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	5	4	4	4	2	4	2	10	3+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Librarian

WARGEAR:

- Bolt pistol
- Force weapon
- Frag grenades
- Krak grenades
- Psychic hood

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics
- Independent Character
- Psyker (Mastery Level 1)

PSYKER:

A Librarian generates powers from the **Biomancy**, **Daemonology**, **Divination**, **Pyromancy**, **Telekinesis** and **Telepathy** disciplines.

OPTIONS:

- May upgrade to Psyker (Mastery Level 2)...25 pts

- May take items from the **Ranged Weapons**, **Special Issue Wargear** and/or **Chapter Relics** lists.
- May replace bolt pistol, frag and krak grenades with Terminator armour...*25 pts*
- A Librarian in Terminator armour may take one of the following:
 - Storm bolter...*5 pts*
 - Combi-flamer, -melta or -plasma...*10 pts*
 - Storm shield...*10 pts*
- A Librarian in Terminator armour may only take items from the **Special Issue Wargear** and/or **Chapter Relics** lists.



As he strides to war, the Librarian harnesses the power of the Warp, his body infused with etheric energy. A single gesture sends spectral flame blazing forth to overturn battle tanks or tear warriors limb from limb. A sole thought encases his battle-brothers in shields of impenetrable energy, or invigorates them with unnatural strength and resilience. The unbridled fury of the Warp is amongst the most dangerous of powers in the galaxy, and it is testament to the Space Marine Librarians that they are able to wield

this lethal energy as their brothers might fire a boltgun or swing a blade. To a Librarian, the very weave of reality is theirs to wield as a weapon, while even the secrets of the future can be torn loose and used to outmanoeuvre the foe. Wise and learned in all things, Librarians often provide counsel to their Chapter Master. Though viewed askance by their wary battle-brothers, and forced to be ever vigilant for the Warp-borne dangers that attend their strange abilities, Librarians are undoubtedly amongst their Chapter's greatest and most powerful warriors.



TECHMARINE

	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	4	5	4	4	2	4	2	9	2+
Servitor	3	3	3	3	1	3	1	8	4+

UNIT TYPE:
Infantry. Techmarine is **Infantry (Character)**.

UNIT COMPOSITION:
1 Techmarine

- WARGEAR:**
TECHMARINE
- Bolt pistol
 - Power axe
 - Frag grenades
 - Krak grenades
 - Servo-arm

- SERVITOR**
- Servo-arm

- SPECIAL RULES:**
TECHMARINE
- And They Shall Know No Fear
 - Chapter Tactics
 - Independent Character

Blessing of the Omnissiah: In each of your Shooting phases, instead of firing his weapons, a Techmarine can choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add 1 for each Servitor

with a servo-arm in his unit, and an additional 1 if the Techmarine has a servo-harness. If the result is a 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.

Bolster Defences: After deployment, but before Scout redeployments and Infiltrate deployments, nominate one piece of terrain in your deployment zone (this cannot be one you have purchased as part of your army). The terrain piece's cover save is increased by 1 for the duration of the game (to a maximum of 3+). Note that a piece of terrain can only be bolstered once.

SERVITOR

Mindlock: If it does not contain a Techmarine, an unengaged unit that contains at least one model with this special rule must roll a D6 at the start of its turn. On a 4+, this special rule has no effect this turn. On a 1, 2 or 3, the unit is mindlocked until the start of its following turn. A mindlocked unit may not voluntarily move, shoot or charge, but must still complete compulsory moves, such as Pile In and Fall Back moves.

OPTIONS:

Techmarine

- May replace servo-arm with one of the following:
 - Conversion beamer...*20 pts*
 - Servo-harness...*25 pts*
- May take items from the **Melee Weapons, Ranged Weapons, Special Issue Wargear** and/or **Chapter Relics** lists.
- May take up to five Servitors...*10 pts each*

Servitor

- Up to two Servitors may replace their servo-arm with one of the following:
 - Heavy bolter...*10 pts/model*
 - Multi-melta...*10 pts/model*
 - Plasma cannon...*20 pts/model*



Techmarines perform their sacred duty with cold logic and precision, laying their targets low with precise shots from their high-tech weaponry. These warrior artisans are responsible for the vehicles of their Chapter's arsenal, and they will face any danger to safeguard their armoured wards. The Techmarines' knowledge of the machine allows them to effect field repairs upon damaged vehicles, but they are also more than capable of bringing destruction to the enemy. Many bear ancient items of wargear, blasting their foes to ruin from afar or carving them down at close quarters with heavy-bladed power axes. Others surround themselves with retinues of Servitors, these cybernetic, grey-fleshed figures staring with dead eyes at the foe even as they rip them apart with powered claws and thudding heavy weapons.

'Let them bestride the galaxy like the gods of old, sheltering Mankind from destruction at the hands of an uncaring universe.'

- from the teachings of Roboute Guilliman



CHAPLAIN

	WS	BS	S	T	W	I	A	Ld	Sv
Chaplain	5	4	4	4	2	4	2	10	3+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Chaplain

WARGEAR:

- Bolt pistol
- Crozius arcanum
- Frag grenades
- Krak grenades
- Rosarius

SPECIAL RULES:

- Chapter Tactics
- Independent Character
- Zealot

OPTIONS:

- May replace bolt pistol with one of the following:
 - Boltgun...*free*
 - Power fist...*25 pts*
- May take items from the **Ranged Weapons**, **Special Issue Wargear** and/or **Chapter Relics** lists.
- May replace bolt pistol, frag and krak grenades with Terminator armour and a storm

bolter...30 pts

- A Chaplain in Terminator armour may only take items from the **Special Issue Wargear** and/or **Chapter Relics** lists.
- A Chaplain in Terminator armour may replace his storm bolter with a combi-flamer, -melta or -plasma...5 pts



Bellowed words of righteous hatred fill the air as the Chaplain strikes down his foes. Amplified through his vox grill, the Chaplain's bellicose rhetoric and canticles of wrath echo like thunder across the battlefield, filling the Space Marines with new strength while causing the enemy to cower in terror. Skull-helmed and armoured in black, the Chaplain is a vision of death. Those enemies who do not flee at the first sight of this roaring, macabre figure soon learn the error of their ways. Each swing of his crozius sees armour crumple and bones shatter, the Chaplain's blows lent unstoppable power by his furious faith. Return strikes clang off the Chaplain's ornate power armour, or rebound from the crackling power field that haloes his rosarius. Meanwhile, all around him, the Chaplain's battle-brothers fight with wild-eyed ferocity, their hatred of the foe

stoked to fanatical levels by his bellowed words of revulsion. In this way, the Chaplain not only casts down the unworthy, but also acts as a lynchpin of faith and fury that can hold an entire Adeptus Astartes battle line together.



TACTICAL SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	1	8	3+
Space Marine Sergeant	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Infantry. Space Marine Sergeant and Veteran Sergeant are **Infantry (Character)**.

UNIT COMPOSITION:

- 4 Space Marines
- 1 Space Marine Sergeant

WARGEAR:

- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads

OPTIONS:

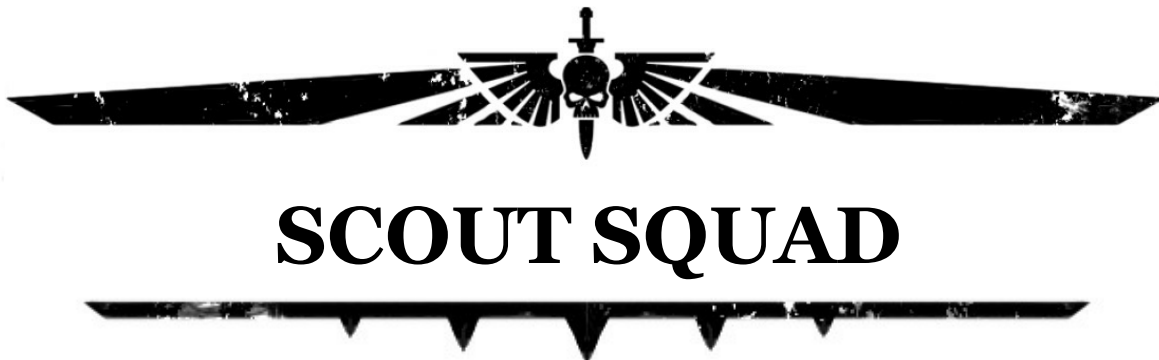
- May include up to five additional Space Marines...*14 pts/model*
- If the squad numbers less than ten models, one Space Marine may take one item from either the **Special Weapons** or **Heavy Weapons** list.

- If the squad numbers ten models, one Space Marine may take one item from the **Special Weapons** list, and one other Space Marine may take one item from the **Heavy Weapons** list.
- May upgrade the Space Marine Sergeant to a Veteran Sergeant...*10 pts*
- The Space Marine Sergeant or Veteran Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Space Marine Sergeant or Veteran Sergeant may take melta bombs...*5 pts*
- The Space Marine Sergeant or Veteran Sergeant may take a teleport homer...*5 pts*
- The unit may select a Drop Pod, Rhino or Razorback s a Dedicated Transport



Where an objective must be seized, Tactical Squads attack in a storm of gunfire and combat blades. Where the line must be held, these courageous warriors plant their feet, raise their weapons, and fight to the last. Armed with boltguns, grenades, and Codex-approved heavy and special weapons, Tactical Squads are superbly versatile strategic assets. Yet their greatest weapons are their indomitable spirit and their decades of

combat experience – invaluable virtues that combine with the battle-brothers' fearsome arsenal and superhuman physiques to render them amongst the greatest warriors in the galaxy. Whether sprinting through the firestorm of no man's land, fighting toe-to-toe with bolters blazing or blasting enemy tanks to scrap, Tactical Marines are tireless and steadfast defenders of the Imperium.



SCOUT SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Scout	4	4	4	4	1	4	1	8	4+
Scout Sergeant	4	4	4	4	1	4	1	8	4+
Veteran Scout Sergeant	4	4	4	4	1	4	2	9	4+

UNIT TYPE:

Infantry. Scout Sergeant and Veteran Scout Sergeant are **Infantry (Character)**.

UNIT COMPOSITION:

- 4 Scouts
- 1 Scout Sergeant

WARGEAR:

- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads
- Infiltrate
- Move Through Cover
- Scout

OPTIONS:

- May include up to five additional Scouts...*11 pts/model*

- The entire squad may take camo cloaks...*2 pts/model*
- Any model may replace its boltgun with Space Marine shotgun or close combat weapon...*free*
- Any model may replace its boltgun with a sniper rifle...*1 pt/model*
- One Scout may replace his boltgun with one of the following:
 - Heavy bolter...*8 pts*
 - May also take hellfire shells...*5 pts*
 - Missile launcher (with frag and krak missiles)...*15 pts*
 - May also take flakk missiles...*10 pts*
- May upgrade the Scout Sergeant to a Veteran Scout Sergeant...*10 pts*
- The Scout Sergeant or Veteran Scout Sergeant may choose any of the following options:
 - Take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
 - Take melta bombs and/or a teleport homer...*5 pts each*
- The unit may select a Land Speeder Storm as a Dedicated Transport.



The first the enemy knows of a Scout Squad's presence is when its advance is brought to a sudden, violent halt. Heads snap back and warriors crumple to the floor, neat holes drilled through their skulls by sniper fire. The sudden boom of shotguns sees foes thrown from their feet with bloody craters blasted in their chests and backs. Bolt pistols bark, counterpointed by the thump of heavy bolter fire and the screams of the dying as enemies caught in the crossfire are torn apart by mass-reactive shells. Even artillery and heavy weapons troopers are not safe, as ambushing Scouts burst from concealment to wreak havoc on the enemy's rear lines. However a Scout Squad chooses to attack its foes, it will be with total surprise and from an unexpected quarter, their stealth and cunning proving to be just as deadly as bolter and blade.



CRUSADER SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Initiate	4	4	4	4	1	4	1	8	3+
Neophyte	4	4	4	4	1	4	1	8	4+
Sword Brother	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Infantry. Sword Brother is **Infantry (Character)**.

UNIT COMPOSITION:

5 Initiates

WARGEAR:

- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics (Black Templars)

OPTIONS:

- May include up to five additional Initiates...*14 pts/model*
- May include up to one Neophyte for each Initiate in the squad...*10 pts/model*
- May upgrade one Initiate to a Sword Brother...*10 pts*
- Any model may replace its boltgun with a chainsword or close combat weapon...*free*

- One Initiate may take one of the following:
 - One weapon from the **Heavy Weapons** list.
 - Power weapon...*15 pts*
 - Power fist...*25 pts*
- A different Initiate may take a weapon from the **Special Weapons** list.
- Any Neophyte may replace his boltgun with a Space Marine shotgun...*free*
- The Sword Brother may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Sword Brother may take melta bombs...*5 pts*
- The unit may select a Drop Pod, Rhino, Razorback or Land Raider Crusader as a Dedicated Transport.



Charging through the smoke and flame of the battlefield, the Crusader Squads of the Black Templars fall upon their foes with cries of zealous devotion. With blade and bolt, they drive the enemy back, their fanatical faith lending them strength. They bellow

praise to the almighty Emperor as they fight, convinced that he looks down upon their deeds with great favour. In these squads, the Chapter's Neophyte brothers fight alongside their Initiate mentors. They learn the craft of war where the fighting is fiercest, each brother tempered by battle, their fury quenched by the flowing blood of the foe. No matter the threat, be it vile xenos, deviant heretic or hated witch, few can stand before the onslaught of a Crusader Squad on the charge, and no heresy goes unpunished in their sight.



COMMAND SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+
Company Champion	5	4	4	4	1	4	2	9	3+
Apothecary	4	4	4	4	1	4	2	9	3+

UNIT TYPE:
Infantry. Company Champion and Apothecary are **Infantry (Character)**.

UNIT COMPOSITION:
5 Veterans

- WARGEAR:**
- Bolt pistol
 - Chainsword
 - Frag grenades
 - Krak grenades

- SPECIAL RULES:**
- And They Shall Know No Fear
 - Chapter Tactics

Honour or Death (Company Champion only): A model with this special rule must issue and accept a challenge whenever possible. If there is more than one friendly model in a combat with this rule, you may select which model issues or accepts the challenge.

- OPTIONS:**
- One Veteran may take an item from the **Space Marine Standards** list.
 - One Veteran may be upgraded to a Company Champion, replacing his chainsword with

a power weapon and combat shield...15 pts

- One Veteran may be upgraded to an Apothecary, taking a narthecium...15 pts
- The entire squad may take Space Marine bikes...35 pts
- Any Veteran may take melta bombs...5 pts/model
- Any Veteran may take a storm shield...10 pts/model
- Any Veteran may take items from the **Melee Weapons**, **Ranged Weapons** and/or **Special Weapons** lists.
- The unit may select a Drop Pod, Rhino or Razorback as a Dedicated Transport.



As the Adeptus Astartes plunge headlong into the most lethal of battles on behalf of Humanity, the warriors of the Command Squads must place themselves at the very forefront of these raging conflicts. Vigilant in defence and fierce on the attack, the warriors of a Command Squad serve and support one of the mightiest heroes of their Chapter. Billowing proudly in the furnace winds of war, the company standard inspires

all who see it to greatness, and serves as a rallying point amid the madness of battle. Beneath their banner the Veterans of the Command Squad fight with skill and determination, as the Apothecary labours selflessly to save the wounded and the Company Champion cuts down the enemy's most skilled combatants in lightning-fast duels to the death.



HONOUR GUARD



	WS	BS	S	T	W	I	A	Ld	Sv
Honour Guard	4	4	4	4	1	4	2	10	2+
Chapter Champion	5	4	4	4	1	4	3	10	2+

UNIT TYPE:

Infantry. Chapter Champion is **Infantry (Character)**.

UNIT COMPOSITION:

- 2 Honour Guard
- 1 Chapter Champion

WARGEAR:

- Bolt pistol
- Boltgun
- Power weapon
- Frag grenades
- Krak grenades

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics

Honour or Death (Chapter Champion only): A model with this special rule must issue and accept a challenge whenever possible. If there is more than one friendly model in a combat with this rule, you may select which model issues or accepts the challenge.

OPTIONS:

- May include up to seven additional Honour Guard...*25 pts/model*
- The Chapter Champion may replace his boltgun with a close combat weapon...*free*

- The Chapter Champion may replace his power weapon with a thunder hammer...15 pts
- Any model may replace its power weapon with a relic blade...10 pts/model
- One Honour Guard may take an item from the **Space Marine Standards** list.
- The unit may select a Drop Pod, Rhino, Razorback or a Land Raider as a Dedicated Transport.



The Honour Guard are living exemplars of the ideals for which the Emperor intended the Space Marines to be forever known, and are armed with the most ancient and venerated relics of the Chapter accordingly. They are amongst their Chapter's most taciturn and solemn individuals in repose, but also some of its most ferocious and unyielding warriors in battle. Most Chapters have only a handful of these warrior-paragons, but it is a rare and terrible day indeed when they all fight as one. In battle, the Honour Guard commonly act as the Chapter Master's personal retinue, responsible for the safety of their commander and for hoisting aloft the Chapter banner, while the Chapter Champion challenges enemy leaders to glorious single combat in his lord's stead.



CENTURION ASSAULT SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Centurion	4	4	5	5	2	4	1	8	2+
Centurion Sergeant	4	4	5	5	2	4	1	8	2+
Centurion Veteran Sgt.	4	4	5	5	2	4	2	9	2+

UNIT TYPE:

Infantry. Centurion Sergeant and Centurion Veteran Sgt are **Infantry (Character)**.

UNIT COMPOSITION:

2 Centurions

1 Centurion Sergeant

WARGEAR:

- Twin-linked flamer
- Ironclad assault launchers
- Two siege drills

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics
- Move Through Cover
- Slow and Purposeful
- Very Bulky

Decimator Protocols: A model with this special rule can fire up to two weapons in its Shooting phase.

OPTIONS:

- May include up to three additional Centurions...*55 pts/model*

- Any model may replace its ironclad assault launchers with a hurricane bolter...*free*
- Any model may replace its twin-linked flamer with a twin-linked meltagun...*5 pts/model*
- May upgrade the Centurion Sergeant to a Centurion Veteran Sergeant...*10 pts*
- The Centurion Sergeant or Veteran Sergeant may take an omniscope...*10 pts*
- The unit may select a Land Raider, Land Raider Crusader or Land Raider Redeemer as a Dedicated Transport.



Like an avalanche rolling toward the foe, Centurion Assault Squads advance unscathed through the worst that their enemies can hurl at them, their bolters and flamers roaring vengeance as they advance. Increasingly desperate, the enemy direct every gun at their disposal at the approaching Space Marines, bombarding the Centurions with weapons fire. Still the warsuits march on, smoke tattering around them as they wade from the enemy's bombardment and into their lines. Once in close quarters, Centurion warsuits become even more deadly. Siege drills swing in thunderous arcs, hammering their

victims through solid walls or smashing them into gory paste. Fortifications are breached in moments, defence lines torn open by the Centurions' assault before the warsuits press on to meet their next target.





VANGUARD VETERAN SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+
Veteran Sergeant	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Infantry. Veteran Sergeant is **Infantry (Character)**.

UNIT COMPOSITION:

- 4 Veterans
- 1 Veteran Sergeant

WARGEAR:

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads

Heroic Intervention: A unit with this special rule can re-roll one or both dice when determining its charge range. Furthermore, a unit with this special rule ignores the penalty for disordered charges.

OPTIONS:

- May include up to five additional Veterans...*19 pts/model*
- Any model may replace its bolt pistol and/or chainsword with one of the following:

- Power weapon or lightning claw...*5 pts/model*
- Grav-pistol, plasma pistol or power fist...*15 pts/model*
- Thunder hammer...*20 pts/model*
- Storm shield...*10 pts/model*

- Any model may take melta bombs...*5 pts/model*
- The entire squad may take jump packs...*3 pts/model*
- The Veteran Sergeant may replace his chainsword with a relic blade...*15 pts*
- If they do not select jump packs, the unit may select a Drop Pod, Rhino or Razorback as a Dedicated Transport.



Vanguard Veterans slam into the foe like bolts of lightning, driving into the midst of combat to hack, hew and blast their enemies to ruin. Masters of a wide variety of close assault weaponry, they carve apart their victims with humming power weapons, tear them asunder with mighty power fists, and gun them down with bolt and plasma pistols. These 1st Company combatants attack suddenly and without warning, drawing upon

their centuries of battlefield experience to know precisely where to strike. War engines shudder to a halt, wracked with fiery explosions; elite warriors are overrun, outfought in blistering split-second duels. Even as the last foe falls, the Vanguard Veterans are already charging towards their next victims, for their heroic duty is never done.



STERNGUARD VETERAN SQUAD



	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+
Veteran Sergeant	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Infantry. Veteran Sergeant is **Infantry (Character)**.

UNIT COMPOSITION:

- 4 Veterans
- 1 Veteran Sergeant

WARGEAR:

- Bolt pistol
- Boltgun
- Frag grenades
- Krak grenades
- Special issue ammunition

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads

OPTIONS:

- May include up to five additional Veterans...*22 pts/model*
- Any model can replace his boltgun with a storm bolter...*5 pts/model*
- Any model can replace his boltgun with a combi-flamer, -melta, -grav or -plasma...*10 pts/model*

- Two Veterans may each take one item from either the **Special Weapons** or the **Heavy Weapons** list.
- The Veteran Sergeant may replace his bolt pistol and/or boltgun with one of the following:
 - Chainsword...*free*
 - Grav-pistol or plasma pistol...*15 pts*
 - Lightning claw or power weapon...*15 pts*
 - Power fist...*25 pts*
- The Veteran Sergeant may take melta bombs...*5 pts*
- The unit may select a Drop Pod, Rhino or Razorback as a Dedicated Transport.



Ceramite boots planted, weapons spitting fury, Sternguard Veterans fight with methodical determination. Each warrior is an expert marksman, able to put a round through a weak spot in their target's armour at several hundred paces. With every roaring volley of fire, the Sternguard Veterans rend another wave of foes, skulls bursting, legs scythed away, organs pulped. The skill of the Sternguard is further

enhanced by an array of specialised bolt shells, ensuring that their faultless accuracy is coupled with their weapons' ability to penetrate the densest armour, fell targets at extreme range, or shower their victims in toxic hellfire. Truly, no target can stand against the withering fire of a Sternguard Veteran Squad, and no enemy can hope to breach their heroic defence.



DREADNOUGHTS

	WS	BS	S	[Armour]			I	A	HP
				F	S	R			
Dreadnought	4	4	6	12	12	10	4	4	3

UNIT TYPE:

Vehicle (Walker)

UNIT COMPOSITION:

1 Dreadnought

WARGEAR:

- Multi-melta
- Power fist with built-in storm bolter
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Chapter Tactics

OPTIONS:

- May include up to two additional Dreadnoughts...*100 pts/model*
- Any model may take items from the **Dreadnought Weapons** list.
- Any model may replace its power fist with built-in storm bolter with one of the following:
 - Missile launcher...*10 pts/model*
 - Twin-linked autocannon...*15 pts/model*
- Any model may replace its built-in storm bolter with a built-in heavy flamer...*10*

pts/model

- Any model may take extra armour...10 pts/model
- If the unit includes no additional Dreadnoughts, it may select a Drop Pod as a Dedicated Transport.



Bellowing furious, vox-amplified catechisms of hate, the Space Marine Dreadnought strides toward the foe with its guns spitting death. Small arms fire patters uselessly from the Dreadnought's armoured hull as its terrified victims try to fight back, but their efforts are to no avail. Grinding corpses beneath its armoured tread, the Dreadnought wades into the enemy's midst, firing as it goes. Infantry die in droves, annihilated by the ancient walker's firepower or smashed aside by its massive hydraulic fist. Heretic war engines are made short work of, torn open or simply smashed onto their roofs by the Dreadnought's furious blows. Marching in support of its still-living brothers, a single Space Marine Dreadnought serves as both an indomitable warrior and an inspiring example of the Chapter's true and undying spirit.



VENERABLE DREADNOUGHTS



	WS	BS	S	[Armour]			I	A	HP
				F	S	R			
Venerable Dreadnought	5	5	6	12	12	10	4	4	3

UNIT TYPE:

Vehicle (Walker)

UNIT COMPOSITION:

1 Venerable Dreadnought

WARGEAR:

- Multi-melta
- Power fist with built-in storm bolter
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Chapter Tactics

Venerable: If a Venerable Dreadnought suffers a penetrating hit, you can make your opponent re-roll the result on the Vehicle Damage table. You must accept the second result, even if it is worse than the first.

OPTIONS:

- May include up to two additional Venerable Dreadnoughts...*125 pts/model*
- Any model may take items from the **Dreadnought Weapons** list.
- Any model may replace its power fist with built-in storm bolter with one of the following:

- Missile launcher...*10 pts/model*
- Twin-linked autocannon...*15 pts/model*

- Any model may replace its built-in storm bolter with a built-in heavy flamer...*10 pts/model*
- Any model may take extra armour...*10 pts/model*
- If the unit includes no additional Venerable Dreadnoughts, it may select a Drop Pod as a Dedicated Transport.



Heroes of legend clad in mighty bodies of ceramite and adamantium, the Venerable Dreadnoughts of the Space Marines are amongst the oldest and most powerful war machines fighting on the battlefields of the 41st Millennium. Revered for the wealth of lore and history that resides within their minds, Venerable Dreadnoughts are also terrifyingly effective warriors, combining the expertise of one of the Adeptus Astartes' most skilled war heroes with the might and weaponry of a walking tank. Their every shot is deadly accurate, blasting through weak spots in their victims' armour to send even the mightiest foes crashing to the ground. Meanwhile, in close combat they fight with a natural flair little dimmed by their great age, striking down their enemies with frightening ease.



IRONCLAD DREADNOUGHTS

	WS	BS	S	[Armour]			I	A	HP
				F	S	R			
Ironclad Dreadnought	4	4	6	13	13	10	4	4	3

UNIT TYPE:
Vehicle (Walker)

UNIT COMPOSITION:
1 Ironclad Dreadnought

- WARGEAR:**
- Power fist with built-in storm bolter
 - Seismic hammer with built-in meltagun
 - Extra armour
 - Searchlight
 - Smoke launchers

- SPECIAL RULES:**
- Chapter Tactics
 - Move Through Cover

- OPTIONS:**
- May include up to two additional Ironclad Dreadnoughts...*135 pts/model*
 - Any model may replace its built-in storm bolter with a built-in heavy flamer...*10 pts/model*
 - Any model may replace its built-in meltagun with a built-in heavy flamer...*free*
 - Any model may replace its power fist with built-in storm bolter with a hurricane

bolter...*free*

- Any model may replace its seismic hammer with a chainfist...*free*
- Any model may take up to two hunter-killer missiles...*10 pts each*
- Any model may take Ironclad assault launchers...*10 pts/model*
- If the unit includes no additional Ironclad Dreadnoughts, it may select a Drop Pod as a Dedicated Transport.



The slab-armoured Ironclad Dreadnought is a hammer with which to crush the foes of the Chapter. Unstoppable on the charge, and impossible to bring down with all but the heaviest of weapons, the Ironclad is a mobile battering ram and a devastating linebreaker. Where the enemy mass in fortified positions, Ironclads are set loose to bring their walls crashing down upon them. Piloted by the most belligerent of the Chapter's fallen heroes, Ironclad Dreadnoughts eschew all but the closest-ranged firepower, instead mounting a devastating array of close combat weaponry with which to smash through barricades and tear off bunker doors. Living foes fare no better, and even the largest Tyranid bio-horror or daemoniac fiend can be laid low by a single thunderous blow from an Ironclad's chainfist or seismic hammer.



LEGION OF THE DAMNED

	WS	BS	S	T	W	I	A	Ld	Sv
Legionnaire	4	4	4	4	1	4	2	10	3+
Legionnaire Sergeant	5	4	4	4	1	4	2	10	3+

UNIT TYPE:

Infantry. Legionnaire Sergeant is **Infantry (Character)**.

UNIT COMPOSITION:

- 4 Legionnaires
- 1 Legionnaire Sergeant

WARGEAR:

- Bolt pistol
- Boltgun
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Fear
- Fearless
- Slow and Purposeful

Unyielding Spectres: The Legion of the Damned have a 3+ invulnerable save.

Aid Unlooked For: The Legion of the Damned cannot be joined by Independent Characters. They always start the game in Deep Strike Reserve. When they arrive by Deep Strike, you can choose to re-roll both the 2D6 and the scatter dice.

Flaming Projectiles: Ranged attacks made by the Legion of the Damned have the Ignores Cover special rule.

OPTIONS:

- May include up to five additional Legionnaires...*25 pts/model*
- One Legionnaire may take an item from the **Special Weapons** list.
- A different Legionnaire may take a single item from the **Heavy Weapons** list.
- The Legionnaire Sergeant may take items from the **Ranged Weapons** list.
- The Legionnaire Sergeant may replace his boltgun with one of the following:
 - Chainsword...*free*
 - Power weapon...*15 pts*
 - Power fist...*25 pts*



From nowhere they come, flickering suddenly into view, bodies wreathed in ethereal fire. The hollow boom of their weapons echoes like distant thunder, heard as though underwater or from some great, dark distance. Silently they advance upon the foe, their skull-like helms grim and unreadable. Unholy terror grips the enemy as they approach, for these are the Legion of the Damned, whose weapons strike down even the greatest

warriors, and whose forms seem all but impervious to harm. None can say whether the damned ones are the vengeful spirits of fallen Space Marines, an embodiment of the Emperor's own wrath, or some other, darker thing. Yet none can deny that, wherever they step into reality, the Legion of the Damned fight with cold, silent fury in defence of the Emperor's realm.



TERMINATOR SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	4	4	4	4	1	4	2	9	2+
Terminator Sergeant	4	4	4	4	1	4	2	9	2+

UNIT TYPE:

Infantry. Terminator Sergeant is **Infantry (Character)**.

UNIT COMPOSITION:

- 4 Terminators
- 1 Terminator Sergeant

WARGEAR:

- Terminator armour
- Storm bolter
- Power fist (Terminators only)
- Power sword (Terminator Sergeant only)

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads

OPTIONS:

- May include up to five additional Terminators...*35 pts/model*
- Any model may replace its power fist with a chainfist...*5 pts/model*
- For every five models in the squad, one Terminator may choose one of the following:
 - Replace his storm bolter with a heavy flamer...*10 pts/model*
 - Replace his storm bolter with an assault cannon...*20 pts/model*

- Take a cyclone missile launcher...25 pts/model

- The unit may select a Land Raider, Land Raider Crusader or Land Raider Redeemer as a Dedicated Transport.



To stand before the Terminators of the Adeptus Astartes is to stare into the eyes of death. Clad in Tactical Dreadnought armour and wielding the most ferocious weapons their Chapter can provide, these elite veterans quickly overwhelm all who stand before them. On the attack, Terminators are as relentless as they are unstoppable. They stamp forward through their foes' heaviest fire while mowing the enemy down with hails of bolts and powerful blasts from heavy weapons, which they wield as easily as an Imperial Guardsman totes his lasgun. In defence they are equally imposing, the charges of the enemy crashing against them like ocean waves against a looming cliff. In return, the Terminators cut down more victims with each passing moment, until eventually they stand unbowed amid mountains of enemy dead.



TERMINATOR ASSAULT SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	4	4	4	4	1	4	2	9	2+
Terminator Sergeant	4	4	4	4	1	4	2	9	2+

UNIT TYPE:

Infantry. Terminator Sergeant is **Infantry (Character)**.

UNIT COMPOSITION:

- 4 Terminators
- 1 Terminator Sergeant

WARGEAR:

- Terminator armour
- Two lightning claws

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads

OPTIONS:

- May include up to five additional Terminators...*35 pts/model*
- Any model may replace its two lightning claws with a thunder hammer and storm shield...*10 pts/model*
- The unit may select a Land Raider, Land Raider Crusader or Land Raider Redeemer as a Dedicated Transport.



The combination of a Terminator's incredible durability with specialised close combat armaments has seen countless foes of the Imperium brought low. Amid oppressive, narrow terrain, where the enemy's heaviest weaponry cannot be brought to bear, the Terminators' sheer resilience allows them to plough relentlessly through row upon row of foes. Some Assault Terminators bear towering adamantine storm shields – impenetrable bulwarks against which the enemy spend their fury in fruitless desperation. These shields are paired with crackling thunder hammers, whose mighty swings throw the foe through the air like broken dolls. Other battle-brothers wield pairs of buzzing lightning claws, streaking the air with crackling after-images as they tear their opponents to gory ribbons.



ASSAULT SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	1	8	3+
Space Marine Sergeant	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Infantry. Space Marine Sergeant and Veteran Sergeant are **Infantry (Character)**

UNIT COMPOSITION:

4 Space Marines

1 Space Marine Sergeant

WARGEAR:

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads

OPTIONS:

- May include up to five additional Space Marines...*14 pts/model*
- The entire squad may take jump packs...*3 pts/model*
- Up to two Space Marines may replace their bolt pistols with one of the following:

- Flamer...5 pts/model
- Plasma pistol...15 pts/model

- For every five models in the unit, one model may replace its bolt pistol and chainsword with an eviscerator...25 pts
- May upgrade the Space Marine Sergeant to a Veteran Sergeant...10 pts
- The Space Marine Sergeant or Veteran Sergeant may choose any of the following options:
 - Take items from the **Melee Weapons** list.
 - Replace his bolt pistol with a grav-pistol or plasma pistol...15 pts
 - Take a combat shield and/or melta bombs...5 pts each
- If the squad does not take jump packs, it may select a Drop Pod, Rhino or Razorback as a Dedicated Transport.



Speed and ferocity are the foremost weapons of the Assault Squads. When equipped with jump packs, the Assault Marines fall upon their victims like thunderbolts. The massive,

power-armoured warriors slam into their foes, staving in skulls and sending foes sprawling with the force of their impact. Bolt pistols bark and flash as shell after shell is pumped into the foe, each one exploding in a wet spray of flesh and viscera to leave torn enemy corpses strewn across the ground. The Assault Marines hack and parry with a lethal combination of skill and tightly controlled aggression, their whirling chainswords striking sparks as they shatter enemy blades, chew through body armour, and rend their victims to a bloody mulch.



SCOUT BIKE SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Scout Biker	4	4	4	5	1	4	1	8	4+
Scout Biker Sergeant	4	4	4	5	1	4	1	8	4+
Scout Biker Veteran Sgt.	4	4	4	5	1	4	2	9	4+

UNIT TYPE:

Bike. Scout Biker Sergeant and Scout Biker Veteran Sergeant are **Bike (Character)**.

UNIT COMPOSITION:

2 Scout Bikers

1 Scout Biker Sergeant

WARGEAR:

- Bolt pistol
- Space Marine shotgun
- Frag grenades
- Krak grenades
- Space Marine bike

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads
- Infiltrate
- Scout

OPTIONS:

- May include up to seven additional Scout Bikers...18 pts/model

- The unit may take cluster mines...*20 pts*
- Up to three Scout Bikers may replace their bikes' twin-linked boltguns with an Astartes grenade launcher...*5 pts/model*
- The Scout Biker Sergeant may be upgraded to a Scout Biker Veteran Sergeant...*10 pts*
- The Scout Biker Sergeant or Scout Biker Veteran Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Scout Biker Sergeant or Scout Biker Veteran Sergeant may take melta bombs...*5 pts*
- The Scout Biker Sergeant or Scout Biker Veteran Sergeant may take a locator beacon...*10 pts*



Racing across the blasted battlegrounds of the 41st Millennium, Scout Bikers use their speed and manoeuvrability to outflank and outwit their foes. Shadowing their enemies' movements, the Scout Bikers probe for weaknesses and assess the foe's intentions. Only once the element of surprise is guaranteed do they strike, roaring suddenly from concealment with guns blazing. The enemy surge to react, only to find themselves

entangled in the Scout Bikers' carefully laid traps. Munitions thump and boom as snare-mines explode with furious force, reducing shocked foes to fountains of flesh and blood. Into the milling survivors slam the Scout Bikers, lashing out with their weapons. Once the enemy is slaughtered, the Scout Bikes begin their hunt anew, searching for another prime target to ambush and destroy.



BIKE SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Biker	4	4	4	5	1	4	1	8	3+
Biker Sergeant	4	4	4	5	1	4	1	8	3+
Biker Veteran Sgt	4	4	4	5	1	4	2	9	3+
Attack Bike	4	4	4	5	2	4	2	8	3+

UNIT TYPE:

Bike. Biker Sergeant and Biker Veteran Sergeant are **Bike (Character)**.

UNIT COMPOSITION:

2 Space Marine Bikers

1 Biker Sergeant

WARGEAR:

- Bolt pistol
- Heavy bolter (Attack Bike only)
- Frag grenades
- Krak grenades
- Space Marine bike

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads

Mounted Assault: If a unit with this special rule is chosen as part of a Detachment that contains at least one independent character with the Space Marines Faction equipped with a Space Marine bike, the unit's Battlefield Role changes to Troops.

OPTIONS:

- May include up to five additional Space Marine Bikers...*21 pts/model*
- Any model may replace its bolt pistol with a chainsword...*free*
- Up to two Space Marine Bikers may each take one item from the **Special Weapons** list.
- The Biker Sergeant may be upgraded to a Biker Veteran Sergeant...*10 pts*
- The Biker Sergeant or Biker Veteran Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Biker Sergeant or Biker Veteran Sergeant may take melta bombs...*5 pts*
- The unit may include one Attack Bike...*40 pts*
 - The Attack Bike may replace its heavy bolter with a multi-melta...*10 pts*



An enemy's first sight of a Space Marine Bike Squad is often a rapidly approaching storm of dust. As the bikes draw closer, the roar of powerful engines becomes audible, carried on the wind like thunder before a storm. Foes grip weapons tightly, exchanging nervous

glances as the ground begins to shudder. And then, with sudden, shocking violence, the Bike Squad strikes. Hurtling into the enemy's midst at breakneck speeds, the bikers use their armoured steeds like battering rams. Victims are cut off mid-scream, dragged beneath heavy churning wheels or thrown broken through the air by the impact of the speeding bikes, while the rest are expertly picked off by the riders' bolt pistol fire. And then the bikers are gone, roaring away for another pass and leaving nothing but broken corpses in their wake.



ATTACK BIKE SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Attack Bike	4	4	4	5	2	4	2	8	3+

UNIT TYPE:
Bike

UNIT COMPOSITION:
1 Attack Bike

- WARGEAR:**
- Bolt pistol
 - Heavy bolter
 - Frag grenades
 - Krak grenades
 - Space Marine bike

- SPECIAL RULES:**
- And They Shall Know No Fear
 - Chapter Tactics

- OPTIONS:**
- May include up to two additional Attack Bikes...*40 pts/model*
 - Any Attack Bike can replace its heavy bolter with a multi-melta...*10 pts*



Engines revving furiously, squadrons of Space Marine Attack Bikes speed into battle. As the enemy comes into range, each bike's gunner swings his pintle-mounted heavy weapon to bear, selects his target, and punches his gun's triggers. The flare and roar of intense gunfire fills the air as the Attack Bikes open fire, infantry scythed suddenly off their feet and tanks bucking and bursting into flames as the Space Marines' deadly accurate shooting hits home. The gunners' aim never falters, and they hammer shot after shot into the enemy as their squadron races around – or even straight through – the enemy ranks. Then they are away, racing into the distance with the screams of dying foes echoing in their ears, the squadron's bikers already preparing for another deadly attack run.



LAND SPEEDER STORM

		Armour			
	BS	F	S	R	HP
Land Speeder Storm	4	10	10	10	2

UNIT TYPE:

Vehicle (Skimmer, Fast, Open-topped, Transport)

UNIT COMPOSITION:

1 Land Speeder Storm

WARGEAR:

- Cerberus launcher
- Heavy bolter

SPECIAL RULES:

- Deep Strike
- Scout

Jamming Beacon: Enemies that scatter when Deep Striking within 12" of a model with this special rule roll double the number of dice to determine the scatter distance.

TRANSPORT:

- **Transport Capacity:** Five models. It can only carry Space Marine Scouts, Space Marine Scout Sergeants (including Veteran Scout Sergeants) and/or Sergeant Telion.

OPTIONS:

- May replace its heavy bolter with one of the following:
 - Heavy flamer...*free*
 - Multi-melta...*10 pts*
 - Assault cannon...*15 pts*



With whispering engines, the Land Speeder Storm steals across the darkened sky, seeking out its prey. Ranging ahead of the Adeptus Astartes forces, it flies quietly behind enemy lines to deliver its cargo of Space Marine Scouts deep into hostile territory. Hanging from its troop compartment, the keen-eyed passengers scan the battlefield, weapons at the ready. While the pilot flies the craft across the surface of war-torn worlds, the gunner scans the horizon through the sights of his heavy weapon. Mounted on the hull, a sophisticated jamming array sends out pulses of vox-scrambling static to foul the enemy's communications. So stealthy is the Land Speeder Storm that it makes the perfect platform from which to launch a surprise attack on the enemy, who are then easy prey for its Space Marine Scout passengers.



LAND SPEEDERS

	BS	Armour			HP
		F	S	R	
Land Speeder	4	10	10	10	2

UNIT TYPE:
Vehicle (Fast, Skimmer)

UNIT COMPOSITION:
1 Land Speeder

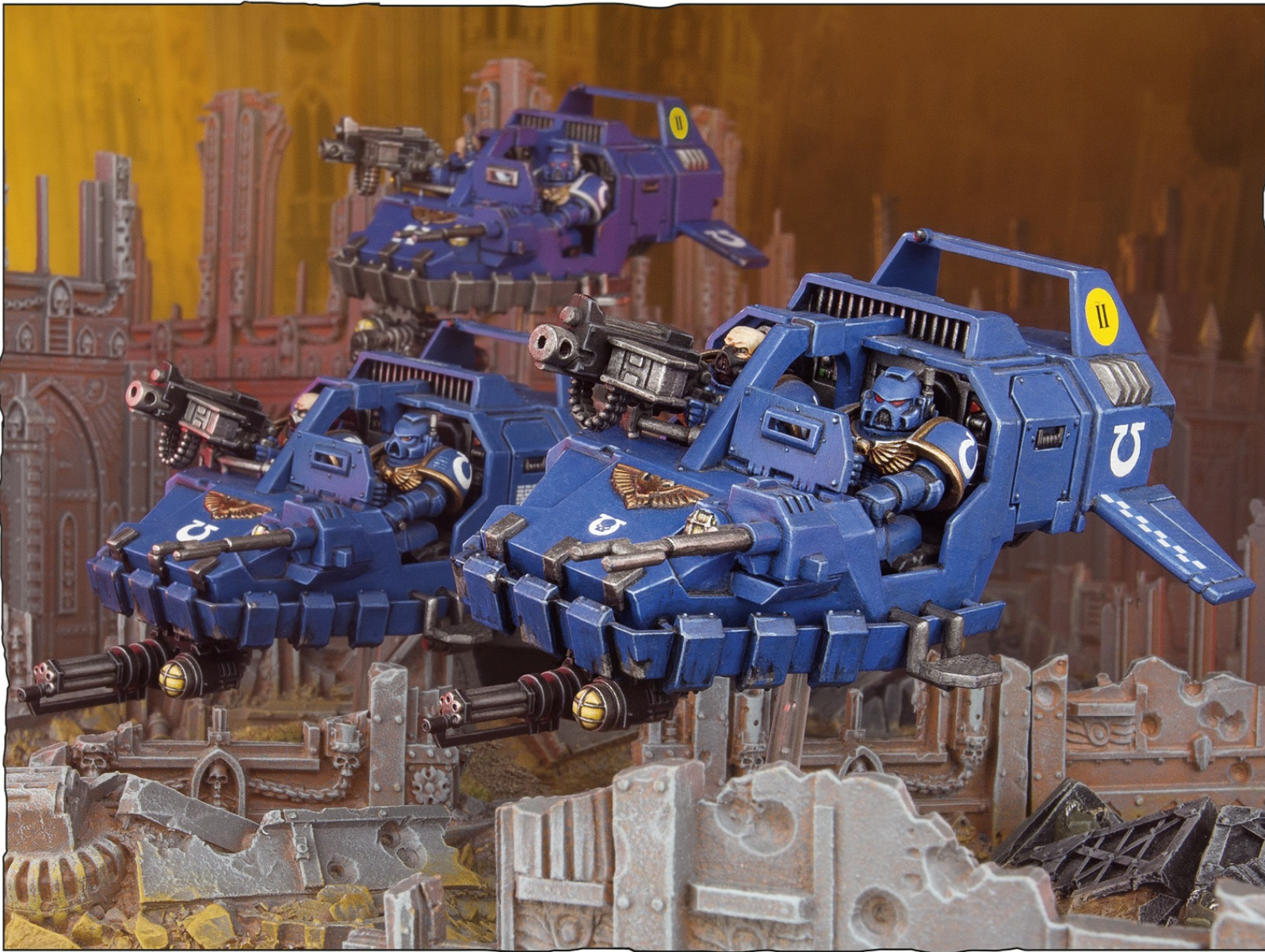
WARGEAR:
• Heavy bolter

SPECIAL RULES:
• Deep Strike

Anti-grav Upwash: Whilst this unit includes three Land Speeders, it can move an additional 6" when moving Flat Out.

- OPTIONS:**
- May include up to two additional Land Speeders...*45 pts/model*
 - Any Land Speeder may replace its heavy bolter with one of the following:
 - Heavy flamer...*free*
 - Multi-melta...*10 pts/model*
 - Any Land Speeder may take one of the following:
 - Heavy bolter or heavy flamer...*5 pts/model*
 - Multi-melta...*15 pts/model*
 - Assault cannon...*20 pts/model*

- Typhoon missile launcher...25 pts/model



Engines blazing through the billowing dust of battle, squadrons of Land Speeders swoop across the combat zone, their weapons sending thundering bursts of fire into the foe below. Often streaking out ahead of the Space Marine advance, they sweep over the ground upon a buffer-zone of anti-gravity. Their pilots twist and turn their craft as they come under fire, the Land Speeder's swiftness protecting it from harm, while gunners pick out targets as they flash past. Heavy bolters and assault cannons scythe through infantry, while multi-meltas turn lumbering tanks into flaming wrecks. Some Land Speeders mount heavy flamers or typhoon missile launchers, allowing them to clear trenches and ruins of infantry with swathes of flame, or rip their foes apart in volleys of tactical warheads.



RHINO



	BS	Armour			HP
		F	S	R	
Rhino	4	11	11	10	3

UNIT TYPE:
Vehicle (Tank, Transport)

UNIT COMPOSITION:
1 Rhino

- WARGEAR:**
- Storm bolter
 - Searchlight
 - Smoke launchers

SPECIAL RULES:

Repair: If a Rhino is Immobilised, then in subsequent turns, it may attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6+, the vehicle is no longer Immobilised. Note that a successful Repair does not restore a Hull Point.

- TRANSPORT:**
- **Transport Capacity:** Ten models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.
 - **Fire Points:** Two models can fire from the Rhino's top hatch.
 - **Access Points:** The Rhino has one Access Point on each side of the hull and one at the rear.

OPTIONS:

- May take items from the **Space Marines Vehicle Equipment** list.



Amid blossoming explosions and rattling volleys of fire, the Rhino APC ploughs dauntlessly across the battlefield. Enemy fire sparks from its armoured hull, answered by barking volleys from the Rhino's own storm bolter. The Rhino's driver pushes his machine hard, knowing that the redoubtable transport's simple, rugged systems can be easily repaired even without the aid of a Techmarine. Inside, battle-brothers ready themselves for combat, offering thanks to the Rhino's machine spirit with every jarring jolt of shots rebounding from the tank's hull. Then the Rhino's hatches slam open, and from within storms a full squad of Adeptus Astartes, unscathed by their passage across no man's land and ready to bring the wrath of the Emperor to their foes.



RAZORBACK

	BS	Armour			HP
		F	S	R	
Razorback	4	11	11	10	3

UNIT TYPE:
Vehicle (Tank, Transport)

UNIT COMPOSITION:
1 Razorback

- WARGEAR:**
- Twin-linked heavy bolter
 - Searchlight
 - Smoke launchers

- TRANSPORT:**
- **Transport Capacity:** Six models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.
 - **Fire Points:** None.
 - **Access Points:** The Razorback has one Access Point on each side of the hull and one at the rear.

- OPTIONS:**
- May take items from the **Space Marines Vehicle Equipment** list.
 - May replace its twin-linked heavy bolter with one of the following:
 - Twin-linked heavy flamer...*free*
 - Twin-linked lascannon...*20 pts*

- Twin-linked assault cannon...20 pts
- Lascannon and twin-linked plasma gun...20 pts



The Razorback rolls into battle with its weapons charged and ready to fire. Its determined crew slam their vehicle through obstacles and over wreckage, keeping pace with the Adeptus Astartes' advance. Meanwhile, inside the vehicle's transport bay, its passengers ready themselves for the battle ahead. At the first sight of the enemy, the Razorback's turret lights with fury, lascannon beams or salvos of bolt shells ripping across the battlefield. Skidding to a halt, the tank disgorges its passengers into combat, armoured warriors pounding into battle beneath the ferocious covering fire of their transport's weaponry. As one, transport and passengers take the fight to the foe, their potent combination of anti-infantry and tank-hunting firepower swiftly tearing the enemy apart.



DROP POD

	BS	Armour			HP
		F	S	R	
Drop Pod	4	12	12	12	3

UNIT TYPE:

Vehicle (Open-topped, Transport)

UNIT COMPOSITION:

1 Drop Pod

WARGEAR:

- Storm bolter

SPECIAL RULES:

Immobilised: A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilised result that cannot be repaired in any way. This does not cause it to lose a Hull Point.

Drop Pod Assault: Drop Pods and units embarked upon them must be held in Deep Strike Reserve. At the beginning of your first turn, half of your Drop Pods (rounding up) automatically arrive from Reserve. The arrival of remaining Drop Pods is rolled for normally. Once a Drop Pod lands, all passengers must disembark and no models can embark for the rest of the game.

Inertial Guidance System: If a Drop Pod scatters on top of impassable terrain or another model (friend or foe), reduce the scatter distance by the minimum required in order to avoid the obstacle. If the Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap.

TRANSPORT:

- **Transport Capacity:** Ten models, or one Dreadnought of any type, or one Thunderfire Cannon and Techmarine Gunner.

OPTIONS:

- May replace storm bolter with a deathwind launcher...15 pts
- May take a locator beacon...10 pts



The Adeptus Astartes are known as the Angels of Death, for using their armoured Drop Pods they can plunge from space straight into the heart of the foe. Hurlled from the launch rails of orbiting attack craft, swarms of Drop Pods plunge through the atmosphere amid teardrop-shaped coronae of flame. From below, it seems as though the stars themselves are falling from the heavens, growing closer with every passing second. Just as the craft must surely crash into the ground and be dashed apart, retro thrusters fire, slowing their descent from lethal to merely battering-ram force. Crashing to the ground, the pods' hatches yawn wide, and the battle-brothers inside charge forth to annihilate the foe. Truly, there are few more effective shock tactics in the galaxy, and none as iconic of the Space Marines' approach to warfare.



STORMTALON GUNSHIP

	BS	Armour			HP
		F	S	R	
Stormtalon Gunship	4	11	11	11	2

UNIT TYPE:
Vehicle (Flyer, Hover)

UNIT COMPOSITION:
1 Stormtalon Gunship

- WARGEAR:**
- Twin-linked assault cannon
 - Twin-linked heavy bolter
 - Ceramite plating

- SPECIAL RULES:**
- Strafing Run

Vectored Afterburners: When Zooming, a Stormtalon Gunship can move an additional 6" if it moves Flat Out. When Hovering, a Stormtalon Gunship receives +1 to its Jink cover saves (other cover saves are unaffected).

- OPTIONS:**
- May replace twin-linked heavy bolter with one of the following:
 - Skyhammer missile launcher...*5 pts*
 - Twin-linked lascannon...*15 pts*
 - Typhoon missile launcher...*20 pts*



Screaming down from the sky, the Stormtalon Gunship traces a blazing line of fire and explosions across the battlefield. Where its shadow falls, the ground is torn apart by a hail of ordnance; enemies are punched off their feet and ripped asunder by the storm of fire. The ship's Space Marine pilot scans the battlefield with his enhanced vision, seeking out both ground-bound targets and skyborne ones, for the Stormtalon excels at dealing with both. Should a Space Marine force require air superiority the craft can climb up into the flak-choked skies above a battle to hunt enemy fighters, shoot down transport aircraft or destroy bombers. Otherwise it can drop down until it is mere metres above the ground, its weapons lending fire support to the Space Marine ground forces.



DEVASTATOR SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	1	8	3+
Space Marine Sergeant	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	4	4	4	4	1	4	2	9	3+

UNIT TYPE:
Infantry. Space Marine Sergeant and Veteran Sergeant are **Infantry (Character)**.

UNIT COMPOSITION:
4 Space Marines
1 Space Marine Sergeant

- WARGEAR:**
- Boltgun
 - Bolt pistol
 - Frag grenades
 - Krak grenades
 - Signum (Space Marine Sergeant and Veteran Sergeant only)

- SPECIAL RULES:**
- And They Shall Know No Fear
 - Chapter Tactics
 - Combat Squads

- OPTIONS:**
- May include up to five additional Space Marines...*14 pts/model*
 - Up to four Space Marines may take items from the **Heavy Weapons** list.

- The unit may take an armorium cherub...*5 pts*
- May upgrade the Space Marine Sergeant to a Veteran Sergeant...*10 pts*
- The Space Marine Sergeant or Veteran Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Space Marine Sergeant or Veteran Sergeant may take melta bombs...*5 pts*
- The unit may select a Drop Pod, Rhino or Razorback as a Dedicated Transport.



The battlefield echoes to the furious roar of heavy weapons as the Devastators open fire. Las blasts scorch through armoured hulls to blow tanks into spinning showers of shrapnel. Frag missiles punch into the midst of tightly-packed enemy infantry, the fury of the blasts throwing bodies high into the air. Grav-cannons pulp their victims, crushing them with their own mass, while plasma cannons howl their incandescent fury and reduce the foe to glowing vapour. No matter the target, no matter the odds, a Devastator Squad carries sufficient firepower to obliterate their enemies in a matter of moments. Even mighty war engines cannot stand against these deadly-accurate support troopers, shuddering to a blazing, explosion-wracked halt beneath the concentrated volleys of the Devastators.



CENTURION DEVASTATOR SQUAD

	WS	BS	S	T	W	I	A	Ld	Sv
Centurion	4	4	5	5	2	4	1	8	2+
Centurion Sergeant	4	4	5	5	2	4	1	8	2+
Centurion Veteran Sgt.	4	4	5	5	2	4	2	9	2+

UNIT TYPE:

Infantry. Centurion Sergeant and Centurion Veteran Sergeant are **Infantry (Character)**.

UNIT COMPOSITION:

- 2 Centurions
- 1 Centurion Sergeant

WARGEAR:

- Twin-linked heavy bolter
- Hurricane bolter

SPECIAL RULES:

- And They Shall Know No Fear
- Chapter Tactics
- Slow and Purposeful
- Very Bulky

Decimator Protocols: A model with this special rule can fire up to two weapons in its Shooting phase.

OPTIONS:

- May include up to three additional Centurions...55 pts/model

- Any model may replace its hurricane bolter with a missile launcher...*10 pts/model*
- Any model may replace its twin-linked heavy bolter with one of the following:
 - Twin-linked lascannon...*15 pts/model*
 - Grav-cannon and grav-amp...*25 pts/model*
- May upgrade the Centurion Sergeant to a Centurion Veteran Sergeant...*10 pts*
- The Centurion Sergeant or Veteran Sergeant may take an omniscope...*10 pts*
- The unit may select a Land Raider, Land Raider Crusader or Land Raider Redeemer as a Dedicated Transport.



As the Devastator Centurions march into position, their advance is accompanied by the rising whine of ammo feeds cycling and power capacitors charging to full power. Swarms of targeting data dance across the pilots' vision, decimator protocols flooding their enhanced sensoria with threat analyses and optimised firing solutions. Raising their weapons with a hum of servos, the pilots utter oaths to the Emperor and their Primarch. Then, teeth gritted, they depress their triggers and loose furious fire upon the

foe. Whole squadrons of enemy vehicles erupt in flaming ruin beneath the Centurions' guns, and infantry are torn to pieces amid the hail of fire, shredded as though they had charged headlong into a minefield.



THUNDERFIRE CANNONS

	WS	BS	S	T	W	I	A	Ld	Sv
Thunderfire Cannon	-	-	-	7	2	-	-	-	3+
Techmarine Gunner	4	5	4	4	2	4	2	9	2+

UNIT TYPE:
Artillery

UNIT COMPOSITION:
1 Thunderfire Cannon
1 Techmarine Gunner

WARGEAR:
THUNDERFIRE CANNON
• Thunderfire cannon

TECHMARINE GUNNER
• Bolt pistol
• Frag grenades
• Krak grenades
• Servo-harness

SPECIAL RULES:
TECHMARINE GUNNER
• And They Shall Know No Fear
• Blessing of the Omnissiah
• Bolster Defences
• Chapter Tactics

Convergent Targeting: Whilst this unit includes three Thunderfire Cannons, all Techmarine Gunners in the unit have +1 Ballistic Skill.

OPTIONS:

- May include up to two additional Thunderfire Cannons (each including a Techmarine Gunner)...100 pts/model
- If the unit contains no additional Thunderfire Cannons, it may select a Drop Pod as a Dedicated Transport.



With a deafening crack, the Thunderfire Cannon hurls ordnance across the battlefield, its rotating barrels sending out a storm of heavy rounds in seconds. Where its munitions come crashing to earth, explosions pulverise the ground and rip apart infantry. Reciting the blessing of the Machine God over his weapon, its Techmarine gunner judges the delayed report of each volley. Short fuses result in devastating airbursts that send shrapnel-rain knifing down upon the target – deadly shards of steel that find them no matter where they hide. Medium fuses detonate when the rounds hit the ground, their explosive force unleashed in full upon any unfortunate enough to be nearby. Finally, ordnance with a long fuse buries itself in the earth, causing subterranean explosions that eliminate targets from beneath.



PREDATORS

	BS	Armour			HP
		F	S	R	
Predator	4	13	11	10	3

UNIT TYPE:
Vehicle (Tank)

UNIT COMPOSITION:
1 Predator

- WARGEAR:**
- Autocannon
 - Searchlight
 - Smoke launchers

SPECIAL RULES:

Killshot: Whilst this unit includes three Predators, all Predators in the unit have the Monster Hunter and Tank Hunters special rules.

- OPTIONS:**
- May include up to two additional Predators...*75 pts/model*
 - Any Predator may replace its autocannon with a twin-linked lascannon...*25 pts/model*
 - Any Predator may take two side sponsons which are both armed with one of the following:
 - Heavy bolters...*20 pts/model*
 - Lascannons...*40 pts/model*
 - Any Predator may take items from the **Space Marine Vehicle Equipment** list.



Rumbling through the smoke and flames of battle, the Predator tank hunts its prey. An adamantium beast, it stalks across ruined worlds and through tangled wildernesses, its guns tracking across the horizon. A swift and brutal fighting vehicle, the Predator provides the Space Marine Chapters with prodigious amounts of fire support. The battle tank's heavy bolters and autocannon are the bane of infantry and light vehicles, while the Annihilator variant's lascannons spell doom to any armoured enemy. There are few things that can stand before the combined might of a Predator Assassin Squadron – a trio of Predators – their Space Marine gunners creating interlocking kill-zones to bring down even massive xenos creatures or slab-sided war machines in a focussed barrage cannon fire.



WHIRLWINDS



	BS	Armour			HP
		F	S	R	
Whirlwinds	4	11	11	10	3

UNIT TYPE:
Vehicle (Tank)

UNIT COMPOSITION:
1 Whirlwind

- WARGEAR:**
- Whirlwind multiple missile launcher
 - Searchlight
 - Smoke launchers

SPECIAL RULES:

Suppressive Bombardment: Whilst this unit includes three Whirlwinds, each model's Whirlwind multiple missile launcher has the Pinning and Shred special rules (regardless of which missile type it fires).

- OPTIONS:**
- May include up to two additional Whirlwinds...65 pts/model
 - Any Whirlwind may take items from the **Space Marine Vehicle Equipment** list.



The Whirlwind fills the sky with successive volleys of high-explosive missiles that hammer the foe with staggering force, leaving masses of enemy infantry scattered and shell-shocked. Thanks to their complex augur-arrays and servitor-assisted targeting cogitators, Whirlwinds are able to level repeated strikes against their targets, even should they be veiled in darkness or concealed within static defences. Whenever these long-ranged artillery tanks bring their weapons to bear, lethal warheads scream down from the sky in their dozens, each one impacting with the force of a meteor. For those caught in the open, such a bombardment is an outright death sentence, as whole swathes of enemy troops vanish amid the fury of multiple blasts.



VINDICATORS

	BS	Armour			HP
		F	S	R	
Vindicator	4	13	11	10	3

UNIT TYPE:
Vehicle (Tank)

UNIT COMPOSITION:
1 Vindicator

- WARGEAR:**
- Demolisher cannon
 - Searchlight
 - Smoke launchers

SPECIAL RULES:

Linebreaker Bombardment: If this unit contains three Vindicators that can all fire their demolisher cannons, the squadron can fire a single Linebreaker Bombardment instead of firing normally. To do so, nominate one model in the squadron as the firer; the firer's demolisher cannon changes its type from Large Blast to Apocalyptic Blast and gains the Ignores Cover special rule.

- OPTIONS:**
- May include up to two additional Vindicators...120 pts/model
 - Any Vindicator may take a siege shield...10 pts/model
 - Any Vindicator may take items from the **Space Marine Vehicle Equipment** list.



The thunder of a Vindicator squadron opening fire is a truly apocalyptic sound. As each cannon lets fly, the very air vibrates with the report of its fury. Yet this is nothing to the cacophony of destruction that accompanies their ammunition's earthshaking impact. As each of the siege-tanks' shells slams home, it explodes with enormous force. Barricades are blown sky high and fortress walls reduced to so much rubble in an instant. Enemies caught at the heart of the blast simply cease to exist, obliterated utterly by the Vindicators' fury. By then, the tanks are already advancing, enemy fire ricocheting off their siege shields as their autoloaders cycle, and their monstrous demolisher cannons prepare to fire again.



HUNTERS



	BS	Armour			HP
		F	S	R	
Hunter	4	12	12	10	3

UNIT TYPE:
Vehicle (Tank)

UNIT COMPOSITION:
1 Hunter

- WARGEAR:**
- Skyspear missile launcher
 - Searchlight
 - Smoke launchers

SPECIAL RULES:
Savant Interlocution: Whilst this unit includes three Hunters, each model's skyspear missile launcher can re-roll the dice when resolving its Savant Lock special rule.

- OPTIONS:**
- May include up to two additional Hunters...*70 pts/model*
 - May take items from the **Space Marine Vehicle Equipment** list.



From out of its massive turreted warhead chamber, the Hunter sends skyspear missiles thundering into the heavens. Emitting a piercing scream as it tears across the firmament, each of these sacred rounds seeks out the skyborne foes of the Emperor. Entombed in the heart of each missile, a servitor savant guides the ordnance to its foe. Even if the missile flies wide of its mark, the hard-wired savant will set it back on course. The missile continues to relentlessly track its prey, tumbling and twisting through the air until in a blossoming cloud of fire it connects, rendering its target into nothing more than a shower of blazing shrapnel. The Hunter is often deployed to destroy heavy flyers, or to defend an area from aerial bombardment, ensuring that no foe is beyond the reach of the Space Marines' wrath.



STALKERS

	BS	Armour			HP
		F	S	R	
Stalker	4	12	12	10	3

UNIT TYPE:
Vehicle (Tank)

UNIT COMPOSITION:
1 Stalker

- WARGEAR:**
- Icarus stormcannon array
 - Searchlight
 - Smoke launchers

SPECIAL RULES:
Skystorm: Whilst this unit includes three Stalkers, each model's Icarus stormcannon array has the Ignores Cover special rule.

- OPTIONS:**
- May include up to two additional Stalkers...*75 pts/model*
 - May take items from the **Space Marine Vehicle Equipment** list.



The Stalker's icarus stormcannon array fills the sky with sustained anti-aircraft fire. Lightly armoured targets are peppered with rounds, their hulls buckling and breaking under the onslaught, while even heavy flyers cannot tarry long in the hostile airspace. The paired cannons are guided by a servitor conclave, and under their control the Stalker can swiftly track multiple targets or focus its guns on a single foe for devastating effect. Squadrons of Stalkers become more effective still, loosing a rolling storm of exploding ordnance that pulverises anything foolish enough to attempt to fly through it. The Stalkers obliterate all enemy aircraft, protecting the Space Marines on the ground from aerial assault and ensuring that the skies above, as well as the battlefield below, are dominated by the Adeptus Astartes.



STORMRAVEN GUNSHIP

	BS	Armour			HP
		F	S	R	
Stormraven Gunship	4	12	12	12	3

UNIT TYPE:
Vehicle (Flyer, Hover, Transport)

UNIT COMPOSITION:
1 Stormraven Gunship

- WARGEAR:**
- Twin-linked assault cannon
 - Twin-linked heavy bolter
 - Four stormstrike missiles
 - Ceramite plating

- SPECIAL RULES:**
- Assault Vehicle
 - Power of the Machine Spirit

Skies of Fury: If the Stormraven has moved more than 6", passengers can still disembark, but they must do so as follows:

Nominate any point over which the Stormraven moved that turn and deploy the squad as if it were Deep Striking onto that point. If the unit scatters, every disembarking model must immediately take a Dangerous Terrain test. If any of the models cannot be deployed, the entire unit is destroyed. Models that disembark using the Skies of Fury special rule cannot charge on the turn they do so.

TRANSPORT:

- **Transport Capacity:** The Stormraven Gunship can carry two separate units: one unit of up to 12 models in its cabin, plus a single Dreadnought of any type in its rear grapples. If a Zooming Stormraven Gunship is wrecked or suffers a Crash and Burn! result, the embarked Dreadnought suffers a Strength 10 hit on its rear armour; if the Stormraven Gunship is Hovering, the hit is Strength 4 instead. The Stormraven Gunship can carry Jump Infantry.
- **Fire Points:** None.
- **Access Points:** A Stormraven Gunship has one Access Point at the front of its hull, one on either side and one at the rear.

OPTIONS:

- May replace its twin-linked assault cannon with one of the following:
 - Twin-linked plasma cannon...*free*
 - Twin-linked lascannon...*free*
- May replace its twin-linked heavy bolter with one of the following:
 - Twin-linked multi-melta...*free*
 - Typhoon missile launcher...*25 pts*
- May replace its two side Access Points with side sponsons with hurricane bolters...*30 pts*
- May take any of the following:
 - Searchlight...*1 pt*
 - Extra armour...*5 pts*
 - Locator beacon...*10 pts*



With surprising agility, the Stormraven smashes through its enemies in a blaze of hammering guns and screaming jet engines. Its armoured sides are proof against the ground fire of most enemies, their anti-aircraft rounds sparking harmlessly off its hull. In retaliation, the Stormraven sends down a rain of missiles, bolt rounds and searing energy blasts, sweeping the battlefield clear of foes. Coming in to land amid a howl of engines and plumes of dust, the aircraft's assault ramp whines open before it unleashes its next weapon. From within its armoured passenger compartment massive Terminators or battle-ready Assault Marines thunder forth, while a mighty Dreadnought disengages from the craft's rear grapples to bring the Emperor's vengeance to the foe.

*'It matters not if the foe faces us on the ground or strikes from the skies.
With such craft as these, none shall escape our wrath.'*

- Joghaten Khan, Captain of the White Scars 4th Company



	BS	Armour			HP
		F	S	R	
Land Raider	4	14	14	14	4

UNIT TYPE:
Vehicle (Tank, Transport)

UNIT COMPOSITION:
1 Land Raider

- WARGEAR:**
- Twin-linked heavy bolter
 - Two twin-linked lascannons
 - Searchlight
 - Smoke launchers

- SPECIAL RULES:**
- Assault Vehicle
 - Power of the Machine Spirit

- TRANSPORT:**
- Transport Capacity: Ten models.
 - Fire Points: None.

• **Access Points:** A Land Raider has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take a multi-melta...10 pts
- May take items from the **Space Marine Vehicle Equipment** list.



The ground trembles and enemies flee in fear as the mighty Land Raider advances into battle. Massively armoured and all but unstoppable, the noble war engine smashes through walls and grinds over wreckage while drumming volley after volley of fire into the foe. Beams of incandescent energy slam into enemy tanks, knifing through their armoured hulls and reducing them to blazing fireballs. Thudding bolt shells punch into the flesh of the foe before detonating in shocking sprays of gore. The kill count climbs with each passing moment as the Land Raider advances across the war zone, especially once the tank's assault ramp slams down and its Adeptus Astartes passengers charge out to add to the carnage.



LAND RAIDER CRUSADER

	BS	Armour			HP
		F	S	R	
Land Raider Crusader	4	14	14	14	4

UNIT TYPE:
Vehicle (Tank, Transport)

UNIT COMPOSITION:
1 Land Raider Crusader

- WARGEAR:**
- Twin-linked assault cannon
 - Two hurricane bolters
 - Frag assault launchers
 - Searchlight
 - Smoke launchers

- SPECIAL RULES:**
- Assault Vehicle
 - Power of the Machine Spirit

- TRANSPORT:**
- **Transport Capacity:** Sixteen models.
 - **Fire Points:** None.
 - **Access Points:** A Land Raider Crusader has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take a multi-melta...10 pts
- May take items from the **Space Marine Vehicle Equipment** list.



Packed with Adeptus Astartes warriors eager to shed the blood of the foe, the Land Raider Crusader breaches the enemy's barricades with its hurricane bolters blazing. Should an armoured target or fortified position bar the Crusader's path, its multi-melta hisses to life, swiftly blasting the obstacle to glowing slag. Only once it has punched its way into the press of combat does the Land Raider Crusader debark its passengers, the Space Marines charging forward behind a barrage of whizzing shrapnel from the tank's frag assault launchers. Hull sparking as enemy fire rebounds harmlessly from its inches-thick armour plates, the Crusader continues to rake the foe with fire, supporting the disembarked Space Marines as they wreak havoc amongst the enemy lines.



LAND RAIDER REDEEMER

		Armour			
	BS	F	S	R	HP
Land Raider Redeemer	4	14	14	14	4

UNIT TYPE:
Vehicle (Tank, Transport)

UNIT COMPOSITION:
1 Land Raider Redeemer

- WARGEAR:**
- Twin-linked assault cannon
 - Two flamethrowers
 - Frag assault launchers
 - Searchlight
 - Smoke launchers

- SPECIAL RULES:**
- Assault Vehicle
 - Power of the Machine Spirit

- TRANSPORT:**
- **Transport Capacity:** Twelve models.
 - **Fire Points:** None.
 - **Access Points:** A Land Raider Redeemer has one Access Point on each side of the hull and one at the front.

OPTIONS:

- May take a multi-melta...10 pts
- May take items from the **Space Marine Vehicle Equipment** list.



The Land Raider Redeemer rumbles through the devastated cities of the foe, seeking out the enemies lurking in the crumbling buildings. Rubble skitters and tumbles as the tank rolls closer, its augur banks sweeping the ruins in search of targets. When the Redeemer comes within range, its forward-mounted assault cannons roar, rounds blasting enemy defences to wreckage. Then, like a dragon unleashing its burning breath, the Redeemer's flamestorm cannons send out rolling sheets of fire. Heat intense enough to melt stone turns men into clouds of ash and even heavily armoured enemies into pillars of screaming flame. Finally, the Redeemer's assault ramp descends and its deadly cargo spills forth to deal with any unfortunate enough to have survived the fearsome conflagration.



MARNEUS CALGAR

CHAPTER MASTER OF THE ULTRAMARINES

	WS	BS	S	T	W	I	A	Ld	Sv
Marneus Calgar	6	5	4	4	4	5	4	10	2+

UNIT TYPE:
Infantry (Character)

UNIT COMPOSITION:
1 (Unique)

- WARGEAR:**
- Power sword
 - Frag grenades
 - Krak grenades
 - Iron halo
 - Orbital strike

- SPECIAL RULES:**
- And They Shall Know No Fear
 - Chapter Tactics (Ultramarines)
 - Eternal Warrior
 - Independent Character

God of War: If Marneus Calgar is your Warlord, he can choose any Warlord Trait from the Space Marine Warlord Traits table.

Master Tactician: If Marneus Calgar is your Warlord, you can choose to enact a single extra Combat Doctrine of any type once per game. When this Combat Doctrine is enacted, all Ultramarines models in your army are affected.

OPTIONS:

- May replace frag and krak grenades with the Armour of Antilochus (below)...10 pts



CHAPTER RELICS

Gauntlets of Ultramar: *These masterwork gauntlets were acquired by Roboute Guilliman himself when he defeated a mighty champion of the Dark Gods in single combat.*

Each Gauntlet of Ultramar can be used as a Melee weapon with the Melee weapon profile below. The combined pair can also be fired as a ranged weapon, using the ranged weapon profile below.

Range	S	AP	Type
-	x2	2	Melee
24"	4	2	Assault 2

Armour of Antilochus: *This exceptionally ornate war-panoply was crafted by the Tech-Priests of Ademax Primus.*

This is a suit of Terminator armour that does not prevent Sweeping Advances and includes a teleport homer.



Marneus Calgar is one of the greatest heroes of his age, whose deeds echo the ancient legends of the mighty Guilliman himself. As Master of the Ultramarines, he has led his Chapter through centuries of war and strife and brought ruin to uncounted enemies of the Imperium. On the battlefield he is far more than an inspiring leader and peerless general, demonstrating himself time and again to be a superlative warrior. Preferring to fight on the front lines where he might better respond to the changing tides of battle, he destroys his enemies face-to-face. The Gauntlets of Ultramar herald his advance with thunderous salvos of bolt shells before tearing apart anything in their grip with a deftness that belies their great size and power. Then, when Calgar has judged the endgame of his strategy to be imminent, he leads his noble Ultramarines into the heart of the enemy's lines, crushing all who would stand before him.



BATTLE DEMI-COMPANY



FORMATION:

- 1 Captain ¹ or Chaplain ¹
 - 0-1 Command Squad
 - 3 Tactical Squads
- 1 Assault Squad, Bike Squad, Attack Bike Squad, unit of Land Speeders or Centurion Assault Squad
 - 1 Devastator Squad or Centurion Devastator Squad
- 0-1 unit of Dreadnoughts, Ironclad Dreadnoughts or Venerable Dreadnoughts

¹ Captain Sicarius, Chaplain Cassius, Kor'sarro Khan, Vulkan He'stan, Shadow Captain Shrike or Chaplain Grimaldus may be taken in place of the Captain or Chaplain.

RESTRICTIONS:

None.

SPECIAL RULES:

Objective Secured: A unit with this special rule controls Objective Markers even if an enemy scoring unit is within range of the Objective Marker, unless the enemy unit also has this special rule.

Tactical Flexibility: If your army contains one or more Battle Demi-companies, you can choose to enact the Tactical Doctrine once per game. When the Doctrine is enacted, all models in your army with the Chapter Tactics rule that are part of a Battle Demi-company are affected.



Under the veteran leadership of a Space Marine Captain or Chaplain, a Battle Demi-company is a formidable force that is often the core of a strike force, anchoring the battle line of larger forces or forming the spear-tip of the Space Marines' advance. An ancient formation, the Battle Demi-company is drawn from the teachings of the Codex Astartes, and many of the text's chapters tell of its tactical flexibility and battlefield uses. Formed around a core of Tactical Marines, there are few challenges that the Battle Demi-company cannot face, quelling heretic uprisings, daemoninc incursions and xenos raids with brutal and swift efficiency. When Imperial commanders are honoured with aid from the Adeptus Astartes it is often the Battle Demi-company that answers their pleas, and ultimately brings them victory.



ANTI-AIR DEFENCE FORCE



FORMATION:

- 1 unit of Hunters
- 1 unit of Stalkers

RESTRICTIONS:

The unit of Stalkers must consist of at least 2 models.

SPECIAL RULES:

Skyspear Autotargeting: If a Hunter from this Formation causes a hit on an enemy Flyer or Flying Monstrous Creature when firing its skyspear missile launcher, all Stalkers in this Formation add 1 to their Ballistic Skill until the end of the phase when firing at that same target unit.



When Space Marines advance into a war zone their anti-aircraft tanks rumble at their side. Using sophisticated tactics and machine-blessed targeting augurs, Hunters and Stalkers scour the skies overhead. Planetary beachheads are cleared of enemy fighters, while Adeptus Astartes armoured columns advance under a cloud of booming flak. Exchanging quick binary whispers, the tanks' machine spirits track each savant-guided skyspear missile, the entombed servitor inside sending back a vox burst at the moment of impact. Drawn to these brief streams of data, the Stalkers swivel their guns to lock onto fresh targets, their hammering guns lighting up the sky. Any foe foolish enough to try to breach this umbrella of air defence is swiftly torn apart by screaming stormcannon rounds and sent tumbling from the sky in flames.



1st COMPANY TASK FORCE



FORMATION:

- 3-5 units chosen in any combination from the following list:
 - Terminator Squad
 - Terminator Assault Squad
 - Sternguard Veteran Squad
 - Vanguard Veteran Squad

RESTRICTIONS:

None.

SPECIAL RULES:

- Fear
- Fearless

Extremis Level Threat: At the start of the game, before deployment, nominate one unit in the enemy army. Units in this Formation have the Preferred Enemy special rule when making attacks against the nominated unit.

Terrifying Proficiency: Enemy units subtract 2 from their Leadership whilst they are within 12" of at least three units from this Formation.



When the fate of entire star systems hangs in the balance, the Adeptus Astartes call upon the warriors of the 1st Company. In times of direst need a Chapter Master will gather together his 1st Company veterans into a fearless force of hulking Terminators, peerless Sternguard and furious Vanguard squads. Before the combined might of these Veterans enemy resistance is swept aside, foes shredded by precision bolter fire, scattered by lightning counter-assaults or simply crushed under the relentless advance of Terminator-armoured warriors. Few enemies can hope to stand long against the might of the 1st Company, and an entire task force of these legendary Space Marines is a terrifying engine of destruction that can change the course of an entire war.



STRIKE FORCE ULTRA



FORMATION:

- 1 Captain ¹
- 2 Terminator Squads
- 2 Terminator Assault Squads
- 1 Venerable Dreadnought
- 1 Stormraven Gunship
- 1 Land Raider Crusader or Redeemer

¹ *Captain Lysander may be taken in place of the Captain.*

RESTRICTIONS:

The Captain must be equipped with Terminator armour. During deployment, all units from this Formation other than Transport vehicles must either be embarked on a Transport vehicle from this Formation or placed into Deep Strike Reserve.

SPECIAL RULES:

Ultra Strike: All units in this Formation must be placed in Reserve. Make Reserve Rolls for all units from this Formation at the start of your first turn. Make Reserve Rolls as normal for any units from this Formation that do not arrive in your first turn.

Fury of the Storm: When a Terminator Squad from this Formation arrives from Deep Strike Reserve or disembarks from a Transport vehicle from this Formation for the first time, all ranged weapons carried by models in the unit add 1 to the number of shots they can make until the end of the turn.

Force of a Thunderbolt: When a Terminator Assault Squad from this Formation disembarks from a Transport vehicle from this Formation for the first time, all models in the unit add 1 to their Attacks until the end of the turn.



The destruction unleashed by a Strike Force Ultra has been likened to a direct hit from a cyclonic torpedo. Reserved for those moments when even the sledgehammer impact of a Drop Pod assault or armoured spearhead cannot guarantee victory, the Strike Force Ultra is described by the Codex Astartes as a Chapter Master's ultimate weapon. Striking like lightning, the formation's Stormraven and Land Raider slam into the enemy lines where they can cause the utmost damage. Las fire and missiles blast the enemy to ruin, seconds before Terminator battle-brothers charge into their midst. Supported by the looming form of an ancient Dreadnought, the Terminators give no quarter. Nothing can stand before the wrath of the storm, and any who try are simply annihilated where they stand.



RECLUSIAM COMMAND SQUAD



FORMATION:

- 1 Chaplain ¹
- 1 Command Squad

¹ Chaplain Cassius may be taken in place of the Chaplain.

RESTRICTIONS:

The Command Squad must take a Razorback as a Dedicated Transport.
The Chaplain must join the Command Squad during deployment, and cannot leave it during the course of the battle.

SPECIAL RULES:

- **Crusader**

Stirring Rhetoric: All friendly units with the Space Marines Faction within 6" of the Chaplain from this Formation re-roll failed To Hit rolls during the first round of each close combat.



Voices raised in litanies of hate, the Reclusiam Command Squad lead their brothers to war in the Emperor's glorious name. Their weapons, each a thrice-blessed instrument of destruction, spit righteous fury into the foe. Their blades, inscribed with the names of the Chapter's greatest heroes, swing in furious arcs to smite the enemy to ruin. They ride to war in a Razorback etched with scripture, that they may swiftly bring the wrath of their Chapter to the hated foe. At the heart of this zealous brotherhood stands a Chaplain of the Reclusiam, his skull-helm a grim portent of the fate that awaits all who meet him in battle. Surrounded by his hand-picked warriors, this firebrand orator whips the Adeptus Astartes into a killing frenzy, inspiring them through both his impassioned words and his spectacularly bloody deeds.



10TH COMPANY TASK FORCE



FORMATION:

- 3-5 units chosen in any combination from the following list:
 - Scout Squad
 - Scout Bike Squad
- 0-1 Sergeant Telion

RESTRICTIONS:

Scout Bike Squads in this Formation must be equipped with cluster mines.

SPECIAL RULES:

Concealed Positions: Each unit from this Formation that deploys using the Infiltrate rule and does not have the Stealth special rule is Concealed. A Concealed unit has the Stealth special rule until it Moves, Runs, Turbo Boosts, Charges or Falls Back, at which point it immediately loses the Stealth special rule for the rest of the battle.

The Trap is Sprung: During the first game turn, all units from this Formation have the Precision Shots special rule.



Stalking silently through cover, the novitiate warriors of the 10th Company Task Force ready their weapons and watch the approaching foe with hunters' eyes. Sniper rifles and heavy weapons are raised, targeting reticules swarming with augur ghosts as the Scouts prepare their ambush. Last catechisms are whispered, ammo clips checked, blades readied. Then, as the unwitting enemy moves into position, the ambush is sprung. Engines roar as Scout Bikers burst from cover, their boltguns thundering. The sinister snap of sniper rifles fills the air, overlaid by the roar of explosions and the screams of the dying. The enemy reel, formations shattered, their officers blown off their feet and panic spreading fast. This is when the Scouts rise from concealment and, with bellowed war cries, charge in to finish the job.



STORM WING



FORMATION:

- 1 Stormraven Gunship
- 2 Stormtalon Gunships

RESTRICTIONS:

None.

SPECIAL RULES:

Data Lattice: As long as at least one Stormtalon from this Formation has not been completely destroyed, the Formation's Stormraven Gunship has the Strafing Run special rule.

Escort Craft: When making Reserve Rolls, make a single roll for this entire Formation. On a successful Reserves Roll, all of the units in this Formation arrive from Reserve.



The gunships of the Storm Wing roar into battle with their weapons blazing, barrelling through fire-lashed skies as the flak-fire of the enemy rattles from their armoured hulls. Raking the ground with torrents of missiles, explosive rounds and searing energy blasts, the Stormtalons guide their Stormraven charge toward its target. Targeting telemetry is exchanged between the craft in binary bursts, the Stormraven's crew adding their own devastating weapons to the Stormtalons' strafing runs. As the transport gunship comes in to deliver its deadly cargo, its escort craft circle overhead keeping enemy aircraft and ground forces at bay. Then, when the Stormraven climbs back into the air the Stormtalons fall back into formation, the trio of aircraft streaking off across the flak-choked skies seeking fresh targets.



CENTURION SIEGEBREAKER COHORT



FORMATION:

- 2-4 Centurion Assault Squads
- 1 unit of Ironclad Dreadnoughts

RESTRICTIONS:

None.

SPECIAL RULES:

Demolition Specialists: Units from this Formation which contain a model with an omniscope re-roll failed armour penetration rolls against buildings, and can choose to re-roll glancing hits in an attempt to instead get a penetrating hit – but the second result must be kept.

Seismic Devastation: If a building or Transport vehicle loses its last Hull Point as the result of attacks made in the Assault Phase by models in this Formation, any unit embarked in the building or vehicle immediately suffers 2D6 Strength 6 AP4 hits with the Ignores Cover special rule. These Wounds are Randomly Allocated, and are in addition to any hits that the unit would normally suffer.



The Ironfang Spire, the Impenetrabulum Obstinus, even the Nightmare Citadel of Morrowmire; all of these infamous fortifications and countless more have fallen to the concentrated fury of the Centurion Siegebreaker Cohort. Formed from veteran Assault Centurion warsuit pilots and concentrated around the overwhelming brute force of Ironclad Dreadnoughts, there is no subtlety to the Siegebreaker Cohort. This is of little consolation to the foe, of course; even as the massively armoured warriors reach their foes' defences, their omniscopes target critical weak points. Within seconds walls tumble, barricades collapse and even armoured vehicles are torn into flaming ruin by the formation's fists and drills, each demolished with such skill and violence that hardly any survive to crawl from the sundered wreckage.



LAND RAIDER SPEARHEAD



FORMATION:

- 3 units chosen in any combination from the following list:
 - Land Raider
 - Land Raider Crusader
 - Land Raider Redeemer

RESTRICTIONS:

None.

SPECIAL RULES:

Armoured Behemoths: Models from this Formation ignore Crew Shaken, Crew Stunned, Weapon Destroyed and Immobilised results on the Vehicle Damage table as long as they are within 6" of at least one other model from this Formation when the roll is made.

Even the Mightiest Shall Fall: Models in this Formation can re-roll failed To Wound rolls or armour penetration rolls when shooting at gargantuan creatures, super-heavy vehicles or buildings that have the Mighty Bulwark special rule.



The Land Raider Spearhead drives deep into the enemy lines, slicing effortlessly through the foe like the Emperor's own blade. Mighty tracks grind over flaming wreckage and mangled bodies as the Land Raiders advance. Their machine spirits growl in satisfaction as they play their guns across all who stand in their path, howling energy blasts and roaring gouts of burning promethium reducing their victims to ash on the breeze. Even vast xeniform monsters and titanic super-heavy war engines cannot stand against the advance of such a formation; the Land Raiders are as dauntless as they are deadly, swiftly overwhelming their larger prey like pack hunters bringing down a great beast. Unstoppable, unshakeable, the Land Raider Spearhead grinds through the fires of war and on to inevitable victory.



LIBRARIUS CONCLAVE



FORMATION:

- 3-5 Librarians ¹

¹ Chief Librarian Tigurius may be taken in place of a Librarian.

RESTRICTIONS:

None.

SPECIAL RULES:

Empyric Channelling: At the start of the Psychic phase, you can nominate one Librarian from this Formation. If you do this, the nominated Librarian has access to any psychic powers known by other Librarians from this Formation within 12" until the end of the phase; however, other Librarians from this Formation within 12" of the nominated Librarian cannot manifest psychic powers until the end of the phase.

Furthermore, when the nominated Librarian makes Psychic tests this phase, he will harness Warp Charge points on a result of 3+ rather than 4+ if there is one other Librarian from this Formation within 12", or 2+ rather than 4+ if there are two or more other Librarians from this Formation within 12".



Beneath a whirling storm cloud of psychic energy, the Warp-wielding warriors of the Librarius Conclave join their powers as one. Their powerful mutant minds thrum with etheric energy as they intertwine in potent psychic communion. Empowered by the wisdom of their truest brothers, the warriors of the Librarius Conclave send roiling blasts of energy cascading into the enemy ranks. Foes scream in agony as they are wreathed in psychic fire, or burst apart in horrific showers of viscera. Battle tanks and lumbering monsters crumple as though crushed by giant fists, while nearby Space Marines find themselves swathed in veils of psychic protection or forewarned of danger by whispers in their minds. Acting as a psychic lodestone, the Librarius Conclave channels the might of the Warp into an incredible weapon of war.



ARMoured TASK FORCE



FORMATION:

- 1 Techmarine
- 0-3 units of Thunderfire Cannons
- 3-5 units chosen in any combination from the following list:
 - Vindicators
 - Predators
 - Whirlwinds
- 0-1 Sergeant Chronus

RESTRICTIONS:

None.

SPECIAL RULES:

Paregoric Cant: Vehicles from this Formation ignore the effects of Crew Shaken and Crew Stunned results while they are within 6" of the Techmarine or a Techmarine Gunner from this Formation.

The Will of the Omnissiah: The Techmarine and Techmarine Gunners from this Formation have a +1 bonus when making Blessings of the Omnissiah rolls to repair vehicles from this Formation.



Under the expert guidance of its Techmarines the Chapter's tanks, artillery platforms and siege engines storm across the battlefield. Guided by the Space Marine's droning chants, Thunderfire Cannons roar their vengeance at the enemy, while Predator tanks spit blazing death from their turrets. Whirlwinds and Vindicators turn entire sections of the battlefield into flame and ruins, each shot of their devastating weapons overseen by the Techmarines' augmented gaze. Should a vehicle be damaged by enemy fire, the Techmarines will coax its wounded machine spirit back to life, mending ruptured hulls and shattered weapons with their precise ministrations. Whispering binary prayers, the Techmarines then send these mighty weapons back into the fray, where they might visit the Emperor's wrath upon the foe once more.



SUPPRESSION FORCE



FORMATION:

- 1 unit of Whirlwinds
- 1 unit of Land Speeders

RESTRICTIONS:

The unit of Whirlwinds must consist of at least 2 models.

SPECIAL RULES:

Datalink Telemetry: One Land Speeder from this Formation can nominate an enemy unit within 18" and in line of sight in its Shooting phase. It cannot do this in the same turn it moves Flat Out. Until the end of the phase, all shooting attacks made with Whirlwind multiple missile launchers by models in this Formation against the nominated can re-roll To Hit and are treated as having an infinite range.



The whistling volleys of the Suppression Force slam down in a series of deafening impacts, each thunderous blast incinerating masses of the foe. As the squadrons of Whirlwinds launch their missiles into the air, spotter Land Speeders use telemetric data to coordinate the hurtling warheads and guide them straight to their targets. Even the best-hidden foes stand little chance of survival against such tactics, for the Whirlwinds' barrages gain incredible range and seemingly inescapable accuracy. Thus can a Suppression Force scour enemy warriors from their trenches before a headlong Space Marine assault, or tear apart massing attack waves before they even reach the Adeptus Astartes' defence lines, all the while remaining beyond the range of the enemy's return fire.



APPENDIX

This section of the book details many of the rules for using an army of Space Marines in your games of Warhammer 40,000, including their unique Warlord Traits, wargear and Tactical Objectives. The profiles page at the end provides a list of unit and weapons profiles for reference during your games.

SPACE MARINES SPECIAL RULES

A Space Marines army uses a number of special rules that are common to several of its units, which are collected here for your convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead. Other, more common rules are simply listed by name – these are all described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

COMBAT SQUADS

It is sound doctrine for Space Marine units to remain flexible, splitting into two entities as the tactical situation dictates.

A full strength, ten-man unit with this special rule can break down into two five-man units, called combat squads, considered to be two five-man squads of the same type. For example, a ten-man Tactical Squad can split into two five-man Tactical Squads using the Combat Squads special rule.

You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before determining your Warlord Traits. A unit split into combat squads therefore is now two separate units for all game purposes, including calculating the total number of units in the army and determining the number of units you can place in Reserve. Then proceed with deployment as normal. In an exception to the normal rules, two combat squads split from the same unit can embark in the same transport vehicle, providing its Transport Capacity allows. Once you have decided whether or not to split a unit into combat squads, it must remain that way for the entire battle. It cannot split up or join back together later on in the battle, nor can you use a redeployment to split up a unit or join it back together.

Note that Bike Squads count as being at full strength when they have eight Space Marine Bikers and one Attack Bike. If split into combat squads, one combat squad will have five Bikers, the other will have three Bikers and the Attack Bike.

WARLORD TRAITS

When generating Warlord traits for a Warlord with the Space Marines Faction, you can either roll on one of the Warlord Traits tables in *Warhammer 40,000: The Rules* or roll on the table below.

WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 **Angel of Death:** *The Warlord personifies the fury of the Emperor's wrath. In his righteous presence, heretics, traitors and xenos quail in fear as they feel the vengeance of the Imperium fall upon them.*
Your Warlord has the Fear special rule. Furthermore, enemy units locked in combat with the Warlord must take Fear tests on 3D6.
- 2 **The Imperium's Sword:** *Hurling themselves forwards with unbridled ferocity, the Warlord and his warriors thrust their blades into the foe, cutting them down like wheat.*
Your Warlord, and his unit, have the Furious Charge special rule.
- 3 **Iron Resolve:** *Filled with the righteous fury of the Adeptus Astartes, the Warlord shrugs off even mortal wounds, his faith and duty driving him on long after lesser men would have fallen.*
Your Warlord has the Feel No Pain special rule.
- 4 **Storm of Fire:** *With a series of rapid battle gestures, the Warlord focusses the firepower of one of his squads, their precise shots tearing through the vulnerable points of the target's armour.*
At the start of each of your Shooting phases, nominate one friendly unit within 12" of your Warlord that is drawn from the same Chapter as your Warlord. That unit's ranged weapons have the Rending special rule until the end of the phase.
- 5 **Rites of War:** *Honour-bound by sacred oaths of fealty to the Imperium, the Warlord and his warriors vow before the Chapter and the Emperor to secure victory at any cost.*
All models in your Warlord's Detachment can use his Leadership value in place of their own.
- 6 **Champion of Humanity:** *The Warlord is a renowned hero of the Imperium, whose mere presence inspires those around him to stand their ground before the enemies of Mankind.*
Your Warlord, and all friendly units within 12" of your Warlord with a Faction that is part of the Armies of the Imperium (see *Warhammer 40,000: The Rules*), must re-roll failed Morale checks, Pinning tests and Fear tests.

CHAPTER TACTICS

Though all of the Space Marine Chapters are united by the strictures of the Codex Astartes, the teachings of their Primarchs run deep. Whether First Founding Chapters or recently established brotherhoods, all Space Marines feel the call of their genetic heritage. It is this, coupled with unique circumstances and proudly maintained martial doctrines that leads many Chapters to prosecute their wars in their favoured way.

The Chapter Tactics special rule represents a group of rules that are specific to a given Chapter. When choosing an army, you must make a note of which Chapter each unit with the Chapter Tactics special rule is drawn from. All models in the same Detachment or Formation must be drawn from the same Chapter. If a unit's datasheet contains a Chapter in brackets after the Chapter Tactics special rule – for example, 'Chapter Tactics (Ultramarines)' – the unit must always be drawn from this Chapter, and therefore cannot be included in a Detachment or Formation with any units that are drawn from other Chapters.

All models drawn from a given Chapter benefit from that Chapter's Chapter Tactics rules, as described below. The rules will often refer to a model, character or unit by its Chapter; in all cases, this refers to a model, character or unit with the Chapter Tactics special rule that is drawn from the given Chapter. If a unit contains models drawn from two different Chapters, it counts as from neither Chapter, and thus benefits from neither Chapter Tactic.

For example, 'an Ultramarines unit' refers to 'a unit with the Chapter Tactics special rule that is drawn from the Ultramarines Chapter.' If an Ultramarines Tactical Squad is joined by an Imperial Fists Chaplain, it counts as neither an Ultramarines unit nor an Imperial Fists unit.

SUCCESSOR CHAPTERS

For purposes of the Chapter Tactics rules, Successor Chapters count as being drawn from their Founding Chapter. Note that Black Templars are an exception to this, as they have their own Chapter Tactics rules. If you wish to use a Chapter which does not have a clear Founding Chapter (such as the Blood Ravens, whose origin is shrouded in mystery), choose the set of Chapter Tactics that seem most appropriate.

For example, Sophie's Crimson Fists Detachment would benefit from the Imperial Fists Chapter Tactics, as they are an Imperial Fists successor Chapter.

ALLIED DETACHMENTS

If your Primary Detachment has the Space Marines Faction, you can take an Allied Detachment (see *Warhammer 40,000: The Rules*) with the Space Marines Faction as

long as it is drawn from a different Chapter than your Primary Detachment.

COMBAT DOCTRINES

Several special rules allow units or Formations to enact one or more of the following Combat Doctrines. Whenever a rule allows this, it will note which units are affected and how many times per game the Doctrine(s) can be enacted. These are cumulative, so if your army has two rules that allow it to enact the Tactical Doctrine once per game, you can enact it twice per game. You can enact a single available Combat Doctrine at the start of each of your turns.

For example, a Battle Demi-company drawn from the Ultramarines Chapter would be able to enact each Doctrine once per game (due to the Scions of Guilliman rule, below), and would be able to enact the Tactical Doctrine a second time per game (due to the Tactical Flexibility special rule).

Tactical Doctrine: Affected models can re-roll To Hit rolls of 1 in the Shooting and Assault phases of this turn. Affected models in Tactical Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Shooting and Assault phases of this turn.

Assault Doctrine: Affected models can re-roll To Hit rolls of 1 in the Assault phase of this turn. Affected models in Assault Squads, Bike Squads, Attack Bike Squads and Centurion Assault Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Assault phase of this turn.

Devastator Doctrine: Affected models can re-roll To Hit rolls of 1 in the Shooting phase of this turn. Affected models in Devastator Squads and Centurion Devastator Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Shooting phase of this turn.

ULTRAMARINES CHAPTER TACTICS

The Ultramarines epitomise adherence to the Codex Astartes, and their methods present a proud example to their many successor Chapters. Whether laying down disciplined bolter fire, charging the foe with chainswords roaring, or pounding them into submission with their heavy weapons, none can equal the Ultramarines' skill.

Scions of Guilliman: If your army contains any Ultramarines units, you can choose to enact the Devastator Doctrine, Assault Doctrine and Tactical Doctrine (see Combat Doctrines above) once each per game. When one of these Combat Doctrines is enacted, all Ultramarines models in your army are affected.



WHITE SCARS CHAPTER TACTICS

The White Scars and their successors are the masters of high speed, hit-and-run warfare. Using their mobility to outpace and outmanoeuvre their foes, White Scars bikers strike their enemies like lightning before disengaging and attacking from a new direction.

Born in the Saddle: White Scars models with the Bike unit type have the Skilled Rider special rule and add 1 to their Strength when resolving hits caused by the Hammer of Wrath special rule.

Fight on the Move: White Scars models have the Hit & Run special rule. A unit composed entirely of White Scars models can re-roll the dice when determining Run moves.



IMPERIAL FISTS CHAPTER TACTICS

With a reputation for excelling in siegecraft, the Imperial Fists and their successors are experts with heavy weapons and bolt weaponry. No foe can stand against their firepower, nor drive them back once their feet are planted.

Bolter Drill: Imperial Fists models can re-roll all To Hit rolls of 1 made with bolt pistols, boltguns, storm bolters, heavy bolters and combi-weapons that are firing as boltguns. This rule also applies to models firing hellfire, kraken, vengeance or dragonfire rounds.

Siege Masters: Imperial Fists models can re-roll armour penetration rolls against buildings that do not result in a glancing hit or penetrating hit, and add 1 to the result when rolling on the Building Damage table. In addition, Imperial Fists Devastator Squads and Centurion Devastator Squads have the Tank Hunters special rule.



BLACK TEMPLARS CHAPTER TACTICS

The Black Templars mix zealous fury with unorthodox close-assault tactics, forging themselves into crusades whose onslaught is as terrifying as it is brutal. Driven by their devotion to the Emperor, they will never back down from a challenge, and steel their minds against the vile corruptions of witch and heretic alike.

Holy Crusaders: Black Templars models have the Crusader and Adamantium Will special rules.

The Lost Librarius: Librarians may not be included in Detachments of Black Templars.

Righteous Zeal: If a Black Templars unit suffers one or more casualties in the Shooting phase or as a result of Overwatch, all models in that unit gain the Counter-attack and Rage special rules until the end of the turn.



IRON HANDS CHAPTER TACTICS

The Iron Hands and their successors venerate the purity of the machine over the weakness of mere flesh. Their proliferation of bionics, coupled with the advanced self-repair mechanisms of their vehicles, renders Iron Hands forces nigh unstoppable in battle.

The Flesh is Weak: Non-vehicle Iron Hands models have the Feel No Pain (6+) special rule. If they have the Feel No Pain rule from another source (a narthecium, for example), they instead add 1 to the result of any Feel No Pain rolls.

Machine Empathy: Iron Hands characters and vehicles have the It Will Not Die special rule. Furthermore, Iron Hands Techmarines add 1 to their Blessing of the Omnissiah rolls.



SALAMANDERS CHAPTER TACTICS

Holding to the teachings of their Primarch, Vulkan, the Salamanders are peerless craftsmen. Their heroes stride through the fires of battle wielding masterwork weapons, and their strike forces employ many flamer weapons.

Flamecraft: Salamanders models have the Feel No Pain (4+) special rule against Wounds caused by flamer weapons (as defined in *Warhammer 40,000: The Rules*). Furthermore, when using flamer weapons, Salamanders models can re-roll failed To Wound rolls and armour penetration rolls that do not result in glancing or penetrating hits.

Master Artisans: During army selection, each Salamanders character may upgrade one of his weapons (even one purchased as an upgrade, but not a Chapter Relic) to have the Master-crafted special rule.



RAVEN GUARD CHAPTER TACTICS

The Primarch Corax was known for his exceptional stealth, striking unseen from the shadows. The Raven Guard and their successors still follow his example, specialising in sudden, devastating assaults.

Strike from the Shadows: Non-vehicle Raven Guard models that do not begin the game in a Transport vehicle have the Shrouded special rule until the start of the second game turn. When rolling to see whether the Night Fighting mission special rule is in effect during game turn 1, you may add 1 to the result if your army contains at least one Raven Guard unit.

Winged Deliverance: Raven Guard units with the Jump unit type may use their jump packs in both the Movement and Assault phases of the same turn. Furthermore, when they make Hammer of Wrath attacks, Raven Guard models can re-roll failed To Wound rolls.



ARMOURY OF THE SPACE MARINES

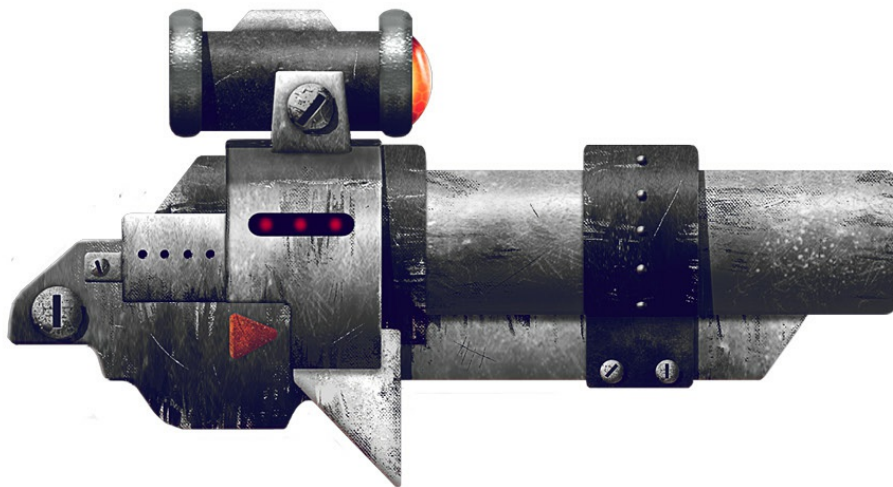
This section of *Codex: Space Marines* lists the weapons and equipment used by the Space Marines, along with the rules for using them in your games of Warhammer 40,000. Equipment that is carried by named characters is detailed in the appropriate entry in the datasheets, while equipment used by all other types of units are detailed here.

RANGED WEAPONS

ASTARTES GRENADE LAUNCHER

Scout Bikers can employ grenade launchers outfitted with adaptive targeters to compensate for the high speeds at which they hurl themselves at the enemy.

	Range	S	AP	Type
Frag grenade	24"	3	6	Rapid Fire, Blast
Krak grenade	24"	6	4	Rapid Fire



Astartes grenade launcher

AUTO-WEAPONS

These robust weapons are automated, self-loading firearms that fire bursts of high-velocity, caseless shot.

	Range	S	AP	Type
Assault cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2

BOLTGUNS

The boltgun, or bolter, fires small missiles known as ‘bolts’. Each self-propelled bolt explodes with devastating effect once it has penetrated its target. There are many variations of boltguns, from the short-barrelled bolt pistol to the belt-fed heavy bolter.

	Range	S	AP	Type
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Storm bolter	24"	4	5	Assault 2
Heavy bolter	36"	5	4	Heavy 3

CERBERUS LAUNCHER

The cerberus launcher unleashes a barrage of anti-personnel warheads interspersed with sanctified anti-sensory munitions that blind and disorient the foe.

Range	S	AP	Type
18"	4	6	Heavy 1, Blind, Large Blast

COMBI-WEAPONS

Combi-weapons are boltguns that have been specially modified by skilled artisans. Each has been expertly converted to house another weapon, commonly either a meltagun, plasma gun or flamer. This extra weapon carries only a limited charge, allowing the bearer a single shot – perfect for emergencies.

A model armed with a combi-weapon can choose to fire either the primary boltgun, or the secondary weapon. The bolter can be fired every turn, but the secondary weapon can only be fired once per battle (a combi-plasma gun can, of course, Rapid Fire). You cannot fire both weapons in the same turn. Each combi-weapon has only one secondary weapon.

PRIMARY WEAPON

	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire

SECONDARY WEAPONS

	Range	S	AP	Type
Flamer	Template	4	5	Assault 1, One Use Only
Grav-gun	18"	*	2	Salvo 2/3, Concussive, Graviton, One Use Only
Meltagun	12"	8	1	Assault 1, Melta, One Use Only
Plasma gun	24"	7	2	Rapid Fire, Gets Hot, One Use Only

CONVERSION BEAMER

Conversion beamers are incredibly rare pre-Heresy weapons that are able to induce a controlled subatomic reaction in their target. The greater the distance between the firer and his victim, the more deadly the blast, as the beam has time to grow in power.

A shot from a conversion beamer has a different profile depending on how far the target is from the firer. When firing the conversion beamer, place the blast marker over a target within 72" and then roll for scatter. Once the final location of the blast marker has been determined, measure the distance from the firer to the centre of the blast marker and consult the chart below to determine the effect. If this distance is greater than 72", the shot misses. If it is not clear which of the profiles to use, the controlling player can choose.

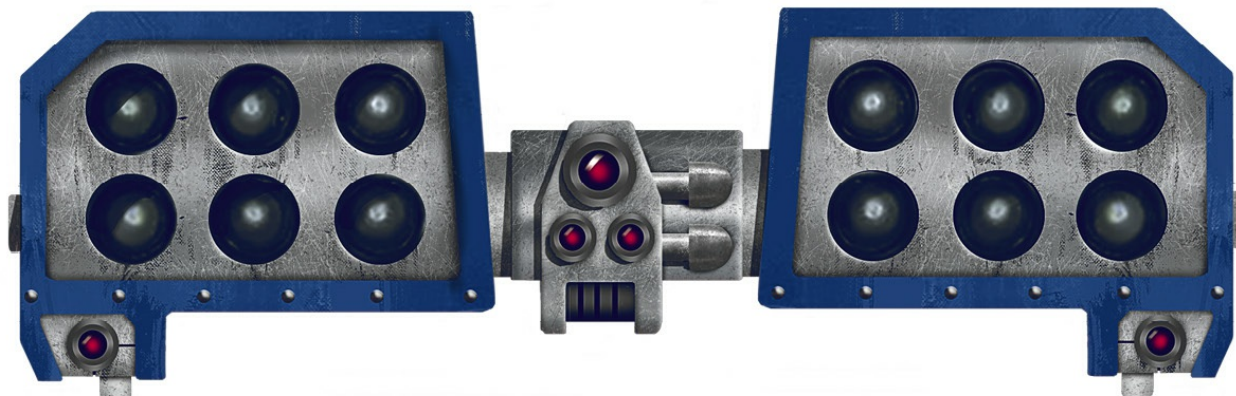
Range	S	AP	Type
up to 18"	6	-	Heavy 1, Blast
18"-42"	8	4	Heavy 1, Blast
42"-72"	10	1	Heavy 1, Blast

CYCLONE MISSILE LAUNCHER

The cyclone missile launcher is commonly used by Space Marines in Tactical Dreadnought armour to provide heavy fire support. Essentially a rack of missiles fitted to the shoulders of a Terminator, the cyclone missile launcher enables the bearer to engage both heavily armoured vehicles and lightly armoured infantry at will.

A Terminator can fire his cyclone missile launcher in addition to his storm bolter.

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 2, Blast
Krak missile	48"	8	3	Heavy 2



Cyclone missile launcher

DEATHWIND LAUNCHER

Deathwind launchers are fitted to some Drop Pods to provide a level of anti-infantry fire support to their passengers. Their high rate of fire and broad destructive spread slaughters those who might attempt to overwhelm the disembarking squad of Space Marines, giving the Emperor's finest the precious seconds they need to secure an otherwise unassailable perimeter.

Range	S	AP	Type
12"	5	-	Heavy 1, Large Blast

DEMOLISHER CANNON

The demolisher cannon is the weapon of choice when faced with dug-in enemy infantry in a dense environment such as a siege. The terrific blast unleashed by the detonation of the huge demolisher shells is often sufficient to bring down buildings in which the enemy take cover, crushing them beneath tons of fallen masonry.

Range	S	AP	Type
24"	10	2	Ordnance 1, Large Blast

FLAMER WEAPONS

Flamers are short-ranged weapons that spew out highly volatile clouds of liquid chemicals that ignite on contact with air. They are primarily used to scour the enemy from defended positions, as walls are of no defence against blasts of superheated vapour.

	Range	S	AP	Type
Flamer	Template	4	5	Assault 1
Heavy flamer	Template	5	4	Assault 1
Flamestorm cannon	Template	6	3	Assault 1

GRAV-WEAPONS

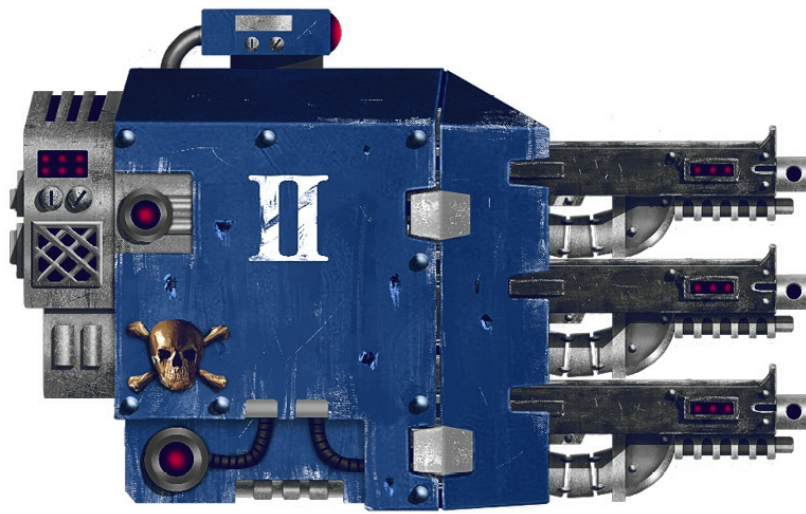
The secrets of grav-weapon construction are known only to a select few. In battle, grav-weaponry affects the local gravity field, using its victim's own mass against them, an ordeal that will stun those it does not kill outright. Heavily armoured targets find themselves crushed as if by the mighty fist of a god, while vehicles are left as crumpled, smoke belching wrecks.

	Range	S	AP	Type
Grav-pistol	12"	*	2	Pistol, Concussive, Graviton
Grav-gun	18"	*	2	Salvo 2/3, Concussive, Graviton
Grav-cannon	24"	*	2	Salvo 3/5, Concussive, Graviton

HURRICANE BOLTER

First used by the Black Templars Chapter, hurricane bolters combine the punishing firepower of multiple twin-linked boltguns to produce a truly withering storm of shells.

A hurricane bolter consists of three twin-linked boltguns fired as a single weapon.



Hurricane bolter (Ironclad variant)

ICARUS STORMCANNON ARRAY

The Stalker mounts a twinned stormcannon array, granted a capacity for independent targeting by the servo-mind conclave to which it is shackled. Each servo-mind can direct the stormcannons to track separate targets, or when faced with heavier foes the array can concentrate fire in a single, withering salvo that will tear even the greatest winged beast from the skies.

When a unit that contains one or more models equipped with Icarus stormcannon arrays shoots, choose either one or two targets. If one target is chosen, each model can re-roll failed To Hit rolls when firing its Icarus stormcannon array at that target. If two targets are chosen, each model that is able to fire its Icarus stormcannon array fires it at each target, resolving all shots from the unit against the first target before moving on to the second.

Range	S	AP	Type
48"	7	4	Heavy 3, Interceptor, Skyfire

LAS WEAPONS

Las weapons fire packets of explosive laser energy – the larger the gun, the more powerful the shot. Regardless of size, las weapons are incredibly reliable, making them favoured tools of war throughout the Imperium.

	Range	S	AP	Type
Lascannon	48"	9	2	Heavy 1

MELTA WEAPONS

Melta weapons are lethal anti-armour guns, most effective at very short range. When fired, the super-heating of the air produces a distinctive and sinister hiss. Solid rock is reduced to molten slag, and living creatures are vaporised in an instant!

	Range	S	AP	Type
Meltagun	12"	8	1	Assault 1, Melta
Multi-melta	24"	8	1	Heavy 1, Melta

MISSILE LAUNCHERS

Missile launchers can fire a variety of different missiles, making them incredibly versatile weapons.

All missile launchers come with frag and krak missiles as standard, and some have the option to upgrade to include flakk missiles. Each time a missile launcher fires, the controlling player must choose which type of missile is being used.

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 1, Blast
Flakk missile	48"	7	4	Heavy 1, Skyfire
Krak missile	48"	8	3	Heavy 1

ORBITAL STRIKE

A Chapter Master has the authority to order a Strike Cruiser to target the surface with its lance batteries, bringing overwhelming firepower to bear against the enemies of the Imperium.

Range	S	AP	Type
Infinite	10	1	Ordnance 1, Barrage, Large Blast, One Use Only, Orbital

Orbital: If an arrow is rolled on the scatter dice when firing a weapon that has this special rule, the shot always scatters the full 2D6" regardless of the firing model's Ballistic Skill. In addition, firing an Ordnance weapon that has this special rule does not prevent the firing model from declaring a charge against the target unit in the same turn.

PLASMA WEAPONS

Plasma weapons fire pulses of searing energy that are extremely effective against heavy infantry and light vehicles. However, they generate enormous temperatures when fired and are thus prone to overheating – sometimes proving deadly to the firer.

	Range	S	AP	Type
Plasma pistol	12"	7	2	Pistol, Gets Hot
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot

SKYHAMMER MISSILE LAUNCHER

These weapons fire volleys of missiles that smash into their targets with devastating force – perfect for turning armoured vehicles into scrap metal.

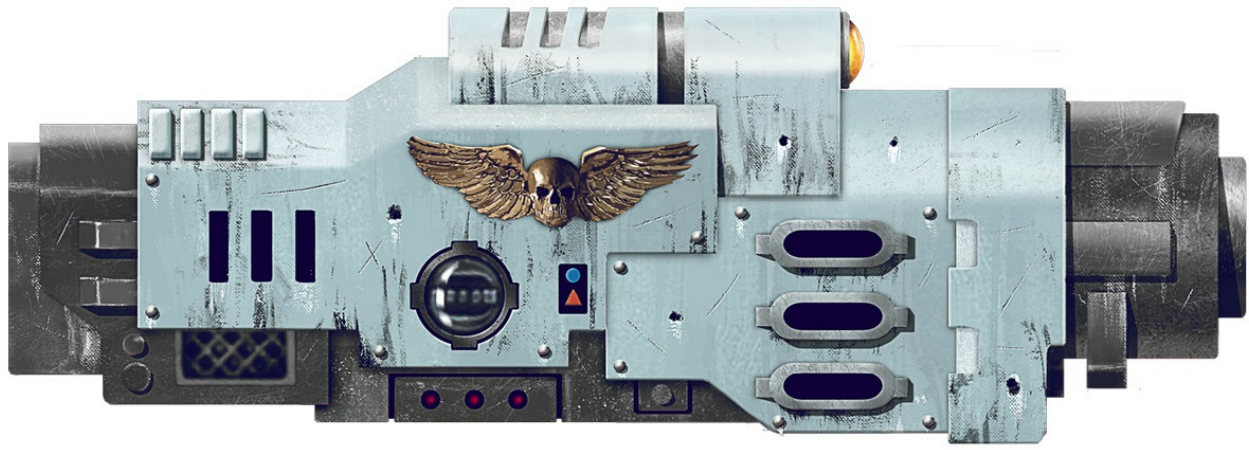
	Range	S	AP	Type
	60"	7	4	Heavy 3

SKYSPEAR MISSILE LAUNCHER

The skyspear missile launcher fires pre-blessed savant warheads, each a relic in its own right, housing the entombed remains of a distinguished Chapter serf. This servitor's mummified brain augments the missile's auto-targeters, allowing it to second-guess enemy pilots or home in on the heretical emissions of their debased machine spirits. Against the dogged pursuit of a savant warhead and its macabre pilot, there can be little chance of escape, while the tank's servo-loaders maintain a steady rate of fire.

	Range	S	AP	Type
	60"	7	2	Heavy 1, Armourbane, Savant Lock, Skyfire

Savant Lock: If any shot from a weapon with this special rule misses a Flyer, Flying Monstrous Creature, Skimmer or Jetbike, roll a D6 at the start of the next friendly Shooting phase if the target unit is still on the battlefield and has not been destroyed. On a 5+, the target unit suffers a hit (using its rear Armour Value if it is a vehicle) with the profile above.



Skyspear missile launcher

SNIPER RIFLE

Sniper rifles have powerful telescopic sights, enabling the firer to target weak points and distant foes with unerring accuracy. Some commanders see the sniper rifle as a dishonourable weapon, but they are in the minority. Most understand that pragmatism, and dead enemies, win more battles than honour ever will.

	Range	S	AP	Type
Sniper rifle	36"	X	6	Heavy 1, Sniper

SPACE MARINE SHOTGUN

Range	S	AP	Type
12"	4	-	Assault 2

STORMSTRIKE MISSILES

Stormstrike missiles detonate with a thunderous boom that leaves those caught in the blast radius reeling and disoriented.

Range	S	AP	Type
72"	8	2	Heavy 1, Concussive, One Use Only

THUNDERFIRE CANNON

The thunderfire cannon is a colossal multibarrelled artillery weapon. It is far too large to be carried by an individual and so is conveyed into battle on a set of tracks and accompanied by a Techmarine gunner.

Thunderfire cannons have three different profiles. All thunderfire cannons in the unit

must use the same profile each time the unit fires.

	Range	S	AP	Type
Surface detonation	60"	6	5	Heavy 4, Barrage, Blast
Airburst	60"	5	6	Heavy 4, Barrage, Blast, Ignores Cover
Subterranean blast	60"	4	-	Heavy 4, Barrage, Blast, Strikedown

TYPHOON MISSILE LAUNCHER

The typhoon missile launcher is an upgrade to the Land Speeder STC that turns the vehicle into a multipurpose weapons platform. Whether facing tanks or infantry, the typhoon is a fearsome, versatile weapon.

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 2, Blast
Krak missile	48"	8	3	Heavy 2

WHIRLWIND MULTIPLE MISSILE LAUNCHER

Housing cadaverous telemetric-servitors, the whirlwind multiple missile launcher is a superlative suppression weapon. Inscribed with scrolling text invoking the Emperor’s judgement, the whirlwind launcher’s warheads are death to infantry and light vehicles alike.

Whirlwind multiple missile launchers have two different profiles. All Whirlwind multiple missile launchers in the squadron must use the same profile each time the squadron fires.

	Range	S	AP	Type
Vengeance	12"-48"	5	4	Ordnance 1, Barrage, Large Blast
Incendiary castellan	12"-48"	4	5	Ordnance 1, Barrage, Ignores Cover, Large Blast

MELEE WEAPONS

CHAINFIST

A chainfist is a power fist fitted with a chainblade attachment designed to carve its way through armoured bulkheads. Originally designed for getting into ships during boarding actions, the whirring adamantine blades of a chainfist have long since proven their worth when engaging armoured targets of all kinds.

	Range	S	AP	Type
Chainfist	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy

CHAINWORDS

A chainsword is a high-powered chainsaw fitted with hilt, pommel and guard to make it less unwieldy. It is a common weapon across the Imperium, with a quite horrifying reputation for the damage it can inflict on unarmoured flesh.

	Range	S	AP	Type
Chainsword	-	User	-	Melee
Eviscerator	-	x2	2	Melee, Armourbane, Two-handed, Unwieldy

CLOSE COMBAT WEAPON

Range	S	AP	Type
-	User	-	Melee

CROZIUS ARCANUM

The crozius arcanum is both a Chaplain's rod of office and his weapon of righteous judgement. Each one is an ancient relic, with the legends of its bearers captured in etched script about its haft.

Range	S	AP	Type
-	+2	4	Melee, Concussive

FORCE WEAPONS

Force weapons come in all shapes and sizes, but for the purposes of our game, we have three simple categories: force axes, force staves and force swords.

If a model's wargear says it has a force weapon that has no further special rules, look at the model to tell which type of force weapon it has: if it's a sword or dagger, it's a force sword; if it's an axe or halberd, it's a force axe; if it's a blunt weapon like a staff or mace, it's a force stave.

	Range	S	AP	Type
Force sword	-	User	3	Melee, Force
Force axe	-	+1	2	Melee, Force, Unwieldy
Force stave	-	+2	4	Melee, Concussive, Force

Unusual Force Weapons

Many models have unusual force weapons that have one or more unique rules. If a force weapon has its own unique close combat rules, treat it as an AP3 Melee weapon with the additional rules and characteristics presented in its entry.

LIGHTNING CLAWS

Lightning claws are commonly used as matched pairs and consist of a number of blades, each a miniature power weapon, normally mounted on the back of the hand.

	Range	S	AP	Type
Lightning claw	-	User	3	Melee, Shred, Specialist Weapon

POWER FIST

A power fist is an armoured gauntlet surrounded by a disruptive energy field. It is an incredibly destructive, but bulky, weapon.

	Range	S	AP	Type
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy

POWER WEAPON

Types of Power Weapon

Power weapons come in all shapes and sizes, but for the purposes of our game, we have four simple categories of power weapons: power axes, power mauls, power swords and power lances.

If a model's wargear says it has a power weapon which has no further special rules, look at the model to tell which type of power weapon it has: if it's a sword or dagger, it's a power sword; if it's an axe or halberd, it's a power axe; if it's a blunt weapon like a mace or staff, it's a power maul; if it's a spear or lance, it's a power lance.

	Range	S	AP	Type
Power sword	-	User	3	Melee
Power axe	-	+1	2	Melee, Unwieldy
Power maul	-	+2	4	Melee, Concussive
Power lance	-	+1/User *	3/4 *	Melee

** Power lances have two profiles for both Strength and AP. The first is used only on a turn in which a model charges; the second is used at all other times.*

Unusual Power Weapons

Many models have unusual power weapons that have one or more unique rules. If a power weapon has its own unique close combat rules, treat it as an AP3 Melee weapon with the additional rules and characteristics presented in its entry.

RELIC BLADE

Relic blades are two-handed swords or axes sheathed in an armour-sundering power field. Only a Space Marine of long and faultless service can earn the right to wield such a blade.

Range	S	AP	Type
-	+2	3	Melee, Two-handed

SEISMIC HAMMER

Mounted on Ironclad Dreadnoughts and designed to tear down fortifications during a siege, a blow from a seismic hammer causes catastrophic shockwaves to tear through the target.

Range	S	AP	Type
-	x2	1	Melee, Concussive, Specialist Weapon, Unwieldy

SERVO-ARM

Techmarines and Servitors are equipped with powerful servo-arms that can be used for battlefield repairs or even be put to use as weapons.

Range	S	AP	Type
-	x2	1	Melee, Specialist Weapon, Unwieldy

SIEGE DRILL

These monstrously oversized grinding drills are so heavy they cannot be carried by anything smaller than a Centurion warsuit. A single blow can breach a hole through the armoured panels of a fortress or reduce a battle tank to twisted scrap in seconds.

Range	S	AP	Type
-	x2	2	Melee, Armourbane, Specialist Weapon

THUNDER HAMMER

Thunder hammers release a tremendous blast of energy when they strike, slamming the foe to the ground and leaving him stunned (if he survives at all). This, combined with the crushing weight of the hammer itself, makes for an incredibly deadly weapon.

	Range	S	AP	Type
Thunder hammer	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy

SPECIAL ISSUE WARGEAR

ARMORIUM CHERUB

Cherubim are diminutive flying cyborg constructs created to assist the Emperor's servants, be they scribe or soldier. Among the Adeptus Astartes they are rarely seen outside of the Librarius, save for those few that relay targeting data and carry spare ammunition for Devastator Squads.

One use only. One model in a unit equipped with an armorium cherub can re-roll all failed To Hit rolls in one Shooting phase. An armorium cherub is represented by a separate miniature that will always remain as close as possible to the unit that selected it. The model itself is purely decorative and is always ignored for game purposes – just move it to one side if it gets in the way. Remove the armorium cherub once it has been used or once the unit that selected it has been completely destroyed.

AUSPEX

A compact and short-ranged scanning device, the auspex utilises a variety of broad wavelength detection modes to pinpoint the locations of concealed enemies, so that none may escape the wrath of the Space Marines.

A model with an auspex can use it in place of making a shooting attack. If he does so, target an enemy unit within 12" (this does not count as choosing a target for his unit to shoot at). A unit that is targeted by one or more auspexes has its cover save reduced by 1 until the end of the phase.

CAMO CLOAK

Space Marine Scouts often wear camo cloaks – loose garments woven from a light-reactive material known as cameleoline, which imitates the appearance of nearby terrain. So garbed, Scouts are almost impossible to see at long distances.

A model wearing a camo cloak has +1 cover save. If it does not already have a cover save, it gains a 6+ cover save.

CHAPTER BANNER

A single Chapter banner is worth more than some planetary systems. Each is an

irreplaceable work of art that has seen millennia of glorious service, a precious record of ancient Imperial history and a symbol of the indomitable might of the Chapter who would die to defend it. The blood of the Space Marines' greatest heroes stains the very fabric of these hallowed relics.

Friendly units within 12" of a model equipped with the Chapter banner, and drawn from the same Chapter, re-roll failed Morale checks, Pinning tests and Fear tests. In addition, all friendly models with the Space Marines Faction in the same unit as this banner have +1 Attack whilst the bearer is alive.

CLUSTER MINES

While operating behind enemy lines, Scout Bikers carry cluster mines – explosive devices crammed with tiny anti-personnel bomblets and triggered by tripwires or pressure sensors.

After your army deploys, Scouts redeploy and Infiltrators deploy, but before the roll to Seize the Initiative, each unit with cluster mines in your army may booby-trap a single piece of battlefield terrain on the table. The piece of battlefield terrain should be marked with a small marker to remind both players that it has been booby-trapped. Enemy models treat booby-trapped pieces of battlefield terrain as dangerous terrain. Note that having multiple units booby-trap the same piece of battlefield terrain has no additional effect. A unit with cluster mines which begins the game in Reserve may still booby-trap a piece of battlefield terrain.

COMBAT SHIELD

A combat shield is a lighter version of the storm shield fitted to the wearer's vambrace, leaving their hand free to wield another weapon whilst providing protection from incoming attacks.

A combat shield confers a 6+ invulnerable save.

COMPANY STANDARD

Each Space Marine company has a company standard upon which is recorded their roll of honour. In its presence, every battle-brother fights their hardest to be worthy of the heroic legacy of the past.

Friendly units within 12" of a model equipped with the company standard, and drawn from the same Chapter, re-roll failed Morale checks, Pinning tests and Fear tests.

DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into rings, bionic implants or the knuckles of a glove. They lack range, but can be used in melee to take advantage of an enemy's exposed weakness.

A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault phase.

FRAG GRENADES

Assault grenades, like the ubiquitous frag grenade, can be hurled at the enemy as your warriors charge into battle. The lethal storm of shrapnel from these grenades drives opponents further under cover for a few precious moments, allowing attackers more time to close in and, hopefully, get the first blow in against a disoriented foe.

Shooting

When a unit armed with assault grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

Range	S	AP	Type
8"	3	-	Assault 1, Blast

Assault

Models equipped with assault grenades don't suffer the penalty to their Initiative for charging enemies through difficult terrain, but fight at their normal Initiative in the ensuing combat.

GRAV-AMP

The grav-amp is a wonder of archeotech that focusses and strengthens the field of the bearer's grav-weapons.

When rolling To Wound with a grav-weapon, or to determine its effects on a vehicle, the bearer can re-roll the result.

HELLFIRE SHELLS

Originally designed for slaying Tyranid monstrosities, these shells incorporate a bio-acid that voraciously eats through flesh.

Each time a weapon equipped with hellfire shells fires, the controlling player can choose whether to fire a hellfire shell or to use the ordinary profile for that weapon.

Range	S	AP	Type
24"	1	-	Heavy 1, Blast, Poisoned (2+)

IRON HALO

The iron halo is an honour granted to Space Marine commanders and a symbol of their exceptional bravery and wisdom. Usually mounted upon the backpack or built into an

armoured collar, it contains an energy field that wards against even the most potent of enemy weapons.

An iron halo confers a 4+ invulnerable save.



Iron Halo

IRONCLAD ASSAULT LAUNCHERS

An ironclad assault launcher is loaded with a variety of anti-personnel grenades that disorient enemies and drive them out of cover.

A model equipped with ironclad assault launchers does not suffer the penalty to its Initiative for charging enemies through difficult terrain. Furthermore, enemies charging a model equipped with ironclad assault launchers do not gain bonus Attacks from charging unless the model was already locked in combat from a previous turn.

JUMP PACK

A jump pack enables the wearer to make bounding leaps across the battlefield and make boosted flights over short distances or to the tops of fortress walls. Jump packs also allow Space Marines to deploy from the air – plummeting into battle from low-flying Stormraven Gunships while using controlled bursts of their thrusters to slow their descent.

Models equipped with jump packs gain the Jump unit type as described in *Warhammer 40,000: The Rules*.

KRAK GRENADES

Krak grenades are implosive charges designed to crack vehicle armour.

Shooting

When a unit armed with krak grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Krak grenade	8"	6	4	Assault 1

Assault

Unless used in assaults against vehicles, gun emplacements or Monstrous Creatures, krak grenades have no effect. When they are used in assaults against vehicles, gun emplacements or Monstrous Creatures, krak grenades have the following profile:

	Range	S	AP	Type
Krak grenade	-	6	4	-

LOCATOR BEACON

Locator beacons are often carried by Scout Bikers or mounted onto Drop Pods, and provide a signalling package, broad-spectrum communicators, and geo-positional tracking. When activated, the beacon uploads detailed positional information to the tactical grid, allowing precision reinforcement by reserve forces.

Friendly units do not scatter when they Deep Strike, so long as the first model is placed within 6" of a model with a locator beacon. The locator beacon must have been on the battlefield at the start of the turn in order for it to be used.

MELTA BOMBS

Melta bombs are fusion charges designed to burn through an armoured hull in a matter of seconds.

Shooting

Melta bombs are cumbersome devices. Melta bombs cannot be used to make a shooting attack.

Assault

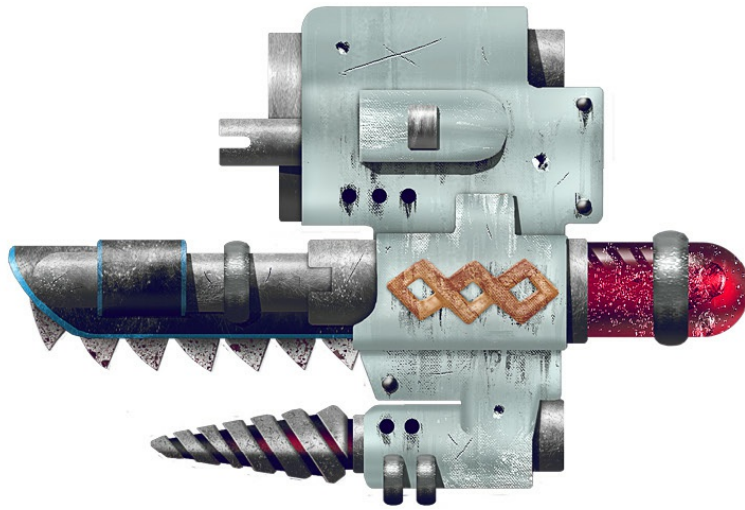
Unless used in assaults against vehicles, gun emplacements or Monstrous Creatures, melta bombs have no effect. When used in assaults against vehicles, buildings, gun emplacements or Monstrous Creatures, melta bombs have the following profile:

	Range	S	AP	Type
Melta bomb	-	8	1	Armourbane, Unwieldy

NARTHECIUM

The narthecium is used by Space Marine Apothecaries to dispense medical aid, including complex battlefield surgery, to the wounded. The wrist-mounted device also houses a reductor – the mechanism with which the gene-seed of the fallen is recovered, ensuring the Chapter’s future.

As long as the Apothecary is alive, all models in his unit have the Feel No Pain special rule.



Narthecium

OMNISCOPE

Centurions make use of omniscopes to better direct their fearsome firepower and pierce the gloom of a hostile galaxy.

A model with an omniscopes has the Night Vision and Split Fire special rules.



Omniscopes

PSYCHIC HOOD

Psychic hoods are embedded with arcane constructions of psychically attuned crystals that allow the wearer to extend his psychic protection to nearby allies.

Each time a unit (or model) is targeted by an enemy psychic power and is within 12" of a friendly model with a psychic hood, the wearer of the hood can attempt to Deny the Witch in their stead, as if he were in the target unit. If the Deny the Witch attempt is failed, the psychic power is resolved as normal, but effects only the initial target, not the wearer of the hood.

If a model with a psychic hood is embarked in a vehicle or building, he can only use the

hood to nullify powers targeting the vehicle or building he is embarked within.

Deny the Witch

If your opponent makes a successful Psychic test, you can attempt to nullify the power being manifested by making a Deny the Witch test. For a Deny the Witch test to be successful, you need to nullify all of the Warp Charge points that were successfully harnessed by the Psyker when he passed his Psychic test.

To make a Deny the Witch test, first select one of your units that was a target of the enemy’s psychic power. You will then need to expend a number of Warp Charge points; declare how many points you will spend and remove them from your pool. Then roll a number of D6 equal to the number of Warp Charge points expended. Apply any of the following modifiers that apply to each individual dice roll:

The target unit contains one or more models with:	Modifier
The Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule	+1
A Mastery Level higher than the Psyker manifesting the power	+1
The Adamantium Will special rule	+1

For each individual result of 6+, one Warp Charge point has been successfully nullified. If the total number of nullified Warp Charge points is equal to or greater than the number of harnessed Warp Charge points, the Deny the Witch test has been passed and the psychic power does not manifest.

Note that a successful Deny the Witch test simply nullifies the power being manifested – it does not mean that the Psychic test changes from a success into a failure (for some powers, such as *Vortex of Doom*, a failed Psychic test can have dire consequences for the Psyker).

If none of your units were the target of the enemy’s psychic power (the power in question might have been a blessing, a conjuration, or some other power that only affects the Psyker’s own troops) you can still attempt to Deny the Witch. To do so, follow the same process, but apply no modifiers to your dice rolls – you will require rolls of 6 to nullify Warp Charge points.

ROSARIUS

A rosarius is worn by Space Marine Chaplains for protection and as a symbol of office. It emits a protective energy field around the wearer capable of deflecting blows and shots that would smash a ferrocrete bunker. It is said that the stronger the bearer’s belief in the might of the Emperor, the stronger a rosarius’ force field will be.

A rosarius confers a 4+ invulnerable save.

SERVO-HARNESS

This backpack-mounted contraption is a mobile shrine to the Omnissiah. It incorporates many blessed tools, mechanical limbs and weapons, all of which enable a Techmarine in

the field to make battlefield repairs to vehicles, shore up defences, or to assist his brethren in combat.

A servo-harness gives the bearer two servo-arms, a plasma cutter and a flamer. In the Shooting phase, the bearer can fire both harness-mounted weapons, or one harness-mounted weapon and another weapon.

	Range	S	AP	Type
Plasma cutter	12"	7	2	Assault 1, Gets Hot, Twin-linked

SIGNUM

The signum is a communication device that quickly processes and broadcasts targeting data. This ancient piece of technology allows one member of a Space Marine squad to fire with even greater accuracy, battering vital targets with a hail of unerring shots.

At the start of the Shooting phase, a model with a signum can choose to use it instead of shooting. If he does so, one model in his unit is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the signum is being used before any rolls To Hit are made.

SPACE MARINE BIKE

Space Marine bikes are fitted with powerful engines, armour plating and bulletproof tyres. Each bike is a versatile fighting platform capable of moving at great speed while remaining steady enough that the rider can fire its in-built armaments. When used by a Space Marine to charge into combat, the speed and weight of the bike itself becomes a formidable weapon.

Models equipped with Space Marine bikes change their unit type to Bike, as described in *Warhammer 40,000: The Rules*. Space Marine bikes are fitted with a twin-linked boltgun.

SPECIAL ISSUE AMMUNITION

Special issue ammunition encompasses a number of rare and specialist boltgun rounds, each ideally suited to a different victim – dragonfire bolts are hollow shells filled with superheated gas that explode and saturate foes concealed in cover, while kraken bolts sport an adamantine core and improved propellant to penetrate the thickest hide, even at extreme range. Hellfire rounds douse their targets in voracious acids, while the fabled vengeance rounds employ unstable flux core technology that makes them hazardous to use but incredibly effective against armoured targets.

In addition to the normal profile for their boltgun (including boltguns that are part of a combi-weapon), models with special issue ammunition can choose, in each of their Shooting phases, to instead use one of the profiles below until the beginning of their next Shooting phase. All models with special issue ammunition in a unit must use the same

profile.

	Range	S	AP	Type
Dragonfire bolt	24"	4	5	Rapid Fire, Ignores Cover
Hellfire round	24"	1	5	Rapid Fire, Poisoned (2+)
Kraken bolt	30"	4	4	Rapid Fire
Vengeance round	18"	4	3	Rapid Fire, Gets Hot



Special issue ammunition

STORM SHIELD

A storm shield is a large, solid shield that has an energy field generator built into it. Though the bulk of the shield offers physical protection, it is the energy field which is more impressive, as it is capable of deflecting almost any attack. Even blows that would normally cut through Terminator armour are turned aside with ease by the protective energies of the storm shield.

A storm shield confers a 3+ invulnerable save. In addition, a model equipped with a storm shield can never claim the +1 Attack for being armed with two Melee weapons in an assault.

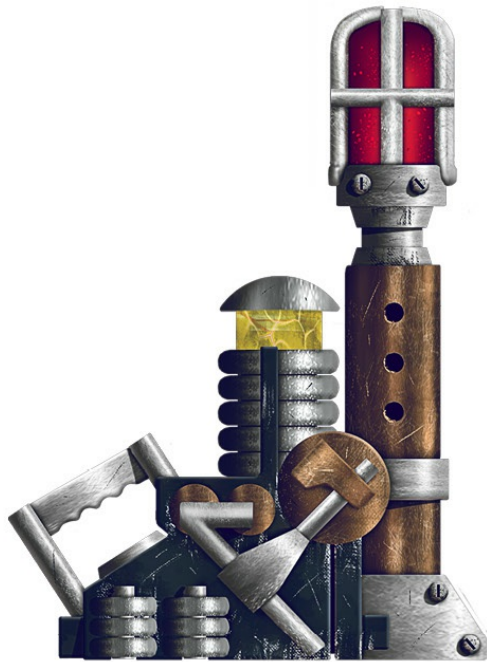


Storm Shield

TELEPORT HOMER

Teleport homers emit a powerful signal enabling orbiting Strike Cruisers to lock onto them with their teleportation equipment. By matching the exact coordinates of this signal, the risk of missing the intended mark is greatly reduced.

Friendly units composed entirely of models in Terminator armour do not scatter when they Deep Strike, so long as the first model is placed within 6" of the teleport homer's bearer. For this to work, the bearer of the teleport homer must have been on the battlefield at the start of the turn.



Teleport homer

ARMOUR

TERMINATOR ARMOUR

Terminator armour is the best protection a Space Marine can be equipped with. It is even

said that Terminator armour can withstand the titanic energies at a plasma generator's core and that this was, in fact, the armour's original purpose.

Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and may not make Sweeping Advances.

ARTIFICER ARMOUR

Embellished by the finest artificers, these lavish suits of power armour afford the wearer protection that rivals even that bestowed by Terminator armour.

Artificer armour confers a 2+ Armour Save.

SPACE MARINE VEHICLE EQUIPMENT

CERAMITE PLATING

These hull plates are thrice-blessed by the Chapter's Techmarines and anointed with the seven sacred unguents of thermic warding to protect against the extreme conditions of orbital re-entry. Such precautions also serve to thwart the fury of certain weapons, absorbing and dispersing even the most extreme temperatures and microwave emissions.

Melta weapons do not roll an extra D6 armour penetration when shooting a vehicle equipped with ceramite plating at half range or less.

DOZER BLADE

Vehicles equipped with dozer blades treat their front armour as one higher than normal when ramming. Furthermore the vehicle can re-roll failed Dangerous Terrain tests.

EXTRA ARMOUR

Vehicles equipped with extra armour count Crew Stunned results from the Vehicle Damage table as Crew Shaken results instead.

FRAG ASSAULT LAUNCHERS

The hulls of Land Raider Crusaders and Land Raider Redeemers are studded with explosive charges designed to hurl shrapnel at the enemy as the troops inside charge out.

Any unit charging into close combat on the same turn as it disembarks from a transport vehicle equipped with frag assault launchers counts as having frag grenades.

HUNTER-KILLER MISSILE

A hunter-killer missile is an additional weapon, fired using the vehicle's Ballistic Skill.

Range**S****AP****Type**

Infinite

8

3

Heavy 1
One Use Only

IRONCLAD ASSAULT LAUNCHERS

An ironclad assault launcher is loaded with a variety of anti-personnel grenades that disorient enemies and drive them out of cover.

A model equipped with ironclad assault launchers does not suffer the penalty to its Initiative for charging enemies through difficult terrain. Furthermore, enemies charging a model equipped with ironclad assault launchers do not gain bonus Attacks from charging unless the model was already locked in combat from a previous turn.

LOCATOR BEACON

Locator beacons are often carried by Scout Bikers or mounted onto Drop Pods, and provide a signalling package, broad-spectrum communicators, and geo-positional tracking. When activated, the beacon uploads detailed positional information to the tactical grid, allowing precision reinforcement by reserve forces.

Friendly units do not scatter when they Deep Strike, so long as the first model is placed within 6" of a model with a locator beacon. The locator beacon must have been on the battlefield at the start of the turn in order for it to be used.

SEARCHLIGHT

Searchlights are used when the Night Fighting rules are in effect. If a vehicle has a searchlight, it can, after firing all of its weapons, choose to illuminate its target with the searchlight. If it does so, it also illuminates itself. You may find it helpful to place coins, or other suitable counters, next to the units as reminders, and next to a vehicle to show it has used its searchlights this turn.

Illumination lasts until the end of the following turn. Illuminated units gain no benefit from the Night Fighting rule.

SIEGE SHIELD

Many Vindicators are equipped with an enormous bulldozer blade, allowing them to shoulder aside battlefield detritus without risk.

A vehicle with a siege shield automatically passes Dangerous Terrain tests.

SMOKE LAUNCHERS

Once per game, instead of shooting or moving Flat Out (or Running in the case of Walkers), a vehicle with smoke launchers can trigger them. Place some cotton wool or some other appropriate counter next to the vehicle to show it is obscured. The vehicle

may not fire any of its weapons in the same turn as it used smoke launchers, but counts as obscured in the next enemy Shooting phase, receiving a 5+ cover save.

After the enemy's Shooting phase, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if has suffered a Crew Shaken or Stunned result or it does not have any shooting weapons.

STORM BOLTER

Range	S	AP	Type
24"	4	5	Assault 2





CHAPTER RELICS

The sacred artefacts of the Adeptus Astartes are items of incredible rarity, bestowing great power upon the Space Marines that carry them. Only one of each of the following items may be chosen per army.

THE ARMOUR INDOMITUS

The Armour Indomitus is an ancient suit of artificer armour forged long before the Horus Heresy. Those Masters of the Forge who have completed a pilgrimage in order to study it first-hand maintain that the battle plate has provided the blueprint for each model of power armour since its inception. Unlike the plasteel and ceramite of modern power armour, the Armour Indomitus is made from layered plates of raw adamantium, making it extremely heavy but all but unbreachable by conventional weaponry. In the face of even heavier fire, it also incorporates a shimmering force field, the secrets of which have long been lost to modern artificers.

The Armour Indomitus confers a 2+ Armour Save and a 6+ invulnerable save. Once per game, at the beginning of any phase, the wearer can choose to temporarily push the armour's force field to its limit. For the duration of that phase, the Armour Indomitus confers a 2+ invulnerable save.

THE BURNING BLADE

This ancient broadsword is so large and dense that only a Space Marine could lift it, let alone wield it in battle. It was recovered from the wreckage of Horus' Battle Barge, the only unblemished artefact in a chamber crawling with the filthy taint of Chaos. Some artificers have posited that it was wielded by the Emperor himself, and that it is the Master of Mankind's greatness that shines out from its sacred steel. In the heat of battle, the sword blazes so bright that it can melt the ceramite armour of the battle-brother who wields it, but even mortal danger cannot stay the wrath of the Space Marines for long.

Range	S	AP	Type
-	+3	2	Melee, Blind, Incandescent

Incandescent: At the end of an Assault phase in which the bearer made one or more To Hit roll with the Burning Blade, roll a D6. On a roll of a 2+, nothing happens. On the roll of a 1, the bearer takes a Strength 4 AP2 hit.

THE PRIMARCH'S WRATH

The ancient boltgun known as the Primarch's Wrath is believed to have come from the personal weapons collection of Roboute Guilliman, and has dispensed thunderous death to the foes of Mankind for millennia. Chased in Theldrite moonsilver and inscribed in microscopic lettering with every treatise on tactics that Guilliman ever penned, this weapon's quality is such that it allows its wielder to sweep away great swathes of the enemy with a storm of lethal fragmenting bolts.

Range	S	AP	Type
24"	4	4	Salvo 3/5, Master-crafted, Shred

THE SHIELD ETERNAL

The Shield Eternal is believed to have been a gift from Rogal Dorn to his seneschal during the dark days of the Horus Heresy. This magnificently worked storm shield is a bulwark against which all the wrath of a hateful galaxy can crash. Its warding powers turn aside the maleficent attentions of the witch and the Daemon, safeguarding its wearer from mortal blows and perfidious Warpcraft alike.

The Shield Eternal is a storm shield. In addition, the bearer of the Shield Eternal gains the Adamantium Will and Eternal Warrior special rules.

STANDARD OF THE EMPEROR ASCENDANT

Woven from threads of spun adamantium in the early days of the Unification of Terra, this banner was carried at the head of the Emperor's personal guard. It is said that its constant proximity to the Master of Mankind has imbued within it indelible traces of his psychic signature. Whatever the truth of this, its presence is a constant inspiration to those loyal to the Emperor's cause, instilling them with vigour, valour and determination even as their foes quail in its presence.

A model equipped with the Standard of the Emperor Ascendant has the Fear special rule. In addition, friendly models drawn from the same Chapter as a model equipped with the Standard of the Emperor Ascendant have +1 Attack and the Fearless special rule whilst they are within 12" of that model.

TEETH OF TERRA

The origins of the Teeth of Terra lie shrouded in mystery. Mentions of this large, obsidian-toothed chainsword can be found dotted throughout the histories of many Space Marine Chapters, yet the weapon itself can be traced to no artisan's hand, nor can it be found in any Chapter's armoury save in times of the greatest need. What is certain is that, when wielded in battle by a true hero of the Imperium, the Teeth of Terra strikes with the force of a thunderbolt. The more formidable the odds its wielder faces, the

louder the blade’s engines growl in its hunger to lay low the foes of Mankind.

Range	S	AP	Type
-	+2	3	Melee, Concussive, Rampage, Specialist Weapon



TACTICAL OBJECTIVES

Codex: Space Marines describes six Tactical Objectives to use in your games of **Warhammer 40,000** that are exclusive to Space Marine players, and help to reflect their dynamic and uncompromising methods of waging war.

If your Warlord has the Space Marines Faction, these Tactical Objectives replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules*.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Space Marines player generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), generate the corresponding Space Marines Tactical Objective instead, as shown in the table below. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 Result

11	Death From Above
12	Honour Your Chapter
13	No Mercy, No Respite
14	For the Emperor!
15	Lightning Strike
16	The Emperor's Retribution

11 DEATH FROM ABOVE

TYPE: SPACE MARINES

Like the hammer of the Emperor, the Adeptus Astartes fall from the burning skies to bring ruin and death to their foes.

Score 1 Victory Point at the end of your turn if, during your turn, at least one enemy unit was completely destroyed by one of your units with the Jump type, or by one of your units that arrived from Deep Strike Reserve this turn.

12 HONOUR YOUR CHAPTER

TYPE: SPACE MARINES

With the righteous wrath of the Emperor, the heroes of the Space Marines bring the cursed leaders of their enemies low.

Score 1 Victory Point at the end of your turn if one or more enemy characters was killed in a challenge during your turn.

13 NO MERCY, NO RESPITE

TYPE: SPACE MARINES

The enemies of the Emperor fear many things, yet there is one thing they fear above all others: the wrath of the Space Marines.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed and/or failed a Morale check during your turn. If three or more enemy units were completely destroyed and/or failed Morale checks during your turn, score D3 Victory Points instead.

14 FOR THE EMPEROR!

TYPE: SPACE MARINES

With blinding speed and merciless fury, the Adeptus Astartes sweep their enemies before them, leaving only the broken bodies of the foe and utter devastation in their wake.

Score 1 Victory Point at the end of your turn if one or more units made a successful charge during your turn. If three or more units made successful charges during your turn, score D3 Victory Points instead.

15 LIGHTNING STRIKE

TYPE: SPACE MARINES

The Space Marines are the spear-tip of the Emperor's wrath. With blinding speed, the Adeptus Astartes strike at the heart of the enemy lines so they might swiftly vanquish their foes.

Score 1 Victory Point at the end of your turn if at least one enemy unit in the enemy deployment zone was completely destroyed during your turn.

16 THE EMPEROR'S RETRIBUTION

TYPE: SPACE MARINES

Nothing can deny the Adeptus Astartes their objective.

Score D3 Victory Points at the end of your turn if you control an Objective Marker that was controlled by your opponent at the start of your turn. If you control 3 or more Objective Markers that were controlled by your opponent at the start of your turn, score D3+3 Victory Points instead.

DESIGNER'S NOTE - TACTICAL OBJECTIVES CARD DECK

If you own a deck of Space Marines Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the

top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.

PROFILES

	HQ									
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Captain	6	5	4	4	3	5	3	10	3+	In (ch)
Captain Lysander	6	5	4	4	4	5	3	10	2+	In (ch)
Captain Sicarius	6	5	4	4	3	5	3	10	2+	In (ch)
Cenobyte Servitor	3	3	3	3	1	3	1	8	4+	In
Chaplain	5	4	4	4	2	4	2	10	3+	In (ch)
Chaplain Cassius	5	4	4	6	2	4	2	10	3+	In (ch)
Chaplain Grimaldus	5	4	4	4	3	4	3	10	3+	In (ch)
Chapter Master	6	5	4	4	4	5	4	10	3+	In (ch)
Chief Librarian										
Tigurius	5	4	4	4	3	4	2	10	3+	In (ch)
High Marshal										
Helbrecht	6	5	4	4	4	5	4	10	2+	In (ch)
Kor'sarro Khan	6	5	4	4	3	5	3	10	3+	In (ch)
Librarian	5	4	4	4	2	4	2	10	3+	In (ch)
Pedro Kantor	6	5	4	4	4	5	4	10	2+	In (ch)
Sergeant Chronus	4	5	4	4	2	4	2	9	3+	In (ch)
Sergeant Telion	5	6	4	4	2	4	2	9	4+	In (ch)
Servitor	3	3	3	3	1	3	1	8	4+	In
Shadow Captain										
Shrike	6	5	4	4	3	5	3	10	3+	In, J (ch)
Techmarine	4	5	4	4	2	4	2	9	2+	In (ch)
The Emperor's										
Champion	6	4	4	4	2	5	2	10	2+	In (ch)
Vulkan He'stan	6	5	4	4	3	5	3	10	2+	In (ch)

	TROOPS									Unit Type
	WS	BS	S	T	W	I	A	Ld	Sv	
Initiate	4	4	4	4	1	4	1	8	3+	In
Neophyte	4	4	4	4	1	4	1	8	4+	In
Scout	4	4	4	4	1	4	1	8	4+	In
Scout Sergeant	4	4	4	4	1	4	1	8	4+	In (ch)
Space Marine	4	4	4	4	1	4	1	8	3+	In
Space Marine Sergeant	4	4	4	4	1	4	1	8	3+	In (ch)
Sword Brother	4	4	4	4	1	4	2	9	3+	In (ch)
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	In (ch)
Veteran Scout Sergeant	4	4	4	4	1	4	2	9	4+	In (ch)
	ELITES									Unit Type
	WS	BS	S	T	W	I	A	Ld	Sv	
Apothecary	4	4	4	4	1	4	2	9	3+	In (ch)
Centurion	4	4	5	5	2	4	1	8	2+	In
Centurion Sergeant	4	4	5	5	2	4	1	8	2+	In (ch)
Centurion Veteran Sgt	4	4	5	5	2	4	2	9	2+	In (ch)
Chapter Champion	5	4	4	4	1	4	3	10	2+	In (ch)
Company Champion	5	4	4	4	1	4	2	9	3+	In (ch)
Honour Guard	4	4	4	4	1	4	2	10	2+	In
Legionnaire	4	4	4	4	1	4	2	10	3+	In
Legionnaire Sergeant	5	4	4	4	1	4	2	10	3+	In (ch)
Terminator	4	4	4	4	1	4	2	9	2+	In
Terminator Sergeant	4	4	4	4	1	4	2	9	2+	In (ch)
Veteran	4	4	4	4	1	4	2	9	3+	In
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	In (ch)

	FAST ATTACK									
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Attack Bike	4	4	4	5	2	4	2	8	3+	Bk
Biker Sergeant	4	4	4	5	1	4	1	8	3+	Bk (ch)
Biker Veteran										
Sergeant	4	4	4	5	1	4	2	9	3+	Bk (ch)
Scout Biker	4	4	4	5	1	4	1	8	4+	Bk
Scout Biker Sergeant	4	4	4	5	1	4	1	8	4+	Bk (ch)
Scout Biker Veteran										
Sgt	4	4	4	5	1	4	2	9	4+	Bk (ch)
Space Marine Biker	4	4	4	5	1	4	1	8	3+	Bk

	VEHICLES									Unit Type
	Front			Armour			Back			
	WS	BS	S	F	S	R	I	A	HP	
Dreadnought	4	4	6	12	12	10	4	4	3	W
Drop Pod	-	4	-	12	12	12	-	-	3	O, T
Hunter	-	4	-	12	12	10	-	-	3	Tk
Ironclad										
Dreadnought	4	4	6	13	13	10	4	4	3	W
Land Raider	-	4	-	14	14	14	-	-	4	Tk, T
Land Raider										
Crusader	-	4	-	14	14	14	-	-	4	Tk, T
Land Raider										
Redeemer	-	4	-	14	14	14	-	-	4	Tk, T
Land Speeder	-	4	-	10	10	10	-	-	2	F, S
Land Speeder Storm	-	4	-	10	10	10	-	-	2	S, F, O, T
Predator	-	4	-	13	11	10	-	-	3	Tk
Razorback	-	4	-	11	11	10	-	-	3	Tk, T
Rhino	-	4	-	11	11	10	-	-	3	Tk, T
Stalker	-	4	-	12	12	10	-	-	3	Tk
Stormraven Gunship	-	4	-	12	12	12	-	-	3	Fl, H, T
Stormtalon Gunship	-	4	-	11	11	11	-	-	2	Fl, H
Venerable										
Dreadnought	5	5	6	12	12	10	4	4	3	W
Vindicator	-	4	-	13	11	10	-	-	3	Tk
Whirlwind	-	4	-	11	11	10	-	-	3	Tk

	HEAVY SUPPORT									
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Techmarine Gunner	4	5	4	4	2	4	2	9	2+	Ar
Thunderfire Cannon	-	-	-	7	2	-	-	-	3+	Ar

	LORDS OF WAR									
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Marneus Calgar	6	5	4	4	4	5	4	10	2+	In (ch)

RANGED WEAPONS				
Weapon	Range	S	AP	Type
Assault cannon	24"	6	4	Heavy 4, Rending
Astartes grenade launcher				
- Frag grenade	24"	3	6	Rapid Fire, Blast
- Krak grenade	24"	6	4	Rapid Fire
Autocannon	48"	7	4	Heavy 2
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Cerberus launcher	18"	4	6	Heavy 1, Blind, Large Blast
Conversion beamer	up to 18"	6	-	Heavy 1, Blast
	18"-42"	8	4	Heavy 1, Blast
	42"-72"	10	1	Heavy 1, Blast
Cyclone missile launcher				
- Frag missile	48"	4	6	Heavy 2, Blast
- Krak missile	48"	8	3	Heavy 2
Deathwind launcher	12"	5	-	Heavy 1, Large Blast
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast
Flamer	Template	4	5	Assault 1
Flamestorm cannon	Template	6	3	Assault 1
Frag grenade	8"	3	-	Assault 1, Blast

RANGED WEAPONS

Weapon	Range	S	AP	Type
Grav-cannon	24"	*	2	Salvo 3/5, Concussive, Graviton
Grav-gun	18"	*	2	Salvo 2/3, Concussive, Graviton
Grav-pistol	12"	*	2	Pistol, Concussive, Graviton
Heavy bolter	36"	5	4	Heavy 3
- Hellfire shells	24"	1	-	Heavy 1, Blast, Poisoned (2+)
Heavy flamer	Template	5	4	Assault 1
Hunter-killer missile	Infinite	8	3	Heavy 1, One Use Only
Icarus stormcannon array	48"	7	4	Heavy 3, Interceptor, Skyfire
Krak grenade	8"	6	4	Assault 1
Lascannon	48"	9	2	Heavy 1
Meltagun	12"	8	1	Assault 1, Melta
Missile launcher				
- Frag missile	48"	4	6	Heavy 1, Blast
- Flakk missile	48"	7	4	Heavy 1, Skyfire
- Krak missile	48"	8	3	Heavy 1
Multi-melta	24"	8	1	Heavy 1, Melta
Orbital strike	Infinite	10	1	Ordnance 1, Barrage, Large Blast, One Use Only, Orbital
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot
Plasma cutter	12"	7	2	Assault 1, Gets Hot, Twin-linked
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma pistol	12"	7	2	Pistol, Gets Hot
Skyhammer missile launcher	60"	7	4	Heavy 3
Skyspear missile launcher	60"	7	2	Heavy 1, Armourbane, Savant Lock, Skyfire

RANGED WEAPONS

Weapon	Range	S	AP	Type
Sniper rifle	36"	X	6	Heavy 1, Sniper
Space Marine shotgun	12"	4	-	Assault 2
Special issue ammunition				
- Dragonfire bolt	24"	4	5	Rapid Fire, Ignores Cover
- Hellfire round	24"	1	5	Rapid Fire, Poisoned (2+)
- Kraken bolt	30"	4	4	Rapid Fire
- Vengeance round	18"	4	3	Rapid Fire, Gets Hot
Storm bolter	24"	4	5	Assault 2
Stormstrike missile	72"	8	2	Heavy 1, Concussive, One Use Only
Thunderfire cannon				
- Surface detonation	60"	6	5	Heavy 4, Barrage, Blast
- Airburst	60"	5	6	Heavy 4, Barrage, Blast, Ignores Cover
				- Subterranean blast 60" 4 Strikedown
Typhoon missile launcher				
- Frag missile	48"	4	6	Heavy 2, Blast
- Krak missile	48"	8	3	Heavy 2
Whirlwind multiple missile launcher				
- Vengeance	12"-48"	5	4	Ordnance 1, Barrage, Large Blast
- Incendiary castellan	12"-48"	4	5	Ordnance 1, Barrage, Ignores Cover, Large Blast

MELEE WEAPONS

Weapon	Range	S	AP	Type
Chainfist	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy
Chainsword	-	User	-	Melee
Close combat weapon	-	User	-	Melee
Crozius arcanum	-	+2	4	Melee, Concussive
Eviscerator	-	x2	2	Melee, Armourbane, Two-handed, Unwieldy
Force axe	-	+1	2	Melee, Force, Unwieldy
Force stave	-	+2	4	Melee, Concussive, Force
Force sword	-	User	3	Melee, Force
Krak grenade	-	6	4	-
Lightning claw	-	User	3	Melee, Shred, Specialist Weapon
Melta bomb	-	8	1	Armourbane, Unwieldy
Power axe	-	+1	2	Melee, Unwieldy
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy
Power lance	-	+1/User	3/4	Melee
Power maul	-	+2	4	Melee, Concussive
Power sword	-	User	3	Melee
Relic blade	-	+2	3	Melee, Two-handed
Seismic hammer	-	x2	1	Melee, Concussive, Specialist Weapon, Unwieldy
Servo-arm	-	x2	1	Melee, Specialist Weapon, Unwieldy
Siege drill	-	x2	2	Melee, Armourbane, Specialist Weapon
Thunder hammer	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy

UNIT TYPES

Artillery = Ar, *Bike* = Bk, *Fast* = F, *Flyer* = Fl, *Hover* = H,
Infantry = In, *Jump unit* = J, *Open-topped* = O, *Skimmer* = S,
Tank = Tk, *Transport* = T, *Walker* = W, *Character* = (ch)



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