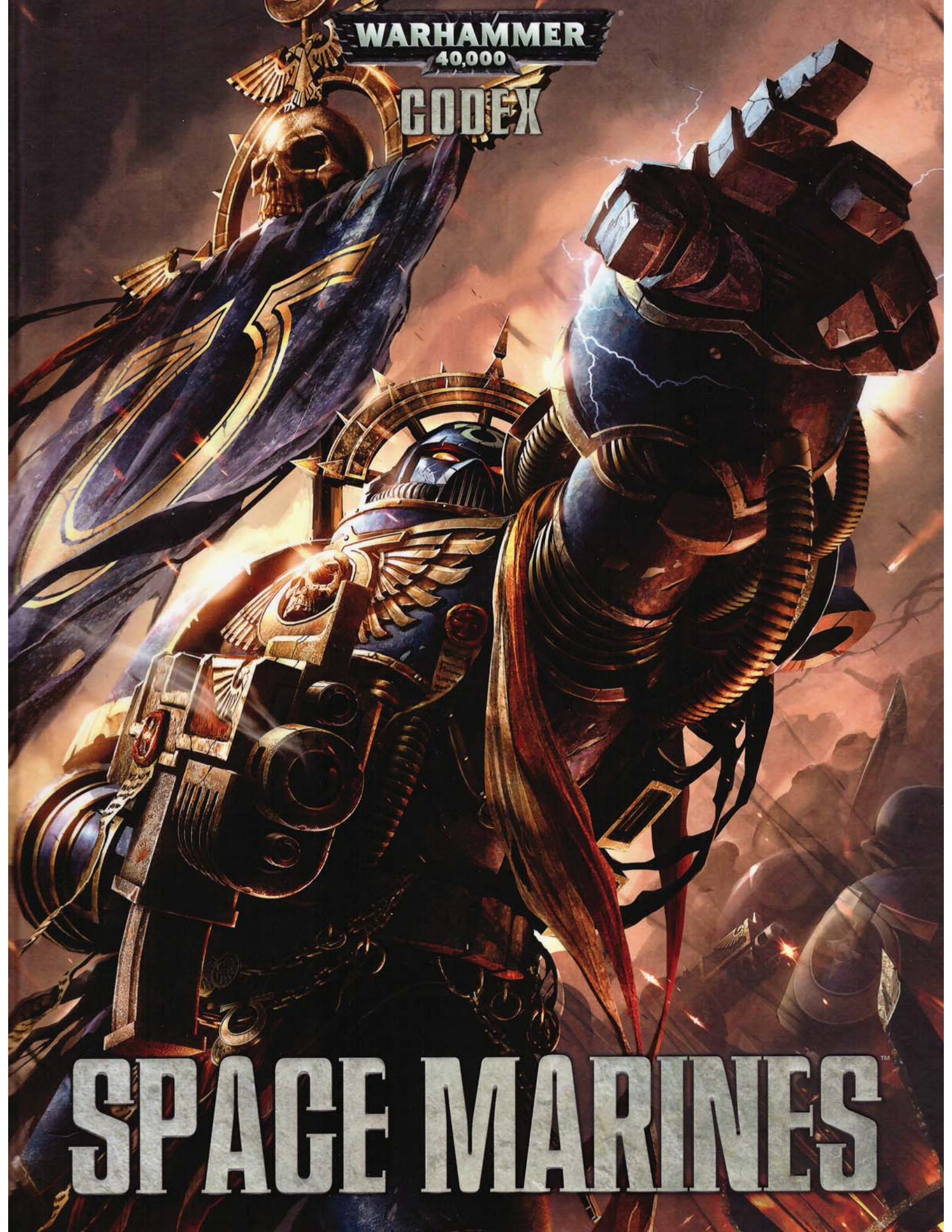
WARHAMMER
40,000
CODEX
SPACE MARINES

SPACE MARINES

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

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INTRODUCTION

Space Marines are Humanity's ultimate warriors. Forged by the Emperor himself with forgotten science and driven by their eternal duty, they are Mankind's foremost defence against a dark and brutal universe that contains only war.

The Space Marines stand between Humanity and annihilation, a warrior brotherhood by whose valour the Imperium of Man endures. A Space Marine is no mere man; he is a superhuman being, as different from a human as tempered steel is from iron. When such a warrior is clad in a suit of unyielding armour and armed with fearsome weapons of destruction, there are few foes with might enough to stand before him. However, such power forevermore separates the Space Marine from those he protects. For such warriors there can be no rest – only an eternity of battle in Humanity's name.

WARHAMMER 40,000

If you are reading this codex, then you have already taken your first steps into the Warhammer 40,000 hobby. The Warhammer 40,000 *rulebook contains all the rules you need to fight battles with your Citadel miniatures, and every army has its own codex that acts as a definitive guide to collecting and unleashing it upon the tabletop battlefields of the Warhammer 40,000 universe. This codex allows you to turn your collection of Space Marines into an unstoppable strike force ready to wage war and defend the Imperium.*

SPACE MARINES

Space Marines are the heroes of the Imperium, and one of the deadliest fighting forces of the 41st Millennium. Their formidable combat prowess is backed up by the best weaponry and equipment the Imperium can provide, from the legendary boltgun and power armour to a wide selection of formidable battle tanks. Nowhere will you find an army so mobile, durable and, above all, destructive.

HOW THIS CODEX WORKS

Codex: Space Marines contains everything you need to collect a force of Space Marines and crush the Imperium's enemies in your games of Warhammer 40,000. Within these pages you will find the battle-soaked history of the Space Marines, from their creation at the dawn of the Imperium to the character of iconic Space Marine Chapters waging war in the 41st Millennium. This book also contains rules for all the heroes, units and vehicles at your disposal, and an army list that enables you to organise your collection of Citadel miniatures into an army of the Emperor's finest warriors. Finally, you will find a showcase of beautifully painted miniatures from the Space Marines range, displaying the heraldry of some of the most famous Space Marine Chapters in existence.

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

- The Emperor of Mankind

ORIGINS OF THE SPACE MARINES

The earliest days of Mankind's expansion to the stars are a time of dark legend, unremembered by all save the Emperor of Mankind. Terrible wars engulfed the galaxy at this time, and as human civilisation fragmented, alien races and vile Warp predators seized their chance to plunder unprotected worlds and enslave their populations. Planets were sacked, their peoples slaughtered, and those that survived the onslaught largely descended into barbarism. Alone and beset by internal strife, Humanity was on the verge of extinction.

From the ashes of the Age of Strife arose a mighty leader, the man who would become known only as the Emperor. His origins are unrecorded and unknown, but it was on Terra, the cradle of the human race, that he founded an empire that would unite the worlds of the galaxy. From the outset of his campaigns, the Emperor employed genetically engineered warriors, the earliest precursors of the Space Marines. Within shrouded vaults far beneath the surface of Terra, the Emperor began the creation of the next generation of super-warriors. These were the Primarchs, twenty extraordinary individuals who would be his generals and conquer thousands of worlds in his name. In the early stages of their development, however, the Emperor's great work was almost disastrously undone when the Primarchs vanished, scattered throughout the galaxy by an unknown force.

THE EMPEROR

The Emperor has reigned over the Imperium for more than ten thousand years. To the innumerable billions of humans in the galaxy, the Emperor is a god; the saviour of Mankind and its eternal guardian. The Space Marines do not worship the Emperor as a divine being, however. They recognise the Emperor as their founder and the glorious ruler of the Imperium. They consider the Emperor to have been the ultimate example of Mankind, an awe-inspiring man that they venerate, praise, and pledge unflinching dedication to – but a man nonetheless.

CONQUEST OF THE GALAXY

All was not lost, for the Emperor still had the genetic records of his beloved Primarchs and, from this, he created the Space Marines. Mustered into the great, ten thousand-strong Legions of the First Founding, they were warriors of immense strength and unbreakable will. At the head of his Legions, the Emperor set out to conquer the galaxy, a mission known as the Great Crusade. World after world was reconquered, alien oppressors were annihilated, order was brought to anarchy and human civilisation once again flourished.

During the Great Crusade, the Space Marine Legions were, one by one, reunited with their lost Primarchs, and the planets on which they had been raised (and which they now dominated) became the Legions' new homes. With the Primarchs at the fore, the power of the Legions was at its zenith and nothing could stand in the way of the Emperor and his armies. The heroic dream of a united galaxy was within the Emperor's grasp, only to be undone by an act of vilest treachery.

THE GREAT BETRAYAL

Horus, greatest of the Primarchs and trusted Warmaster of the Emperor's armies, cast aside his oaths of loyalty and offered his fealty to the Dark Gods of Chaos. Fully half the Primarchs and their Legions sided with Horus, plunging the Imperium into a civil war that set the whole galaxy afire. Brother fought brother and warriors, who had once stood shoulder to shoulder to carve the Emperor's realm from the flesh of the stars, butchered one another. Worlds burned and a terror unlike any seen before was unleashed. Much of the truth of this bloody age has been lost, obscured by the mists of time or embellished to the point of myth.

The traitorous forces of the rebel Warmaster drove all before them until those still loyal to the Master of Mankind stood at bay within the walls of the Emperor's Palace, on Terra itself. Blind hate and malice met courage and steel on the blood-slick ramparts of the Emperor's last bastion, the corrupted Primarchs fully revealed as the abominations they truly were. The forces of darkness pressed in around the guttering flame of Humanity. In this desperate hour, the Emperor and his most trusted warriors took the fight to Horus upon his flagship, facing the traitor in his inner sanctum. Sanguinius of the Blood Angels, most angelic of the Primarchs, was slain and the Emperor cast down, broken and wounded almost unto death. But the Emperor was infused with unimaginable power and struck Horus with the last ounce of his strength, destroying the Primarch utterly and breaking the power of his traitorous Legions.

The followers of the Ruinous Powers were defeated, but it was a victory won at terrible cost. The brotherhood of the Primarchs was no more. The Emperor's dream lay in ruins and the last, best hope of its achievement was lost for all time. The conflict with Horus had shattered the Emperor's body; his immortal existence was now sustained by the baroque machineries of the Golden Throne. The galactic empire he had forged was all but destroyed and it would take many years of brutal warfare before all the traitors were driven into the Eye of Terror. The death toll numbered in the billions. Uncounted worlds had been left as little more than corpse-haunted wastelands as the raging inferno of the Heresy was finally extinguished. In those dark times, many human renegades and predatory aliens sought to plunder the reeling and mournful worlds of the Emperor.

THE SCOURING

Mankind teetered on the very brink of annihilation. It seemed that the Emperor's realm had weathered the storm of the Horus Heresy only to collapse in the flames and blood of its aftermath. Without the Emperor's guidance, the greatest heroes of Mankind came to the fore to unite in the defence of his realm.

Roboute Guilliman, Primarch of the Ultramarines, rallied the loyalist warriors and, together with his Legion, stood as a bulwark against the tide of enemies that sought to deliver the deathblow to the Emperor's dominion. Together with his surviving Primarch brothers and their Space Marines, Guilliman held the scattered defenders of Humanity through the nightmare that followed.

Knowing of Guilliman's lethal efficiency in war, Horus had masterfully planned his rebellion to begin while the Ultramarines were fighting far in the galactic south. As a result, the Ultramarines had come through the Horus Heresy largely unscathed. Yet even these mighty warriors were stretched to the limit in buying time for other loyalist forces to regroup and rearm. Legends tell that Guilliman was everywhere in these times, rallying defenders on one world and leading them to victory before moving on to another where his awe-inspiring skills would best serve Humanity. Though invaders, human and xenos alike, circled like vultures, the Space Marines and their Primarchs stood firm. Darkness looked sure to overwhelm them at every turn, but not one amongst them took a backwards step. So began the Age of the Imperium.

THE PRIMARCHS

The Primarchs were superhuman beings engineered by the Emperor to be mighty warlords whose martial prowess was only matched by their mental fortitude. They had powers and skills rivalling those of the Emperor and, like gods, they bestrode the battlefields of the Great Crusade.

Twenty such beings were forged, and each commanded a Legion of Space Marines created from their own flesh. A Primarch's genetic legacy, as well as his beliefs and teachings, were passed onto his warriors, creating a bond as close as that between father and son. The personality of each Primarch was reflected in the traditions and doctrines of his Legion. Even today, the descendants of those Space Marines are characterised by qualities derived from their gene-sire.

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

LEGION: Name of the Legion when founded.
PRIMARCH: Name of the Primarch from which the Legion allegedly drew its gene-seed.
WORLD: Where Legion was based. Worlds in parentheses subsequently destroyed.
SECOND FOUNDING CHAPTERS: Chapters named in the Apocrypha of Davio [M33].
EXCOMMUNICATE TRAITORIS: Those Legions who turned during the Great Heresy as reported in the Grimoire Hereticus [M35]

DARK ANGELS: For reasons undisclosed, the Dark Angels and their successors refer to themselves as the Unforgiven.

Source: Mythos Angelica Mortis [M36]

SPACE WOLVES: 'The Space Wolves encourage genetic deviancy (re: extraordinary growth of canines) and show extreme unorthodoxy in their tactics and organisation.'

Source: Personal Comment, Inquisitor Horst [M37]

BLOOD ANGELS: Blood Angels and their successors follow unconventional and deviant gene-replication practices which has led to the debasement of their gene-seed.

Rumours of 'Red Thirst' and 'Black Rage' still abound where the Blood Angels are concerned, despite investigation on numerous occasions.

Source: Report - Inquisitor Damne [M34]

ULTRAMARINES: These are the named successors to the Ultramarines Legion (Apocrypha of Davio), though the Apocrypha of Skaros states there are 23 Second Founding Chapters but fails to name them.

Source: Compiler Atreax [M41]

The Ultramarines Legion is responsible for nearly three-fifths of the gene-seed of the current Space Marine Chapters. The Ultramarines Chapter rules a large empire in the galactic south-east, known as Ultramar, one of the most powerful institutions on the Eastern Fringe.

Source: Liber Astartes [M37]

LUNA WOLVES: The Luna Wolves were renamed Sons of Horus to honour their Primarch. After the death of Horus, they became known as the Black Legion.

Source: Grimoire Hereticus [M35]

DEVIATING FROM THE CODEX

Most Chapters stick rigidly to the organisation laid down by the Codex Astartes for tactical roles and other processes. Others, such as the Blood Angels and Dark Angels, are organised according to general Codex doctrines but maintain troops, tactics and idiosyncratic traditions that set them apart from their brethren. A small number of Chapters are utterly different from the Codex, and owe nothing to it at all. The most famous of these is the Space Wolves. The sons of Russ have never followed the Codex Astartes – their strong-willed Primarch moulded his Chapter very much in his own image, irrespective of other influences and dictates.

THE CODEX ASTARTES

With the threat of extinction held at bay, Guilliman turned to ensuring that such a catastrophe could never happen again, distilling his formidable wisdom into a mighty tome known as the Codex Astartes. This text became a major part of his legacy and the cornerstone upon which the future of the Imperium would be based.

Of special interest is the volume of the Codex devoted to the Adeptus Astartes, describing in detail the tactical roles, equipment specifications, uniform markings, command protocols and countless other aspects of Space Marine doctrine. Though for all its multitudinous topics, the most lasting and contentious decree of the Codex Astartes was that the existing Space Marine Legions be broken up and reorganised into smaller organisations known as Chapters. Though many of his brother Primarchs initially railed against Guilliman's decree, almost all eventually accepted the necessity of reorganisation for the security of the Imperium. Thus were the Chapters of the Adeptus Astartes born.

Upon the Codex's implementation, in an event that would become known as the Second Founding, each of the old Legions became a Chapter named for its forebear plus a number of other new Chapters. In addition to a name and heraldry of their own, each of these new Chapters would take for itself a home world or fortress-monastery, and use it as a bastion from which to defend the Imperium from all threats. The Codex Astartes stated that each Chapter would be one thousand battle-brothers strong and look to its own recruitment, training and equipment. Never again would one man be able to command the awesome, terrifying power of a Space Marine Legion.

The Horus Heresy had also revealed weaknesses in the gene-seed of several Space Marine Legions. These defects had been exacerbated by the accelerated gene-seed cultivation techniques needed to keep the huge Space Marine Legions up to strength. Guilliman believed that the Chaos Powers were able to exploit the resultant physical and mental corruption to turn Horus' troops against the Emperor.

One of the key objectives of the new Codex Astartes was to recognise and expunge these genetic weaknesses. As a result, the Codex Astartes decreed that Space Marines would forever more be created and trained slowly. The genetic banks used to create Astartes implants would be carefully monitored and scrutinised for any defects. Cultivated organs would be subject to the most stringent tests of purity. Young initiates would undergo trials of suitability before they were accepted, and only those of the very sternest character would be chosen.

As a final safeguard, Guilliman tasked the Adeptus Terra on Earth with setting up and maintaining genetic banks to produce and store tithes of Space Marine gene-seed. These banks were to provide all new gene-seed for subsequent foundings of Space Marine Chapters. To prevent cross-contamination, the genetic stock of each Legion was isolated whilst that of the Traitor Legions was placed under a time-locked stasis seal, though at the time many believed they had been destroyed. By taking direct control of these genetic tithes, the Adeptus Terra could ultimately control the Space Marines. They alone had the power to destroy or create Space Marine armies at will.

THE CODEX CHAPTERS

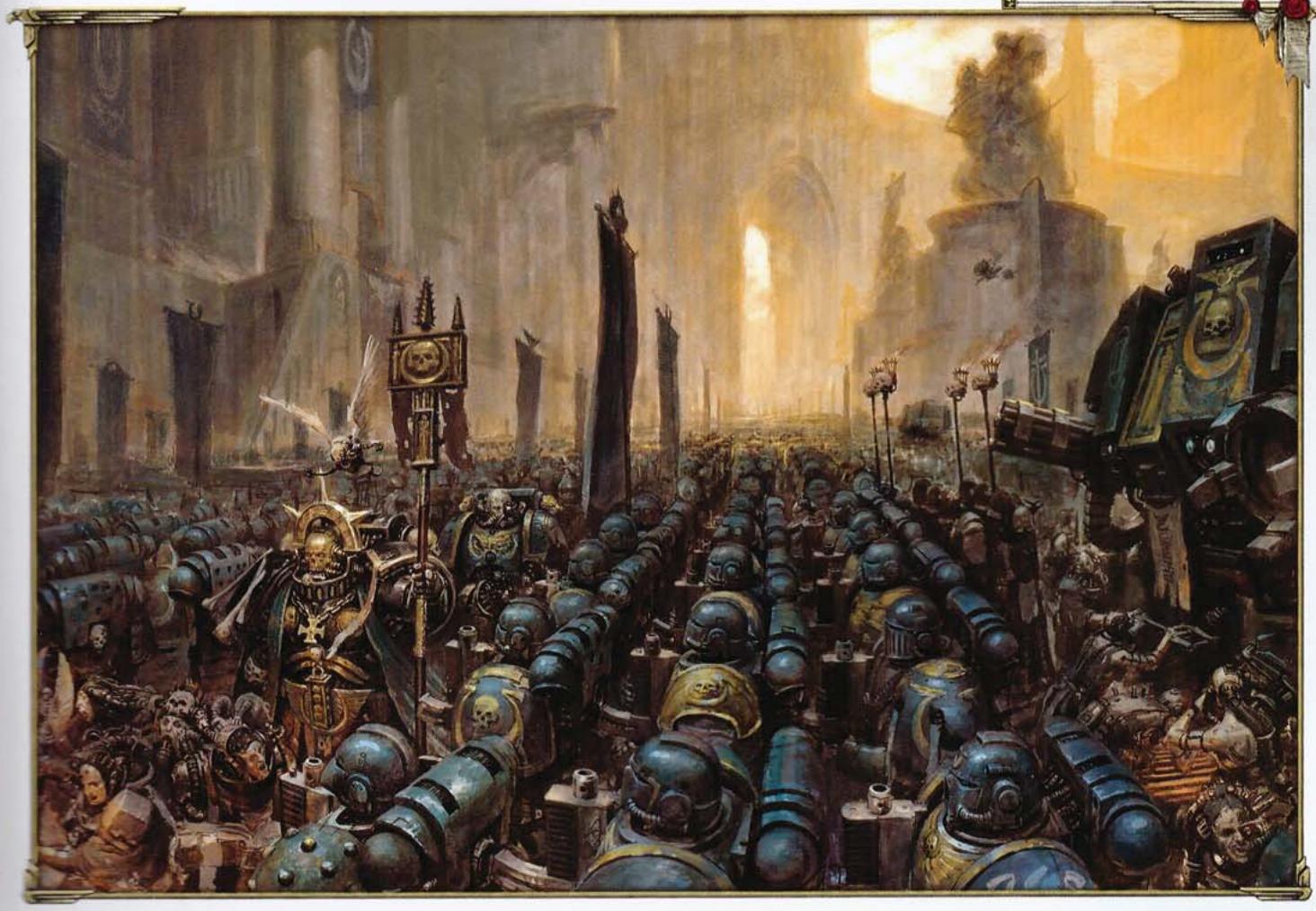
Over the millennia, there have been many subsequent foundings of Space Marine Chapters. Those Chapters that adhere rigidly to Guilliman's teachings are sometimes referred to as 'Codex Chapters'. These Space Marines pride themselves on following the tenets within the hallowed pages of the Codex Astartes and applying its principles of warcraft and devotion to the Emperor.

With the passage of centuries, some Chapters have strayed from the strict letter of the Codex, introducing unique variations on its teachings but remaining broadly faithful to Guilliman's basic principles. Furthermore, the Codex has been reanalysed, reinterpreted and modified countless times over the centuries. Indeed, the Codex Astartes of the 41st Millennium is a highly developed treatise combining the experiences of hundreds of celebrated military thinkers throughout history. Regardless, the Codex Astartes remains, as it has always been, the Space Marines' authoritative guide to waging war. As such, it is revered by every battle-brother as a holy text; the wisdom of the ancients both scripture and the unbending rod by which they are measured.

THE CURSED FOUNDING

The twenty-first Founding was the largest since the Second Founding. It took place in the 36th Millennium, before the Age of Apostasy, a time of civil war that almost destroyed the Imperium. The Chapters of this founding suffered bad luck from the start; several disappeared mysteriously whilst in action or voyaging through the Warp.

Surviving Chapters of the Founding are often affected by spontaneous genetic mutation of their gene-seed. As a result, these Chapters have gradually dwindled in size as their inability to raise recruits means that casualties cannot be replaced. Worse still, some have developed genetic idiosyncrasies, mutations that strain the tolerance of the Inquisition and threaten the Chapters' continued survival.



MAKING OF A SPACE MARINE

GENE-SEED

A Space Marine is engineered and modified to make him stronger, faster and tougher than any normal human could ever be, able to endure the harshest conditions without concern. Part of this process involves the implantation of no less than nineteen new organs. These implants are derived from genetic material known as gene-seed, the biological inheritance that is shared by every Space Marine – past and present – of each Chapter.

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

Every Chapter of Space Marines must induct new warriors into its ranks in order to survive. Most have recruited from their Chapter Planets and nearby worlds since the foundation of their brotherhoods. Aspirants must always be chosen as youths, before they become too mature to accept the gene-seed organs that turn them into Space Marines.

Gene-seed implants work with an aspirant's own body tissues, to stimulate natural abilities such as muscle growth, or to create abilities that are wholly new. Organ implantation goes hand in hand with a harsh routine of physical and spiritual training. This is achieved by means of hypnotic suggestion, prolonged meditation, psychological and spiritual testing, and gradual initiation into the rites and traditions of the Chapter. All of these processes serve to harden the Space Marine's mental prowess and sharpen his instinctual senses.

Sus-an Membrane (The Hibernator): *This brain implant allows a Space Marine to enter a voluntary state of suspended animation.*

Occulobe (The Eye of Vengeance): *This organ grants Space Marines eyesight that is sharper, and more capable in low-light environs, than a normal man's.*

Betcher's Gland (The Poison Bite): *This modified salivary gland produces acidic poison.*

Neuroglottis (The Devourer): *This enhances a Space Marine's senses of taste and smell until he can identify trace toxins and nutrients.*

Progenoids (The Gene-seed): *Space Marines have two of these glands, one in the neck and one in the chest. New gene-seed organs are made from mature progenoids that have been removed and cultured.*

Lyman's Ear (The Sentinel): *Implanted within the inner-ear, this can filter out or enhance specific sounds and provides a superior sense of balance.*

Multi-lung (The Imbiber): *Space Marines can close off their normal lungs in favour of a bio-engineered multi-lung that can breathe poisonous atmospheres or even water.*

Secondary Heart (The Maintainer): *This boosts blood supply and can maintain full life functions even after the primary heart's destruction.*

Catalepsean Node (The Unsleeping): *This implant controls circadian rhythms and responses to sleep deprivation, allowing a Space Marine to stay awake at full effectiveness for days at a time.*

Preomnor (The Neutraliser): *This pre-stomach allows the digestion of otherwise poisonous or inedible materials.*

Omophagea (The Remembrancer): *This absorbs genetic material from a Space Marine's meal, granting him part of a person or creature's memory by eating its flesh.*

Mucranoid (The Weaver): *This skin implant secretes a waxy substance that seals and protects against extreme temperatures and even a vacuum.*

Interface (The Black Carapace): *This stiff, subcutaneous membrane links a Space Marine's nervous system to the neural controls of his power armour.*

Larraman's Organ (The Healer): *This implant produces special blood cells that form an instant layer of scar tissue over a wound, staunching blood flow.*

Ossmodula (The Ironheart): *This implant affects bone growth, resulting in a denser skeleton and a fused rib cage that protects internal organs.*

Haemastamen (The Blood Maker): *This implant alters the make-up of a Space Marine's blood, making it more efficient than that of an ordinary human.*

Melanochrome (The Skinshield): *This organ releases photo-chromatic skin pigments that protect against radiation.*

Oolitic Kidney (The Purifier): *This detoxificaton organ allows a Space Marine to survive powerful poison and gas attacks.*

Auto-senses: *A Space Marine's helmet contains most of his armour's combat systems, all of which are referred to by one title – auto-senses. These include thought-activated comms-augers and audio-filters, targeting reticules and range finders, tactical displays and auspex-links, and a host of other features that further enhance the Space Marine's senses.*

Photolenses: *Photolenses protect the Space Marine from dazzling light bursts. They also allow him to see into the infrared and ultraviolet ranges, as well as enabling vision in low-light conditions.*

Respirator Vox Grill: *The vox grill can amplify a Space Marine's battle cries to deafening volumes. It also contains a respirator to filter out toxins and can be shut off with a thought, drawing instead upon an internal oxygen supply.*

Auto Responsive Shoulder Plates: *Shaped to deflect as well as absorb incoming blows, they typically display Adeptus Astartes identification markings, including Chapter symbols, company and squad markings, as well as many other honour badges.*

Chestpiece: *Designed to protect armoured power cables. Typically adorned with the Imperial Aquila.*

Backpack Power Unit: *This houses the primary power core for Space Marine armour, as well as reserve cells and an emergency solar collector.*

Life Signs Monitor: *Power armour contains a suite of life-support functions, including an auto-medicae equipped with various painkillers, combat stimulants and anti-venoms.*

Temperature Regulator: *Power armour automatically maintains the Space Marine's temperature. Heat is provided by the power core and thermal build-up can be vented via the backpack's distinctive nozzles. As a result, a Space Marine can fight anywhere, in the cold vacuum of space or the raging heart of a volcano, without even noticing the change of temperature.*

Nutrient Reservoir: *Power armour contains a self-replenishing, high-energy liquid food store that can sustain a Space Marine's metabolism without need for further nourishment. During battle, there is no need for a Space Marine to stop to eat or drink.*

Reinforced Greaves: *These incorporate gyroscopic stabilisers and power units that can magnetise the soles of the armour's boots.*

POWER ARMOUR

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

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

Power armour is maintained by skilled artificers who are not Space Marines, but servants who spend their lives working for the Chapter. Especially talented artificers are justly celebrated, and examples of their work highly prized. Elements of ancient armour are religiously hunted down, for they carry both the history of the Chapter and the deeds of heroic individuals. Such pieces are lovingly restored and painstakingly engraved with new designs. As a result, it is quite common to find power armour that combines pieces from different marks, every greave and gorget a recollection of mighty deeds and battles won.

Chapter Organisation

As written in the revered Codex Astartes, the organisation of a Space Marine Chapter comprises a thousand battle-brothers under arms – a seemingly small number, yet a gathering of might enough to conquer star systems and alter the fate of the galaxy itself.

Each of the ten companies of a Chapter comprises one hundred battle-brothers, led by a Captain, a veteran of countless wars. A company is organised into ten squads of ten Space Marines, led by a Sergeant. Space Marine companies are fairly autonomous fighting organisations, with their own command structure, vehicles and spacecraft.

Of the ten companies, the 1st consists of the Chapter's most experienced veterans, and is therefore the most powerful. The veterans of the 1st Company are masters of all battlefield roles and are trained to fight in revered suits of Terminator armour. Most of the Chapter's commanders serve with the Veteran Company at some point. It is extremely rare for the Veteran Company to be deployed en masse – its units normally take to the field alongside the Chapter's Battle Companies.

The Codex Astartes decrees that the 2nd, 3rd, 4th and 5th Companies are designated Battle Companies, which form the main battle lines and generally carry the weight of a Chapter's combat duties. Each Battle Company consists of six Tactical Squads, two Assault Squads, and two Devastator Squads. The Assault Squads may be deployed as Bike Squads or Land Speeder crews and, along with their Devastator brethren, may even take to battle as Centurion warsuit pilots. Most Space Marine deployments will consist of a single Battle Company, heavily reinforced by elements of the Veteran, Scout and Reserve Companies.

The 'Companies of Reserve' are entirely composed of squads of the same designation. They normally act in support of the Battle Companies and provide a source of replacements for any casualties suffered by the line formations. The 6th and 7th Companies are Tactical Companies, each consisting of ten Tactical Squads. The 6th Company also trains in the use of bikes and may be deployed entirely as bike squadrons. Similarly, squads of the 7th Company are trained to fight with Land Speeders and Stormtalons, often acting as a light vehicle reserve formation.

The 8th Company is the Assault Company and consists of ten Assault Squads. It is most often used in an invasion role, or wherever a strong hand-to-hand fighting force is needed.

The 9th Company is the Devastator Company, consisting of ten Devastator Squads. It is the most heavily equipped company in the Chapter, providing unparalleled fire support.

The 10th Company is made up entirely of Scouts – new recruits whose physical transformation and training is incomplete. The Codex Astartes dictates no formal size for the 10th Company, as the rate of recruitment is not fixed.

All of the companies, except the Scout Company, maintain a fleet of Rhino and Razorback transports. The Veteran Company also has a permanent complement of Land Raiders and Stormravens for carrying Terminators into the heart of battle. A Chapter's other armoured vehicles form a pool, maintained by the Armoury, that each Company Captain can draw upon. Many companies also include a number of Dreadnoughts, which remain a part of the company in which they served before being interred in the sarcophagus. Their presence greatly bolsters their company's might.

Every Space Marine Chapter also includes a number of officers and specialists who provide essential battlefield support, spiritual leadership and destructive combat abilities. These individuals are collectively known as the headquarters staff and include Librarians, Chaplains, Techmarines and Apothecaries.

Over all of these mighty warriors presides the Chapter Master, chosen from the greatest of the Chapter's Captains. He alone is responsible for the deeds of the Chapter, and answers directly to the Administratum. To wield such power requires steely determination, great wisdom and mighty sacrifice – qualities that are, thankfully, not found wanting in the Adeptus Astartes.

THE DARK FOUNDING

Not all the foundings of Space Marine Chapters are recorded in exact detail. However, the Adeptus Terra maintains a bank of original gene-seed from every single Chapter ever created since the Horus Heresy. There is one notable exception: the Thirteenth Founding, also known as the Dark Founding.

No-one knows how many Chapters were created in the Dark Founding or what became of them. The secret may lie in some deep vault in the Adeptus Terra's vast offices, and rumours persist that some of the Space Marines of the Dark Founding are still out there somewhere, waiting to return, for good or ill.

'We follow in the footsteps of Guilliman. As it is written in the Codex, so shall it be.'

- Marneus Calgar

Armoury
Master of the Forge,
Fennias Maxim

27 Techmarines
95 Servitors
52 Battle Tanks
12 Land Raiders
14 Gunships
24 Centurion warsuits
19 Land Speeders
Bikes and Attack Bikes

Apothecarion
Chief Apothecary,
Corpus Helix

12 Apothecaries

Chapter Command
Marneus Calgar,
Lord Macragge

Master of the Ultramarines
27 Honour Guard
Chapter equerries, serfs and Servitors

Reclusiam
Master of Sanctity,
Ortan Cassius

10 Chaplains

Librarius
Chief Librarian,
Varro Tigurius

5 Epistolaries
9 Codiciers
10 Lexicaniums
3 Acolytum

1st Company
Veteran Company

Heraldic Colour:
White/Silver
Captain Agemman,
Regent of Ultramar
97 Space Marine Veterans
3 Dreadnoughts

2nd Company
Battle Company

Heraldic Colour:
Yellow/Gold
Captain Sicarius,
Master of the Watch
6 Tactical Squads
2 Assault Squads
2 Devastator Squads
2 Dreadnoughts

3rd Company
Battle Company

Heraldic Colour:
Red/Sanguinite
Captain Fabian,
Master of the Arsenal
6 Tactical Squads
2 Assault Squads
2 Devastator Squads
2 Dreadnoughts

4th Company
Battle Company

Heraldic Colour:
Green/Adamantine
Captain Idaeus,
Master of the Fleet
6 Tactical Squads
2 Assault Squads
2 Devastator Squads
4 Dreadnoughts

5th Company
Battle Company

Heraldic Colour:
Black/Ebonite
Captain Galenus,
Master of the Marches
6 Tactical Squads
2 Assault Squads
2 Devastator Squads
1 Dreadnought

6th Company
Reserve Tactical Company

Heraldic Colour:
Orange/Vermillium
Captain Epathus,
Master of the Rites
10 Tactical Squads
4 Dreadnoughts

7th Company
Reserve Tactical Company

Heraldic Colour:
Heliotrope/Indignium
Captain Ixion,
Chief Victualler
10 Tactical Squads
3 Dreadnoughts

8th Company
Reserve Assault Company

Heraldic Colour:
Grey/Steel
Captain Numitor, the Lord Executioner
10 Assault Squads

9th Company
Reserve Devastator Company

Heraldic Colour:
Blue/Ultramarine
Captain Sinon,
Master of Relics
10 Devastator Squads
7 Dreadnoughts

10th Company
Scout Company

Heraldic Colour:
None
Captain Antilochus,
Master of Recruits
Scout Squads

Codex Heraldry

The Codex Astartes contains detailed sections pertaining to the heraldry of Space Marine Chapters. These dictate that a Space Marine should display his Chapter's symbol upon his armour's left shoulder guard, whilst his right shoulder guard should show his squad markings. The Codex also states that a Space Marine should incorporate his company's heraldic colour into his armour, displaying it on the trim of his shoulder guards. The Codex suggests a number of variations on this basic system and even advises that each Chapter periodically revise its markings to confound the foe. This has led to myriad differences between the many Codex Chapters and to some having varied their appearance over the millennia.

Whilst company colours are typically displayed on the trim of a Space Marine's shoulder guards, they can also be displayed on helmets, chest eagles, knee pads or squad markings.

Storm Lords

Brazen Claws

Silver Skulls

1st Company (white/silver), 9th Veteran Squad

3rd Company (red), 10th Devastator Squad

5th Company (black), 6th Tactical Squad

6th Company (orange), 8th Tactical Squad

7th Company (purple), 9th Tactical Squad

8th Company (grey), 4th Assault Squad

9th Company (blue), 3rd Devastator Squad

Squad markings are shown upon a battle-brother's right shoulder guard, except in the case of some older marks of Space Marine power armour that instead display them upon knee pads or within the Chapter badge itself. The markings typically comprise a symbol that denotes the designation of the battle-brother's squad (Tactical, Assault, Devastator, Veteran or Command) and a simple numeral that refers to the squad number within the Company.

2nd Company (yellow/gold), Chapter symbol

4th Company (green), Chapter symbol with Sergeant's red skull badge

A Sergeant's badge of rank is the red skull and is often displayed on the left shoulder. The Codex leaves the display of back banners to the Sergeant's discretion.

Space Marine helmets frequently display rank and battle honours, either through colour or insignia. Red helmets, for example, are reserved for sergeants, whilst a white helmet or laurel design denotes veteran status. Veteran Sergeants typically wear both colours, incorporating a white stripe down the centre of their helm.

Vehicle Markings

The Codex Astartes has many pages devoted to regulations for the markings and heraldry of a Chapter's war machines and armoured vehicles. However, just as with Space Marine armour markings, the Codex also warns about complacency and the danger that enemy intelligence can pose. Because of this, the Codex encourages Chapter Masters to occasionally review their markings and offers many variants and alternative icons that can be displayed upon Space Marine battle tanks.

Space Marine vehicles are generally painted in the livery of their Chapter. In addition to displaying the Chapter's icon, the vehicle's hull is also emblazoned with unit, squad and company markings, although the exact placement and application of these varies according to the Chapter and the vehicle in question. In addition, the most ancient vehicles may display mottos as well as honour badges and names; for their roll of battle victories is as illustrious as that of any breathing hero of the Chapter. Indeed, though every Dreadnought is assigned an identification number, this is quite often superfluous; every one is a famous hero whose names and histories are known even to raw recruits.

Troop transports, warsuits and armoured vehicles such as Bikes and Land Speeders carry the same heraldry and organisational squad markings as the Space Marines that crew, or ride inside them.

Space Marine tank crew typically display their vehicle's numerical designation within a roundel upon their right shoulder guard.

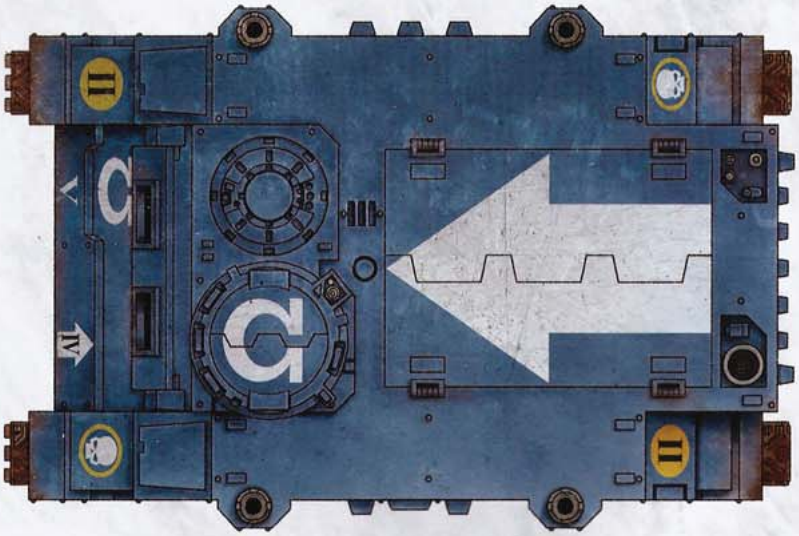
Whilst every company maintains a permanent number of Rhino armoured transports, other vehicles are attached based upon an individual mission's requirements.

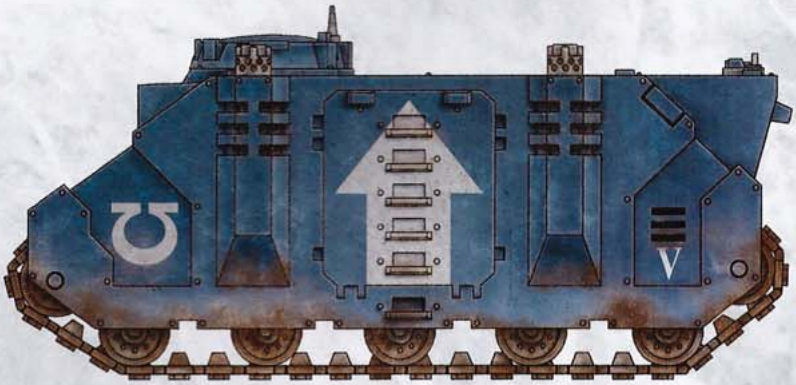
When a vehicle is attached to a company, a small roundel shows the company's number and/or corresponding colour.

Chapter symbols are displayed prominently on the hulls and turrets of Space Marine vehicles.

Space Marine battle tanks and Dreadnoughts are assigned a unique identification number within the company. This is typically rendered as a numeral upon the vehicle's hull.

When fighting alongside other forces of the Imperium, it is common for the Imperial Commander to choose a simple symbol to act as the campaign badge. This army badge is used for the duration of the campaign and identifies every squad and vehicle in the task force. Normally painted upon the hull of Space Marine vehicles and the greave of a battle-brother's armour, it is not uncommon for these badges to be incorporated into an individual's heraldry as a permanent honour after the campaign's completion, either to commemorate exceptional deeds or as a mark of remembrance for the fallen.





5th Rhino APC of the Ultramarines 2nd Company. This vehicle is currently assigned to the company's 4th Tactical Squad.

A THOUSAND CHAPTERS

On many occasions in the Imperium's history, there have been long periods of rebellion and anarchy; times when the balance of power has suddenly changed and history been lost or re-written. Many later Foundings of Space Marines were born of such troubled times, making it impossible to ascertain when they were created, their origins ever shrouded in mystery. All that is known for sure is that there are approximately a thousand Chapters today – perhaps less than one Space Marine for every planet in the Imperium. That the Space Marines are equal to the task of safeguarding Mankind against such impossible odds is testament to their dedication and skill in battle.

It can be said that there are three main categories of Space Marine Chapters. The first and largest group are the scions of Guilliman – those Chapters descended from the Ultramarines and their Primogenitors. These Chapters maintain their own traditions, for the Codex Astartes insists that each should have its own name, badge and heraldry. Nonetheless, they honour Roboute Guilliman as their Primarch and his successor, the ruler of Ultramar, as their distant liege. Should the Lord of Ultramar ever need aid, he will find these Chapters ever willing to fight at his side.

The Chapters in the second largest category owe their genetic inheritance to another Primarch, but follow the Codex Astartes as closely as their divergent genetic heritage allows. While primarily made up of successor Chapters, such as the Crimson Fists and Brazen Claws, this group also includes several Chapters from the First Founding – most notably the White Scars, Imperial Fists, Iron Hands and Raven Guard. While they still venerate their own Primarchs, they nevertheless also aspire to the high standards and wise teachings that Roboute Guilliman put down in the Codex Astartes.

The final group is more wildly aberrant. These Chapters, by virtue of a gene-seed quirk, the teachings of their own Primarch, or even sheer stubbornness, eschew the Codex Astartes in favour of their own structural and combat doctrines. The Black Templars and Space Wolves are amongst this group, remaining fiercely independent and looking to their own divergent beliefs and ways of war.

KEY
Chapter World
Crusade Fleet
First Founding Chapter
Second Founding Chapter
Third & Later Founding Chapter
Peregon Cluster
The Ghoul Stars
Black Templars
Iron Crusaders
OCCLUDUS Death Spectres
ELUSIA PRIME (artificial world) Doom Legion
VARSAVIA Silver Skulls
HONOURUM Novamarines
BAAL Blood Angels
VORL SECUNDUS (abandoned) Crimson Castellans
Paladins
Ultima Segmentum
PREYSPIRE Hawk Lords
JONOL Honoured Sons
(ruins)
BELLICAS Emperor's Swords
PRISM (record deleted)
CORALAX Knights of the Raven
FIRESTORM Aurora Chapter
The Maelstrom
ARMATO Sons of Orar
ERWYNN'S WORLD (contact loss) Dragon Lords
OBSIDIA Sable Swords
CHOGORIS White Scars
ICEFANG Tigers Argent
The Eastern Fringe
ORPHEUS PRIME Praetors of Orpheus
ERENON Celestial Guard
STERNAC Iron Lords
MANCORA Howling Griffons
OXATAN Red Legion
NEWFOUND Genesis Chapter
Omega Marines
THE ROCK Dark Angels
TALON (abandoned) Storm Falcons
RYNN'S WORLD Crimson Fists
MACRAGGE Ultramarines
NIHILAS Death Strike
MUNDUS PYRA Fire Lords
NECRIS Marines Exemplar
REPENTANCE (artificial world) The Nameless

A Brotherhood at War

For more than ten thousand years, the Space Marines have been Humanity's staunchest defenders. Across the galaxy, a thousand Chapters war against the darkness that seeks to drag Mankind to oblivion.

c. M31 The Horus Heresy

c. M31 The Scouring

c. M31 The Second Founding

544.M32 The Beast Arises
The greatest Ork invasion the Imperium has ever known threatens to bring Humanity to its knees. It is the combined forces of the Adeptus Astartes who stem the green tide, at great cost.

646.M32 Reunited
A one-hundred year period of anarchy is ended by the intervention of the Space Marines. Agnathio, Chapter Master of the Ultramarines, unites over fifty Chapters of Space Marines and arrives upon Terra. Agnathio holds a locked council with the squabbling 'rulers' of Terra. What is said has never come to light, but when the Space Marine fleets return to their home worlds, there once again sit twelve High Lords of Terra, and unity is restored to the Imperium.

c. M33 The Apocrypha of Davio
A great and holy document attempts to list all of the Chapters of the Second Founding. It is a worthy work, but remains incomplete.

401.M34 The Howling
The Black Templars end the Catelexis Heresy, freeing more than thirteen hundred planetary systems from psychic enslavement.

c. M35 The Moirae Schism
The Adeptus Mechanicus is torn apart by conflict and internal division. The Adeptus Astartes are not immune to such strife; the Iron Hands are most severely affected.

991.M35 The Cursed Founding

282.M36 Armoured Assault
The massed armoured spearheads of the Aurora Chapter break the Ork invasion of Grylos.

321.M37 The Abyssal Crusade
Saint Basillius the Elder finds thirty Space Marine Chapters wanting in faith. The guilty must choose either death or to embarking upon a redemptive crusade into the Eye of Terror. All of the Chapters choose the latter mission and enter the Eye as an armada with their livery obscured and honour in doubt.

798.M37 Fateweaver Denied
The White Consuls prevail against the daemonic legions of Kairos Fateweaver.

956.M37 The Heavenfall Massacres

112.M38 The Judgement of Basillius
The Vorpal Swords return, leading the survivors of the Abyssal Crusade, to cast down the Chaos tainted Saint Basillius.

139.M41 The Gothic War

143.M41 The Jorun Retaliation
The Cabal of the Crimson Libation incite the wrath of the Ultramarines, Howling Griffons and Sons of Orar. The Dark Eldar are defeated, but not before the Howling Griffons' Chaplain, Armand Titus, succumbs to poison and is interred within a Dreadnought.

399-469.M41 The Macharian Heresy
After Lord Solar Macharius' death, the territories that he conquered fall to war and strife. Seventy years of turmoil ensues and is ended only through the combined efforts of a hundred Space Marine Chapters, working across many far-flung sectors to restore order.

698.M41 The Corinthian Crusade
Marneus Calgar leads the Ultramarines, Angels of Absolution, Lamenters, Silver Skulls, Scythes of the Emperor, Marines Errant and fifty Imperial Guard Regiments against Waaagh! Skargor. The Orks are crushed, and their threat diminished for over thirty years.

742.M41 The Damocles Crusade
In a crusade to drive Tau invaders from Imperial worlds, the Novamarines are noted for their relentless persecution of all xenos life forms. Only their recall to the First Tyrannic War prevents them from being present at the assault on the Tau sept world of Dal'yth.

744.M41 A Wedge Between Allies
After joining forces to defeat the Alpha Legion responsible for the Redemption Rebellion, the Knights of the Raven and the Aurora Chapter swear a bitter feud against each other, each blaming the other for their grievous losses.

745.M41 The First Tyrannic War

748.M41 The Blood Star Campaign
A massive daemonic incursion into the Scarus Sector is heralded by the star Ares turning an ominous blood red. The Relictors, Rainbow Warriors and Fire Lords eventually halt the invasion but take grievous casualties, including the loss of all three Chapter Masters. The Imperium grieves for three of its mightiest heroes.

813.M41 The Siege of Vraks
The Red Scorpions and Red Hunters fight to retake the armoury world of Vraks. The seventeen-year war is deemed a success as the Daemons and renegades are repulsed. However, Vraks is reduced to a dead world as the entire civilian population is wiped out in the fighting.

833.M41 The Lithon Purge
Over a hundred billion Imperial citizens are slain or captured by Dark Eldar in the Lithon System. The Revilers spend months purging the xenos from the system and swear vengeance on those that escape into the webway.

852.M41 The Doom of Idharae
The Invaders Chapter launch a direct assault on Craftworld Idharae. Though the Space Marines suffer horrific casualties, they leave the craftworld a ruined and desolate hulk.

857.M41 The Lazar Blockade
The Silver Skulls' fleet blockades the Lazar System. Offering no explanation for their presence, they prosecute a secret mission to purge Necrons from the system. They obliterate the main Necron tomb world, but secondary bases throughout the system suddenly come to life. The Silver Skulls suffer greatly, and their forces scatter into disarray. They are eventually forced to withdraw from Lazar, but to this day no outsider has ever learned the truth of what happened there.

867.M41 The Hellabore Assault
Captain Cortez and the Crimson Fists 4th Company battle the Eldar of Craftworld Iyanden on the world of Hellabore. Despite suffering grievous wounds, including a stab wound to one of his hearts, Cortez leads the final assault that routs the Eldar from Hellabore.

901.M41 The Badab War
Lugft Huron, Chapter Master of the Astral Claws, refuses to hand over his gene-seed tithe to the Administratum and instead announces his secession from the Imperium, declaring himself the Tyrant of Badab. Over a decade of bitter inter-system war follows, embroiling more than a dozen Space Marine Chapters before Badab falls and the Astral Claws escape to the Maelstrom.

925.M41 The World Engine
The Necron World Engine is revealed as the architect of the destruction in the Vidar Sector. It is destroyed on the edge of the Doranno System, thanks chiefly to the noble sacrifice of the Astral Knights Chapter.

934.M41 The Toran VI Massacres
The Crimson Fists defeat the warband of the Chaos Lord Sathash the Golden.

936.M41 The Revenge of the Eldar
Craftworld Alaitoc launches a devastating attack on the Invaders' Chapter Planet. Only three companies escape the disaster and their fortress monastery is lost. The Invaders are thereafter a spacebound Chapter.

939.M41 Battle of the Black Star
In the sable light of the star Antilles, the Dark Hunters strike at the renegade Punishers' stronghold, claiming over half the Traitors' lives.

940.M41 The Timeaon Deliverance
The Iron Snakes are ambushed during the Timeaon Planetstrike by Tau battlesuits and saved from certain death only when the Legion of the Damned appear and launch a devastating assault on the aliens' flanks.

940-997.M41 The Defence of Orask
The Red Talons successfully hold the fortress world of Orask at the edge of the Ghoul Stars from invasion by a splinter of Hive Fleet Pythos. In recognition of their hard-fought victory, the Senatorium Ultima honour the Chapter with the gift of the famed relic known as the Bloody Crown of Hycani.

941.M41
The Second War for Armageddon

955.M41 The Folly of Heroes
Despite direct orders to the contrary, the Brazen Claws launch a counterstrike into the Eye of Terror itself. Their last transmissions indicate the Chapter engaging a fleet of Iron Warriors vessels, but no other trace is heard of them.

956.M41 The Soulmaw
With most of their Chapter lured away by a distress call, the Silver Skulls barely manage to resist an attack on their home world by the daemonic warband known as 'the Soulmaw'.

970.M41 The Bellicas Disaster
The Emperor's Swords Chapter is wiped out when a Necron Tomb stirs to life in the caverns of their Chapter Planet, Bellicas.

989.M41 The Rynn's World Disaster
Waaagh! Snagrod rampages across the Loki Sector, culminating with a devastating assault on Rynn's World. The Crimson Fists Chapter is left depleted and bloodied, but determined to rebuild.

990.M41 Flaming Vengeance
The Fire Lords Chapter descend on Bellicas, exterminating the Necron menace and setting the planet aflame to avenge the destruction of the Emperor's Swords.

992-993.M41 The Second Tyrannic War
The Lamenters and Scythes of the Emperor Chapters are virtually destroyed fighting against the menace of Hive Fleet Kraken.

994.M41 Broken But Unbowed
Once thought destroyed, the Brazen Claws resurface near Cadia, battered, but still fighting their long war against Chaos.

995.M41 The Hive Mind Hungers
The tendrils of Hive Fleet Jormungandr begin to brush against the north-eastern boundaries of the Imperium. The Death Spectres and Honoured Sons lead the counter-attack.

509997.M41 Leviathan Blunted
Elements of the Ultramarines and Mortifactors Chapters stand victoriously against a spur of Hive Fleet Leviathan on Tarsis Ultra.

997.M41 The Lament of Angels
The Angels Revenant Chapter is destroyed while defending its fortress monastery on the world of Liberthra against the onslaught of the Necron Maynakh Dynasty. The Bells of Lamentation sound throughout Segmentum Tempestus at their passing.

550998.M41 Waaagh! Irontoof
The Genesis Chapter, alongside its Primogenitors the Ultramarines, combat and defeat the growing might of Waaagh! Irontoof.

757998.M41
The Third War for Armageddon
Warlord Ghazghkull returns to Armageddon at the head of a new, even greater, Waaagh! More than twenty Space Marine Chapters, including the White Scars, Salamanders, Doom Eagles, Storm Lords and Exorcists, commit forces to the beleaguered war zone.

998.M41 War in the Gildar Rift
The Silver Skulls destroy a Red Corsair strike force. The surviving renegades make planetfall on several worlds in the Gildar system, but the Silver Skulls will not be thwarted and the taint of the renegades is cleansed in a matter of weeks.

672999.M41 The Black Sun
The Exorcists Chapter rushes to confront the daemonic incursions around the sun Sirie.

970999.M41 Rebirth
The Scythes of the Emperor finally emerge from the dark shadow of Hive Fleet Kraken and announce that their Chapter will be born anew.

980999.M41 The Maelstrom Threat
A vast Chaos Space Marine fleet under Huron Blackheart emerges from the Maelstrom and besieges the Chogoris, Kaelas and Sessec Systems. Rumours report Huron's force is as large as the Space Marine Legions of old, and several Chapters are tasked with its destruction.

995999.M41 The 13th Black Crusade
Many Space Marine Chapters converge on the sectors surrounding the Eye of Terror in a desperate attempt to counter the influx of vile forces led by Abaddon the Despoiler. Some say it is the Time of Ending, yet the Adeptus Astartes stand strong in the face of their greatest enemy.

ULTRAMARINES

'Wisdom, brothers; the greatest gift of all. The gift that marks us out from the savage and the barbarian, that allows us to walk as giants in a world of men. Wisdom tells us when to use the sword and when to use the bolter, when to conquer and when to inspire. It has saved lives, saved worlds, and may yet save the galaxy. Use it well.'

- Roboute Guilliman, The Iaxan Symposium

Of all the Codex Chapters, the oldest and most famous is the Ultramarines, the Chapter of the Primarch Roboute Guilliman himself. Their name is a byword for discipline and honour, and tales of their victories are told from their home world, Macragge, to the sacred halls of Terra itself. Whenever the enemies of Mankind threaten the Imperium, the Ultramarines stand ready to face them.

ROBOUTE GUILLIMAN

The martial discipline, selfless honour and peerless tactical acumen that typifies the Ultramarines can be directly attributed to their venerated Primarch. Raised on the world of Macragge, Roboute Guilliman was tutored in a noble warrior culture from an early age. By his tenth birthday he had studied and mastered everything the wisest men of Macragge could teach him. His insights into matters of history, philosophy and science astonished his elders, but his greatest talent lay in the strategy, logistics and art of war. Roboute Guilliman's youth, and his meteoric rise to power, are well documented. Suffice it to say that he was an unstoppable force of change, an inspirational figure who led Macragge from a time of bitter war and foul treachery into a new age of prosperity. Indeed, when the Emperor reached Macragge, he was astounded to find such a well-ordered and prosperous world, and saw at once that Guilliman was a Primarch of unsurpassed ability and vision.

When the Ultramarines Legion of Space Marines was assigned to the control of Roboute Guilliman, its forward base was relocated to Macragge. The Primarch quickly assimilated the many wonders of the Imperium and set about his new role with great skill and enthusiasm. Guilliman's chief talents, as ever, lay in war, and he led the Ultramarines to fresh conquests throughout the galactic south.

The worlds that Guilliman brought into the Imperium's fold were to benefit from his unsurpassed organisational skills and his passion for efficient government. Whenever Roboute Guilliman freed a world from tyranny or raised it up from ignorance, his first priority was to set up a self-supporting defence system. Once a world was defended and safe from immediate threats, he would move on, leaving behind enough advisors to ensure that a thriving industry would be created, trading routes were set up with the Imperium, and the government was directed towards the prosperity of the people and the continual strengthening of their military forces.

IN THE WAKE OF TREACHERY

When the Horus Heresy plunged the Imperium into savagery and civil war, the Ultramarines were engaged on the southern edge of the galaxy. The Ultramarines' successes had carried them far from Terra and isolated them from the conquering armies of Warmaster Horus in the galactic north-east. When Horus' treason was revealed, there was therefore little that Guilliman and the Ultramarines could do in support of the Emperor during the early stages of the insurrection. To make matters worse, the Ultramarines' attempts to return to Terra were greatly hampered by the traitorous Word Bearers Legion. The Ultramarines were thus unable to join forces with the Emperor during the final, apocalyptic battle of the Horus Heresy – the Siege of Terra – in which countless thousands of loyal Space Marines sold their lives to defeat the Warmaster. So it was, by a bitter-sweet twist of fate, that the Ultramarines Legion emerged from the Horus Heresy relatively intact.

It was in the wake of the Horus Heresy that the Ultramarines proved most crucial, holding the Imperium together during a time of intense danger, against a galaxy of

PRIMOGENITORS

The Primogenitors are those Chapters created when the old Ultramarines Legion was divided during the Second Founding. Sometimes referred to as the 'first born', these Chapters each maintain their own histories and traditions, but they all honour Roboute Guilliman as their Primarch and adhere strictly to the procedures and tactical treatises he laid down in the Codex Astartes.

There are conflicting records as to exactly how many Primogenitor Chapters were created, but the oldest copy of the Codex Astartes lists twelve. It is believed that there were a further eleven or more Primogenitors, but if they existed, their names have been lost to the passing of time, and no Space Marine Chapter surviving in the 41st Millennium claims the honour.

SHRINE OF THE PRIMARCH

The Shrine of Guilliman is one of the holiest places in the whole of the Imperium. It lies within a vaulted sepulchre within the Temple of Correction on Macragge, its proportions defying the mind with the scope and grandeur of its design. Within this edifice is the marble throne of Roboute Guilliman, upon which sits a regal corpse. Though nearly ten thousand years have passed, the Primarch's body is preserved by means of a stasis field. Everything encompassed by the field is eternally trapped in time. There are some, however, who claim the Primarch's death wound – a ruby-red slash across his throat – is slowly healing. Despite the impossibility of change within a stasis field, many believe these stories and await the time when Guilliman will miraculously return to life.

foes that would see it destroyed. With half of the Astartes Legions having sided with Horus during the bitter civil war, and the other loyalist Legions having lost many thousands of troops, the number of Space Marines left to defend the ravaged Imperium was very few, yet never were they more needed.

Macragge was able to supply new recruits at such a rate that, before long, the already vast Ultramarines Legion accounted for more than half the total number of Space Marines in the galaxy, and few were the systems where their heroism was not called upon. With a great cost in lives, slowly but surely a semblance of order was restored to the Imperium, Guilliman finished his great work on the Codex Astartes, and the Second Founding was begun.

The Ultramarines' gene-seed became preeminent during the Second Founding, for no other Legion had the numbers or genetic banks to found as many new Space Marine Chapters. The stability of the Ultramarines' gene-seed has also made it the Adeptus Terra's favoured choice for the founding of subsequent Chapters. At the dawn of the 41st Millennium it is believed that over two-thirds of all Space Marine Chapters are descended from the Ultramarines' bloodline – the proud inheritors of their Primarch's legacy.

Roboute Guilliman's lasting heritage would prove to not only be genetic, but spiritual as well. In the centuries since the Second Founding, the Ultramarines have venerated their Primarch and stuck to the precepts, regulations and tactical doctrines within the Codex Astartes as a priest adheres to scripture.

All the Scions of Guilliman hold the ruler of Ultramar as the exemplar of all that it means to be a Space Marine. To date, not a single Chapter Master of the Ultramarines has failed to live up to the exacting standards laid down in the Codex Astartes, becoming inspirational figures not only to their own warriors, but even to those outside their Chapter.

THE DEFENDERS OF ULTRAMAR

For over ten millennia, the Ultramarines have tested their might against Ork Waaaghs!, renegade uprisings, Tau incursions and Necron tomb worlds. But, of all these terrible wars and valiant struggles, there is one conflict that stands above all others – the onset of the Tyranid Hive Fleet Behemoth and the Battle for Macragge – during which Marneus Calgar, the greatest hero to command the Ultramarines since Roboute Guilliman himself, would lead the Ultramarines in their darkest hour.

Battle-brother Severian, Ultramarines 3rd Company, 2nd Tactical Squad; note the army badge on the left leg greave

3rd Company shoulder pad showing the Ultramarines Chapter symbol.

Assault Marine shoulder pad bearing the markings of 2nd Company, 8th Squad

Tactical Marine shoulder pad showing the designation of 6th Company, 2nd Squad

The Ultramarines have several Chapter Banners, each evoking a great victory or key moment from their long history.

ULTRAMAR

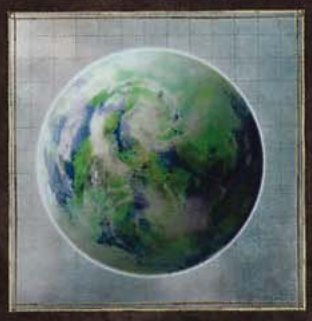
The area around Macragge is called Ultramar, the stellar empire of the Ultramarines, and is unique amongst the domains of the Space Marines. Where other Chapters rule over a single planet, asteroid or, in some cases, a mobile space fleet or orbital fortress, the Ultramarines reign as titular lords over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

All the worlds of Ultramar share a common cultural heritage with Macragge, so it is not surprising that their styles of architecture, government, and traditions are similar. Ultramar is a wealthy system that knows no unrest – a rare distinction in the desperate days of the 41st Millennium.

Ultramar's worlds do not pay the Imperium's tithes. Instead, they contribute directly towards the upkeep of the Ultramarines Chapter, supplying them with the raw materials, armaments and spacecraft needed to wage the Emperor's wars. Just like other worlds in the Imperium, each world of Ultramar raises regiments for its own defence. Most worlds in the Imperium are obliged to provide regiments for the Imperial Guard when required, but Space Marine home worlds are an exception. In the case of Ultramar, however, the Ultramarines rule so efficiently and are so prosperous that they maintain several hundred well-trained auxilia regiments, ready and willing to join the Imperial Guard when the need arises.

Each world of Ultramar also provides recruits for the Ultramarines. Throughout Ultramar, proud citizens point to public statues of famous Ultramarines who were born to local families. Amongst the older aristocratic dynasties, it is a matter of considerable esteem to send recruits to the Chapter. For a family to have provided a renowned hero, perhaps even an actual Captain, is an honour that brings considerable fame and status for generations.

Even without the presence of the Ultramarines Chapter, Ultramar is one of the most heavily defended sectors in the Imperium. Every world is protected by a ring of orbital defence platforms and minefield, bolstered by ground-based laser batteries and countless missile silos. The Ultramar Defence Fleet stands ever vigilant against pirate raids and enemy invasion, and no less than six massive star fortresses, with Galatan being the largest, stand sentinel over shipping lanes and critical strategic positions, each a formidable bastion protected by void shields and possessed of enough firepower to destroy a moon.



MACRAGGE

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

THE ULTRAMARINES

Captain Cato Sicarius
Master of the Watch,
Knight Champion of Macragge

Command Squad 'Lions of Macragge'
Veteran Sergeant Daceus, Apothecary Venatio, Honoured Brother Gaius Prabian, Brother Vandius (Company Standard Bearer) and Brother Malcian

Chaplain Elianu Trajan
Attached to the 2nd Company since 901.M41

Tactical Squad Manorian 'The Shield Bearers'
Boasting many experienced and honoured warriors, Squad Manorian leads the vanguard of both company and Chapter-level assaults.

Tactical Squad Fennion 'The Immortals'
Squad Fennion has not taken even a single casualty since its current roster was formed in 829.M41, despite performing many perilous frontline duties.

Tactical Squad Octavian 'Swords of Judgement'
Between them, the members of Squad Octavian have earned an impressive total of fifteen Marksman's Honour badges for their uncanny precision.

Tactical Squad Solinus 'The Indomitable'
Received Victorex Maxima honours during the retaking of Fort Telrendar, where they were first into the breach after Captain Sicarius

Brother Ultracius
Blessed with Dreadnought armour following the Pyra Crusades of 453.M39

Brother Agnathio
Blessed with Dreadnought armour following the Fall of Chundrabad, 141.M36

SECOND COMPANY

Tactical Squad Vandar 'The Victors'

Veteran Sergeant Vandar is the youngest ever recipient of the Iron Halo, awarded for tactical brilliance during the Tamari rebellions of 929.M41.

Tactical Squad Vorolanus 'The Thunderbolts'

Squad Vorolanus conducts many of the company's reconnaissance and deep-strike missions when dedicated Scout units are unavailable.

Assault Squad Ixion 'Macragge's Avengers'

Squad Ixion swore vengeance for Macragge and have honed their Tyranid-fighting skills against Hive Fleets Leviathan, Kraken and Jormungandr.

Assault Squad Strabo 'The Heroes of Selenopolis'

Responsible for the death of Warboss Bonehamma and the rout of his horde amid the ash wastes of hive world Selenopolis

Devastator Squad Atavian 'The Titan Slayers'

Awarded the Principex Maxima for their destruction of the Renegade Warlord Titan Soulmauler

Devastator Squad Tirian 'Guilliman's Hammer'

Renowned across the segmentum for their steadfast and unwavering conduct in battle

'We are the Space Marines. The champions of Humanity.
The Emperor's chosen warriors.
For every one of us that falls in battle one hundred enemies will die.'

BATTLE FOR MACRAGGE

'We are the Ultramarines,
the sons of Guilliman.
Whilst we draw breath,
we stand.
Whilst we stand,
we fight.
Whilst we fight,
we prevail.
Nothing shall stay
our wrath.'

- Marneus Calgar, Chapter Master of the Ultramarines

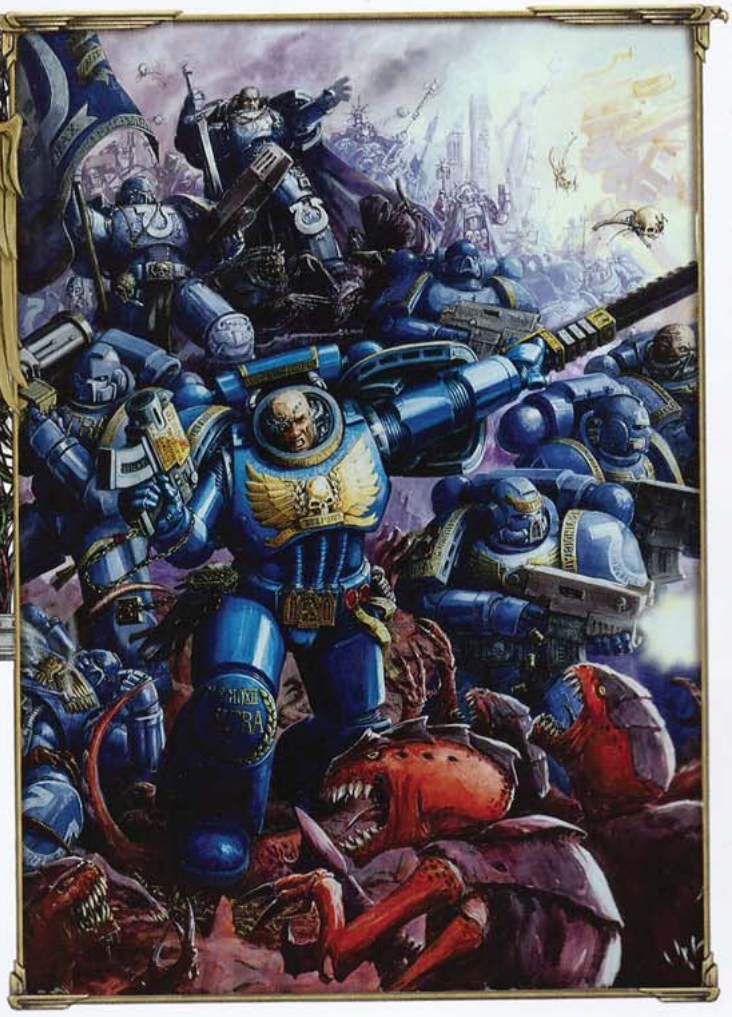
The arrival of Hive Fleet Behemoth in the Eastern Fringe would prove to be single greatest threat to the realm of Ultramar since the darkness of the Horus Heresy. On Macragge, the Chapter Planet of the Ultramarines, would the future of the whole sector be decided.

Once he learned of the imminent threat of Hive Fleet Behemoth, Marneus Calgar, Lord of the Ultramarines, ordered Macragge's formidable defences to be immediately bolstered. Between a vast fleet of warships and the planet's mighty orbital defence stations, everyone on Macragge readied themselves to face the Tyranid menace. Only a few scant weeks later, the Tyranids' vanguard fleet attacked. Hundreds of bio-ships swept through the Ultramarines' blockade and swarmed over Macragge, and thousands of alien beasts soon rampaged across the planet. Deeming the Tyranid threat too massive to oppose piecemeal, Calgar combined his ground forces into three armies. The first and second task forces garrisoned each of Macragge's polar fortresses. Taking the fight directly to the foe, Calgar himself led the third force in a series of rearguard actions in an attempt to slow the Tyranid's advance.

COLD STEEL RIDGE

Using every ploy and tactic at his disposal Calgar utilised the landscape of Macragge as a weapon, funnelling the swarm into valleys and onto ice-bridges where their numbers could not be bought to bear. Ultramarines' gunlines held back the tide whilst long-range barrages and enfilading fire reaped a bloody harvest. Tactical Squads launched daring attacks, diverting the swarm's attention whilst Assault Marines struck at hive-control organisms and armoured transports carried battle-brothers to outflank the horde. Bike squadrons and Scouts fought feigned withdrawals to draw the largest aliens into the fire of waiting battle tanks.

However, at Cold Steel Ridge, the Space Marines' fortunes changed for the worse, as the Tyranid advance refused to be halted. It was during this fateful battle that the Ultramarines faced the most dangerous Tyranid creature yet encountered; one whose instinctive grasp of warfare matched their own tactical acumen. Somehow this Hive Tyrant, this 'Swarmlord', thwarted the Ultramarines' strategies, and the Tyranids under its dominion began to overrun the Space Marines' positions. Knowing that to remain planetside was to doom his warriors, Calgar ordered Thunderhawk Gunships to extract the Ultramarines to the orbiting battle barge *Octavius*. Sensing its prey was about to escape, the Swarmlord plunged into the fray alongside a horde of elite hive-warriors, cutting a path straight towards Calgar. The Lord of Ultramar stood his ground, laying waste to xenos horrors with every swing of his fists. But the Tyranids were too many, and Calgar's body was rent and torn. When he came face-to-face with the Swarmlord, he was on the verge of death, yet still would not yield. Locked in a mortal duel, they fought like mythic gods, and though Calgar struck with his last ounce of strength, he was laid low by the monster's blades.



Before the Swarmlord could deliver the killing blow, Calgar's Honour Guard threw themselves in front of their lord, forming a shield with their own bodies. Slowly, they drove the Swarmlord back from their fallen commander, their bolters roaring and blades flashing. With their courage and their lives, they held back the tide until the Thunderhawks arrived. Marneus Calgar would live to fight again, but Cold Steel Ridge was lost.

MACRAGGE BESIEGED

Hours later, the main strength of the Tyranids arrived above Macragge. Refusing all but the most vital medical attention, Calgar quickly resumed command of the fleet and pressed the attack. Caught between the blistering firepower of Macragge's polar fortresses and the vengeful hammer blows of Calgar's fleet, Tyranid vessels were destroyed in droves, but hundreds yet remained. As the battle raged, the remaining Tyranid ships unleashed thousands of Mycetic Spores above the polar fortresses before retreating from orbit. Trusting to his Ultramarines to hold the vital strongholds, Calgar pursued the Hive Fleet, determined to prevent it from bringing ruin to any other worlds.

Meanwhile, on Macragge's surface, the valour of the Ultramarines was being tested as never before. The 1st Company veterans repeatedly led daring counter-attacks to stymie the Tyranid advance before withdrawing to defend every wall and trench. The Titans of Legio Praetor stalked the ice fields and shot smoking furrows through the onrushing hordes with their apocalyptic weaponry. But the roiling swarm's ferocity was relentless. At the northern fortress, they overran the walls by using the steaming piles of their own dead for cover. Even the towering god-machines were dragged down by sheer weight of numbers. Ammunition began to run low, though the stockpiles had been established to hold out through months of siege. Still the Ultramarines fought on, not once giving thought to defeat.

In space, Calgar pursued the Tyranid fleet towards the world of Circe, where the arrival of Battlefleet Tempestus from Bakka finally sealed the Tyranids' fate, catching the xenos ships in a vice between the two fleets. Though many Imperial battleships and cruisers were destroyed, the Hive Fleet was obliterated and Calgar's ships raced back to Macragge.

The Space Marines of the 3rd Company, led by Captain Fabian and Chaplain Cassius, were the first to make planetfall, deploying amidst the corpse-strewn craters surrounding the northern pole by Drop Pod. Scenes of carnage awaited them below and the stench of death lay everywhere. The 3rd Company came under attack as soon as it landed. Hundreds of creatures emerged from tunnel mouths to assail the Space Marines. Only staunch fire laid down by the Company's Devastator Squads kept the alien swarm at bay until Space Marine Gunships arrived to blast the Tyranids back into the darkness. Bolstered by the arrival of the 3rd Company's three Dreadnoughts, the Ultramarines proceeded into the fortress itself to search for survivors.

THE FATE OF THE 1ST COMPANY

Through dank corridors and ichor-dripping passageways still swarming with the foe, the 3rd Company reached the lower genitorium, where the defenders had made their last stand. Tyranid bodies were piled deep and a circle of Terminators lay where they had fought back to back. Though they had slain Tyranids beyond counting and held onto the fortress for longer than any could have hoped, the Ultramarines 1st Company had been wiped out to the last man.

The Battle for Macragge thus remains a great source of both sorrow and pride for the Ultramarines. Hive Fleet Behemoth was defeated, but the cost had been great. Statues were raised to honour the courage and sacrifice of the fallen, and their names are commemorated each year at the Feast of Days, but their loss remains a bitter blow to the strength of the Ultramarines. It would be many years before the Chapter could properly replenish its ranks, but the sons of Guilliman would endure.

'We commend our souls to the Emperor. Let the story of our sacrifice burn across history like a shooting star. For death and for glory – for the Ultramarines!'

- Lucian Ventris, Ultramarines' Terminator Sergeant

'Remember the names of the honoured fallen, recall their deeds and know that their sacrifice honours the Chapter. No son of Guilliman could wish for a more glorious death.'

- Ortan Cassius, Ultramarines' Master of Sanctity

Chronicles of Ultramar

745.M41 The Battle for Macragge
The Tyranids enter the galaxy and the Tyrannic Wars begin. Hive Fleet Behemoth descends upon the realm of Ultramar, laying waste to several planets. Only by the valour and determination of the Ultramarines is the threat of Behemoth ended, though the cost is high.

762.M41 The War for Thrax
Marneus Calgar leads the remnants of his Chapter against the Daemon-corrupted forge world of Thrax. Under Calgar's leadership, the Ultramarines banish thousands of Daemons and recover crucial data-records from the twisted manufactorums. With the mission complete, Calgar issues the order for Exterminatus.

797.M41 The Siege of Zalathras
Marneus Calgar holds the gate alone against the greenskin horde for a night and a day.

799.M41 A New Power Rises
The Ultramarines begin to fortify the eastern bounds of their realm against the emergent forces of the upstart Tau Empire.

822.M41 The Ironblood Campaign
Warpsmith Grathax descends upon the world of Ironblood with an army of Daemon Engines laying waste to everything in their path. They are soon met in open battle by several Imperial Guard tank regiments and over a hundred Ultramarines battle tanks under the command of Brother-Sergeant Chronus. The ensuing battle lasts for three days, and enough ordnance is expended to flatten several cities, before the last Warp-forged machine is finally destroyed. Over a thousand smoking wrecks litter the scarred landscape, creating a tank-graveyard so vast that it is visible from orbit.

841.M41 The Chapter Endures
The Ultramarines' 1st Company's operational strength exceeds fifty percent for the first time since the Battle for Macragge.

848.M41 The Hallowed Stars' Scouring
Chief Librarian Tigurius' mysterious insights lead to the Hallowed Stars' Scouring.

849.M41 A Hero Honoured
Captain Cato Sicarius is appointed as High Suzerain of Ultramar.

855.M41 Assault on Black Reach
Waaagh! Zanzag invades the hive world of Black Reach. By the time Captain Cato Sicarius and the 2nd Company of the Ultramarines arrive in orbit, the Orks, using devastating new weapons, have already overrun much of the planet. Sicarius and his battle-brothers immediately deploy to reinforce Ghospara, the besieged capital hive city of Black Reach.

The Ultramarines' Drop Pods land hard on the heels of an orbital bombardment and in a brief but bloody battle, cast the Orks from Ghospora's walls before setting off in search of Zanzag himself.

Captain Sicarius prosecutes a deadly search-and-destroy mission, razing several Ork forts along the Blackwallow River, but Zanzag continues to evade him. When Sulphora Hive comes under attack from a massive Ork horde, Sicarius hands the hunt over to Veteran Sergeant Telion and his Scouts. Telion soon discovers that the Orks are transporting warriors and weapons across the Blackwallow River by means of crude submersibles and tracks them to a vast natural cave – Zanzag's base of operations.

Sicarius immediately gathers what forces can be spared and boards a Thunderhawk Gunship to assault Zanzag's Lair. The Orks are taken completely by surprise by the speed and ferocity of the attack; heavy bolter shells and hellstrike missiles tear into their formation before they realise they're under attack. Within moments, the Thunderhawk's front ramp slams open and Captain Sicarius leads his Space Marines into the heart of battle, striding forwards with bolters blazing. Scores of Orks fall, their bodies heaped around the shattered stalagmites of the cavern floor, before they can mount a counter-attack.

Zanzag directs the firepower of his Boyz' supa-weapons, but their shots prove nearly worthless against the inviolable armour of the Terminators marching at the fore of the Ultramarines' assault. It takes an hour's bloody fighting to secure the cavern, but the Orks are finally defeated when Sicarius cuts their Warlord's head from his shoulders and ends the threat of Waaagh! Zanzag with a strike from his power sword.

888.M41 Battle of Orar's Sepulchre
Eldar from Alaitoc and Iyanden Craftworlds assault the planet Commrath to recover an artefact within Orar's Sepulchre. Orar was a great Ultramarines hero in the aftermath of the Horus Heresy, and Marneus Calgar vows not a single alien will breach the sanctity of his tomb. For the first time since the Battle for Macragge, Calgar leads his entire Chapter to war.

The Eldar descend upon Orar's Sepulchre to find it held against them by the Ultramarines. Aspect Warriors and Guardians dart towards the main gates as grav-tanks and artillery engines batter the defenders. On Calgar's command, the Ultramarines emerge from cover and scour the invaders from the Sepulchre's steps with disciplined bolter volleys. The Eldar fall back, only to find their lines of retreat cut off by Assault Marines and Land Speeders. Eldar leaders emerge from cover and rally the trapped first wave, only to fall to sniper fire as Scouts make their presence known. The initial Eldar assault falters but, for an entire day and night, they continue to attack. Though they muster every arcane science at their command, they cannot overcome the tactical brilliance of Marneus Calgar and his Ultramarines.

The following day, a fresh assault sweeps onto the great stairs, led by a colossal figure wreathed in flame – the Avatar of Khaine. Heavy weapons fire seems only to anger the creature, and the Ultramarines' battle line buckles beneath its onslaught, so Calgar issues a challenge himself. The fiery god bellows with fury, its first blow missing the Chapter Master by a hair's breadth. The second tears plates from Calgar's armour. A third bites deep into his shoulder, driving the Chapter Master to one knee. But the fourth slams into the armoured palm of Calgar's left hand. Rising up, Calgar strikes with all his strength, bringing his other gauntlet around in a mighty arc that punches clean through the molten ichor of the Avatar's torso. With the fall of their war god, the Eldar lose all heart and retreat.

878.M41 The Assault of M'kar
Chaos pirates, led by the Daemon Prince M'kar the Reborn, claim several uninhabited worlds on the borders of Ultramar. In a decisive battle in the Halamar Rift, Captain Sicarius destroys much of the pirate fleet, but M'kar the Reborn escapes into the Warp.

900.M41 The Morix Assault
The heavily-defended Tau outpost on Morix Prime is eliminated in a rapid strike by the Ultramarines' 4th Company.

921.M41 The Darkhold Ambush
Marneus Calgar is ambushed by Night Lords whilst en route to the Darkhold war zone. The Chapter Master's crippled vessel makes planetfall on the sparsely settled world of Barathred. At this, several hundred Chaos Space Marines attack the planet, but Calgar rallies the feudal population to defeat them.

929.M41 The Trenor Uprising
Three dozen Scouts, under the expert direction of the famed Sergeant Telion, put down a rebellion on Trenor in less than a day.

935.M41 M'kar's Revenge
A daemonic horde under the direction of the Daemon Prince M'kar the Reborn seizes control of the star fort Indomitable in Calth's outer orbit. Under the command of Marneus Calgar, Terminators from the Ultramarines 1st Company board the star fort. M'kar is slain by the hand of Lord Macragge, who tears the Daemon Prince limb from limb.

941.M41
THE SECOND WAR FOR ARMAGEDDON
Waaagh! Ghazghkull descends upon Armageddon. The Orks are defeated only by the extreme stubbornness of the defenders and the combined might of the Blood Angels, Ultramarines and Salamanders, though Ghazghkull himself escapes into space.

949.M41 The Arthos Insurrection
Deploying by Drop Pod and Stormraven, the Ultramarines end the forty-year rebellion on Arthos IV with a single bloody day of fighting.

963.M41 An Unexpected Alliance
The Ultramarines clash with a Tau expeditionary fleet for control of Malbede. When the conflict awakens the cursed planet's hidden Necron tombs, the Ultramarines and the Tau join forces to defeat the emerging Necrons. In the wake of the battle, Marneus Calgar initiates Exterminatus on Malbede, but allows the Tau to evacuate before the planet is destroyed.

967.M41 Dark Rain at Vallenin
Despatched to free the enslaved population of the agri world of Vallenin from the Kabal of Lethal Guile, the 3rd Company are sorely pressed by the xenos' grav-craft, until their Hunters deploy to reap a great tally amongst the swift craft.

974.M41 THE DAMNOS INCIDENT
Beneath the arctic chill of Damnos' surface, a Necron tomb awakens. Before the year is out, Damnos' vast manufactorum cities are in ruins, and the planetary capital of Kellenport is under siege.

Under the command of Captain Sicarius and Chief Librarian Tigurius, the Ultramarines' Strike Cruiser Valin's Revenge *arrives during the final assault on Kellenport. However, the Strike Cruiser is forced to withdraw moments after launching the 2nd Company's Drop Pods due to the intensity of the gauss fire coming from the surface.*

The Ultramarines strike the Necron onslaught at its heart, scouring the soulless machine-warriors from Kellenport's walls. Sicarius is sorely wounded by a warscythe during the battle, but as his Command Squad stands resolute over their Captain's injured body, the hulking form of Venerable Dreadnought Agrippan strides into the fray and smashes the Necrons' Overlord asunder. As the Necrons are driven back, the orbital defences are cleared, allowing Valin's Revenge *to return and extract the wounded Sicarius.*

The Strike Cruiser's orbital scans reveal that countless phalanxes and Necron war machines are massing for a fresh offensive against the Ultramarines' position. Tigurius and Agrippan are forced to acknowledge that Damnos is lost and they draw plans to evacuate as many of the planet's inhabitants as possible.

The Ultramarines make a defiant stand at Kellenport, holding the Necrons back as the evacuation proceeds. Tigurius is found wherever the Ultramarines are hardest pressed, shattering the advancing Necrons with the fury of his mind and summoning psychic shields to cheat the machines of their prey. The actions of Agrippan are just as heroic, and for three hours he holds Kellenport's western gate alone and unaided, obliterating all who oppose him.

By the time Kellenport's defenders are driven back to their last bastion of defence, only forty Space Marines and twenty Guardsmen remain planetside. Agrippan is lost in these last few minutes, his frame pinned between a dozen streams of gauss fire. As Thunderhawks speed Tigurius and the last survivors to safety, Agrippan's reactor explodes, obliterating the spaceport and every Necron within it.

993.M41 THE KRAKEN ATTACKS
The Ultramarines quash a rebellion on the industrial world of Ichar IV, only to find themselves at the forefront of a desperate defence against Hive Fleet Kraken. Accompanied by Chaplain Cassius and Veterans from the First Tyrannic War, Calgar launches a daring assault that severs the Tyranids' synaptic control, a battle won in no small part due to the fury with which Cassius leads his brothers into the fray. In a replay of history, Marneus Calgar, having narrowly escaped death at the hands of the Swarmlord during their confrontation on Macragge, faces the reincarnation of the same beast on the blood-soaked fields. This time, however, Calgar triumphs, slaying the beast with his bare hands. Without the Swarmlord to counter Calgar's brilliant military strategy, the Ultramarines proceeded to dismantle the remaining xenos swarms piecemeal. However, the Space Marines' victory comes too late to save the planet itself, for the Tyranids had already reduced it to a smoking charnel house of death and destruction. Perhaps worse for the Imperium, the Hive Mind re-absorbed the Swarmlord's consciousness yet again, and having learned from its defeat, its next reincarnation would prove to be more cunning and dangerous than ever before…

509997.M41 The Leviathan Rises
Elements of the Ultramarines and Mortifactors Space Marine Chapters, led by Chaplain Cassius, make a stand against one spur of Hive Fleet Leviathan on the world of Tarsis Ultra.

005999.M41 THE RETURN TO DAMNOS

854999.M41 Ultramar Besieged
Ultramar comes under renewed assault from the forces of Chaos. M'kar the Reborn, clad in mortal flesh once again, leads the onslaught against Talassar. Quintarn is invaded by the armies of the Bloodborn, whilst Calth is besieged by the Iron Warriors, and yet other Chaos warlords attack Espandor and Tarentus. Marneus Calgar recalls all Ultramarines forces to defend Ultramar, dispatching reinforced Battle Companies to each threatened planet. He personally accompanies the 2nd Company as they make planetfall on Talassar, determined to slay M'kar a hundred times over if need be.

870999.M41 The Eye of Vengeance
In an exemplary display of his abilities, Scout Sergeant Telion single-handedly changes the balance of the war on Quintarn.

Ultramarines Successor Chapters

Many are the Space Marine Chapters that owe their fealty to the master of the Ultramarines, a selection of which are shown here. Some are venerable orders with a history dating back to the dawn of the Imperium, whilst others are more recent additions to the ranks of the Adeptus Astartes. This selection is by no means an exhaustive list – such a tome would be weighty indeed, for the sons of Guilliman account for over two thirds of all Space Marine Chapters extant at the close of the 41st Millennium.

Genesis Chapter

The Genesis Chapter has the proud distinction of being first of the Primogenitors. The Genesis Chapter was formed from the noblest Ultramarines veterans who survived the Horus Heresy. Upon their inception, the Genesis Chapter's first battle wrested the planet Newfound from the clutches of the traitorous Word Bearers, and it has been their Chapter Planet ever since. The Genesis Chapter fights at the Ultramarines' side without hesitation, most recently when the two Chapters joined forces to destroy Waaagh! Irontoof.

The Genesis Chapter are dogmatically loyal to the memory of Roboute Guilliman, whom they venerate not only as their founder, but as the saviour of the Imperium. All Genesis Chapter Scouts undertake a pilgrimage to Macragge to look upon the visage of the Primarch, frozen in timeless stasis, and believe their training to be incomplete until they have knelt in spiritual communion, for at least an entire day, at the feet of their father.

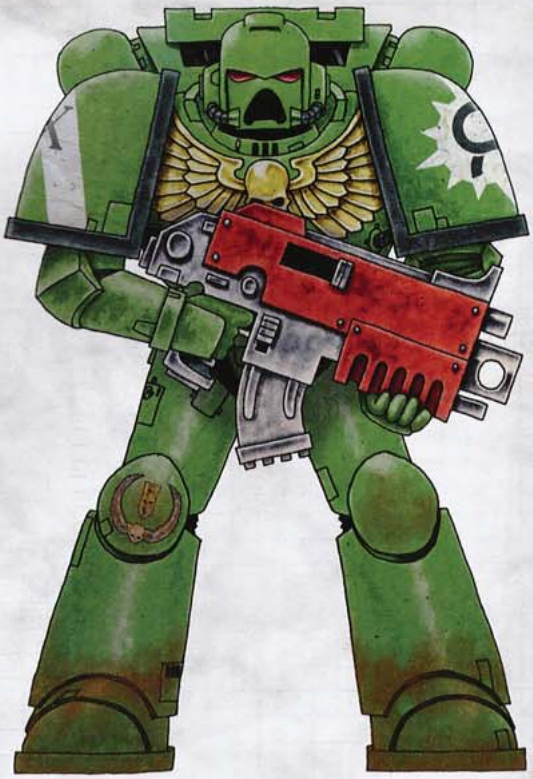
Genesis Chapter 5th Company Command Squad; veteran status indicated by helmet stripe

Aurora Chapter

The Aurora Chapter are known as the undisputed masters of armoured assault and they boast more Land Raiders and Predators than many other Space Marine Chapters. Ever since their creation, in the Second Founding, they have preferred massed spearheads led by heavily armoured battle tanks, earning them renown throughout the Ultima Segmentum.

The Aurora Chapter's home world, Firestorm, harbours vast industrial complexes, which together are large enough to rival the manufacturing output of several forge worlds. Countless millions of indentured menials work the Munitorums night and day to feed the mighty guns of the Aurora Chapter's tank companies, ensuring that their weapons need never fall silent.

Heeding the summons of Marneus Calgar, the Aurora Chapter recently deployed to the Zeist Campaign in support of the Ultramarines against the emergent Tau Empire.



Battle-brother Ation, Aurora Chapter 5th Company, 10th Devastator Squad; laurels awarded for heroism in the Vidar Sector

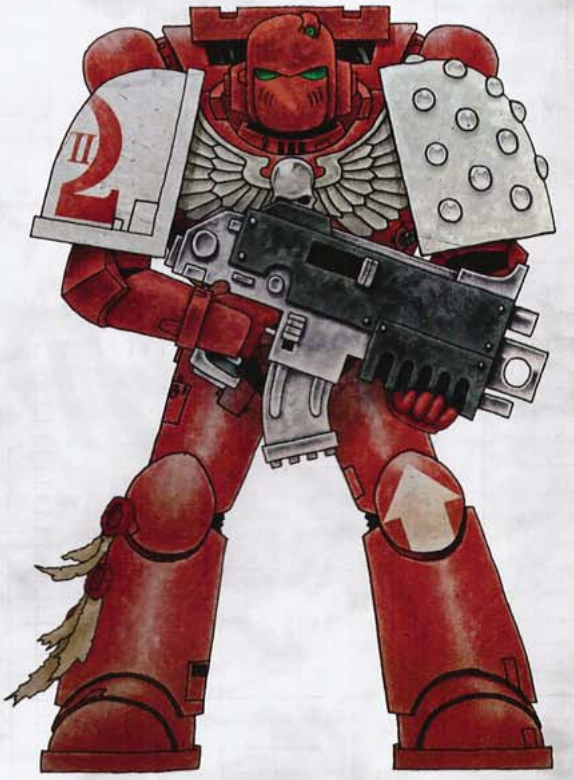
Sons of Orar

The full history of the Sons of Orar has long since been lost to the Imperium's records. All that is known is that they revere Orar, an Ultramarines hero who won great renown in the wake of the Horus Heresy, and his legacy serves as the model of the perfect Space Marine to which the warriors of his namesake Chapter aspire. Even though the Chapter's origins remain shrouded in mystery, their heraldry, doctrines and impressive list of battle honours leave little doubt that the Sons of Orar are indeed descended from the proud genetic line of the Ultramarines.

Chapter Master Alavaan, a renowned veteran who received great honours during the Jorun Retaliation, currently holds the command of the Sons of Orar. Under his skilled guidance, the Sons of Orar have earned a well deserved reputation for acts of heroism that are equally inspiring and terrifying to behold.

'The Emperor's will guides us, the Primarch's blood strengthens us, the Founder's example drives us. No foe can stand before us and prevail.'

- Alavaan, Chapter Master of the Sons of Orar



Battle-brother Demitrion, Sons of Orar 6th Company, 7th Tactical Squad; no company markings displayed

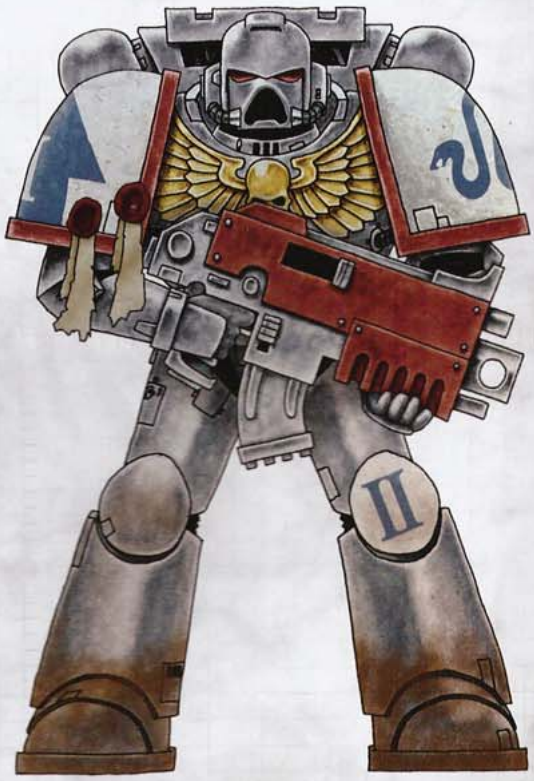
Iron Snakes

Hailing from the frozen ocean-world of Ithaka, the Iron Snakes are a somewhat superstitious brotherhood whose squads are named after the founding leaders of the Chapter. Over the centuries, several Iron Snakes squads have accumulated particularly impressive strings of victories and glorious rolls of honours – the histories of Squads Skypio, Parthus, Veii and Thebes are the stuff of many great sagas and legends.

The Iron Snakes Chapter fought with considerable distinction during the Sabbat Worlds Crusade of 755.M41 and were widely commended for their role on Ambold XI, where only eight battle-brothers fell in a campaign that obliterated the forces of Chaos. The Iron Snakes are currently involved in preemptive strikes to safeguard the Reef Stars against the encroaching threat of Tyranid Hive Fleet Leviathan.

'Form ranks, draw blades and stand fast my brothers – we shall show these traitorous degenerates the meaning of vengeance this day.'

- Sergeant Pythas, Iron Snakes 6th Company



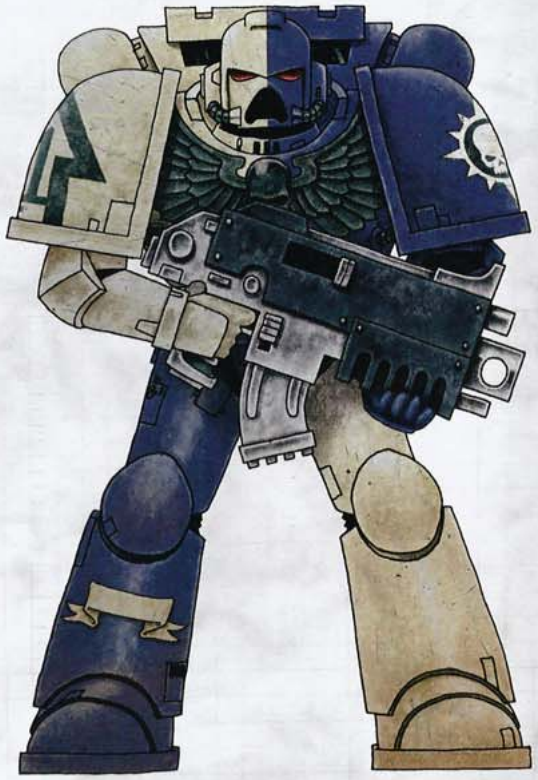
Iron Snakes 2nd Company, 1st Tactical Squad; Company designation displayed as a numeral on left knee-pad

Novamarines

The Novamarines Chapter have a long and proud history and are one of the most honoured Primogenitors in the Imperium. Even amongst the other First Born Chapters, the Novamarines are noted for their consistency and unshakable faith in the Codex Astartes.

The Novamarines are an exceptionally dynamic Space Marine Chapter, one whose fragmented deployment has resulted in them not fighting as a single force since the early years of the 37th Millennium. Indeed, there are some Captains of the Novamarines' Battle Companies who have never even met one another, nor even their current Chapter Master, Gaius Hadraichus.

The Novamarines' home planet, Honourum, has only one significant landmass. It was a craggy tumult of rearing mountain peaks surrounded by boiling seas and lashed by constant lightning storms. Each and every mountaintop has long since been planed flat by the Chapter's Techmarines, and they now play host to row upon row of strange statuaries immortalising the Chapter's greatest heroes. The best young warriors from the planet's indigenous tribes, from which the Novamarines recruit, partake in elaborate ritual duels amongst each other for the honour of standing as sentinels over these statues – a duty they hold dearer than their own lives.



Novamarines 3rd Company, 1st Tactical Squad; no company markings displayed

Black Consuls

The Black Consuls are well known as the least compromising of the Primogenitors and brook no deviation from the tenets laid down in their Primarch's epic tome. Their stern approach to the Codex makes them worthy inheritors of Roboute Guilliman's legacy.

The Black Consuls were originally a fleet-based Chapter whose space-borne fortress monastery, the *Noctis Obscurum*, was destroyed nearly a millennium ago by Dark Eldar saboteurs. With the destruction of their star-fort, the Black Consuls relocated to the planet Cyclopia and avenged their dishonour in a three hundred year xenocidal purge that spanned fifteen star-systems and collapsed an entire sub-dimension of the webway.

The Black Consuls' last recorded action was during the Siege of Goddeth Hive in 455.M41, where the Chapter was believed to have been annihilated when Chaos Space Marines of the Iron Warriors detonated the hive's nucleonic stacks and vaporised much of the northern continent. Since that day, however, unconfirmed reports of Black Consuls' Strike Cruisers launching sudden, deadly interventions across the Segmentum Pacificus have been filtering back to Terra. The Black Consuls' official status currently remains unknown.

Brother Cornelius, Black Consuls 2nd Company, 4th Tactical Squad

SCYTHES OF THE EMPEROR

The Scythes of the Emperor are a Chapter that now stands on the edge of oblivion. The few battle-brothers that remain have sworn to spend their lives destroying as much of the Tyranid menace that obliterated their once proud Chapter as they are able.

2nd Company, 1st Tactical Squad

SILVER SKULLS

The Silver Skulls believe that the Emperor himself guides their purpose, and the Chapter only ever takes to the field of battle when the portents demand it. However, such mercurial behaviour does not sit well with many Imperial commanders.

2nd Company, 2nd Tactical Squad

DOOM LEGION

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

3rd Company, 3rd Tactical Squad

PRAETORS OF ORPHEUS

The Praetors of Orpheus are famous for a disciplined approach to executing the Codex Astartes that is, if anything, too inflexible. The Codex is their guide in all things, but they are prone to interpreting passages from the tome in too literal a way.

7th Company, 8th Tactical Squad

EAGLE WARRIORS

Founded during a particularly dark period of anarchy within the Imperium, the Eagle Warriors are a fleet-based Chapter, continually on the move. Most of their campaigns are in the star systems that Roboute Guilliman himself originally conquered during the Great Crusade.

4th Company, 5th Tactical Squad

MORTIFACTORS

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

4th Company, 2nd Tactical Squad

HOWLING GRIFFONS

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

2nd Company, 3rd Tactical Squad; no company markings displayed

HAWK LORDS

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

2nd Company, 6th Tactical Squad

WHITE SCARS

'Warriors of Chogoris! Brothers of the Great Tribe! The star-hunt calls you, do you not hear it? The battle's red edge is your home, the respect of your kinsmen your hearth. Plunge into the enemy's breast like a blade, cut out his heart, and you will know fulfilment. The Emperor has given us strength. In return, we give him victory!'

- Jaghatai Khan, the Last Charge of Galathamar

Brash in manner and savage in appearance, the Space Marines of the White Scars Chapter are known and feared throughout the galaxy. They are hunters without peer, using ultra-rapid deployment to ensure that the foe's first sight of them is also his last. When their prey is at hand, they strike with the speed of a lightning bolt, tearing into their foes with all the tribal ferocity learned on their home world, rejoicing in bringing swift death to the enemies of the Imperium. Such were the teachings of their Primarch, Jaghatai Khan, and in the millennia since his disappearance these doctrines have been honed and refined in countless battles.

'Surround yourself with the greatest warriors at your command, or cower in the deepest darkest hole you can find. It matters not. I shall take your head for the Great Khan and for the Emperor.'

- Kor'sarro Khan

CHOGORIS

The White Scars are fierce, honour-scarred warriors that hail from Chogoris, a feral, windswept planet that is known to off-worlders as Mundus Planus. The controlled savagery of the White Scars is the heritage of both their Primarch, Jaghatai Khan, and the wild people of Chogoris, whose constant warring ensures that only the strong and the ruthless survive. Whatever the cause, there is bravery and ferocity within the White Scars' hearts. The thirst for war in their blood grants them great power but is always tempered by the sense of honour and justice embodied so implacably by their Primarch.

Jaghatai Khan was the first and only warrior to have risen to such power that he could unite every one of the tribes of the Chogorian steppes into a single body. He achieved this before the Great Crusade reached Chogoris and he was re-united with the Emperor. The lightning-fast, hit-and-run method of war favoured by the nomadic cavalry warriors of Chogoris was perfected by Jaghatai Khan and served the White Scars Legion well following reunification with the Emperor. Under the command of their Primarch – the Great Khan – the White Scars went on to fight in some of the bloodiest battles of the Great Crusade.

When word arrived of the Warmaster's treachery, the Primarch Rogal Dorn bade the Great Khan return to Terra in preparation for the assault. The White Scars arrived in time to stand before the traitors at the Imperial Palace, countless of their number giving their lives to help thwart Horus' vast armies. History records little of the Great Khan's actions during the Siege of Terra, but it is known that White Scars bikes raced down the Imperial Palace's rubble-strewn colonnades, their war-cries mixing with the roar of engines as they rode full-throttle to meet the traitors head-on.

When the end of the Horus Heresy finally came, the White Scars emerged from the fires of galactic civil war bloodied, but alive. They were at the forefront of the Space Marine Legions that pursued the defeated traitor Space Marines Legions into the accursed Eye of Terror, for the White Scars are relentless in the hunt and rarely allow a defeated foe to slip away.

BROTHERHOOD OF THE KHANS

Following the defeat of Horus, during the tumult of the Second Founding, Jaghatai Khan was amongst those Primarchs who willingly embraced the wisdom of Guilliman's great work, the Codex Astartes. Ever since, the White Scars have adhered to the teachings of the Codex, but have always maintained the long-ingrained traditions of their own culture alongside them.

The White Scars refer to their companies as brotherhoods, and their captains as khans. There exists a strong sense of rivalry between the different brotherhoods and when the entire Chapter gathers for war, the khans often compete in tests of martial skill for the honour of leading the attack and being the first into the fray.

Brother-sergeant Korghal, White Scars 3rd Company, 9th Devastator Squad

These White Scars bikers' helmets display tribal markings.

Shoulder pad bearing the insignia of a Devastator Squad member

White Scars usually display their squad markings on their left knee pad. Shown here are a company's 1st (left) and 4th (right) squad markings. Sergeants also bear their company markings upon their armour's right greave.

The banner of the White Scars 7th Company bears the name of their Captain, Mathuli Khan.

White Scars' Fortress Monastery

Within the heart of the Khum Karta mountain range, atop the highest, most inaccessible peak on all of Chogoris, sits the city-sized fortress monastery of the White Scars, the ancient palace of Jaghatai Khan himself. The winding valley-pass that leads to the fortress monastery's great adamantium gates is lined with the severed heads of countless defeated foes, and the feasting halls within its marbled walls are heavily hung with a great wealth of trophies taken by the White Scars' heroes from a thousand battlefields. Known in the Chogorian tongue as 'Quan Zhou', it is the spiritual home of the White Scars Chapter, and it is truly a formidable and magnificent sight to behold.

Like all fortress monasteries, Quan Zhou is armoured and void-shielded to withstand any siege or bombardment that might befall it. Armed to repel attackers from land, air or space, its walls bristle with enough heavy ordnance to flatten a hive city. Every aerial approach to the fortress monastery is overlooked by icarus pattern lascannons, and a macro-laser known to the White Scars as Khan's Fury stands like a spear of vengeance to lance space-borne enemies from the heavens.

The fortress monastery's Librarius is a lightning-wracked spire where the Chapter's Librarians, often referred to as Stormseers, study their lore and chronicle the deeds of the Khans. They also preside over the Chapter's Astropaths as they relay psychic messages throughout the void, communing with the greater Imperium and those brotherhoods hunting across the galaxy.

The Space Marines of the White Scars display their duelling scars with as much pride as the tribal-derived markings painted upon their armour – replicas of those carved into a battle-brother's flesh upon induction into the Chapter.

Evoking the mounted warriors of their heritage, each company maintains a high proportion of bikes and Land Speeders, and their infantry squads are almost always borne to battle by fast moving vehicles or gunships. Indeed, it is often said that the White Scars are born in the saddle and are not at ease unless fighting on, in or from an armoured mount of some kind.

In contrast, few White Scars Space Marines have ever entered service as a Dreadnought, and only in the direst of circumstances. To the White Scars, the thought of spending an eternity sealed within the ceramite sarcophagus of a Dreadnought, of never again feeling the rush of the air whilst hurtling towards the foe with blade in hand, is a truly horrifying notion.

'For the Khan and the Emperor!'

- Battlecry of the White Scars Chapter

THE LONG HUNT

The combat doctrines of the White Scars Chapter have been honed through over ten millennia of battle and bloodshed, but they still reflect those of the original Chogorian warrior-tribes. Though ferocious when on the attack, the White Scars are highly intelligent tacticians and masters of fieldcraft. Each battle-brother draws on their savagery not as a mindless berserker, but as a finely crafted hunting spear delivered with the focussed precision of a master predator. They specialise in hitting their enemy with a peerless impact and frightening speed, but they are never reckless. Time spent on preparations are vital to their strategy, as they reconnoitre each target in depth and formulate detailed plans and contingencies, coordinating their strike to ensure that maximum damage is done.

Such methods have seen the White Scars emerge victorious from many of the bloodiest battles in the Imperium's history, including the Siege of Terra itself. In their many millennia of service since, they have hunted the Emperor's foes from one end of the galaxy to the other, meeting every threat with blades in their hands and battle cries on their lips, defeating rebellions and invasions unnumbered in the name of the Emperor and of the Great Khan.

THE FATE OF THE GREAT KHAN

The ultimate fate of Jaghatai Khan remains a mystery. It is clear from inscriptions in Quan Zhou's great hall of records that he led the White Scars for over seventy years following the Horus Heresy. After this, whilst pursuing a mighty enemy across the galaxy, he and his First Brotherhood vanished without trace. None can say what befell the Primarch – if he was lost in the Warp or if he was slain or captured at the hands of an alien warlord – but the White Scars believe he still hunts across the galaxy, and beyond, in pursuit of his greatest foes. The White Scars thus continue to fight in Jaghatai's name, destroying the enemies of the Emperor in preparation for the day when the Great Khan completes his consummate hunt and returns to once again lead his chosen warriors and begin the next Great Crusade to unify the galaxy.

Victories of the Khans

742.M41 The Damocles Crusade
White Scars Space Marines assigned to the Damocles Gulf Crusade lead the ground assault against the Tau on the world of Dal'yth, engaging their foes in a devastating series of lightning assaults.

755.M41 Sabbat's World Crusade
The White Scars and Iron Snakes join the Imperial armies in a lengthy campaign against the myriad forces of Chaos.

780.M41 Lycanthos Drift Campaign
In the aftermath of the Fourth Quadrant Rebellion, the White Scars answer a desperate call to arms and join forces with several other Chapters to defeat the invading forces of Chaos.

813.M41 Escape from Cano'var
The White Scars 3rd Company are ambushed on the world of Cano'var by the Necron legions of Nemesor Zahndrekh and Vargard Obyron. Over fifty White Scars battle-brothers are slain and Kor'sarro Khan is taken captive. Khan proves a difficult prisoner, however, breaking out of the Necron prison and leaving a trail of broken machines in his wake. On his return to Chogoris, the names of his Necron captors are added to the Scroll of Vengeance.

858.M41 The Diata Purge
Chapter Master Kyublai Khan leads the combined might of the White Scars and the Marauders Chapters against a fell host of Chaos Space Marine renegades.

861.M41 The Hunt for Voldorius Begins
At the centennial feast in celebration of Kyublai Khan's ascension to the rank of Chapter Master, Kor'sarro Khan is tasked to hunt down the Daemon Prince Kernax Voldorius and to return with the monster's head, or not at all.

865.M41 The Purging of Modanna
Kor'sarro Khan and the White Scars 3rd Company drive Kernax Voldorius from his foremost stronghold.

869.M41 The Battle for Grase Mesa
The Eldar Windrider Host of Yme-Loc Craftworld is all but annihilated at Grase Mesa when White Scars bike and Land Speeder squadrons encircle their xenos foe and launch a devastating enfilade on their flanks.

871.M41 The Liberation of Quintus
Kor'sarro Khan tracks Kernax Voldorius to the planet of Quintus. The White Scars find no mere warband, but a whole planet of traitors and renegades ready to stand against them, but Kor'sarro is not deterred.

Upon making planetfall, Kor'sarro Khan finds unexpected allies in the form of Shadow Captain Kayvaan Shrike and the Raven Guard 3rd Company. Despite the millennia-old rivalry that exists between their two Chapters, the White Scars and Raven Guard put aside their differences and join forces to defeat Voldorius' armies; Shrike and Kor'sarro slay the Daemon Prince in the streets of the planetary-capital of Mankarra.

With the defeat of the Chaos forces and Voldorius dead by his hands, Kor'sarro Khan announces his sixteenth Great Hunt to be at an end. Claiming Voldorius' head as gloried prize, Kor'sarro Khan leaves Quintus and returns to a hero's welcome at the White Scars' fortress monastery.

882.M41 The Blackfist Scalping
The White Scars join forces with two of their Successor Chapters – the Storm Lords and Solar Hawks – to combat Waaagh! Blackfist on the agri world of Lycelle. Competition between the three Chapters is fierce, with each trying to outdo the battlefield deeds of the others in the name of Jaghatai Khan.

890.M41 Quan Zhou's Wrath
A Necron Tombship enters orbit over Chogoris and begins the focussed bombardment of an unpopulated area on the planet's surface. The Battle Barge Jaghatai's Pride *pierces the ship's shields even as the White Scars' fortress monastery fires its defence laser, destroying the Tombship in a single lance strike.*

898.M41 The Battle for Fyre
Great Khan Kyublai joins forces with six other Space Marine Chapters to purge the Daemon world of Fyre of the legions of Mal'laf'mak the Bloodbringer. The Daemon warlord is banished when Kyublai leads a bold Drop Pod assault against Gorespire and Mal'laf'mak is caught between Kyublai's Honour Guard and the Chapter's Sternguard Veterans in a merciless cross-fire. The White Scars take heavy casualties escaping Gorespire before it, and all within, are dragged back into the Warp.

926.M41 The Battle for Cardrim
Whilst combating Waaagh! Skullkrumpa on the world of Cardrim, Joghaten Khan and the White Scars 4th Company awaken the Necron forces of Overlord Tarekh. Isolated from reinforcements, the White Scars prosecute a gruelling hit-and-run campaign lasting several years. Their lightning raids hamstring much of the enemy's forces, and the last xenos are finally slain during the attack for Fellstorm Airfield.

936.M41 The Bloodswarm Crusade
The Bloodswarm Crusade is brought to a successful conclusion by the White Scars and Iron Hawks Chapters.

943.M41 A Lost Hero
The Kabal of the Bloodied Talon prey upon the people of Chogoris. Chapter Master Kyublai Khan immediately sets off after the attackers, but mysteriously vanishes soon after and is presumed slain by the Dark Eldar. Jubal Khan is appointed as Great Khan following a lengthy ritual and immediately declares a Great Hunt to avenge his predecessor.

945.M41 The Khan's Vengeance
Kor'sarro Khan returns to Chogoris with not only with the head of Archon Kirareq of the Kabal of the Bloodied Talon, but also those of one thousand of his Dark Eldar warriors.

964.M41 The Bloodskar Hunt
The White Scars 5th Company reinforces Cadian Imperial Guard regiments in their ongoing struggle against Waaagh! Bloodskar in the Lonnas system.

998.M41 The Third War for Armageddon
The White Scars join more than twenty other Chapters in the war against Ork forces under Ghazghkull Thraka. During the fighting, White Scars operations in the Deadlands region are so successful that they outflank and destroy an entire Ork Speed Freeks brigade without taking a single casualty in return.

999.M41 The Maelstrom Threat
Huron Blackheart's assembled Chaos fleet emerges from the Maelstrom and swiftly brings several systems, including Chogoris, under siege. The White Scars withdraw from Armageddon to meet this dire threat to their home world.

White Scars Successor Chapters

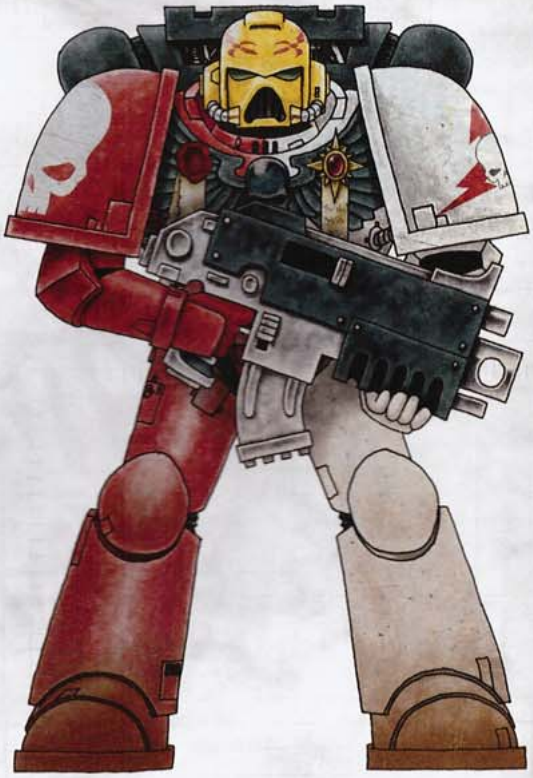
Storm Lords

As Second Founding successors of the White Scars Chapter, the Storm Lords can trace their history back to a time when Jaghatai Khan hunted across the stars. Sharing their forefather's battle lust and aggressive style of lightning warfare, the Storm Lords have ever sought to best the deeds of their progenitors, and the two Chapters often compete on the field of battle to amass the greater glory.

The Storm Lords are particularly renowned for the ferocity with which they hunt Ork Waaaghs!; the walls of the feasting halls within their fortress monastery are covered in the scalps of slain Warbosses. Brotherhoods of the Storm Lords have recently deployed to the beleaguered world of Armageddon, where their Land Speeder squadrons have earned the honour of drawing first blood against Warboss Deffdrekka's Speed Freeks, much to the chagrin of the White Scars.

'There is no greater glory than being first warrior to spill the foe's blood.'

- Sergeant Vayren, Storm Lords 3rd Company



2nd Company Command Squad; helmet colour denotes company; veteran status displayed through laurels of a contrasting colour.

Dark Hunters

The Dark Hunters were founded during the dark days of the Occlusiad. That their first campaign as a Chapter saw harrowing fighting against the Daemon Engines of Warpsmith Hilghar, and the mutated Warlord Titan *Repellus Maximal* during the Battle of Bloodsteel, has left a deep rooted mistrust of the machine within their psyche. Even today, the Chapter's relations with the Tech-Priests of Mars are strained at best.

The Dark Hunters hail from the night world of Phobian, and – ever since the Dellrond Campaign, where a single Battle Company held the entrance to the Cathedral of the Emperor Ossified for five years against Waaagh! Nagrut – the Chapter has had a reputation for being particularly hardy and resolute warriors. The Dark Hunters are one of the seven Space Marine Chapters currently charged with the elimination of the Chaos Renegades faction known as 'The Punishers'.

'Give me a blade in my hand and an enemy to slay and I shall be content. Grant me a bolter and an army of foes to face, and I will be truly happy.'

- Battle-brother Thursk, Dark Hunters 4th Company

Battle-brother Kjarl, Dark Hunters 4th Company, 6th Tactical Squad

Imperial Fists

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

- Rogal Dorn, during the Grand Muster of the Imperial Fists

The Imperial Fists are one of the most valiant of all Chapters, held as paragons of the principles set down in the Codex Astartes and exemplars of everything to which a Space Marine is heir. The Imperial Fists stand as the steadfast defenders of the Imperium and the Emperor's unwavering shield; for ten thousand years they have been the bulwark against which the armies of traitors and aliens have shattered.

THE DEFENDERS OF TERRA

The Imperial Fists are the inheritors of the proud traditions of their Primarch, Rogal Dorn – a name venerated across the Imperium. History does not record the name of the world on which Dorn was raised, but it is known that he presented himself to his father as the Great Crusade reached the Ice Hives of Inwit. As a sign of his fealty, Dorn gifted to the Emperor a great mobile battle station whose like had not been seen since the Age of Technology – *Phalanx*. The Emperor welcomed his long lost son and granted him command over the Imperial Fists Legion. The Emperor returned *Phalanx* to the Primarch, and it became the Legion's fortress monastery from which Dorn led some of the most glorious campaigns of the entire crusade.

The Space Marines of the Imperial Fists had the same uncompromising self-discipline and commitment to order as Dorn himself. The Legion excelled at all aspects of warfare, but showed a particular talent for siegecraft.

The Imperial Fists remained the Emperor's praetorians throughout the crusade and when he returned to Terra, Dorn was tasked with designing and building the defences of the Imperial Palace. Ever since, the Imperial Fists have borne the honorific title of 'Defenders of Terra', and though they rarely return, their official home world is that of Terra itself.

The Imperial Fists' finest hour would come during the dark days of the Horus Heresy, when Dorn and his Legion led the defence of the Imperial Palace. The Imperial Fists manned the walls they had raised, holding them against onslaught after onslaught, and whilst his warriors poured bolter fire on the traitors below, Dorn accompanied the Emperor in his last battle aboard Horus' orbiting flagship. Dorn was separated from the Emperor when teleporting, however, and though he fought desperately to reach the rebel Warmaster's sanctum, he was unable to intercede during the fateful duel that marked the end of the Horus Heresy.

HAND OF DORN

Rogal Dorn is believed to have died whilst fighting a Chaos fleet, and was last reported storming the battleship, Sword of Sacrilege. *When the Imperial Fists defeated the Chaos fleet, the only trace of their Primarch uncovered by their subsequent searching was a single fist. Dorn's skeletal hand was returned to* Phalanx *where, over the years, it has been scrimshawed with the names of every Imperial Fists Chapter Master. The Hand of Dorn is the Imperial Fists' holiest icon and it serves as a reminder of sacrifice and commitment. So it is that, throughout the Imperial Fists' history, from the Ork Onslaughts of M32 to the 13th Black Crusade, they have drawn inspiration from their Primarch's remains and resolved to defeat their foes or die in the attempt.*

THE IRON CAGE

The enmity between the Iron Warriors and the Imperial Fists began in the Great Crusade; Perturabo was ever jealous of the esteem in which Rogal Dorn was held, seeing conceit and arrogance where others saw nobility. When Perturabo sided with the rebel Horus, the seeds of rivalry grew into bitter loathing. In the aftermath of the Heresy, the Iron Warriors built a mighty bastion, the Eternal Fortress. Dorn vowed he would 'dig Perturabo out of his hole and bring him back to Terra in an iron cage'. The battle should have favoured the traitors, but the Imperial Fists refused to die. When their ammunition ran out, they fought hand-to-hand, and the trenches ran with blood. Had the Ultramarines not intervened, the two Legions would likely have annihilated each other, and to this day, their hatred persists.

THE CODEX ASTARTES CRISIS

It was Rogal Dorn who discovered the bodies of the Emperor, Horus and the Blood Angels Primarch Sanguinius after the final drama had run its course. Dorn's grief was immense. Until that point, he had been true, noble and enduring, but now he became a reckless avenging son. While the Ultramarines Chapter maintained order within the wounded Imperium, the Imperial Fists hunted down the traitors that had turned their back on the Emperor, levelling fortress after fortress. Dorn immersed himself in implacable retribution until he was summoned back to Terra when Roboute Guilliman presented the Codex Astartes as the future of the Space Marines.

While many Primarchs welcomed the Codex Astartes, Rogal Dorn refused to have his Legion broken down into Chapters. Leman Russ and Vulkan agreed with Dorn, but Corax and Jaghatai Khan supported Guilliman. Tension rose as neither side backed down, and it seemed inevitable that civil war would once more engulf the Imperium. Only at the brink, when the newly founded Chapters and the old Legions were preparing for battle, did Dorn realise that his self-imposed quest for vengeance had blinded him to wisdom. So it was that Dorn finally relented and agreed to the founding of two new Chapters from his Legion – the Crimson Fists and the Black Templars. Rogal Dorn's willingness to swallow his pride and embrace the Codex Astartes did much to reassure the High Lords of Terra, and when the Imperial Fists emerged from the Second Founding, their adherence to the tenets of Guilliman's tome was matched only by the Ultramarines themselves.

DORN'S LEGACY

Though Rogal Dorn was lost to the Imperium in the years following the Horus Heresy, his legacy remains amongst the strongest of all of the Primarchs'. Dorn's final moments were of courage and supreme sacrifice, and this example still drives the Imperial Fists onwards to fresh victories. Indeed, if the Imperial Fists have a fault, it is that they continue to strive when others would yield or withdraw. Such unquestioning steadfastness has rescued many a victory from the ashes of defeat, but only at a steep cost in lives.

The Imperial Fists place great value in accuracy and its warriors are justly famed for their marksmanship. As a result, the vast majority of Imperial Fists battle-brothers spend a disproportionate time waging war as a Devastator, mastering the art of the long-range kill before progressing into the ranks of Assault or Tactical squads.

Like all Space Marines, the Imperial Fists can execute any aspect of war. However, their penchant for heavy firepower has maintained their preeminent expertise in besieging and defending fortresses, a fact that has brought them into combat with their arch-enemies, the renegade Iron Warriors, many times over the centuries. For the Imperial Fists, a siege is not simply a military operation; it is the supreme test of courage, skill and resolve, the ultimate crucible of war. Unsurprisingly, the Imperial Fists Armoury boasts more siege-related wargear than many other Space Marine Chapters; it is said that their massed Thunderfire Cannons appear as an army when they trundle into formation, and a great many of the Chapter's warriors are trained to use their ranks of Centurion warsuits.

With the entire military might of Terra to guard the Emperor and the Golden Throne, the Imperial Fists have chosen to remain a fleet-based Chapter, operating from *Phalanx* to bring their strength to bear against the enemies of Mankind. So it is that the Imperial Fists are always on the move, answering the Imperium's calls for help wherever they are heard, bringing the Emperor's justice to every corner of the galaxy and ensuring the survival of Mankind throughout its darkest times.

Battle Barges

The Imperial Fists are a fleet-based Chapter that operates from the mobile, space-borne fortress monastery, Phalanx. *Aside from* Phalanx *itself, the most formidable and venerable spacecraft within their fleet are battle barges, amongst them the* Storm of Wrath *and the* Spear of Vengeance*; vessels whose illustrious histories date back to the Great Crusade itself.*

A battle barge is a brutal vessel that can bring a colossal amount of firepower to bear – almost as much as the battleships of the Imperial Navy. A battle barge's bombardment cannons alone can pound planetary fortifications into rubble in a single apocalyptic salvo. Though formidably armed and armoured, a battle barge is designed foremost to facilitate a planetary assault, and its primary role is to transport and deliver a battle-ready force of Space Marines into war. A battle barge can accommodate over three full companies and their supporting vehicles and a considerable amount of hull space is given over to launch bays for gunships and Drop Pods. A battle barge can deploy its entire complement of Space Marines within a few minutes of making orbit, delivering the Angels of Death into the heart of a conflict, whilst providing orbital support to commanders on the ground.

'The Emperor commands us. Dorn guides us. Honour shields us.'

- From the teachings of Rhetoricus

Battle-brother Onor, Imperial Fists 5th Company, 4th Tactical Squad

Imperial Fists Sergeant, 4th Company, 2nd Tactical Squad

Imperial Fists Veteran Sergeant, 3rd Company, 7th Assault Squad

5th Company shoulder pad bearing the markings of the 7th Assault Squad

The Imperial Fists 5th Company banner incorporates the black and white panoply of Rogal Dorn's personal heraldry.

Honour Badges

In addition to his Chapter's heraldry and markings, a Space Marine may display a number of honour badges on his armour. The principle of awarding badges for honours won in battle has always played a major role amongst the various fighting units of the Imperium. This practice has become a vital way to reinforce the bonds of kinship and common purpose among by a Chapter's warriors. Space Marines are awarded badges of distinction for all manner of heroic deeds. Some honours are simply painted onto the armour, while others are elaborate carvings and artefacts – all of which are highly regarded by both the recipient and his battle-brothers. Each Codex Chapter maintains the full list of honours listed in Guilliman's epic tome, and many have also developed their own unique variations of awards, ennoblements and badges that have been born out of their history and traditions.

Space Marines often fight alongside other forces of the Imperium – honoured battle-brothers from other Chapters, the massed ranks of the Imperial Guard, the devout Sisters of the Adepta Sororitas and even the mighty Titan Legions of the Adeptus Mechanicus. When they act as part of a larger strike force, it is common for the Imperial Commander leading the combined force to choose a simple symbol to act as the campaign badge. This is then used for the duration of the campaign and identifies every allied squad and vehicle in the task force. The Codex states that an army badge should normally be painted upon the hull of Space Marine vehicles and the greave of a battle-brother's armour. It is not uncommon for these badges to be incorporated into an individual warrior's heraldry as a permanent honour after the campaign's completion, either to commemorate exceptional deeds of valour or as a mark of remembrance.

Iron Skull
This ancient badge is the Codex insignia for a sergeant, and it is traditionally displayed on the shoulder or helmet of warriors who have attained this rank. Classic convention is to represent the Iron Skull as a red heraldic device.

Terminator Honours
Veterans who have earned the honour of waging war in Terminator armour are permitted to wear these badges – smaller representations of the Crux Terminatus – when fighting in their power armour.

Marksman's Honour
Awarded to those warriors who prove their accuracy in combat, these badges are believed to have been constructed by coating a bolter shell casing, ejected from the boltgun of Roboute Guilliman himself, in gold.

Purity Seals
Purity Seals record not so much honours as blessings given by the Chapter's Chaplains before battle. When a battle-brother receives a seal, the Chaplains chant litanies before affixing it to the Space Marine's armour.

Imperial Laurel
This honour is awarded for exceptional acts of valour. The Codex demands that Company Standards be born into battle by proven warriors, and they are almost always recipients of the Imperial Laurel.

Icon of the Deathwatch
This is the heraldic badge of the Deathwatch. A battle-brother who has served within their elite xenos-hunter ranks may continue to wear the badge and silvered pauldrons upon returning to his parent Chapter.

The Prime Helix
This is the emblem of the Apothecaries. The bright red design represents both the gene-seed itself and, to some extent, the sacrifice every Space Marine is prepared to make to ensure the Chapter's future.

Service Studs
These rivets are stamped into a warrior's cranium to record 10, 50 or 100 years' service, depending on the Chapter's traditions. Though described in the Codex, the awarding of studs is not officially required.

A Glorious History

585.M40 The Blood of Khaine
Captain Lysander and the Imperial Fists 2nd Company successfully board and capture the Eldar cruiser Blood of Khaine.

659.M40 The Siege of Haddrake Tor
Following the death of Terminator Captain Kleitus ,during the Siege of Haddrake Tor, Captain Lysander recovers the Thunder Hammer 'Fist of Dorn' and leads the remaining Imperial Fists against the Chaos defenders, earning a glorious victory. On his return to the Phalanx, *Lysander is elevated to Captain of the Chapter's 1st Company.*

970.M40 Lost in the Warp
The Strike Cruiser Shield of Valour *is lost in the Warp, taking with it Captain Lysander and a bodyguard of 1st Company Veterans.*

749.M41 The 102nd Feast of Blades
All twelve competing Chapters are in attendance. The Iron Knights' champion, Hervald Strom, wins the competition after narrowly defeating the Imperial Fists' champion, Demitrius Valor, in a ritual duel.

777.M41 The Saviours of Cadia
A sizable Black Legion warband exits the Eye of Terror. Cadian Imperial Guard regiments slow the Traitors' onslaught, but it takes a determined counter-attack from the Imperial Fists to throw the Chaos Space Marines back into the Warp.

830.M41 The Tyros Gulf Campaign
The Imperial Fists' Chapter Master, Vladimir Pugh, leads two-thirds of his battle-brothers into the Tyros Gulf to retake a string of worlds conquered by Rogal Dorn during the Great Crusade and subsequently lost during the Horus Heresy. Illic Nightspear, and Eldar from Craftworld Alaitoc, launch a surprise attack against the Imperial Fists on the world of Lobas. Pugh is only saved from a sniper's bullet when the Chapter Champion, Demitrius Valor, heroically sacrifices himself. The Eldar are forced to withdraw shortly thereafter, when the 6th Company deploy via Stormraven to reinforce their Chapter Master's position.

849.M41 The 103rd Feast of Blades
Despite suffering heavy wounds in the Vinculus Crusade, Hervald Strom emerges triumphant once more. Never before has one Chapter, let alone one champion, prevailed in two successive Feasts of Blades.

853.M41 The Krandor Rebellion
The Krandor Rebellion escalates when Alpha Legion forces arrive and the planetary defence forces crumble. The Imperial Fists, Fire Lords and Revilers launch a counter-attack to secure vital artefacts before Exterminatus is declared.

949.M41 The 104th Feast of Blades
The ravages of war dictate that only eight Chapters are in attendance, but the tradition is still observed. Supremacy is tied between the Imperial Fists and Crimson Fists Chapters when their nominated champions simultaneously ram their swords through each other's primary heart in a closely fought duel.

955.M41 The Siege of Fort Mork
The Imperial Fists 4th and 9th Companies lay siege to the Ork mega-stronghold of Fort Mork, and are nearly overwhelmed when thousands of Orks pour out of the gates to meet them. As one, the Imperial Fists level their weapons and lay down a withering hail of fire, every shot punching an Ork off its feet. The horde finally breaks after three days of throwing themselves at the Fists' lines, only to be annihilated by the combined fire of a dozen Thunderfire Cannons before they can reach the safety of their fortress.

963-966.M41 A Hero Returns
The Imperial Fists' vessel Shield of Valour *re-enters normal space after being lost in the Warp for nearly a millennium, only to be disabled by the firepower of three Iron Warriors' orbital fortresses above the world of Malodrax. Captain Lysander and his bodyguard are captured, taken back to the Iron Warrior's fortress and tortured by the Chaos forces. It is several months before Lysander and his fellows, with no armour or weapons, manage to escape and find their way back to the Chapter, which had long since accepted their deaths. Lysander spends nearly a year undergoing ruthless tests of his identity and purity before being reinstated as Captain of the 1st Company. His first act of command is to lead the Imperial Fists to Malodrax and scour the Iron Warrior's from the planet.*

968.M41 The Khai-Zhan Uprising
When the world of Khai-Zhan revolts against the Emperor, the Imperial Fists 5th and 9th Companies deploy alongside Imperial Guard from Cadia. The Imperial Fists defeat the insurgent Night Lords and end the battle for the planet's continent-sized capital city, Vogen.

975.M41 The Ghallamore Cleansing
The Daemon legions of Skulltaker overrun Ghallamore. The 2nd Company of the Imperial Fists join forces with Brother-Captain Stern and his Grey Knights brotherhood to scour the planet of the daemonic taint.

993.M41 The Nimbosa Crusade
The Imperial Fists fight beside the Black Templars in reclaiming the hive world of Nimbosa from the encroaching Tau Empire.

997.M41 The Defence of Miral II
Captain Lysander and his battle group intercept a tendril of Hive Fleet Leviathan on the world of Miral II. The Imperial Fists establish a series of fortifications in time to meet the Tyranid onslaught, holding firm against constant attack by overwhelming numbers. Tactical and Devastator Squads rain fire upon the swarm whilst Lysander leads 1st Company Veterans to bolster the battle-line wherever the Tyranids are on the verge of breaking through. Though the Imperium's tacticae predict the Imperial Fists can hold out for no more than six days, they stoically fight on until the last Tyranid dies to bolter fire at the walls of Bastion XVII on the seventh, and final, day of the war.

756998.M41 Shon'tu's Revenge
Warsmith Shon'tu, former commander of Malodrax, boards the Imperial Fists' star fort Endeavour of Will with his warband. Helbrutes hammer the Imperial Fists, but Chaplain Gannus Roth rallies the defenders, and though casualties are high, they hold on until Terminator Assault Squads teleport into the fray. With hammer and shield, the veterans drive the Daemon Engines back into the Endeavour's docking bay and into the waiting guns of the Centurion Devastators squads. Shon'tu retreats, swearing vengeance against Chaplain Roth.

565999.M41 Siege of Hydra Cordatus
The Imperial Fists 3rd Company suffers shocking casualties holding the world of Hydra Cordatus against the hated Iron Warriors. In time, every one of the defenders is slaughtered.

995999.M41 The 13th Black Crusade
The Battle Barge Storm of Wrath *spearheads the Imperial Fists' fleet, carrying no less than five companies in defence of Cadia, as Abaddon the Despoiler launches his 13th Black Crusade.*

Imperial Fists Successor Chapters

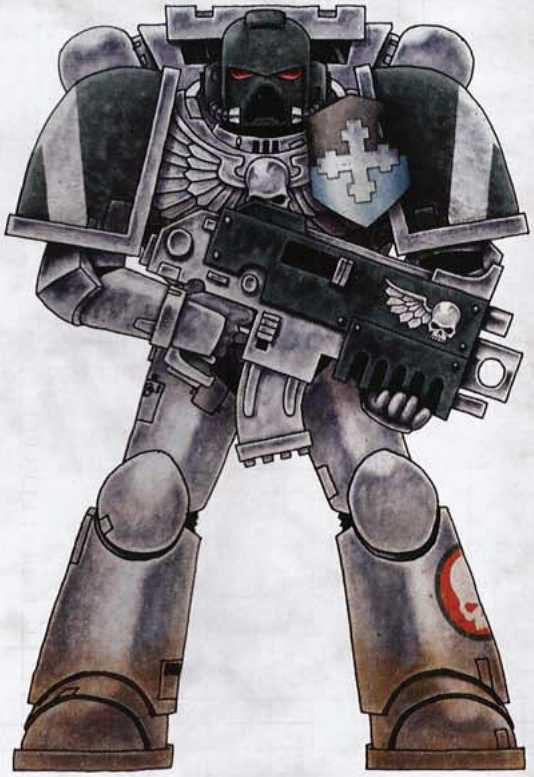
Iron Knights

The Iron Knights wage war in the proud tradition of Rogal Dorn. One of the twelve Space Marine Chapters that attend the centennial Feast of Blades, they are the only Chapter to have won the contest on two consecutive occasions.

Brycantia, the home world of the Iron Knights Chapter, is a planet of belching manufactorums, fortress walls and great bastions that pierce the skies. Every inch of the planet's surface is sheathed in metal or hewn stone. Much of the populace toil in steam-choked foundries under the lash of overseers, and only the strongest survive. By their efforts are the Iron Knights continually supplied with a steady stream of weapons, ammunition and recruits. The Iron Knights share the harsh demeanour of their home world's populace, knowing that hardship and sacrifice are necessary if the Chapter is to continue to win victory in the Emperor's wars.

'First you turn your back on the Emperor, then you raise arms against the sons of Dorn. Know this; you shall not live out this day to make a third mistake.'

- Captain Abrax, Iron Knights 4th Company



6th Company, 9th Devastator Squad, no company markings displayed; Chapter badge displayed on a heraldic shield, or 'gardbrace'.

Hammers of Dorn

The Hammers of Dorn were founded only a few millennia ago, yet they have already proved pivotal during hundreds of campaigns, including the bitterly fought Achilus Crusade against the Word Bearers, and the Nightfire Wars against the Tau Farsight Enclaves.

Even amongst the Successor Chapters of the Imperial Fists, the Hammers of Dorn venerate their Primarch to the point of obsession. They believe Rogal Dorn was the Emperor's true favoured son and take great pride in his accomplishments, especially that their Primarch fought side-by side with the Emperor during the Horus Heresy.

The Hammers of Dorn are a stringent Codex Chapter and uphold the precepts and dogmas of the great tome with exacting precision. They even go so far as to claim that whilst Roboute Guilliman conceived the Codex, only the warriors of Rogal Dorn can truly master it. A great rivalry exists between the Hammers of Dorn and the Ultramarines as a result. The Hammers are ever seeking to prove their superiority, and take pleasure in pointing out the smallest failings of the Ultramarines and their successors whenever they do not match their own militant standards.

Battle-brother Cossos, Hammers of Dorn 9th Company, 1st Devastator Squad

Invaders

Exemplifying the most stubborn and intractable qualities of their Primarch, the Invaders are a Successor Chapter that is utterly unwilling to accept defeat. Ever since their founding, the Invaders have had a reputation as a being a daring, if reckless Space Marine Chapter – one that throws itself into battle without hesitation and emerges victorious in spite of overwhelming odds, and typically at a great cost in lives.

During their illustrious history, the Invaders Chapter have launched the all-out assault on the Eldar Craftworld of Idharae, supported the Novamarines during the Bloodforge Campaign on Skyfall, and fought beside the Grey Knights to scour daemonic legions from the world of Jollana – a battle from which barely a dozen Space Marines out of three battle-companies emerged alive.

The Invaders were one of fifteen Chapters that assaulted the Necron World Engine, their 1st Company taking severe casualties during initial boarding attempts. The World Engine was finally destroyed, but only due to the noble sacrifice of the entire Astral Knights Chapter. In their honour, the Invaders have always attached a single battle-brother as a representative to the multi-Chapter garrison at the Astral Knights' memorial on the world of Safehold.

Battle-brother Graythor, Invaders 2nd Company, 10th Devastator Squad

A Brotherhood United

In the millennia since the Horus Heresy, dozens of Space Marine Chapters have been founded from the gene-seed of the Imperial Fists, perhaps more than from any other Chapter other than the Ultramarines. Many of these Successor Chapters – the Crimson Fists, the Black Templars, the Executioners and the Iron Knights foremost amongst them – have long and illustrious histories that are steeped in nearly as much glory and honour as the Imperial Fists themselves. Even those successors who were founded relatively recently – such as the Iron Fists, the Invaders and the Hammers of Dorn – have already amassed a wealth of battle-honours to rival those of the most ancient Chapters, proudly upholding the legacy of their revered Primarch. Together, the manifold ranks of the sons of Rogal Dorn have been instrumental in holding together the Imperium through the very bleakest of times.

United by blood and the honour of their mutual Primarch, the Imperial Fists and their successor Chapters form a tightly knit brotherhood, one that is strengthened during the Feast of Blades. This event is usually held every hundred years, though additional feasts have been arranged to celebrate certain great Imperial triumphs or in advance of a particularly large campaign. When the sons of Dorn meet, each Chapter selects a Champion, who then compete amongst themselves in feats of strength, endurance and martial skill. By ancient tradition, the festival culminates with a duel between the two strongest competitors, using only swords, for the honour of their respective Chapters. This duel is highly ritualised and fiercely fought, and typically continues until one of the competitors pierces one of his opponent's two hearts. It is only on very rare occasions that either combatant is mortally wounded.

The Feast of Blades is not the only festival shared by the Imperial Fists and their successors; several other sacred days are maintained each century. The most important of all is the Day of Foundation, which honours the Second Founding. To celebrate, all members of a Chapter that are not already engaged in an ongoing war zone congregate at their fortress monasteries; those who cannot return hold private ceremonies. Chaplains read extracts from the writings of Rogal Dorn to the assembled battle-brothers, and individuals, often veterans, recount tales from their Chapter's history. In this way, the brethren of Dorn's bloodline are reminded of the their ancestor's mighty deeds and are inspired by these and the many other heroic examples.

As well as inheriting the noble bearing and stubborn nature of the Imperial Fists, all of their successor Chapters share their genetic legacy, including the unfortunate loss of some of the more minor enhancements of the Space Marines. Specifically, they no longer possess the sus-an membrane or the Betcher's gland implants. The Imperial Fists and their successors do not bemoan such losses though. The sons of Dorn do not need to hibernate, for they are ever vigilant; nor do they need to spit venom, for it is with boltgun and armoured fist that they crush their enemies.

'Give me a hundred Space Marines.
Or failing that, give me a thousand other troops.'

- attributed to Rogal Dorn

CRIMSON FISTS

The Crimson Fists are a Chapter on the edge of extinction. Their fortress monastery was destroyed and their numbers all but obliterated when Waaagh! Snagrod descended on their Chapter Planet of Rynn's World. Yet the Crimson Fists fight on, bearing the blows of a cruel fate with a stoicism that has become legend. Even amongst the elite ranks of the Space Marines, the Crimson Fists are held as peerless warriors who have been hardened in the most terrible and hopeless battles.

BLOODIED FIST

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

DORN'S SUCCESSORS

A Second Founding successor of the Imperial Fists, the Crimson Fists share the same patrician bearing as their Primarch. After their creation in the aftermath of the Horus Heresy, they struck out to forge a destiny all their own, and over the next ten millennia, they have carved their name in the lists of the Imperium's greatest protectors, adhering rigidly to the precepts of the Codex Astartes and proudly maintaining the sterling honour and proud legacy of Rogal Dorn.

Throughout the Chapter's long and glorious history, the Crimson Fists have become noted for their expertise in fighting the many alien monstrosities that assail the Imperium of Man, in particular the Orks. Though they originated as a fleet-based Chapter, the Crimson Fists have become well-established as defenders of the Loki Sector in Segmentum Tempestus. There are countless Ork empires active in the region, representing an ever-present threat to the Imperium. Though they have also engaged in countless battles against a broad spectrum of opponents across the span of the galaxy, their actions against the Orks would prove to be profoundly useful during the darkest epoch in the Chapter's history.

THE RYNN'S WORLD INCIDENT

Following the Crimson Fists' successes during the Voltigern Crusade, the High Lords of Terra granted the Chapter full feudal rights to Rynn's World. Operating from their newly built fortress monastery, the Crimson Fists launched a brutal campaign that shattered the Ork forces across the Loki Sector, fracturing the powerful empires into hundreds of disparate, rival warbands that lacked the power to threaten the sector.

In the closing stages of the 41st Millennium, the Ork Warlord Snagrod, arch-arsonist of Charadon, launched a massive Waaagh! that united the warring factions bordering the Loki Sector. Pedro Kantor, the Chapter Master of the Crimson Fists, recalled all of his forces to Rynn's World in preparation for a counter-attack, but no sooner had the companies assembled than Waaagh! Snagrod reached the Rynn System.

The Chapter's orbital defences annihilated the initial waves of Ork Roks, Kroozers, and Bomma waves. Then, tragedy struck when one of the planet's missile guidance systems suffered a catastrophic failure, and a single plasma warhead crashed into the Crimson Fists' own fortress monastery. Somehow, the missile penetrated the fortress monastery's void shields and armoured walls to detonate right in the heart of the structure's vast and ancient arsenal.

The fortress monastery, and the mountain upon which it stood, were both atomised in a heartbeat. Six full companies, over half the entire Chapter, were slain in an instant. Only a handful of Space Marines who, by chance, had been manning the mountain's

outermost perimeter-defences, including Chapter Master Kantor, escaped the full brunt of the devastating explosion. Those few survivors managed to battle across the planet through overwhelming numbers of Orks to reach the world's besieged capital: New Rynn City. There, they reunited with the battered remnants of the Chapter's few remaining companies, who were both shocked and buoyed to find their Chapter Master yet lived.

The Siege of New Rynn City itself was to grind on for eighteen months, but through the inspired leadership of Pedro Kantor, and with the heroic sacrifice of scores of Crimson Fists, the Imperium won out against impossible odds. Wave upon wave of Orks crashed against Kantor's lines, but the Space Marines' never wavered, and countless greenskins were brought down by the roar of bolter fire. When ammunition ran dry, the Orks fell instead beneath chainblades, combat knives and ceramite-clad fists – still the Crimson Fists held firm. In the face of such warriors as the Crimson Fists, Snagrod's Orks could not prevail, and the greenskins were finally repulsed from Rynn's World – but the damage had been done.

Shoulder pad bearing the Crimson Fists Chapter symbol

Shoulder pad bearing Tactical Squad designation.

Battle-brother Sadenar, Crimson Fists 2nd Company, 5th Tactical Squad

'Castigator' pattern power fist

BLOODIED BUT UNBOWED

Following the losses of the Rynn's World campaign, the Crimson Fists found themselves in the unusual position of having a disproportionate number of Veterans and specialists amidst their ranks, Techmarines and Apothecaries in particular. The presence of these experienced brothers was vital to the rebuilding of the Chapter, for without the Techmarines' intricate knowledge of the workings of the Machine God, the Crimson Fists could not maintain the wargear of their armoury and remain a viable fighting force. Without the Apothecaries' knowledge of the complex process of creating new warrior brethren, the Chapter would dwindle and disappear within a short span of years. The safe-guarding of the Chapter's gene-seed is of paramount importance to the Crimson Fists, and it is a rare day when they will withdraw from the field of battle before their Apothecaries have recovered the progenoids of every last fallen brother, even in the face of overwhelming enemy attack.

The Crimson Fists have begun recruiting additional brethren from not only Rynn's World, but across the entire Loki Sector. The process cannot be rushed, however, for the Crimson Fists have a long and noble tradition to maintain, and to compromise on the quality and suitability of aspirants at such a critical juncture could one day spell its doom. Though the newly re-formed 10th Company consists of only a few Scout squads, they are forging the future of the Crimson Fists with every battle they fight. These squads have been the recipients of much of the Chapter's knowledge and experience and have already distinguished themselves in their early actions against Ork forces in the sector; tellingly, the Scouts are also developing an abhorrence for the greenskins rivalling that of even the Chapter's veterans.

As one would expect of successors to the Imperial Fists, the Crimson Fists are steadfast warriors, reluctant to yield so long as victory is possible. Defeat is a bitter pill to swallow for their battle-brothers and they would rather die fighting than accept that failure. Nonetheless, the Chapter's brush with annihilation has tempered this ardour with grim reality, forcing them to withdraw when they find themselves in futile conflicts. The Crimson Fists' future now lies with a handful of Space Marines, their lives to be expended for greater rewards than the salving of personal pride or the pursuit of vengeance, even against the despised race of Orks who brought the Chapter to its knees. Now the battle-brothers of the Crimson Fists fight for more than honour and renown – they fight so that their Chapter may survive, and one day regain its former glories in the service of the Emperor.

'We have been wounded sorely. Yet still we stand with fire in our hearts. Let them think us beaten. We shall teach them otherwise.'

- Pedro Kantor, Chapter Master of the Crimson Fists

BLACK TEMPLARS

'Your honour is your life. Let none dispute it.'

- Captain Navarre

The Space Marines of the Black Templars are valiant warrior-knights who have carved their names into legend through millennia of war, honour and sacrifice. They are the pious champions of the Emperor and the fanatical devotion of their battle-brothers has driven them to deliver righteous retribution against every traitor, alien and daemonic abomination to have been foolish enough to face them.

THE CHOSEN OF THE EMPEROR

The history of the Black Templars can be traced back to the turbulent times of the Second Founding. When the Primarch Rogal Dorn founded the Chapter from the Imperial Fists Legion, he appointed Sigismund, the finest warrior of the old Legion, as High Marshal of the Black Templars. Upon leaving Terra, Sigismund swore a mighty oath that he would prove his Chapter's loyalty and worth, never resting in the prosecution of his duties against the enemies of the Emperor. It is an oath that every subsequent High Marshal has renewed, and so the greatest and longest Space Marine crusade was begun, one that has continued unbroken for ten thousand years since those days.

Even since their creation, the Black Templars have been a stubbornly independent Chapter, one that cares little for how they are viewed in the eyes of others. Clinging to the belief that the Primarch Guilliman was attempting to erode the proud legacy of Rogal Dorn, the Black Templars are one of the minority of Space Marine Chapters that eschewed the Codex Astartes in favour of the organisational structure and doctrines favoured by their founding leader, Sigismund. Over the millennia, the Black Templars' many and varied deviations from Guilliman's venerated tome have, if anything, grown more pronounced, but perhaps their biggest aberrance is how they view the creator of the Space Marines, the Emperor of Mankind.

Unlike other Chapters, who venerate the Emperor as their creator and the rightful ruler of the Imperium, the Black Templars believe him to be a divinity to whom they offer worship. All Space Marines are renowned for their fervent dedication, but the extremity of the Black Templars' faith can only be described as fanatical. It is unknown when in the Chapter's history the belief of the Emperor's divinity began to take root or how such ardent faith could so totally grip the warriors of the Chapter. All that is known for sure is that for several millennia, the Black Templars have offered prayers and service to the Master of Mankind as a god and they see themselves as his chosen warriors, enforcing his divine will in a dark and troubled galaxy with the edge of a sword.

THE CRUSADES

The Black Templars have no single home world. Instead, they live upon their many Battle Barges and Strike Cruisers. The Black Templars do not maintain ten distinct companies, each with its own flagship. Instead, the Chapter is divided into a number of ad hoc formations known as 'crusades' that bear almost no resemblance to the organisation of a Codex company. The approximate equivalent of a Captain, known as a Marshall, is appointed to lead each crusade, while the High Marshal – the Black Templars' Chapter Master – is responsible for monitoring the progress of all the current crusades.

There is no fixed number of crusades and the size each can vary from as few as several battle-brothers to several hundred. During its history, the strength of the Black Templars has been stretched thinly across the galaxy, fighting in over a dozen crusades, whilst at other times the full might of the Chapter has assembled into a single mighty crusade.

Each crusade is raised from available warriors to defeat a particular foe, purge a specific region of space, reclaim a holy relic or protect shrine worlds that come under attack. Many of these wars are initiated at the instruction of the Chapter's High Marshal. Others are undertaken as a result of petitions from other institutions within the Imperium. Though they are under no obligation to offer any aid, the Black Templars often find common purpose with the Ecclesiarchy. Many times in its glorious history, the Black Templars have gone to war alongside the devout Battle Sisters of the Adepta Sororitas, and a complex web of mutual obligation and honour has evolved.

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

- Chaplain Grimaldus

Battle-brother Gothalcus, 5th Crusader Squad, currently part of the Armageddon Crusade (crusade badge on left leg greave)

Initiate shoulder pad marking

Assault shoulder pad marking

Sword Brother shoulder pad marking

By ancient tradition, the personal banner of the current High Marshal also serves as the Black Templars Chapter Banner.

SWORD BRETHREN

The greatest warriors of the Black Templars are inducted into the High Marshal's household, in what is the equivalent of a Codex Chapter's 1st Company. Known as the Sword Brethren, these veterans are heroes whose legends have become part of the Chapter's history. The Sword Brethren are no longer responsible for training Neophytes. Instead, they either lead Crusader squads – so that all might benefit from their example and wisdom – or form into squads to bolster the forces of a Crusade. In battle, Sword Brethren lead assaults and form bulwarks against anything the enemy can throw at the Black Templars. Adorned with crusader seals and holy script, Sword Brethren are an example to the entire Chapter, fighting with a fiery zeal tempered by centuries of experience.

The Black Templars have established Chapter keeps on worlds across the Imperium, in order to recruit new Space Marines from amongst the finest warriors of the native populations. The manner in which recruits are trained in the Black Templars is another pronounced break from the precepts of the Codex Astartes. They have no dedicated Scout Company. Instead each recruit, known in the Chapter as a Neophyte, is trained under the tutelage of a single Initiate – a fully-fledged battle-brother – who swears solemn oaths to induct his charge in the Black Templars' methods of worship and war. Indeed, for the Black Templars, battle is the purest form of worshipping the Emperor. On the battlefield, Initiate and Neophyte fight together in mixed formations known as Crusader squads – battle-brother and Neophyte slaying the enemies of the Emperor side-by-side. Once a Neophyte proves his courage and skill to the satisfaction of his mentor and the Chapter's Chaplains, he is elevated to the rank of Initiate, where he will further hone his craft of bringing death to the Emperor's foes, building his legend before one day going on to train his own Neophyte. In this way, the experience and wisdom garnered by the Initiates is preserved and passed on to every new recruit.

In temperament, the Black Templars are united by the fiery zeal that burns in their hearts, a fire first sparked by their faith in the Emperor and stoked each day by the oratory of the Chapter's many Chaplains. The Black Templars are taught from their first day as a Neophyte to uphold their personal honour and that of the Emperor, above all else. This thorough indoctrination ensures that they will never allow a slight to go unpunished, nor see a challenge go unanswered. The Black Templars regard themselves as judge, jury and executioner for all those who have betrayed the Emperor, and all those who would dare to stand opposed to the rule of the Imperium.

In battle, the Black Templars continue to fight in the style of their inspirational founder, Sigismund, preferring the close proximity of melee to the impersonal confrontations of ranged warfare. Face-to-face with his enemy, a Black Templar can fight with the noblest ideals of honour, earning glory and respect as he ensures that each of his foes is truly vanquished. For this reason, the Black Templars field relatively few Devastator Squads, the majority of their warriors preferring to wage war with holy bolter and blessed chainsword in hand.

ABHOR THE WITCH

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

Instead, the Black Templars' abhorrence is reserved for deviant alien witches and rogue psykers who embrace the blasphemous Dark Gods in their quest for power. These individuals threaten to drag entire worlds from the Emperor's light and into damnation, for they are conduits through which unholy Daemons can cross into the mortal realm. So it is that Black Templars strengthen their souls with the purity of their faith when facing rogue psykers, as they strive to end with a single sword-stroke the potential of a daemonic assault that could otherwise plunge the Emperor's realm into decades of bloodshed and madness.

The Eternal Crusade

833.M41 The Battle of Fire and Blood
During the Vinculus Crusade, Black Templars join the Adepta Sororitas from the Order of the Bloody Rose to purge the heretical warrior-cults from the Peleregon cluster. Together, they drive the Chaos forces back to their stronghold, but are assaulted by blood-skinned Daemons during the final attack on the desecrated Temple of Light. The Emperor's warriors are hard pressed, but the stirring courage of a young Initiate named Grimaldus inspires the faithful to hold back the daemonic tide long enough for the battle barge Sigismund *to obliterate the temple with a withering orbital bombardment. Impressed by the Initiate's strength of devotion, High Chaplain Mordred inducts Grimaldus into the Reclusiam upon the Crusade's return.*

865.M41 The Verdeworlds Campaign
A Black Templars crusade joins forces with the Blood Angels and Scythes of the Emperor to cleanse the Verdeworlds of their Eldar settlers.

888.M41 The Crusade of Wrath
The Black Templars inflict heavy losses on the Word Bearers, reclaiming several star systems in close proximity to the Maelstrom. Fighting is fiercest on the enslaved shrine world of Benevolence, where the forces of Chaos have covered the entire surface with blasphemous temples to the Dark Gods. The Black Templars put every single traitor to the sword.

902.M41 The Fall of Agrella
Waaagh! Skardrek falls upon the sparsely defended planet of Agrella. Only a courageous rearguard conducted by a dozen Black Templars Sword Brethren allows Imperial officiaries to escape the onrushing Ork horde.

930.M41 Slaughter on Schrödinger VII
Black Templars are ambushed by Necrons the moment they make planetfall on Schrödinger VII, and their Marshal, Captain Helbrecht, is challenged by Imotekh to personal combat. Helbrecht deals the Overlord a dozen ruinous blows, but his foe's body repairs itself each time. Succumbing to his own injuries, Helbrecht eventually collapses and commends his soul to the Emperor. Imotekh instead spares his life, but severs his right hand to remind him of his defeat. The surviving Black Templars rally to Helbrecht's side and make a fighting retreat. Helbrecht's hand is replaced by bionics and he swears an oath of vengeance against Imotekh clear the mark on his honour.

935.M41 Renewed Faith
Following a five year crusade of penitence to atone for his defeat, Helbrecht makes a pilgrimage to the Imperial Fists' fortress monastery, Phalanx, *to pray at the Hand of Dorn. There, Helbrecht comes to realise that the loss of his own hand is symbolic of his Primarch's sacrifice and a sign from the Emperor. Helbrecht returns with the fires of faith burning inside him like an inferno.*

955.M41 The Crusade of Sorrow
Dark Eldar of the Kabal of the Poisoned Heart destroy the Black Templars' Chapter Keep on the jungle-world of Delleront and capture a score of recruits. Marshal Gerhart and Chaplain Grimaldus lead a crusade of retribution against the Kabal to punish them for their insolence, and though hundreds of Dark Eldar are slaughtered, not a single recruit is ever found.

985.M41 Conqueror's Fall
Marshal Helbrecht leads the boarding action against the Inevitable Conqueror, *the flagship of Imotekh the Stormlord. Helbrecht and Imotekh once more clash, but the Marshal's rekindled faith lends him great strength, and the Stormlord cannot prevail. Realising the battle is lost, Imotekh teleports to safety, but not before congratulating Helbrecht on 'one victory apiece'. Helbrecht rages at his foe's retreat, but consoles himself by destroying the Stormlord's beloved Tomb Ship to remind Imotekh of his defeat.*

989.M41 The Ghoul Stars Crusade
Following the death of High Marshal Kordhel, Helbrecht rises to lead the Black Templars and, following tradition, immediately declares a new crusade, specifically one to cleanse the Ghoul Stars of its mysterious alien inhabitants.

993.M41 The Nimbosa Crusade
Castellan Folker, of the Black Templars, leads a crusade to reconquer the world of Nimbosa from the Tau forces of Commander Brightsword.

996.M41 The Battle for Golgotha
Marshal Actoan leads a crusade to eradicate the Orks' dominance of the Golgotha system.

998.M41 The Ophidium Incident
The Black Templars fight alongside the Dark Angels, though a dispute over a captured prisoner causes both Chapters to briefly engage.

998.M41 The Armageddon Crusade
High Marshal Helbrecht recalls every single available Black Templar that can be spared and forges them into a single mighty crusade to liberate the war-torn world of Armageddon from Waaagh! Ghazghkull.

THE HALL OF RECORDS

Aboard the Eternal Crusader, *the battle barge that serves as High Marshal Helbrecht's flagship and mobile fortress monastery of the Chapter, lies the Hall of Records, a vast archive where a legion of scribes and servitors toil to record the history and deeds of the Black Templars' far-flung forces. Such duties of record keeping would normally fall to a Chapter's Librarians, but the Black Templars Chapter boasts not a single psychic Space Marine amongst its ranks.*

It is uncertain how, or when, the Black Templars ceased to field Librarians, for with their disappearance, much of the Chapter's history was also lost. Outsiders suggest that, as the Chapter came to worship the Emperor as a god, they took his decree at the Edict of Nikaea to disband their Librarius divisions as holy law. Others whisper that the Black Templars' gene-seed has somehow deteriorated, or that their Librarians were slain during a great war in the Chapter's history. Some scholars point to the Black Templars' final battle to end the Catelexis Heresy of M34, and the apocalyptic psychic death-screams that tore through the Warp after the slaying of the Cacodominus, as another possible explanation. Whatever the truth, the Black Templars have come to accept the loss of their Librarians as part of the Emperor's divine plan. If the Emperor decides to once again bless the Black Templars with Librarians, they will embrace it, but until that day, they will wage battle without these powerful warriors at their side.

SALAMANDERS

'The warrior sons of Nocturne appear as fearsome devils to most. Yet their valour, their strength, and their skill at arms speak louder than any disparaging voice. They craft war like no others, forging victory with burning conviction tempered by honour and patience. They are righteous fire made flesh, and their flames will never die.'

- Vulkan, The Nature of War

Born of fire and forged in battle, the Salamanders are among the most respected Space Marine Chapters in the Imperium. Noted for their stoic character, they hold that all battle is a test of their skill, determination and endurance, a crucible within which they are tempered into even mightier warriors. The fact that the Salamanders have stood for ten thousand years as paragons of strength, honour and resolution is the true legacy of their Primarch, and one that endures into the dark years of the late 41st Millennium.

'Into the fires of battle!
Unto the anvil of war!'

- Battle cry of the Salamanders Chapter

VULKAN

The Primarch Vulkan was raised by a blacksmith, who taught him the values of patience and craftsmanship on the volcanic world of Nocturne. This world was a harsh place of soaring mountains and lava flows with little to offer its inhabitants save the riches of its mineral deposits. Over hundreds of generations, the people of Nocturne had endured, moulded by their world into a hardy race, strong of constitution and single-minded of purpose; ideal recruits for the Adeptus Astartes. When the Emperor was reunited with Vulkan, he agreed to Nocturne being the home world of the Salamanders.

Vulkan reorganised the Salamanders Legion into seven warrior-houses. Each recruited predominantly from one of the seven great settlements of Nocturne, serving to bind the recruits even closer in bonds of brotherhood. The Salamanders became known for their selfless courage, but the glorious victories of the Great Crusade were not to last forever. Along with the Iron Hands and the Raven Guard, the Salamanders were deceived by the traitor Horus into taking their place amongst the doomed first wave at Isstvan V, where they were massacred in a fiendish trap. Though the Salamanders suffered tragic losses, enough of their number escaped to rebuild the Legion and save it from extinction. The Salamanders are not boastful of their deeds in the Heresy, recovering as they were from a trap they should have foreseen.

When the Codex Astartes was revealed, Vulkan was amongst those Primarchs who opposed Guilliman's decision to split the power of the Legions. Whilst it is unknown what words were exchanged between the two Primarchs, it is believed that Vulkan approached his brother to humbly express his concerns over his Legion's already seriously depleted numbers.

THE TOME OF FIRE

The ultimate fate of the Primarch Vulkan is a matter of much conjecture. Some sources state that he led his Chapter for as much as three millennia before finally disappearing on an undocumented mission. Though he has been thought lost on many occasions, he always returned. Vulkan's last disappearance, however, is made all the more mysterious by the texts he left behind, collectively called the Tome of Fire. In them, he willed to his Chapter several personal artefacts, crafted by his own hand, though they were nowhere to be found and the text gave no indication as to their whereabouts. The legends say that only when the artefacts have all been recovered will Vulkan return to lead his warriors in the final war against the enemies of Humanity.

Whatever was said, Guilliman eventually relented and the fact remains that the Salamanders were the only Legion exempt from being divided into several Chapters. It is a matter of debate whether any Successor Chapters during subsequent foundings were created using the Salamanders' gene-seed, although similarities in the physique, markings and tactical dogma of several other Chapters, such as the Black Dragons and Storm Giants, make it seem likely.

With the Salamanders exempt from dividing their numbers, Vulkan's initial misgivings about the Codex Astartes were quashed, and to this day the Salamanders are largely compliant with its dictates. However, they continue the tradition of maintaining the seven warrior-houses of the original Legion, with each of the great settlements of Nocturne forming the basis of one of the seven main companies. In addition to these, the Salamanders maintain a Scout Company, which has no permanent settlement, residing instead in the harsh mountain ranges of Nocturne until such time as they complete their training and rejoin the warrior-house of their birth as full battle-brothers. Each of the Salamanders line companies is slightly larger than a standard Codex company, but the Scout Company is barely half the size of most other Chapters', due to the sparse population of Nocturne and the Salamanders' meticulous selection process. This method has its limitations, but still provides a slow but steady turnaround of new recruits.

Like their Primarch, every battle-brother of the Salamanders has skin as black as ebony, and eyes as red as blood, the result of an unusual interaction between their own gene-seed implants and the exotic radiation unearthed from the surface of Nocturne. The Salamanders are also possessed of a legendary ability to withstand heat and flames. Trials of endurance, such as carrying red-hot metal bars or walking over burning coals, are a common part of Chapter rituals and marks of honour often take the form of branding on a Salamander's skin.

THE PROMETHEAN OPUS

The Opus recounts the legend of how Vulkan was reunited with the Emperor. It is written that when the Emperor came to Nocturne, he did so in the guise of a stranger during a great festival. By tradition, such celebrations included numerous trials of strength. Knowing that Vulkan's pride would prevent him from serving another, the Emperor challenged Vulkan, declaring that the loser must declare his eternal fealty to the winner. The resulting challenges saw stranger and Primarch perform deeds that no mortal could replicate, forging weapons in rivers of fireblood, carrying anvils across lava deltas and more. The contest culminated in a hunt for the largest salamander – giant fire-breathing lizards that roam Nocturne's mountains – and returning with its body. Vulkan slew a gargantuan beast, but as he returned, ill-fate beset him as Mount Deathfire erupted. He was flung from the edge of a precipice, where he clung by one hand above a lava flow, the other hand grimly holding onto his prize. Only by abandoning the carcass could Vulkan save himself, yet he refused to do so, even as his strength ebbed. And then the stranger appeared, dragging behind him a salamander even larger than Vulkan's. Seeing the Primarch's plight, the stranger cast his own prize into the lava to form a bridge before lifting Vulkan up and saving him. Upon returning to the settlement, Vulkan was declared the winner, for the stranger had returned empty-handed, but it was the Primarch who knelt before the stranger, saying that any man who valued life over pride was worthy of his service. In honour of that day, the Chapter's Scouts endure trials that echo those of Vulkan and the Emperor, and are only inducted into the ranks as battle-brothers after they hunt and slay a salamander.

Salamanders Bolters

The Salamanders speak of themselves as fire-born, referring not only to their volcanic home world but also to their skill with the crafts of forge and furnace. Every battle-brother is trained to some degree in the skills of the smith. As a result, many Salamanders Space Marines carry boltguns and other items of wargear that have been crafted by their own hands, or at least refined and embellished over the long decades of the battle-brother's service.

To the Salamanders, as is the case with all Space Marines, the boltgun is far more than just a weapon; it is a symbol of his position as a chosen warrior of the Emperor and a physical representation of Mankind's supremacy. A boltgun is a treasured weapon, but in the hands of a Space Marine, it is a divine instrument of his wrath, a bringer of swift death whose howling blast is a prayer to the gods of battle.

Bolters can only be made by skilled artisans and so are produced only in limited quantities, but always to the highest standards and using only the finest materials available. Even bolter rounds cannot be easily fabricated outside of specialised workshops, and they require regular servicing if they are to function properly. Each Space Marine is scrupulous in their attention to their boltgun, regularly performing the rituals of maintenance less he anger his weapon's machine spirit.

It is a matter of some pride, therefore, that each and every boltgun wielded by a Salamanders battle-brother has been fashioned within the Chapter's own armouries. Symbols of the Promethean Cult – the hammer and anvil, the flame, the scales and visages of the powerful lizards who stalk the ash-choked landscape of Nocturne – are recurring features on the Chapter's wargear.

The boltgun known as Drake's Roar was crafted over four-thousand years ago by Battle-brother Kel'ran. It is amongst the finest examples of craftsmanship within the Salamanders' armoury – an honoured artefact that is not merely serviced, but venerated.

Techmarine Tu'kor laboured for a full year to construct the bolter Furos, and another fifty refining and embellishing his work until he was finally satisfied. Though barely three centuries old, Furos is already a name rightly feared by the enemies of Mankind.

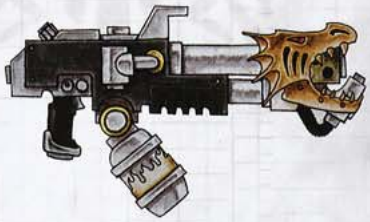
The bolter Wrath of Prometheus has waged war for centuries, bringing death to the enemies of the Imperium from the time of the Heavenfall Massacres. Traitors and aliens alike have fallen to its fury, slain on every battlefield from the Ghoul Stars to Armageddon.

Forgeheart is an ancient and temperamental bolter. To appease its machine spirit, the Salamanders load it only with bolter shells that have been painstakingly engraved with the Rites of Battle and individually blessed by the Chapter's Chaplains.

Battle-brother Tal'kar, Salamanders 4th Company, 2nd Tactical Squad

Salamanders shoulder pad bearing the markings of the 5th Company

The Salamanders Chapter symbol also serves as the 1st and 2nd Company marking.



This Salamanders flamer was crafted by a master artisan.

The Salamanders 2nd Company banner pays homage to the Chapter's origins as the eighteenth Space Marine Legion.

CHAPTER MASTER TU'SHAN

Ever since the disappearance of Vulkan, the Captain of the 1st Company has had the role of commanding the Chapter. This position is considered a regency by the Salamanders, held in trust until the Primarch returns to reclaim his command. The current warrior to hold this title, Tu'shan, is the very embodiment of the Salamanders' ideals of compassion, duty and self-sacrifice. Strong even for a Space Marine, the formidable Tu'shan is always at the forefront of the fight. The Salamanders 1st Company, known as the Firedrakes, form Tu'shan's personal household guard. Tactical command of the Firedrakes and all the duties of a Chapter's Terminator Captain are entrusted to a mighty veteran chosen by Tu'shan to lead the 1st Company in his stead.

THE PROMETHEAN CULT

The body of wisdom by which the Salamanders live is known as the Promethean Cult. It is the crucible of the Salamanders' idiosyncratic beliefs and traditions and is heavily influenced by their Primarch. Great emphasis is placed on self-reliance, loyalty and sacrifice. The Salamanders' Chaplains teach that no objective worth obtaining is easily taken. Hardship and adversity are seen as inevitable ingredients in a warrior's life, and are a price worth paying if the body and the soul are to be properly tempered. Patience and relentless determination are highly valued mental characteristics whilst hastiness and impetuosity are deeply frowned-upon traits.

The Salamanders hold in high esteem many of the human values that other Space Marines have come to forget, perhaps because they themselves maintain close ties to Humanity even after their transformation into superhuman Space Marines. Unlike most other Chapters, who choose to remain aloof and dwell within their fortress monasteries when not in battle, the vast majority of Salamanders battle-brothers live amongst the people of their home world. They are the settlements' respected leaders, a source of pride, inspiration and guidance for the populace. When the Salamanders are called to war, the Space Marines leave their communities and gather at their fortress monastery, based not on Nocturne itself, but upon its giant unpopulated moon, Prometheus, before embarking on the Chapter's warships.

In battle, the Salamanders' fighting style promotes stalwart toughness and the ability to stand firm in the face of overwhelming odds over the application of speed or manoeuvrability. As a result, the Chapter fields relatively few of the airborne vehicles that accompany many Chapters' attacks, such as Land Speeders, Stormtalons or Stormravens; the Salamanders prefer instead the sure tread of armoured battle tanks and the feel of solid earth beneath their ceramite boots as they advance to war.

When it comes to weaponry, the Salamanders favour above all else the application of fire in battle. What started as a symbolic honouring of the volcanic nature of Nocturne and the giant, flame-breathing beasts that live amongst the mountains, has evolved into a lethal specialisation. Salamanders Space Marines are the undisputed masters of flamecraft and the Chapter utilises a high proportion of flamer and melta weapons to scour their foes from the battlefield.

Legends of Nocturne

754.M41 The Ymgarl Cleansing
With fire, the Salamanders 2nd Company scour all traces of the Genestealer infestation from the moon of Ymgarl.

772.M41 The Primarch's Legacy
Forgefather Vulkan He'stan recovers the Gauntlet of the Forge after defeating the warhost of the Eldar pirate lord Iath Bloodweaver.

878.M41 Infinite Enmity
Forgefather He'stan defeats Trazyn the Infinite in personal combat after the Necron attempts to wrest the Spear of Vulkan for his own collection.

901.M41 The Badab War
The Salamanders 2nd Company, under the command of Captain Mir'san, join the fight against the renegade Astral Claws Chapter and their wayward secessionist allies.

938.M41 A New Hero Rises
Tu'shan is appointed as the Regent of Prometheus following the violent death of his predecessor at the hands of Huron Blackheart – the renegade lord of the Red Corsairs.

941.M41
The Second War for Armageddon
The Salamanders, Ultramarines and Blood Angels Space Marine Chapters rush to the aid of the industrial hive world of Armageddon after it is invaded by Ghazghkull Thraka.

Chapter Master Tu'shan and his Firedrakes prove instrumental in rallying scattered Imperial defenders and holding back the Ork advance. In the defence of the vital bridge across the Stygies River, the Salamanders hold fast against a thousand-strong Ork force. Though they are assaulted continuously for three days and four nights, they remain as immovable as anvils and repulse every attack.

The Ork Waaagh! is finally broken before the towering walls of Tartarus Hive, when Tu'shan and Dante fight side by side against Ghazghkull's bodyguard, although the Ork Warlord batters his way through the Imperial battle lines to escape. At the end of the campaign, Commander Dante praises Tu'shan in front of all of the assembled Space Marines, a supreme gesture – the Salamanders hold no honour in greater esteem than the respect of one's brothers in arms.

943.M41 The Tochran Crusade
Trazyn the Infinite claims to have discovered the Song of Entropy – one of the missing artefacts of Vulkan – instigating a decade-long war between the Salamanders and the Necron forces of Solemnace. Trazyn's claim proves to be a lie to lure He'stan into a trap during the Assault of Tochran, where the Necron once again attempts to slay the Forgefather and acquire the Spear of Vulkan. The Salamanders 6th Company fight back to back, bolters and flamers defiantly blazing away at the surrounding Necrons. Forty battle-brothers fall during the fighting, but at battle's end, He'stan defeats Trazyn once more, and the Salamanders stand knee-deep in broken Necron bodies.

955.M41 The Killeneth Rebellion
Chapter Master Tu'shan is thought lost when a rebel Hellhound flame tank engulfs his position with burning sheets of promethium. The cheers of the rebels die in their throats when Tu'shan emerges from the blazing inferno, heedless of the flames around him, and smites the Hellhound with a single blow from his thunder hammer. The rebels flee in terror before the terrifying spectacle of Tu'shan's fire-wreathed form.

962.M41 The Scorian Prophecy
Captain N'keln descends on the planet Scoria following rumours of an 'artefact of Vulkan', but finds only a horde of Orks.

966.M41 The Protean Incident
The Firedrakes are ambushed by Night Lords whilst investigating a Genestealer-infested space hulk. Though several Terminators fall in the fighting, they stoically forge onwards and annihilate the Traitors and aliens both.

975.M41 The Defence of Nocturne
Most of the Salamanders Chapter unites to defend both Nocturne and Prometheus from a host of Chaos Space Marines calling themselves the Dragon Warriors.

980.M41 The Promethium War
The Salamanders fight beside the Adepta Sororitas of the Order of the Ebon Chalice against the Black Legion in a brutal urban war on the world of Heletine. The enemy is put to the torch as dozens of Land Raider Redeemers and Immolators burn through the streets of Heletine's vast city-complexes.

989.M41 The Burning of Myze
The Salamanders 3rd Company makes planetfall on the death world of Myze to reinforce the Catachan MVIII 'Black Snakes' in their fight against a tendril of Hive Fleet Leviathan. Together, the Salamanders and their allies burn half the world to ash and cinder before the Tyranid threat is finally cleansed.

995.M41 The Bloodplague Crusade
The Salamanders and Iron Hawks unite to defeat the Daemon legions of Khora'arr'seth, slaying the creature on the corrupted shrine world of Lamath's Hope. The Salamanders withdraw after cleansing the entire world by fire.

998.M41
The Third War for Armageddon
When Ghazghkull Thraka returns to Armageddon at the head of the largest Waaagh! in history, the Salamanders are one of the first Chapters to respond, Tu'shan personally leading six full companies to combat the Orks.

The Salamanders deploy and immediately launch several counter-attacks against the Orks Roks along the Hemlock River. The close-quarter fire-fighting within the Roks' crudely carved tunnels is ideally suited to the Salamanders' method of waging war. Spearheaded by Terminator and Centurion Assault squads, the Salamanders destroy no less than nine Roks, along with the thousands of Greenskins within.

Unlike a number of other Chapters, the Salamanders fight extensively throughout the campaign to protect the civilian population of Armageddon. Indeed, Tu'shan himself comes to blows with the Captain of the Marines Malevolent 1st Company after his warriors bombard a refugee camp to destroy an Ork Kommando patrol that had penetrated the perimeter. This act alone earns Tu'shan and his Chapter much renown and gratitude amongst the human populace of Armageddon, although relations between the Salamanders and the Marines Malevolent are never quite the same.

Most of the Salamanders depart Armageddon following Ghazghkull's retreat, but two companies remain to protect major population centres, fighting on through the Season of Fire when no one else can. A squad of Firedrakes leave for Baal with the Blood Angels as an honour guard for the fallen Captain Tycho.

Raven Guard

'A battle can be won with brute force, or random luck. But a war? A war is won with cunning, and waged without mercy. For the noblest of goals one must sometimes commit ignoble acts. So ask me not to justify the Raven Guard's ways. The carrion worlds in our wake should make a statement eloquent enough.'

- Corax, speaking at the Eurydicus Hearing

The Raven Guard are a dark and mysterious Chapter that specialise in covert warfare. They are masters of the unseen war, fighting their battles with stealth and speed rather than fury and flames. For thousands of years, across thousands of worlds, they have stalked the enemies of the Imperium as shadows of death, waiting for the perfect moment to deliver the killing blow before melting back into the darkness once more.

THE DELIVERER

The genetic legacy of every Raven Guard is evident in their features, for they share the same ivory-hued skin, midnight hair and coal-black eyes as their Primarch, Corvus Corax. Little is known about the early history of Corax, for it was a time that the Primarch never talked about. The Raven Guard's own legends speak of the young Primarch being raised in a slave-labour camp on a moon whose production capacity rivalled that of a small Forge World. Here, the slaves hid the young Primarch, teaching him all they knew of survival and secrecy, of remaining unseen and undermining the overseers' plans from the shadows. Upon coming fully into his powers, Corax led a merciless rebellion against the cruel overseers, taking control of the moon and renaming it Deliverance.

Corax's later reunion with the Emperor of Mankind is also shrouded in mystery and no records exist of what passed between them. All that is known for sure is that Corax accepted command of the Raven Guard Legion and took his place at the Emperor's side. Under Corax's direction, assassination, infiltration, sabotage and stealth became the watchwords of the Raven Guard, and in these areas, the Legion's skill was exemplary. When the Warmaster Horus rebelled against the Emperor, the Raven Guard was one of several Legions ordered to assault the traitor's headquarters on the planet of Isstvan V. It would be the defining battle of the opening phase of the Horus Heresy, but the Raven Guard fell prey to a fiendish trap and were massacred. Very few others could have ambushed Corax so, and it is a testament to the Warmaster's supreme mastery of all facets of war that he could deceive even the Raven Guard. So it was that, in a single bloody day, the Raven Guard were reduced to a tiny fraction of their original numbers. That fateful battle would continue to have catastrophic repercussions for the Raven Guard for millennia to come.

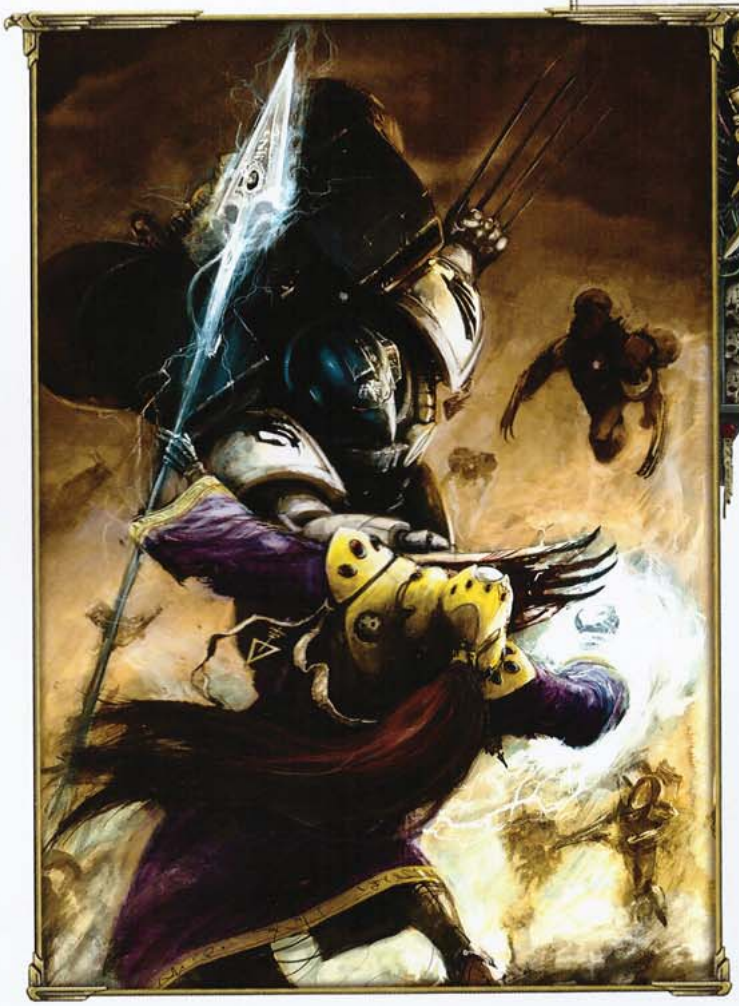
THE CURSE OF THE RAVEN

Corax, and the handful of Raven Guard survivors to escape Isstvan V, returned to the Ravenspire, the Legion's fortress monastery on Deliverance, to rebuild their forces. It was a bleak time for Corax and only by employing desperate measures could his Legion be saved from extinction. Utilising methods of accelerating gene-seed replication that had previously been known only to the Emperor, Corax sought to restore the Raven Guard. But something went terribly wrong; soon after their creation, many of the newly inducted warriors suffered rapid, monstrous genetic degeneration. The Raven Guard themselves do not talk of those blighted days, yet legends exist of inhuman howls echoing from the Ravenspire's dungeons. Whatever the truth, it forever haunted Corax, and though it cost him dearly, it allowed the Raven Guard to swiftly replenish its ranks and rejoin the fight against Horus' forces.

Following the Warmaster's defeat, Corax welcomed the decision to split the Legions into Chapters, for he knew that Guilliman's vision for protecting the future of the Imperium was necessary. It was a future the Raven Guard would face alone, however, for Corax disappeared, consumed by the tragic deeds he had committed to save his Legion. His ultimate fate, reflecting much of his life, was shadowed in mystery and darkness.

CHAPTER ENMITY

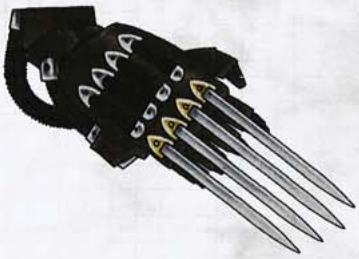
While the Raven Guard regularly fight alongside other Space Marine Chapters, they have often been accused of being overly secretive and failing to share the full extent of their battle plans with their allies. The Raven Guard are not given to unnecessary conversation, preferring instead to patiently watch and to listen, waiting for events to unfold to their advantage before acting. Some of their allies have described the Raven Guard's habit of withholding all comment, and of meeting repeated questioning with nothing but cold, black-eyed gazes, quite infuriating. Such distant behaviour does not sit well with many of their brother Space Marine Chapters: this is especially true of the brash and outspoken White Scars, and the two Chapters harbour a mutual mistrust dating back centuries.



Battle-brother Solgaro, Raven Guard 2nd Company, 9th Devastator Squad

Shoulder pad showing Raven Guard Chapter symbol

3rd Company shoulder pad bearing Tactical badge



'Hawk's Talons' pattern lightning claw

The Raven Guard 2nd Company banner bears the name of the Chapter's Primarch.

A handful of centuries after Corax's disappearance, the gene-seed of the Raven Guard began to deteriorate, perhaps a side effect of accelerated gene-harvesting techniques employed in ages past. Several organs unique to Space Marines no longer functioned as they should, and the Apothecaries' endeavours to compensate for the genetic damage met only with failure. As a result, much of the Raven Guard's genetic material had to come from undamaged gene-stocks that were tithed and stored on Terra during the Second Founding, and their rate of recruitment has ever since been reduced.

The scarcity of viable gene-seed has led the Raven Guard to be even more scrupulous in the selection, testing and training of their new recruits than other Chapters. Recruits spend far longer in the 10th Company before elevation to the rank of full battle-brother than those of many other Chapters, and the Raven Guard rarely go to battle without several squads of Scouts in support.

'In the darkness, all men are equal, save those that embrace it.'

- Shadow Captain Kayvaan Shrike, 3rd Company

THE WAR OF SHADOWS

Despite their inability to quickly replace battle losses, the Raven Guard have refused to lessen their assaults upon the enemies of the Imperium, even though particularly gruelling campaigns result in the Chapter operating at perilously under-strength levels for extended periods of time. If heavy assault and sacrifice is needed, the Raven Guard do not hold back, attacking with the full arsenal and might that the Adeptus Astartes can bring to bear. However, for the Raven Guard, tactical prowess and personal initiative is seen as more important than raw might. If there is the possibility of using a swift dagger to the heart instead of engaging in a drawn-out fight, the Raven Guard are the ones to find it.

The Raven Guard strive to follow the principles of the Codex Astartes, though their limited numbers and preference for covert shadow-warfare often dictate the deployment of their forces, as they rely more heavily on their Scout Company than other Space Marine Chapters do. They also make greater use of rapid-reaction forces, particularly Assault Squads and Land Speeders, to strike wherever the enemy is weakest. For much the same reason, the Raven Guard maintains many gunships and Drop Pods, whilst their focus on stealth operations limits the use of large numbers of heavily armoured vehicles in all but the most conventional missions the Chapter undertakes.

RAVEN GUARD THUNDERHAWK GUNSHIP

Shadowhawk *is the most ancient and revered Thunderhawk Gunship in the Raven Guard's Armoury, its ceramite hull bearing honour badges and battle scars that can be read like a history of the Chapter itself. Few vessels have borne the sons of Corax to more victories, nor on as many worlds as* Shadowhawk.

The Raven Guard rarely fight as a whole, for the Chapter's companies are autonomous units led by fiercely independent Shadow Captains. Ever since the Second Founding, each has remained true to Corax's path, preying upon the enemies of the Imperium and lending aid wherever they can.

Like their Primarch before them, the Raven Guard are particularly wrathful against those foes who seek to enslave Mankind, a fact that has seen the sons of Corax take bloody vengeance against the Dark Eldar on numerous occasions. With blades in the night, they have slain tyrants and warlords across the length of the Imperium, shattering their armies on thousands of battlefields with surgical strikes and acts of mass sabotage. By the actions of the Raven Guard have worlds beyond counting been saved from imminent captivity or destruction, their inhabitants often unaware of the saviours who fight for them in the shadows.

'Knowing where to land your blow, so that it achieves the greatest damage with the minimum force, is the key to victory in war.'

- Sergeant Alpeno, 4th Company

Legacy of Shadows

748.M41 The Downfall of the Megarchy
When the world of Thruskus turns its back on the Emperor, the Raven Guard track down every member of the council known as the Megarchy. Within a day, Thruskus is brought under Imperial control and the Megarchy's bodies hang from the spires of their own hives.

865.M41 The Heraclad Massacre
The Dark Eldar of the Kabal of the Black Blade fall upon the city of Heraclad, expecting to reap a bloody bounty amongst the populace. Instead, they find the city evacuated and the Raven Guard 1st and 6th Companies lying in ambush. By dawn, the Kabal is destroyed.

868.M41 The Battle for Targus VIII
Shadow Captain Shrike and the 3rd Company are cut off behind enemy lines when their transport is destroyed. Undeterred, they fight a guerrilla campaign that cripples the Orks, ending the war decades earlier than predicted.

871.M41 The Liberation of Quintus
Shrike redeploys to the planet Quintus to counter Alpha Legion invaders. The Raven Guard reluctantly join forces with Kor'sarro Khan's White Scars and, despite the Chapters' mutual mistrust, the cunning of the Raven Guard and the ferocity of the White Scars prove a fearsome combination.

890.M41 The Shadowblade War
Following a fruitless search-and-destroy mission against Raven Guard forces, Dark Apostle Erelek's Word Bearers return to resupply at the Fortress of Damnation only to find it in the hands of Raven Guard Scouts. Faced with the bastion's firepower, the Word Bearers attempt to withdraw, but their escape route is cut off when Stormravens descend to surround them. Caught in the open, the Traitors are cut apart in a merciless crossfire.

938.M41 The Blindhope Planetstrike
Kayvaan Shrike leads the Blindhope Planetstrike, saving the Cadian 1223rd.

991.M41 War for the Sargassion Reach
The Chaos warband known as the Empyrion's Blight invades the Sargassion Reach. The Raven Guard and Brazen Minotaurs launch an immediate counter-attack to retake it.

992.M41 The Raid on Kastorel-Novem
Raven Guard under Shadow Captain Korvydae conduct surgical raids on the Ork-held war-factory of Waaagh! Garaghak.

996.M41 The Lonal Ambush
Hive Fleet Leviathan invades Lonal to face stiff resistance from the Dark Hunters. Unbeknownst to their brother Chapter, the Raven Guard also deploy, using the Dark Hunters as bait in an elaborate trap that slays a dozen Hive Tyrants.

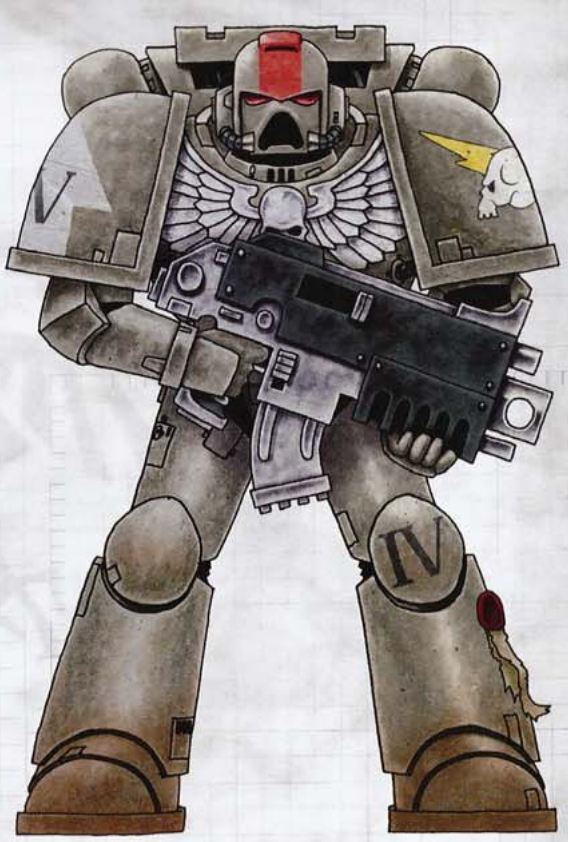
REVILERS

The Revilers are one of the few Chapters to have been sired by the Raven Guard during the Second Founding. Their ranks were drawn heavily from the veterans of the original Legion, the few survivors of the Isstvan V disaster amongst them, and they have ever pursued vengeance against those traitors who betrayed the Raven Guard on that fateful day.

The Revilers have proven to be worthy inheritors of their Primarch, striking in battle with stealth and precision before fading back into the shadows. In this way, they have bled dry countless foes, most recently a cell of the Alpha Legion – the Revilers leading the traitors on a lethal chase across every world in the Haedrax system before striking at their fragmented foes and annihilating them.

'Tread softly brothers, the foe is close and my blade thirsts for vengeance.'

- Captain Shay, Revilers 7th Company



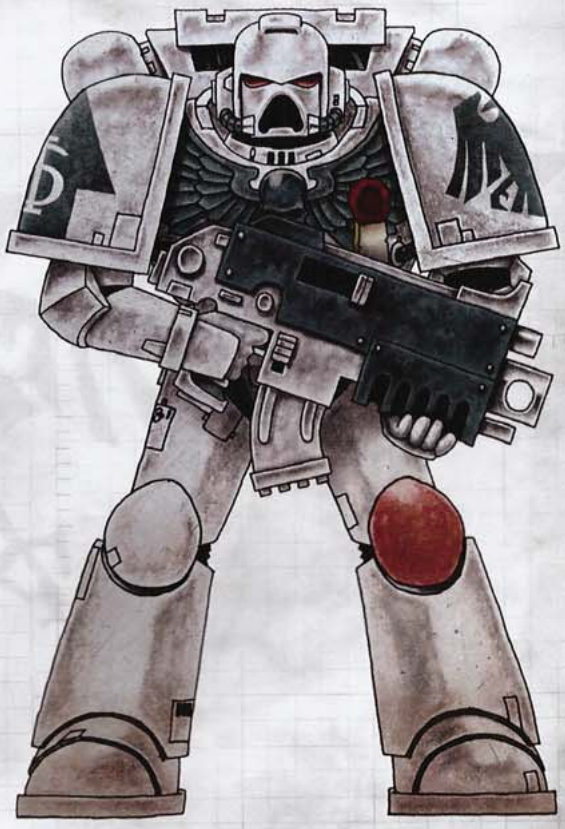
3rd Company, 4th Tactical Squad; company denoted by helmet stripe

KNIGHTS OF THE RAVEN

Over the millennia, the Adeptus Terra has seen fit to found fewer and fewer successor Chapters from the Raven Guard's limited genetic material as the gene-seed has continued is gradual deterioration. The Knights of the Raven are one of only a handful of Raven Guard successor Chapters to have been founded since the latter half of the 39th Millennium. However, in the short time since, they have already proven their valour in hundreds of bloody engagements across many war zones.

The fortress-monastery of the Knights of the Raven is on the feudal world of Coralax, renamed upon the Chapter's founding in honour of their Primarch. To the inhabitants of this bleak place, the Knights of the Raven are mythological figures. They appear to their awed populace only once every thirteen years, when their emissaries descend from the heavens to spirit away the victors from the blood-tourneys held in their honour.

The entire Chapter is currently engaged in hit-and-run attacks against splinters of Hive Fleet Kraken. This arduous deployment is penance for coming to blows with their brothers from the Aurora Chapter – a conflict that was only ended by the intervention of Marneus Calgar himself.



Brother Hedori, Knights of the Raven 3rd Company, 6th Tactical Squad

Iron Hands

'The weak must be expunged in order for Humanity to survive. Only the strong can be trusted, my sons. Our will must be as steel, our resolve as adamantium; it cannot yield even for a moment. We few have been entrusted with a sacred duty to ensure the Emperor's reign is eternal. So shall it be, whatever the cost.'

- Ferrus Manus, speaking to the Iron Hands at the Gorgonos Conclave

Unyielding fusions of flesh and steel, the Space Marines of the Iron Hands fight with a mechanical resolve entirely devoid of mercy or weakness. For ten thousand years, they have waged war with a cold logic and calculated fury that is both fearful to witness and deadly in its effectiveness. The Iron Hands advance machine-like into battle to crush rebellion and invasion across the known galaxy, and by their strength and uncompromising determination has the Imperium endured.

'With steel we are stronger, but without a soul we are nothing.'

- Iron Father Kardan Stronos

IRON OVER FLESH

Central to the identity of the Iron Hands is the belief that flesh – even that of a genetically enhanced Space Marine – is inherently weak. While injured Space Marines commonly replace battle-damaged limbs with bionics, the Iron Hands excise perfectly healthy body-parts in favour of unyielding metal. Throughout an Iron Hand's lifetime, he tends to grow ever more resentful of his own flesh, gradually replacing his original limbs with a burgeoning array of augmentations. The ultimate honour for an Iron Hands Space Marine is to become mind-fused with the body of a Dreadnought, to leave behind their mortal bodies and wage war for all eternity as a living machine.

The Iron Hands' detached ruthlessness and detestation of weakness, in all its forms, is inherited from the beliefs of their Primarch – Ferrus Manus – and owe much to his upbringing on the world of Medusa. However, the embittered nature of the Iron Hands, and their obsession with purging their own flesh, stem not from the teachings of Ferrus, but from his tragic death.

THE DEATH OF FERRUS

When news of Horus' treachery reached Ferrus, his anger was so blinding that it eclipsed his renowned levelheadedness. Ferrus sped ahead of the bulk of his Legion with his veteran warriors to join the strike force tasked with destroying Horus on the world of Isstvan V. Ferrus led the attack alongside the Salamanders and Raven Guard Legions, but in an unforeseen betrayal, they were caught in a merciless ambush. Whilst his allies fought a desperate withdrawal from the traitor forces surrounding them, Ferrus instead pushed the attack. Consumed with rage, he would not listen to reason when his brother Primarchs pleaded with him to desist. Onwards Ferrus strode, smiting traitors with every step, but though his Iron Hands fought at his side, they could not prevail against the might of Horus' armies. So it was, on the blood-soaked fields of Isstvan V, at the hands of a Primarch he had once called brother, Ferrus Manus was slain.

The Iron Hands refused to accept the fact of their Primarch's death, choosing instead to believe that he had somehow escaped Isstvan V and would one day return. Such delusional solace did little to aid them in the wake of the massacre, however, and with their Primarch 'lost' and the Legion crippled, they returned to Medusa full of bitterness. None were immune to their ire, not aliens, not traitors, and on a few occasions, not even their allies. The Iron Hands harboured a special resentment for the Salamanders and Raven Guard, believing that had they followed Ferrus instead of retreating, the traitors would have been defeated.

The Iron Hands also developed a self-loathing, blaming both their own veterans and even their Primarch for the Isstvan defeat. They saw that Ferrus' disastrous tactical decisions in the battle had been based on emotion instead of logic, and that those Iron Hands who had fought that day lacked the psychological and physical strength they needed to prevail. As a result of this, the Iron Hands set about purging those weaknesses from themselves, smothering their anger with cold reason and accelerating the process of augmenting their flesh with cybernetics.

Battle-brother Sarmech, Iron Hands Raukaan Clan Company, 4th Tactical Squad

Shoulder pad bearing Iron Hands Chapter symbol

Clan Company Raukaan shoulder pad

Clan Company Avernii shoulder pad

Clan Company Raukaan's banner incorporates the Codex Astartes' colour designation for a Chapter's 3rd Company.

MEDUSA

Medusa, the Iron Hands' home world, is a realm of perpetual gloom. Its polluted sky churns over a land of volcanoes so tall that they illuminate the black clouds from within and above. The people of Medusa are in constant battle with both the elements and each other for access to the planet's limited resources. At no point have the Iron Hands sought to end the conflicts between the clans, as such competition weeds out the weak. Only the strong endure, and no compassion is spared for those who cannot survive by their own merits. It is exclusively from these unforgiving and indomitable people that the Iron Hands recruit, and the Chapter's companies bear the ancient names and symbols of Medusan clans instead of numerical designations, for the world, the people, and the Chapter are inseparable.

THE IRON COUNCIL

The organisational structure of the Iron Hands also changed upon the return to Medusa. Without Ferrus Manus, it was decided that no single warrior should ever permanently lead the Iron Hands. Instead, the Captains and the most revered warriors of the Legion formed the Iron Council. Those who sat on the council became known as the Iron Fathers, and that body has guided the Iron Hands ever since.

When the fires of the Horus Heresy had ebbed and Roboute Guilliman revealed his great work, the Codex Astartes, the Iron Council saw that adopting its wisdom was the only logical course. Whilst some fought against the breaking of the Legions into Chapters, the Iron Hands refused to show weakness, and despite their reduced numbers, still managed to found two successor Chapters.

In the centuries following the Second Founding, the Iron Hands cut a deadly swathe through any and all who opposed them, methodically destroying enemy armies and alien empires. As the centuries turned into millennia, however, the Chapter grew ever more reclusive and hostile to outside interference. The one exception to this was the Adeptus Mechanicus.

The open reverence the Iron Hands developed for machines inevitably fostered close ties with the Adeptus Mechanicus, a relationship viewed unfavourably by other Chapters. The Iron Hands have ever sent greater numbers of battle-brothers to Mars, where they are schooled in the mysteries of the Machine Cult to a far superior degree than Techmarines of other Chapters. Upon their return to Medusa, the Iron Hands treat their Techmarines with a respect that borders on the spiritual. As the centuries have passed, a great many Techmarines have been inducted into the ranks of the Iron Fathers, and they wield great influence on both the Council and the battlefield.

When the Iron Hands march into battle they do so alongside a profusion of war machines and battle tanks. The Chapter boasts a great number of armoured vehicles and Dreadnoughts – so many, in fact, that each clan maintains its own revered armoury of battle tanks and Centurion warsuits. Iron Hands battle-brothers consider it a great honour to crew one of their Chapter's venerated war machines and interface directly with their vehicles through bionic implants, their heartbeat becoming the thrum of powerful engines and their war cries the roar of heavy gunfire.

Armour Through the Ages

Veteran Brother Ashmon
Raukaan Clan Company
Mark 1 'Thunder' pattern

Battle-brother Sarnus
Vurgaan Clan Company
Mark 2 'Crusade' pattern

Veteran Brother Galmech
Avernii Clan Company
Mark 3 'Iron' pattern

Brother Sergeant Palltar
Kaargul Clan Company
Mark 4 'Maximus' pattern

Battle-brother Khatech
Garrsak Clan Company
Mark 5 'Heresy' pattern

Veteran Brother Varlock
Sorrgol Clan Company
Mark 6 'Corvus' pattern

Battle-brother Kheres
Raukaan Clan Company
Mark 7 'Aquilla' pattern

Veteran Sergeant Courras
Avernii Clan Company
Mark 8 'Errant' pattern

The Wars of Iron

742.M41 The Damocles Crusade
The Iron Hands commit several clan companies to the Damocles Gulf Crusade. Judging the other Space Marine Chapters present to be too weak, Iron Captain Rumann assumes overall command of the planetary assault of Sy'l'kell. Under his ruthlessly efficient leadership, the Tau defenders of the world's orbital station are swiftly overwhelmed.

751.M41 An Alliance Re-forged
The forge world of Estaban III is invaded by the myriad forces of Chaos. The Iron Hands respond and stand beside the war-engines of Legio Tempestor in the forge world's defence.

760.M41 The Reign of Stronos
In the face of Waaagh! Grimfist, the Iron Council reappoint Iron Father Kardan Stronos to lead the Chapter in war for the three-hundredth consecutive year, marking him the longest serving leader of the Iron Hands since Ferrus Manus himself. Under Kardan Stronos' command, Waaagh! Grimfist is brutally annihilated, and with significantly fewer casualties than predicted.

779.M41 The Siege of Hammerspire
Following a decade-long siege, the reportedly indestructible fortress of Hammerspire is finally breached by Iron Hands Assault Centurions and the defenders slain to a man – a full two years after the renegades declared their total and unconditional surrender.

802.M41 The Defence of Parathen City
The World Eaters' champion Varlag the Butcher challenges Kardan Stronos to personal combat during the defence of Parathen City. Whilst Kardan Stronos calculates the most efficient way to slay his opponent is to shoot him through the head, he instead answers Varlag's blood-flecked bellows with an enraged battle-cry of his own before hacking his Traitor's head off with a single blow from the Axe of Medusa.

810.M41 An Honour Refused
The Iron Hands are one of nine Space Marine Chapters that liberate the Kelldar System from the clutches of Waaagh! Gorzod. After their crushing victory, a celebratory feast is held by the Governor of Kelldar Prime to honour the sacrifice and heroism of the Adeptus Astartes. All of the Chapters attend the feast except the Iron Hands, who publicly refuse to sit at the same table as warriors from the Raven Guard.

812.M41 The Purging of Contqual
The High Governor of Contqual succumbs to the false promises of the Dark God Slaanesh and within a month, the entire sub-sector writhes with the corrupting essence of Chaos.

The task of cleansing Contqual falls to the Iron Hands, who begin a systematic assault of the sub-sector's dozen planets the instant their battle barges enter range. Chaos Cultists are slain in their thousands, the Iron Hands marching through all resistance seemingly unmoved by their own injuries and casualties.

The fiercest fighting occurs on the hive world of Shardenus, when hordes of Daemons rip through into the mortal realm to attack the Space Marines. Though the Iron Hands sustain severe casualties, they refuse to yield, meeting each fresh assault with redoubled determination and controlled bursts of bolter fire. In a desperate final battle, Chaplain Garrum vanquishes a Greater Daemon of Slaanesh in personal combat, despite the loss of his own arm. Garrum's heroics buy enough time for the Warp rift to be closed through the combined will of the Chapter's Librarians.

With the Daemons banished, the Iron Hands show no mercy for those who would let such corruption overtake their world. In a year of bloodshed, entire populations are declared weak traitors and executed, slaughtered while their pleas for mercy go unheard.

883.M41 The War of Vengeance
In the wake of the Saint Cyllia Massacres, the Iron Hands commit several hundred battle tanks to the destruction of the renegade Adamant Fury Titan Legio. Their Land Raiders prove vital during the Battle of Planus Steppes, protecting the flanks of the Cadian 423rd Armoured regiment and accounting for no less than four renegade Titans.

900.M41 The Crusade of Steel
Kardan Stronos leads the full might of the Iron Hands and Brazen Claws Chapters against the Necron dynasty of the Crimson King. Stronos refuses to fall back in the face of a massive counter-attack, and alongside Garrsak Clan Company he somehow fights his way to strike the Crimson King a mortal blow that shatters the Necrons' command structure.

928.M41 The Battle of Tarrvorn
Techmarine Aviren fights for six days through the jungles of Tarrvorn, slaying a dozen Ork patrols to recover the battle-damaged Land Raider Ferrum Maximal.

931.M41 The Medusan Sky-war

935.M41 Iron Ascension
Iron Captain Bannus is seriously wounded by the Dark Eldar when Clan Company Kaargul are ambushed on the industrial world of Kaladrone. Iron Father Blantar deems the Captain's loss an unacceptable blow to the strength of the Iron Hands and mounts a brutal counter-attack to rescue him. Despite sustaining horrific damage, Blantar and the survivors of Kaargul Company endure the Dark Eldar's weapons and return to Medusa with Bannus' shattered body, interring him within the armoured sarcophagus of a Dreadnought.

963.M41 A Calculated Insult
The Iron Hands and the Space Wolves come to blows during the Battle for Fellcore Moon after Iron Captain Telavech's logical critique of Ragnar Blackmane's impetuous performance is taken as a scathing insult.

970.M41 The Mojaro Heresy

984.M41 The Adacore Extermination
Venerable Brother Bannus leads a strike force of twenty Iron Hands Dreadnoughts to scour the mining world of Adacore after excavations awaken the Necron war-cell of Overlord Kepakh of the Nihilakh Dynasty.

997.M41 Exterminatus Missions
Along with Space Marines of the Death Strike, the Flame Falcons and the Genesis Chapter, the Iron Hands perform a series of destructive missions on those worlds in the Ulik Sector not yet consumed by Hive Fleet Leviathan, in order to prevent the Tyranid Hive Mind from gaining momentum and further fuelling itself on precious bio-resources.

998.M41 A Logical Choice
Returning from his gruelling wars against the Tau Farsight Enclaves on Fall'yth, Kardan Stronos yields command of the Chapter to the Iron Council and is immediately re-appointed to face the threat of Hive Fleet Leviathan, despite the objections of several veteran Iron Fathers.

Iron Hands Successor Chapters

Brazen Claws

The Brazen Claws Chapter was founded during the Second Founding and since then they have amassed a long and glorious history combating the enemies of Mankind. The Space Marines of the Brazen Claws share the heritage and character that all the scions of Ferrus Manus are heir to, and its battle-brothers are particularly renowned for both their stoicism in the face of adversity and their grim determination to succeed. Once engaged in combat, the Brazen Claws never yield, fighting on without pity or remorse for either the enemy, or their own losses.

The home world of the Brazen Claws, Talus IV, was destroyed by a bloodthirsty horde of Daemons many centuries ago. Ever since, they have embarked on a crusade of bitter vengeance against renegade strongholds and Chaos-tainted worlds surrounding, and even within, the Eye of Terror. Little record of the actions or whereabouts of the Brazen Claws since they launched this bitter crusade exist within the Imperium's archives, but Lord Castellan Creed insists that they have been sighted on numerous battlefields around the fortress worlds of the Cadian Gate, elements of the Chapter appearing in force to take the fight to their hated enemy on every possible occasion.

Battle-brother Palras, 2nd Company, 5th Tactical Squad

Iron Lords

The Iron Lords are a Chapter known for their exceptionally stern demeanour and lauded xenophobia. Ever since M38, it has been their duty to maintain the blockade of the Grendl Stars, confining the vile Barghesi within until such time as the Imperium can allocate resources for the aliens' complete extermination. In recent years, this responsibility has become all the more onerous as the questing tendrils of Hive Fleet Kraken have swept toward the Grendl Stars, leading the Iron Lords to engage in one desperate battle after another with ever greater swarms of bioengineered horrors. Should Kraken be allowed the chance to absorb the destructive potential of the Barghesi race, the consequences for the Imperium would be dire indeed; the Iron Lords have vowed never to allow this to occur, a vow they will honour with their lives if needs be.

'Only when the last xenos has been scoured from the galaxy shall the Imperium know peace.'

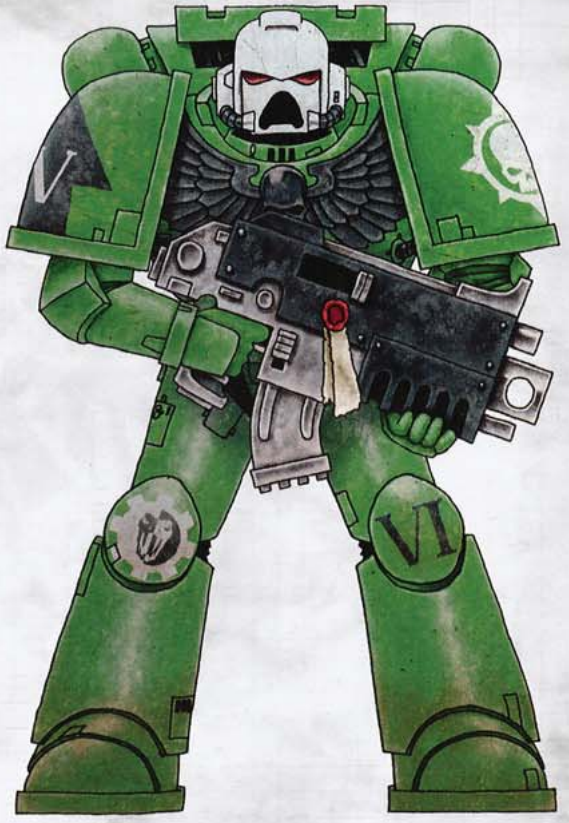
- Captain Do'tharri, Iron Lords 4th Company

1st Company, 8th Squad; white helmet stripe denotes veteran status

Sons of Medusa

The Sons of Medusa are a Chapter with a reputation for ruthless efficiency in the merciless persecution of their foes. Descended from the Iron Hands, they share many of their forebears' predilections, including intolerance for the weakness of flesh and a reliance on the power of the machine. However, the Chapter's distinguished roll of battle honours masks a darker past than many would guess.

The Sons of Medusa were formed during the Moirae Schism, when division and hostility split the Adeptus Mechanicus, the Titan Legions and several Space Marine Chapters with close ties to the Cult of Mars – the Iron Hands foremost amongst them. During this time, the Iron Council exiled several clan-factions, who left their home world to formed a new Chapter. The Sons of Medusa are an exceptionally rare example of a Chapter that was not founded by the orders of the Adeptus Terra, but was later ratified. To this day, thousands of years after the events of the Moirae Schism have ended, several factions within the Adeptus Mechanicus still regard the Sons of Medusa with suspicion, whilst the Iron Hands treat them with cold civility at best. Only their unwavering loyalty and their dedication to the defence of the Imperium ensures the Sons of Medusa's continued survival.



Battle-brother Seylex, Sons of Medusa Clan Mageara, 5th Tactical Squad

Iron Father Stronos

Of all the Iron Fathers to have led the Iron Hands Chapter, none echo the glory of their Primarch more than Kardan Stronos. Epitomising the dogma of iron over flesh, Kardan's extreme degree of bionic augmentation makes him that much closer to a perfect warrior. He strides the battlefields of the Imperium like an unyielding machine of war, the steel of his body impervious to the blows of his enemies, the weapons gripped in his iron fists carving trails of ruin through the ranks of his foes.

Since the loss of their Primarch, no single warrior has ever permanently led the Iron Hands. Instead, they are guided by the Council of Iron Fathers who appoint one amongst their number to command, according to the needs of the Chapter. So it is that an Iron Father might lead for the course of a campaign for which his skills make him singularly suited, and whilst that war rages, he wields all the power and responsibility of a Chapter Master. Upon the mission's conclusion, he cedes power back to the Iron Council, who then calculate the next Iron Father to lead them. It is testament to Kardan Stronos' skill as both warrior and commander that he has been reappointed as head of the Iron Council for over three hundred consecutive years.

Kardan Stronos fought for a century as Captain of Clan Company Garrsak before his induction into the ranks of the Iron Fathers. He then travelled to Mars and submitted to the mysterious trials of initiation conducted by the Adeptus Mechanicus. Whilst it was Kardan's reverence for the machine and his extreme detestation for weakness that earned him a place on the Iron Council, it is his unyielding ruthlessness and success in battle that continues to make him the logical choice to lead the Chapter. Under Kardan's command, the Iron Hands have annihilated Waaagh! Dregzod, eradicated the renegade Blood Heralds and systematically purged Hive Fleet Moloch from the Regis System. Of all the foes he has vanquished, though, Stronos has a particular loathing for the Necrons. Viewing the soulless machines as the worst possible kind of abomination in the eyes of the Omnissiah, Kardan Stronos prosecutes his wars against the Necron legions which his forces encounter with far greater perniciousness than the Iron Council calculate is required to crush them, cutting down every warrior-construct even when the Necrons' leaders have broken before him.

Kardan Stronos believes that by suppressing and hiding their emotions instead of facing and mastering them, the Iron Hands are making themselves weaker. He thus seeks to harness the fires of bitterness that burn within his heart, for by embracing his hatred, his axe blows are lent strength and surety of purpose. Stronos also believes the Chapter's Iron Council has become too dogmatic over the centuries, and he has slowly begun to redress the balance of the Techmarine-dominated Council, overseeing the induction of more Apothecaries, Librarians and Chaplains into the ranks of the Iron Fathers than in any time during the past several millennia.

Whilst the inclusion of these varied voices has broadened the Council's wisdom considerably, several of the more conservative Iron Fathers view the changes wrought by their de facto Chapter Master with caution. Stronos has ever struggled to contain his roiling emotions and they warn that it was the same disregard for cold logic that saw their Primarch lost during the Isstvan disaster. Stronos thus walks on a knife edge, and it remains to be seen if he will truly conquer his own fury and, by example, forge the Iron Hands into the perfect warriors, or if his anger will end up mastering him and condemn him to repeat the sins of his father.

UNKNOWN FOUNDINGS

Though all of the successor Chapters extant in the 41st Millennium owe their genetic heritage to one of the First Founding Legions, not all the histories of their creation have survived the passing of thousands of years of war.

Despite the Imperium's records, the heritage of several Space Marine Chapters is only implied from their particular doctrines and beliefs. The Mentors Chapter, for example, have no official progenitor, but their insular nature and preference for launching precision strikes supports widely held beliefs amongst the Administratum that they are a Raven Guard successor. Similarly, the Fire Lords' renowned flamecraft and warrior creed is highly reminiscent of the Salamanders, though there are no known records of any Foundings using the gene-seed of Vulkan's Legion.

Some Chapters, such as the Death Spectres, White Templars and Star Dragons, are so secretive that their traditions and any hint of their inheritance is a mystery to all. Others claim the honour of being descended from one particular Primarch, even when that claim is unproven. The Honoured Sons and Angels of Fury, for example, both believe they are descended from Rogal Dorn, and whilst no evidence exists to the contrary, neither do the Imperial Fists officially acknowledge them as a successor Chapter. There have even been occasions when a Chapter's beliefs are in conflict with official records, such as the Griffon Lords who claim to be descended from Guilliman's Ultramarines, even though the Administratum's data-files show that their ancestry is that of Jaghatai Khan's White Scars.

Whilst the origins of dozens of Space Marine Chapters have been forgotten by history, some have been purposefully withheld or else expunged from the Imperium's records. The Exorcists and Blood Ravens are Chapters whose progenitors are known only to the highest-ranking members of the Ordo Malleus, if at all, and any details of their creation have been placed under Inquisitorial seal.

A LEGACY REFORGED

Over the millennia, some Space Marine Chapters have been annihilated, only for a new Chapter to be founded with the same name, heraldry and traditions of their forebears, continuing their legacy. On one notable occasion, two Chapters were founded with identical names and heraldries – the Celestial Swords. Such is the labyrinthine bureaucracy of the Administratum that the blunder was not realised until two centuries later when both Chapters were wiped out holding back Abaddon's 9th Black Crusade and the bodies of nearly two-thousand battle-brothers were recovered in the Cicerine system.

EXORCISTS

The Exorcists maintain two additional Scout Companies, for a total of twelve companies. Without such a high influx of new recruits, the Exorcists would cease to exist, for their training methods are highly unconventional and brutal.

6th Company, 7th Tactical Squad

DEATH SPECTRES

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

5th Company, 5th Tactical Squad

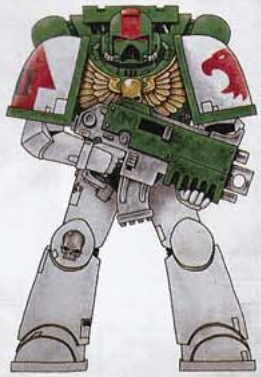
FIRE LORDS

The Fire Lords take to the battlefield bearing a plethora of flamer weapons and precede their fiery assaults with barrages of incendiary missiles, hurling themselves at the charred, bewildered foe even before the flames have had a chance to burn out.

No company markings displayed

MENTORS

The Mentors are untrusting of others, and prefer to work alone and unobserved. Imperial records indicate that companies of the Mentors are currently engaged against the Eldar of Biel-Tan Craftworld as well as the Orks of the Charadon system.



Helmet stripe shows company colour

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

- Roboute Guilliman

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-manoeuvre 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+

UNIT TYPE: **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 Librarius.

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 Librarius 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 Librarius is also charged with recording the history of the Chapter. Librarians hold a functionary rank, describing their role within the Librarius 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+

UNIT TYPE: **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 helms 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+

UNIT TYPE: **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).

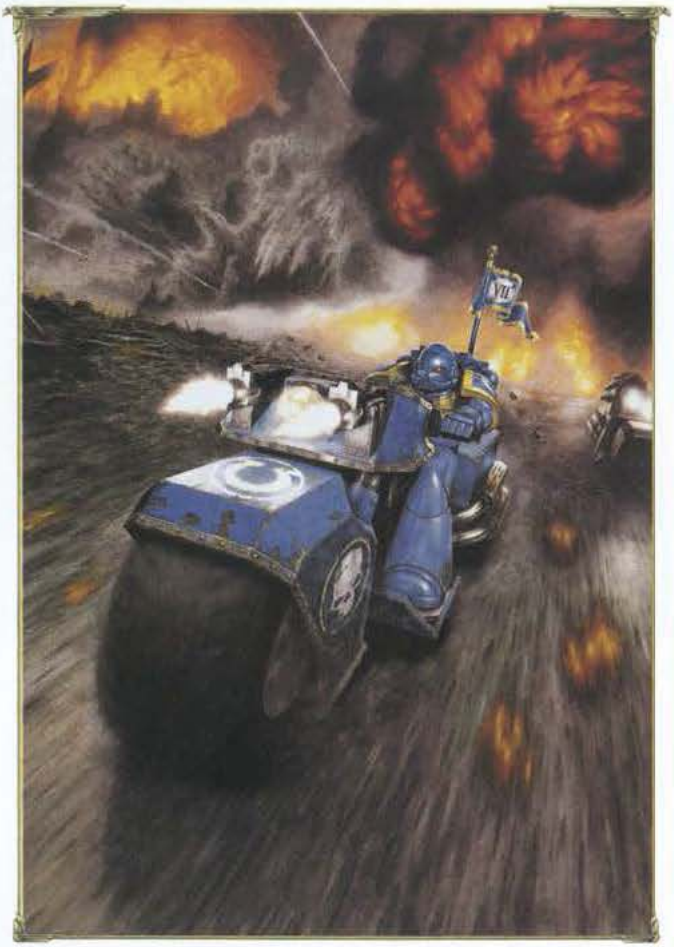
SPECIAL RULES: **And They Shall Know No Fear, Chapter Tactics** (pg 77), **Combat Squads** (pg 76).

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.

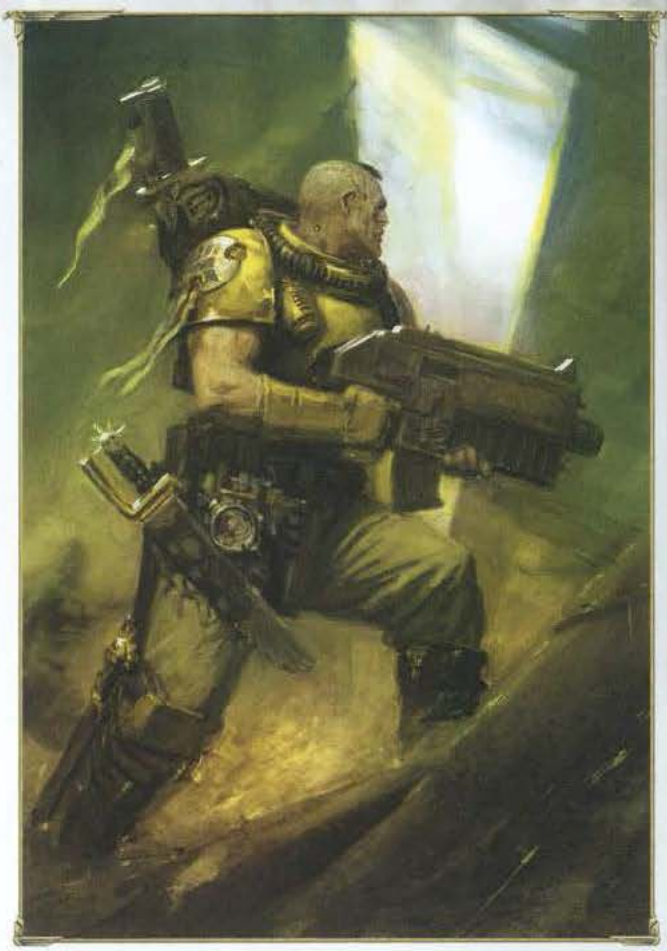
Throughout his service as a Scout, the recruit is instructed by his sergeant, his actions guided, watched over and judged as he strikes the foe with bolter and blade. The Scout will grow proficient with many other firearms, learning how to snipe the foe with long-range rifles and how to demolish enemy 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.

	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+

UNIT TYPE: **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.**



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 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+

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

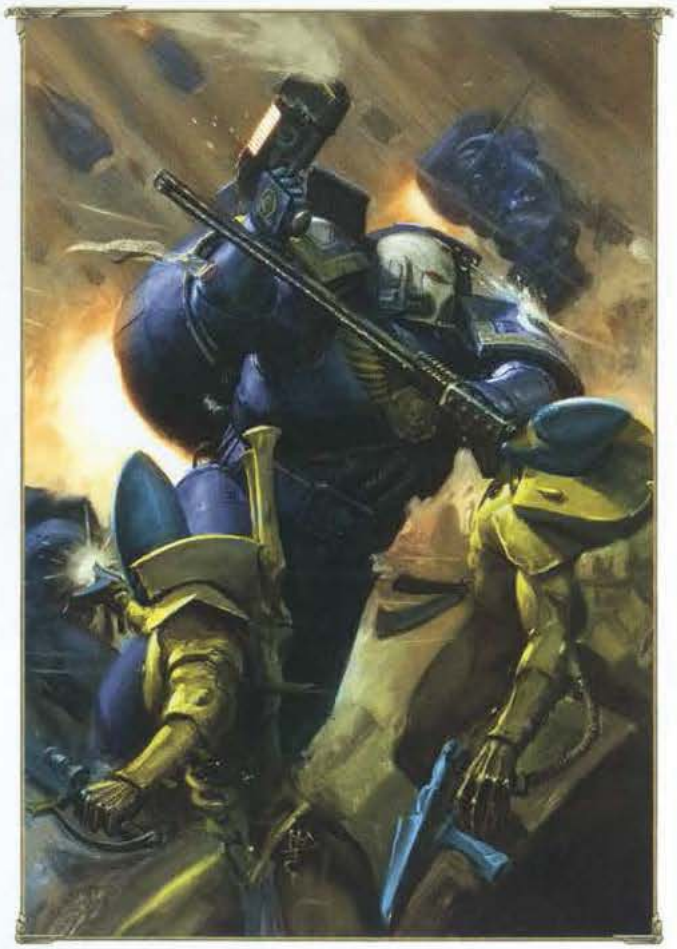
WARGEAR: **Scout armour** (pg 126), **bolt pistol, Space Marine shotgun, frag grenades, krak grenades, Space Marine bike (with twin-linked boltgun)** (pg 125).

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 Prognosticars 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

UNIT TYPE: **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+

UNIT TYPE: **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+

UNIT TYPE: **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.

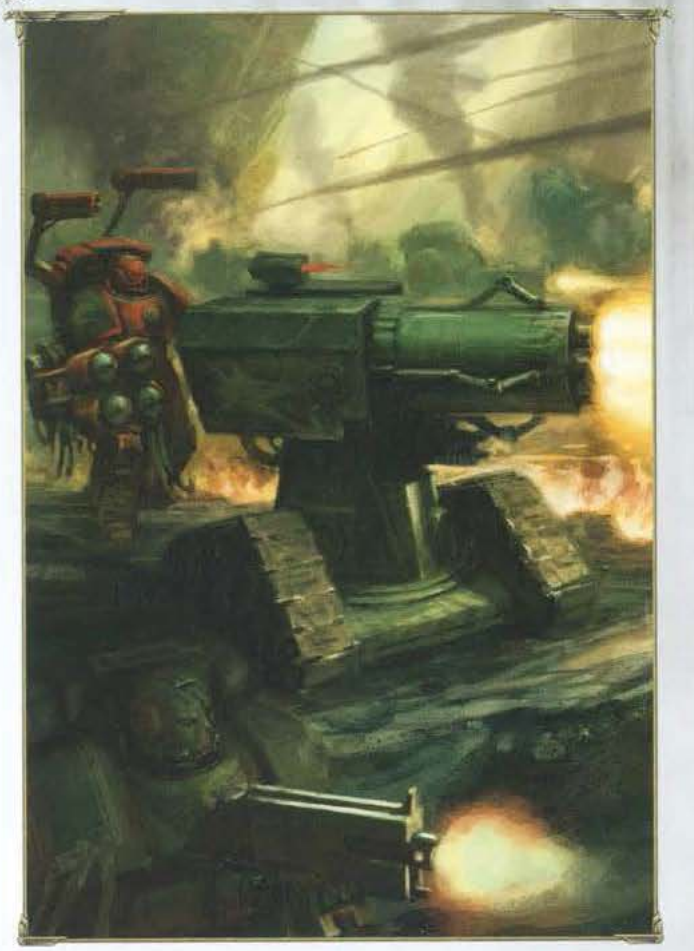
THUNDERFIRE CANNON

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 Omnissiah (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 Omnissiah accord bearers of the Machina Opus great respect, and they alone amongst the ranks of the Space Marines are allowed free passage through the Ring of Iron and into the great workshops of the Martian Hive.

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 flamers 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.

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

UNIT TYPE: **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

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 Storm	3	10	10	10	2

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

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

SPECIAL RULES: **Deep Strike, Scout.**

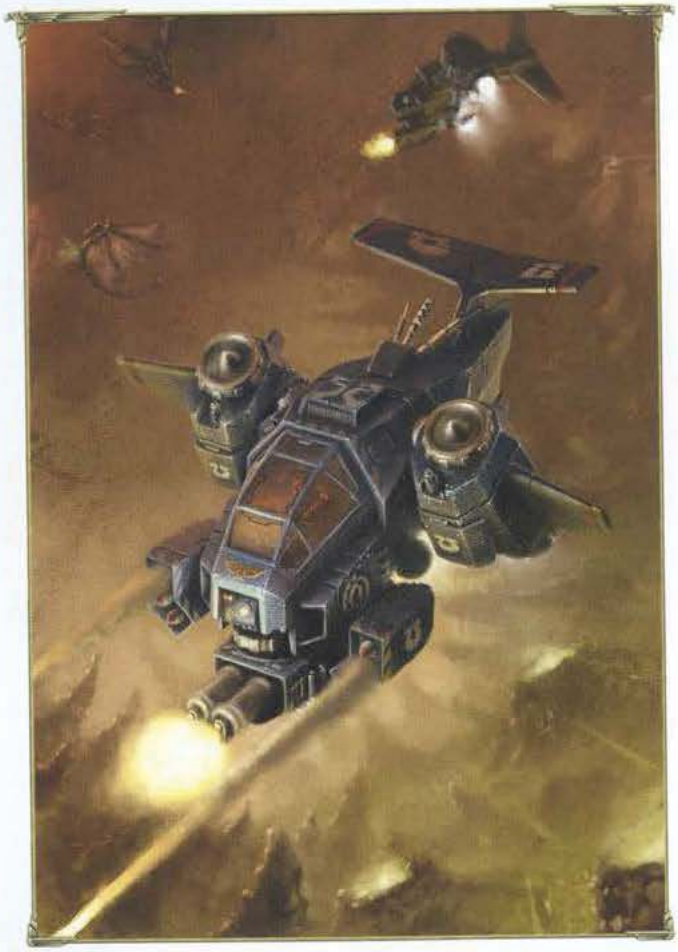
TRANSPORT:
Transport Capacity: Five. It may only carry models wearing Scout armour.

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 strike-craft, 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.

		Armour			
	BS	F	S	R	HP
Stormraven Gunship	4	12	12	12	3

UNIT TYPE: **Vehicle (Flyer, Hover, Transport).**

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

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.

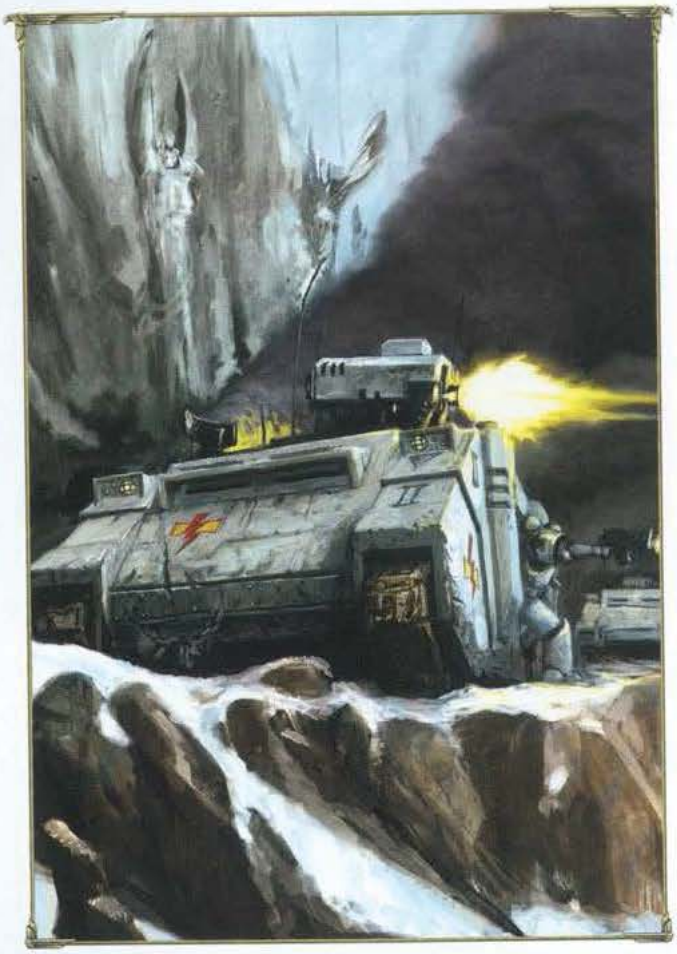
Access Points: A Stormraven has one Access Point at the front of its hull, one on either side and one at the rear.

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

UNIT TYPE: **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

UNIT TYPE: **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

UNIT TYPE: 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

	Armour				
	BS	F	S	R	HP
Predator	4	13	11	10	3

UNIT TYPE: Vehicle (Tank).

WARGEAR: Autocannon, searchlight, smoke launchers.

WHIRLWINDS

	Armour				
	BS	F	S	R	HP
Whirlwind	4	11	11	10	3

UNIT TYPE: Vehicle (Tank).

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

VINDICATORS

	Armour				
	BS	F	S	R	HP
Vindicator	4	13	11	10	3

UNIT TYPE: Vehicle (Tank).

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

STALKERS

	Armour				
	BS	F	S	R	HP
Stalker	4	12	12	10	3

UNIT TYPE: Vehicle (Tank).

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

HUNTERS

	Armour				
	BS	F	S	R	HP
Hunter	4	12	12	10	3

UNIT TYPE: 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

	Armour				
	BS	F	S	R	HP
Land Raider	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.

Mankind stands on the shoulders of the martyred.

LAND RAIDER CRUSADERS

	Armour				
	BS	F	S	R	HP
Land Raider Crusader	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.

The truly heroic trust in blind faith.

LAND RAIDER REDEEMERS

	Armour				
	BS	F	S	R	HP
Land Raider Redeemer	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.

Hope is the first step on the road to disappointment.

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+

UNIT TYPE: **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+

UNIT TYPE: **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 Agemman, 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 librarius. 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.

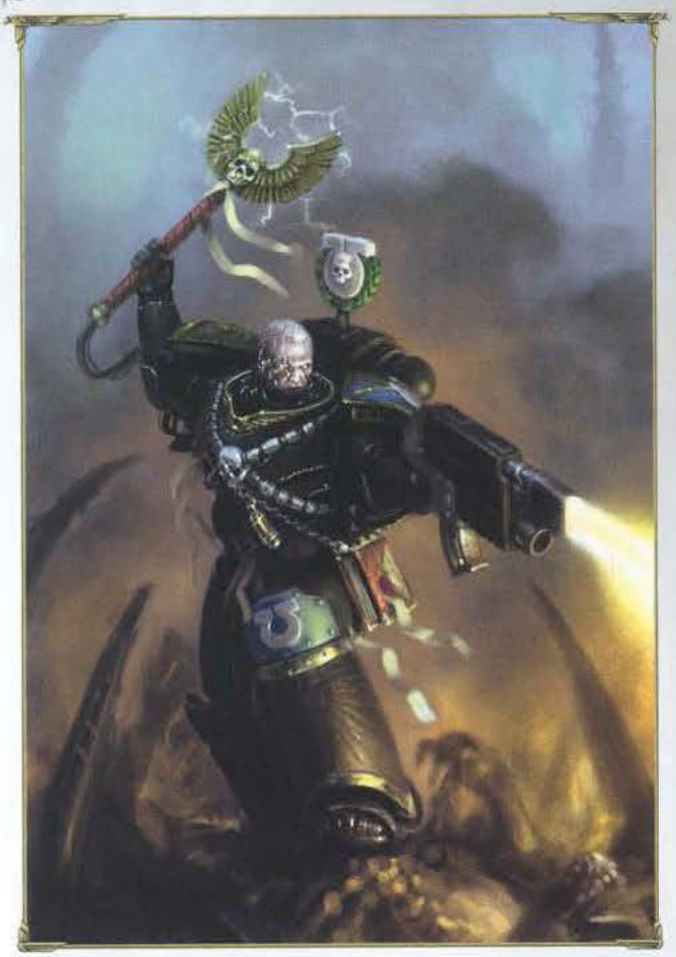
	WS	BS	S	T	W	I	A	Ld	Sv
Chaplain Cassius	5	4	4	6	2	4	2	10	3+

UNIT TYPE: **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.**



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

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.

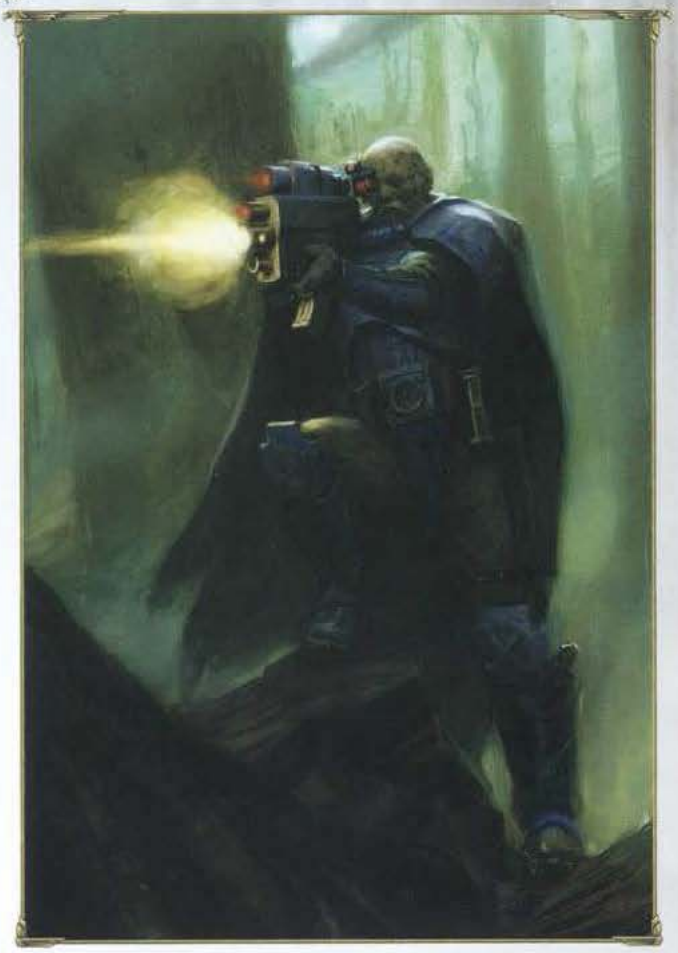
Yet however formidable Telion might be as a close-quarter foe, his skills of melee are nothing as to those he practices at range. He can take account of environmental interferences, such as wind or gravity, like few others and use a bolter to deliver a killing shot far beyond the official range. Two 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.

	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).



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.

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-inpenetrable 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.

	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).

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

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 Ghoul Stars, 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.

	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).

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.

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.

	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.

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
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.'

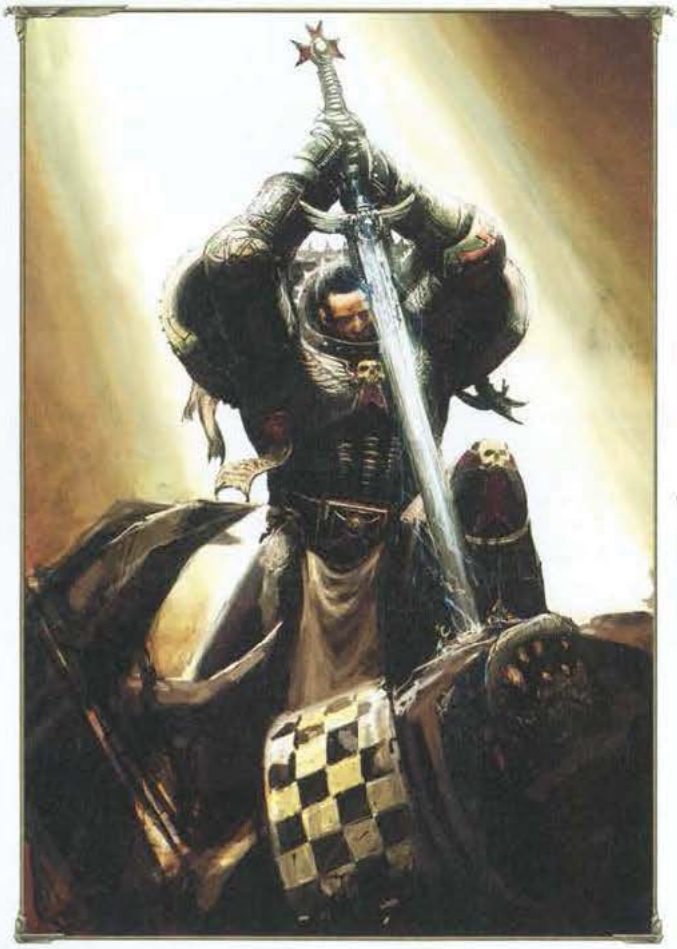
- Chaplain Grimaldus

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 end until the Black Sword is pried 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

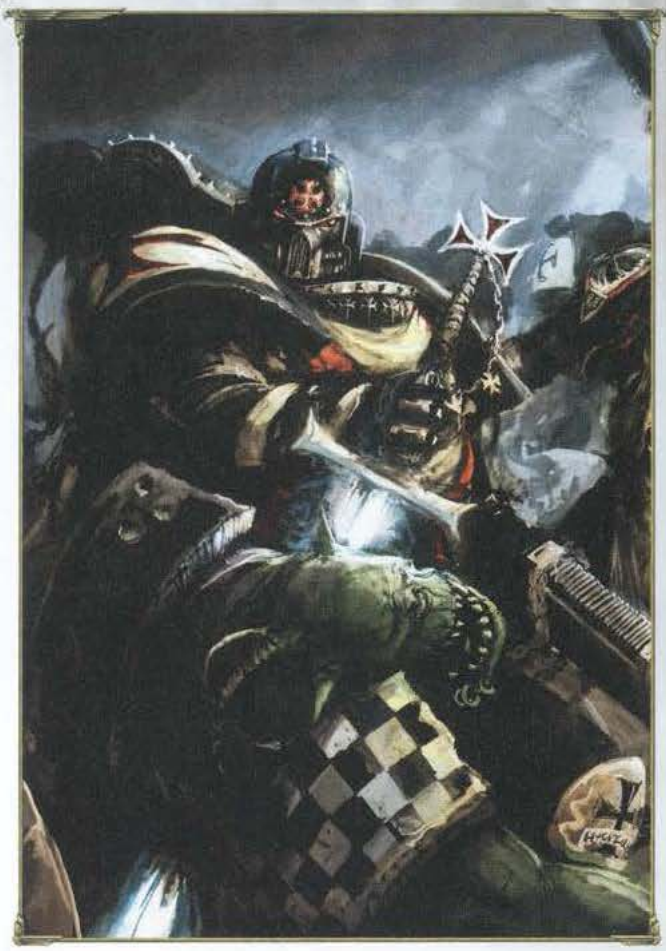
Crusader Squads

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 a 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

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

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

Siege Drill

These monstrously oversized grinding drills, so heavy they cannot be carried to battle on anything smaller than a Centurion warsuit, whir 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

Power sword

Omniscope
Cross ref: Centurion warsuit

Storm shield,
Terminator issue

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

Frag grenades*	Psychic hood
Krak grenades	** See assault grenades*
Melta bombs	

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 mechianism 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 omniscope 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-harness

This backpack-mounted contraption is a mobile shrine to the Omnissiah. It incorporates many blessed tools, mechanical limbs and weapons, all of which enable a Techmarine in the field to make battlefield repairs to vehicles, shore up defences, or to assist his brethren in combat.

A servo-harness gives the bearer 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 wearer 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.

'...And they shall paint the galaxy with the Emperor's light.'

LEGIO VULTRE

Defenders of Humanity

Collecting Space Marines is a source of great reward and satisfaction, as they have a wide assortment of heroic characters, versatile troops and powerful vehicles at their disposal. The fantastic array of different Chapters, each with their own colour schemes, heraldry and iconography, allows numerous ways to create a personalised force, ready to defend the Imperium.

Marneus Calgar, Chapter Master of the Ultramarines, wearing the Armour of Antilochus

Chaplain Cassius

Chief Librarian Tigurius

Honour Guard with Chapter Banner

Honour Guard with power axe

Honour Guard with power axe

Chapter Champion with power sword

Captain of the 1st Company, the Regent of Ultramar

Captain Sicarius of the 2nd Company

Captain of the 3rd Company, the Master of the Arsenal

Captain of the 4th Company, the Master of the Fleet

Captain of the 5th Company, the Master of the Marches

Captain of the 6th Company, the Master of the Rites

Captain of the 7th Company, the Chief Victualler

Captain of the 8th Company, the Lord Executioner

Captain of the 9th Company, the Master of Relics

Captain of the 10th Company, the Master of Recruits

A Captain's heraldry reflects both their rank and the company they lead.

Chaplains lead their battle-brothers in the rites of war.

Chaplain with plasma pistol

Chaplain in Terminator armour

This Librarian wears a revered suit of Terminator armour.

Librarian with force axe and plasma pistol

This Librarian's insignia marks him as an Epistolary.

Techmarine

Servitors assist Techmarines on the battlefield.

Master of the Forge with servo-harness

Veteran carrying the banner of the 3rd Company

Veteran with plasma gun

Veteran with boltgun

Apothecary with chainsword

Veteran with 2nd Company Standard

Company Champion with power sword and combat shield

Marneus Calgar emerges from his Land Raider, The Maximus, *to lead the Ultramarines to war once again.*

Sergeant with grav-pistol | *Tactical Marine with missile launcher* | *Tactical Marine with flamer* | *Tactical Marine with grav-gun* | *Tactical Marine with boltgun*

A combat squad from the 5th Tactical Squad, 2nd Company

Tactical Squad Vorolanus, 'The Thunderbolts', fearlessly lead the vanguard of the Ultramarines' assault.

Veteran Sergeant with power axe and storm bolter

Vanguard Veteran with a pair of lightning claws

Vanguard Veteran with thunder hammer and storm shield

Vanguard Veteran with relic blade

Veteran Sergeant with chainsword

Vanguard Veteran with chainsword

Vanguard Veteran with chainsword

Sternguard Veteran with plasma pistol

Sternguard Veteran with boltgun

Sternguard Veteran with heavy flamer

Ultramarines Veteran assigned to the Deathwatch

Sternguard Veteran with combi-grav

Sternguard Veteran with combi-melta

Tyrannic War Veteran

Terminator Sergeant with power sword

Terminator with power fist

Terminator with heavy flamer and power fist

Terminator with cyclone missile launcher and chainfist

Assault Terminator with lightning claws

Assault Terminator Sergeant with lightning claws

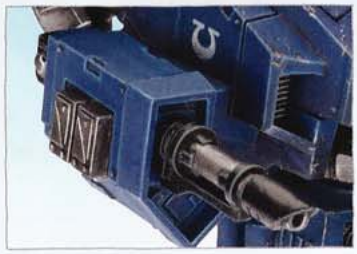
Assault Terminator with thunder hammer and storm shield

Devastator Centurion

Assault Centurion with two siege drills

Stalkers are armed with icarus stormcannon arrays, great for taking out enemy air support.

An Ultramarines armoured tank column seeks the foe within the ruins of a Munitorum outpost.



Stormtalons can be equipped with a variety of weaponry depending upon their target.

Stormtalon Gunship with twin-linked assault cannon and skyhammer missile launcher

Units can deploy directly to where they are needed using the Stormraven's forward assault ramp.

Stormraven Gunship with twin-linked lascannon, twin-linked heavy bolter and hurricane bolters

Sergeant Telion

Land Speeder Storm with heavy bolter

Scout with chainsword *Scout with boltgun* *Scout with heavy bolter* *Scout with missile launcher*

Scout Bike Squad

Scouts with sniper rifles

Dreadnought with assault cannon and power fist

Ironclad Dreadnought with hurricane bolter and chainfist

Sergeant Chronus crests the ridge in a mighty Land Raider, reinforcing his brethren with deadly force.

Ultramarines Successor Chapters

Genesis Chapter Scout

Aurora Chapter Scout

Howling Griffons Apothecary

Eagle Warriors Tactical Marine

Silver Skulls Vanguard Veteran and Devastator

White Consuls Tactical Marine

Patriarchs of Ulixis Tactical Marine

Libators Tactical Marine

Doom Legion Tactical Marine

Doom Eagles Assault Marines

Hawk Lords Tactical Marine

Hawk Lords Biker

Novamarines Tactical Marine

Novamarines Scout Biker

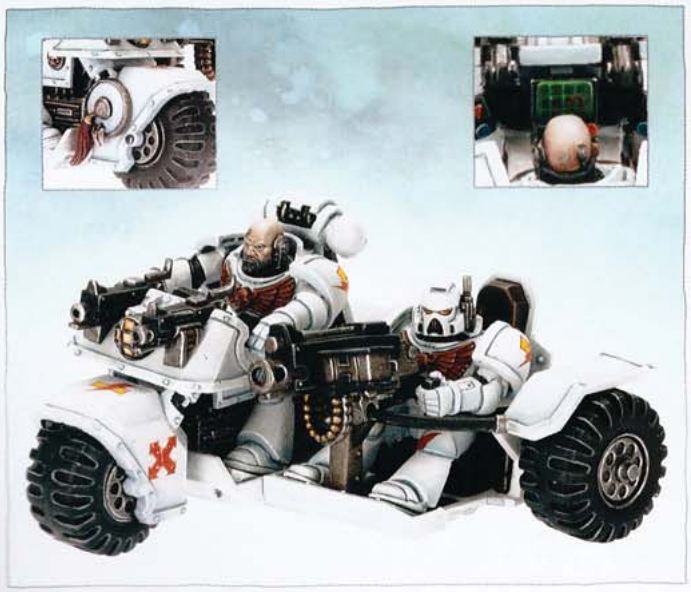
WHITE SCARS

Captain Kor'sarro Khan of the 3rd Company

Tactical Squad from the 6th Company. Note the Sergeant's head is taken from a Space Wolves kit.

Scout Bikers

White Scars Biker



Attack Bike with heavy bolter

Land Speeder with heavy bolter

WHITE SCARS SUCCESSOR CHAPTERS

Storm Lords Tactical Marine and Devastator Marine

Rampagers Assault Marine

Marauders Tactical Marine

White Scars on the hunt take their lightning fast assault to the field of battle, pursuing their foes wherever they might flee.

SALAMANDERS

Forgefather Vulkan He'stan

Tactical Space Marines

Salamanders Librarian

Sternguard Veteran Sergeant

Sternguard Veteran with combi-flamer

Sternguard Veteran with heavy flamer

This Ironclad Dreadnought is armed with a power fist and seismic hammer.

Each Thunderfire Cannon is crewed by a Techmarine wearing a servo-harness.

The Salamanders' Armoury boasts many of the rare Land Raider Redeemers.

The Salamanders, led by Vulkan He'stan, burn their way deep into enemy territory.

Iron Hands

Iron Captain

The 3rd Tactical Squad of Clan Company Raukaan

Techmarine with servo-harness

Hunter with skyspear missile launcher

The cog-tooth pattern on the tabards of these Sternguard Veterans reflects their affinity with machines.

IRON HANDS SUCCESSOR CHAPTERS

Iron Lords Terminator

Brazen Claws Tactical Marine

With a Hunter watching the skies, Clan Raukaan move their heavy weapons into position, ready to annihilate any enemy resistance.

Raven Guard

Shadow Captain Shrike of the 3rd Company

Tactical Marines from the 3rd squad of 3rd Company

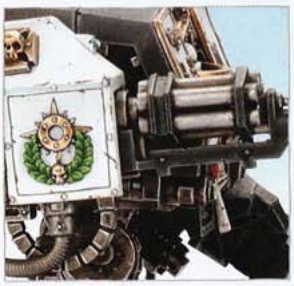
Vanguard Veterans are the Chapter's superlative assault troops, often accompanying Shadow Captains into the heart of the enemy's position.

The banner of the 3rd Company

The Raven Guard's many Scouts employ Land Speeder Storms to enable rapid insertion manoeuvres.

Assault Marines from the 3rd Company

Venerable Dreadnought



RAVEN GUARD SUCCESSOR CHAPTERS

Revilers Tactical Squad Sergeant

Black Guard Tactical Marine

Shadow Captain Shrike brings the fury of his assault troops down to the battlefield whilst their foes are still unaware of the danger.

Imperial Fists

Captain Lysander of the 1st Company

This Tactical Squad's insignia shows they are from the 5th squad, 3rd Company

Also from the 3rd Company, some members of this Assault Squad have records of their triumphs inscribed on their power armour.

This Rhino displays many battle honours.

Assault Centurions with siege drills

IMPERIAL FISTS SUCCESSOR CHAPTERS

Red Templars Biker Sergeant

Iron Knights Scout

Invaders Tactical Marine

The Imperial Fists prepare to demolish their enemy's stronghold with Captain Lysander leading the charge.

Black Templars

High Marshal Helbrecht

Sword Brother

Black Templars Initiates

Initiates train their Neophytes on the battlefield in mixed Crusader Squads.

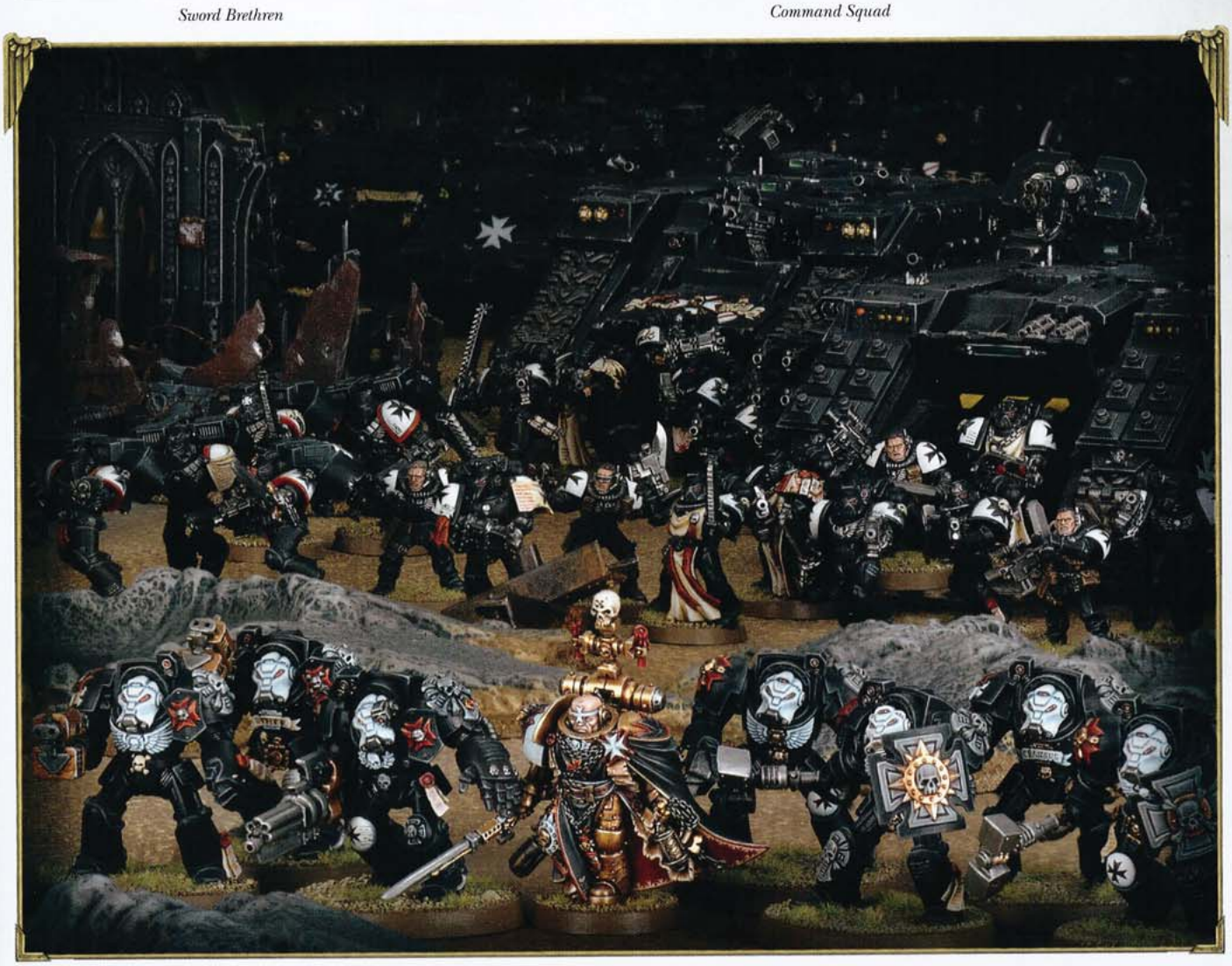
The Emperor's Champion

These Neophytes are equipped for melee.

Chaplain Grimaldus and Cenobyte Servitors

Sword Brethren

Command Squad



High Marshal Helbrecht leads the pious warriors of the Black Templars to war in the Eternal Crusade against the enemies of the Emperor.

Crimson Fists

Chapter Master Pedro Kantor

Tactical Squad Targo, led by their Veteran Sergeant

Scout

Terminator

Brother Razus' armour has been inscribed by Chapter artificers.

Captain with power fist and plasma pistol

Legion of the Damned

These Legionnaires are bedecked with flames and symbols of death.

Legionnaire with multi-melta

Legionnaire with flamer

Legionnaire with heavy flamer

Unknown Foundings

Blood Ravens Tactical Marine

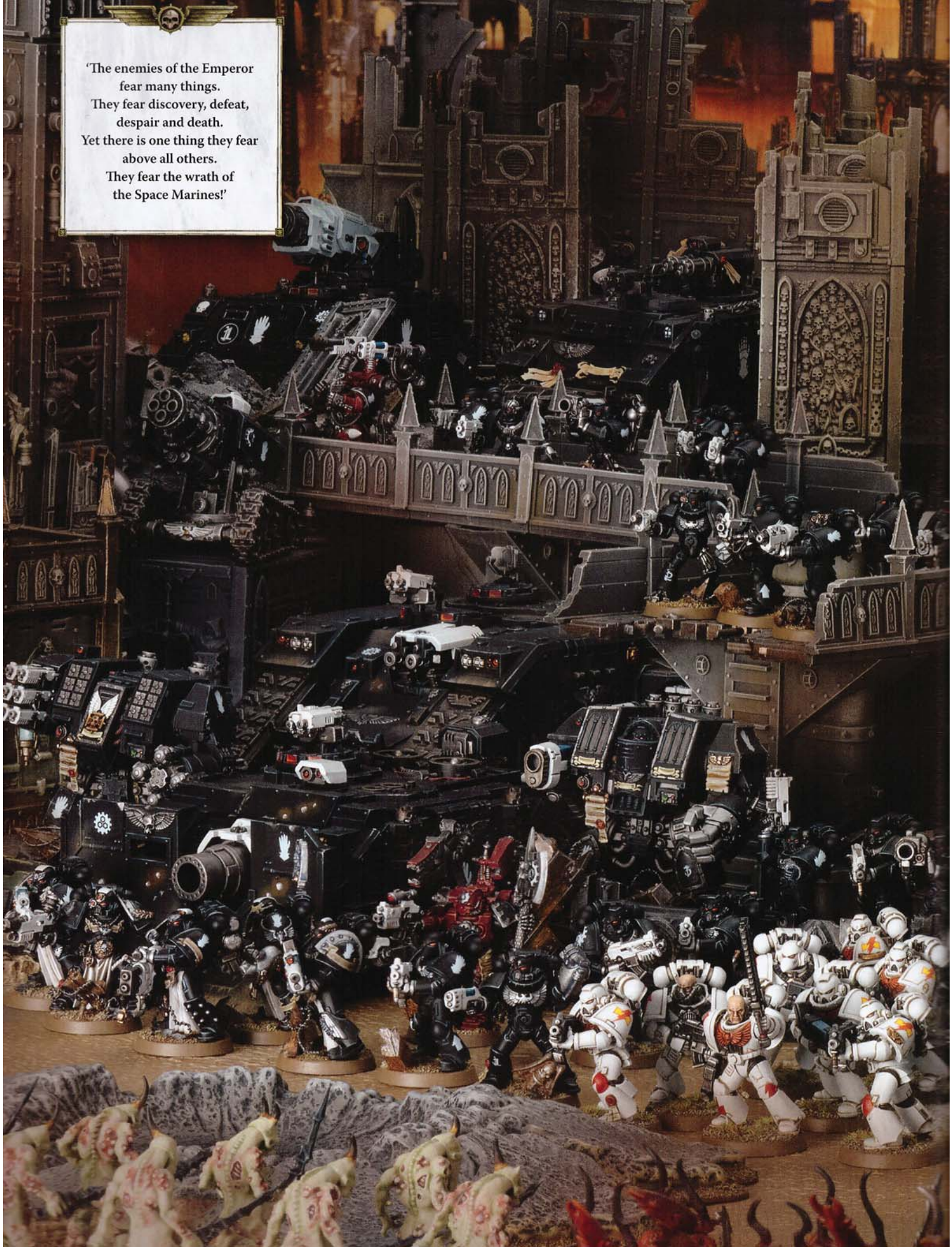
Death Spectres Devastator

Exorcists Assault Marine

White Minotaurs Devastator

Mentors Space Marine with heavy bolter

Mentors 4th Company Champion



'The enemies of the Emperor
fear many things.
They fear discovery, defeat,
despair and death.
Yet there is one thing they fear
above all others.
They fear the wrath of
the Space Marines!'

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 — 2 125 Points

3	WS	BS	S	T	W	I	A	Ld	Sv	4 Unit Type	5 Unit Composition	Page
Kor'sarro Khan	6	5	4	4	3	5	3	10	3+	Infantry (Character)	1 (Unique)	111

6 Wargear:
- Power armour
- Bolt pistol
- Frag grenades
- Krak grenades
- Iron halo

10 Chapter Relic:
- Moonfang

9 Warlord Trait:
- Champion of Humanity

7 Special Rules:
- And They Shall Know No Fear
- Chapter Tactics (White Scars)
- Furious Charge
- Independent Character
- Master of the Hunt

8 Options:
- May take Moondrakkan ..... *25 pts*

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

1 **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.*

2 **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.*

3 **Unit Profile:** *This section will show the profile of any models the unit can include, even if they are upgrades.*

4 **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.*

5 **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.*

6 **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.*

7 **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.*

8 **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.*

9 **Warlord Traits:** *Sometimes a character's entry will have a specific Warlord Trait, in which case it will be listed here in its entry.*

10 **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*
  - 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	Unit Type	Unit Composition	Page
Kor'sarro Khan	6	5	4	4	3	5	3	10	3+	Infantry (Character)	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	Unit Type	Unit Composition	Page
Vulkan He'stan	6	5	4	4	3	5	3	10	2+	Infantry (Character)	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	Unit Type	Unit Composition	Page
Shadow Captain Shrike	6	5	4	4	3	5	3	10	3+	Jump Infantry (Character)	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	Unit Type	Unit Composition	Page
Captain Lysander	6	5	4	4	4	5	3	10	2+	Infantry (Character)	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

Warlord Trait:
- Iron Resolve

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

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

Warlord Trait:
- The Imperium's Sword

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

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 Servitors ..... *10 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

Special Rules:
- And They Shall Know No Fear
- Chapter Tactics
- Independent Character

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.

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

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

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).

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:
    - Storm bolter ..... *5 pts*
    - Combi-flamer, -melta or -plasma ..... *10 pts*
    - Storm shield ..... *10 pts*

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

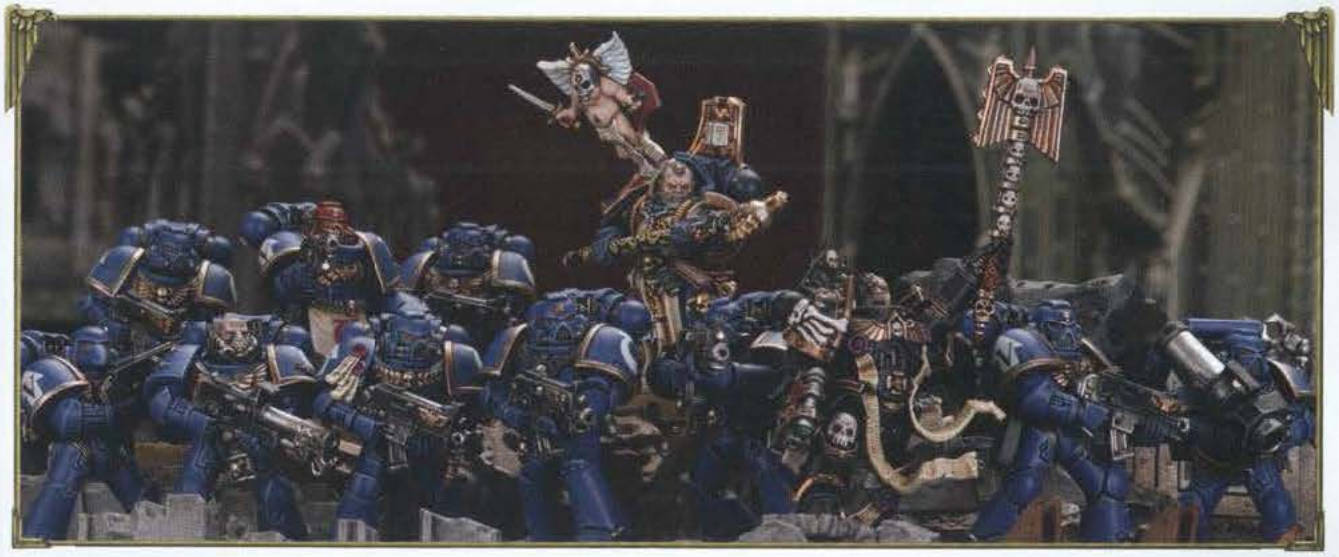
CHAPLAIN — 90 Points

	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 Omnissiah
- 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 Omnissiah
- 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 bombs ..... *5 pts*
  - Teleport homer ..... *10 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 weapon ..... *free*
  - 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 shells ..... *5 pts*
  - Missile launcher (with frag and krak missiles) ..... *15 pts*
    - o May also take flakk missiles ..... *10 pts*
- May upgrade the Scout Sergeant to a Veteran Scout Sergeant ..... *10 pts*
- The Scout Sergeant or Veteran Scout Sergeant may 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 bombs ..... *5 pts*
  - Teleport homer ..... *10 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							
	BS	F	S	R	HP	Unit Type	Unit Composition	Page
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							
	BS	F	S	R	HP	Unit Type	Unit Composition	Page
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							
	BS	F	S	R	HP	Unit Type	Unit Composition	Page
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							
	BS	F	S	R	HP	Unit Type	Unit Composition	Page
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

	WS	BS	S	Armour F	Armour S	Armour R	I	A	HP	Unit Type	Unit Composition	Page
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

	WS	BS	S	Armour F	Armour S	Armour R	I	A	HP	Unit Type	Unit Composition	Page
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

Special Rules:
- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads

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*

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

Special Rules:
- And They Shall Know No Fear
- Chapter Tactics

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*

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

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

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*

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 Omnissiah
- Bolster Defences
- Chapter Tactics

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

HEAVY SUPPORT

PREDATOR — 75 Points

	BS	Armour F	Armour S	Armour R	HP	Unit Type	Unit Composition	Page
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

	BS	Armour F	Armour S	Armour R	HP	Unit Type	Unit Composition	Page
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

	BS	Armour F	Armour S	Armour R	HP	Unit Type	Unit Composition	Page
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

	BS	Armour F	Armour S	Armour R	HP	Unit Type	Unit Composition	Page
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

	BS	Armour F	Armour S	Armour R	HP	Unit Type	Unit Composition	Page
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 BS	F	S	R	HP	Unit Type	Unit Composition	Page
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 BS	F	S	R	HP	Unit Type	Unit Composition	Page
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 BS	F	S	R	HP	Unit Type	Unit Composition	Page
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

	BS	Armour F	Armour S	Armour R	HP	Unit Type	Unit Composition	Page
Stormraven Gunship	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*

REFERENCE

All of the rules and tables here are condensed for ease of reference. If you need the full rule, see its entry in the main pages of the book.

ARMY SPECIAL RULES (PG 76)

Combat Squads: Before Warlord Traits are determined, a ten-man unit can break down into two five-man Combat Squads, which are treated as separate units for all purposes, for the entire game.

ARMOUR (PG 126)

Artificer Armour: 2+ Armour Save.
Power Armour: 3+ Armour Save.
Scout Armour: 4+ Armour Save.
Terminator Armour: 2+ Armour Save; 5+ invulnerable save; Bulky, Deep Strike and Relentless. May not make Sweeping Advances.

WARLORD TRAITS TABLE (PG 76)

D6	Warlord Trait
1	**Angel of Death:** Fear.
2	**The Imperium's Sword:** One use only. Use at the start of one of your Assault phases; the Warlord and his unit have Furious Charge until the end of the turn.
3	**Storm of Fire:** One use only. Use at the start of a Shooting phase. A friendly unit from *Codex: Space Marines* within 12" of the Warlord may re-roll any failed To Hit rolls that phase.
4	**Rites of War:** When taking Morale tests, friendly units from *Codex: Space Marines* within 12" of the Warlord use his Leadership.
5	**Iron Resolve:** When determining assault results, you get +1 if your Warlord is locked in that combat.
6	**Champion of Humanity:** If your Warlord kills the enemy Warlord in a challenge, gain +D3 Victory Points; sweeping advances do not count.

SPECIAL RULES

Aid Unlooked For (pg 104): No Chapter Tactics; cannot be joined by Independent Characters. Always start the game in reserve and arrive by Deep Strike. When deep striking, you may re-roll scatter.

Blessing of the Omnissiah (pg 92): In each of your Shooting phases, instead of firing, this character may repair a friendly vehicle in base contact or that he is embarked upon. To repair, roll a D6 and add any applicable modifiers below:

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

If the result is 5+, either restore a Hull Point or repair a Weapon Destroyed or Immobilised result effective immediately.

Bolster Defences (pg 92): After deploying, but before Scout redeployments and Infiltrate deployments, choose one piece of unpurchased terrain in your deployment zone. The terrain's cover save is increased by one (to a maximum of 3+). Note that a terrain piece can only be bolstered once.

Decimator Protocols (pg 94): Centurions can fire up to two weapons at the same target each Shooting phase.

Drop Pod Assault (pg 99): Half of your Drop Pods, and the units embarked on them, must Deep Strike at the start of your first turn. The remaining Drop Pods arrive by Deep Strike normally. A unit that Deep Strikes via Drop Pod cannot charge the turn it arrives.

Escort Craft (pg 96): Can escort any friendly unit in reserve from the same detachment, with the following exceptions:

- Cannot escort a unit that Deep Strikes or has Outflank.
- Cannot escort another Stormtalon.
- A maximum of one Stormtalon can escort each unit. If multiple units arrive together, they are considered, for this rule, to be a single unit.

If this is done, the Stormtalon doesn't make reserve rolls, but 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.

Flaming Projectiles (pg 104): Ranged attacks have Ignores Cover.

Heroic Intervention (pg 87): Ignore penalty for disordered charges. Sergeant automatically passes the Initiative test to make a Glorious Intervention.

Honour or Death (pg 88): Must always issue and accept challenges.

Immobile (pg 99): A Drop Pod cannot move and counts as Immobilised (it cannot be repaired). This does not cause it to lose a Hull Point.

Inertial Guidance System (pg 99): If a Drop Pod scatters onto impassable terrain or another model, reduce the scatter distance to avoid the obstacle. If it scatters off the board, it suffers a Deep Strike Mishap.

Mindlock (pg 92): Unless it contains a Master of the Forge or Techmarine, an unengaged unit with any models with this rule must roll a D6 at the start of its turn. On a 4+, there is no effect. On a 1-3, the unit may not move, shoot or charge until their next turn.

Orbital Bombardment (pg 79): Once per game, use an orbital bombardment in your Shooting phase. This counts as a ranged weapon with the profile below. This does not prevent charging 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, always scatter the full 2D6", regardless of Ballistic Skill.

Repair (pg 98): If Immobilised, in subsequent turns this model may attempt to repair instead of shooting. Roll a D6 in the Shooting phase; on a 6, it's no longer Immobilised. This does not restore any Hull Points.

Skies of Fury (pg 97): If the Stormraven has moved more than 6", passengers can still disembark as follows:

Nominate a point the Stormraven moved over that turn and Deep Strike onto that point. If the unit scatters, each model takes a Dangerous Terrain test. If any models cannot deploy, the entire unit is destroyed. Models deploying this way cannot charge this turn.

Unyielding Spectres (pg 104): 3+ invulnerable save.

Venerable (pg 91): You can have the result on the Vehicle Damage table be re-rolled if you suffer a penetrating hit. Keep the second roll, even if worse.

CHAPTER TACTICS

ULTRAMARINES CHAPTER TACTICS (PG 77)

Combat Doctrines: Use each of the Combat Doctrines once per game, until your next turn. One Combat Doctrine per turn.

- **Tactical Doctrine:** Re-roll To Hit rolls of 1 in the Shooting phase. Tactical Squads instead re-roll all failed To Hit rolls in the Shooting phase.
- **Assault Doctrine:** Re-roll charge range. Assault Squads, Bike Squads and Attack Bike Squads instead have Fleet.
- **Devastator Doctrine:** Re-roll failed Snap Shots (including Overwatch). Devastator Squads are also Relentless, unless they disembarked in the Movement phase.

WHITE SCARS CHAPTER TACTICS (PG 77)

Born in the Saddle: Bikes automatically pass Dangerous Terrain tests, receive +1 to Jink saves and have +1 Strength for Hammer of Wrath hits.

Fight on the Move: Hit & Run. This does not apply to Terminators or Centurions.

IMPERIAL FISTS CHAPTER TACTICS (PG 78)

Bolter Drill: Re-roll all To Hit rolls of 1 from bolt pistols, bolters, storm bolters, heavy bolters, or combi-weapons firing as bolters.

Siege Masters: Devastator Squads and Centurion Devastator Squads have Tank Hunters and +1 to the results on the Building Damage table.

BLACK TEMPLARS CHAPTER TACTICS (PG 78)

Accept Any Challenge, No Matter the Odds: In a challenge, Black Templars characters re-roll failed To Hit rolls and have Rending.

Crusaders: Crusader, Adamantium Will. Black Templars detachments can have Crusader Squads.

IRON HANDS CHAPTER TACTICS (PG 78)

The Flesh is Weak: Feel No Pain (6+).

Machine Empathy: All vehicles and characters have It Will Not Die. Techmarines and Masters of the Forge add 1 to their Blessing of the Omnissiah rolls.

SALAMANDERS CHAPTER TACTICS (PG 78)

Flamecraft: Re-roll saving throws against Wounds caused by flamer weapons. Flamer weapons in this detachment may re-roll failed To Wound rolls and Armour Penetration rolls that do not glance or penetrate.

Master Artisans: Each character may make one of his weapons Master-crafted.

RAVEN GUARD CHAPTER TACTICS (PG 78)

Strike from the Shadows: Scout. On the first turn, this detachment has Stealth except units with Bulky or Very Bulky models.

Winged Deliverance: Jump Infantry may use their jump packs in both the Movement and Assault phases of the same turn. Re-roll failed To Wound rolls from their Hammer of Wrath.

SPECIAL ISSUE WARGEAR (PG 124-125)

Auspex: A model can use an auspex instead of shooting. If he does so, an enemy unit within 12" has -1 cover save until the end of the phase.

Camo Cloak: +1 cover save.

Chapter Banner: Friendly units in 12" of the Chapter banner, with the same Chapter Tactics, re-roll failed Morale checks and Pinning tests. All friendly Space Marines in the same unit have +1 Attack.

Cluster Mines: After deploying but before Seize the Initiative, each unit with cluster mines makes a piece of area terrain into dangerous terrain for enemy models, even if they are in reserve. This effect is not cumulative.

Combat Shield: 6+ invulnerable save.

Company Standard: Friendly units in 12" of the company standard, with the same Chapter Tactics, re-roll failed Morale checks and Pinning tests.

Digital Weapons: Re-roll one failed To Wound roll each Assault phase.

Grav-amp: May re-roll the result when rolling To Wound or to determine the effect on a vehicle with grav weapons.

Hellfire shells: Choose between the profile below and the weapon's normal profile each time you shoot.

Range	S	AP	Type
24"	1	-	Heavy 1, Blast, Poisoned (2+)

Iron Halo: 4+ invulnerable save.

Jump Pack: Unit type gains Jump.

Locator Beacon: Friendly units do not scatter when deep striking within 6" of a locator beacon.

Narthecium: While the Apothecary is alive, he and his unit have Feel No Pain.

Omniscope: Night Vision and Split Fire.

Rosarius: 4+ invulnerable save.

Servo-harness: A servo-harness gives the bearer an extra servo-arm, a plasma cutter and a flamer. He 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: Before rolling To Hit, use the signum instead of shooting to give one other model in the unit BS 5 for the rest of the phase.

Space Marine Bike: Unit type becomes Bike. Has a twin-linked boltgun.

Special Issue Ammunition: Replace the boltgun profile with one of those below. All models in a unit must use the same.

	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: 3+ invulnerable save but can never get +1 Attack for using two Melee weapons.

Teleport Homer: Friendly Deep Striking Terminators do not scatter if the first model is placed within 6" of a teleport homer that was already on the board at the start of the turn.

SPACE MARINES VEHICLE EQUIPMENT (PG 126)

Ceramite Plating: Melta weapons do not roll an extra D6 armour penetration when shooting this vehicle at half range or less.

Frag Assault Launchers: A unit charging on the same turn it disembarks counts as having frag grenades.

Ironclad Assault Launchers: Does not suffer the Initiative penalty for charging through difficult terrain. Enemies charging this model do not gain bonus Attacks unless it was already in combat.

Locator Beacon: Friendly units do not scatter when deep striking within 6" of a locator beacon.

Siege Shield: Automatically pass Dangerous Terrain tests.

PROFILES

HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Apothecary	4	4	4	4	1	4	2	9	3+	In (ch)	88
Captain	6	5	4	4	3	5	3	10	3+	In (ch)	79
Captain Lysander	6	5	4	4	4	5	3	10	2+	In (ch)	114
Captain Sicarius	6	5	4	4	3	5	3	10	2+	In (ch)	106
Cenobyte Servitor	3	3	3	3	1	3	1	8	4+	In	117
Chaplain	5	4	4	4	2	4	2	10	3+	In (ch)	81
Chaplain Cassius	5	4	4	6	2	4	2	10	3+	In (ch)	108
Chaplain Grimaldus	5	4	4	4	3	4	3	10	3+	In (ch)	117
Chapter Champion	5	4	4	4	1	4	3	10	2+	In (ch)	89
Chapter Master	6	5	4	4	4	5	4	10	3+	In (ch)	79
Chief Librarian Tigurius	5	4	4	4	3	4	2	10	3+	In (ch)	107
Company Champion	5	4	4	4	1	4	2	9	3+	In (ch)	88
Emperor's Champion	6	4	4	4	2	5	2	10	2+	In (ch)	118
High Marshal Helbrecht	6	5	4	4	4	5	4	10	2+	In (ch)	116
Honour Guard	4	4	4	4	1	4	2	10	2+	In	89
Kor'sarro Khan	6	5	4	4	3	5	3	10	3+	In (ch)	111
Librarian	5	4	4	4	2	4	2	10	3+	In (ch)	80
Marneus Calgar	6	5	4	4	4	5	4	10	2+	In (ch)	105
Master of the Forge	4	5	4	4	2	4	2	10	2+	In (ch)	92
Pedro Kantor	6	5	4	4	4	5	4	10	3+	In (ch)	115
Servitor	3	3	3	3	1	3	1	8	4+	In	92
Shadow Captain Shrike	6	5	4	4	3	5	3	10	3+	In, J (ch)	113
Techmarine	4	4	4	4	1	4	1	8	2+	In (ch)	92
Terminator Captain	6	5	4	4	3	5	3	10	2+	In (ch)	79
Veteran	4	4	4	4	1	4	2	9	3+	In	88
Vulkan He'stan	6	5	4	4	3	5	3	10	2+	In (ch)	112

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Initiate	4	4	4	4	1	4	1	8	3+	In	119
Neophyte	3	3	4	4	1	4	1	8	4+	In	119
Scout	3	3	4	4	1	4	1	8	4+	In	85
Scout Sergeant	4	4	4	4	1	4	1	8	4+	In (ch)	85
Veteran Scout Sgt.	4	4	4	4	1	4	2	9	4+	In (ch)	85
Sergeant Telion	5	6	4	4	1	4	2	9	4+	In (ch)	109
Space Marine	4	4	4	4	1	4	1	8	3+	In	83
Space Marine Sgt.	4	4	4	4	1	4	1	8	3+	In (ch)	83
Sword Brother	4	4	4	4	1	4	2	9	3+	In (ch)	119
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	In (ch)	83

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Centurion	4	4	5	5	2	4	1	8	2+	In	94
Centurion Sergeant	4	4	5	5	2	4	2	9	2+	In (ch)	94
Legionnaire	4	4	4	4	1	4	2	10	3+	In	104
Legionnaire Sergeant	5	4	4	4	1	4	2	10	3+	In (ch)	104
Terminator	4	4	4	4	1	4	2	9	2+	In	90
Terminator Sergeant	4	4	4	4	1	4	2	9	2+	In (ch)	90
Veteran	4	4	4	4	1	4	2	9	3+	In	87
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	In (ch)	87

FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Attack Bike	4	4	4	5	2	4	2	8	3+	Bk	84
Biker Sergeant	4	4	4	5	1	4	1	8	3+	Bk (ch)	84
Biker Veteran Sgt.	4	4	4	5	1	4	2	9	3+	Bk (ch)	84
Scout Biker	3	3	4	5	1	4	1	8	4+	Bk	85
Scout Biker Sergeant	4	4	4	5	1	4	1	8	4+	Bk (ch)	85
Scout Biker Vt. Sgt.	4	4	4	5	1	4	2	9	4+	Bk (ch)	85
Space Marine	4	4	4	4	1	4	1	8	3+	In, J	83
Space Marine Biker	4	4	4	5	1	4	1	8	3+	Bk	84
Space Marine Sgt.	4	4	4	4	1	4	1	8	3+	In, J (ch)	83
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	In, J (ch)	83

HEAVY SUPPORT

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Centurion	4	4	5	5	2	4	1	8	2+	In	94
Centurion Sergeant	4	4	5	5	2	4	2	9	2+	In (ch)	94
Sergeant Chronus	4	5	4	4	1	4	2	9	3+	In (ch)	110
Space Marine	4	4	4	4	1	4	1	8	3+	In	83
Space Marine Sgt.	4	4	4	4	1	4	1	8	3+	In (ch)	83
Techmarine Gunner	4	4	4	4	1	4	1	8	2+	Ar	93
Thunderfire Cannon	-	-	-	7	2	-	-	-	3+	Ar	93
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	In (ch)	83

VEHICLES

	WS	BS	S	Armour F	Armour S	Armour R	I	A	HP	Unit Type	Pg
Dreadnought	4	4	6	12	12	10	4	2	3	W	91
Drop Pod	-	4	-	12	12	12	-	-	3	O, T	99
Hunter/Stalker	-	4	-	12	12	10	-	-	3	Tk	101
Ironclad Dreadnought	4	4	6	13	13	10	4	2	3	W	91
Land Raiders (All)	-	4	-	14	14	14	-	-	4	Tk, T	103
Land Speeder	-	4	-	10	10	10	-	-	2	F, S	95
Land Speeder Storm	-	3	-	10	10	10	-	-	2	F, O, S, T	95
Predator/Vindicator	-	4	-	13	11	10	-	-	3	Tk	101
Razorback/Rhino	-	4	-	11	11	10	-	-	3	Tk, T	98
Stormraven Gunship	-	4	-	12	12	12	-	-	3	Fl, H, T	97
Stormtalon Gunship	-	4	-	11	11	11	-	-	2	Fl, H	96
Venerable Dreadnought	5	5	6	12	12	10	4	2	3	W	91
Whirlwind	-	4	-	11	11	10	-	-	3	Tk	101

WEAPONS

Weapon	Range	S	AP	Type
Assault cannon	24"	6	4	Heavy 4, Rending
Astartes grenade launcher				
- Frag grenade	24"	3	6	Rapid Fire, Blast
- Krak grenade	24"	6	4	Rapid Fire
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Cerberus launcher	18"	2	-	Heavy 1, Blind, Large Blast
Chainfist	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy
Chainsword	-	User	-	Melee
Close combat weapon	-	User	-	Melee
Conversion beamer				
	up to 18"	6	-	Heavy 1, Blast
	18" - 42"	8	4	Heavy 1, Blast
	42" - 72"	10	1	Heavy 1, Blast
Crozius arcanum	-	+2	4	Melee, Concussive
Cyclone missile launcher				
- Frag missile	48"	4	6	Heavy 2, Blast
- Krak missile	48"	8	3	Heavy 2
Deathwind launcher	12"	5	-	Heavy 1, Large Blast
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast
Flamer	Template	4	5	Assault 1
Flamestorm cannon	Template	6	3	Heavy 1
Force axe	-	+1	2	Melee, Force, Unwieldy
Force stave	-	+2	4	Melee, Concussive, Force
Force sword	-	User	3	Melee, Force
Frag grenade	8"	3	-	Assault 1, Blast
Grav-cannon	24"	*	2	Salvo 3/5, Concussive, Graviton
Grav-gun	18"	*	2	Salvo 2/3, Concussive, Graviton
Grav-pistol	12"	*	2	Pistol, Concussive, Graviton
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Icarus stormcannon array				
- Single target	48"	7	4	Heavy 4, Skyfire, Twin-linked
- Dual targets	48"	7	4	Heavy 4, Servo-tracking, Skyfire
Krak grenade	8"	6	4	Assault 1
Krak grenade	-	6	4	-
Lascannon	48"	9	2	Heavy 1
Lightning claws	-	User	3	Melee, Shred, Specialist Weapon
Melta bomb	-	8	1	Armourbane, Unwieldy
Meltagun	12"	8	1	Assault 1, Melta
Missile launcher				
- Frag missile	48"	4	6	Heavy 1, Blast
- Krak missile	48"	8	3	Heavy 1
- Flakk missile	48"	7	4	Heavy 1, Skyfire
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma pistol	12"	7	2	Pistol, Gets Hot
Power axe	-	+1	2	Melee, Unwieldy
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy
Power lance	-	+1/U	3/4	Melee
Power maul	-	+2	4	Melee, Concussive
Power sword	-	User	3	Melee
Relic blade	-	+2	3	Melee, Two-handed
Seismic hammer	-	x2	1	Melee, Concussive, Specialist Weapon, Unwieldy
Siege drill	-	9	2	Melee, Armourbane, Specialist Weapon
Servo-arm	-	x2	1	Melee, Specialist Weapon, Unwieldy
Skyhammer missile launcher	60"	7	4	Heavy 3
Skyspear missile launcher	60"	7	2	Heavy 1, Armourbane, Savant Lock, Skyfire
Sniper rifle	36"	X	6	Heavy 1, Sniper
Space Marine shotgun	12"	4	-	Assault 2
Storm bolter	24"	4	5	Assault 2
Stormstrike missiles	72"	8	2	Heavy 1, Concussive, One use only
Thunder hammer	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy
Thunderfire cannon				
- Surface detonation	60"	6	5	Heavy 4, Barrage, Blast
- Airburst	60"	5	6	Heavy 4, Barrage, Blast, Ignores Cover
- Subterranean blast	60"	4	-	Heavy 4, Barrage, Blast, Tremor
Typhoon missile launcher				
- Frag missile	48"	4	6	Heavy 2, Blast
- Krak missile	48"	8	3	Heavy 2
Whirlwind multiple missile launcher				
- Vengeance missile	12-48"	5	4	Ordnance 1, Barrage, Large Blast
- Incendiary castellan missile	12-48"	4	5	Ordnance 1, Barrage, Ignores Cover, Large Blast

UNIT TYPES

Artillery = Ar, *Bike* = Bk, *Fast* = F, *Flyer* = Fl, *Hover* = H, *Infantry* = In, *Jump unit* = J, *Open-topped* = O, *Skimmer* = S, *Tank* = Tk, *Transport* = T, *Walker* = W, *Character* = (ch)

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