

SPACE MARINES



THE ADEPTUS ASTARTES,
THE CHAMPIONS OF MANKIND,
THE ANGELS OF DEATH

THE ADEPTUS ASTARTES

This section of the book details the forces used by the Space Marines – their weapons, their units, the special characters that lead them to war, and the ancient relics they carry. Each entry describes a unit and gives the specific rules you will need to use it in your games. The Emperor's Sword section (pages 158-178) refers back to these entries.

SPACE MARINES SPECIAL RULES

A Space Marines army uses a number of special rules that are common to several of its units. These are collected and explained here, in full, for your convenience. Special rules that are unique to particular units are presented in the relevant entry instead. Other, more common, rules are simply listed by name – these are described in full in the Special Rules section of your *Warhammer 40,000* rulebook.



COMBAT SQUADS

Space Marine squads can break down into smaller, tactically flexible formations known as combat squads. It is a testament to the exceptional training and discipline of the Space Marines that such division of numbers serves only to maximise their impact upon the field of battle.

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 and the Attack Bike.

WARLORD TRAITS

When generating his Warlord Traits, a Space Marine Warlord may either roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook or roll on the table below.

D6 RESULT

- 1 Angel of Death:** *This Warlord personifies the fury of the Emperor's wrath, causing heretics, traitors and xenos to quail in fear.*
The Warlord and his unit have the Fear special rule.
- 2 The Imperium's Sword:** *Hurling themselves forwards with unbridled ferocity, the Warlord and his men thrust their blades into the foe.*
One use only. Declare your Warlord is using this ability at the start of one of your Assault phases. The Warlord and his unit have the Furious Charge special rule until the end of the turn.
- 3 Storm of Fire:** *With precise directives, the Warlord focuses the shots of a nearby unit into the weak points of the enemy's armour.*
One use only. Declare your Warlord is using this ability at the start of one of your Shooting phases. For the duration of that phase, a single friendly unit from *Codex: Space Marines* within 12" of the Warlord may re-roll any failed To Hit rolls.
- 4 Rites of War:** *This Warlord's wisdom is broadcast across the vox-links with an authority that is hard to ignore.*
When taking Morale tests, friendly units from *Codex: Space Marines* within 12" of the Warlord use his Leadership characteristic instead of their own.
- 5 Iron Resolve:** *The Warlord has an indomitable spirit that spurs his men to great acts of bravery in the heat of battle.*
When determining assault results, add one to your total if the Warlord is locked in that combat.
- 6 Champion of Humanity:** *This Warlord is willing to face any odds in his quest to personally destroy the enemy's most formidable warriors.*
If your Warlord causes the enemy Warlord to be removed from play as the result of a challenge, he scores D3 extra Victory Points in addition to the usual amount earned for slaying the enemy Warlord in this scenario. Note that killing the enemy Warlord as the result of a sweeping advance does not award these extra Victory Points.

CHAPTER TACTICS

Though all of the Space Marine Chapters are united, to one degree or another, by the strictures of the Codex Astartes, the teachings of their Primarchs runs deep. Whether First Founding Chapters who stood against the Traitor Legions during the Horus Heresy, or recently established brotherhoods with a legend still to carve from the stars, all Space Marine Chapters feel the tug 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.

When choosing a Space Marines detachment, whether primary or allied, choose one of the Chapters listed in this section. Mark the Chapter you choose for each detachment on your roster sheet. All models benefit from the appropriate Chapter Tactics for their detachment's Chapter, providing they have the Chapter Tactics special rule. **Certain units and special characters have specific Chapter Tactics and can only be taken in detachments of the specified Chapter.**

You must let your opponent know what Chapter each detachment is from, and what abilities it has as a result. In most cases, this will be obvious from the colour scheme and heraldry of your army, but with over a thousand Chapters to choose from, you can never be too careful.

SUCCESSOR CHAPTERS

If a detachment is from a successor Chapter, you must adopt the Chapter Tactics of the First Founding Chapter from which that successor Chapter descends. For example, a detachment of Storm Lords uses the Chapter Tactics of the White Scars, and a detachment of Crimson Fists use the Chapter Tactics of the Imperial Fists.

THE BLACK TEMPLARS

The Black Templars are the exception to the successor Chapters rules; they are a successor Chapter of the Imperial Fists, but use their own Chapter Tactics as detailed later in this section.

CHAPTERS OF YOUR OWN DEVISING

Many hobbyists choose to invent their own Space Marine Chapters, with their own unique colour schemes and heraldry. If you have done this with your own collection, you need to decide which First Founding Chapter your own Space Marine Chapter descends from, and adopt the correct Chapter Tactics accordingly.

Similarly, if the origins of your Chapter aren't clear (if you've chosen an army whose past is shrouded in mystery, such as the Death Spectres, for example), then simply choose the set of Chapter Tactics that you feel are most appropriate, and inform your opponent accordingly.

ALLIES

A Space Marine detachment chosen from this codex that has one set of Chapter Tactics may ally with another Space Marine detachment chosen from this codex that has a different set of Chapter Tactics (Ultramarines and Raven Guard, for example). For the purposes of the Allies rules, these detachments are treated as if they were chosen from two different codexes and are treated as Battle Brothers.

Note that you may field models from two different Chapters that have the same Chapter Tactics (such as Ultramarines and Praetors of Orpheus) in the same detachment – these Chapters are so closely affiliated that they count as a single army on the battlefield.



ULTRAMARINES CHAPTER TACTICS

The Ultramarines epitomise strict 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.

Combat Doctrines: This detachment can utilise each of the following Combat Doctrines once per game. To do so, at the start of your turn, state which doctrine you wish to use (if any) – that doctrine is in effect until the beginning of your next turn. You can only use one Combat Doctrine per turn.



Tactical Doctrine: Models in this detachment re-roll all To Hit rolls of 1 made in the Shooting phase.

Models in the detachment's Tactical Squads instead re-roll all failed To Hit rolls made in the Shooting phase.



Assault Doctrine: Units in this detachment can re-roll their charge range. Models in the detachment's Assault Squads, Bike Squads and Attack Bike Squads instead have the Fleet special rule.



Devastator Doctrine: Models in this detachment may re-roll To Hit with Snap Shots (including Overwatch shots). In addition, models in the detachment's Devastator Squads have the Relentless special rule unless they disembark from a Transport in their Movement phase.



WHITE SCARS CHAPTER TACTICS

The White Scars and their successors are the masters of high speed, hit-and-run warfare. Using their mobility to constantly out-pace and out-maneuvre their foes,

White Scars bikers strike their enemies like lightning and leave nought but bodies in their wake.

Born in the Saddle: Models in this detachment with the Bike unit type automatically pass Dangerous Terrain tests and receive +1 to their Jink cover saves. In addition, they add 1 to their Strength when resolving their Hammer of Wrath hits.

Fight on the Move: Models in this detachment have the Hit & Run special rule. Note, this does not apply to models in units that include models in Terminator armour, Devastator Centurions or Assault Centurions.



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 withering firepower, nor drive them back once their feet are planted.

Bolter Drill: Models in this detachment may re-roll all To Hit rolls of 1 made with bolt pistols, boltguns, storm bolters, heavy bolters, or combi-weapons that are firing as boltguns. This rule does not apply to Hellfire, Kraken, Vengeance or Dragonfire rounds.

Siege Masters: Models in this detachment's Devastator Squads and Centurion Devastator Squads have the Tank Hunters special rule and add 1 to the result when rolling on the Building Damage table.



BLACK TEMPLARS CHAPTER TACTICS

The Black Templars mix zealous fury with unorthodox close-assault tactics, forging themselves into unstoppable crusades whose onslaught is as terrifying as it is brutal. Driven by honour and devotion to the Emperor, they will never back down from a challenge.

Accept Any Challenge, No Matter the Odds: When engaged in a challenge, Black Templars characters re-roll all failed To Hit rolls and have the Rending special rule.

Crusaders: Black Templars models have the Crusader and Adamantium Will special rules. In addition, Black Templars detachments have access to a special unit called a Crusader Squad (pg 119).



Designer's Note: Some older publications may refer to Codex: Black Templars. For all rules purposes, consider these references to instead refer to detachments from Codex: Space Marines using the Black Templars Chapter Tactics special rule.



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: Models in this detachment have the Feel No Pain (6+) special rule. Note that, if they benefit from more than one instance of Feel No Pain (because of a Narthecium, for instance), they use the best version available.

Machine Empathy: All vehicles and characters in this detachment have the It Will Not Die special rule (even though vehicles do not have the Chapter Tactics special rule). Furthermore, Techmarines and Masters of the Forge in this detachment add 1 to their Blessing of the Omnissiah rolls.

The Drop Pod slammed into the ground like a furious angel fleeing heaven. Scarcely had it come to rest when Squad Anvilan, of the Crimson Fists 3rd Company, emerged into the driving rain to the desperate battle that awaited. Waaagh! Drakka had already fought through Sedona City's first line of defences. The surviving Imperial Guard were desperately defending a second line of bunkers, but the situation was grim.

Bolters roaring, the Crimson Fists advanced through the ruins. The Ork Boyz, who had just almost overrun the Imperial Guard position, now roared in dismay and turned to confront the new enemy on their flank. But the Ork fire proved no more effective against the Crimson Fists' armour than the driving rain. Of the three-score greenskins that attempted the charge, a scant dozen survived the maelstrom of bolter-fire to reach Squad Anvilan. Brother Sauras triggered his flamer, engulfing the remaining Orks in burning promethium. A ragged, short-lived cheer broke out amongst the Guardsmen.

Then, lightning split the sky, revealing more Orks advancing through the ruins. Before they could reach the Crimson Fists, a terrible scream of tortured metal and straining retro-thrusters could be heard. The newly arrived Drop Pods disgorged squad after squad of Space Marines into the ranks of doomed greenskins. The Battle of Sedona City was as good as won.



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 sport multitudinous flame weapons.

Flamecraft: Models in this detachment can re-roll their saving throws against Wounds caused by flamer weapons (as defined in the *Warhammer 40,000* rulebook). Furthermore, flamer weapons used by models in this detachment may 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 character in this detachment may upgrade one of his weapons (even one purchased as an upgrade) to have the Master-crafted special rule at no additional cost.



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: Models in this detachment have the Scout special rule. In addition, on the first game turn, models in this detachment have the Stealth special rule. Note that units that include models with the Bulky or Very Bulky special rules do not benefit from either rule.

Winged Deliverance: Jump Infantry models in this detachment may use their jump packs in both the Movement and Assault phases of the same turn. Furthermore, they must re-roll failed To Wound rolls caused by their Hammer of Wrath hits.

COMMANDERS

A Space Marine Commander is a determined leader whose rank speaks of a past littered with beaten enemies of the most terrifying sort. It is not enough for him to be a skilled fighter though; he must also have a superhuman grasp of strategy and tactics. Centuries of battlefield experience have taught him every facet of war, trained him in the tools of slaughter and honed his wits to the level of instinct. With the merest glance, a Commander can appraise a war zone, see every threat and opportunity presented by the shifting lines of battle, and divine how victory can be assured.

CHAPTER MASTERS

A Chapter Master commands the might of an entire Space Marine Chapter and can unleash the fury of one thousand of Humanity's most awesome and terrifying warriors with a single word. This most valiant of heroes is steeped in his Chapter's lore and traditions; he is the living embodiment of his Primarch's legacy.

A Chapter Master has the authority to act as he wishes and is answerable only to others of his rank. In addition to the Space Marines under their command, most Chapter Masters also hold dominion over star-spanning fleets, Navigators, Astropaths and Planetary Defence Forces. Indeed, most rule worlds, if not entire systems, in the Emperor's name.



CAPTAINS

Each company in a Space Marine Chapter falls under the command of a Captain. It is said that each Space Marine is worth a dozen or so other soldiers. Under the command of a Captain, this value swells tenfold, for they coordinate their warriors with deadly precision and inspire their followers to fight with a dedication and spirit that cannot be instilled by discipline and training alone.

In addition to his rank, each Captain also bears one or more honorific titles associated with a particular responsibility or company. Some, such as Master of the Watch and Master of the Recruits, are common titles used in almost all Chapters, whilst others, such as the White Scars' Master of the Hunt, are products of a specific Chapter's history and creed.

TERMINATOR CAPTAINS

Of a Chapter's ten Captains, that of the 1st Company is considered first amongst equals. As commander of the Veteran Company, the 1st Captain is granted the dual honours of marching to war in a suit of Terminator armour and of undertaking the Chapter's most perilous missions. It is no coincidence that many Chapter Masters had distinguished records as Terminator Captains prior to their promotion.

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

UNITTYPE: Infantry (Character).

WARGEAR:

Chapter Master and Captain: Power armour (pg 126), bolt pistol, chainsword, frag grenades, krak grenades, iron halo (pg 124).

Terminator Captain: Terminator armour (pg 126), storm bolter, power sword, iron halo (pg 124).

SPECIAL RULES: *And They Shall Know No Fear*, *Chapter Tactics* (pg 77), **Independent Character**.

Orbital Bombardment (Chapter Master only): Once per game, a Chapter Master may call down an orbital bombardment in his Shooting phase. This counts as firing a ranged weapon with the profile below. This does not prevent the Chapter Master and his unit from declaring a charge against the target unit that turn.

Range	S	AP	Type
Infinite	10	1	Ordnance 1, Barrage, Large Blast, Orbital

Orbital: If an arrow is rolled on the scatter dice, an orbital bombardment always scatters the full 2D6" – the Chapter Master's Ballistic Skill makes no difference.

LIBRARIANS

The Imperium is eternally vigilant for the taint of mutation. Space Marine Chapters are, if anything, even more careful to ensure that their gene-seed is not polluted. Apothecaries rigorously screen potential recruits for any sign of genetic deviation, but not all mutation is physical. Psychic talent is a mutation too, and is at once the most dangerous and the most useful. The training of a Chapter's nascent psykers is one of the many responsibilities of the Librarian.

Few normal Space Marine recruits survive the rigorous training, enhancement and indoctrination required to join a Chapter. Amongst Librarians, the attrition is far worse. The aspirant must not only endure everything a normal recruit would, but also have a strong enough spirit to withstand the moulding of his mind. A recruit must be taught how to hone and wield his powers, and how to protect himself from the Empyrean's innate hazards. A Librarian faces a thousand enemies before he even goes to war – to the creatures of the Warp, his mind is a choice prize. Each day is a walk along a precipice, and a false step can see him tumble into madness.

If a recruit survives the rigorous testing, he joins the Librarian as Lexicanium, rising through the ranks to become Codicier, Epistolary or perhaps even Chief Librarian. He will use his abilities to pierce the Warp and provide the means for interstellar communication, as well as to identify others of his

own kind. He will judge them as he was himself once judged, scrutinising potential candidates and peers for frailty of mind or spirit. A moment's weakness can unleash untold evils, and vigil must be kept against any wavering of purpose.

In addition to training psychic recruits, the Chapter's Librarian is also charged with recording the history of the Chapter. Librarians hold a functionary rank, describing their role within the Librarian as well as their position within the Chapter's hierarchy. Lexicaniums, for example, are responsible for preparing reports of battle for the Chapter's records, whilst Codiciers provide a strategic overview of the whole theatre of a war. After decades of study and book keeping, a Librarian will be well versed in the history and lore of his Chapter, and both his wisdom and counsel will be highly regarded by the Masters of the Chapter.

Most Librarian battle-disciplines focus on enhancing their already formidable combat prowess. Many can use their psychic powers to throw powerful energy bolts, project force shields or increase their might to demigod-like proportions. Some can step outside of time, slow the enemy's movements or redirect bullets with the sheer power of their minds. Even so, the most skilled Librarians can master more subtle gifts, learning how to read the Emperor's Tarot and sense the movement of Daemons through Warp space. A Librarian can feel the psychic shock waves that herald the arrival of a spacecraft from the Warp, or the turmoil they leave in their wake as they depart realspace. These powers, and more, set Librarians apart from their battle-brothers, yet their presence is always welcomed on the field of battle. In all of the Imperium, there are few greater warrior-mystics than Space Marine Librarians, with their potent combination of the prowess of an Adeptus Astartes with the unearthly powers of the Warp.



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

UNITTYPE: Infantry (Character).

WARGEAR: Power armour (pg 126), bolt pistol, force weapon, frag grenades, krak grenades, psychic hood.

SPECIAL RULES: *And They Shall Know No Fear*, Chapter Tactics (pg 77), Independent Character, Psyker (Mastery Level 1).

PSYKER: Librarians generate their powers from the Biomancy, Pyromancy, Telekinesis and Telepathy disciplines.

'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*

CHAPLAINS

Chaplains are the spiritual leaders of a Space Marine Chapter. They are awe-inspiring warrior-priests who administer the rites, preserve the rituals and perform the ancient ceremonies of initiation, vindication and redemption that are as important to a Space Marine Chapter as its roll of honour or its skill at arms.

Chaplains are daunting figures even for other Space Marines to behold. Their power armour is jet black and adorned with icons of battle and tokens of ritual and mystery; their skull helmets are death masks that evoke the stern visage of the immortal Emperor. Every aspect of a Chaplain's garb serves to remind all who gaze upon him of mortality's impermanence and thus the importance of preserving the immortal soul. Beneath this stern cladding is a man no less grim of aspect and manner. Chaplains are notoriously strict individuals. They are responsible for the spiritual well-being of their battle-brothers and renowned for their unwavering sense of duty. Through tenet, dogma and catechism, they armour their brother Space Marines against heresy and false pride, instilling the wisdom of both Primarch and Emperor in those who are their most trusted servants.



Every company in a Space Marine Chapter has its own Chaplain. He acts as a leader in both devotions and combat and is second only to the company Captain in rank. A Chapter's Chaplains are also the keepers of the Reclusiam, a hallowed place overseen by the greatest and most veteran of their number, the Master of Sanctity. The Reclusiam is the fortress monastery's central shrine, where prayers and meditations are conducted. It is a place of great spiritual reverence, where the Chapter's battle standards hang from hallowed walls and the very stones echo with remembrance. Here are kept the Chapter's most holy relics: fragments of armour, banners from times of legend, and the raiments of ancient heroes who long ago passed beyond mortal service. However, the Chaplains teach that the presence of a formal chapel is not necessary for a Space Marine; the fires of battle serve as their places of worship, the roar of bolters and chainblades their prayers and the righteous slaughter of their foes their truest offerings.

The first Space Marine Chapters were founded centuries before the development of the Imperial Cult or the Adeptus Ministorum, and 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 Ecclesiarch's priests and ignore the dictates of the Imperial Cult 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.

When war calls, a Chaplain takes the fight to wherever the conflict is fiercest. He leads from the fore, rejoicing in the righteous slaughter of his enemies, all the while rendering thunderous praise to the beloved Emperor of Mankind and his Primarch. A Chaplain chants the liturgies of battle with every breath, punctuating his oration with strikes from his crozius arcanum – the staff that is both the symbol of his office and his chosen weapon of war. Through his example and his devotion, the Chaplain exhorts his fellow battle-brothers to the pinnacle of their dedication, so that they might conquer with valour those most dire threats which would resist all else.

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

UNITTYPE: Infantry (Character).

WARGEAR: Power armour (pg 126), bolt pistol, crozius arcanum (pg 122), frag grenades, krak grenades, rosarius (pg 125).

SPECIAL RULES: Chapter Tactics (pg 77), Independent Character, Zealot.



SPACE MARINES

Space Marines are Humanity's finest warriors, forged through forgotten science, strengthened by the rigours of duty and training, armed and armoured with formidable wargear. The destiny of the Space Marines is an eternity of battle, and they represent Mankind's greatest hope of victory in the Imperium's unending wars for survival.

All Space Marines belong to a warrior cult; they are therefore spiritual brothers as well as brothers at arms. This dual role as physical and spiritual warriors is paramount, and it is what makes the Space Marines such dedicated and loyal warriors. Individual Space Marines are trained to use all weapons of war, but in battle, each squad is equipped in one of three ways: as a Tactical, Assault or Devastator Squad.

Devastator Squads are composed of Space Marines who have only recently completed their tours of service in the Chapter's Scout Company. Though, like every battle-brother, they will have taken part in dozens – or perhaps even hundreds – of deployments as a Scout, service in a Devastator Squad will be their first engagement fighting in power armour as part of the main Space Marine task force.

A Space Marine is commonly assigned to an Assault Squad after exemplary service amongst the Devastators. By this time, he has garnered battle experience amidst the fires of war and

can be counted on to hold his ground before the foe. Now, he must temper himself in the most brutal arena of war and prove his worth in the melee of close combat, eye to eye with the foe and close enough to smell his blood.

For a Space Marine to be assigned to a Tactical Squad, he must prove himself in all aspects of war, completing several campaigns in both Assault and Devastator Squads before he can earn a permanent position in the Chapter's Tactical Squads. This progression must be earned in blood and can last years, or even decades, depending on the skills of the individual. Not all Space Marines make the transition. Some demonstrate a talent or obsession for a particular aspect of battle that, while immensely valuable in its own way, would prove a liability in the fluid role of the Tactical Squad. Other battle-brothers simply lack the mental flexibility to embrace the adaptability of the Tactical Squad's role.

'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



TACTICAL SQUADS

Tactical Squads are the backbone of the Space Marine army. They are called upon to fulfil the full range of battlefield roles; they hold ground, provide fire support and charge into the close quarters fighting of bloody melees, as the ever-changing theatre of war dictates.

As befits their flexible battlefield role, Tactical Squads take a variety of weaponry to the field of battle. In addition to the standard armaments of bolt pistol and grenades, most Tactical Space Marines carry a bolter – the weapon of vengeance made famous on untold millions of blood-soaked battlefields. This formidable anti-infantry firepower is typically complemented by both a heavy and special issue weapon. The exact armaments are chosen to match the requirements of each deployment, and weaponry duties are rotated between all members of the squad save the sergeant, so all Tactical Space Marines must be trained and capable with every weapon their squad can be called upon to field.

Each Tactical Squad is led by a grizzled sergeant who has thrived through several decades, or even centuries, of hard and brutal campaigning. It is essential that a Tactical Squad be led by a canny and daring individual capable of reading the battle for opportunity, and it is quite common for Tactical Squad sergeants to be seconded from the elite 1st Company. This ensures that the mainstay of the Chapter's battle forces are led by the most experienced of its warriors.

ASSAULT SQUADS

Assault Squads excel at close-quarters fighting. Equipped with jump packs, they blaze across the battlefield, charging into the foe with little heed for personal danger.

The Codex Astartes dictates that Assault Squads should be unleashed in the first wave of an attack, to strike hard and fast at weak points in the foe's formation. Opposing infantry are shredded with chainsword and bolt pistol, enemy tanks with krak grenades. Such is the way of the Space Marines – to crush the enemy without mercy before moving on to the next target. Such tactics are far from subtle, but effective nonetheless – though a foe who perceives this to be the extent of an Assault Squad's capability is woefully mistaken.

The jump pack is easily as dangerous as any weapon the Assault Marine carries, propelling its bearer into the heart of combat with the force of a hurtling meteorite. More importantly though, with a jump pack comes mobility, allowing the Assault Squad to traverse all manner of terrain swiftly and without hindrance, or even perform controlled low-altitude descents from Thunderhawk Gunships.

Assault Squads draw some of the most brutal of all battle assignments. Often operating ahead of the rest of the army, Assault Marines are in danger of being outflanked, cut off, or simply overwhelmed by the enemy every time they deploy. Even if they are knee-deep in corpses and fighting for their lives, an Assault Squad's sergeant must be aware not only of his current situation, but also any imminent or potential developments that will leave his battle-brothers stranded in a sea of bloodthirsty foes. Should this occur, only raw might and iron resolve will allow the Assault Marines to hack their way clear of the foe and claim victory.

DEVASTATOR SQUADS

Devastators are heavily armed Space Marine squads, trained to assail the enemy from great distances and with overwhelming firepower. As primarily long-range support units, Devastators provide Tactical and Assault Squads with covering fire whilst also engaging enemy vehicles and other armoured foes.

Devastator Squads best define a Space Marine task force's reach, for they promise destruction with greater range than any of their battle-brothers. Unlike most other Space Marine squads, Devastators operate from a largely static footing, abandoning fixed positions only to advance, fall back or occupy a position with more commanding arcs of fire.

Upon promotion into a Devastator Squad, a Space Marine is initially issued with the bolter and grenades with which he will grow ever more skilled throughout his service. His primary functions are to provide close-fire support, call out targets and generally act as backup for the more experienced battle-brothers who carry the squad's heavy weapons. Only when the Space Marine has proven himself a steady and dependable warrior, able to hold a true aim and steady nerve in the black heart of battle, is he entrusted with a heavy weapon from the Chapter's arsenal.

Most Space Marine Chapters equip their Devastators with a mixture of heavy weaponry, as favoured by the Codex Astartes. This allows even a single Devastator Squad to better deal with any emergent threats and excel at several battlefield roles by the simple expedient of splitting into anti-tank and anti-infantry combat squads. Even so, a few Space Marine Chapters have refined the role of their Devastator Squads, taking to the field solely with anti-tank, or anti-infantry weapons to suit a recurring foe or engagement type.

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

UNIT TYPE:

Tactical Squads and Devastator Squads: **Infantry.** Space Marine Sergeant and Veteran Sergeant are **Infantry (Character)**.

Assault Squads: **Jump Infantry.** Space Marine Sergeant and Veteran Sergeant are **Jump Infantry (Character)**.

WARGEAR:

Tactical Squads: **Power armour** (pg 126), **boltgun**, **bolt pistol**, **frag grenades**, **krak grenades**.

Assault Squads: **Power armour** (pg 126), **bolt pistol**, **chainsword**, **frag grenades**, **krak grenades**, **jump pack** (pg 124).

Devastator Squads: **Power armour** (pg 126), **boltgun**, **bolt pistol**, **frag grenades**, **krak grenades**, **signum** (Space Marine Sergeant and Veteran Sergeant only) (pg 125).

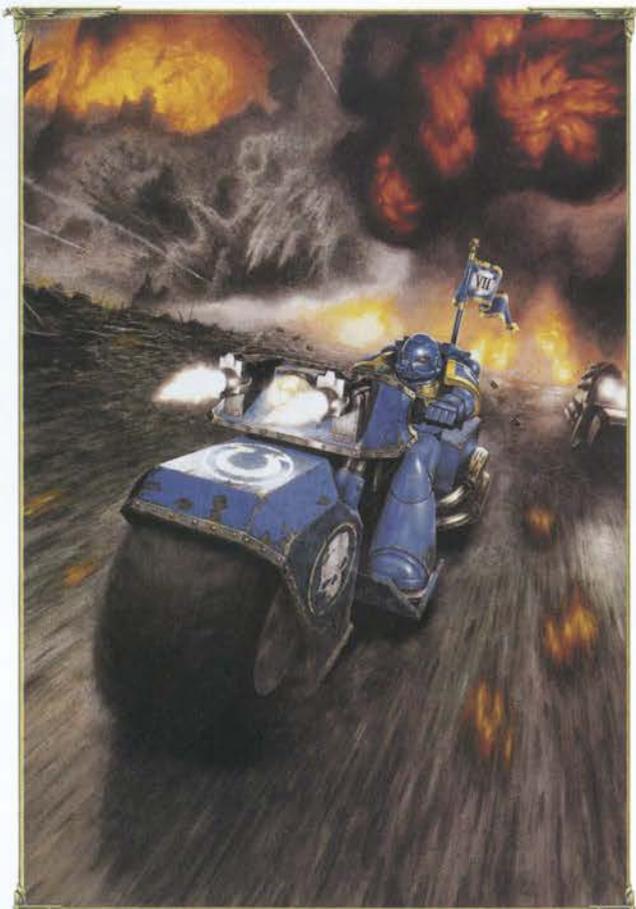
SPECIAL RULES: **And They Shall Know No Fear**, **Chapter Tactics** (pg 77), **Combat Squads** (pg 76).

BIKE SQUADS

Space Marine Bikers carry out the Chapter's fast-moving assault missions, often operating on intelligence gathered by infiltrating Scout Squads or Land Speeder reconnaissance flights. Bike squads attack at incredibly high speeds, using the element of surprise and their unstoppable momentum to punch holes in enemy formations. Then, as swiftly as they arrived, they accelerate away as their enemies recover their wits, only to circle back and attack once again from a new and unexpected direction. Bike squad tactical strikes are often likened to thunderbolts – by the time a foe has heard their approach, the damage has already been done.

For a Space Marine Biker to operate at full potency, the superhuman rider and his mechanical steed must function flawlessly as one. To this end, the Codex Astartes dictates that all of a Chapter's Assault Marines, Scouts and the entire 6th Company should master the art of mounted warfare as part of their ongoing training regimens.

A few Space Marine Chapters take this further, with every battle-brother required to maintain his mounted training, even though he may have long passed into the 1st Company, or into the highest echelons of the Chapter's hierarchy. Few Chapters exemplify this better than the White Scars, who proudly employ Bike Squads as the main body of any strike force, always to deadly effect.



The Space Marine bike itself is extremely robust, powerful enough to propel a fully armoured Space Marine at dizzying speeds and responsive enough to perform a full range of death-defying combat manoeuvres. Even at relatively low speeds, the combined momentum of a heavily armoured bike and Space Marine rider is sufficient to plough through most obstacles that might be encountered on the battlefields of the 41st Millennium; experienced Space Marine bikers can ride through rockcrete walls at full throttle without harm nor impediment. The effect such an impact can have on living tissue is perhaps best left to the imagination.

ATTACK BIKES

For the heaviest missions, it is common for a Bike Squad's firepower to be reinforced by the inclusion of an Attack Bike. Each Attack Bike is a formidable mobile fire base, with the bike's twin bolters further bolstered by a multi-melta or heavy bolter on a sturdy sidecar. So potent is the striking power of the Attack Bike that many Space Marine Chapters field them in entire squads, employing them as fast-moving units that provide fire-support to the Chapter's other rapid-strike and vanguard forces in much the same way that Devastator Squads provide support for Tactical and Assault Squads.

	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)**.

WARGEAR: Power armour (pg 126), bolt pistol, heavy bolter (Attack Bike only)*, frag grenades, krak grenades, Space Marine bike (with twin-linked boltgun) (pg 125).

* The Attack Bike's heavy weapon is fired by the passenger in its sidecar, as explained in the Warhammer 40,000 rulebook.

SPECIAL RULES: **And They Shall Know No Fear**, Chapter Tactics (pg 77), **Combat Squads** (pg 76).

'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

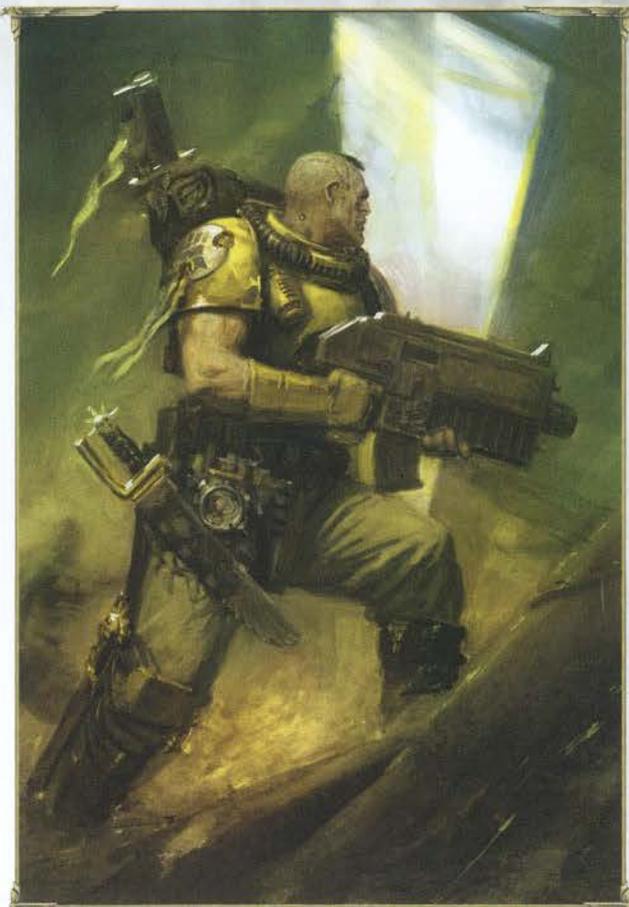
SCOUTS

More lightly armed and armoured than their more experienced battle-brothers, Space Marine Scouts chiefly fight as skirmishers, relying on stealth rather than brute force to accomplish missions. Scouts operate independently from the main Space Marine force, their duties including infiltrating enemy positions and clearing the way for the Chapter's advance. Operating deep within hostile territory, Scouts reconnoitre the enemy's movements, set ambushes for the unwary, sabotage supply lines and destroy communications centres in daring commando raids. Striking in silence, the Scouts' goal is to accomplish their mission and vanish before the enemy has the chance to retaliate.

When first inducted into a Space Marine Chapter, a recruit joins the ranks of the 10th Company as a Scout. He is placed under the tutelage of a sergeant who will lead him on the field of battle and instruct him in what it truly means to wage war as one of the Adeptus Astartes. Only once he has proven himself worthy of his Chapter by excelling in the ranks of the 10th Company will a Scout be deemed ready to join the main ranks of battle-brothers.

A new recruit has much to learn and must endure many long months of gruelling training regimes before he takes to the field of battle. Not only must he master the many biologically engineered enhancements that are at work within his body, he must also learn the litanies of battle that fortify him and become skilled in wielding his wargear. Not all recruits survive their training, for no quarter can be asked or given when forging Humanity's finest warriors, but those that emerge are well prepared for their first taste of battle as a Space Marine Scout.

Throughout his service as a Scout, the recruit is instructed by his sergeant, his actions guided, watched over and judged as he strikes the foe with bolter and blade. The Scout will grow proficient with many other firearms, learning how to snipe the foe with long-range rifles and how to demolish enemy battle tanks with heavy weaponry. Whilst acting as part of an infiltration force, a Scout will become skilled at every aspect of war. He will learn that to be a Space Marine is to be death incarnate, no matter the terrain, the nature of the foe, or the weapons arrayed against him.



SCOUT BIKE SQUADS

During the final stages of a Scout's training, he is attached to a Bike squad. Scout Bikers are employed as fast-moving reconnaissance and disruption units, booby-trapping neutral ground and sabotaging enemy resources. They operate on a longer leash than other Scouts, often acting as a separate and distinct adjunct to the main Space Marine force. In this role, the Scout Bikers launch surgical raids behind enemy lines while the foe concentrates on the main Space Marine attack.

	WS	BS	S	T	W	I	A	Ld	Sv
Scout	3	3	4	4	1	4	1	8	4+
Scout Sergeant	4	4	4	4	1	4	1	8	4+
Veteran Scout Sgt.	4	4	4	4	1	4	2	9	4+

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

WARGEAR: Scout armour (pg 126), bolt pistol, boltgun, frag grenades, krak grenades.

SPECIAL RULES: And They Shall Know No Fear, Chapter Tactics (pg 77), Combat Squads (pg 76), Infiltrate, Move Through Cover, Scouts.

	WS	BS	S	T	W	I	A	Ld	Sv
Scout Biker	3	3	4	5	1	4	1	8	4+
Scout Biker Sergeant	4	4	4	5	1	4	1	8	4+
Scout Biker Vt. Sgt.	4	4	4	5	1	4	2	9	4+

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

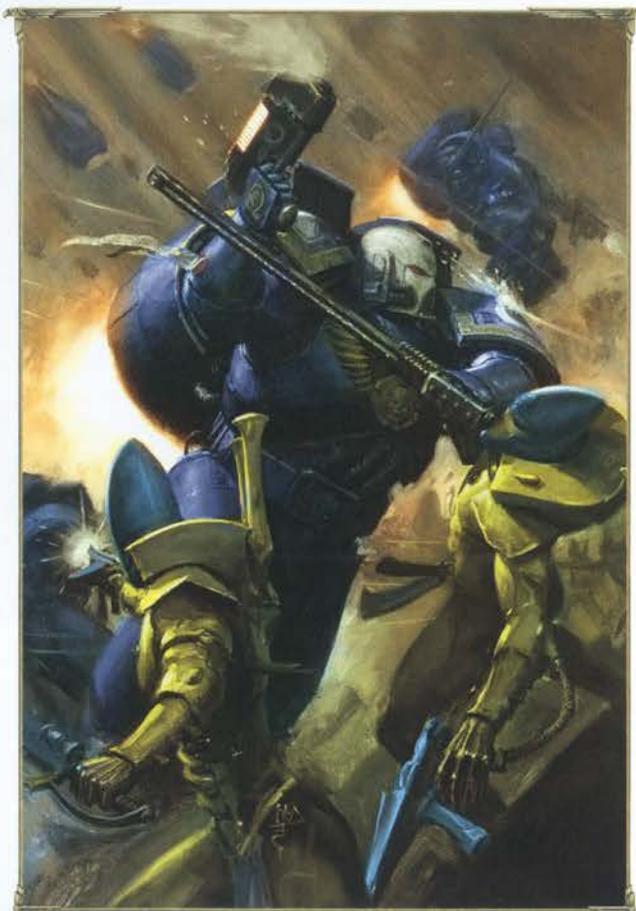
WARGEAR: Scout armour (pg 126), bolt pistol, Space Marine shotgun, frag grenades, krak grenades, Space Marine bike (with twin-linked boltgun) (pg 125).

SPECIAL RULES: And They Shall Know No Fear, Chapter Tactics (pg 77), Combat Squads (pg 76), Infiltrate, Scouts.

VETERAN SQUADS

Of all the fighting formations that make up a Space Marine Chapter, it is the 1st Company that is invariably the most powerful and feared. For a Space Marine to join the prestigious 1st Company is for him to have won renown on battlefields uncounted and to have earned the respect of his battle-brothers through deeds of blood and fire. Most such Veterans have served as sergeants elsewhere in their Chapter – sometimes for centuries – before being accepted into the 1st Company, but a notable few are elevated after performing singular acts of insane heroism. These Space Marines are legends one and all, warriors who have become part of the Chapter's history, and it is every battle-brother's ambition to join the ranks of their Chapter's most elite company.

Each and every member of a Chapter's elite 1st Company is proficient in fighting with all the various types of weaponry available to the Adeptus Astartes. With their Veteran status comes the right to select weapons of personal choice from the Chapter's Armoury and, as a result, Veterans Squads are much less rigid in composition and battle doctrine than other Space Marine formations. Veterans are most often assembled and equipped to deal with the requirements of a specific theatre of war, such as embarking on seek-and-destroy missions to slay an Ork Warboss and his bodyguard, or crippling an inbound wave of Eldar Aspect Warriors before they can reach the battlefield.



In most Chapters, there is a rivalry of sorts between the Vanguard and Sternguard elements of the 1st Company. They compete endlessly for honours and hazardous combat duties – the glories and shames of their adherents celebrated and atoned for by all. Despite this rivalry, Vanguard and Sternguard Veterans remain battle-brothers above all else, and fight unto death for one another.

VANGUARD VETERANS

A Vanguard Veteran Squad is formed from those Space Marines of the Chapter's 1st Company who have completely immersed themselves in the art of close-quarters combat. Most of them have served lengthy rotations in the Chapters' Assault Squads prior to their promotion, and their skills with chainblade and combat knife have been honed and tested in the crucible of bloody melee on a thousand war-torn worlds.

It is said that, were a Vanguard Veteran armed only with his fists and his wits, he would still best dozens of foes, and when armed with the bolt pistol and chainsword of his trade, the same Veteran could face ten times that number and emerge victorious. With the vaunted weaponry of the Chapter's Armoury at their disposal, Vanguard Veterans take to the fray armed and ready to reap like a bloody whirlwind through entire armies. These weapons are each ancient and revered heirlooms. It is an enormous privilege for a Space Marine to wield such an instrument of destruction in battle. It is of little surprise, therefore, that a Vanguard Veteran fights all the harder with such weapons in hand, not merely to survive the deadly cut and thrust of combat, but to honour both his battle gear's machine spirits and the memories of every hero who wielded the same relics in past wars.

Whilst they can be deployed at the forefront of an assault, most Chapters employ their Vanguard Veterans as rapid-response forces, using jump packs or Rhinos to reposition and apply crucial pressure to an already over-taxed enemy defence, or to reinforce overmatched allies. Vanguard Veterans are famed for arriving at the time and place where their onslaught can make the most difference to a battle.

Vanguard Veterans use speed itself as a weapon, to strike at the foe wherever he least expects; this was the way of war for jump troops in the days of the Space Marine Legions, and it still serves well today. Such duty is arduous and never-ending, and Vanguard Veteran Squads are often referred to as a Captain's 'iron fist'. They are constantly in motion: as soon as one foe is annihilated, fresh orders dispatch the Vanguard Veterans to another corner of the battlefield, there to apply their murderous skill in the Emperor's name.

'The deeds of one bold warrior can alter the course of a battle. I have four such men under my command, and our every deed changes the shape of the galaxy.'

- Veteran Sergeant Daegon Incursa, Invaders 1st Company

STERNGUARD VETERANS

Sternguard Veterans deploy wherever the battle line is most vulnerable, facing down impossible odds with icy calm and precise bursts of bolter fire. They are the very image of what other Space Marines aspire to become, inspiring their battle-brothers to spend centuries honing their abilities to achieve similar heights of resolve and effectiveness. They are the pinnacle of any Chapter's fighting force.

In contrast to the Vanguard Squads, Sternguard Veterans draw upon the Armoury's ranged weaponry. Better and more efficient to slay the foe at range, they argue, than to get bogged down in a close-quarters battle. Most Sternguard Veterans carry boltguns or combination-bolters with meticulously crafted sights and modified scopes. Heavier weapons are also available for tank-hunting or infantry-eradication roles as the specific foes and mission dictates, but these are normally eschewed for the more portable bolter. Any potential shortfall in firepower is compensated for by the versatility of wielding combi-weapons and the range of specialist boltgun ammunition Sternguard Veterans carry into battle. These include unstable flux core vengeance rounds for heavily armoured targets, propellant-rich kraken bolts for extended-range engagements and the acidic fury of hellfire rounds for bringing down even the angriest Ork Warlord or Tyranid bio-monstrosity. It takes a master artificer many years of painstaking work to produce even a handful of these rare bolt-shells. They are, therefore, reserved for the Veterans of a Chapter's 1st Company, entrusted to those Space Marines with a proven record of making every single shot count.



	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)**.

WARGEAR:

Vanguard Veteran Squads: Power armour (pg 126), bolt pistol, chainsword, frag grenades, krak grenades.

Sternguard Veteran Squads: Power armour (pg 126), bolt pistol, boltgun, frag grenades, krak grenades, special issue ammunition (pg 125).

SPECIAL RULES: *And They Shall Know No Fear*, *Chapter Tactics* (pg 77), *Combat Squads* (pg 76).

Heroic Intervention (Vanguard Veteran Squads only):

Vanguard Veteran Squads ignore the penalty for disordered charges. Furthermore, a Vanguard Veteran Sergeant automatically passes the Initiative test if he wishes to make a Glorious Intervention.



'Incoming!'

Veteran Sergeant Daegon had only a split-second to bellow the warning before the enemy battle cannon fired. Even as the words left his throat, Daegon was moving, knowing that any delay would cost his life. In one fluid motion, he went to one knee to reduce his profile, angled his left shoulder pauldron to face the enemy and braced for the blast. Brother Avanne, who carried the squad's heavy bolter, reacted to his sergeant's command without hesitation. He likewise went to ground, and as his knee hit the floor, he bowed his head, both to speak the Litany of Faith and to protect the vulnerable targeting lenses built into his helmet's auger array. The other three members of Daegon's squad took cover behind pre-selected positions which their decades of experience told them would provide optimum protection without sacrificing their fields of fire.

The enemy cannon boomed a mere heartbeat after Daegon first issued his order, but not a single Space Marine was left exposed to its thunderous fury. The shell tore through the small Administratum building that the Sternguard Squad was tasked with holding, sending chunks of rubble and twisted metal in all directions. Flames bloomed outwards, washing over the squad as shrapnel and masonry smashed against their ceramite armour, but the Space Marines' only movements were to eject spent ammunition clips and ram fresh magazines into their bolters. With a glance at his helmet's visor, Daegon registered a handful of injuries amongst his brothers, none of them fatal, and as the smoke cleared, his auto-senses detected the sound of a cannon's breech opening and the thud of an empty siege shell hitting the floor. The enemy was reloading.

'Resume the attack brothers, show these traitors no mercy!'

As one, the Sternguard Squad rose from behind the battered ferrocrete ruins, their bolters levelled and roaring death.

COMMAND SQUADS

Command Squads accompany high-ranking Space Marine officers on the field of battle. The exact nature and title of a Command Squad's members can vary, depending on a Chapter's organisation and the personality of a company's Captain. The most common specialists are the Company Champion, Apothecary and Company Standard Bearer, and these can be found in almost all Command Squads. Even so, some Chapters maintain other titles and positions in accordance with their traditions, such as the Foeseekers of the Omega Marines, the Prognosticators of the Silver Skulls, the Terrorblades of the Death Spectres and the Pyre Wardens of the Fire Lords.

Company Standard Bearers carry the battle-flag of the company in which they serve. Each standard is an ancient relic, steeped in history and heavy with the glories of the Chapter, and every Space Marine, from the most inexperienced recruit to the hoariest veteran, fights all the harder in its august presence. The Standard Bearer is trusted never to let his banner out of his grip while he still draws breath – to do otherwise is to invite the most terrible and shameful dishonour.

A Space Marine Apothecary is well versed in the arts of battlefield aid as well as advanced surgery, cybernetics and bio-engineering. He must also be a warrior of untold might

and unquenchable bravery, for his place is in the raging heart of battle. If a comrade falls, an Apothecary can use his narthecium to tend the wounds, allowing his brother to return to the fight even after suffering the most appalling of injuries. However, not all of the wounded can be saved. Some weapons are terrible enough to mortally wound even a Space Marine. In such cases, an Apothecary can only calm the spirits of the dying and grant them the Emperor's mercy, helping them on their way with a swift incision to end their suffering. Once dead, a Space Marine can live on through his gene-seed, found in the progenoid organs, which an Apothecary removes from the body using his reductor. From the genetic imprint held within these precious organs, future generations of Space Marines are created, and the continuation of the Chapter is assured.

Company Champions are charged with defending the honour of their Company, their Chapter and the Emperor himself. They are tasked to engage the champions of opposing forces in single combat, leaving their Captain free to conduct the wider battle rather than engage himself in a series of personal duels. Company Champions have key roles in the rituals and ceremonies of their Chapter, representing their battle-brothers in rites and mysteries as they do in war.

Service in a Command Squad undoubtedly speeds promotion within the Chapter – most Captains fill their retinues with Veterans in whom the bloody skills of combat are matched by tactical and strategic brilliance. This being the case, Space Marine Captains and their Command Squads can invariably be found in the thickest fighting, battling in the midst of the most gruelling of wars against the most terrible of foes.



	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).

WARGEAR:

Veteran: Power armour (pg 126), bolt pistol, chainsword, frag grenades, krak grenades.

Company Champion: Power armour (pg 126), bolt pistol, power weapon, frag grenades, krak grenades, combat shield (pg 124).

Apothecary: Power armour (pg 126), bolt pistol, chainsword, frag grenades, krak grenades, narthecium (pg 125).

SPECIAL RULES: And They Shall Know No Fear, Chapter Tactics (pg 77).

Honour or Death (Company Champion only): A model with this special rule must always issue and accept a challenge whenever possible.

HONOUR GUARD

For a Space Marine to have become one of the Chapter's Honour Guard is to have fulfilled many centuries of exceptionally courageous service. Every member of an Honour Guard is a living exemplar of the ideals for which the Emperor and the Primarchs intended the Space Marines to be forever known. The Honour Guard are amongst their Chapter's most taciturn and spiritually solemn individuals in repose, but also among the most ferocious and unyielding of its warriors in battle.

Having performed deeds that lesser men could only dream of, each member of a Chapter's Honour Guard has received the very highest honours and accolades that his brother Space Marines can bestow. Indeed, it is often said that the most ancient individuals in a Chapter's Honour Guard have slain more foes over the centuries than a regiment of Imperial Guardsmen will have done in its whole existence. Perhaps more impressive though, are the deeds of a few specific Honour Guards, such as those listed in the Record of Heroes within the Ultramarines' fortress monastery on Macragge, who have won more victories in their service than a whole company of other Space Marines – names which are held in reverence by all the sons of Guilliman.

Most Space Marine Chapters have only a handful of Honour Guard, enough to form a distinct and capable fighting unit, but no more. A few Chapters can muster as many as two-dozen Honour Guard, but it is a rare and terrible day when they all fight as one.

So steeped in the trade of battle and blood are the members of the Honour Guard that their accumulated insights and understanding of warfare commonly outstrips even the experience of the Chapter's Captains. They rarely give unsolicited advice, for to do so is to risk undermining their commander's authority, yet such restraint serves only to lend gravitas to an Honour Guard's words. It is considered folly for even the Master of the Chapter – though he be a noble and peerless warrior of several centuries' standing – to ignore the solemn counsel of his Honour Guard.

An Honour Guard's wargear is drawn from amongst the most ancient and venerated relics of the Chapter, so the Honour Guard enter the fray clad in ornate suits of artificer armour and wielding weapons that have seen battle in the hands of a thousand great heroes. The perfect weapon, wedded to the perfect warrior, creates a force that only the boldest or most terrifying foes can hope to stand against.

In battle, the Honour Guard commonly act as the Chapter Master's personal retinue, responsible for the safety of their commander and hoisting aloft the Chapter's battle standard. These are sacred tasks, and the Honour Guard fight for both with stern fury, without ever succumbing to doubt or allowing rage to subvert their actions. Such courage and devotion has been the salvation of more than one Chapter Master's life and turned the tide of countless battles. Accordingly, when an Honour Guard is slain, his companions fight all the harder in order that his mortal shell can be recovered and laid to rest in the Chapter's Vault of Heroes.



Always at the forefront of a Chapter's Honour Guard is the Chapter Champion. This superlative duellist is ready to challenge any enemy leader to single combat in his Commander's stead, and all his training is bent to this goal.

	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)**.

WARGEAR: Artificer armour (pg 126), bolt pistol, boltgun, power weapon, frag grenades, krak grenades.

SPECIAL RULES: *And They Shall Know No Fear*,

Chapter Tactics (pg 77),

Honour or Death (Chapter Champion only) (pg 88).

'A foe without honour is a foe already beaten.'

- Ancient Helveticus, Ultramarines Honour Guard

TERMINATORS

Terminators combine centuries of experience with some of the best armour and weapons in the Imperium. Terminators often spearhead the Space Marines' attacks, blowing apart the enemy at range, before getting in close and crushing them in a final, ruthless assault.

All Space Marine Chapters maintain a number of suits of revered Tactical Dreadnought armour, or Terminator armour as it is commonly known. Terminator suits are the pinnacle of armoured protection available to a Space Marine, all but impervious to small arms fire and able to withstand even anti-tank weaponry or the titanic pressures of teleportation. Terminator armour is, however, incredibly rare. Some suits date back to the Great Crusade, and each is a prized relic.

It is a great honour to be permitted to wear such a suit in battle, and it is only to members of the Chapter's elite 1st Company that this honour is granted. It requires rigorous years of extra training to fight in Terminator armour. Each warrior so armoured is expected to act as an example to the rest of his brethren by fighting in the most difficult of missions and performing beyond even the lofty standards of the Adeptus Astartes. Boarding Tyranid-infested space hulks, launching teleport attacks, assaulting Titans and spearheading combat actions upon death worlds; these are the missions undertaken by Space Marine Terminators.

Terminators are truly amongst the greatest heroes of Mankind, bold warriors in whom the indefatigable heroism of a Space Marine is combined with the terrible weaponry and indomitable mass of Tactical Dreadnought armour. No foe is safe from a Terminator assault, not a horde of Orks or a Chaos Titan. Terminators are nearly invincible, unstoppable and they never yield.

TERMINATOR ASSAULT SQUADS

Terminator Assault Squads are deployed to crush the enemy in merciless hand-to-hand combats. Instead of ranged armaments, these squads are exclusively equipped with devastating melee weaponry, able to rupture even the thickest of personal armour. These fearsome squads are most often employed in boarding actions or where the fighting is sure to be close and bloody, such as breaching enemy fortifications or combats through urban battle zones. In such environs, there are few foes that can withstand the brutal onslaught of a unit of Assault Terminators, and many wars have been won by the sudden arrival of these deadly fighters.

	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)**.

WARGEAR:

Terminator Squads: Terminator armour (pg 126), storm bolter, power fist (Terminator only), power sword (Terminator Sergeant only).

Terminator Assault Squads: Terminator armour (pg 126), two lightning claws.

SPECIAL RULES: *And They Shall Know No Fear*, Chapter Tactics (pg 77), Combat Squads (pg 76).

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.

DREADNOUGHTS

When a Space Marine suffers grievous harm, which even his superhuman physique cannot endure, his body is borne from the battlefield with great reverence. Most such warriors die of their wounds. However, the mightiest fallen, those within whom the spark of life still burns bright, are preserved from final rest. Rather than letting him die, the warrior's crippled body is surgically interred within the cyborganic web of an armoured sarcophagus so that he might continue to serve in another form, casting off his damaged mortal frame and becoming a Dreadnought.

Dreadnoughts are war incarnate, towering machines that advance forwards with thunderous strides, fiery death roaring from the myriad of heavy weapons mounted on their hulls. They are terrifying foes, fighting with all the skill and ferocity of a Space Marine, but combined with the durability and firepower of a battle tank. The pilot himself survives only as a tightly curled and shrivelled organic component deep inside the Dreadnought, which is at once his reborn body and his tomb. Sustained and kept alive within the sarcophagus, the link between his physical being and the Dreadnought's systems is absolute and for the remainder of his life.

The sepulchre that contains a Chapter's Dreadnoughts is a holy shrine, and the Techmarines tend to their charges with great care, fastidiously applying sacred oils and unguents while chanting the Litanies of Preservation. To honour these courageous warriors, the fallen heroes are allowed to sleep away the centuries, until need calls them to war once more.

VENERABLE DREADNOUGHTS

Venerable Dreadnoughts are amongst the oldest war machines fighting on the battlefields of the 41st Millennium. The memories of the ancient heroes who pilot them, the venerable 'Old Ones', can extend back to the founding of their Chapter and its earliest history. Thus they are revered by other Space Marines, not just as potent warriors of legend, but also as ageless forebears and living embodiments of battles fought long ago. Venerable Dreadnoughts are keepers of tradition and custodians of knowledge whose advice is sought by battle-brother and Chapter Master alike, lending wisdom to strategy as they do fury to the battlefield.

IRONCLAD DREADNOUGHTS

The Ironclad is the most heavily armoured Dreadnought in the Space Marines' arsenal, trading long-ranged weaponry for thicker ceramite plating. They often spearhead assaults against heavily defended positions, their superior hulls able to withstand the firepower of a garrisoned fortress as if it were but a summer's rain. Akin to gigantic battering rams, Ironclad Dreadnoughts drive a wedge through the enemy's battle lines as they advance, their great metal arms churning through any foolish enough to stand before them. Their deployment often means a quick end to any siege, for when even a single Ironclad reaches the walls of an enemy bastion, its hammer-like fists will tear them down in mere moments.



	[Armour]								
	WS	BS	S	F	S	R	I	A	HP
Dreadnought	4	4	6	12	12	10	4	2	3
Ironclad Dread.	4	4	6	13	13	10	4	2	3
Venerable Dread.	5	5	6	12	12	10	4	2	3

UNITTYPE: Vehicle (Walker).

WARGEAR:

Dreadnought and Venerable Dreadnought: Multi-melta, power fist with built-in storm bolter, searchlight, smoke launchers.

Ironclad Dreadnought: Power fist with built-in storm bolter, seismic hammer with built-in meltagun (pg 122), extra armour, searchlight, smoke launchers.

SPECIAL RULES:

Move Through Cover (Ironclad Dreadnought only).

Venerable (Venerable Dreadnought only): 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 roll, even if it is worse than the first.

TECHMARINES

Every Chapter sends a number of its warriors to Mars where they are inducted into the Machine Cult by the Adeptus Mechanicus. Aspiring Techmarines train for years, steeping themselves in rites of activation, maintenance and repair. Upon returning to their Chapter, they are Space Marines of dual loyalties, pledged by blood to their Chapter, but bound in mind to the Omnissiah. Despite this dichotomy, Techmarines are held in great esteem; a Chapter could not wage war without its technological tools. In spite of their mysterious calling, Techmarines remain fierce warriors, and if a vehicle is lost, they will fight for its retrieval as stridently as their brethren would to recover any other fallen comrade.

The most senior Techmarine in a Chapter presides over the Armoury and is known as the Master of the Forge. His knowledge of the arcane sciences has been refined over centuries and rivals that of the Tech-Priests of Mars. In addition to his responsibilities in the Armoury, the Master of the Forge is tasked with conserving any of the Chapter's arcane relics. If the need is great, he may even unleash the fury of these lost technologies upon the foe.

	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	4	4	4	4	1	4	1	8	2+
Master of the Forge	4	5	4	4	2	4	2	10	2+

UNITTYPE: Infantry (Character).

WARGEAR: Artificer armour (pg 126), bolt pistol, boltgun, frag grenades, krak grenades, servo-arm (Techmarine only) (pg 122), servo-harness (Master of the Forge only) (pg 125).

SPECIAL RULES: *And They Shall Know No Fear*, Chapter Tactics (pg 77), Independent Character.

Blessing of the Omnissiah: In each of your Shooting phases, instead of firing his weapons, a character with this special rule may 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 the following modifiers where applicable:

- Each servitor with a servo-arm in the character's unit +1
- The character has a servo-harness +1

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 may not be one you have purchased as part of your army). The terrain piece's cover save is increased by one for the duration of the game (to a maximum of 3+). Note that a piece of terrain can only be bolstered once.

SERVITORS

Servitors are mono-task cybernetic slaves that exist solely to assist Techmarines in their duties. Each is an arcane combination of man and machine, without personality or reason, sporting an array of mechanical augmentation. Some Servitors even have integrated heavy weapons to better protect their Techmarine masters in battle.

	WS	BS	S	T	W	I	A	Ld	Sv
Servitor	3	3	3	3	1	3	1	8	4+

UNITTYPE: Infantry.

WARGEAR: Servo-arm (pg 122).

SPECIAL RULES:

Mindlock: Unless it also contains a Master of the Forge or 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 roll of a 1, 2 or 3, the unit is mindlocked until the start of their 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.



THUNDERFIRE CANNON

The Thunderfire Cannon is a colossal, quad-barrelled artillery gun 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 forwards in the face of such overwhelming firepower.

Space Marines task forces strike hard and fast, and a unit that cannot maintain a rapid advance swiftly becomes a liability. For this reason, most of their support weapons are mounted on vehicle chassis that can keep pace with the rest of the army, as can be seen with the Vindicator and Whirlwind, but the Thunderfire Cannons are the one exception to the rule.

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 from Thunderhawks or by Drop Pod.

Each Thunderfire Cannon is tended to by a single Techmarine who uses his bulky servo-harness to reload the artillery piece whilst calculating optimal firing trajectories. The Techmarine manning a Thunderfire Cannon can set its shells to detonate in a variety of different ways, depending on the tactical situation. Surface detonations are employed against numerous enemies in comparatively clear terrain, airburst shells are used to scour a foe from cover, and the Techmarine can even program the shells to burrow deep into the ground before detonating; though the force of the blast is greatly reduced, the resulting shockwave is sufficient to leave the foe sprawling, making them easy prey for his brother Space Marines.



	WS	BS	S	T	W	I	A	Ld	Sv
Thunderfire Cannon	-	-	-	7	2	-	-	-	3+
Techmarine Gunner	4	4	4	4	1	4	1	8	2+

UNIT TYPE: Artillery.

WARGEAR:

Techmarine Gunner: Artificer armour (pg 126), bolt pistol, frag grenades, krak grenades, servo-harness (pg 125).

Thunderfire Cannon: Thunderfire cannon (pg 122).

SPECIAL RULES (Techmarine Gunner only):

And They Shall Know No Fear,
Blessing of the Ommissiah (pg 92),
Bolster Defences (pg 92), **Chapter Tactics** (pg 77).

'I have travelled far and seen much. Yet nothing warms my heart so much as the sight of a gun so massive that its fury makes the very world tremble.'

- Captain Darnath Lysander, Imperial Fists 1st Company

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 Ommissiah 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.



CENTURION SQUADS

A Centurion warsuit enables a Space Marine to stride into battle with the firepower of a battle tank at his fingertips. Protected by thick ablative plates of ceramite, a Centurion warsuit renders its pilot immune to all but the most powerful of weapons. Named after the Space Marine leaders of old, the Centurion design was unearthed in the aftermath of the Age of Apostasy, and after sanction by the Adeptus Mechanicus, they found their way into the armouries of almost every Space Marine Chapter.

Centurions are brutal yet ponderous specialists typically deployed as line breakers and besiegers – where haste is less important than durability. Centurion warsuits do not interface with a battle-brother's black carapace; they are exoskeletons that enhance the already considerable might of power armour, making a Space Marine into a walking tank without being surgically implanted into a Dreadnought.

Battle-brothers learn to pilot Centurions as part of their vehicle training. Centurion pilots are not chosen from the ranks of 1st Company, but are hand-picked from the Chapter's Assault and Devastator brethren. The most frequent explanation for this is that a Centurion's role requires a Space Marine to be fully immersed in a particular style of war, whilst the bulky exosuits lack the degree of tactical flexibility that the Chapter's Veterans require.



CENTURION ASSAULT SQUADS

Centurion Assault Squads excel at storming enemy fortifications and advancing through the broken and crumbling terrain of an embattled city. They eschew long-ranged weapons completely, favouring close-range firearms and flammers that they use for flushing enemies from cover. Instead of heavy guns, they wield siege drills – heavy-duty tools of destruction that can swiftly shatter a building to rubble, tear a breach in a strong point's adamantium-reinforced walls or reduce a living opponent to a bloody mass of broken bone.

Assault Centurions are normally deployed in fortified battle zones where sight lines are too crowded to bring siege tanks to bear, and routes of advance too constrictive to deploy an Ironclad Dreadnought. Under such circumstances, Assault Centurions form the vanguard of the attack, using their breaching tools to tear through any obstacles in their path, while drawing the defenders' fire away from the Tactical Squads that follow in their wake. Once the fortress walls have been breached, the Tactical Squads spread out to secure the area. Meanwhile, the Assault Centurions engage and pulverise anything foolish enough to stand in their way.

CENTURION DEVASTATOR SQUADS

Centurion Devastator Squads are long-range specialists who pound enemy positions with salvos of heavy weapons fire. A Centurion Devastator Squad's only real weakness is its lack of speed, for whilst they can outgun entire squads of enemy infantry, they are easily outpaced by the fast-moving elements of a foe's strike force. Thus, they are primarily employed to besiege defended enemy positions or to defend their own fortifications, or used as mobile firebases to strengthen advancing battle lines.

	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	2	9	2+

UNIT TYPE: Infantry.

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

WARGEAR:

Centurion Assault Squads: Twin-linked flamer, ironclad assault launchers (pg 126), two siege drills (pg 122).

Centurion Devastator Squads: Twin-linked heavy bolter, hurricane bolter (pg 121).

SPECIAL RULES:

And They Shall Know No Fear, **Chapter Tactics** (pg 77), **Move Through Cover** (Centurion Assault Squad only), **Slow and Purposeful**, **Very Bulky**.

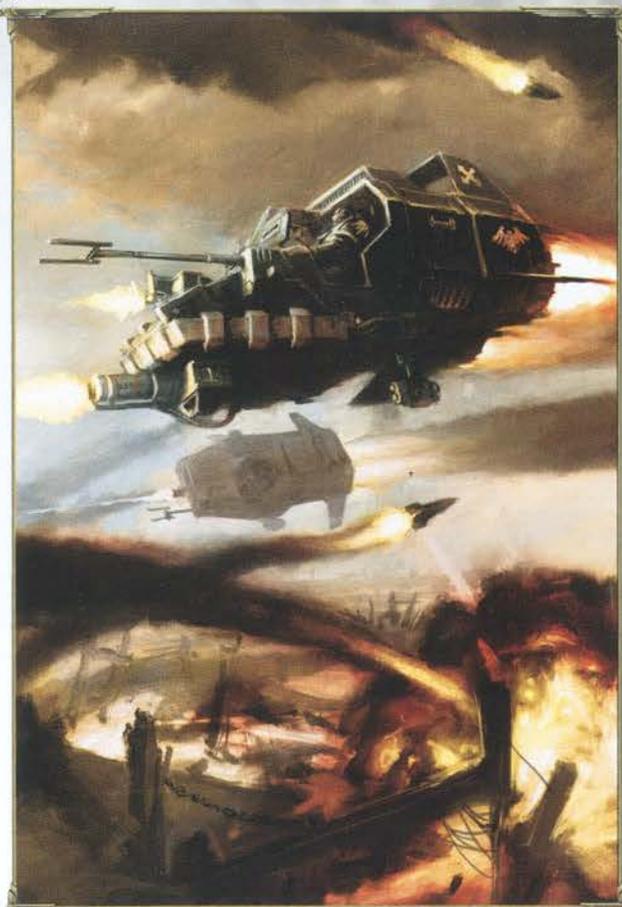
Decimator Protocols: Centurions can fire up to two weapons in each Shooting phase. These weapons must still fire at the same target.

LAND SPEEDERS

The Land Speeders fielded by the Space Marines in the 41st Millennium are an evolution of a Standard Template Construct pattern discovered in the wake of the Horus Heresy. Utilising ancient technology, Land Speeders skim above the ground at breathtaking speeds using anti-gravity repulsion plates to perform breathtaking manoeuvres that conventional vehicles would find impossible. The grav-drives of Land Speeders do not function at high-altitudes, but they can be used to perform a controlled descent suitable for deployment via overflying Thunderhawk Gunships.

Land Speeders can accomplish a variety of battlefield objectives ranging from reconnaissance and scout deployments, to tank hunting or other seek-and-destroy missions. The Space Marine Land Speeder often acts as a mobile reserve vehicle – dashing forwards to exploit weaknesses in the enemy line or bolstering the Space Marines' attack wherever they most need it. Though lightly armoured, Land Speeders are heavily armed and versatile, able to carry devastating anti-infantry or anti-tank firepower. The Tornado pattern Land Speeder is more heavily armed still, equipped with an additional chin-mounted heavy weapon to bolster its role as a mobile firebase. The Typhoon pattern Land Speeder is another common variant, mounting a formidable missile launcher in addition to its crew-manned heavy weapon to break up enemy troop and vehicle formations from a distance.

All of a Chapter's Space Marines are trained to fight as Land Speeder crew during their service in an Assault Squad, but the craft are usually piloted by those who embrace the speed of which a Land Speeder is capable. Land Speeder pilots think nothing of skimming close to jagged rock spires, jinking through forests or performing abrupt nose-dives and barrel rolls to avoid incoming weapons fire. Considering the incredible mental and physical strain of achieving such bewildering manoeuvres, the fact that few Land Speeders are lost to pilot error can be solely attributed to the superhuman reactions and stamina of the Space Marines who crew them.



LAND SPEEDER STORMS

The Land Speeder Storm is open-sided, allowing it a modest transport capacity. The resulting craft is the equal of its parent in matters of speed and manoeuvrability, but can also carry a small unit of Scouts without loss of performance. Furthermore, its baffled engines and sophisticated sensor arrays afford it a stealthy profile best suited to the Scouts' covert operations. As a result, each can be used as a mobile fire point, assault transport or stealth insertion craft.

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

UNITTYPE: Vehicle (Fast, Skimmer).

WARGEAR: Heavy bolter.

SPECIAL RULES: Deep Strike.

'Victory often rests on the correct weaponry being in the right place at the right time. Even the most destructive weapons of war are worthless if absent from the battle.'

- Artor Amhrad, former Chapter Master of the Astral Knights

	[Armour]				
	BS	F	S	R	HP
Land Speeder Storm	3	10	10	10	2

UNITTYPE:
Vehicle (Fast, Open-topped, Skimmer, Transport).

WARGEAR: Cerberus launcher (pg 120), heavy bolter, jamming beacon (pg 126).

SPECIAL RULES: Deep Strike, Scout.

TRANSPORT:

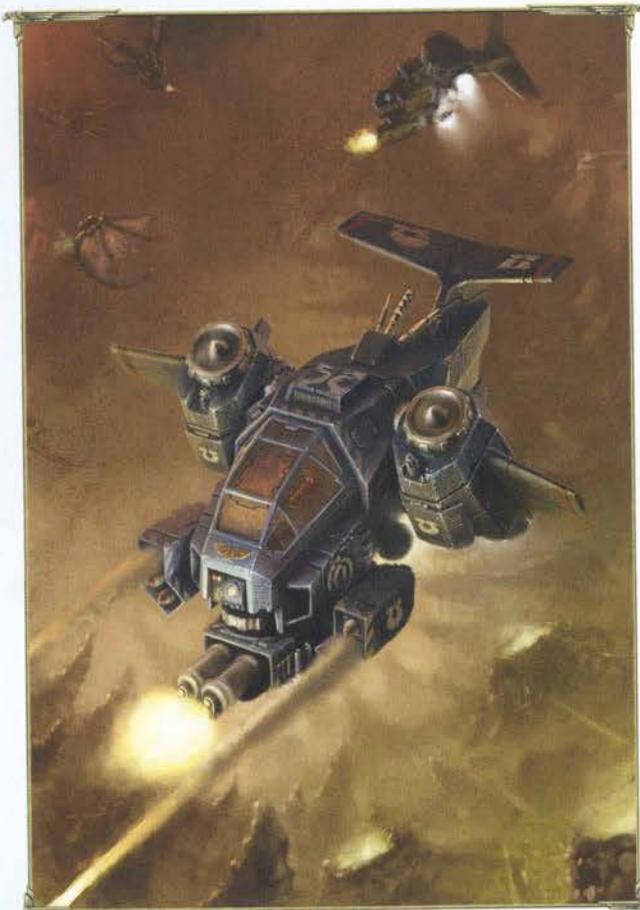
Transport Capacity: Five. It may only carry models wearing Scout armour.

STORMTALON GUNSHIPS

The Stormtalon Gunship serves the armies of the Adeptus Astartes as both an interceptor and ground-attack aircraft. It is fast enough to engage all but the swiftest of enemies, and sufficiently well-armed to reduce the chosen foe to a mangle of twisted wreckage and ruined flesh. The tide of many a desperate battle has been turned with the swift descent of a Stormtalon Gunship from the war-torn skies.

A Stormtalon is often assigned to escort other mission-critical units. In this role, the Stormtalon is all but unmatched. At one moment it can be screaming across the battlefield at death-defying speeds, at the next, its pilot can switch over to repulsor systems, trading raw speed for agility, all the while strafing enemy positions with a thunderous barrage of shells and missiles.

Such were the tactics employed by the Ultramarines Chapter at the Battle of Cold Steel Ridge. Here, Stormtalon pilots pushed their craft to the limit, afterburners propelling the aircraft to bone-jarring speeds in their attempts to intercept monstrous Harpies and flocks of Gargoyles whose winged bodies were darkening the skies. No sooner had the Stormtalons regained air-superiority than the pilots were vectoring their craft's engines, hovering above their battle-brothers on the ground and holding great swarms of charging Tyranids at bay with withering salvos of firepower.



A few Space Marine Chapters, notably the White Scars, Raven Guard and Hawk Lords, believe that close support and interdiction duties – whilst valuable – do not properly exploit the Stormtalon's potential. To such Chapters, who wage planetstrike campaigns with greater alacrity than other Space Marines, the Stormtalon Gunship excels as a vanguard strikecraft, able to keep pace with their Assault Marines and Land Speeders. In these missions, the Stormtalon's traditional role is reversed: here, it is the principal attack vehicle. The remainder of the Chapter's rapid moving elements act as escorts and outriders, scouring the attack corridor clean of anti-aircraft fire as the Stormtalon roars in to obliterate its designated target, blasting holes in the enemy battle line before peeling off and engaging another target with similarly devastating effect.

	[Armour]				
	BS	F	S	R	HP
Stormtalon Gunship	4	11	11	11	2

UNIT TYPE: Vehicle (Flyer, Hover).

WARGEAR: Twin-linked assault cannon, twin-linked heavy bolter, ceramite plating (pg 126).

SPECIAL RULES: Strafing Run.

Escort Craft: A Stormtalon Gunship can be assigned to escort any friendly unit in reserve from the same detachment, with the following exceptions:

- A Stormtalon cannot escort a unit that enters play using the Deep Strike or Outflank special rules.
- One Stormtalon cannot escort another Stormtalon.
- A maximum of one Stormtalon can escort each unit. If multiple units are defined by the Reserves rules as arriving 'together', they are considered, for the purposes of this special rule only, to be a single unit and thus may only have a maximum of one Stormtalon Gunship assigned to them as a whole. A maximum of one Stormtalon Gunship may be assigned to each unit or group of units for which you make a single reserves roll.

If this is done, do not make Reserve Rolls for the Stormtalon. Instead, it arrives at the same time as the unit it is escorting. The Stormtalon must move onto the board within 6" of the point that the unit it is escorting entered from.

'It matters not if the foe faces us on the ground or strikes from the skies. With such craft at these, none shall escape our wrath.'

- Joghaten Khan, Captain of the White Scars 4th Company

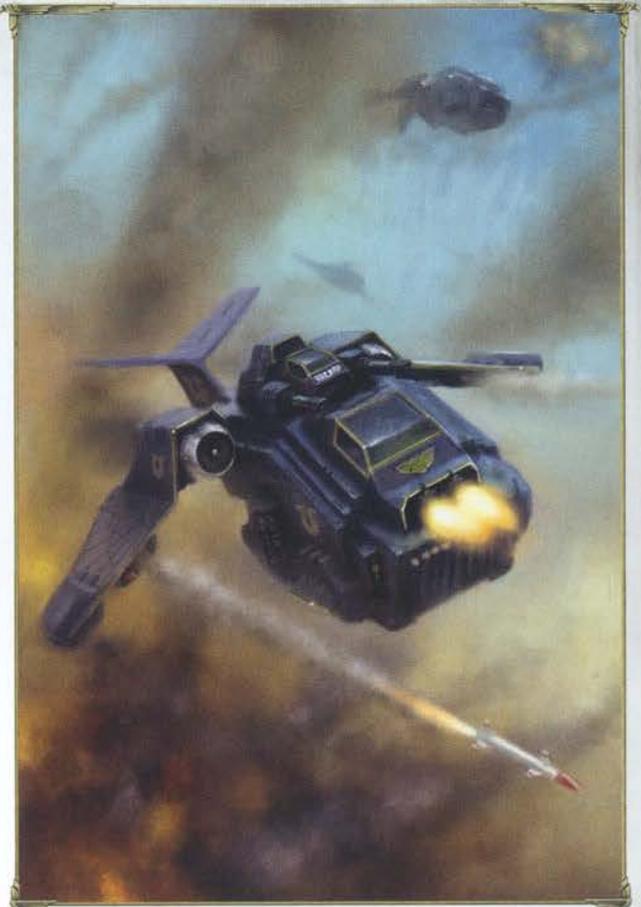
STORMRAVEN GUNSHIPS

The Stormraven Gunship is an extremely versatile vehicle that combines the role of orbital dropship, armoured transport and strike aircraft. It is not only smaller than a Thunderhawk Gunship but, thanks to its array of vectored thrusters, is also considerably more agile. This, combined with the precise skill and incredible reaction time of its Space Marine crew, allows it to jink effortlessly through enemy interceptor fire and manoeuvre at full thrust through the cluttered spires of a hive city.

The Stormraven Gunship is a relatively recent introduction to the armouries of the Adeptus Astartes. Indeed, as befits a bureaucracy as labyrinthine and cliquish as that of the Imperium, there are no official records to explain the vehicle's emergence. Certainly, the Stormraven began service and proved its worth within the Grey Knights and Blood Angels Chapters, and some records suggest that it was not meant to see broader use until the Adeptus Mechanicus were fully satisfied with its performance. However, in such dire times as these, when the fate of Humanity itself rests on a knife's edge, the Adeptus Astartes need every weapon they can find; sanctioned or not, and many Space Marine Chapters now field a handful of the aircraft alongside their more traditional strike vehicles.

The role of a strike force's Stormraven Gunships varies greatly from battle zone to battle zone and, to an extent, in response to the personality of the strike force's commander. Whilst most Space Marine Chapters utilise their Stormravens in concert with their other transport vehicles, there are a handful who have come to use them as the primary means of deploying battle-brothers to an objective, combining, as they do, the swift orbital descent of the Drop Pod with the battlefield versatility of a Rhino or Razorback. Twelve power-armoured Space Marines can be accommodated within the Stormraven's adamantium belly, ready to charge out of the gunship once the assault ramp clangs down, or to make an aerial descent via grav-chutes should a landing not be possible. Furthermore, the Stormraven can also carry a mighty Dreadnought in its rear cargo grapples – it is the smallest Space Marine craft able to do so.

Yet to use the Stormraven as a transport alone is to overlook its formidable array of weapons. Whilst the precise load-out varies greatly from gunship to gunship, the Stormraven's firepower is easily the equal of the Chapter's most potent land-based fighting vehicles, and more than capable of wreaking untold destruction upon a deserving foe.



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 in the turn that they do so.

TRANSPORT:

Transport Capacity: The Stormraven can carry two separate units: one unit of up to 12 models in its cabin, plus a single Dreadnought in its rear grapples. If a Zooming Stormraven is wrecked or suffers an Explodes! result, the embarked Dreadnought suffers a Strength 10 hit on its rear armour; if the Stormraven is Hovering, the hit is Strength 4 instead. The Stormraven can carry Jump Infantry.

Fire Points: None.

Access Points: A Stormraven has one Access Point at the front of its hull, one on either side and one at the rear.

┌ Armour ┐

BS F S R HP

Stormraven Gunship 4 12 12 12 3

UNITTYPE: Vehicle (Flyer, Hover, Transport).

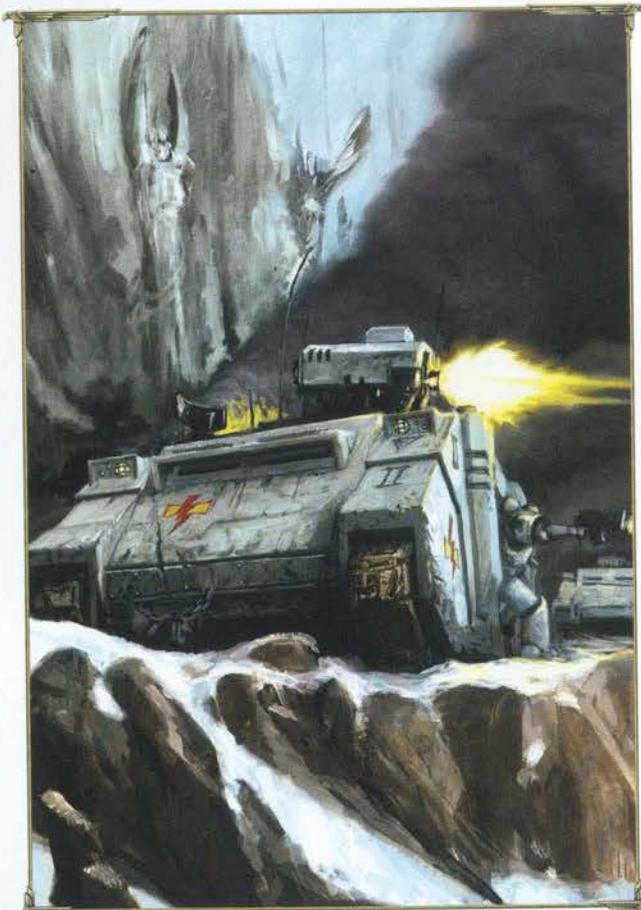
WARGEAR: Twin-linked assault cannon, twin-linked heavy bolter, four stormstrike missiles (pg 121), ceramite plating (pg 126).

SPACE MARINE TRANSPORTS

Space Marines are a rapid strike force and are rightly feared for the speed with which their warriors launch into the fray. This is due in no small part to the transport vehicles under their command, enabling squads of Space Marines to swiftly deploy, reposition to targets of strategic advantage or conduct surgical raids on the enemy line. All the companies of a Space Marine Chapter maintain a fleet of transport vehicles, the mainstay of which are Rhino armoured troop carriers.

RHINO

With an optimal balance of armour, transport capacity and manoeuvrability, the Rhino has borne Space Marines into battle ever since the dawn of the Great Crusade. As with much of the technology employed by the Imperium, it has changed little in the intervening millennia, and with the exception of the 10th Company, Rhinos form a permanent part of every company's fighting force, with each squad having one on standby. One of the Rhino's great triumphs is its ease of assembly and adaptability. The core aspect of its design is its durability and ease of repair, and most Rhinos contain rudimentary self-repair systems. As a result, many Rhinos have remained in service for thousands of years. Indeed, the majority of other armoured tanks utilised by Space Marine Chapters are broadly based upon the Rhino's versatile chassis.



	[Armour]				
	BS	F	S	R	HP
Rhino	4	11	11	10	3

UNITTYPE: Vehicle (Tank, Transport).

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.

RAZORBACKS

The Razorback is a heavily armed variant of the Rhino Troop Transport that sacrifices a portion of its transport capacity for turret-mounted armament. The Razorback is a relatively recent addition to the armouries of the Space Marines. Despite the Razorback's proven effectiveness, some Chapters still regard it with distrust, claiming that it is 'new' technology and still not sufficiently validated in battle. While this has a certain inherent logic – the Razorback has been in use for a mere four thousand years, whilst the Rhino and Predator predate the Horus Heresy – the fact that majority of Chapters have embraced the Razorback as a keystone of their operational doctrines serves to highlight this suspicious attitude as misguided.

	[Armour]				
	BS	F	S	R	HP
Razorback	4	11	11	10	3

UNITTYPE: Vehicle (Tank, Transport).

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.

DROP PODS

The Space Marines are known as the Angels of Death, and the title is never more appropriate than when they deploy from orbit using Drop Pods. Drop Pod assaults are the ultimate weapon of terror and surprise, aimed right at the heart of the foe. Scarcely have their smouldering hulls come to rest when their hatches blow and the occupants disembark to wreak havoc on wrong-footed enemies. Such is the velocity of their approach that there is little a foe can do to intercept them once launched: he can only wait for their arrival and cling to the misguided hope that his warriors can somehow withstand the righteous onslaught of the Adeptus Astartes.

Drop Pods are fired from vessels in low orbit and use powerful retro burners to direct their approach to the target drop zone. Inside each Drop Pod, a squad of Space Marines or a Dreadnought is carried, protected from the incandescent rage of atmospheric re-entry by the Drop Pod's ceramite armour plating. Most Drop Pod assaults comprise only a handful of craft. However, it is not unknown for entire Chapters, such as the Invaders or the Black Consuls, to commence campaigns with a massed Drop Pod landing. Such an assault is a thing of terrible beauty, with a hundred or more Drop Pods descending like screaming harbingers of doom.

	[Armour]				
	BS	F	S	R	HP
Drop Pod	4	12	12	12	3

UNITTYPE: Vehicle (Open-topped, Transport).

WARGEAR: Storm bolter.

SPECIAL RULES:

Drop Pod Assault: Drop Pods and units embarked upon them must be held in reserve and must enter play using the Deep Strike rules. At the beginning of your first turn, choose half of your Drop Pods (rounding up) to make a Drop Pod Assault. Units making a Drop Pod Assault arrive on their controlling player's first turn. The arrival of the remaining Drop Pods is rolled for as normal. A unit that Deep Strikes via Drop Pod cannot charge in the turn it arrives.

Immobile: A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilised damage result that cannot be repaired in any way. Note that this does not cause it to lose a Hull Point.

Inertial Guidance System: Should a Drop Pod scatter on top of impassable terrain or another model (friend or foe) then reduce the scatter distance by the minimum required in order to avoid the obstacle. Note that if a Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap as per the *Warhammer 40,000* rulebook.

TRANSPORT:

Transport Capacity: Ten models, one Dreadnought or one Thunderfire Cannon and Techmarine Gunner. Once the Drop Pod has landed, the hatches are blown and all passengers must immediately disembark. Once passengers have disembarked, no models can embark on the Drop Pod for the remainder of the game.



'As you are a knight in service to the Emperor,
so is the Rhino your steed.'

- from the teachings of Roboute Guilliman

SPACE MARINE BATTLE TANKS

Each Space Marine Chapter maintains a huge armoury of war machines, battle tanks and armoured vehicles. Many of these are adaptations of the ubiquitous Rhino design, and range from the Predator – a main line battle tank – to the Whirlwind – a mobile artillery platform. Each vehicle fulfils a specific battlefield role set down by the Codex Astartes.

Space Marine battle tanks are not permanently attached to any one company. Instead, they form a pool, and individual vehicles are available for deployment to Space Marine commanders as required.

Upon its creation, a Space Marine Battle tank is assigned a name that reflects its role as a protector of the Chapter's brethren. From that point onwards, the vehicle is as much a part of the Chapter as the Space Marines themselves, and over the years its many deeds and victories will be celebrated as greatly as the Chapter's flesh and blood heroes.

PREDATORS

Boasting formidable firepower and reinforced armour, the Predator is the main battle tank of the Space Marines. Capable of receiving a number of weapon load-outs, the most common classes of Predator are the anti-infantry Destructor pattern and the tank hunting Annihilator.

WHIRLWINDS

The Whirlwind carries a multiple rocket launcher system that rains barrages of precision fire upon enemy positions. The Whirlwind's normal payload consists of solid fuel, high explosive missiles, but it is also capable of firing incendiary warheads to burn the enemy out of entrenched positions.

VINDICATORS

The Vindicator is a siege tank that boasts one of the most devastating weapons in the Space Marines' arsenal – the demolisher cannon. There is little that can stand before a Vindicator's fury and it is a rare Space Marine tank assault that does not employ a Vindicator in its vanguard.

HUNTERS

The Hunter is the Space Marines' primary surface-to-air combat unit. Armed with a skyspear missile launcher, the Hunter has proven its worth in countless war zones, scouring the skies of enemy bombers and fighter craft.

STALKERS

The Stalker is an adaptation of the Hunter STC that was unearthed only a few millennia ago. Mounting a pair of independently tracking icarus stormcannons, the Stalker can target multiple enemy contacts, stitching the skies with a hail of armour piercing death.



PREDATORS

Predator

[Armour]					
BS	F	S	R	HP	
4	13	11	10	3	

UNITTYPE: Vehicle (Tank).

WARGEAR: Autocannon, searchlight, smoke launchers.



WHIRLWINDS

Whirlwind

[Armour]					
BS	F	S	R	HP	
4	11	11	10	3	

UNITTYPE: Vehicle (Tank).

WARGEAR: Whirlwind multiple missile launcher (pg 122), searchlight, smoke launchers.



VINDICATORS

Vindicator

[Armour]					
BS	F	S	R	HP	
4	13	11	10	3	

UNITTYPE: Vehicle (Tank).

WARGEAR: Demolisher cannon (pg 121), storm bolter, searchlight, smoke launchers.



STALKERS

Stalker

[Armour]					
BS	F	S	R	HP	
4	12	12	10	3	

UNITTYPE: Vehicle (Tank).

WARGEAR: Icarus stormcannon array (pg 121), searchlight, smoke launchers.



HUNTERS

Hunter

[Armour]					
BS	F	S	R	HP	
4	12	12	10	3	

UNITTYPE: Vehicle (Tank).

WARGEAR: Skyspear missile launcher (pg 121), searchlight, smoke launchers.



LAND RAIDERS

The Land Raider's heritage predates even the Imperium, yet it remains one of the most destructive machines in the Space Marines' arsenal. Protected by bonded ceramite and adamantium armour plating, the Land Raider is impervious to all bar the most devastating weaponry. Equally impressive are its own armaments – two twin-linked lascannons and twin-linked heavy bolters allow the Land Raider to annihilate enemy vehicles and infantry squads alike. When combined with enough transport capacity for a full squad of Space Marines, the Land Raider is more like a mobile fortress than a mere tank.

Although once produced in great numbers, there are now few forge worlds still able to manufacture them, making the Land Raider one of the Space Marines' most valued weapons of war. This is not least because a Land Raider's machine spirit is so much stronger than that of lesser tanks. Indeed, the Techmarines believe that a substantial portion of the Omnissiah's essence resides within the Land Raider's impenetrable adamantium hull.

Regardless of its value in matters of faith, the Land Raider's machine spirit is a weighty asset. It allows the Land Raider to function with a smaller number of crew than other vehicles of comparable size, and is capable of taking control of engines, weaponry or other systems as the situation permits.

LAND RAIDER CRUSADERS

A linebreaker without peer, the Crusader can smash through enemy formations to disgorge Space Marines into the heart of the foe's army. In place of lascannons, the Crusader is armed with hurricane bolters to cut down the first line of defenders before an assault is launched. The Crusader also boasts an improved transport capacity by reclaiming the space normally given over to bulky las-power generators.

The Black Templars developed the Crusader during the Jerulas Crusade, where its effectiveness gained it a fearsome reputation. As news of the Crusaders' success spread, other Chapters began remodelling their own Land Raiders. In 763.M39, the Adeptus Mechanicus sanctioned the design, thus ensuring the Crusader's survival.

LAND RAIDER REDEEMERS

An assault fought amongst the treacherous, rubble-strewn environs of a ruined city is the most gruelling kind of battle. With combatants lurking in shattered buildings, fire is the truest way to purge the enemy from his nest, and it was for just such battles that the Land Raider Redeemer was created. The Redeemer's sponsons mount colossal flame projectors that send burning promethium into the thick of the foe, purging even a well-defended bunker complex in seconds.



LAND RAIDERS

Land Raider

[Armour]					
BS	F	S	R	HP	
4	14	14	14	4	

UNIT TYPE:
Vehicle (Tank, Transport).

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.



LAND RAIDER CRUSADERS

Land Raider Crusader

[Armour]					
BS	F	S	R	HP	
4	14	14	14	4	

UNIT TYPE:
Vehicle (Tank, Transport).

WARGEAR: Twin-linked
assault cannon, two
hurricane bolters (pg 121),
frag assault launchers
(pg 126), 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.



LAND RAIDER REDEEMERS

Land Raider Redeemer

[Armour]					
BS	F	S	R	HP	
4	14	14	14	4	

UNIT TYPE:
Vehicle (Tank, Transport).

WARGEAR: Twin-linked
assault cannon,
two flamestorm cannons,
frag assault launchers (pg
126), 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.



THE LEGION OF THE DAMNED

THE EMPEROR'S VENGEANCE MADE MANIFEST

The haunting legend of the Legion of the Damned is known across the galaxy, and even nonbelievers speak of such things in hushed tones. These silent warriors are Space Marines in appearance, their black armour adorned with images of bones and fire, yet they are not of any Chapter recognised in the Imperium. Most eyewitnesses dispute even the Legionnaires' mortality, for an eerie glow suffuses their sable armour and a halo of ghostly fire dances about their feet. There are many corroborated accounts of Legionnaires enduring firepower that would annihilate mortal men. Among them is a report from the Keyan battle zone, where a handful of Legion of the Damned were witnessed walking unharmed from the volcano cannon blast that claimed four Predators and several squads of Space Marines. The bolters carried by the Legionnaires, though in aspect no different to those borne by other Space Marines, discharge flaming projectiles that can pierce the strongest armour. Nothing, not Chaos Chosen, rockcrete bastion, nor boiling lava can stay the spectral wrath of the Legion of the Damned.

The nature and origin of the Legion of the Damned is shrouded in mystery and myth. Some rumours suggest that they are the survivors of the lost Fire Hawks Chapter, transmuted by the Warp storm that claimed their vessel.

Others imply that the Legion are an extension of the Emperor's will, time-lost saviours, or even the vengeful spirits of Space Marines slain in the Imperium's many wars. In the course of their investigations, several Inquisitors have tried to capture or intercept the Legion of the Damned, but all have failed; events always inexplicably conspire to prevent the Inquisitors from getting close to their quarry, leaving them nothing more than frustrated witnesses to the event.

Who, or what, guides the Legion of the Damned is an enigma to all save the beneficent Emperor himself. They appear only in times of great need, coalescing from the fires of a desperate battlefield to turn a disaster into victory. Regardless of the conflict, the Legionnaires fight with a chill precision that few mortal warriors can match, sweeping enemy positions like vengeful ghosts. Terror is their harbinger and oblivion their gift. After the battle, the Legion of the Damned depart as suddenly as they arrived, leaving only the bodies of the slain and wonder in their wake.

	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+

UNITTYPE: Infantry.

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

WARGEAR: Power armour (pg 126), bolt pistol, boltgun, frag grenades, krak grenades.

SPECIAL RULES: Fear, Fearless, Slow and Purposeful.

Aid Unlooked For: The Legion of the Damned do not benefit from Chapter Tactics and their units cannot be joined by Independent Characters. They always start the game in reserve and always arrive by Deep Strike. When they arrive by Deep Strike, you may re-roll the Scatter dice if you wish.

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

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



'Never before or since have I seen fighting such as I witnessed when that host fell upon the Orks. Seizing the moment, I regrouped my company and led them once more into the fray, yet there was little work for us, for the greenskins lacked stomach for the fight. Soon we secured the great bastion once more and without further loss. Of the dark brotherhood, there was no sign.'

- Varro Tigurius

MARNEUS CALGAR

CHAPTER MASTER OF THE ULTRAMARINES

Mankind boasts many heroes. Yet, even amongst their esteemed ranks, there is a warrior whose nobility overshadows all others, a saviour to planets untold whose deeds are the stuff of legend and a leader who will fight until the stars turn cold, not only for the immortal Emperor, but for Mankind itself. His name is Marneus Calgar, Master of the Ultramarines and Lord of Macragge.

Since rising to the rank of Chapter Master, Marneus Calgar has brought the Ultramarines victory in campaigns without number. Many of his greatest triumphs are known throughout the galaxy, but to learn of every one of his victories one would have to journey into the depths of Macragge's vault of records. Thus far, there are twenty-eight volumes dedicated to Marneus Calgar, a tally twice that of any other living Ultramarine and surpassed only by Roboute Guilliman himself.

	WS	BS	S	T	W	I	A	Ld	Sv
Marneus Calgar	6	5	4	4	4	5	4	10	2+

UNITTYPE: Infantry (Character).



WARGEAR: Artificer armour (pg 126), power sword, frag grenades, krak grenades, iron halo (pg 124).

WARLORD TRAIT: If Marneus Calgar is in your primary detachment, he must be your Warlord. He rolls three times on the Warlord Traits table (pg 76) and chooses a single Warlord Trait from those rolls (re-roll any duplicates).

SPECIAL RULES: *And They Shall Know No Fear*, *Chapter Tactics (Ultramarines)* (pg 77), *Eternal Warrior*, *Independent Character*, *Orbital Bombardment* (pg 79).

God of War: Marneus Calgar, and all friendly units with the *Chapter Tactics (Ultramarines)* special rule, can choose whether to pass or fail any Morale check they are called upon to make. Furthermore, if Marneus Calgar is your Warlord, you may use a single *Combat Doctrine* ability twice during the game. Note that you do not need to declare which ability you wish to use twice until you use it the second time.

Titanic Might: Marneus Calgar re-rolls failed armour penetration rolls against vehicles in close combat and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit. You must accept the second roll, even if it is worse than the first.

CHAPTER RELICS

Gauntlets of Ultramar: *Amongst the most revered of the Ultramarines' numerous holy artefacts, the Gauntlets of Ultramar were acquired by Roboute Guilliman himself, when he defeated a mighty champion of the Dark Gods in single combat. The Gauntlets are only ever worn by the Ultramarines' Chapter Master; they are otherwise kept in a guarded crystal case in the Shrine of the Primarch.*

Each Gauntlet of Ultramar can be used as a melee weapon with the following melee weapon profile. The combined pair can also be fired as a ranged weapon, using the ranged weapon profile below.

Range	S	AP	Type
-	x2	2	Melee, Unwieldy
24"	4	2	Assault 2

UPGRADE

Armour of Antilochus: *Crafted by the Tech-Priests of Ademax Primus, the Armour of Antilochus is an exceptionally ornate suit of armour that incorporates a compact teleport-homer.*

This is a suit of Terminator armour (pg 126) that does not prevent sweeping advances and includes a teleport homer (pg 125).

CAPTAIN SICARIUS

COMMANDER OF THE ULTRAMARINES 2ND COMPANY

Cato Sicarius is amongst the greatest heroes of the Ultramarines. His titles are many – Captain of the 2nd Company, Master of the Watch, Knight Champion of Macragge, Grand Duke of Talassar and High Suzerain of Ultramar. Each reflects but a fraction of a lifetime's diligent and exceptional service, not only to the Ultramarines Chapter, but to the realm of Ultramar itself.

Born into one of Talassar's ascendant houses, the young Sicarius began martial schooling as soon as he was old enough to grasp a sword – a tutelage only reinforced by his later induction into the Ultramarines. Sicarius earned commendation after commendation and swiftly rose through the ranks. In the following decades, he served with distinction as both Sergeant and Company Champion before taking command of the Ultramarines 2nd Company.

Sicarius rose to the challenge of leading the 2nd Company as he had to every other that had been set in his path. All Space Marines use lightning assaults, but Sicarius refined the strategy to near-perfection, often committing his forces to battle with only the briefest appraisal of the situation. As his tally of victories grows, Sicarius' name has become a byword for victory, a legend forged in the bloody maelstrom of battle

that is known far beyond the borders of Ultramar. At the close of the 41st Millennium, Sicarius is widely believed to be the heir apparent to Marneus Calgar himself – something that cannot sit well with Ageomman, Captain of the 1st Company and Regent of Ultramar.

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

UNIT TYPE: Infantry (Character).

WARGEAR: Plasma pistol, frag grenades, krak grenades, iron halo (pg 124).

WARLORD TRAIT: The Imperium's Sword (pg 76).

SPECIAL RULES: And They Shall Know No Fear, Chapter Tactics (Ultramarines) (pg 77), Independent Character.

Battle-forged Heroes: One Ultramarines Tactical Squad in an army that includes Sicarius (determined during deployment) can have one of the following special rules at no additional cost: Counter-attack, Infiltrate, Scout or Tank Hunters.

Rites of Battle: If Sicarius is on the battlefield, all friendly units with the Chapter Tactics (Ultramarines) special rule can use his Leadership for any Morale or Pinning tests.

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



CHAPTER RELICS

Mantle of the Suzerain: *As much a badge of office as a suit of armour, the Mantle of the Suzerain has been worn by each incumbent of that title for many hundreds of years, protecting them through many battles in far-flung war zones.*

This suit of artificer armour (pg 126) confers the Feel No Pain special rule to its wearer.

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: Sicarius can make a single coup de grâce Attack with his Tempest Blade instead of his normal close combat attacks. This Attack has +2 Strength and the Instant Death special rule.

CHIEF LIBRARIAN TIGURIUS

ULTRAMARINES MASTER OF ARCANA

Tigurius is the Ultramarines Chief Librarian and has always stood apart from his battle-brothers. He is a figure of mystery, possessed of knowledge that goes beyond the towering datastacks and myriad scrolls of the Chapter's librarians. In Tigurius' eyes, nothing is more dangerous than incomplete knowledge nurtured in an unready mind. As such, it is common for him to meet inquiries with his own questions, until satisfied that the enquirer grasps the full meaning and consequences of the information he seeks. This can cause tension between the Chief Librarian and the Chapter's Captains, for such heroes have little time for contemplative introspection. However, Tigurius rewards those who persevere with uncanny insight that borders on prescience. Even his merest hunch, honed by centuries of experience and wisdom, is often worth more than the predictions of a battalion of strategists and a fleet of spies.

There is little that happens that the Chief Librarian does not seem to know. Were he any other man, his prescience might attract suspicion, yet none who have witnessed Tigurius in battle can find cause to doubt him. When the call to war comes, he is oft to be found in the Ultramarines' vanguard. Amid the fury of battle, the Chief Librarian's silent manner falls from him like a shroud, replaced by the vigour of a

warrior born. So it was on the world of Boros: focusing his psychic might, Tigurius sent hellfire coursing through the Ork invaders and led the charge that saw the wearied 4th Company victorious over a far more numerous foe.

Tigurius has recently turned his talents to the threat of the Tyranids. His predictions about their movements have been so accurate that it seems he has tapped into the gestalt consciousness of their Hive Mind – a feat that has driven lesser individuals insane. If true, Tigurius will truly have proven himself one of the greatest psykers in the Imperium.

	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).

WARGEAR: Power armour (pg 126), bolt pistol, frag grenades, krak grenades.

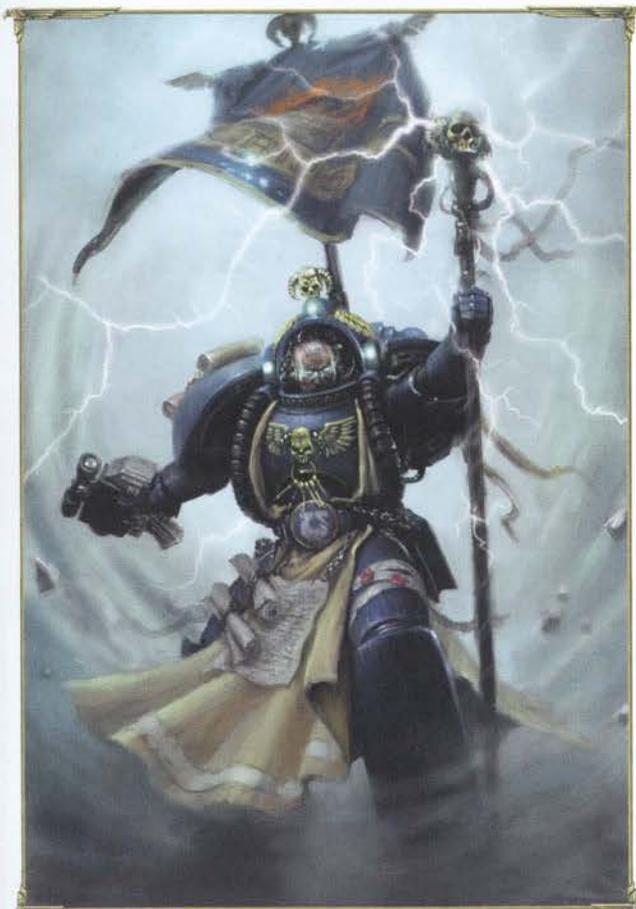
WARLORD TRAIT: Storm of Fire (pg 76).

SPECIAL RULES: And They Shall Know No Fear, Chapter Tactics (Ultramarines) (pg 77), Independent Character, Psyker (Mastery Level 3).

Gift of Prescience: If your army contains Tigurius, you can choose to re-roll any Reserve Rolls that apply to units from the same detachment – even successful ones.

Master Psyker: When generating psychic powers, Tigurius may re-roll any or all of the dice to see which powers he knows.

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



CHAPTER RELICS

Hood of Hellfire: *This hood incorporates a psychic amplifier, granting Tigurius unparalleled control over his otherworldly 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 is a potent force weapon that allows the Chief Librarian to blast his foes' souls from their bodies.*

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

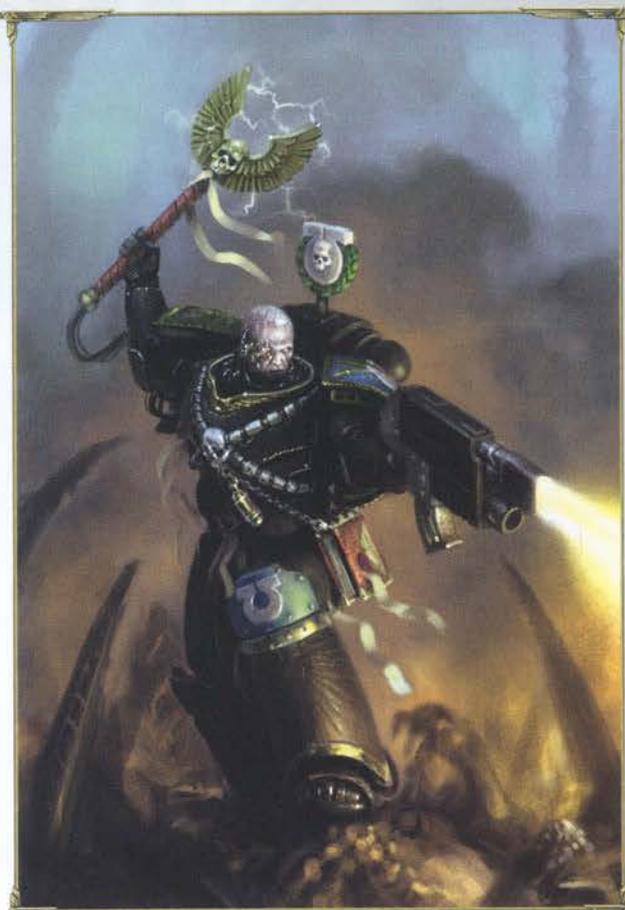
CHAPLAIN CASSIUS

ULTRAMARINES MASTER OF SANCTITY

Ortan Cassius is the oldest living member of the Ultramarines and even remembers times when some of the Chapter's most ancient Dreadnoughts fought as warriors of flesh and blood. What little of his skin can be seen amid his life-sustaining bionics is gnarled and battle-scarred, and his one good eye burns with unfulfilled vengeance. Though Cassius is several centuries old, his arm remains strong and his aim true. His impassioned words have carried the Ultramarines into battle on thousands of worlds, firing his battle-brothers with his own deeply-held passion and belief.

Cassius can recall tales of the First Tyrannic War when he fought alongside Marneus Calgar (always 'young Calgar' to Cassius) to purge Macragge of Hive Fleet Behemoth. In the war's final stages, Cassius accompanied the attempt to rescue the doomed 1st Company at Macragge's polar fortress. At great cost of life, the Tyranid invaders were hunted down and exterminated. Few of Cassius' companions emerged unscathed from the terrible close quarters fighting, and the Chaplain himself was laid low by a rampaging Carnifex, sustained only by his formidable strength of will until the Chapter's Apothecaries could tend to his ruined body.

After a long convalescence, during which much of his body was rebuilt, Cassius returned to his duties filled with new fire and purpose. The Chaplain was blessed with a revelation; he believed that the Tyranids were no mere physical threat, but Mankind's rightful punishment for their lack of vigilance and that there was no greater calling than to purge every one of them from the galaxy. To this end, Cassius forged a new body of Ultramarines, chosen from the survivors of the Tyrannic Wars, to specialise in hunting down and destroying the Tyranid menace. Though initially few in number, each fresh clash with the hive fleets provided new followers to his cause. As the movement has grown, Cassius has become more withdrawn and his followers an ever more influential faction within the Chapter. Though this is perhaps a minor deviation from the Codex Astartes, Lord Macragge tolerates his mentor's divergence, knowing that there shall yet be another reckoning between the Ultramarines and the Tyranids, and that Cassius' followers may be the key to final victory.



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



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

UNITTYPE: Infantry (Character).

WARGEAR: Power armour (pg 126), bolt pistol, crozius arcanum (pg 122), frag grenades, krak grenades, rosarius (pg 125).

WARLORD TRAIT: The Angel of Death (pg 76).

SPECIAL RULES: Chapter Tactics (Ultramarines) (pg 77), Feel No Pain, Independent Character, Preferred Enemy (Tyranids), Zealot.



SERGEANT TELION

VETERAN OF THE ULTRAMARINES 10TH COMPANY

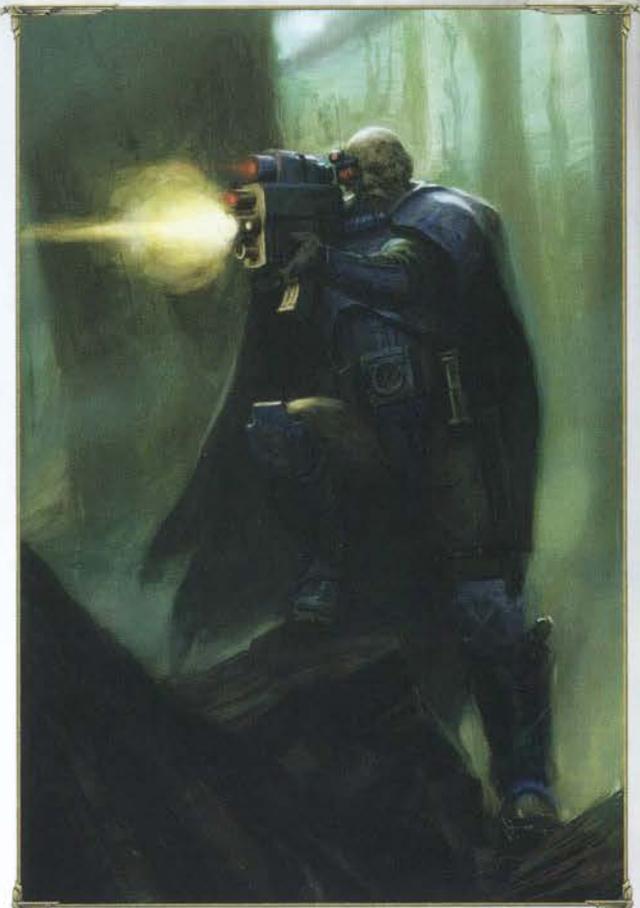
Torias Telion is the most accomplished Scout Sergeant the Ultramarines have ever known. He is a veteran of over three centuries of combat and in this time he has trained generations of new recruits. Indeed, no less than four of the Ultramarines' current Captains and a promising young warrior named Marneus Calgar all learnt their skills under Telion's watchful eye and rightly accredit their success to the peerless tutelage they received at his hands.

Having been awarded fully two-score battlefield commendations, including the Iron Skull, the Imperial Laurel and a dozen Marksman's Honour badges, Telion has earned a position in the Ultramarines Honour Guard several times over. Nonetheless, he chooses to remain in the Scout Company, where, by example and experience, he can forge the future warriors of the Chapter.

Sergeant Telion has mastered all of the martial disciplines of the Space Marines over his many years of service. Having fought eye-to-eye and blade-to-blade with Mankind's most fearsome enemies, Telion has taken the measure of each and found them wanting. He is a master of brawl, parry and stance. Few gambits of brute strength or elegant skill can penetrate Telion's guard, and fewer opponents can hope to defend themselves against the Sergeant's precise and controlled blows.

Yet however formidable Telion might be as a close-quarter foe, his skills of melee are nothing as to those he practices at range. He can take account of environmental interferences, such as wind or gravity, like few others and use a bolter to deliver a killing shot far beyond the official range. Two of his many Marksman's Honour badges were earned for such feats at the relief of Pallia, where a pair of extreme-range bolter shots ended the lives of both the Commander and Ethereal of a Tau reconnaissance force. With the death of their leaders, the invaders lost all resolve and were easy prey for the oncoming Ultramarines.

Much of Telion's marksmanship is innate, a quirk produced from the merging of latent talent and gene-seed, but under his guidance even the rawest Scout can achieve a level of expertise worthy of the most experienced Captain. Indeed, Telion's admonishments and precepts on the subject of war at a distance have become legendary far beyond Ultramar and the sergeant has been seconded to several Chapters with close ties to Macragge, so that his knowledge and unique skills can more widely benefit the immortal Emperor's cause.



SPECIAL RULES: *And They Shall Know No Fear*, *Acute Senses*, *Chapter Tactics (Ultramarines)* (pg 77), *Combat Squads* (pg 76), *Infiltrate*, *Move Through Cover*, *Scout*, *Stealth*.

Eye of Vengeance: All shooting hits made by Sergeant Telion are Precision Shots.

Voice of Experience: If Telion does not make a shooting attack or Run in the Shooting phase, you may nominate one friendly model in his squad. That model can use Telion's Ballistic Skill this phase. You must declare you are using this ability before either Telion or the beneficiary fire any shots.

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant Telion	5	6	4	4	1	4	2	9	4+

UNIT TYPE: Infantry (Character).

WARGEAR: Scout armour (pg 126), bolt pistol, frag grenades, krak grenades, camo cloak (pg 124).

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

SERGEANT CHRONUS

SPEAR OF MACRAGGE

Antaro Chronus is the most gifted of all the Ultramarines tank commanders. While most such warriors dedicate themselves to the mastery of a particular vehicle, Chronus' abilities extend to almost any tank in the armoury of the Adeptus Astartes. Few other commanders can match the precision of his bombardments when at the helm of a Whirlwind or Vindicator. None are as coldly precise when unleashing the baleful weaponry of a mighty Predator.

For a Space Marine to be assigned to serve in the armoury is an honour indeed, for it is to be entrusted with command of the Chapter's most valuable weapons of war. To succeed in this transition, the crew must suppress their physical self and adopt the armoured behemoth's form as their own. A crewman must act as decisively and instinctively with the tank as he would with his own limbs. The tank's sensors and viewfinders become the commander's eyes and ears, its weapons are his fists and rage, and its armour his skin.

Chronus takes such skill one step further. He knows the capabilities and limits of every weapon system in every tank, and is cognizant of which of those mechanisms can be bypassed or jury-rigged in the event of damage. Chronus kept the Predator, *Rage of Antonius*, battle-worthy during

the closing actions of the Damnosian War, despite suffering several hits from Necron gauss cannons. That the *Rage* survived at all astounded the Techmarines who repaired its extensive damage at the campaign's end, but in it Chronus had not only completed his mission goal of destroying the enemy's phase generator, but also routed the Necron war cell around it. Such a feat has often been imitated by other Ultramarines tank crews, but never bettered.

For his actions on Damnos, Sergeant Chronus was anointed as the 'Spear of Macragge' – a pre-Heresy title awarded to the Ultramarines' pre-eminent tank commander. As the Spear, Chronus leads the Chapter's armoured assaults, and has a free choice of which tank he rides to battle. This unique position of authority also means that he is not subject to the orders of a Captain and answers, in all things, only to Lord Macragge.

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant Chronus	4	5	4	4	1	4	2	9	3+

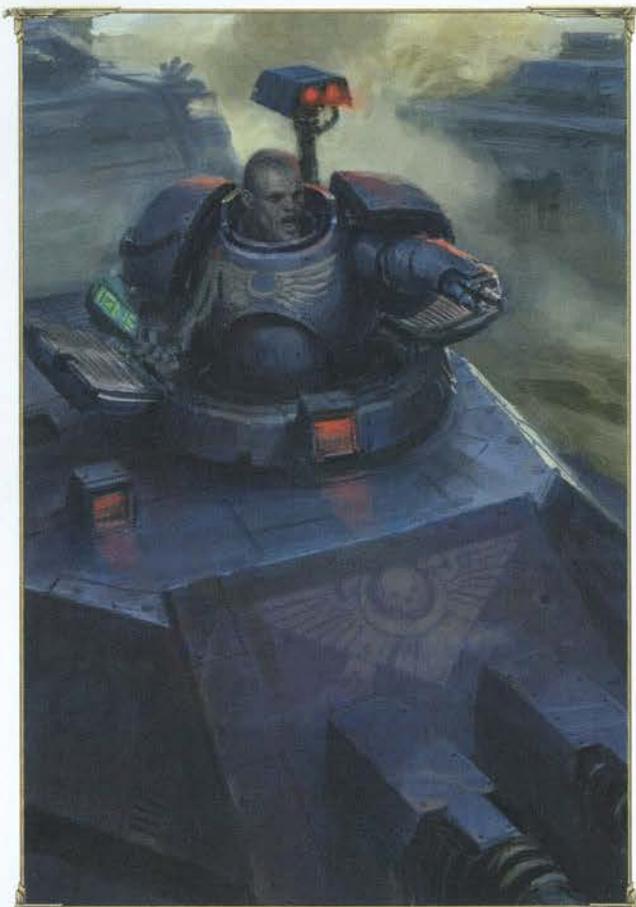
UNIT TYPE: Infantry (Character).

WARGEAR: Power armour (pg 126), bolt pistol, frag grenades, krak grenades, servo-arm (pg 122).

SPECIAL RULES:

Ultramarines Tank Commander: Chronus is always bought as an upgrade and starts the game as commander of an Ultramarines Tank (see the army list). Use the tank commander model of Chronus to represent this. Chronus' Tank has the It Will Not Die special rule. Furthermore, it ignores the effects Crew Shaken or Crew Stunned results, though it still loses a Hull Point as normal. The Tank uses Chronus' Ballistic Skill of 5.

Chronus is treated as a passenger but does not take up any of his Tank's Transport Capacity; he may even command a Tank without a Transport Capacity. Chronus cannot voluntarily disembark, but if his Tank is wrecked or suffers an Explodes! result, Chronus follows the normal rules for resolving damage on passengers and disembarking (note that if Chronus' Tank does not have an Access Point and it is destroyed, Chronus will have to perform an emergency disembarkation). Assuming Chronus survives his Tank's destruction, from that point, he uses the characteristic profile above and has the And They Shall Know No Fear, Chapter Tactics (Ultramarines) (pg 77) and Independent Character special rules. He may not take command of a different Tank.



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

- Antaro Chronus

KOR'SARRO KHAN

WHITE SCARS MASTER OF THE HUNT

Kor'sarro Khan is the Captain of the White Scars' 3rd Company. Fierce to the point of savagery, bold to the point of recklessness and brash to the point of insubordination, he is one of the Chapter's most accomplished warriors.

Kor'sarro Khan is the White Scars' Master of the Hunt. This title is unique to the White Scars and their successors. They, above all other Chapters, seek the blood of those foes who, though quirk of fate or malign artifice, have faced them in battle and lived to tell the tale. Such enemies cannot be allowed to glory in their victories. Every twenty-five years, at the height of the Rites of Howling, the Master of the Hunt is despatched to seek out one such foe and bring their severed head back to the White Scars' fortress monastery as a trophy.

Kor'sarro Khan can draw upon many resources in pursuit of his prey and often embarks upon a hunt with battle-brothers under his command. A pursuit can take months or years as Kor'sarro Khan tracks his quarry across war zones and worlds. Though the hunt may be postponed as wars and other duties interfere, it is never abandoned. Sooner or later, the quarry is tracked, cornered and beheaded. Over the years, Kor'sarro Khan has brought nearly a score of such legendary quests to successful conclusion. Whether he hunts on foot or from the saddle of his bike, Moondrakkan, none can outrun or evade Khan's wrath indefinitely.

Kor'sarro's return to Chogoris is a time of great celebration and moonlit feasting, for it marks the passing of a hated nemesis. When the carousal is done, Kor'sarro surrenders the prey's severed head to the Master of Sanctity, who takes up a brand from the flames and burns the eyes from the skull. The hymn of vengeance is sung as the flesh blackens and peels, and the quarry's name is struck from the roster of the hunt. The head itself is then masked in silver and set upon a lance, its hollow gaze destined to forever stare out over the approach to the fortress monastery – a long mountain road with severed trophies lining every pace of its passage.



	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).

WARGEAR: Power armour (pg 126), bolt pistol, frag grenades, Krak grenades, iron halo (pg 124).

WARLORD TRAIT: Champion of Humanity (pg 76).

SPECIAL RULES: And They Shall Know No Fear, Chapter Tactics (White Scars) (pg 77), Furious Charge, Independent Character.

Master of the Hunt: If Khan is your Warlord, friendly models with the Chapter Tactics (White Scars) special rule that are Bikes or have Dedicated Transports have the Scout special rule.

CHAPTER RELIC

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

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

Prey's Bane: If Kor'sarro Khan rolls a 6 To Wound, that Wound has the Instant Death special rule.

UPGRADE

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

Moondrakkan is a Space Marine bike (pg 125). When Khan is riding Moondrakkan, he has the Hammer of Wrath special rule, though he inflicts D3 hits with this attack instead of the usual 1.

VULKAN HE'STAN

FORGEFATHER OF THE SALAMANDERS

According to the ancient lore of the Salamanders, the Primarch Vulkan left behind nine artefacts. Vulkan scattered these relics across the galaxy, both to prevent them from falling into the hands of Mankind's enemies, and because he knew that even the grandest prize was as nothing were it to be seized without challenge. Since Vulkan's disappearance, the Salamanders have always appointed a Forgefather to seek the Primarch's lost legacy. At the close of the 41st Millennium, it is a burden borne by Captain He'stan.

He'stan had served with distinction for nearly a century when the Chapter Council commanded he set down his burdens as commander of the 4th Company and don the mantle of Forgefather. As He'stan relinquished his old titles and duties, so too did he set aside his forename, for the rituals of the Salamanders dictate that he who shall walk in Vulkan's footsteps shall bear his name, and bear it with pride.

In the pursuance of his quest, He'stan has walked a crooked path through the galaxy, guided from system to system by clues inked within the Tome of Fire. Many of the worlds He'stan has visited have been in the hands of traitorous humans, alien invaders or worse. Such places can only be investigated once they have been scoured clean by fire and

blade, and the Salamanders do not hesitate to bring their full might to bear if such is required. They would endure any woe and suffer any loss to retrieve the Primarch's gifts, for they believe that, when all nine artefacts have finally been recovered, he will return to lead them once again.

Only four of the nine relics remain for He'stan to find – the others have been recovered by previous Forgefathers. He'stan himself keeps three of these recovered artefacts, whilst the other two – the forge ship *Chalice of Fire* and the space-bound defence laser known as the Eye of Vulkan – remain 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.

	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).

WARGEAR: Artificer armour (pg 126), bolt pistol, frag grenades, Krak grenades.

WARLORD TRAIT: Iron Resolve (pg 76).

SPECIAL RULES: *And They Shall Know No Fear*, Chapter Tactics (Salamanders) (pg 78), Independent Character.

The Forgefather: If He'stan is your Warlord, all meltaguns, combi-meltas and multi-meltas wielded 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 (pg 124).

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

Kesare's Mantle confers a 3+ invulnerable save.

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

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

SHADOW CAPTAIN SHRIKE

COMMANDER OF THE RAVEN GUARD 3RD COMPANY

Shadow Captain Shrike made his name during the early months of the Targus campaign. The Raven Guard 3rd Company was one of many Imperial units assigned to the assault on Targus VIII, tasked with the elimination of the Orks' planetary defences. Striking hard and fast, Shrike's force accomplished its mission, only to become stranded when their extraction craft were destroyed in near orbit. Undaunted by his predicament, Shrike led a campaign of destructive havoc behind the Ork lines. For two years, the Raven Guard 3rd Company struck at the Waaagh! wherever it showed weakness, destroying fuel dumps and ammunition stores, sabotaging Ork artillery batteries and Stompa factories at every opportunity. They ambushed Ork Kommando patrols and assassinated Ork leaders with ruthless efficiency, all the time relaying targeting and intelligence data to orbiting naval vessels. Shrike and his warriors were untouchable, striking from the shadows with seeming impunity. They would stalk their quarry like phantoms, waiting for the correct moment to burst from the blackness like a storm of vengeance. Shrike led every assault from the fore, cutting down foes with every swipe of his razor-sharp claws. Within scant heartbeats, his ivory gauntlets would run slick with greenskin blood and another score of Orks would lie dead. An eye-blink later, the Raven Guard would melt away once more into the concealing darkness, leaving behind only corpses and destruction.

By the time Shrike had extracted his company from the ruins of Targus VIII, he was honoured with the Laurel Imperialis. After his fast and lethal assaults on Donara and Yakhee, he was hailed as a hero across the system and beyond. Amongst the besieged ruins of Aldeb, Sulphuron and a dozen other worlds, desperate men beseeched the Immortal Emperor to send Shrike to deliver them from the terror of Waaagh! Skullkrak. Fleet commanders and Imperial Guard generals pleaded with the Master of the Raven Guard to assign Shadow Captain Shrike to their sector of the campaign.

Under Shrike's direction, the Space Marines of the Raven Guard 3rd Company continue to go wherever they are most needed. They deploy not to warzones where Imperial commanders fight to contain alien invasion or crush the last vestiges of rebellion, but to worlds that have been abandoned to their fates by an over-stretched and uncaring Imperium. Shrike and his warriors 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 a hopeless battle.



WARLORD TRAIT: Angel of Death (pg 76).

SPECIAL RULES: And They Shall Know No Fear, Chapter Tactics (Raven Guard) (pg 78), Independent Character.

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

CHAPTER RELICS

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

	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).

WARGEAR: Power armour (pg 126), bolt pistol, frag grenades, krak grenades, iron halo (pg 124), jump pack (pg 124).

CAPTAIN LYSANDER

COMMANDER OF THE IMPERIAL FISTS 1ST COMPANY

Even for a Space Marine, Darnath Lysander has led a long and bloody career. As sergeant, he was credited with the defence of Colonial Bridge and hailed as the vanquisher of the heretics of Iduno. As Captain of the 2nd Company, he led the storming of the Eldar cruiser *Blood of Khaine* and rescued the Haddrake Tor planetstrike from disaster. For two centuries afterwards, Lysander led the Imperial Fists' 1st Company with distinction, earning the highest praises his Chapter could bestow. Then, in the latter years of M40, the Strike Cruiser *Shield of Valour* was lost to the Warp, taking Lysander and a portion of the 1st Company with it. Initially, the Imperial Fists kept vigil, hoping that the Warp would give up its prize. However, as the centuries passed, no trace was found of the *Shield of Valour*. In a sombre ceremony, Lysander's name was added to the roster of the fallen and a statue in his likeness was raised in the hall of heroes.

Nearly a thousand years later, the *Shield of Valour* re-entered normal space within the orbit of Malodrax, an Iron Warriors stronghold on the fringe of the Eye of Terror. Ravaged by the firepower of three orbital fortresses, the *Shield of Valour* was swiftly disabled. The handful of survivors, Lysander amongst them, were incarcerated and subjected to weeks of torture at the hands of the Iron Warriors. That Lysander survived at

all is ascribed to a dauntless refusal to accept defeat. Within a month of his capture, though his body was bloodied from the torments inflicted upon him, Lysander broke free of his restraints. Unarmoured, and initially with no weapons but his bare hands, Lysander tore a bloody path through the streets of Malodrax's planetary capital, stole a shuttle, and escaped.

It is difficult to say which emotion ran strongest amongst the Imperial Fists' when they learned that Lysander still lived – joy that one of their greatest heroes had returned, or fear that his travails had left him tainted. For months, Lysander bore an exhaustive investigation in which every fragment of his being was tested. Though the Chapter's Apothecaries, Librarians and Chaplains exerted every technique at their command, no trace of corruption – physical, mental or spiritual – could be found. To the deafening cheers of his battle-brothers, the oldest of which had not been born when the *Shield of Valour* was lost, Lysander was restored as the 1st Company's Terminator Captain.

Within a year of his return, Lysander led the Imperial Fists in the assault that laid waste to Malodrax, repaying in blood the tortures meted out in its dungeons. Before the dust had settled, Lysander was on the move once again, vowing to scour the Iron Warriors from the galaxy once and for all.



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

UNIT TYPE: Infantry (Character).

WARGEAR: Terminator armour (pg 126), iron halo (pg 124), storm shield (pg 125).

WARLORD TRAIT: Champion of Humanity (pg 76).

SPECIAL RULES: And They Shall Know No Fear, Chapter Tactics (Imperial Fists) (pg 78), Eternal Warrior, Independent Character.

Icon of Obstinacy: If Lysander is your Warlord, all friendly units with the Chapter Tactics (Imperial Fists) special rule within 12" of him re-roll failed Morale and Pinning tests.

CHAPTER RELIC

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

Range	S	AP	Type
-	10	1	Melee, Concussive, Master-crafted, Specialist Weapon, Unwieldy

PEDRO KANTOR

CHAPTER MASTER OF THE CRIMSON FISTS

Pedro Kantor has served as Chapter Master of the Crimson Fists for almost a century. He first rose to prominence as a sergeant at the Battle of Melchitt Sound, where he led the boarding action against the Ork Kill Kroozer, *Da Growla*. The Kroozer was disabled in the attack, allowing the Crimson Fists Strike Cruiser *Crusader* to break the Ork line of battle and scatter the greenskin fleet into the outer system.

When Waaagh! Snagrod hit Rynn's World, Kantor was one of a handful fortunate enough to survive the fateful missile strike that levelled the Crimson Fists' fortress monastery. Kantor witnessed the rippling explosions that tore the heart from his Chapter, but stoically set aside his grief to consolidate what power he still commanded. Weighing up his options, Kantor resolved to make for New Rynn City, where a small force of Crimson Fists stood as sentinels alongside the local garrison. The trek took ten days through a landscape choked with Ork warbands. During the daylight hours, Kantor and his men were forced to seek shelter where they could – lying up against the ruins of a farm one day, hiding out in an abandoned quarry the next. Kantor arrived at New Rynn City wearied to the bone, his armour slick with the blood of slain Orks. Scarcely half of the Crimson Fists who had embarked upon the journey survived to reach the

city gates, and not a warrior amongst them was unwounded, yet still their resolve never wavered. No sooner had Kantor arrived than the greenskins came to New Rynn City in force. What the Orks found before them was no faltering garrison, but a vengeful and determined force of Space Marines. Under Kantor's determined leadership, New Rynn City remained inviolate, and eighteen months later, it became the staging area for the offensive that drove the Orks from Rynn's World.

In the aftermath of the fighting, Kantor was presented with a choice few Chapter Masters have ever had to make. Rynn's World had been saved, but the Crimson Fists were a shadow of their former glory. He could lead the remnants of his decimated force in a vainglorious last stand, determined to slaughter as many of the enemy as possible before succumbing to their overwhelming numbers, or he could marshal his resources and look to the eventual rebuilding of the Chapter. It is to Pedro Kantor's credit, and a mark of his superior character as a leader of men, that he chose the latter path. In these dark times, the Imperium can ill afford the loss of such a Chapter as the Crimson Fists.



	WS	BS	S	T	W	I	A	Ld	Sv
Pedro Kantor	6	5	4	4	4	5	4	10	3+

UNIT TYPE: Infantry (Character).

WARGEAR: Power armour (pg 126), power fist, frag grenades, krak grenades, iron halo (pg 124).

WARLORD TRAIT: Iron Resolve (pg 76).

SPECIAL RULES: And They Shall Know No Fear, Chapter Tactics (Imperial Fists) (pg 78), Independent Character, Orbital Bombardment (pg 79).

Oath of Rynn: If Chapter Master Kantor is your Warlord, all friendly models in Crimson Fists detachments have the Preferred Enemy (Orks) special rule. Furthermore, all such models within 12" of Kantor receive +1 Attack whilst he lives. This bonus does not apply to Kantor and is not cumulative with the similar bonus from a Chapter Banner.

Hold the Line: If your army includes Pedro Kantor, friendly units of Crimson Fists Sternguard Veterans are scoring units.

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

HIGH MARSHAL HELBRECHT

HIGH MARSHAL OF THE BLACK TEMPLARS

High Marshal Helbrecht exemplifies the qualities of stubbornness, personal honour and unswerving loyalty to the Emperor that are the hallmarks of the Black Templars. His rise through the Chapter was swift, his desire to slay the enemies of the Emperor impressing his peers with its sheer ferocity. Even as an Initiate, Helbrecht fought with zeal and courage beyond expectations, holding the line against a vast swarm of Tyranids at Deathcore Ridge, refusing to yield whilst there yet remained a foe to fight. Helbrecht was inducted into the Sword Brethren just a few short decades later for the legendary feat of besting a Daemon Prince with only his combat blade. After this, his meteoric ascension only continued, paved at every step with the deaths of the Emperor's most fearsome enemies.

When High Marshal Kordhel was slain by a frenzied Berzerker, the Marshals of the Black Templars gathered to choose a new leader for their Chapter. Helbrecht was elected unanimously and presented with the Sword of the High Marshals. According to tradition, he then declared a crusade, choosing as his target the xenos-haunted Ghouls, a desolate region of space from which no prior expedition had returned. Within eight years, the Black Templars had cleansed the outlying systems; the enemy were unable to withstand the zeal of Helbrecht's assaulting forces, and entire worlds burned in his wake. No sooner had Helbrecht left a titanic pyre burning on the xenos home world than a desperate call for help came from the besieged world of Armageddon, telling of the return of the Ork Warlord, Ghazghkull Thraka. Helbrecht didn't hesitate in declaring a new crusade, swearing a mighty oath to personally slay Ghazghkull and rid the Imperium of the most dangerous Ork Warlord to have ever lived.

Upon arrival in the besieged Armageddon system, Helbrecht assumed command over the assembled Adeptus Astartes vessels, his superior experience of void combat making him the natural choice to command the Space Marines fleet. The war in space was bitterly fought, with Helbrecht leading many storming actions aboard Ork Kroozers, stemming the tide of greenskin reinforcements from reaching the planet below. Ghazghkull's flagship retreated from Armageddon shortly thereafter, despite the Imperial Fleet's efforts to stop it from entering Warp space. Helbrecht vowed Ghazghkull would not escape his vengeance even if he had to pursue the Ork Warlord across the galaxy – a quest he carries out to this day.



SPECIAL RULES: *And They Shall Know No Fear*, *Chapter Tactics (Black Templars)* (pg 78), *Independent Character*.

Crusade of Wrath: Once per game, at the beginning of your Assault phase, Helbrecht can grant all friendly models that have the *Chapter Tactics (Black Templars)* special rule the *Hatred and Fleet* special rules until the end of the phase.

CHAPTER RELIC

Sword of the High Marshals: *Legends say that, after failing to protect the Emperor, Dorn broke his sword in anger. Sigismund decreed that the Sword of the High Marshals should incorporate shards of Dorn's 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 Helbrecht a Charge Bonus of D3 Attacks instead of one.

	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).

WARGEAR: Artificer armour (pg 126), combi-melta, frag grenades, krak grenades, iron halo (pg 124).

WARLORD TRAIT: *The Imperium's Sword* (pg 76).

CHAPLAIN GRIMALDUS

HIGH CHAPLAIN OF THE BLACK TEMPLARS

Grimaldus is a veteran of centuries of combat, but only in the past few decades has he borne the mantle of the Black Templars' High Chaplain. It is a responsibility that weighs greatly upon Grimaldus' shoulders, and he constantly strives to prove that he is worthy of the honour.

Grimaldus was inducted into the Reclusiam after the Battle of Fire and Blood, where his stoicism brought him to the attention of the then High Chaplain, Mordred. Unlike many of his brother Chaplains, Grimaldus preferred to inspire his men through deeds rather than through rhetoric. On those rare occasions when Grimaldus spoke, his voice commanded the attention of all around, the rarity of his speech ensuring not a single word went unheard. Grimaldus' oratory cut straight through his brothers' warrior-spirits and it was no surprise that, upon Mordred's death, the High Chaplain named Grimaldus his successor with his final breath.

Grimaldus' trial by fire as High Chaplain was Armageddon. With High Marshal Helbrecht combating the Orks in space, it fell to Grimaldus to lead the Black Templars' ground forces. During the Battle for Hive Helsreach, Grimaldus faced certain death against successive hordes of Orks, but his resolve never wavered; the shadow of his predecessor's legendary chronicle was a constant source of strength. Grimaldus' forces were defending the Temple of the Emperor Ascendant when the fighting grew so brutal that the temple's walls collapsed. It was believed that all had perished until Grimaldus crawled from the rubble bearing three holy relics. Apothecaries who later treated Grimaldus' wounds claimed that it was a holy miracle that he still lived. Ever since, Grimaldus has been a rallying point for the Black Templars. No battle is so bleak that his appearance cannot turn the tide and rekindle the fire in his brothers' hearts. Then, an enemy who thought the battle won will find himself beset once more, smashed asunder by a tide of zealots whose arms have been lent fresh strength, Grimaldus at their head carving another victory for his Emperor.



CENOBYTE SERVITORS

Grimaldus is accompanied by a group of servitors bearing the relics saved from Helsreach. These icons are silent reminders that glory and honour are bought through sacrifice, and they spur the Black Templars to greater heights of zeal.

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

UNIT TYPE: Infantry (Character).

WARGEAR: Power armour (pg 126), master-crafted plasma pistol, crozius arcanum, frag grenades, krak grenades, rosarius (pg 125).

WARLORD TRAIT: Rites of War (pg 76).

SPECIAL RULES: Chapter Tactics (Black Templars) (pg 78), Independent Character, It Will Not Die, Zealot.

Unmatched Zeal: Friendly models with the Chapter Tactics (Black Templars) special rule within 6" of Chaplain Grimaldus have the Zealot special rule.

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

UNIT TYPE: Infantry.

SPECIAL RULES:

Relics of Helsreach: Friendly models with the Chapter Tactics (Black Templars) special rule within 6" of one or more Cenobyte Servitors have a 6+ invulnerable save.

'With faith as your shield and righteousness your sword, no enemy of the Emperor can prevail against you.'

- Chaplain Grimaldus

THE EMPEROR'S CHAMPION

At the forefront of the Black Templars' battle line strides a singular figure, his gleaming blade carving a path of ruin through the foe. This warrior will challenge any enemy, no matter how mighty, for he is the Emperor's Champion and divinity rests upon his shoulders as both mantle and shroud.

On the eve of battle, as the Black Templars kneel before their Chaplains and pray for the Emperor's favour, one amongst them may be granted a vision. In his mind's eye, angelic hosts wielding blades of flame bestride the stars, driving back the writhing shadows with their righteous fury. Glorious battles of both past and future whirl through the battle-brother's mind, accompanied by the certainty that he has been chosen by the Emperor as his mortal vessel upon the field of battle. As this fugue state passes, the Space Marine knows that he must heed this summons and stand forevermore apart, bereft of his brothers in the searing light of the Emperor's gaze. The Chaplains then lead the chosen battle-brother to an isolated contemplation chamber. Here, he is clad in holy raiment, donning the armour of faith, and surrendering his weapons in favour of one of the Chapter's ten sacred Black Swords.

Only a handful of Emperor's Champions arise each century, their emergence a miracle worthy of remembrance, and at any given time there can be only one. It is, therefore, the duty of the Chaplains to ensure that a single Black Sword

accompanies each crusade from its inception, ready should an Emperor's Champion arise. Should this happen, the name of the blade's new wielder is inscribed into its obsidian hilt, immortalising a new hero as a part of the blade's own legend.

When battle is joined, divine might flows through the Emperor's Champion's every sinew. His vision shimmers with golden light that burns brightest around the mightiest of enemies. In this way, the Emperor's Champion is guided through the press, swatting lesser enemies aside as he closes upon his target. Leaving his brethren to fight the broader battle, the Emperor's Champion engages the most deadly foes in single combat. The Emperor's Champion will never concede defeat, for his duty does not end until the Black Sword is prised from his cold, dead hands.

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

UNIT TYPE: Infantry (Character).

WARGEAR: Bolt pistol, frag grenades, krak grenades.

SPECIAL RULES: Chapter Tactics (Black Templars) (pg 78), Fearless, Independent Character.

Slayer of Champions: The Emperor's Champion must issue and accept a challenge whenever possible. If you have several models with a special rule with this effect, the Emperor's Champion must issue or accept the challenge. When fighting in a challenge, the Emperor's Champion must choose a stance – either **Smite the Unclean** or **Slay the Heretic** – at the start of the Fight sub-phase. The chosen stance lasts until the end of the challenge.

If he chooses **Smite the Unclean**, The Emperor's Champion has +2 Strength and his Black Sword gains the Two-handed and Unwieldy special rules.

If he chooses **Slay the Heretic**, To Wound rolls of 6 made with the Black Sword have the Instant Death special rule.

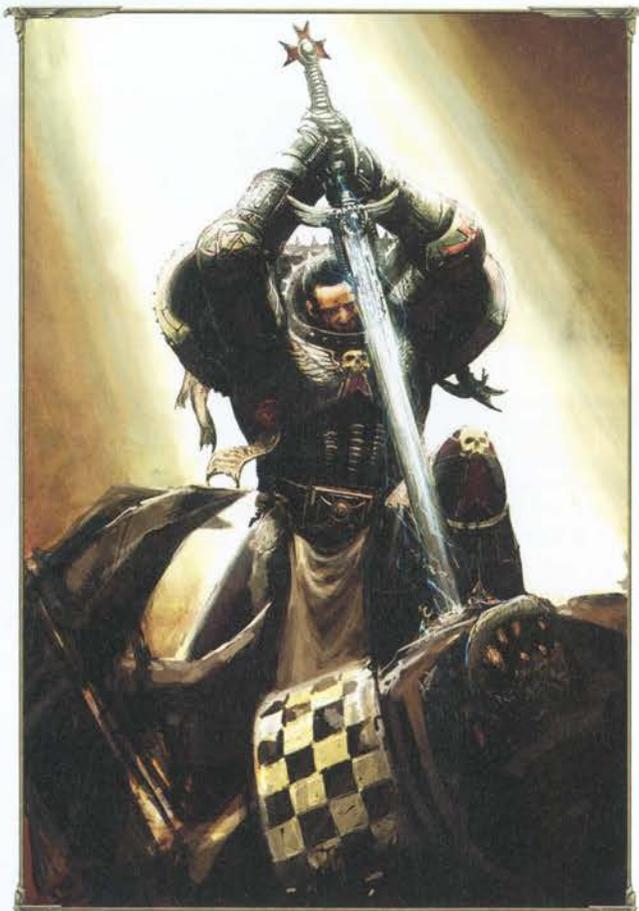
CHAPTER RELICS

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
-	User	2	Melee, Master-crafted



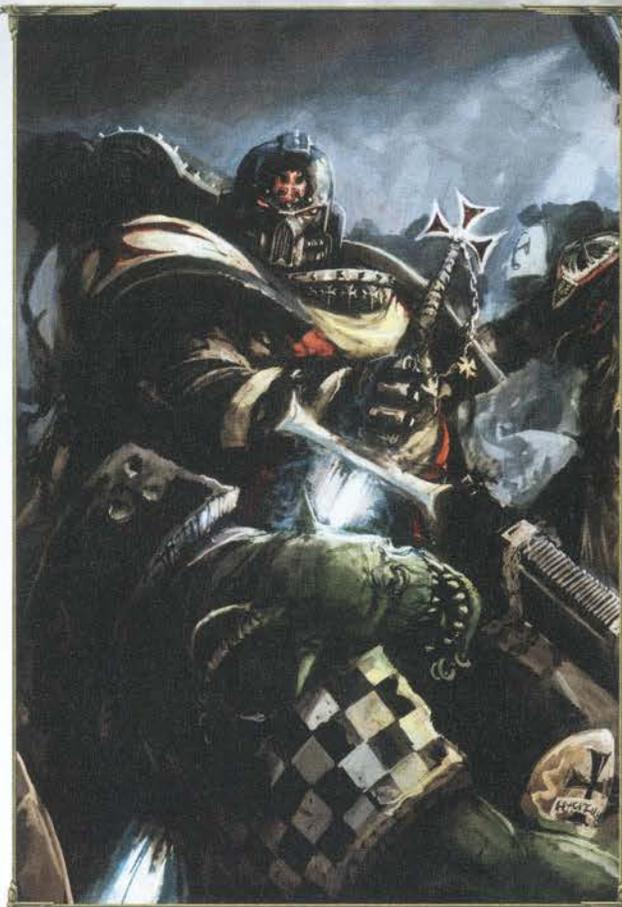
CRUSADER SQUADS

The Black Templars are organised in a different manner to many Codex Chapters and do not follow the dictates of the Codex Astartes in many ways, notably in the recruitment, training and deployment of their warriors. The majority of Black Templars battle-brothers – known within the Chapter as Initiates – are organised into Crusader Squads, which form the backbone of any strike force. Many Crusader Squads have the honour of being led to battle by one of the Chapter's Sword Brethren – veterans whose deeds and example inspire the Initiates to ever greater acts of courage. Crusader Squads are armed primarily with the holy bolter, though given the Black Templars' preference for fighting their foes face-to-face, many choose to carry chainswords and other weapons more suited to the cut and thrust of close combat, epitomising the Black Templars' righteous zeal and their drive to defeat their foes in battle.

Before a recruit marches to war as an Initiate, he must first prove his mettle as a Neophyte. Unlike other Space Marine Chapters, the Black Templars have no dedicated Scout Company in which its aspirants are trained. Instead, the Black Templars' recruits train within a Chapter Keep and, once they are deemed ready by the Keep's Castellan, are transported to one of the Black Templars' fleets. Here, the Neophytes are put through even more gruelling trials as the Chapter's Initiates test their strength, martial skills and faith to the limits. Should a survivor of these trials impress one of the assembled battle-brothers, an Initiate may take it upon himself to personally mentor the Neophyte in the art of war. From that point on, the Initiate takes sole responsibility for his pupil's training and conduct. He swears an oath to prepare the Neophyte for his entry into the brotherhood that is the Chapter, teach him of its history, and guide him through its holy rites of worship to the Emperor. In return, the Neophyte pledges obedience to his master and vows never to bring dishonour to his name. Neophytes also act as servants to their mentors, waiting on them at the great banquets and seeing to their day-to-day requirements.

On the battlefield, an Initiate often stands beside his young pupil, teaching him through bloody example the way of bolter and blade. In this way, the Neophyte learns first hand the methods of waging war and of destroying the Emperor's enemies. After fighting as part of a Crusader Squad on several battlefields, it is common for groups of Neophytes to be tasked together into independent squads, akin to a Codex Chapter's Scout Squads. These units are tasked with infiltrating enemy positions or fulfilling some other critical mission. For a Neophyte to be trusted so speaks volumes of his Initiate's faith in his abilities, and the Neophyte fights all the harder, lest they show such trust to be misplaced.

It is the Initiate's prerogative to say when his apprentice's training is complete. Once he has proven his valour and skill, a Neophyte submits to the Chapter's Chaplains to undergo the final trials of purity before, in a ceremony of great reverence, he is elevated into the ranks of a full battle-brother and honoured with a suit of power armour. He is now truly a Black Templar, possessed of great power, and sworn to use it in the Emperor's service unto death.



	WS	BS	S	T	W	I	A	Ld	Sv
Initiate	4	4	4	4	1	4	1	8	3+
Neophyte	3	3	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)**.

WARGEAR:

Initiate and Sword Brother: Power armour (pg 126), boltgun, bolt pistol, frag grenades, krak grenades.

Neophyte: Scout armour (pg 126), boltgun, bolt pistol, frag grenades, krak grenades.

SPECIAL RULES: And They Shall Know No Fear, Chapter Tactics (Black Templars) (pg 78).

'The galaxy is the Emperor's, and anyone or anything who challenges that claim is an enemy who must be destroyed.'

- High Marshal Helbrecht at the Battle of Fire and Blood

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 special characters is detailed in the appropriate entry in the Adeptus Astartes section (pages 105 to 118), while weapons and equipment used by all the other types of units are detailed here.

RANGED WEAPONS

Profiles for the following ranged weapons are listed on the Profiles page of the Reference. Their full rules can be found in the *Warhammer 40,000* rulebook:

Assault cannon	Meltagun
Autocannon	Missile launcher
Bolt pistol	Multi-melta
Boltgun	Plasma cannon
Combi-weapons	Plasma gun
Flamer	Plasma pistol
Flamestorm cannon	Sniper rifle
Heavy bolter	Space Marine shotgun
Heavy flamer	Storm bolter
Lascannon	



ASTARTES GRENADE LAUNCHER

Scout Bikers can employ grenade launchers outfitted with adaptive targeters to compensate for the high speeds at which they hurtle themselves at the enemy.

	Range	S	AP	Type
Frag grenade	24"	3	6	Rapid Fire, Blast
Krak grenade	24"	6	4	Rapid Fire

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"	2	-	Heavy 1, Blind, Large Blast



CONVERSION BEAMER

Conversion beam projectors fire a beam that induces a controlled subatomic reaction in the target, converting its mass into energy. The further away the target, the more deadly the blast, as the beam has time to grow in power. Conversion beamers are incredibly rare pre-Heresy artefacts, and their conservation and deployment is typically the responsibility of a Chapter's Master of the Forge.

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.

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 a specially designed missile launcher system, commonly used by Space Marines in Tactical Dreadnought armour to provide heavy fire support. Essentially a rack of frag and krak 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

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, affording the Emperor's finest with 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 cityfight or 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

GRAV-WEAPONRY

The secrets of grav-weapon construction are known only to a precious few; their design is based upon the graviton weaponry many Legions employed during the Heresy, but those secrets are still locked away in the deepest vaults on Mars. Only Techmarines who show the greatest promise are entrusted with the sacred binary psalms detailing the assembly and maintenance of such weapons. 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 the Emperor himself, 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

Graviton: The roll needed To Wound when firing a grav-weapon is always equal to the armour save of the target, to a minimum of 6+. For example, when resolving a hit against a Space Marine in power armour, you would need a 3+ To Wound. When resolving a hit against a vehicle, roll a D6 for each hit instead of rolling for armour penetration as normal. On a 1-5 nothing happens, but on a 6, the target suffers an Immobilised result and loses a single Hull Point. Grav-weapons have no effect on buildings.

COMBI-GRAV

This relatively rare combi-weapon variant incorporates a single-shot grav-gun, allowing the wielder a potent graviton attack when the fighting is fiercest without sacrificing the bolter's formidable wrath.

A combi-grav is a combi-weapon (see the *Warhammer 40,000* rulebook for details) that incorporates a grav-gun (see above) as the secondary weapon.

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.

ICARUS STORMCANNON ARRAY

The Stalker mounts a twinned stormcannon array, granted a capacity for independent targeting by the servo-mind conclave to which they are shackled. Each servo-mind can direct the stormcannons to track separate targets, or when faced by heavier foes the array can concentrate fire in a single, withering salvo that will tear even the greatest winged beast from the skies.

	Range	S	AP	Type
Single target	48"	7	4	Heavy 4, Skyfire, Twin-linked
Dual targets	48"	7	4	Heavy 4, Servo-tracking, Skyfire

Servo-tracking: The Stalker may elect to fire in dual targets mode. If it does this, the owning player must announce their intention to do so before selecting targets, and the Stalker must select two separate targets, making a full shooting attack at each using the dual targets profile above. All shots fired using the Servo-tracking special rule are made at BS2.

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 chapterserf. 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 this weapon misses a Flyer or Flying Monstrous Creature, place a Savant Lock counter next to the target (a coin or similar counter is ideal). At the start of each subsequent friendly Shooting phase, the Space Marine player rolls a D6 for each Savant Lock counter in play. On a 5+, the counter is removed and the target unit suffers a hit (using its rear armour value if it is a vehicle) with the profile above. If the target leaves combat airspace or is engaged in close combat, immediately discard any Savant Lock counters it has. These counters cannot be removed by any other means.

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. The Techmarine operator can set the fuse of each shell for surface detonation, airburst or subterranean blast.

	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, Tremor

Tremor: Any unit hit by a subterranean blast will move as if in difficult terrain in its following Movement phase. If the unit is moving through difficult terrain anyway, it rolls one less dice than normal (to a minimum of one) to determine its maximum move. A vehicle must instead take a Dangerous Terrain test if it moves in the following Movement phase.

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.

	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

Profiles for the following Melee weapons are listed on the Profiles page of the Reference. Their full rules can be found in the *Warhammer 40,000* rulebook:

Chainfist	Force weapons
Chainsword	Lightning claws
Close combat weapons (i.e. combat knives)	Power fist
Thunder hammer	Power weapons

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

CROZIUS ARCANUM

The crozius arcanum is a Space Marine Chaplain's rod of office. It is the symbol of his authority and his weapon of righteous judgement all in one. Each crozius is an ancient relic, passed down from Chaplain to Chaplain and bearing each successive warrior's legend in etched script about its haft.

Range	S	AP	Type
-	+2	4	Melee, Concussive

RELIC BLADE

Relic blades are two-handed swords or axes sheathed in an armour-sundering power field. Most originated in the dark days of the Horus Heresy, although some have been crafted in the long centuries since, in commemoration of other momentous events. Only a Space Marine of long and faultless service can earn the right to wield a relic blade.

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

SIEGE DRILL

These monstrously oversized grinding drills, so heavy they cannot be carried to battle on anything smaller than a Centurion warsuit, whirl with barely contained power. 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
-	9	2	Melee, Armourbane, Specialist Weapon

SERVO-ARM

Techmarines and Servitors are equipped with powerful servo-arms that can be used for battlefield repairs or even put to use as weapons.

Range	S	AP	Type
-	x2	1	Melee, Specialist Weapon, Unwieldy





Space Marine shotgun



*Grav-gun,
Mars pattern*



*Plasma gun,
MK XII 'Ragefire' type*



*Rosarius
Cross ref: Adeptus Ministorum*



*Power axe
Cross ref: Adeptus Mechanicus*



*Auspex,
Astartes type 18*



*Storm bolter,
MK IV 'Thunderfury' type*



Master-crafted power axe



*Storm shield,
Terminator issue*



*Omniscopes
Cross ref: Centurion warsuit*



Power sword

SPECIAL ISSUE WARGEAR

Rules for the following items can be found in the *Warhammer 40,000* rulebook.

Frag grenades*
Krak grenades
Melta bombs

Psychic hood
* See assault grenades

AUSPEX

A short-ranged scanning device, the auspex uses a range of detection modes to pinpoint the location of hidden enemies. Using an auspex to triangulate a target, a Space Marine is better able to direct fire towards a foe secreted in even the densest cover.

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 saves reduced by 1 until the end of the phase.

CAMO CLOAK

Space Marine Scouts often wear camo cloaks – loose garments woven from light-absorbing material, which imitate nearby terrain. So garbed, Scouts are almost impossible to see at long distance, and make for difficult targets when in cover of any kind.

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 service, held proud above the crashing press of battle, a constant symbol of the indomitable might of the Chapter who would die to defend it.

Friendly units within 12" of the bearer of the Chapter banner, and with the same Chapter Tactics, re-roll failed Morale checks and Pinning tests. In addition, all friendly Space Marines models 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. They are deployed in defensible positions to deny their use to all but the bravest or most foolhardy of foes.

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 area terrain on the table. The piece of area terrain should be marked with a small marker (a coin will do) to remind both players that it has been booby-trapped. Enemy models treat booby-trapped pieces of area terrain as dangerous terrain. Note that having multiple units booby-trap the same piece of area terrain has no additional effect. A unit with cluster mines which begins the game in Reserve may still booby-trap a piece of area 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.

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 the bearer, and with the same Chapter Tactics, re-roll failed Morale checks and Pinning tests.

DIGITAL WEAPONS

Digital weapons are concealed lasers fitted into finger 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.

GRAV-AMP

The grav-amp is a wonder of archeotech that focuses 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 bio-monstrosities, these shells incorporate a chamber of 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. It contains an energy field that wards against even the most potent enemy weapons.

An iron halo confers a 4+ invulnerable save.

IRONCLAD ASSAULT LAUNCHERS

See page 126.

JUMP PACK

A jump pack enables the wearer to make great bounding leaps across the battlefield and make a boosted flight over short distances or to the tops of fortress walls. Jump packs also enable airdrop deployment – plummeting into battle from low-flying Stormraven Gunships, using controlled bursts to slow their descent.

Models equipped with jump packs gain the Jump unit type as described in the *Warhammer 40,000* rulebook.

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.

NARTHECIUM

The Narthecium is used by Space Marine Apothecaries to dispense medical aid, including complex battlefield surgery, to the wounded. The 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.

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.

ROSARIUS

A rosarius is worn by Space Marine Chaplains for protection and as a symbol of office. A rosarius emits a protective energy field around the wearer capable of deflecting blows and shots that would smash a ferrocrete bunker. It is believed that the stronger its 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-HARNES

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 an extra servo-arm, 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 special form of communication device that quickly processes and broadcasts targeting data. This ancient device 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 squad 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 the *Warhammer 40,000* rulebook. 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 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

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 truly impressive – famously 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 gained for being armed with two Melee weapons in an assault.

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.

ARMOUR

ARTIFICER ARMOUR

Embellished by the finest artificers, these lavish suits of power armour afford the wearers protection that rivals even Terminator armour.

Artificer armour confers a 2+ Armour Save.

POWER ARMOUR

Made from thick ceramite plates and electrically motivated fibre bundles that enhance the movements of the wearer, power armour is the standard protection for Space Marines.

Power armour confers a 3+ Armour Save.

SCOUT ARMOUR

Less cumbersome than power armour, scout armour is ideal for infiltration work and allows a greater freedom of motion.

Scout armour confers a 4+ Armour Save.

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.



SPACE MARINE VEHICLE EQUIPMENT

Rules for the following vehicle upgrades can be found in the *Warhammer 40,000* rulebook:

Dozer blade	Smoke launchers
Extra armour	Storm bolter
Hunter-killer missile	
Searchlight	

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 this vehicle at half range or less.

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 Land Raider Crusader or Redeemer counts as having frag grenades.



IRONCLAD ASSAULT LAUNCHERS

An ironclad assault launcher is loaded with a variety of anti-personnel grenades that disorient enemies and drive them from cover.

A model with ironclad assault launchers does not suffer the penalty to its Initiative for charging enemies through difficult terrain. Furthermore, enemies charging a model with ironclad assault launchers do not gain bonus Attacks from charging unless the model was already locked in combat from a previous turn.



JAMMING BEACON

Land Speeder Storms carry transmitters that broadcast powerful electromagnetic and etheric interference. The resultant disruption denies enemy reserves crucial locational and navigational information, causing them to enter the fray a considerable distance from their intended arrival point.

Enemies that scatter when deep striking within 12" of a Land Speeder Storm roll double the number of dice to determine the scatter distance.

LOCATOR BEACON

See page 125.

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.

CHAPTER RELICS

The sacred artefacts of the Adeptus Astartes are items of incredible rarity. Only one of each of the following items may be chosen per army – there is only one of each of these items in the galaxy.

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. That the blade has a mighty origin is beyond doubt. In the heat of battle, the sword blazes so bright that it can melt even the ceramite armour of the battle-brother who wields it. Nonetheless, the sacred artefact still sees regular use; even mortal danger cannot stay the wrath of the Space Marines for long, and the damage its wielder can wreak on the foe is beyond compare.

Range	S	AP	Type
-	+3	2	Melee, Blind, Incandescent

Incandescent: At the end of an Assault phase in which the bearer made a 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 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, and that its inbuilt machine spirit is so complex that it must be blessed every morning and every evening to ensure the suit maintains peak performance. 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, a 6+ invulnerable save and the Relentless special rule. 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 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 weaver from mortal blows and perfidious Warp-craft alike.

The Shield Eternal is a storm shield (pg 125). In addition, the bearer of the Shield Eternal gains the Adamantium Will and Eternal Warrior special rules.

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, Shred, Master-crafted

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 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, Rampage, Specialist Weapon, Strikedown

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.

Friendly units within 12" of the bearer, and with the same Chapter Tactics, re-roll failed Morale checks and Pinning tests. In addition, friendly units chosen from *Codex: Space Marines* within 6" of the bearer of the Standard of the Emperor Ascendant have the Hatred special rule and add 1 to their total when determining assault results. Furthermore, the bearer of the Standard of the Emperor Ascendant and his unit have the Fear special rule.



THE EMPEROR'S SWORD



The following army list enables you to field an army of Space Marines and fight battles using the missions included in the *Warhammer 40,000* rulebook.

USING THE ARMY LIST

The Space Marines army list is split into six sections: HQ, troops, dedicated transports, elites, fast attack and heavy support. All of the squads, vehicles and characters in the army are placed into one of these categories depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle. Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army following the guidelines given in the *Warhammer 40,000* rulebook.

ARMY LIST ENTRIES

Each entry in the army list represents a different unit. More information about the background and rules for the Space Marines and their options can be found in the Adeptus Astartes section, while examples of the Citadel miniatures you will need to represent them can be found in the Defenders of Humanity section.



1	KOR'SARRO KHAN	2	125 Points
3	WS BS S T W I A Ld Sv	4	Unit Type
	Kor'sarro Khan 6 5 4 4 3 5 3 10 3+		Infantry (Character)
5	Unit Composition	6	Page
	1 (Unique)		111
6	Wargear:	10	Chapter Relic:
	<ul style="list-style-type: none"> Power armour Bolt pistol Frag grenades Krak grenades Iron halo 		<ul style="list-style-type: none"> Moonfang
7	Special Rules:	8	Options:
	<ul style="list-style-type: none"> And They Shall Know No Fear Chapter Tactics (White Scars) Furious Charge Independent Character Master of the Hunt 		<ul style="list-style-type: none"> May take Moondrakkan..... 25 pts
9	Warlord Trait:		
	<ul style="list-style-type: none"> Champion of Humanity 		

Each unit entry in the Space Marines army list contains the following information:

- Chapter Icon:** Some units are shown with a Chapter icon here; these units can only be taken in detachments of this Chapter, as described on page 77.
- Unit Name:** At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.
- Unit Profile:** This section will show the profile of any models the unit can include, even if they are upgrades.
- Unit Type:** This refers to the unit type rules in the *Warhammer 40,000* rulebook. 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.
- Unit Composition:** Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken.
- Wargear:** This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.
- Special Rules:** Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either the Adeptus Astartes section of this book or the Special Rules section of the *Warhammer 40,000* rulebook.
- 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 army list entries. Dedicated Transports do not use up any Force Organisation chart selections, but otherwise function as separate units. The Transports section of the *Warhammer 40,000* rulebook explains how Dedicated Transports work.
- Warlord Traits:** Sometimes a character's entry will have a specific Warlord Trait, in which case it will be listed here in its entry.
- Chapter Relics:** Some entries have unique Relics, listed here. These, like wargear, are already included in the unit's points cost.

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 army list that follows 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.

Ranged Weapons Page 120

- A model can replace his bolt pistol and/or Melee weapon with one of the following:
- Storm bolter 5 pts
 - Combi-flamer, -grav, -melta or -plasma 10 pts
 - Grav-pistol 15 pts
 - Plasma pistol 15 pts

Melee Weapons Page 122

- A model can replace his bolt pistol and/or Melee weapon with one of the following:
- Power weapon 15 pts
 - Lightning claw 15 pts
 - Power fist 25 pts
 - Thunder hammer 30 pts

Terminator Weapons

- A model wearing Terminator armour can replace his storm bolter with one of the following:
- Combi-flamer, -melta or -plasma 6 pts
 - Lightning claw 10 pts
 - Thunder hammer 25 pts

- A model wearing Terminator armour can 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 can 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
 - o May also take flakk missiles 10 pts
 - Plasma cannon 15 pts
 - Lascannon 20 pts

¹ Sternguard Veterans and Legion of the Damned only.

Special Weapons

- A model can replace his Melee weapon or boltgun with one of the following:
- Flamer 5 pts
 - Meltagun 10 pts
 - Grav-gun 15 pts
 - Plasma gun 15 pts

Special Issue Wargear Page 124

- A model can take up to one of each of the following:
- Auspex 5 pts
 - Melta bombs 5 pts
 - Digital weapons 10 pts
 - Teleport homer 10 pts
 - Jump pack ^{1,2} 15 pts
 - Space Marine bike ^{1,3} 20 pts

¹ 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 models wearing Terminator armour, or by a Master of the Forge or Techmarine.

³ May not be taken by models wearing Terminator armour.



Chapter Relics Page 127

- Only one of each Chapter Relic may be taken per army. A model can 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 VEHICLE EQUIPMENT

PAGE 126

- A model can take up to one of each of the following:
- Dozer blade ¹ 5 pts
 - Storm bolter 5 pts
 - Hunter-killer missile 10 pts
 - Extra Armour 10 pts

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



HQ

MARNEUS CALGAR

275 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Marneus Calgar	6	5	4	4	4	5	4	10	2+	Infantry (Character)	1 (Unique)	105

Wargear:

- Artificer armour
- Power sword
- Frag grenades
- Krak grenades
- Iron halo

Chapter Relics:

- Gauntlets of Ultramar

Warlord Trait:

- If Marneus Calgar is in your primary detachment, he must be your Warlord. He rolls three times on the Warlord Traits table (pg 76) and chooses a single Warlord Trait from those rolls (re-roll any duplicates).

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics (Ultramarines)
- Eternal Warrior
- God of War
- Independent Character
- Orbital Bombardment
- Titanic Might

Options:

- May replace artificer armour, frag and krak grenades with the Armour of Antilochus 10 pts

Master of the Ultramarines: If your army includes Marneus Calgar, his detachment may include up to three Honour Guard units, rather than the usual one allowed for a Chapter Master (pg 163). These selections do not use up a Force Organisation slot.

CAPTAIN SICARIUS

185 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Captain Sicarius	6	5	4	4	3	5	3	10	2+	Infantry (Character)	1 (Unique)	106

Wargear:

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

Chapter Relics:

- Talassarian Tempest Blade
- Mantle of the Suzerain

Warlord Trait:

- The Imperium's Sword

Special Rules:

- And They Shall Know No Fear
- Battle-forged Heroes
- Chapter Tactics (Ultramarines)

- Independent Character
- Rites of Battle
- Surprise Attack

CHIEF LIBRARIAN TIGURIUS

165 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Chief Librarian Tigurius	5	4	4	4	3	4	2	10	3+	Infantry (Character)	1 (Unique)	107

Wargear:

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades

Chapter Relics:

- Hood of Hellfire
- Rod of Tigurius

Warlord Trait:

- Storm of Fire

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics (Ultramarines)
- Gift of Prescience
- Independent Character
- Master Psyker
- Psyker (Mastery Level 3)

Psyker:

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

CHAPLAIN CASSIUS

130 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Chaplain Cassius	5	4	4	6	2	4	2	10	3+	Infantry (Character)	1 (Unique)	108

Wargear:

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

Chapter Relic:

- Infernus

Warlord Trait:

- The Angel of Death

Special Rules:

- Chapter Tactics (Ultramarines)
- Feel No Pain
- Independent Character
- Preferred Enemy (Tyranids)
- Zealot



HQ

KOR'SARRO KHAN

125 Points

	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	Page
1 (Unique)	111

Wargear:

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Iron halo

Chapter Relic:

- Moonfang

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

Options:

- May take Moondrakkan 25 pts

Mounted Assault: If Kor'sarro Khan rides Moondrakkan, Bike Squads of at least five models may be taken as troops choices instead of fast attack in his detachment.

VULKAN HE'STAN

190 Points

	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	Page
1 (Unique)	112

Wargear:

- Artificer armour
- Bolt pistol
- Frag grenades
- Krak grenades

Chapter Relics:

- Gauntlet of the Forge
- Spear of Vulkan
- Kesare's Mantle

Warlord Trait:

- Iron Resolve

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics (Salamanders)
- The Forgefather
- Independent Character



SHADOW CAPTAIN SHRIKE

185 Points

	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	Page
1 (Unique)	113

Wargear:

- Power armour
- Bolt pistol
- Frag grenades

- Krak grenades
- Iron halo
- Jump pack

Chapter Relics:

- The Raven's Talons

Warlord Trait:

- The Angel of Death

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics (Raven Guard)
- Independent Character
- See, But Remain Unseen

CAPTAIN LYSANDER

230 Points

	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	Page
1 (Unique)	114

Wargear:

- Terminator armour
- Iron halo
- Storm shield

Chapter Relic:

- Fist of Dorn

Warlord Trait:

- Champion of Humanity

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics (Imperial Fists)
- Eternal Warrior
- Icon of Obstinacy
- Independent Character



HQ

PEDRO KANTOR

185 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Pedro Kantor	6	5	4	4	4	5	4	10	3+	Infantry (Character)	1 (Unique)	115

Wargear:

- Power armour
- Power fist
- Frag grenades
- Krak grenades
- Iron halo

Chapter Relic:

- Dorn's Arrow

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics (Imperial Fists)
- Hold the Line
- Independent Character
- Oath of Rynn
- Orbital Bombardment

Warlord Trait:

- Iron Resolve

HIGH MARSHAL HELBRECHT

180 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
High Marshal Helbrecht	6	5	4	4	4	5	4	10	2+	Infantry (Character)	1 (Unique)	116

Wargear:

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

Chapter Relic:

- Sword of the High Marshals

Special Rules:

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

Warlord Trait:

- The Imperium's Sword



CHAPLAIN GRIMALDUS

185 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Chaplain Grimaldus	5	4	4	4	3	4	3	10	3+	Infantry (Character)	1 (Unique)	117

Wargear:

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

Warlord Trait:

- Rites of War

Special Rules:

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

CENOBYTE SERVITORS

30 Points

Chaplain Grimaldus may be accompanied by a unit of Cenobyte Servitors.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Cenobyte Servitor	3	3	3	3	1	3	1	8	4+	Infantry	3 Cenobyte Servitors	117

Special Rules:

- Relics of Helsreach

Options:

- May include up to two additional Cenobyte Servitors10 pts/model

THE EMPEROR'S CHAMPION

140 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
The Emperor's Champion	6	4	4	4	2	5	2	10	2+	Infantry (Character)	1 (Unique)	118

Wargear:

- Bolt pistol
- Frag grenades
- Krak grenades

Chapter Relics:

- Armour of Faith
- Black Sword

Special Rules:

- Chapter Tactics (Black Templars)
- Fearless
- Independent Character
- Slayer of Champions

HQ

CHAPTER MASTER

130 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Chapter Master	6	5	4	4	4	5	4	10	3+	Infantry (Character)	1 Chapter Master	79

Wargear:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Iron halo

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics
- Independent Character
- Orbital Bombardment

Options:

- May replace bolt pistol with a boltgun..... *free*
- May replace chainsword with a relic blade..... *25 pts*
- May take a storm shield..... *15 pts*
- May replace power armour with artificer armour..... *20 pts*
- A Chapter Master in power armour or artificer armour may take items from the **Melee Weapons, Ranged Weapons, Special Issue Wargear** and/or **Chapter Relics** lists.
- A Chapter Master may replace his power armour, bolt pistol, chainsword and frag and krak grenades with Terminator armour, storm bolter and power sword..... *40 pts*
- A Chapter Master in Terminator armour may only take items from the **Terminator Weapons, Special Issue Wargear** and/or **Chapter Relics** lists.

Mounted Assault: *If a detachment includes a Chapter Master on Space Marine bike, Bike Squads of at least five models may be taken as troops choices instead of fast attack in that detachment.*

HONOUR GUARD

85 Points

You may take one Honour Guard unit for each Chapter Master in your army (including Marneus Calgar, Pedro Kantor and High Marshal Helbrecht). This selection does not use up a Force Organisation slot.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Honour Guard	4	4	4	4	1	4	2	10	2+	Infantry	2 Honour Guard	89
Chapter Champion	5	4	4	4	1	4	3	10	2+	Infantry (Character)	1 Chapter Champion	

Wargear:

- Artificer armour
- 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)

Options:

- May include up to seven additional Honour Guards..... *25 pts/model*
- Any Honour Guard may replace his power weapon with a relic blade..... *10 pts/model*
- One Honour Guard may take one of the following:
 - Chapter banner (one per army)..... *25 pts*
 - Standard of the Emperor Ascendant (one per army)..... *65 pts*
- 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*
- The unit may select a Drop Pod, Rhino or Razorback as a Dedicated Transport (pg 169).



HQ

CAPTAIN

90 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Captain	6	5	4	4	3	5	3	10	3+	Infantry (Character)	1 Captain	79

Wargear:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Iron halo

Options:

- May replace bolt pistol with a boltgun.....*free*
- May replace chainsword with a relic blade.....*25 pts*
- May take a storm shield.....*15 pts*
- May replace power armour with artificer armour.....*20 pts*
- A Captain may take items from the **Melee Weapons, Ranged Weapons, Special Issue Wargear** and/or **Chapter Relics** lists.

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics
- Independent Character

Mounted Assault: *If a detachment includes a Captain on Space Marine bike, Bike Squads of at least five models may be taken as troops choices instead of fast attack in that detachment.*

TERMINATOR CAPTAIN

120 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Terminator Captain	6	5	4	4	3	5	3	10	2+	Infantry (Character)	1 Terminator Captain	79

Wargear:

- Terminator armour
- Storm bolter
- Power sword
- Iron halo

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics
- Independent Character

Options:

- A Terminator Captain may take items from the **Terminator Weapons, Special Issue Wargear** and/or **Chapter Relics** lists.

COMMAND SQUAD

100 Points

You may take one Command Squad for each Captain, Librarian or Chaplain in your army (including Captain Sicarius, Chief Librarian Tigurius, Chaplain Cassius, Kor'sarro Khan, Vulkan He'stan, Shadow Captain Shrike, Captain Lysander and Chaplain Grimaldus). This selection does not use up a Force Organisation slot.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Veteran	4	4	4	4	1	4	2	9	3+	Infantry	5 Veterans	88
Company Champion	5	4	4	4	1	4	2	9	3+	Infantry (Character)		
Apothecary	4	4	4	4	1	4	2	9	3+	Infantry (Character)		

Wargear:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

Options:

- One Veteran may take one of the following:
 - Company Standard.....*15 pts*
 - Standard of the Emperor Ascendant (one per army).....*65 pts*
- One Veteran may be upgraded to a Company Champion, replacing their chainsword with a power weapon and a 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 any of the following:
 - Melta bombs.....*5 pts/model*
 - Storm shield.....*10 pts/model*
- Any Veteran may replace his chainsword and/or bolt pistol with a boltgun.....*free*
- Any Veteran may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The unit may select a Drop Pod, Rhino or Razorback as a Dedicated Transport (pg 169).

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics
- Honour or Death (Company Champion only)



HQ

LIBRARIAN

65 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Librarian	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 Librarian	80

Wargear:

- Power armour
- 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:

Librarians generate their powers from the **Biomancy**, **Pyromancy**, **Telekinesis** and **Telepathy** disciplines.

Options:

- May be upgraded to Psyker (Mastery Level 2) 25 pts
- May replace bolt pistol with a boltgun free
- A Librarian in power armour may take items from the **Ranged Weapons**, **Special Issue Wargear** and/or **Chapter Relics** lists.
- A Librarian may replace his power armour, bolt pistol and frag and krak grenades with Terminator armour 25 pts
 - A Librarian in Terminator armour may only take items from the **Special Issue Wargear** and/or **Chapter Relics** lists.
 - A Librarian in Terminator armour may take one of the following:
 - o Storm bolter 5 pts
 - o Combi-flamer, -melta or -plasma 10 pts
 - o Storm shield 10 pts



Abhor the Witch: Librarians may not be included in detachments of Black Templars.

CHAPLAIN

90 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Chaplain	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 Chaplain	81

Wargear:

- Power armour
- 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
- A Chaplain in power armour may take items from the **Ranged Weapons**, **Special Issue Wargear** and/or **Chapter Relics** lists.
- A Chaplain may replace his power armour, bolt pistol and 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 6 pts



HQ

MASTER OF THE FORGE

90 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Master of the Forge	4	5	4	4	2	4	2	10	2+	Infantry (Character)	1 Master of the Forge	92

Wargear:

- Artificer armour
- Bolt pistol
- Boltgun
- Frag grenades
- Krak grenades
- Servo-harness

Special Rules:

- And They Shall Know No Fear
- Blessing of the Ommissiah
- Bolster Defences
- Chapter Tactics
- Independent Character

Options:

- May take items from the **Melee Weapons, Ranged Weapons, Special Issue Wargear** and/or **Chapter Relics** lists.
- May replace servo-harness and boltgun with a conversion beamer 20 pts
- May replace bolt pistol and/or boltgun with a power axe 15 pts

Lord of the Armoury: *If a detachment includes a Master of the Forge, Dreadnoughts, Venerable Dreadnoughts and Ironclad Dreadnoughts may be taken as heavy support choices as well as elites choices in that detachment.*

TECHMARINE

50 Points

For each HQ choice in your army (not including other Techmarines, Servitors, Command Squads or Honour Guard) you may include a Techmarine. These selections do not use up a Force Organisation slot.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Techmarine	4	4	4	4	1	4	1	8	2+	Infantry (Character)	1 Techmarine	92

Wargear:

- Artificer armour
- Bolt pistol
- Boltgun
- Frag grenades
- Krak grenades
- Servo-arm

Special Rules:

- And They Shall Know No Fear
- Blessing of the Ommissiah
- Bolster Defences
- Chapter Tactics
- Independent Character

Options:

- May upgrade servo-arm to servo-harness 25 pts
- May take items from the **Melee Weapons, Ranged Weapons** and/or **Special Issue Wargear** lists.
- May replace bolt pistol and/or boltgun with a power axe 15 pts

SERVITORS

10 Points

You may include one unit of Servitors for each Techmarine or Master of the Forge in your army. These selections do not use up a Force Organisation slot.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Servitor	3	3	3	3	1	3	1	8	4+	Infantry	1 Servitor	92

Wargear:

- Servo-arm

Special Rules:

- Mindlock

Options:

- May include up to four additional Servitors 10 pts/model
- Up to two Servitors may replace their servo-arm with a:
 - Heavy bolter or multi-melta 10 pts/model
 - Plasma cannon 20 pts/model



TROOPS

TACTICAL SQUAD

70 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Space Marine	4	4	4	4	1	4	1	8	3+	Infantry	4 Space Marines	83
Space Marine Sgt	4	4	4	4	1	4	1	8	3+	Infantry (Character)	1 Space Marine Sergeant	
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Infantry (Character)		

Wargear:

- Power armour
- 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 replace his boltgun and/or bolt pistol with a chainsword.....free
- 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 any of the following:
 - Melta bombs5 pts
 - Teleport homer10 pts
- The unit may select a Drop Pod, Rhino or Razorback as a Dedicated Transport (pg 169).

SCOUT SQUAD

55 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Scout	3	3	4	4	1	4	1	8	4+	Infantry	4 Scouts	85
Scout Sergeant	4	4	4	4	1	4	1	8	4+	Infantry (Character)	1 Scout Sergeant	
Veteran Scout Sgt	4	4	4	4	1	4	2	9	4+	Infantry (Character)		

Wargear:

- Scout armour
- 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 his boltgun with one of the following:
 - Space Marine shotgun or close combat weaponfree
 - Sniper rifle.....1 pt/model
- One Scout may replace his boltgun with one of the following:
 - Heavy bolter.....8 pts
 - o May also take hellfire shells5 pts
 - Missile launcher (with frag and krak missiles)15 pts
 - o May also take flakk missiles10 pts
- May upgrade the Scout Sergeant to a Veteran Scout Sergeant.....10 pts
- The Scout Sergeant or Veteran Scout Sergeant may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Scout Sergeant or Veteran Scout Sergeant may take any of the following:
 - Melta bombs5 pts
 - Teleport homer10 pts
- One Scout squad in the army may replace its Scout Sergeant with Sergeant Telion.....50 pts
- The unit may select a Land Speeder Storm as a Dedicated Transport (pg 169).

SERGEANT TELION

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Sergeant Telion	5	6	4	4	1	4	2	9	4+	Infantry (Character)	1 (Unique)	109

Wargear:

- Scout armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Camo cloak

Chapter Relic:

- Quietus

Special Rules:

- Acute Senses
- And They Shall Know No Fear
- Chapter Tactics (Ultramarines)
- Combat Squads
- Eye of Vengeance
- Infiltrate
- Move Through Cover
- Scout
- Stealth
- Voice of Experience

TROOPS

CRUSADER SQUAD

70 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Initiate	4	4	4	4	1	4	1	8	3+	Infantry	5 Initiates	119
Sword Brother	4	4	4	4	1	4	2	9	3+	Infantry (Character)		
Neophyte	3	3	4	4	1	4	1	8	4+	Infantry		

Wargear:

- Power armour (Initiates and Sword Brother only)
- Scout armour (Neophytes only)
- 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 ten Neophytes* 10 pts/model
- May upgrade one Initiate to a Sword Brother 10 pts
- Any model may replace his boltgun with a chainsword 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 or close combat weapon 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 take a Drop Pod, Rhino, Razorback or Land Raider Crusader (pg 169 and 177) as a Dedicated Transport.

* You may not purchase more Neophytes than you have Initiates in the squad.



DEDICATED TRANSPORTS

RHINO

35 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Rhino	4	11	11	10	3	Vehicle (Tank, Transport)	1 Rhino	98

Wargear:

- Storm bolter
- Searchlight
- Smoke launchers

Special Rules:

- Repair

Transport Capacity:

- Ten models

Options:

- Rhinos may take items from the **Space Marine Vehicle Equipment** list.

RAZORBACK

55 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Razorback	4	11	11	10	3	Vehicle (Tank, Transport)	1 Razorback	98

Wargear:

- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

Transport Capacity:

- Six models

Options:

- Razorbacks may take items from the **Space Marine Vehicle Equipment** list.

- May replace its twin-linked heavy bolter with one of the following:

- Twin-linked heavy flamer..... *free*
- Twin-linked assault cannon..... *20 pts*
- Twin-linked lascannon..... *20 pts*
- Lascannon and twin-linked plasma gun..... *20 pts*

DROP POD

35 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Drop Pod	4	12	12	12	3	Vehicle (Open-topped, Transport)	1 Drop Pod	99

Wargear:

- Storm bolter

Special Rules:

- Drop Pod Assault
- Immobile
- Inertial Guidance System

Transport Capacity:

- Ten models, one Dreadnought or one Thunderfire Cannon and Techmarine Gunner

Options:

- May replace its storm bolter with a deathwind launcher..... *15 pts*
- May take a locator beacon..... *10 pts*

LAND SPEEDER STORM

45 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Land Speeder Storm	3	10	10	10	2	Vehicle (Fast, Open-topped, Skimmer, Transport)	1 Land Speeder Storm	95

Wargear:

- Cerberus launcher
- Heavy bolter
- Jamming beacon

Special Rules:

- Deep Strike
- Scout

Transport Capacity:

- Five Scouts

Options:

- May replace its heavy bolter with one of the following:

- Heavy flamer..... *free*
- Multi-melta..... *10 pts*
- Assault cannon..... *20 pts*

ELITES

VANGUARD VETERAN SQUAD

95 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Veteran	4	4	4	4	1	4	2	9	3+	Infantry	4 Veterans	87
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Veteran Sergeant	

Wargear:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

Special Rules:

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

Options:

- May include up to five additional Veterans 19 pts/model
- Any model may take items from the **Melee Weapons** list.
- Any model may replace his bolt pistol and/or chainsword with one of the following:
 - Grav-pistol 15 pts/model
 - Plasma pistol 15 pts/model
- Any model may take any of the following:
 - Melta bombs 5 pts/model
 - Storm shield 10 pts/model
- The entire squad may take jump packs 3 pts/model
- The Veteran Sergeant may replace his bolt pistol and/or chainsword with a relic blade 25 pts
- If they do not select jump packs, the unit may select a Drop Pod, Rhino or Razorback as a Dedicated Transport (pg 169).

STERNGUARD VETERAN SQUAD

120 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Veteran	4	4	4	4	1	4	2	9	3+	Infantry	4 Veterans	87
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Veteran Sergeant	

Wargear:

- Power armour
- 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 one of the following:
 - Storm bolter 5 pts/model
 - 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 15 pts
 - Lightning claw 15 pts
 - Plasma pistol 15 pts
 - 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 (pg 169).



ELITES

DREADNOUGHT

100 Points

	[Armour]								Unit Type	Unit Composition	Page	
	WS	BS	S	F	S	R	I	A	HP			
Dreadnought	4	4	6	12	12	10	4	2	3	Vehicle (Walker)	1 Dreadnought	91
Venerable Dreadnought	5	5	6	12	12	10	4	2	3	Vehicle (Walker)		91

Wargear:

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

Special Rules:

- Venerable (Venerable Dreadnought only)

Options:

- 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 10 pts
 - Assault cannon 20 pts
 - Twin-linked lascannon 25 pts
- May replace storm bolter with heavy flamer 10 pts
- May take extra armour 10 pts
- May replace power fist and storm bolter with one of the following:
 - missile launcher 10 pts
 - twin-linked autocannon 15 pts
- May upgrade to a Venerable Dreadnought 25 pts
- The unit may select a Drop Pod as a Dedicated Transport (pg 169).

IRONCLAD DREADNOUGHT

135 Points

	[Armour]								Unit Type	Unit Composition	Page	
	WS	BS	S	F	S	R	I	A	HP			
Ironclad Dreadnought	4	4	6	13	13	10	4	2	3	Vehicle (Walker)	1 Ironclad Dreadnought	91

Wargear:

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

Special Rules:

- Move Through Cover

Options:

- May replace its storm bolter with a heavy flamer 10 pts
- May replace its meltagun with a heavy flamer free
- May replace its power fist and storm bolter with a hurricane bolter free
- May replace its seismic hammer with a chainfist free
- May take up to two hunter-killer missiles 10 pts each
- May take Ironclad assault launchers 10 pts
- The unit may select a Drop Pod as a Dedicated Transport (pg 169).

LEGION OF THE DAMNED

125 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Legionnaire	4	4	4	4	1	4	2	10	3+	Infantry	4 Legionnaires	104
Legionnaire Sergeant	5	4	4	4	1	4	2	10	3+	Infantry (Character)	1 Legionnaire Sergeant	

Wargear:

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

Special Rules:

- Aid Unlooked For
- Fear
- Fearless
- Flaming Projectiles
- Slow and Purposeful
- Unyielding Spectres

Options:

- May include up to five additional Legionnaires 25 pts/model
- One Legionnaire may replace his boltgun with one of the following:
 - Flamer 5 pts
 - Meltagun 10 pts
 - Plasma gun 15 pts
- 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

ELITES

TERMINATOR SQUAD

200 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Terminator	4	4	4	4	1	4	2	9	2+	Infantry	4 Terminators	90
Terminator Sergeant	4	4	4	4	1	4	2	9	2+	Infantry (Character)	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 40 pts/model
- Any model may replace his 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 of any type as a Dedicated Transport (pg 177).

TERMINATOR ASSAULT SQUAD

200 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Terminator	4	4	4	4	1	4	2	9	2+	Infantry	4 Terminators	90
Terminator Sergeant	4	4	4	4	1	4	2	9	2+	Infantry (Character)	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 40 pts/model
- Any model may replace his two lightning claws with a thunder hammer and storm shield 5 pts/model
- The unit may select a Land Raider of any type as a Dedicated Transport (pg 177).



CENTURION ASSAULT SQUAD

190 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Centurion	4	4	5	5	2	4	1	8	2+	Infantry	2 Centurions	94
Centurion Sergeant	4	4	5	5	2	4	2	9	2+	Infantry (Character)	1 Centurion Sergeant	

Wargear:

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

Special Rules:

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

Options:

- May include up to three additional Centurions 60 pts/model
- Any model may replace his ironclad assault launchers with a hurricane bolter free
- Any model may replace his twin-linked flamer with a twin-linked meltagun 5 pts/model
- The Centurion Sergeant may take an omniscope 10 pts
- The unit may select a Land Raider of any type as a Dedicated Transport (pg 177).

FAST ATTACK

ASSAULT SQUAD

85 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Space Marine	4	4	4	4	1	4	1	8	3+	Jump Infantry	4 Space Marines	83
Space Marine Sergeant	4	4	4	4	1	4	1	8	3+	Jump Infantry (Character)	1 Space Marine Sergeant	
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Jump Infantry (Character)		

Wargear:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Jump pack

Special Rules:

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

Options:

- May include up to five additional Space Marines 17 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
- May upgrade the Space Marine Sergeant to a Veteran Sergeant 10 pts
- The Space Marine Sergeant or Veteran Sergeant may replace his bolt pistol with one of the following:
 - Grav-pistol 15 pts
 - Plasma pistol 15 pts
- The Space Marine Sergeant or Veteran Sergeant may take items from the **Melee Weapons** list.
- The Space Marine Sergeant or Veteran Sergeant may take any of the following:
 - Melta bombs 5 pts
 - Combat shield 5 pts
- The entire squad may remove their jump packs, changing their unit type to Infantry. The Space Marine Sergeant or Veteran Sergeant changes his unit type to Infantry (Character) instead. They may then take a Drop Pod or Rhino for free as a Dedicated Transport (pg 169).

LAND SPEEDER SQUADRON

50 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Land Speeder	4	10	10	10	2	Vehicle (Fast, Skimmer)	1 Land Speeder	95

Wargear:

- Heavy bolter

Special Rules:

- Deep Strike

Options:

- Squadron may include up to two additional Land Speeders 50 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 10 pts/model
 - Heavy flamer 10 pts/model
 - Multi-melta 20 pts/model
 - Typhoon missile launcher 25 pts/model
 - Assault cannon 30 pts/model

STORMTALON GUNSHIP

110 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Stormtalon Gunship	4	11	11	11	2	Vehicle (Flyer, Hover)	1 Stormtalon Gunship	96

Wargear:

- Twin-linked assault cannon
- Twin-linked heavy bolter
- Ceramite plating

Special Rules:

- Escort Craft
- Strafing Run

Options:

- May exchange twin-linked heavy bolter for one of the following:
 - Skyhammer missile launcher 15 pts
 - Twin-linked lascannon 30 pts
 - Typhoon missile launcher 35 pts

FAST ATTACK

BIKE SQUAD

63 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Space Marine Biker	4	4	4	5	1	4	1	8	3+	Bike	2 Space Marine Bikers	84
Biker Sergeant	4	4	4	5	1	4	1	8	3+	Bike (Character)	1 Biker Sergeant	
Biker Veteran Sgt	4	4	4	5	1	4	2	9	3+	Bike (Character)		
Attack Bike	4	4	4	5	2	4	2	8	3+	Bike		

Wargear:

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

Options:

- May include up to five additional Space Marine Bikers 21 pts/model
- 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 squad may include one Attack Bike 45 pts
 - The Attack Bike can replace its heavy bolter with a multi-melta 10 pts

Special Rules:

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

ATTACK BIKE SQUAD

45 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Attack Bike	4	4	4	5	2	4	2	8	3+	Bike	1 Attack Bike	84

Wargear:

- Power armour
- Bolt pistol
- Heavy bolter
- Frag grenades
- Krak grenades
- Space Marine bike

Options:

- May include up to two additional Attack Bikes 45 pts/model
- Any Attack Bike can replace its heavy bolter with a multi-melta 10 pts/model

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics



SCOUT BIKE SQUAD

54 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Scout Biker	3	3	4	5	1	4	1	8	4+	Bike	2 Scout Bikers	85
Scout Biker Sergeant	4	4	4	5	1	4	1	8	4+	Bike (Character)	1 Scout Biker Sergeant	
Scout Biker Vt Sgt	4	4	4	5	1	4	2	9	4+	Bike (Character)		

Wargear:

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

Options:

- May include up to seven additional Scout Bikers 18 pts/model
- The squad may take cluster mines 20 pts
- Up to three Scout Bikers may replace their bike's 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 any of the following:
 - Melta bombs 5 pts
 - Locator beacon 10 pts

Special Rules:

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

HEAVY SUPPORT

DEVASTATOR SQUAD

70 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Space Marine	4	4	4	4	1	4	1	8	3+	Infantry	4 Space Marines	83
Space Marine Sergeant	4	4	4	4	1	4	1	8	3+	Infantry (Character)	1 Space Marine Sergeant	
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Infantry (Character)		

Wargear:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades
- Signum (Sergeant/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 each take one weapon from the **Heavy Weapons** list.
- The Space Marine Sergeant may be upgraded to a Veteran Sergeant 10 pts
- The Space Marine Sergeant or Veteran Sergeant may replace his boltgun with a chainsword free
- 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 (pg 169).



CENTURION DEVASTATOR SQUAD

190 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Centurion	4	4	5	5	2	4	1	8	2+	Infantry	2 Centurions	94
Centurion Sergeant	4	4	5	5	2	4	2	9	2+	Infantry (Character)	1 Centurion Sergeant	

Wargear:

- Twin-linked heavy bolter
- Hurricane bolter

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics
- Decimator Protocols
- Slow and Purposeful
- Very Bulky

Options:

- May include up to three additional Centurions 60 pts/model
- Any model may replace his hurricane bolter with a missile launcher (with frag and krak missiles) 10 pts/model
- Any model may replace his twin-linked heavy bolter with one of the following:
 - Twin-linked lascannon 20 pts/model
 - Grav-cannon and grav-amp 20 pts/model
- The Centurion Sergeant may take an omniscope 10 pts
- The unit may select a Land Raider of any type as a Dedicated Transport (pg 177).

THUNDERFIRE CANNON

100 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Thunderfire Cannon	-	-	-	7	2	-	-	-	3+	Artillery	1 Thunderfire Cannon	93
Techmarine Gunner	4	4	4	4	1	4	1	8	2+	Artillery	1 Techmarine Gunner	

Wargear:

- *Thunderfire Cannon:*
- Thunderfire cannon

Techmarine Gunner:

- Artificer armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Servo-harness

Special Rules

- (*Techmarine Gunner only:*)
- And They Shall Know No Fear
- Blessing of the Ommissiah
- Bolster Defences
- Chapter Tactics

Options:

- The unit may select a Drop Pod as a Dedicated Transport (pg 169).



HEAVY SUPPORT

PREDATOR

75 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Predator	4	13	11	10	3	Vehicle (Tank)	1 Predator	101

Wargear:

- Autocannon
- Searchlight
- Smoke launchers

Options:

- May replace autocannon with a twin-linked lascannon 25 pts
- May take two side sponsons which are both armed with one of the following:
 - Heavy bolters 20 pts
 - Lascannons 40 pts
- May take items from the **Space Marine Vehicle Equipment** list.

WHIRLWIND

65 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Whirlwind	4	11	11	10	3	Vehicle (Tank)	1 Whirlwind	101

Wargear:

- Whirlwind multiple missile launcher
- Searchlight
- Smoke launchers

Options:

- May take items from the **Space Marine Vehicle Equipment** list.

VINDICATOR

125 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Vindicator	4	13	11	10	3	Vehicle (Tank)	1 Vindicator	101

Wargear:

- Demolisher cannon
- Storm bolter
- Searchlight
- Smoke launchers

Options:

- May take items from the **Space Marine Vehicle Equipment** list.
- May take a siege shield 10 pts

HUNTER

70 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Hunter	4	12	12	10	3	Vehicle (Tank)	1 Hunter	101

Wargear:

- Skyspear missile launcher
- Searchlight
- Smoke launchers

Options:

- May take items from the **Space Marine Vehicle Equipment** list.

STALKER

75 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Stalker	4	12	12	10	3	Vehicle (Tank)	1 Stalker	101

Wargear:

- Icarus stormcannon array
- Searchlight
- Smoke launchers

Options:

- May take items from the **Space Marine Vehicle Equipment** list.

HEAVY SUPPORT

LAND RAIDER

250 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Land Raider	4	14	14	14	4	Vehicle (Tank, Transport)	1 Land Raider	103

Wargear:

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Searchlight
- Smoke launchers

Special Rules:

- Assault Vehicle
- Power of the Machine Spirit

Transport Capacity:

- Ten models

Options:

- May take items from the **Space Marine Vehicle Equipment** list.
- May take a multi-melta.....10 pts

LAND RAIDER CRUSADER

250 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Land Raider Crusader	4	14	14	14	4	Vehicle (Tank, Transport)	1 Land Raider Crusader	103

Wargear:

- Twin-linked assault cannon
- Two hurricane bolters
- Frag assault launchers
- Searchlight
- Smoke launchers

Special Rules:

- Assault Vehicle
- Power of the Machine Spirit

Transport Capacity:

- Sixteen models

Options:

- May take items from the **Space Marine Vehicle Equipment** list.
- May take a multi-melta.....10 pts



LAND RAIDER REDEEMER

240 Points

	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
Land Raider Redeemer	4	14	14	14	4	Vehicle (Tank, Transport)	1 Land Raider Redeemer	103

Wargear:

- Twin-linked assault cannon
- Two flamestorm cannons
- Frag assault launchers
- Searchlight
- Smoke launchers

Special Rules:

- Assault Vehicle
- Power of the Machine Spirit

Transport Capacity:

- Twelve models

Options:

- May take items from the **Space Marine Vehicle Equipment** list.
- May take a multi-melta.....10 pts

SERGEANT CHRONUS

50 Points

Sergeant Chronus may be taken as an upgrade for one Ultramarines Tank in the army.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Sergeant Chronus	4	5	4	4	1	4	2	9	3+	Infantry (Character)	1 (Unique)	110

Wargear:

- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Servo-arm

Special Rules:

- Ultramarines Tank Commander



HEAVY SUPPORT

STORMRAVEN GUNSHIP

200 Points

Stormraven Gunship	[Armour]					Unit Type	Unit Composition	Page
	BS	F	S	R	HP			
	4	12	12	12	3	Vehicle (Flyer, Hover, Transport)	1 Stormraven Gunship	97

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

Transport Capacity:

- Twelve models and/or one Dreadnought

Options:

- May replace twin-linked assault cannon with one of the following:
 - Twin-linked plasma cannon *free*
 - Twin-linked lascannon *free*
- May replace 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*

