



*The enemy scatter in disarray as the Drop Pods of the Spear of Sicarius slam down in their midst. Using advanced data-choristry to harmonise their machine spirits, the pods impact in a tight grouping within milliseconds of one another. So thunderous is their arrival that Sicarius' company use it as a weapon in its own right, obliterating hapless foes in a storm of flames and debris. Before the dust has even settled, the Ultramarines surge from their Drop Pods with guns blazing. Following their Captain's lead, the warriors of the 2nd Company fire crashing volleys to thin the enemy ranks before charging home with blades drawn. Already reeling, the foe disintegrate before this onslaught – those who do not flee are hacked down in short order, leaving the Ultramarines to claim swift and decisive victory.*



#### FORMATION:

- Captain Sicarius
- 1 Chaplain
- 1 Command Squad
- 6 Tactical Squads
- 2 Devastator Squads
- 2 Assault Squads
- 2 Dreadnoughts

#### RESTRICTIONS:

All Tactical, Devastator and Assault Squads must include 10 models. All units must be drawn from the Ultramarines Chapter and take a Drop Pod as a Dedicated Transport.

#### SPECIAL RULES:

- **Stubborn**

**Fiery Arrival:** All units from this Formation must start the game embarked upon their Drop Pods. All Drop Pods in this Formation arrive from Deep Strike Reserve at the start of the controlling player's first turn. Drop Pods in this Formation do not count towards the number of models that arrive as part of the Drop Pod Assault special rule. Once all Drop Pods from this Formation have landed, each enemy unit within 3" of any of them suffers D6 Strength 4 AP5 hits for each Drop Pod from this Formation within range.

**Tip of the Spear:** On the turn that it disembarks from its Drop Pod, a unit from this Formation can fire twice in the ensuing Shooting phase (this can be against two different targets). If a unit from this Formation chooses not to fire twice on the turn that it disembarks from its Drop Pod, and does not fire any Rapid Fire or Heavy weapons, it can charge in the Assault phase instead.





# ULTRAMARINES 1ST COMPANY



*Living embodiments of the Ultramarines' nobility, strength and courage, the battle-brothers of the 1st Company are heroes all. Just one of these warriors is capable of turning the tide of a war, but when they are gathered as one, the Ultramarines 1st Company becomes something greater still – a fighting force of incomparable might with the doctrines and skill to defeat any enemy and overcome any odds. These veteran warriors have mastered every aspect of the Codex Astartes, becoming living embodiments of its tenets in a way few warriors can. Their very presence upon the battlefield inspires their allies even as it terrifies their foes. Whether standing resolute against onrushing hordes or pressing forward to attack, the Ultramarines 1st Company crush their foes with devastating efficiency.*



## FORMATION:

- 1 Captain
- 1 Chaplain
- 10 squads chosen in any combination from the following list:
  - Terminator Squad
  - Terminator Assault Squad
  - Sternguard Veteran Squad
  - Vanguard Veteran Squad
- 3 Venerable Dreadnoughts

## RESTRICTIONS:

All squads must include 10 models. All units must be drawn from the Ultramarines Chapter.

## SPECIAL RULES:

- Fear
- Fearless

**Paragons of the Imperium:** Friendly units from the Armies of the Imperium (see the Allies chart in *Warhammer 40,000: The Rules*) within 6" of any units from this Formation have the Stubborn special rule.

**Veteran Doctrine:** When activating either the Devastator, Assault or Tactical Doctrine as part of the Ultramarines Chapter Tactics (see *Codex: Space Marines*), units from this Formation instead re-roll all failed To Hit rolls in the Shooting and Assault phases of that turn.





*With ground-shaking strides, the war engines of the Legio Titanicus and the knightly houses march to war. Like a huntsman's hounds, the Knights lope alongside the hulking Battle Titan before sweeping out to encircle their prey. At the same time, the Titan's Princeps commands his towering machine to brace, the Titan standing its ground and loosing apocalyptic volleys of fire into the foe. Amid howling beams of energy and blossoming fireballs, the enemy are drawn forward, desperately attempting to close with their tormentor before it can blast them apart. This is when the Knights strike, their flanking attack forming the hammer to the anvil of the Battle Titan. The terrified prey are caught in an inescapable crossfire, annihilated by the repeated hammer blows of these terrifying war engines.*

## FORMATION:

- 1 Battle Titan chosen from the following list:
  - Reaver Titan
  - Warlord Titan
- 5 Imperial Knights chosen in any combination from the following list:
  - Knight Errant
  - Knight Paladin
  - Knight Warden
  - Knight Gallant
  - Knight Crusader

**RESTRICTIONS:**  
None.

## SPECIAL RULES:

**Adamantine Hunters:** When playing missions with the Reserves mission special rule, all of this Formation's Imperial Knights must be held in Reserve. After the first game turn, whenever this Formation's Reaver Titan does not move in the Movement phase, the Imperial Knights from this Formation can arrive automatically from Reserve. Roll a D6: on a 1-2, the Knights come in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right.

**Murderous Crossfire:** When an Imperial Knight from this Formation makes a shooting attack against a target that the Formation's Battle Titan has already fired upon in the same Shooting phase, the Knight's ranged weapons have the Ignores Cover and Twin-linked special rules.





## EMPEROR'S HAND STRIKE FORCE



The warriors of the Emperor's Hand are trained to charge straight from the calm of the teleportarium into the chaotic maelstrom of battle. Such strike forces are so named for, when the hour seems darkest and all hope is fled, they descend from the heavens like the hand of the Emperor himself reaching out to aid his subjects. Uttering words of banishment with every breath, the templars of Titan carve a red path through their foes, coming to the rescue of hard-pressed Imperial warriors wherever they may be. Nemesis Dreadknights concentrate their fire in punishing salvos, their mission to eradicate the foe's infernal war engines. Meanwhile, their battle-brothers cut through the enemy infantry, their chants of exorcism hurling the children of Chaos back into the Warp even as their gleaming blades hack their leaders apart.

### FORMATION:

- 1 Brother-Captain
- 1 Brotherhood Champion
- 3 Strike Squads
- 3 Terminator Squads
- 2 Interceptor Squads
- 2 Purgation Squads
- 4 Nemesis Dreadknights
- 1 Paladin Squad
- 2 Purifier Squads

### RESTRICTIONS:

All units must have the Grey Knights Faction.  
All squads must include 10 models.

### SPECIAL RULES:

**Divine Intervention:** When playing missions with the Reserves mission special rule, all units in this Formation must begin the game in Deep Strike Reserve. When making Reserve Rolls, make a single roll for the entire Formation, which you can choose to re-roll. On a successful Reserves Roll, all of the units in this Formation arrive from Reserve.

**Psychic Strike Force:** As long as this Formation's Brother-Captain is alive, all units in this Formation successfully harness Warp Charge points on rolls of 3+ when taking Psychic tests.

**Rites of Banishment:** Enemy units with the Daemon special rule that are within 6" of any unit from this Formation count their invulnerable saves as being 1 point worse than normal. This is cumulative with any other modifiers to the enemy unit's invulnerable save, and can even cause a unit to lose its invulnerable save completely!



# THE BLOODIED HORDE



*The veil of reality bursts like a weakened dam as the Bloodied Horde rushes forth. From the Warp they spill, wave after wave of Khorne's Daemons scrambling over one another in their frantic desperation to harvest skulls. No ordered legion is this, but a hideous outpouring of Khorne's wrath in Daemon form, an unnatural disaster drawn to the very largest and most violent battles. Like a vast crimson flood, the daemon army sweeps all before it. Foes empty their guns into its mass as they scream in terror, yet for every Bloodletter or Bloodcrusher that falls another takes its place. Whole star systems have been scoured by the battle-madness of the Bloodied Horde, and nothing but the most powerful rituals of banishment can end its monstrous rampage.*

## FORMATION:

- 8 units of Bloodletters
- 2 units of Bloodcrushers
- 2 Skull Cannons

## RESTRICTIONS:

All units must have the Khorne Daemonkin Faction.

## SPECIAL RULES:

### • Rage

**The Bloodied Horde Unleashed:** All units in this Formation must begin the game in Deep Strike Reserve, even if the mission does not normally allow it. When making Reserve Rolls, make a single roll for the entire Formation, which you can choose to re-roll. On a successful Reserves Roll, all of the units in this Formation arrive from Reserve.

**Daemonic Tide:** Each time a unit of Bloodletters or Bloodcrushers from this Formation is completely destroyed, roll a D6: on a 4+ you can immediately place a new unit into Ongoing Reserve that is identical (in terms of the original number of models, weapons and upgrades) to the unit that was just destroyed. These new units must enter play via Deep Strike and count as being part of the original Formation, so roll a D6 as described above if they are subsequently destroyed. Victory points are awarded as normal for new units in this Formation that have been completely destroyed.





# THE FIST OF KHORNE



The Fist of Khorne is aptly named, for it swings down from the skies to smash the foe's fortifications with godlike force. Consisting of a Kharybdys Assault Claw packed with Berzerkers, the Fist of Khorne is a siege-breaking weapon of incredible potency. So resilient is the Kharybdys – and so belligerent its machine spirit – that it willingly ploughs headlong into the toughest fortifications. Enemies are hurled from ramparts as the massive assault craft smashes into their stronghold, bringing walls and ceilings crashing down with its armoured bulk. Yet worse is to follow as the Kharybdys' hatches yawn wide, disgorging blood-mad Berzerkers into the foe's midst even as the Assault Claw's weapons light with fury. The Fist of Khorne is able to tear the heart from the staunchest defence with but a single, devastating blow.

## FORMATION:

- 1 Chaos Kharybdys Assault Claw
- 1 unit of Berzerkers

## RESTRICTIONS:

The unit of Berzerkers must have the Khorne Daemonkin Faction and include 20 models.

## SPECIAL RULES:

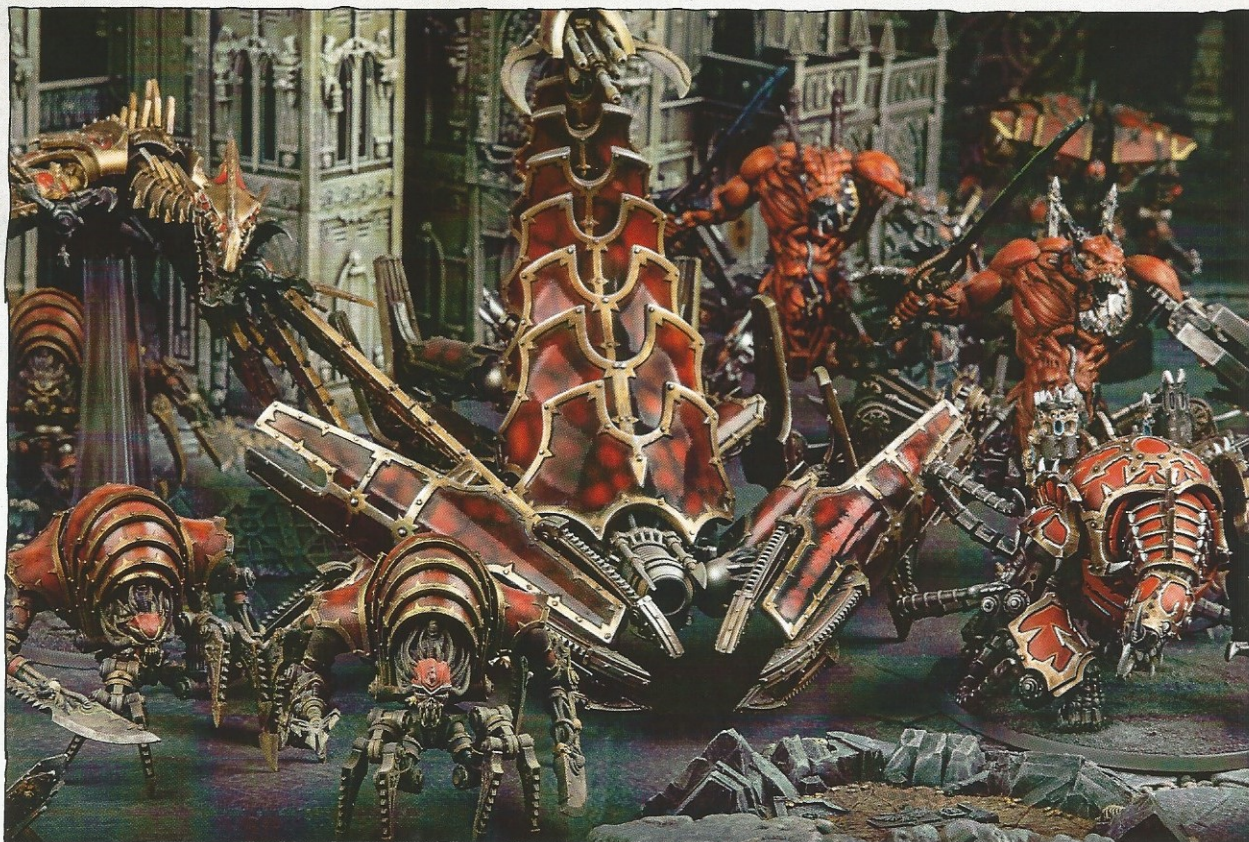
**Meteoric Descent:** If the Formation's Kharybdys Assault Claw lands on an enemy vehicle or building when it arrives by Deep Strike, do not roll on the Deep Strike Mishap table. Instead, each vehicle or building struck by it suffers a single Strength D API hit. After any hits have been resolved, the Kharybdys Assault Claw is placed as close as possible to its final position and suffers an Immobilised result on the Vehicle Damage Table.

**Hungry for Blood:** This Formation's unit of Berzerkers must begin the game embarked upon this Formation's Kharybdys Assault Claw. This unit can charge on the same turn that it disembarks from the Kharybdys Assault Claw.





# HELLFORGED HUNTING PACK



Monstrous beasts of brass and fire, the Daemon Engines of the Hellforged Hunting Pack set upon their prey with a savage hunger. Following the unspoken commands of their alpha engine, the entities within the brazen shells run their victims to ground. Forgefiends and Decimators hammer the enemy with firepower, before Maulerfiends, Blood Slaughterers and Soul Grinders fall upon the survivors in a gore-slick frenzy. Meanwhile, threats to the pack are responded to with swift and violent retribution – any enemy foolish enough to slay one of the engines will soon know the fury of its fellows, either burned to ashes by roaring Heldrakes or crushed beneath the piston legs of the terrifying Greater Brass Scorpion.

## FORMATION:

- Greater Brass Scorpion of Khorne
- 8 models chosen in any combination from the following list:
  - Defiler \*
  - Heldrake \*
  - Forgefiend \*
  - Maulerfiend \*
  - Soul Grinder \*
  - Blood Slaughterer of Khorne
  - Chaos Decimator Daemon Engine

## RESTRICTIONS:

\* These units must have the Khorne Daemonkin Faction.

## SPECIAL RULES:

- Daemon of Khorne
- Rage

**Follow the Alpha Engine:** If this Formation's Greater Brass Scorpion of Khorne makes a successful charge, all other models in this Formation can re-roll subsequent failed charge rolls in the same Assault phase.

**Swift and Bloody Vengeance:** Each time a model from this Formation is completely destroyed, all other models in this Formation gain one extra Attack.



# THE GOREGUARD



*Amid the crack and boom of vast membranous wings, the daemonic warriors of the Goreguard descend upon the battlefield. Wherever their burning gaze falls, warriors die from pure terror. Wherever their axes and whips are swung, fortress walls topple, war engines explode, and the foe's greatest heroes fall slain. The battle-frenzy of each Greater Daemon is magnified by the presence of his kin, the Goreguard ripping through the ranks of the foe with impossible speed and savagery for creatures of such size. When a Bloodthirster of the first host bestirs himself to fight upon the battlefields of realspace, he is often accompanied by his own personal Goreguard. Such an entourage comprises Bloodthirsters that the great one has defeated in personal combat, and their presence serves as a statement of his indomitable might.*

## FORMATION:

- An'ggrath the Unbound
- 8 Bloodthirsters chosen in any combination from the following list:
  - Bloodthirster of Unfettered Fury
  - Bloodthirster of Insensate Rage
  - Wrath of Khorne Bloodthirster

## RESTRICTIONS:

All Bloodthirsters must have the Khorne Daemonkin Faction.

## SPECIAL RULES:

- **Feel No Pain**
- **Rampage**

**The Chosen of An'ggrath:** All Bloodthirster models in this Formation within 18" of An'ggrath the Unbound have the Adamantium Will and Counter-attack special rules, and gain an extra Attack.

**Terror Made Manifest:** Enemy units that fail a Fear test caused by a model from this Formation suffer 1 Wound for each point the test was failed by, with no saves of any kind allowed.