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CODEX SUPPLEMENT

ANGELS OF DEATH





ANGELS OF DEATH

STRIKE FORCES OF THE SPACE MARINES

CONTENTS

STRIKE FORCES	4	FORCES OF THE		Sons of the Gorgon	86
Steel Onslaught	10	SPACE MARINES	52	Fist of Medusa Strike Force	87
Armoury Organisation	12	Terminator Captain	54	Iron Hands Special Rules	88
Strike Force Hammerfall	14	Cataphractii Terminator Squad	55	Iron Hands Warlord Traits	88
Sons of the Great Khan	17	Contemptor Dreadnoughts	56	Gifts of the Gorgon	89
White Scars		Armoury of the Adeptus Astartes	57	Iron Hands Tactical Objectives	90
Chapter Organisation	18	Stormlance Battle Demi-company	58	Sons of Vulkan	92
Strike Force Kor'sarro	20	Hunting Force	59	Flameblade Strike Force	93
Defenders of Terra	25	Stormbringer Squadron	60	Salamanders Special Rules	94
Imperial Fists		Spartip Strike	61	Salamanders Warlord Traits	94
Chapter Organisation	26	Pinion Battle Demi-company	62	Relics of Nocturne	95
Strike Force Lysander	28	Shadowstrike Kill Team	63	Salamanders Tactical Objectives	96
Black Templars		Bladewing Assault Brotherhood	64	Sons of Corax	98
Crusade Organisation	30	Skyhammer Orbital Strike Force	65	Talon Strike Force	99
Crimson Fists		Skyhammer Annihilation Force	66	Raven Guard Special Rules	100
Chapter Organisation	31	Shadow Force	67	Raven Guard Warlord Traits	100
Scions of Medusa	33	Ravenhawk Assault Group	68	Relics of the Ravenspire	101
Iron Hands		Raptor Wing	69	Raven Guard Tactical Objectives	102
Chapter Organisation	34	Armoured Might	72		
Strike Force Grolvoh	36	Anvil Strike Force	73	PSYKANA LIBRARIUS	106
Warriors of Nocturne	39	Sons of the Great Khan	74	Librarius Discipline	108
Salamanders		Scarblade Strike Force	75	Technomancy Discipline	109
Chapter Organisation	40	White Scars Special Rules	76	Fulmination Discipline	110
Strike Force He'stan	42	White Scars Warlord Traits	76	Geokinesis Discipline	111
Blades of Corax	45	Relics of Chogoris	77		
Raven Guard		White Scars Tactical Objectives	78	ALTAR OF WAR:	
Chapter Organisation	46	Sons of Dorn	80	SPACE MARINES	115
Strike Force Torovac	48	Sternhammer Strike Force	81	Altar of War: Hammer Blow	116
		Imperial Fists Special Rules	82	Altar of War: Angels of Death	118
		Imperial Fists Warlord Traits	82	Altar of War: Here I Shall Die	120
		Relics of Phalanx	83	Altar of War: Slayer of Kings	122
		Imperial Fists Tactical Objectives	84	Altar of War: Emperor's Fist	124
		Crimson Fists and Black Templars		Altar of War: Willing Sacrifice	126
		Warlord Traits	85		



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STRIKE FORCES

The greatest weapons in the Imperium's arsenal are the Chapters of the Adeptus Astartes. Guided by the dictates of the Codex Astartes and the legacies of their Primarchs, these fearless warriors and deadly war machines are forged into the last, thin line of defence against the horrors of a violent galaxy.

The Codex Astartes teaches that there are many ways of waging war. Scribed by the legendary Roboute Guilliman, Primarch of the Ultramarines, the vast military treatise's battle wisdom is drawn from centuries of warfare and the experiences of the Legiones Astartes, predecessors of the Space Marine Chapters. The majority of the nearly one thousand Chapters fighting in the 41st Millennium are marshalled and trained in strict accordance to the edicts of this mighty tome. It instructs in great detail on how companies should be divided and marked, the composition of squads and the use of different weapons and war machines. The Codex also contains invaluable insights into some of the Imperium's greatest foes, alongside strategies known to be effective against them. However, for all the structures and guidelines the Codex Astartes provides for a Space Marine Chapter, its most valuable lessons are those on versatility and adaptation.

Though the default fighting force established for Space Marines is a Battle Company of one hundred men-at-arms, there are many war zones where their deployment is simply impractical. Perhaps some warriors are injured or already deployed elsewhere, or perhaps the battlefield requires specialist forces in order to achieve an objective. Whatever the reason, in these

circumstances, a strike force will be mobilised in place of a Battle Company. Fashioned for a singular purpose, a strike force utilises the components of the Chapter's ten companies in different arrangements, combining arms and armour to take on a specific task. Veterans from the 1st Company, Scouts from the 10th, and vehicles from the Armoury join units of battle-brothers in different configurations to best destroy the heretics, Daemons and xenos threatening the Imperium. From massed assault tank columns to stalwart fortified defences and swift airborne attacks, strike forces usually fight as autonomous armies until their task is complete. If a strike force has a strong commander, and if its warriors are true to the words of the Codex Astartes, it can become the killing blow that fells enemy armies even before they know war is upon them.

There are many famous types of strike forces, some of which, such as the Orbital Speartip or the Wings of the Stormhawk, have been in use since the time of the Legiones Astartes. Though the days of the Unification Wars and Great Crusade are long past, these formations serve the Chapters as well in the 41st Millennium as they served the Legions so long ago. Over time, the arsenals and combat experience of the Adeptus Astartes has evolved, new xenos threats have been



discovered, and each Chapter has added its own unique addenda to the already heavy pages of the Codex, leading to the development of new strike forces. Some of these have been widely disseminated and are used by Space Marines across the galaxy, while others are almost unseen outside of the Chapter that devised them.



A strike force can be formed and led by a Chapter Master or any of his subordinate officers. Depending on the size of the force, a range of commanders, Librarians, Chaplains or Captains may be sent to help coordinate complex strategies and lend their prodigious strength to the fighting. Leading from the front, these heroes are the very point of a Space Marine thrust, and many strike forces bear the names of these deadly warriors. Wading into battle clad in ancient and ornate armour, their cold and fearless gaze is often the first and last to fall upon the worlds they have been sent to conquer, victory resting on the skill with which they command their strike force.

A demi-company forms the core of a great many strike forces, which serves to establish a standard level of effectiveness and adaptability that is especially vital if there are unknown factors

regarding battlefield conditions or the composition of the enemy army. This demi-company, might be mostly infantry, fully mechanised, or any mix of the two. Regardless of how it is equipped, it is then supported by elements from the other institutions within the Chapter depending on the mission objective and availability. The Gladius Strike Force is one of the most well-known examples of this, and Space Marines in war zones from Segmentum Pacificus to the Eastern Fringe have triumphed thanks to its balanced composition and ability to quickly adjust its tactics during a battle.

The demi-company does not feature in all strike forces, however. Some battles have very specific obstacles and threats to address, and so require particular focus and specialisation to win. As the Codex explains, defeating an enemy requires a weapon to foil their defences. If the foe is great in number, then he must be divided and cut down to size. If he hides behind mighty fortress gates, then a hammer must be used to shatter his walls. And if an enemy craves battle so badly that he charges screaming into your guns, then he must be allowed to compound his folly. Even the newest Scouts know that a vast horde of xenos will create very different challenges to overcome than an elite cabal of Chaos Sorcerers and their minions. Should an enemy commander need assassinating, for example, a Shadowstrike Kill Team might be deployed behind enemy lines to relieve the foe of their command structure. If there are super-heavy monstrosities in the enemy force, an Anvil Strike Force may take the field to overwhelm those bulwarks of destruction with devastating heavy firepower. Whether stealth or bravado is needed, whether speed or resilience, broad defence or pinpoint attack, the Codex Astartes will outline a strike force with the disposition of troops and armour best suited for victory.





Strike forces also owe much of their tactics and composition to the Chapters that form them. Just as the Codex tells a Space Marine Commander how best to execute battle, so too does the legacy of the Chapter's Primarch inform its creation. As the sons of the Codex Astartes' author, the Ultramarines always seek to set an example for others to follow. It is little wonder, then, that the sons of Guilliman adhere to the Codex Astartes more closely than their brothers. Proud warriors and brilliant strategists, the Ultramarines are a standard by which many other Chapters measure their own success, and their exemplary use of strike forces is no different. The same innate talents for war that saw their Primarch pen the Codex lives on in the warriors of Ultramar, and creations like the Pilum Strike Force are a testament to their legacy.

More recently, the flexibility and combat lore of the Ultramarines have given rise to Strike Force Ultra, an elite force of the Chapter's most veteran warriors. This rarefied formation gathers the finest of the Chapter's 1st Company into an unyielding fist. Its goal is simple – shatter an enemy's army with overwhelming force applied to a single segment of his defences. In such ways has the Strike Force Ultra crushed the ambitions of would-be xenos kings, reduced mechanoid fleets to dust, and banished Warp-born legions back to the hell from which they arose.

Standing shoulder to shoulder with their Codex brothers, the Imperial Fists are the skilled siege masters of the Adeptus Astartes. Their legendary reputation in these matters stems from their fortification and defence of Terra itself during the Horus Heresy, and their forces are often called upon to hold the line when no one else can. Unyielding as the ceramite plates of their power armour, the Imperial Fists have a long history of erecting immovable defences and casting down the impregnable

bastions of their foes. The defence of the mighty edifices of the Emperor's Palace during the Siege of Terra taught Dorn and his sons much about the nature of siege craft. It is a legacy that they have carried with them over the centuries, creating strike forces such as the famed Sternhammer Strike Force, which utilises formations of Vindicators and Centurions to both break sieges and raise defensive fortifications.

Skilled smiths and flame-wrights, the Salamanders stray from the Codex in their structure. Forged around the teachings of the Promethean Cult and divided into seven warrior-houses rather than companies, they nevertheless make extensive use of strike forces. In addition to the formations crafted by Guilliman, the Salamanders have their own unique arrangements fashioned around their mastery of flame and meta technology. The Flameblade Strike Force is one such strike force, and expertly showcases why the Chapter are known as the fire-born.

The White Scars are famed for their lightning-fast assaults and deadly hit and run tactics. Mimicking the wild horsemen of their home world, they sweep into battle in the saddle of roaring bikes and atop screaming Land Speeders. Their strike forces are often fashioned around this swift and savage way of making war, their Primarch Jaghatai Khan having taught his sons to turn the mayhem of combat into a deadly hunt from which no prey might escape. The Scarblade Strike Force is one of the most famous of their formations. Mounting a battle demi-company upon bikes or in Rhino armoured transports, its ranks are further strengthened by wings of Land Speeders. Like the edge of a great blade, the strike force carves into the heart of the enemy, breaking it apart until only scattered pockets of resistance remain to be despatched at will by the savage-hearted Space Marines.



While the White Scars fashion their strike forces to hack apart the foe in a flurry of blows, the Raven Guard favour surprise and stealth. As befits the sons of Corvus Corax, they choose to slay the foe when he least expects attack and where he is at his weakest. They believe that an unseen blow can win a battle, often before their enemies even know they are fighting. Raven Guard strike forces favour Scouts, jump troops and aircraft, and their black-armoured shapes materialise out of the shadows before ripping apart their victims like raptors that have seized their prey in gleaming talons. Strike Force Solaq, deployed against the Tau on the world of Prefectia, is an example of the precision tool that is the Talon Strike Force, which the Chapter favours for its covert operations. Led by the fearless Captain Solaq, Sternguard Veterans and jump troops hunted their xenos enemies through the ash-choked ruins of Prefectia, claiming one kill after another from the darkness as they closed in on their ultimate target, one of the Ethereal caste leaders of the foe.

In contrast to the speed and finesse of the White Scars and Raven Guard stand the rolling fortresses of the Iron Hands. A Chapter known to be relentless and unforgiving, much of the Iron Hands' reputation is built upon the ruthlessly efficient execution of the orders issued by their commanders. Many of these habits come from the Chapter's devotion to the machine and their extensive use of cybernetic augmentation, but furious souls burn beneath their cold war-logic and impassive helms, lending their strike forces an enviable purity of purpose and great resilience. When deploying as one of their favoured Fist of Medusa Strike Forces, rumbling tanks, stomping Dreadnoughts and thunderous artillery pieces are tended to by resolute Techmarines, who sustain their battle-brothers and vehicles even as they slay the foe with plasma cutter and servo-arm.

FAMOUS STRIKE FORCES

Strike Force Solaq: This Talon Strike Force rose to fame during the Imperium's war to master the Damocles Gulf. Led by Shadow Captain Solaq of the Raven Guard, it was to become a vengeful shadow striking from the darkness at the heart of the Tau invaders.

Strike Force He'stan: A Flameblade Strike Force led by the legendary Vulkan He'stan, which fought with distinction during the evacuation of the reliquary world of Tesslan VI. By the light of Tesslan's dying suns, the Salamanders incinerated countless Tyranid bio-horrors and saved many of the world's precious relics.

Strike Force Malis: Malis was a system in the Segmentum Pacificus ruled over by the Warpsmith Uralmak and his army of mechanical horrors and corrupted titans. Strike Force Malis, an Anvil Strike Force of the Dark Hunters, earned its name shattering Uralmak's legions and ultimately destroying the infamous titan *God's Lament*.

Crusade Force Diomedes: A Black Templars Skyhammer Strike Force, Crusade Force Diomedes fought alongside the Order of the Ebon Chalice to defend the shrine world of Celetradia. The fury and faith of the Sisters of Battle and Black Templars combined would prove too much for the heretic armies arrayed against them.

Strike Force Lost Dawn: A Vehemence Strike Force of the Novamarines, Strike Force Lost Dawn fought against the Necron menace across the Southern Rim. In forsaken systems, its battle-brothers engaged in hunt-and-slay raids against tomb worlds, ripping the mechanical heart out of several dynasties.





STEEL ONSLAUGHT

An Anvil Strike Force is a holy weapon deployed to tear down any obstruction with the audacity to stand in its way. To the throaty roar of engines and the binary war cries of machine spirits, the fighting vehicles of the Chapter move out, combining the tactical flexibility of the Space Marines with the power of the Imperium's finest tanks.

In many Chapters, the most powerful war machines, such as Land Raiders and Predators, are gathered together into a single resource known as the Armoury. Rows of thick-hulled tanks, multi-barrelled cannons and bulky warsuits fill the vaults of these sacred sites, each one maintained through the careful ministrations of the Chapter's Techmarines. More than simply a designated space, however, the Armoury is an organisation within the Chapter itself, not unlike a Battle Company, the Librarian or the Apothecarion. The Master of the Forge, the Chapter's most senior Techmarine, watches over the Armoury, and it is to him that the Chapter Master turns when considering deploying the Chapter's armoured might.

When Battle Companies and strike forces muster for war, the weapons of the Armoury often supplement their efforts. If the Chapter Master has not seconded assets like tanks, aircraft or rare wargear to a formation during its creation, the company's Captain or strike force's commander may request them. However, the potent war machines of the Space Marines are also sacred relics, and their deployment must be considered carefully, for there is no shortage of battles that need such support, and the Chapter keenly feels the loss of even a single tank. Just as the Imperium does not send the Adeptus Astartes into battle lightly, so too is the immense firepower of the Armoury measured by the Master of the Forge against the costs of war.

The size and strength of the Armoury can vary greatly from one Space Marine Chapter to the next. Over centuries of warfare, vehicles will be lost and repaired, new tanks constructed and old ones laid to rest. A Chapter might have lost almost all its Stormravens during a brutal sky war, and so have increased the numbers of their Land Raiders until the aircraft can be replaced. The Chapter's doctrines might favour siege assaults or boarding actions, and so have allocations of precious Tactical Dreadnought Armour at its disposal. On Medusa, for example, the Iron Hands maintain a separate Armoury for each of its Clan Companies, and they each have different dispositions. The battle-brothers of these companies are all highly proficient in the ways of the Machine God, and so contain an overall higher proportion of powerful tanks, each cadre of vehicles directly under the control of the Clan Company's Iron Captain. By contrast, the Crimson Fists are still rebuilding their Armoury after the war for Rynn's World. Though they lost many of their brothers, they still have many of their Techmarines, allowing them to use more war engines to supplement their depleted Battle Companies. The Black Templars, another of the Imperial Fists' successors, do not maintain an Armoury as set out by the Codex Astartes, instead parcelling out their tanks to each Crusade. In essence, this creates multiple Armouries for their void-borne fleets to draw upon, and allows the fragmented pieces of the Chapter to operate far from a central point.





Sometimes, a mission or adversary will demand that the Chapter must mobilise the entirety of its Armoury. In these instances, fully armoured battle groups are gathered. Led by Captains mounted in Land Raiders or other tanks, they are supported by the full range of aircraft and war machines the Space Marines can muster. There are several types of armoured strike forces that achieve this, each often tailored to suit the needs of its Chapter or the method of warfare it expects to face. An Anvil Strike Force is perhaps the most famous of these, the strictures for its formation and use dating back to the creation of the Codex Astartes.



The annals of the Space Marines are filled with glorious accounts of the Anvil Strike Force's might. In the wilderness of the Halo Stars, Captain Dauuk of the Iron Hands led just such a mechanised strike force into the Warren Worlds. There, among the caustic yield-nests of the Heretek Cults, his Predators stalked the sentient mecha-fauna, blasting apart the Chaos worshippers and their daemonic allies. No Space Marine, not even an Iron Hands battle-brother, could have lived long in that toxic place, though the tanks of Dauuk's strike force endured, and they scoured the planet clear of threats in less than a Terran week. During the Tetrarhic Uprising, when a dozen Imperial worlds turned from the light of the Emperor, the Solar Hawks Chapter gathered its Armoury to crush the rebels. Throughout the campaign, there were hundreds of vicious tank-on-tank

engagements, but the Battle of Brokentread Plain remains the most well-known. Upon the vast steppes of the victory world of Haus K5, a Solar Hawks Anvil Strike Force consisting of a hundred fighting vehicles faced four thousand renegade Leman Russ battle tanks. For days, the two sides duelled through the dust kicked up from grinding treads and booming cannons, until at last only a graveyard of shattered rebel armour remained.

Anvil Strike Forces have even proven their worth on more unusual battlefields. During the Storming of Nyoth, the Black Templars came to the rescue of the Nyoth Expanse and freed its systems from Orks raiders. Seeking out the greenskins' space hulk command vessel, the Black Templars sent their strike force crashing into the ship's superstructure. Space Marine tanks fought though a landscape of city-sized launch bays and domes, blasting great holes in its hull and opening the space hulk's interior to the void. As hardy as Orks are, not even they could withstand the rapid loss of heat and atmosphere from their monstrous vessel, which soon became their frozen tomb.


'To die without purpose is not a service to the Emperor. It is heresy to waste lives entrusted to you as an Imperial officer. There is nothing shameful or disloyal in righteous retreat. But in withdrawing from the enemy's presence, allow him no succour.

That which cannot be saved must be destroyed. Leave no weapons, armour, transport, food or water in your passing. Scorch the earth at his feet, and leave him desert and desolation as his victory gifts.'

- Codex Astartes


ARMOURY ORGANISATION

It falls to the Master of the Forge to maintain the war machines of each Space Marine Chapter. These adamantium engines of destruction are his wards, built and trained for war. At the behest of the Chapter Master, the Master of the Forge opens the armoury and ensures that the Battle Companies and strike forces are ably supported no matter the foe.



CHAPTER COMMAND

Chapter Master




ARMOURY COMMAND

Master of the Forge



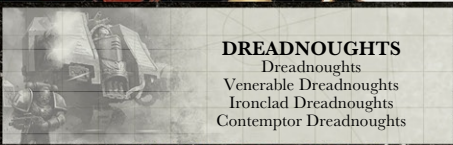
TECHMARINES

Techmarines
Servitors



PREDATORS

Predator Annihilators
Predator Destroyers



DREADNOUGHTS

Dreadnoughts
Venerable Dreadnoughts
Ironclad Dreadnoughts
Contemptor Dreadnoughts




LAND RAIDERS

Land Raider
Land Raider Crusader
Land Raider Redeemer



SUPPORT TANKS

Whirlwinds
Hunters
Stalkers




GUNSHIPS

Stormtalon Gunship
Stormraven Gunship



SIEGE WEAPONS

Thunderfire Cannons
Vindicators



LAND SPEEDERS

Land Speeders
Land Speeder Storms



ARMoured TRANSPORTS

Rhinos
Razorbacks
Drop Pods

COMMAND

The Master of the Forge and his Techmarines often accompany an Anvil Strike Force to war to watch over its machines. However, tactical command usually falls to a hero of the Chapter borne within one of the formation's tanks.

MASTERS OF THE ARMOURY

KEEPERS OF THE FORGE

CORE

The iron heart of the Anvil Strike Force is its heavy fighting tanks. Land Raiders carry elite infantry and act as line breakers, while more nimble Predators and other battle tanks supply punishing supporting firepower.

ARMoured TASK FORCE

LAND RAIDER SPEARHEAD

SHIELDING FORCE

Stubborn pockets of resistance or barriers to the Anvil Strike Force's advance are destroyed by massed artillery fire, while Hunters and Stalkers keep the skies clear of enemy activity.

SUPPRESSION FORCE

ANTI-AIR
DEFENCE FORCE

AIRBORNE STRIKE

To master the land, the Anvil Strike Force must also rule the skies. Land Speeders, Stormtalons and Stormravens streak overhead strafing enemies and delivering infantry.

RAPTOR WING

STORM WING

FLANK SECURITY

Light vehicles and Dreadnoughts are used to secure the flanks of an armoured thrust. Their speed and armour work side by side to reveal ambushes and enemy assaults.

RECON OUTRIDERS

HONOURED ANCIENTS

MECHANISED
INFANTRY

STRIKE FORCE HAMMERFALL



When the Ultramarines Armoury musters for war, the ground shudders beneath its columns of tank squadrons. Strike Force Hammerfall is an Anvil Strike Force led by the heroic Brother-Sergeant Chronus against the Necron presence in Ultramar. From the cupola of his Land Raider Crusader, *Wrath of Damnos*, Chronus commands his Land Raider Spearhead and directs the collected tanks and support vehicles of the Armoury against the soulless legions of their foe. Under his experienced eye, the strike force displays impressive speed and firepower, bolstering the elite training of the Space Marines they carry to war. This is an army that excels at crushing its enemies under a thundering avalanche of armour plating, while remaining impervious to all but the strongest of its foe's return attacks.

The main firepower of the force comes from an Armoured Task Force. Every war engine in the Ultramarines Armoury is a precious relic of the Chapter, so Chronus has given custodianship of the Armoured Task Force to a skilled Techmarine, Brother Ethaius, and his attendant Servitors. Though he can fight if required, Ethaius' true purpose is to

ensure the tanks continue to function, even if this requires striding through a storm of fire to revive the machine spirit of a beleaguered vehicle. The Armoured Task Force includes some tanks with storied histories of their own – the Vindicator *Malleus Ultra*, for example, earned great renown on Damnos for blasting Necron fortifications to atoms with its brutal demolisher cannon, ensuring that even their living metal forms could not regenerate. When working together under the guidance of Ethaius, these tanks are nearly unstoppable, and they are often despatched to take out heavy infantry or enemy strongpoints that threaten the Ultramarines' advance.

Supporting these many tracked behemoths are carefully selected war machines from the Armoury. Scouting ahead of the tanks is a Suppression Force, whose Land Speeder clears a path for the tanks to follow, revealing enemy ambushes and hidden threats. With the targeting information from their integrated datalink, this force's Whirlwinds provide ground-pounding ordnance, laying down shattering barrages to clear out buildings and ruins too dense for the tanks to break through.



Sergeant Chronus is all too familiar with the terrible air power at the Necrons' disposal, so he has also requisitioned an Anti-air Defence Force. Linking their targeting data, this formation's tanks can blast enemy flyers from the sky with aggressive speed and accuracy, providing the strike force with vital anti-air support.

Complementing the armoured strength and speed of Chronus' army are two units of Sternguard Veterans. Skilled warriors of the 1st Company, they are carried into battle aboard mighty Land Raiders before disembarking to take the fight into the tight confines of ruins where the tanks are unable to follow. Charging from the assault ramps of their transports, the Sternguard are warriors without peer, able to take and hold ground no matter the opposition. Once they are ensconced in a defensive position, Chronus can be confident that they will hold the gains his tanks have made until the force advances once again. Then, with a swift vox transmission, the Space Marines mount back up in their armoured steeds, already preparing for the next assault. It is a tactic that has served Chronus well on countless missions.

'Even the strongest armour fractures under the precise hammer blow. We are the fist of the Chapter's armoury given form in ceramite and adamantium, and where the cracks in the enemy's defences show, we are there to smash them apart.'

-Ultramarines Brother-Sergeant Chronus





SONS OF THE GREAT KHAN

Like a spear hurled from a hunter's hand, the White Scars punch through the enemy's defences to pierce the heart and deliver the deathblow. The sons of Chogoris fight in the ways of their ancestors, though tulwars and lances have been replaced with chainblades and bolters, and horses with roaring bikes and Land Speeders.

Mounted upon their mechanical steeds, the White Scars roar into battle. The snarl of their bikes' engines is like the growling of hunting beasts, while the hammer of their bolters rings the death knell for foes beyond number. Drawn from the nomadic horse-tribes of their home world, Chogoris, the White Scars are the finest bike-mounted warriors in all the Imperium. They use every iota of their skill as plains hunters to stalk and encircle their quarry before making a killing strike.

Though the Chapter adheres to the Codex Astartes, it maintains its own ingrained traditions. It refers to its battle companies as brotherhoods and to its Captains as khans. This is a relic of their founding, when the first armies of the White Scars Legion were created from warrior tribes. Even today, there exists a rivalry between each brotherhood. In combat, the battle-brothers will often try and outdo each other with feats of arms while exchanging good-natured jeers and insults. Far from punishing such behaviour, commanders actively encourage this as it helps to fuel warrior spirits as the brotherhoods charge into the fray.

Despite their ferocity in battle, the White Scars do not simply mount headlong charges against the odds; though they might appear tribal and barbaric to outsiders, every Space Marine in the White Scars Chapter possesses a deep-rooted pragmatism and a predator's cunning. When they strike, the White Scars are like the storm, their speed that of the howling wind, their strength that of the sky-shattering thunderbolt. Yet they always strive to ensure that the enemy have been thoroughly scouted, their strength gauged and their measure taken before battle begins.

Scarblade Strike Forces are perhaps the most well-known of the Chapter's fighting forces, and their deployments stand out among the Chapter's histories. These warrior formations have been present at such great victories as the

Reaping of the Orlianos Deepes, the Splinterstorm War and the rebellion in the Howling Wastes of Yyr. Each time, the sons of the Great Khan rode out, and each time, their enemies were destroyed in great encirclements, hit-and-run attacks, and sudden strikes.

'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

It was a Scarblade Strike Force centred around the warriors of the White Scars' 3rd Company that fought upon the Tau-held world of Prefectia. These huntsmen had already had ample opportunity to learn the strengths and weaknesses of their prey. Led by the noble Kor'sarro Khan, this Great Hunt comprised warriors who had fought in several major engagements around the Damocles Gulf. When Commander Shadowsun led her mighty coalition against the hives of Agrellan, the Khan and his warriors had been there, fighting up until the very last moment against the invading xenos. Following that crushing defeat, the Imperium turned the tables upon O'Shaserra and caught her forces in a trap upon Voltoris – there too fought the Khan and his men.

In time, Prefectia became another triumph for the White Scars and their method of fighting. The Khan learnt much at the hands of Shadowsun's hunter cadres, and the Chapter has integrated that knowledge, further perfecting its strategies and adding new addenda to their version of the Codex Astartes.

Sol'kha saw the enemy ahead, a scattering of xenos line infantry filling the air around him with howling volleys of fire. He grunted as shots glanced from his steed's armoured fairing, sending glowing shards of ceramite whipping past his head. Sol'kha knew well that the accursed Tau guns could put a round clean through a battle-brother's armour at this range, and that something more than a headlong charge was needed here. To his left, one of Prefectia's massive pipeways rushed past, its rusted enormity a blur in his peripheral vision. An access ramp sprouted from the pipe's flank. Perfect.

Bellowing his tribe's war cry to the storm-wracked skies, Sol'kha roared up the ramp, its mass shielding him from the flickering fire of the foe. His bike smashed through the brittle railing at its peak, and suddenly he was aloft, wheels churning the air as lightning tore the clouds above. Sol'kha's bike slammed down into the Tau with a horrific crunch, armour crumpling and bones breaking as its sheer bulk crushed two of them into the floor. His roaring chainsword took the head of a third, and then he was through, throwing his steed into a long skid as he wheeled to face the survivors. Dust rose in a cloud as he gunned his engine and roared back toward the reeling xenos, his feral grin a white slash in his blood-spattered face.

WHITE SCARS CHAPTER ORGANISATION

Chapter organisation at the outset of the War for Prefectia, 999.M41



ARMOURY

Master of the Forge

Techmarines
Servitors
Battle Tanks
Land Raiders
Gunships
Thunderfire
Cannons

CHAPTER COMMAND

Jubal Khan
Great Khan

Honour Guard
Chapter Equeuries
Serfs and Servitors



LIBRARIUS

Chief Stormseer

Epistolaries
Codiciers
Lexicanium
Acolytum



RECLUSIAM

Voice of the Storm

Chaplains



APOTHECARION

Chief Apothecary

Apothecaries

1ST COMPANY

'The Spearpoint Brotherhood'

VETERAN COMPANY
Jurga Khan
Master of the War Council

Veterans
Dreadnoughts



2ND COMPANY

'The Firefist Brotherhood'

BATTLE COMPANY
Khajog Khan
Master of Lore

Tactical Squads
Assault Squads
Devastator Squads
Dreadnoughts



3RD COMPANY

'The Eagle Brotherhood'

BATTLE COMPANY
Kor'sarro Khan
Master of the Hunt

Tactical Squads
Assault Squads
Devastator Squads
Dreadnoughts



4TH COMPANY

'The Tulwar Brotherhood'

BATTLE COMPANY
Joghaten Khan
Master of Blades

Tactical Squads
Assault Squads
Devastator Squads
Dreadnoughts



5TH COMPANY

'The Stormwrath Brotherhood'

BATTLE COMPANY
Suboden Khan
Master of Spirits

Tactical Squads
Assault Squads
Devastator Squads
Dreadnoughts



6TH COMPANY

'The Hawkseye Brotherhood'

RESERVE TACTICAL COMPANY
Seglei Khan
Master of Shields

Tactical Squads
Dreadnoughts



7TH COMPANY

'The Plainstalker Brotherhood'

RESERVE TACTICAL COMPANY
Dorghai Khan
Master of the Watch

Tactical Squads
Dreadnoughts



8TH COMPANY

'The Bloodrider Brotherhood'

RESERVE ASSAULT COMPANY
Vorgha Khan
Master of Steeds

Assault Squads



9TH COMPANY

'The Stormbolt Brotherhood'

RESERVE DEVASTATOR COMPANY
Khadajei Khan
Master of Bows

Devastator Squads
Dreadnoughts



10TH COMPANY

'The Windspeaker Brotherhood'

SCOUT COMPANY
Jodagha Khan
Master of Braves

Scout Squads

SCARBLADE STRIKE FORCE

COMMAND

Though always despatched at the behest of the Great Khan, a Scarblade Strike Force will often incorporate additional command elements to ensure its strategic efficacy in the field.

STRIKE FORCE COMMAND

LIBRARIUS CONCLAVE

RECLUSIAM
COMMAND SQUAD

CORE

The backbone of any Scarblade Strike Force is a compact force of Space Marines. Often drawn from the Battle Companies of the White Scars, these formations display an exceptional level of speed and mobility.

HUNTING FORCE

BATTLE DEMI-COMPANY

STORMLANCE BATTLE
DEMI-COMPANY

OUTRIDERS

Embodying the speed at the heart of the White Scars' way of war, the Outriders ensure that a Scarblade Strike Force will always be able to outmanoeuvre its luckless foes.

STORMBRINGER
SQUADRON

SPEARTIP STRIKE

STORM WING

BRAVES

Often, a Scarblade Strike Force will incorporate elements of the 1st and 10th Companies, providing veteran killers or stealth scouting assets as the situation requires.

STRIKE FORCE ULTRA

1ST COMPANY
TASK FORCE

10TH COMPANY
TASK FORCE

ARMOURY

It is rare for a Scarblade Strike Force to take the field without supporting elements from the Chapter Armoury present to annihilate the heavy armour and fortifications of the foe.

ARMoured TASK FORCE

LAND RAIDER
SPEARHEAD

ANTI-AIR
DEFENCE FORCE

SUPPRESSION FORCE

STRIKE FORCE KOR'SARRO



Lightning speed and punishing strength characterised the White Scars army that fought on Prefectia. Under the command of the mighty Kor'sarro Khan himself, this Scarblade Strike Force consisted primarily of warriors from the proud and noble 3rd Company. At their side fought supporting elements of the 1st and 10th Companies, while aerial support was lent from the Chapter's Armoury. The Khan's force, built to hunt dangerous prey, was skilled at running a foe to ground and striking hard and fast when the quarry was cornered. Being warriors of the Adeptus Astartes, the Khan's strike force could swiftly turn their hands to whatever task was required; in battles such as Paragus Canyon or the fight for the Andrachon Line on Agrellan, they had fought defensive actions with all the determination and tenacity expected of the Emperor's finest. However, these warriors were huntsmen through and through, and their greatest skill lay in the swift and deadly pursuit of the foe.

At the core of this Great Hunt stood a Stormlance Battle Demi-company, made up of 3rd Company battle-brothers who had fought beneath the Khan's banner on countless worlds beyond the Damocles Gulf. Seasoned veterans of battling the Tau, every warrior amongst them knew to expect cunning, evasion

and overwhelming enemy firepower. Yet they stood undaunted, more determined than ever before to strike down the xenos menace that bedevilled this part of the Emperor's realm. At their head stood Chaplain Jaikhos, a clenched fist of a warrior who, rumour had it, had never shown doubt or uncertainty. Normally sparing with his words, Jaikhos became a bellowing terror in battle, an inspirational firebrand whose transformation was so complete that many amongst the 3rd Company claimed the spirits of war possessed the Chaplain at such times. Beneath Jaikhos' command were three Tactical Squads, proudly displaying the iconography of the White Scars Chapter and the 3rd Company. Each squad rode to war in a Rhino APC to ensure their ability to keep pace with the Khan's rapid way of war, and each bore a versatile range of deadly weaponry with which to hunt their prey.

Alongside this mighty core of superhuman warriors stood the battle-brothers of Devastator Squad Sahak, who raced to the front line aboard their Razorback, *Vicious Knife*. This small band of expert marksmen brought their potent firepower to their brothers' aid, providing the Stormlance Battle Demi-company with tactical versatility and the much-needed ability to eliminate Tau battlesuits and gunships from extreme range.



The final element of the demi-company, the Land Speeder, *Pale Claw*, was deftly piloted by a pair of battle-brothers who served as advance scouts for their formation and lent their craft's armaments to the fight.

The inclusion of a Storm Wing provided essential aerial support in a theatre of war with constantly shifting air superiority. Comprised of the Stormraven, *Khan's Fury*, and two Stormtalon escorts, *Firebolt Unbound* and *Cloudsword*, the gunships' speed and firepower allowed them to serve in roles as varied as aerial interdiction, ground attack, long-ranged reconnaissance and tank hunting. Here was the perfect instrument with which to strike a mortal blow against any exposed prey.

Finally, Kor'sarro's Speartip Strike formation provided the lightning-fast huntersmen for which his Chapter was famed. Consisting of Land Speeders, several bands of battle-brothers mounted upon bikes, and a detachment of Scout Bikers from the 10th Company, this force possessed sufficient speed and firepower to engage any foe. These warriors could outflank the enemy, encircle their forces, punch through battle lines or eliminate support elements, all the while supporting the resilience and firepower of the rest of the strike force.

MASTER OF THE HUNT

The leader of the Great Hunt, Kor'sarro Khan himself, stands amongst the most lauded heroes of the Imperium. As direct and unyielding as a well-forged blade, the Khan is a warrior of violent determination with no time for the niceties of diplomacy or courtly manners. He is a master huntsman whose every thought is bent toward decapitating his oath-sworn prey. Whether mounted upon his famed bike, *Moondrakkon*, or hurtling into battle in the armoured hold of a Rhino or Stormraven Gunship, the Khan runs his prey to ground with the unfailing tenacity of a born killer. When battle is inevitably joined, his revered blade, *Moonfang*, whistles out in a silver arc to claim the head of his prey with unerring lethality.

Yet the Khan's barbaric exterior hides a deep spirituality and strategic nous that makes him a far deadlier opponent than he might at first seem, for he is also an inspiring leader and cunning tactician. Kor'sarro Khan personifies the tip of the hunter's spear, the hardened point of the blade, and his warriors follow him with a devotion bordering upon worship.







DEFENDERS OF TERRA

The Imperial Fists were the most stalwart of the Space Marine Legions during the Horus Heresy, and their legend has grown with every passing century. Such heroism has always claimed its blood-price, but this is a burden the Imperial Fists bear with fortitude, for they know that their Primarch, Rogal Dorn, would have expected nothing less.

The Imperial Fists were the Emperor's praetorians throughout the Great Crusade, a duty they discharged with honour on worlds beyond count. Now, at the close of the 41st Millennium, the Legion is long gone, but the Chapter that bears its name maintains the duties and traditions of old. At the end of the Scouring, the Imperial Fists observed what they saw the rest of the Imperium giving up on the Emperor's dream of a united Mankind, and swore that they would continue the fight – alone if necessary. Thus, the Great Crusade never finished for the Imperial Fists. Whilst other Space Marine Chapters, and the Imperium at large, have focussed their efforts on preserving what remains, the Imperial Fists continue to campaign across the galaxy, prosecuting war against the enemies of Mankind and reclaiming worlds lost many thousands of years ago.

'For others, the Great Crusade ended long ago. For us, it will not cease until all the worlds of Mankind are united once more, and the Emperor's golden age returns.'

- Captain Darnath Lysander

Yet though they are called to make war across the five segmentums of the galaxy, the Imperial Fists are the Defenders of Terra still. Their fortress-monastery – the vast warship known as *Phalanx* – holds station within the Sol System, and it is said the Chapter maintains a sequence of coded alert signals that allow them to withdraw from other battle zones with astonishing speed should Terra become threatened, just as they did once before.

It is commonly held that the Imperial Fists' finest hour came during the siege of the Emperor's Palace – a fortress that their Primarch, Rogal Dorn, had been pivotal in creating. The truth, however, is that the Imperial Fists have many times been vital to the Imperium's survival, though it is a point of honour amongst the sons of Dorn that such things are spoken of only out of need. Whilst the Chapter has never been afflicted with the same clandestine secrecy that is endemic to the Dark Angels, neither do they approve of the self-aggrandisement that permeates Chapters such as the Space Wolves. As individuals, and as a Chapter, the Imperial Fists seek their purpose in the performance of great deeds, not the recounting of the same. As a result, those who encounter the sons of Dorn are often left with the impression of sombre and cheerless warriors. Those that know them better – such as the Blood Angels – recognise the passion that all Imperial Fists keep under tight rein through adherence to protocol. This continual mortification is necessary, for pride has ever been the Imperial Fists' greatest weakness.

Pride is a powerful force. It can spur a warrior on to great deeds even whilst those around lose all hope. It dredges fresh strength

from the most debilitating of fugues, and brings forth the flame of victory from the embers of despair. Yet pride is a sword that cuts both ways, as the Chapter has too often found to its cost. *Phalanx's* Librarium contains many tales of Imperial Fists who have died needlessly, driven to fight on when their Chapter and the Imperium both would have been better served by shamed, but living, warriors. Squads, companies – and if rumour speaks truly, a yet greater title of the Chapter's strength – have perished in this manner at one time or another. Such losses would have destroyed any other Chapter, but not the Imperial Fists, who maintain a recruit reserve far deeper than any other Chapter, in order that whole companies can be reconstituted at incredible speed when needed. It is a note of pride to all who serve aboard *Phalanx* that so long as one battle-brother yet stands to hold the Chapter banner high, then the sons of Dorn will never be truly defeated.

In an attempt to counteract these character failings, the Chaplains of the Imperial Fists preach credos intended to instil a more measured approach to war. Any defeat can be reversed, the Chapter's neophytes are taught, provided that there are warriors yet alive to see the matter done. Thus do the Reclusiam teach, but at heart they know those words are just balms to soothe the incurable. Stubbornness is as much a part of the Imperial Fists as their gene-seed, and it is a rare battle-brother who can resist its lure forever.

For an Imperial Fist, then, every battle is a test of will as much as anything else. Those who master their pride are able to embrace the strength it offers, but also have the wisdom to know when it tempts foolishness. Such Space Marines become heroes, but they can never truly escape the hubris of their blood.

SUCCESSOR CHAPTERS

The Imperial Fists have given rise to numerous successor Chapters over the centuries, but none as well known or heaped in glory as the Crimson Fists and Black Templars. Born of the Second Founding, they share many of the Imperial Fists' traits, such as their valour and steadfast devotion to the Primarch Rogal Dorn, but, over time, they have grown into warrior orders in their own right. The Crimson Fists are a Chapter with a long and bloody history fighting Orks. The recent devastation of their home world and deaths of more than half their battle-brothers have left them to rebuild, though their experiences have made them expert Ork hunters. Their founding brothers, the Black Templars, revere the Emperor as a god in their fervour to serve the Master of Mankind. A space-borne Chapter, their Marshals lead religious crusades of hundreds of Space Marines across the stars on an endless quest to cleanse the galaxy of the taint of xenos and heretic filth.

IMPERIAL FISTS CHAPTER ORGANISATION

Chapter organisation during the Mirl II Crusade, 997.M41



STERNHAMMER STRIKE FORCE

COMMAND

The commander of a Sternhammer Strike Force is always a canny siege master, chosen from the Chapter's leaders for his experience in the breaking of specific enemy defences and their garrisons.

STRIKE FORCE COMMAND

LIBRARIUS CONCLAVE

RECLUSIAM
COMMAND SQUAD

CORE

The business of siege warfare is a brutal and bloody affair, ill suited to finesse and subtlety. As a result, the core of the strike force is made up of dedicated Tactical Marines and heavily armed and armoured Centurions.

CENTURION SIEGEBREAKER COHORT

BATTLE DEMI-COMPANY

SUPPRESSION

The zone suppression elements of the strike force lock down the area of siege operations, clearing the skies and setting up a sturdy defence to ward away any enemy reinforcements.

ARMOURED TASK FORCE

1ST COMPANY
TASK FORCE

10TH COMPANY
TASK FORCE

ANTI-AIR
DEFENCE FORCE

STORM WING

SUPPRESSION FORCE

HAMMER

A lightning bolt of ceramite and firepower, the hammer formations smash a hole in everything they encounter, opening up a gap in the enemy defences for the strike force.

LAND RAIDER
SPEARHEAD

STRIKE FORCE ULTRA

SKYHAMMER ORBITAL
STRIKE FORCE

SKYHAMMER
ANNIHILATION FORCE

RAPTOR WING

EXPLOITATION

When a chink appears in an enemy's armour, the Imperial Fists send in their exploitation forces. Taking advantage of every weakness, they ensure the foe cannot recover.

DEVASTATORS

CENTURIONS

LINE BREAKERS

ORDNANCE

SIEGE ANCIENTS

STRIKE FORCE LYSANDER



The Imperial Fists are lauded as siege masters and line breakers without peer. Accordingly, the Chapter's Sternhammer Strike Forces are designed to smash through the toughest defences with unstoppable force. Under the unrelenting pressure of massive demolisher rounds, crackling thunder hammers and whirring siege drills, slab-sided fortresses are toppled and hardened defenders are reduced to blood and dust.

Strike Force Lysander is just such an army, mustered to exact vengeance upon the Iron Warriors of the basalt planet Kalvera. Well versed in the strategies of their foe, Lysander knows his strike force will encounter entrenched resistance and need to overcome well-defended strongpoints, so the core of this army is formed around a Centurion Siegebreaker Cohort. Centurion Assault Squads, Daylor and Lymor are armed with flamers and meltaguns for close-quarters fighting, but it is their siege drills and the support of the Ironclad Dreadnought Pyrin that allow them to make rubble out of any redoubt the sons of Perturabo might erect. Pyrin, called the Dawnfist, is equipped purely for close combat – his power fist and seismic hammer make short work of anything that comes within reach. Even the warp-metal hides of Daemon Engines are torn apart by the Ironclad as though they were forged from tin.

While Strike Force Lysander relies on Pyrin to despatch large priority targets, its 1st Company Veterans are equipped to deal with any threat once they meet the enemy face to face. Squads Heroth, Valarn and Kalen bear precious Terminator armour, thunder hammers and storm shields – wargear ideal for fighting in the tight confines of bunkers, ship corridors and trenches. Lysander leads these paragons of the Chapter as they teleport into the battle, ready to exploit any breaches made by the Centurions and any ground taken. Supporting whichever Terminator Assault Squad faces the greatest threat, the unyielding Captain ensures that no backward steps are taken.

As the Terminators and Centurions of Strike Force Lysander march relentlessly into the foe, the thudding roar of a Thunderfire Cannon accompanies their footfalls. Ministered to by Techmarine Elix, the Thunderfire Cannon is a shockingly effective tool of siege warfare. The cannon's variant munitions are able to sweep trenches clear of defenders, knock warriors off their feet or smash apart barricades. Enemies foolish enough to be caught in the open are even more vulnerable – Elix makes expert use of the cannon to see off massed counter-attacks, ensuring that the small but elite strike force does not become bogged down by hordes of lightly armoured troops.



Infantry alone, however, even that of the Imperial Fists, is often not enough to break open the heaviest enemy defences. To account for this eventuality, Lysander has requisitioned a squadron of Vindicator battle tanks for his strike force. The Captain is an old hand at the use of the tanks' demolisher cannons to destroy any obstructions to the initial assault and then redirecting them to keep enemy reinforcements at bay while the positions are cleansed of Iron Warriors.

The Dreadnought Vertis the Unbowed specifically requested to join Lysander on Kalvera, determined to reach the enemy, find his nemesis and take his vengeance in blood. The ancient siegmester eagerly sweeps corridors and trenches with a storm of bolt rounds so intense that it reduces nearby enemies to bone fragments and bloody ribbons. Vertis has vowed that, when he finds the Helbrute Drobek, who slew the rest of his Devastator Squad over two centuries ago, his huge chainfist will carve the traitor's atrophied form from its warp-tainted shell. Captain Lysander has gladly accepted Vertis' request, and is honoured to march to war alongside a warrior whose determination to bring death to the enemies of the Emperor remains undimmed, even in his state of permanent agony within his Dreadnought's sarcophagus.

DEMOLISHING FORCE

- Most Sternhammer Strike Forces make use of Vindicators. These siege tanks have a long and illustrious history among the Space Marines as the ultimate answer to even the most stubborn enemies. In Sternhammer Strike Forces, the tanks keep pace with the advancing infantry. They are not employed to race head or attack the enemy's flanks with their speed, but rather to lend brute strength in the form of their terrifyingly powerful demolisher cannons. At ranges close enough to cut apart the enemy with bolt rounds, they send their mighty shells arcing over the fray. Where each piece of earth-shattering ordnance strikes, a geyser of rock, dust and blood is sent into the air, leaving behind only a smoking crater. The Imperial Fists often employ Vindicators in pairs, so that they might alternate their bombardments in relentless volleys. As one tank reloads the other fires, the rhythm akin to the pounding of a titan's fists as the tanks hammer their target over and over. Fortress walls, towering gates and ferrocrete bunkers crack and twist, until at last their sides come crashing down. Into the dust march the battle-brothers of the strike force to finish off any left alive.

BLACK TEMPLARS CRUSADE ORGANISATION

The Black Templars are a fleet-based Chapter, their companies scattered across the galaxy into numerous Crusades. Each Crusade is led by a Marshal, while a single High Marshal is responsible for the progress of all the current Crusades. Below is the disposition of the Arkron Crusade, launched into the Ghoul Stars during the closing years of M38. A typical Crusade, it numbered hundreds of battle-brothers, war machines and support elements, allowing it to campaign far beyond the Imperium's borders.

MARSHAL'S HOUSEHOLD

Marshal Palin Harros

The Emperor's Champion
Chaplains
Crusade Banner Bearer
Household Banner Bearer
Techmarines
Servitors

Apothecaries
Sword Brethren
Terminators
Dreadnoughts
Land Raiders
Rhinos

Predator Annihilators
Predator Destroyers
Hunters and Stalkers
Whirlwinds
Stormravens
Stormtalons

FIGHTING COMPANY EDESSOR

'The First Sons'

Castellan Edessor

Banner Bearer
Techmarines
Apothecaries
Initiates
Neophytes
Dreadnoughts
Land Raiders
Predator Destroyers
Razorbacks
Rhinos

FIGHTING COMPANY ANTORA

'The Righteous Fist'

Castellan Antora

Banner Bearer
Techmarines
Apothecaries
Initiates
Neophytes
Terminators
Land Raiders
Centurion Warsuits

FIGHTING COMPANY STENHEIR

'The Scythes of Retribution'

Castellan Stenheir

Banner Bearer
Techmarines
Apothecaries
Initiates
Neophytes
Bikes
Scout Bikes
Attack Bikes
Land Speeders
Jump Packs

FIGHTING COMPANY CHALICA

'The Hammer of Heldenhorst'

Castellan Chalica

Banner Bearer
Techmarines
Apothecaries
Initiates
Neophytes
Vindicators
Land Raiders
Predator Destroyers
Predator Annihilators
Rhinos

CRIMSON FISTS CHAPTER ORGANISATION

Chapter organisation at the invasion of Rynn's World 989.M41





SCIONS OF MEDUSA

The Iron Hands Chapter comprises ten Clan Companies, each one a hundred-strong brotherhood of warriors and a formidable army in its own right. Each possesses its own unique qualities, has its own long and proud history, and has forged for itself a different role within the Chapter though ages of war in the defence of the Imperium.

Though the cause of every Chapter of Adeptus Astartes is the same, their means and methods often differ. This is especially true of those Chapters who carry the legacy of the Legions of old. Descended from the warriors who followed their Primarchs to war, these Chapters' identities are strongly influenced by the Legions they once were, and by the scars they still bear from the dark days of the Horus Heresy. The truth of this is seen clearly in the cold and embittered brethren of the Iron Hands.

A Chapter that despises the weakness of flesh above all, the Iron Hands bear a scar upon their collective soul that drives them to seek the purity and perfection of the machine. On the killing fields of Istvan V, their Primarch, Ferrus Manus, was the first of his brotherhood of demigods to fall in the early days of the Horus Heresy. He was cut down by his brother Fulgrim, the traitorous master of the Emperor's Children, and there are many among the Iron Hands who believe that it was an excess of furious choler that led their Primarch to his doom. From that terrible event, the Iron Hands became ever more obsessively driven to embrace logic and mechanical precision, to ensure that they never fell prey to the same error that claimed their gene-father. They bury their bile beneath strings of dispassionate numbers, and purge their flesh in favour of the cold certainty of the machine.

The result is a brotherhood riddled with strange contradictions. While they strive constantly to free themselves from the weakness of emotion, they still hold fiercely to certain traditions which logic alone cannot account for. Amongst the most prominent of these anachronisms are the names of their Clan Companies. As with all Chapters who adhere to the Codex Astartes, the Iron Hands are organised into ten companies, each composed according to the statutes laid down by Guilliman in his seminal work. Yet where other Chapters simply number these companies one to ten, the Clan Companies of the Iron Hands instead bear the honorific titles of the ten great clans of Medusa.

These clans were believed – rightly or wrongly – to be the primogenitors of human civilisation on their world, and possessed a near-mythical significance even before the vast upheavals of Ferrus Manus' arrival. Though Medusa possessed a bewildering plethora of minor and major clans, the ten great clans were considered the original and most mighty – the men and women from whom all others of Medusan birth could trace their heritage. To this day, the glowering countenances of the ten founding clan lords are carved into the storm-wracked Felgarrthi Mountains near the Medusan equator, protected from tectonics and atmospherics by vast stasis generators built during the Dark Age of Technology. Indeed, it is beneath the pitiless gaze of these monolithic statues that the Iron Hands stage the final tests of their potential recruits during the yearly eclipse known as the Iron Moon.

In the aftermath of the Horus Heresy, the guidance of their lost Primarch was replaced by the collective minds of the Iron Council, and the battered Legion faced division into Chapters. In the days of the Primarch, Manus had always insisted his companies be named after the Medusan clans, believing that bearing these names would remind his sons of their link to the mortal men they had once been, and hold at bay their more aloof and detached tendencies. While the message behind this decision might have been lost with the Primarch's death, it was felt by the Iron Council that certain traditions should be retained, lest the successor Chapters of the Iron Hands be weakened by a loss of identity. The honorific designations of Clan Companies were one such tradition.

To this day, the institutions of the clans holds true. Though the battlefield roles of the companies remain as defined by the Codex Astartes – veterans forming the 1st Company and Assault Marines the 8th, for example – their identities are bound into their adopted clan name. Any warrior joining a new company will discard his previous clan allegiances, being considered a member of his newly adoptive clan from that day onward until his death or promotion to a new company. Traditionally, each Clan Company maintains certain traits and characteristics unique to itself and its ancestors, though this is true of some more than others. For example, the Assault Marines of Clan Company Borrgar – notorious even on Medusa for its ruthlessness – are noted for their single-minded elimination of their targets, down to the last man.

CLAN COMPANY AVERNII (1ST COMPANY)

When Ferrus Manus fell, he was surrounded by his Avernii elite, most of whom were also slain in the maelstrom of carnage that claimed their Primarch. To many among the Iron Hands, the failure of the Avernii to either dissuade their gene-father from his rash course or exhibit the strength and fortitude to keep him alive was an unforgivable frailty. Ten thousand years on, this shadow still hangs over the elite of the Iron Hands. Promotion to veteran status is thus a bittersweet honour within the Chapter, for it also imposes an onerous duty upon the recipient to do better than his ancestors did. No weakness is tolerated within the ranks of Clan Company Avernii, and significant levels of cybernetic augmentation are common.



IRON HANDS CHAPTER ORGANISATION

Chapter organisation during the Exterminatus
of the Ulik Sector, 997.M41

THE IRON COUNCIL
Kardan Stronos
Master of the Council

Iron Fathers
Venerable Dreadnoughts

LIBRARIUS
Lydrrik
Chief Librarian

Epistolaries
Codiciers
Lexicaniums
Acolytum

The Iron Hands do not maintain a centralised Armoury. Instead, each Clan Company maintains its own vehicles and war machines.

RECLUSIAM
Jorggir Shidd
Father of Iron

Chaplains

APOTHECARION
Anaar Telech
Chief Apothecary

Apothecaries

1ST COMPANY
Avernii

CLAN COMPANY
Iron Captain
Caanok Var

Veterans
Dreadnoughts
Techmarines
Transports
Battle Tanks
Gunships

2ND COMPANY
Garrak

CLAN COMPANY
Iron Captain
Eutuun Hes

Tactical Squads
Assault Squads
Devastator Squads
Dreadnoughts
Techmarines
Transports
Battle Tanks
Gunships

3RD COMPANY
Raukaan

CLAN COMPANY
Iron Captain
Sind Grovloch

Tactical Squads
Assault Squads
Devastator Squads
Dreadnoughts
Techmarines
Transports
Battle Tanks
Gunships

4TH COMPANY
Kaargul

CLAN COMPANY
Iron Captain
Rumann

Tactical Squads
Assault Squads
Devastator Squads
Dreadnoughts
Techmarines
Transports
Battle Tanks
Gunships

5TH COMPANY
Haarmek

CLAN COMPANY
Iron Captain
Tyrrod

Tactical Squads
Assault Squads
Devastator Squads
Dreadnoughts
Techmarines
Transports
Battle Tanks
Gunships

6TH COMPANY
Sorgol

CLAN COMPANY
Iron Captain
Golloth

Tactical Squads
Dreadnoughts
Techmarines
Transports
Battle Tanks
Gunships

7TH COMPANY
Borgos

CLAN COMPANY
Iron Captain
Raam

Tactical Squads
Land Speeders
Dreadnoughts
Techmarines
Transports
Battle Tanks
Gunships

8TH COMPANY
Morlaag

CLAN COMPANY
Iron Captain
Doroor Hesh

Assault Squads
Bikes
Attack Bikes
Land Speeders
Techmarines
Transports
Battle Tanks
Gunships

9TH COMPANY
Vurgaam

CLAN COMPANY
Iron Captain
Verrox

Devastator Squads
Techmarines
Dreadnoughts
Transports
Battle Tanks
Gunships

10TH COMPANY
Dorrvok

CLAN COMPANY
Iron Captain
Telavech

Scout Squads
Scout Bikes
Land Speeder Storms

FIST OF MEDUSA STRIKE FORCE

COMMAND

The command of a Fist of Medusa Strike Force is chosen not by seniority and combat experience alone – the Iron Hands prefer to select the right weapon for the task at hand.

STRIKE FORCE COMMAND

LIBRARIUS CONCLAVE

RECLUSIAM
COMMAND SQUAD

CORE

As befits the Iron Hands' predilection for armoured warfare, the heart of the strike force is made up of a solid core of battle-brothers working in close concert with the heavy battle engines of the Chapter.

ARMOURED TASK FORCE

BATTLE DEMI-COMPANY

STORMLANCE BATTLE DEMI-COMPANY

BLADE'S EDGE

Elements of the Fist of Medusa are chosen for suppression, assassination and reduction duties. These squads pinpoint enemy weakness and mercilessly exploit it.

1ST COMPANY
TASK FORCE

10TH COMPANY
TASK FORCE

STORM WING

ANTI-AIR
DEFENCE FORCE

SUPPRESSION FORCE

SPEARTIP

Diving down from the heavens, the Speartip strikes hard and fast. Its role in the Fist of Medusa Strike Force is to rapidly establish a beachhead upon the battlefield.

STRIKE FORCE ULTRA

SKYHAMMER ORBITAL
STRIKE FORCE

SKYHAMMER
ANNIHILATION FORCE

RAPTOR WING

LAND RAIDER
SPEARHEAD

HAMMER'S FACE

Against the strongest defences the Iron Hands mass their Dreadnoughts and Centurions, blasting a hole through the foe so that the accompanying infantry might follow.

CENTURION
SIEGEBREAKER COHORT

HONOURED ANCIENTS

IRON GUARDIANS

STRIKE FORCE GROLVOCH



Like others of its kind, this Fist of Medusa Strike Force is built upon a foundation of adamantium. Mixing man and machine, it combines the augmented warriors of the Clan Companies with the finest war machines of the Chapter. Together, these two elements form an iron claw that crushes the life from its enemies with irresistible force.

Strike Force Grolvoch was created with all the precision typical of the Iron Hands. Its infantry squads, drawn from the Clan Companies, form a warrior brotherhood that few armies can hope to match. The force is led by Iron Captain Sind Grolvoch, a veteran of the bitter fighting for the forge world of Grammachus Beta and the Chapter's recent wars against Hive Fleet Leviathan, who has accumulated a vast amount of data on the xenos threat. Before embarking on a mission, the Iron Captain undergoes a massive inlood of tactical information from the Chapter's battle archives, assimilating it into his already-extensive knowledge to give him a battle sense beyond many of his contemporaries in other Chapters. Data concerning every minute aspect of the force is processed and marshalled in the Iron Captain's mind, each element quickly assessed for strengths and weaknesses in any given situation, gifting him rare powers of clarity and allowing him to react with the purity of purpose the Iron Hands crave.

Tactically flexible and equipped with a potent mix of firepower, Strike Force Grolvoch is a fine example of a Fist of Medusa Strike Force, boasting a balance of infantry and armour that enables it to take on a wide variety of foes. The iron heart of the force is the Armoured Task Force, led by Techmarine Brother Lortex. He has custodianship of a trio of belligerent Vindicators, the most famed of which is *Mercy's End*, whose demolisher siege cannon is said to hit with the force of Manus' own hammer. Lortex is assisted by Techmarine Brother Eremac, who mans a Thunderfire Cannon – a weapon ideally suited to the Iron Hands' preference for the relentless application of overwhelming force. An Anti-air Defence Force provides a lethal deterrent to any airborne threats, with the savant-guided missiles of the Hunter *Medusa's Heart* ensuring that the guns of the Stalkers strike unerringly at their targets.

The vehicles and weapons of the task force are complemented by a flexible body of infantry – Tactical Squads Ividis and Morlon accompany the honoured ancients Urlon and Krovaan, forming an impenetrable barrier to defend the armoured elements, or a mobile force to take and hold objectives. The Dreadnoughts are particularly revered by the Chapter, for their interred warriors exist in a state of oneness with the machine that most battle-brothers would be hard-pressed to imagine.



A Techmarine of antiquity, Urlon was struck down during the Age of Apostasy by heretic hands, but was given life anew in an armoured shell. Even Iron Captain Grolovch is wise enough to defer to Urlon's battle knowledge, for there are few combat outcomes the Dreadnought has not seen come to pass. Brother Krovaan, meanwhile, is sealed within a mighty Ironclad Dreadnought, and it is he that is called upon to breach the toughest enemy defences.

The killing blow, delivered once the enemy breaks upon this wall of adamantium and ordnance, comes from the 1st Company Task Force – the Land Raider, *Will of Iron*, lends the awesome destructive potential of its lascannons to the firepower of the Armoured Task Force, while Sternguard Veteran Squads Hynor and Volc stand in the gun line unleashing weaponry optimised for the foes they face. Firing solutions are calculated and disseminated faster than thought, and target after target is demolished in a storm of shells. The fate of any survivors is sealed when the 1st Company Veterans of Terminator Squad Alkaan charge from their Land Raider transport into the fray. Wielding cracking lightning claws, they tear the throat out of the enemy, finishing the work that the heavy weapons of Strike Force Grolovch began.

TECHMARINE LORTEX

Augmented by scores of bionics and driven by a cold and unshakable belief in his mission, Brother Techmarine Lortex is an embodiment of the Iron Hands creed to which many battle-brothers aspire. However, Lortex sees his cybernetic enhancements as merely another means towards his goal of greater communion with the machines of the Chapter. The Techmarine's whispered binaric prayers are said to hold the power to stir a Land Raider's machine spirit back to life, or even free a jammed thunderfire shell. Lortex has been honoured on several occasions for his cool-headedness in the face of impossible odds. Perhaps his most notable exploit took place during the Mechrid Eclipse, when he clinically carved his way through a mob of Ork Nobz to reach the stricken Honoured Rorlaan. Under heavy fire from Ork weapon emplacements, Lortex repaired several breaches in the venerable warrior's Dreadnought sarcophagus and re-united him with its machine spirit. Restored to functionality, Rorlaan would go on to crush the life out of the Orks' warleader – an act that led to the greenskins' ultimate defeat and would have proven impossible if not for Lortex's heroic actions.



WARRIORS OF NOCTURNE

The Salamanders are one of the most respected Chapters of the Imperium, their strength and honour unwavering over countless centuries of war and carnage. In battle they embody the resolute ideals of their Primarch Vulkan, forging their battle-brothers in the flames of combat and growing stronger with each furious engagement.

Born of the burning world of Nocturne, the Salamanders are warrior smiths and battle artificers, as adept at crafting the tools of war as they are in using them. It is a matter of pride for a Salamanders battle-brother that he understands and venerates his wargear so completely. The Chapter's heroes carry some of the finest examples of Imperial technology still in the hands of the Space Marines. By the decree of their Primarch, the Chapter is divided into seven houses, each owing its origins to one of the seven great tribes of Nocturne. This deviation from the Codex Astartes is a legacy of Vulkan's reluctance to break up the Legion in the aftermath of the Horus Heresy. The warrior-houses of Nocturne are the equivalent of the battle companies in other Chapters, though the Salamanders' 7th Company is their Scout Company. The Salamanders are also peculiar for having very few documented successor Chapters, unlike most of the First Founding Space Marines.

While the Sons of Vulkan adhere to many teachings of the Codex Astartes, they are also beholden to the tenets of the Promethean Cult. Its doctrines speak of endurance in all things, and of how, like the blade that is hammered into

shape upon the anvil, a warrior gains his strength through hardship and adversity. One of the cult's most sacred texts, the Tome of Fire, foretells the return of the Primarch, who vanished so long ago from the Chapter's histories. The tome tells the tale of how Vulkan will return from the void when a series of sacred artefacts are brought back to the Salamanders. The quest to find these objects is one that has consumed the Chapter for centuries, and many of its heroes and battle forces are inherently shaped by it.

Perhaps the most distinctive characteristic the Chapter has inherited from Vulkan is their affinity with fire. Each Salamander is more resistant to searing heat than the sons of the other Primarchs, their coal-black skin weathering flames with no damage to show for it. Such a trait lends itself well to the Salamanders' extensive use of meltaguns and flamers, weapons that excel at medium to close range. Whether in dense urban terrain or cramped subterranean bunkers, these short-ranged tools of destruction are at their most lethal in the hands of the Salamanders. Instances of the purging actions of the Chapter and the victories of their Flameblade Strike Forces are

described throughout the history of Imperium. It was the sons of Vulkan who cleansed the moons of Ymgarl when it became clear that the abhorrent threat of its seemingly indigenous xenos was connected to the rising Tyranid menace. In those alien warrens, the Salamanders took on Genestealers – the dark corridors flickering to the whoosh of flamers and the dry scream of meltaguns. When their mission was complete, Ymgarl was left a lifeless ball of rock. During the Badab War, the Salamanders faced the treachery of the Astral Claws, where Flameblade Strike Forces burned the renegades from their dugouts in a series of long urban campaigns.

Perhaps one of the greatest tests for the Chapter in recent times has been the Second War for Armageddon. It was war on an unimaginable scale; the greenskins descended on the hive world in their billions. From towering industrial complexes to sprawling jungles, the Salamanders and their allies faced the endless hordes of Ghazghkull Thraka. From that furnace of carnage, many new lessons were learned, and the Chapter became stronger in resolve than ever before.

Tridyro ejected the flamer's ammo canister, the sharp stench of promethium reaching him even through his helmet's purity-filters. Before the empty canister had struck the hard dirt of Armageddon, he was slamming a fresh one in its place. Out beyond the smoking ridge line, Tridyro could see another wave of bellowing Ork warriors closing on his squad's position, their brutish war cries rolling up the hill like thunder. Without a flicker of doubt, he raised his weapon and waited for them to move into range. At his side, the few remaining battle-brothers of his squad lay down a continuous barrage with their bolters, the crack-thump of each mass-reactive round like the roar of an enraged fire Drake. Out on the slope, greenskins were hurled off their feet as alien chests exploded, arms were ripped from their sockets and heads vanished in sprays of crimson mist. The xenos were not even slowing. Vaulting over the still-burning bodies of their own warriors, the Orks scrambled up a rampart made of twisted greenskin and Imperial dead. Tridyro noted gratefully that the power-armoured bodies of his fellow Salamanders made up a relatively small part of that heap.

When the first Ork was close enough that the mad gleam in its eyes could be seen, Tridyro triggered his flamer. Fire rolled down the slope, turning green flesh black, searing away skin and boiling eyeballs in their sockets. Some Orks pressed on into the onslaught, but Tridyro did not let up, continuing to hose down the foe until, by the handful, they crumpled and fell. Those few to escape the flames were dealt with by his brothers, close-range bolt rounds punching them back down the rampart of corpses. With a final roar, Tridyro's flamer ran dry. Seeing another greenskin mob already massing for a fresh assault, he reached for another canister only to find his belt empty. No matter, thought Tridyro, mag-locking his weapon to his pack, but never taking his eyes from the next xenos wave. With deliberate care, he drew his combat blade, its edge gleaming in the weak light. A quick glance to the left and right showed many of his brothers had also drawn their blades, their bolters now spent. The Salamanders exchanged a silent nod, and behind his helm, Tridyro gave praise to the Emperor and whispered a prayer to Vulkan – if he was to die, it would be with his brothers at his side.

SALAMANDERS CHAPTER ORGANISATION

Chapter organisation at the outset of the Third War for Armageddon, 998.M41



ARMOURY

Masters of the Forge

Techmarines
Servitors
Battle Tanks
Land Raiders
Gunships
Thunderfire Cannons



1ST COMPANY

'The Firedrakes'

GREAT HOUSE

Chapter Master Tu'Shan
Regent of Prometheus

Vulkan He'stan
Forgefather

Chaplain
Apothecary
Veterans
Dreadnoughts
Land Raiders



LIBRARIUS

Vel'cona
Chief Librarian

Epistolaries
Codiciers
Lexicaniums
Acolytum

2ND COMPANY

'Defenders of Nocturne'

GREAT HOUSE

Captain Pellas Mir'san
Master of the Watch

Chaplain
Apothecary
Tactical Squads
Assault Squads
Devastator Squads
Dreadnoughts
Rhinos
Bikes
Land Speeders



3RD COMPANY

'The Pyroclasts'

GREAT HOUSE

Captain Adrax Agatone
Master of the Arsenal

Chaplain
Apothecary
Tactical Squads
Assault Squads
Devastator Squads
Dreadnoughts
Rhinos
Bikes
Land Speeders



4TH COMPANY

'The Branded'

GREAT HOUSE

Captain Dac'tyr
Master of the Fleet

Chaplain
Apothecary
Tactical Squads
Assault Squads
Devastator Squads
Dreadnoughts
Rhinos
Bikes
Land Speeders



5TH COMPANY

'The Drake Hunters'

GREAT HOUSE

Captain Mulcebar
Master of the Rites

Chaplain
Apothecary
Tactical Squads
Devastator Squads
Dreadnoughts
Rhinos



6TH COMPANY

'The Flamehammers'

GREAT HOUSE

Captain Ur'zan
Drakgaard
Master of Relics

Chaplain
Apothecary
Tactical Squads
Devastator Squads
Dreadnoughts
Rhinos



7TH COMPANY

'Sons of Nocturne'

GREAT HOUSE

Captain Sol Ba'ken
Master of Recruits

Scout Squads
Bikes
Land Speeder Storms



FLAMEBLADE STRIKE FORCE

COMMAND

One of the trusted Captains of the Great Houses often leads a Flameblade Strike Force, though if the nature of the mission demands it, the Chapter Master himself may take command.

STRIKE FORCE COMMAND

LIBRARIUS CONCLAVE

RECLUSIAM
COMMAND SQUAD

CORE

Every Flameblade Strike Force is built around the resilient and versatile Great House Tactical Squads, so it is little wonder, then, that these Space Marine warriors comprise the bulk of the force.

STORMLANCE BATTLE
DEMI-COMPANY

BATTLE
DEMI-COMPANY

LINE BREAKERS

Massed tanks, heavy weapons and swift-moving ground forces are vital to the success of the force, and are often deployed in great numbers to swiftly punch through enemy defences.

ARMoured TASK FORCE

CENTURION
SIEGEBREAKER COHORT

10TH COMPANY
TASK FORCE

FLAMEBRINGERS

SUPPRESSION FORCE

LAND RAIDER SPEARHEAD

ORBITAL STRIKE

Elements of the strike force can be forged into a powerful orbital strike – a blade of flame. These bold warriors stab into the enemy's heart, sometimes ending a war before has even begun.

1ST COMPANY
TASK FORCE

STRIKE FORCE ULTRA



SKY SUPREMACY

Flameblade Strike Forces favour overwhelming force in all things. The Salamanders often call upon their airborne formations to master the sky, sweeping the air clear of foes in a storm of fire.

RAPTOR WING

STORMBRINGER
SQUADRON

RAVENHAWK
ASSAULT GROUP

STORM WING

ANTI-AIR DEFENCE FORCE

STRIKE FORCE HE'STAN



The Forgefather Vulkan He'stan walks the worlds of the galaxy seeking the sacred artefacts left by his Primarch and spoken of in the Tome of Fire. Three of these hallowed objects he already carries: the Spear of Vulkan, Kesaré's Mantle and the Gauntlet of the Forge, and two more are safe on Prometheus, but four remain hidden from him. To aid him in his quest, the Salamanders Chapter Council has given He'stan leave to sequester warriors from the warrior-houses. The Flameblade Strike Force mustered to purge the ruins of the Iratei Shipyards of a Tyranid infestation was one such company of Space Marines.

The heart of He'stan's Flameblade Strike Force was formed around the bulk of a Battle Demi-company. These massed infantry were all battle-hardened sons of Nocturne, each one with dozens of campaigns to his name. From their ranks, He'stan called up several heroes to form his command squad. Ty'roan, the banner bearer, held aloft the sacred, flame-wreathed standard of the Chapter, his presence hardening the already stern hearts of his brothers to the alien horrors they would have to face. Utmak Sol, the Chief Apothecary, was never far from the Forgefather and his soldiers, always ready to save the lives of his brothers, or – should the need arise – to harvest their gene-seed and secure their legacy.

Given the winding, shadowy corridors of the shipyards and their adjoining orbital cities, He'stan ensured his Tactical Squads had access to flamers, meltaguns and other close-range weaponry. This played to the strengths of the Flameblade Strike Force, for their favoured flame weapons were well suited to clearing out nests of bio-horrors. To support the Tactical Marines of the Battle Demi-company, He'stan gathered his Devastators. These were armed to take down the larger xenos monsters, their multi-meltas able to make short work of Carnifexes and Exocrines with equal ease. In the dark bowels of the floating cities, the Flameblade's battle-brothers stood back to back, their weapons roaring into the gloom, each gout of flame revealing a dozen more alien targets. These fell to the hammering bolters and howling melta weapons of the Battle Demi-company, leaving little behind save for the cooling corpses of Tyranids and shell-riddled walls.

Not all of the fighting for the shipyards took place in the cramped confines of its gantry-lined cities or orbital docks. Vulkan He'stan's quest for clues to help unravel the secrets of the Tome of Fire took the strike force out onto the moon-like surface of the vast structure, where they marched and fought for days among forests of comms arrays and vox-dishes. During these forays, the Flameblade's Raptor Wing stayed in position



overhead, or swept forth to scout out knots of enemy resistance. Gargoyles, Harpies and winged Hive Tyranids nested in regions where stood the gothic grandeur of relay towers shaped like Imperial saints, and glimmering chapel-domes. The Flameblade's Stormtalons and Land Speeder practised recon-by-firelight, their thundering guns lighting up the alien broods for He'stan and the rest of the strike force. Here, the firepower of the Flameblade was complemented by its speed, and the expert pilots herded the xenos into the waiting bolters and melta weapons of the Battle Demi-company. It was a tactic that served He'stan well during the campaign and saw countless xenos slain.

He'stan encountered some bio-forms that required an overwhelming application of force to bring down. As the hammer must strike the strongest blow to shape the truest blade, so the Ravenhawk Assault Group provided the strike force with a peerless attack formation for the toughest foes. In places, the orbital cities of the shipyards had completely succumbed to the insidious grip of the Hive Mind. Structures were completely transformed into spore-choked lairs and brood cyries. Once large enough to hold an Imperial cruiser, these hangars became permeated with strange, hostile growths. In these alien strongpoints, the largest and most

terrifying Tyranid beasts made their homes, and it was to the Ravenhawk Assault Group that He'stan turned when he wanted to clear them out. Like a spear hurled from the Primarch's mighty grip, the Stormraven descended from the Flameblade's Strike Cruiser. Locked onto its underside, the Venerable Dreadnought Kor'narth weathered the rigours of space flight as easily as he shrugged off the fury of the enemy fire once on the ground. Its guns hammering, the craft swept over the rest of the strike force to reach its target. Then, from its hold, the Sternguard Veterans of Squad Hearthhammer charged out to meet the xenos threat. Armed with some of the finest weapons of the Chapter, their foes found themselves blown apart by specialist bolt shells and incinerated by coordinated flamer fire.

In some instances, the battle-brothers of Squad Hearthhammer were required to press on into the ruined tunnels. In these instances, the strike force's heavily armoured Land Raider Redeemer provided the perfect weapon to carry He'stan's warriors forward. By the light of roaring flamestorm cannons the Land Raider led the way, and by the bravery and perseverance of the Forgefather and his Flameblade Strike Force, the Irathei Shipyards were returned to the Imperium.



BLADES OF CORAX

Shadow-shrouded killers, the battle-brothers of the Raven Guard use stealth, guile, and rapid redeployment to pick their foes apart. The enemy are left reeling, unable to execute their own plans for fear of showing their backs to the gleaming talons of black-clad Space Marines. Before long, all that remains are corpses left for the carrion birds.

Cold, calculating and utterly lethal, the Raven Guard are a measured instrument of death to their foes. In these dark-eyed warriors' hearts, the light of the Imperium burns just as hot as it does in any other Chapter, yet the Raven Guard choose to fight from the shadows. Such were the teachings of their Primarch, Corvus Corax, a warrior whose talents in the art of stealth were so great no mortal could perceive his presence unless he willed it. Corax taught his sons the way of cunning and misdirection, forging his Legion into a subtler weapon than those of his brothers. It was well that he did.

Degeneration in the Chapter's gene-seed – possibly brought about following the catastrophes of the Horus Heresy – saw the Raven Guard left with a paucity of genetic material with which to implant new recruits. The Chapter survived its misfortunes, but a reduced ability to replace its losses meant that, for the Raven Guard more than any other Chapter, the life of every battle-brother was precious.

Despite all this, the Raven Guard never shrank from battle. If the moment required it, the scions of Corax hurled themselves headlong into combat with murderous intensity, facing the most terrible odds and tearing bloody victory from the battlefield with their talons unsheathed. However, where some Chapters met their foes head-on as a matter of course, the Raven Guard always sought to stack the odds in their favour before proceeding to take apart the enemy. Over the millennia, such doctrines have made the Raven Guard an insular brotherhood, their warriors quiet and withdrawn. They keep their own counsel and share strategic intelligence with their allies only when necessary – a tendency that infuriates their brother Chapters to the point of genuine mistrust.

Such was certainly the case in the wars around the Damocles Gulf. Led by their Chapter Master, Corvin Severax, the warriors of the Raven Guard had now fought in countless engagements against the Tau of the Third Sphere Expansion.

However, though they had battled alongside the White Scars, the Knights of House Terryn and other Imperial forces many times, the Raven Guard remained guarded and aloof. They struck at their foes without warning and often without support, and engaged in military actions without informing the wider Imperial army of their plans.

At times, if they believed that their vox channels were compromised and that the Tau might be listening, the Raven Guard even told their allies one thing and then did entirely another. There could be no doubt that the methods of the Raven Guard worked – that much was attested to by the tally of Tau lives they took – but their successes came at a cost. Mistrust ran within the very blood of the Raven Guard, the betrayals of the Horus Heresy stamped upon their gene-seed for all time. Thus – hampered by a lack of communication and empathy – the Raven Guard drove a wedge between themselves and the rest of the Imperial crusade with each new display of disregard.

Vorsus lay on his front, limbs splayed and helmeted head turned to one side. He had slowed the beats of his hearts until they were all but imperceptible, engaging his nan-membrane to simulate a state of near death while forcing his mind to remain conscious. It was not a pleasant experience, but his discomfort was of no matter. Shadow Captain Shrike had taught him well.

Two vox pips sounded in his helm, a subtle signal from his brothers. As though echoing down a long corridor, the Raven Guard heard footfalls around his prone form, and the muffled chatter of xenos tongues. A foot kicked him in the ribs with a dull clang of metal on metal, though his numbed body felt nothing. Another vox pip came, then a second later the thunder of bolter fire filled the air.

Instantly, Vorsus willed his system to awaken, his consciousness surging to the fore as if he surfaced from deep, dark waters. His twin hearts thumped, then pounded as they flooded his tissues with hyper-oxygenated blood and stimuli. Within his helm, Vorsus' black eyes snapped open, and a crackle of augmented adrenaline shot down his arms as his lightning claws flared to coruscating life.

Suddenly under fire from all sides, the xenos had turned their backs on the corpse in their midst, firing their energy carbines into the ruins that surrounded them. Now Vorsus leapt to his feet, ramming his claws through his first victim's back before the Tau even realised their danger. He ripped his fists outward, xenos blood jetting as his prey was torn in half like damp parchment. Spinning on his heel amid the rain of vitae, Vorsus swept his claws low, scything the legs out from beneath another of his foes and sending the screaming alien crashing to the ground. With yells of alarm, the Tau began to turn back towards this new threat in their midst, but Vorsus knew they would not be quick enough. The trap was sprung, the prey were caught. Now all that remained was the killing.



RAVEN GUARD CHAPTER ORGANISATION

Chapter organisation at the outset of the War for Prefectia, 999.M41



TALON STRIKE FORCE

COMMAND

The complex tactics of the Raven Guard require significant strategic oversight, and so the Chapter Master may decree that additional command personnel be attached to larger Talon Strike Forces.

STRIKE FORCE
COMMAND

RECLUSIAM
COMMAND SQUAD

DEMI-COMPANIES

The Raven Guard are known for incorporating members of the 10th Company more fully into their strike forces than other Chapters, as can be seen in the use of Pinion Battle Demi-companies at the core of many Talon Strike Forces.

BATTLE
DEMI-COMPANY

PINION BATTLE
DEMI-COMPANY

STEALTH

The Raven Guard are renowned throughout the Imperium for their skill in covert operations. It is the Stealth elements of their Talon Strike Forces that particularly excel in this area.

10TH COMPANY
TASK FORCE

SHADOWSTRIKE
KILL TEAM

SHADOW FORCE

ELIMINATION

When a key target is identified, Raven Guard doctrine demands a single, overwhelming strike to quickly destroy it. This is the role of the Elimination elements of a Talon Strike Force.

1ST COMPANY
TASK FORCE

RAPTOR WING

SKYHAMMER ORBITAL
STRIKE FORCE

BLADEWING ASSAULT
BROTHERHOOD

RAVENHAWK
ASSAULT GROUP

ARMOURY

Though they prefer to make war from the shadows, even the Raven Guard must deploy the roaring might of the Chapter Armoury to support their Talon Strike Forces.

STORM WING

ANTI-AIR
DEFENCE FORCE

SUPPRESSION FORCE

STRIKE FORCE TOROVAC



During the war for the Dovar System, the warriors of Strike Force Torovac became the terror of the Tau foes on the world of Prefectia. Part of a wider Raven Guard deployment, which was led by Shadow Captain Shrike and overseen by Chapter Master Severax himself, this Talon Strike Force operated at the fore of the Chapter's offensive. With a mixture of speed and stealth, its warriors manoeuvred swiftly around their foes, using the tangled, many-levelled terrain to their advantage. Where the Tau sought to pick them off at range with their potent firepower, the Raven Guard pushed in close, forcing their enemies onto the back foot, then launching precision strafing runs to massacre them. Where the xenos attempted to surround them, the Space Marines used intelligence gathered by their Scouts to target key enemy assets, before deploying overwhelming force against the weakened section of the enemy line in order to break free. Ambushes, terror raids, feigned retreats and encircling attacks – all were employed by Strike Force Torovac to great effect, though they found that their foes were just as capable of such shadow-play as they were themselves.

The leader, and strategic genius behind this Raven Guard force, was Chaplain Laefin Torovac. Often using a jump pack to match the manoeuvrability of the Tau Commanders he

faced, Torovac was far more than just a gifted war leader. Had his faith not been so strong, the Chaplain might instead have become a Shadow Captain in his climb through the Chapter's ranks, for his tactical acumen had always been exceptional. However, the hand of the Emperor rested heavy upon Torovac's soul; though he rarely raised his voice to a shout, the zeal that burned in every word the Chaplain uttered was so powerful that he might as well have bellowed. It was for this potent mix of inspirational conviction and strategic nous that Torovac was selected to lead his brothers into battle on Prefectia.

Beneath his command were the warriors of a Pinion Battle Demi-company of the 2nd Company. The heart of this force consisted of three seasoned squads of Tactical Marines, each warrior trained to expert levels in the shadowed doctrines of his Chapter. These warriors moved quickly, even through the tumbledown ruins and chasm-rent wilds of Prefectia, and their abilities in battle were beyond reproach. The remainder of the Battle Demi-company served to provide Chaplain Torovac with an excellent balance of strategic assets upon which to draw. He often took to the field at the head of the formation's Assault Squad, their jump packs allowing them to leap high over the heads of their foes and straight into the heart of battle.



This squad, and the Devastator brothers who fought alongside them, were experts in exploiting every advantage the battlefield offered, using vantage points such as rocky crags and towering ruins to get above the enemy and strike from an unexpected quarter. Finally, the Battle Demi-company's Scouts were an invaluable asset – not only could these brave young warriors counter the hit-and-run tactics of the Tau with their own, but the forward intelligence they gathered helped Chaplain Torovac to direct his brothers with confidence and cunning.

Epitomising the misdirection and sudden, lethal force that their Chapter prizes so highly, the Shadowstrike Kill Team attached to Strike Force Torovac was its secret weapon. Two squads of courageous Scouts represented the force's initial deployment, usually tasked with working their way into the enemy's rear lines. At other times, the Scout brothers were expected to act as bait for a trap, giving the impression of committing themselves rashly against superior enemy forces in order to concentrate or draw in the foe. Only when they judged the moment right would they summon their reinforcements, the Vanguard Veterans of Squads Dorovec and Caravax dropping directly into the fight with jump packs howling. Over-extended and exposed, the Tau found themselves caught between the closing

talons of the Vanguard Veterans and the Scout squads. Such had been the fate of Fireblade Nel'Shos' Strike Teams during the fight for the Voltspires; lured from amid the captured Imperial bunkers, the Fireblade's attempted Mont'ka attack soon became a disaster as his warriors were surrounded and torn apart without mercy.

Lastly – and crucially in a war zone as ever-changing as Prefectia – Strike Force Torovac was blessed with significant aerial support in the form of a Storm Wing. Accompanied by its Stormtalon Gunship escorts, the Stormraven Bleak Shadow swept down upon its foes, bursting from the fury of the storm to throw a dark and deathly pall across the battlefield. From vicious dogfights against the fighter craft of the Air caste, to blistering attack runs that tore battlesuits apart and saw Hammerhead Gunships left as blazing wrecks, Torovac's Storm Wing proved its worth time and time again. During the desperate fighting around Cragback Ridge, for example, the Storm Wing detected and drove off a force of Stealth Suits before they could encircle the Raven Guard. They immediately swept back, guns blazing, to knock a trio of Sun Shark Bombers out of the sky mere moments before the Tau craft could pound the Raven Guard into oblivion against the unyielding barrier of the ridge's tumbled cliffs.





FORCES OF THE SPACE MARINES

The following sections introduce new Detachments, Warlord Traits, relics and Tactical Objectives for forces drawn from the White Scars, Raven Guard, Iron Hands, Salamanders and Imperial Fists (and their successor Chapters), as well as a number of Army List Entries and Formations that can be used by any Space Marine army.

DETACHMENTS

Whilst each of the Space Marine Chapters that follow the Codex Astartes makes use of its recommended formations and strategies, each Chapter also has its own particular ways of making war. The Detachments presented in the following sections enable players to field a Space Marine army that reflects the fighting style of their Chapter. This book also describes an Anvil Strike Force which can be fielded by any Space Marine Chapter. These Detachments follow all the Detachment rules presented in *Warhammer 40,000: The Rules*.

FORMATIONS

The following sections detail a number of Formations that can be used with any force chosen from *Codex: Space Marines* regardless of the Chapter it is drawn from. Each Formation grants the units within it powerful bonuses, which can really enhance their effectiveness on the battlefield. You may include these Formations in your army as described in *Warhammer 40,000: The Rules*.

PSYCHIC POWERS

Within this section you will find several Psychic Disciplines. Any Librarian with the Space Marines Faction, regardless of which Chapter he is drawn from, may generate powers from these Disciplines in addition to those listed on his datasheet.

WARLORD TRAITS

The commanders of the different Space Marine Chapters have distinctive approaches to waging war. This book includes several Chapter-specific Warlord Traits tables. If your Warlord is drawn from one of the Chapters described in this book (or one of their successor Chapters), you can choose to roll on the appropriate Warlord Traits table in the following sections instead of those found in *Warhammer 40,000: The Rules* or *Codex: Space Marines*.





CHAPTER RELICS

This book showcases several Chapter-specific relics lists, each describing a number of powerful items of wargear possessed by the different Space Marine Chapters. Each of these artefacts is a piece of its Chapter's history as well as a deadly tool of war, and is carried into battle only by those who have proven themselves worthy. Characters from a Chapter that can normally take items from the Chapter Relics list in *Codex: Space Marines* can take items from the appropriate list in this book instead. Some Chapter relics can also be taken by models that cannot normally be equipped with Chapter relics – the rules for that Chapter will make it clear where this is the case. Regardless, only one of each relic may be chosen per army – there is only one of each in the galaxy!

TACTICAL OBJECTIVES

Finally, this book lists several sets of Chapter-specific Tactical Objectives which replace the six Capture & Control Tactical Objectives from *Warhammer 40,000: The Rules* if your Warlord is drawn from the appropriate Chapter. These objectives favour the fighting style of each Chapter, allowing, for example, Raven Guard players to focus on waging war in the shadows, encouraging White Scars players to strike fast and without mercy, or rewarding Salamanders armies for purging the foe with fire.

TERMINATOR CAPTAIN

A Terminator Captain can be included in any Space Marines Detachment or Formation that lists 'Captain' as part of its composition, subject to the Formation Restrictions. The Terminator Captain replaces the Captain listed in the composition. For example, a Terminator Captain could be included in the Strike Force Ultra Formation in Codex: Space Marines.

CATAPHRACTII TERMINATORS

Cataphractii Terminator Squads can be included in any Space Marines Detachment or Formation that lists 'Terminator Squad' or 'Terminator Assault Squad' as part of its composition. Each Cataphractii Terminator Squad included replaces one of these squads. For example, Cataphractii Terminators could be included in the 1st Company Strike Force Formation in Codex: Space Marines.

CONTEMPTOR DREADNOUGHTS

Contemptor Dreadnoughts can be included in any Space Marines Detachment or Formation that lists 'Dreadnoughts', 'Venerable Dreadnoughts' or 'Ironclad Dreadnoughts' as part of its composition. Each unit of Contemptor Dreadnoughts replaces one of these units. For example, a unit of Contemptor Dreadnoughts could be included in the Battle Demi-company Formation in Codex: Space Marines.





TERMINATOR CAPTAIN

120
POINTS



Lords of the 1st Company, and favoured sons of the Chapter, Terminator Captains are among the greatest heroes of the Imperium. Only the most worthy champions are given the right to wear one of the Chapter's ancient suits of Terminator armour. In the case of Captains, such war suits are always precious relics, having been carried into battle by many legendary warriors and present at thousands of great and glorious triumphs. Some Chapters even allow their Captains to don suits of Cataphractii armour. Many of these rare pieces of wargear date back to the Great Crusade, and were worn by near-mythical First Founding commanders. Captains clad in one of these sacred protective mantles are inevitably at the forefront of any attack they lead, inspiring their company to ever-greater acts of heroism.

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

WARGEAR:

- **Terminator armour**
(see *Codex: Space Marines*)
- **Storm bolter**
- **Power sword**
- **Iron halo** (see *Codex: Space Marines*)

SPECIAL RULES:

- **And They Shall Know No Fear**
- **Chapter Tactics**
(see *Codex: Space Marines*)
- **Independent Character**

OPTIONS:

- May replace power sword with a relic blade (see *Codex: Space Marines*) 10 pts
- May replace Terminator armour with Cataphractii Terminator armour (pg 57) free
- May take items from the **Terminator Weapons**, **Special Issue Wargear** and/or **Chapter Relics** lists (see *Codex: Space Marines*).





CATAPHRACTII TERMINATOR SQUAD

175
points



A relic of the Great Crusade, Cataphractii armour is an even heavier variant of the formidable Tactical Dreadnought Armour. A squad of battle brothers clad in this impressive plate can weather almost any form of attack. Layered reactive plates absorb punishing kinetic assaults, while the suits' additional shield generators ward away concentrated energy blasts. The price for such protection is mobility, and it was for this reason that many Legions, and later Chapters, replaced it. Even so, in the armours of many of the Adeptus Astartes ancient suits of Cataphractii armour still exist, often armed with combi-bolters and other antiquated weaponries, and should the Chapter Master decree, these impressive weapons of war are once more unleashed upon the enemies of the Imperium.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Cataphractii Terminator	4	4	4	4	1	4	2	9	2+	Infantry	4 Cataphractii Terminators
Cataphractii Sergeant	4	4	4	4	1	4	2	9	2+	Infantry (Character)	1 Cataphractii Sergeant

WARGEAR:

- **Cataphractii Terminator armour** (pg 57)
- **Combi-bolter** (pg 57)
- **Power fist** (Cataphractii Terminators only)
- **Master-crafted power sword** (Sergeant only)

SPECIAL RULES:

- **And They Shall Know No Fear**
- **Chapter Tactics**
(see *Codex: Space Marines*)
- **Combat Squads**
(see *Codex: Space Marines*)

OPTIONS:

- May include up to five additional Cataphractii Terminators35 pts/model
- Any model may replace its weapons with two lightning claws.....free
- Any Cataphractii Terminator may replace his power fist with one of the following:
 - Lightning clawfree
 - Chainfist5 pts/model
- For every five models in the squad, one Cataphractii Terminator may replace his combi-bolter with a heavy flamer10 pts/model
- The Cataphractii Sergeant may replace his master-crafted power sword with one of the following:
 - Power fist.....free
 - Lightning clawfree
 - Chainfist5 pts
- The Cataphractii Sergeant may take a grenade harness (pg 57)10 pts/model
- The unit may select a Land Raider, Land Raider Crusader or Land Raider Redeemer as a Dedicated Transport (see *Codex: Space Marines*).



The Contemtor is a towering walker, looming over the battlefield like a mechanical god of war. A precursor to the more common variants of the Space Marine Dreadnought, the Contemtor is a true engine of destruction, though the secrets to create new Contemtors are thought to have vanished sometime after the Horus Heresy. Hidden beneath its heavy armoured hull are many secret machineries of the Adeptus Mechanicus, now largely lost or forgotten by the rest of the Imperium. Internal servos and pistons lend the Dreadnought punishing strength, as well as the ability to put on bursts of speed that belie its massive size. The Contemtor is also well protected, not just by its thick hull, but by atomantic shielding that can ward away even the strongest attack in a flash of brilliant energy.

「Armour」											Unit Type	Unit Composition
WS	BS	S	F	S	R	I	A	HP				
Contemtor	5	5	7	13	12	10	4	4	3	Vehicle (Walker)	1 Contemtor Dreadnought	
Dreadnought												

- WARGEAR:
- **Multi-melta**
 - **Power fist with built-in combi-bolter** (pg 57)
 - **Atomantic shielding** (pg 57)

- SPECIAL RULES:
- **Chapter Tactics** (see Codex: Space Marines)
 - **Fleet**

- OPTIONS:
- May include up to two additional Contemtor Dreadnoughts170 points/model
 - Any model may replace its multi-melta with a Kheres pattern assault cannon (pg 57)15 points/model



ARMOURY OF THE ADEPTUS ASTARTES

This section of the book lists the weapons and equipment used by the Space Marine units described on pages 54-56, along with the rules for using them in your games of Warhammer 40,000.

Profiles for the following weapons and wargear can be found in *Codex: Space Marines* or in *Warhammer 40,000: The Rules*.

Codex: Space Marines

Iron halo
Relic blade
Storm bolter
Teleport homer
Terminator armour

Warhammer 40,000: The Rules

Chainfist
Heavy flamer
Lightning claw
Multi-melta
Power fist
Power sword



WEAPONS

COMBI-BOLTER

Designed as a tactically flexible weapon for use with Cataphractii Terminator armour, a combi-bolter is essentially two standard-issue boltguns slaved together. It is bulky and somewhat crude compared to the more advanced storm bolter, but nonetheless remains an effective and deadly weapon.

Range	S	AP	Type
24"	4	5	Rapid Fire, Twin-linked

GRENADE HARNESS

An auxiliary weapon system fitted to Cataphractii Terminator armour, the grenade harness unleashes a barrage of fragmentation charges at the foe as the wearer charges into combat.

A model can fire its grenade harness in addition to its combi-bolter. In addition, models in the wearer's unit do not suffer the penalty to their Initiative for charging enemies through difficult terrain, but fight at their normal Initiative in the ensuing combat.

Range	S	AP	Type
8"	3	-	Assault 2, Blast

KHERES PATTERN ASSAULT CANNON

An ancient weapon incorporated into Contemptor pattern Dreadnoughts, the Kheres is a high-velocity cannon which uses electrically driven spinning barrels to maintain a tremendous rate of fire. Thanks to this relentless torrent of explosive shells, this bulky assault cannon can chew and tear its way through the most heavily armoured foe.

Range	S	AP	Type
24"	6	4	Heavy 6, Rendng

WARGEAR AND ARMOUR

ATOMANTIC SHIELDING

One of the Contemptor Dreadnought's most distinctive features is a series of defensive field generators mounted inside its armour plating and powered by the atomantic power core within.

A Contemptor Dreadnought has a 5+ invulnerable save against all shooting attacks, and a 6+ invulnerable save against all close combat attacks. In addition, if a Contemptor Dreadnought suffers an Explodes! result on the Vehicle Damage table, add 1" to the radius of the resulting explosion.

CATAPHRACTII TERMINATOR ARMOUR

One of the first-issued patterns of Tactical Dreadnought armour, the Cataphractii suits are even more armoured than their more modern counterparts, with slab-like ceramite pauldrons housing additional shield generators. This design has the unfortunate side effect of putting further strain on the armour's servos and slowing the wearer in combat.

Cataphractii Terminator armour confers a 2+ Armour Save and a 4+ invulnerable save. Furthermore, models in Cataphractii Terminator armour have the Bulky, Deep Strike and Slow and Purposeful special rules.

A Terminator Captain (pg 54) wearing Cataphractii Terminator armour also re-rolls invulnerable saving throws of 1 to represent the overlapping energy fields projected from both his iron halo and his armour's in-built shield generators.

A model wearing Cataphractii Terminator armour counts as wearing Terminator Armour for the purposes of embarking within Transport vehicles, the use of teleport homers (see *Codex: Space Marines*), and for the purposes of Formation Restrictions.



STORMLANCE BATTLE DEMI-COMPANY



Fast and flexible, the Stormlance Battle Demi-company is amongst the most frequently used formations of the Adeptus Astartes. It is highly favoured by the more mobile and aggressive Chapters such as the White Scars, who pioneered its employment at the command of Jaghatai Khan himself. The Stormlance places emphasis on speed and firepower, and is intended to be driven into the enemy's midst to swiftly seize a key objective or slay a vital target. Thus, no battle-brother in this formation goes to battle without transportation, and all undergo additional training in the art of employing mass firepower on the move. Characterised by the roar of engines and the cacophonous crash of volley after volley of bolter fire, the Stormlance strikes hard and fast to tear the heart from the foe.

FORMATION:

- 1 Captain or Chaplain¹
- 0-1 Command Squad
- 3 Tactical Squads
- 1 Devastator Squad
- 1 unit chosen from the following list:
 - Assault Squad
 - Bike Squad
 - Attack Bike Squad
 - Land Speeders

RESTRICTIONS:

Any non-vehicle units from this Formation that are not equipped with jump packs or Space Marine bikes must start the game embarked on a Rhino or Razorback.

¹ Captain Sicarius, Chaplain Cassius, Kor'sarro Khan, Vulkan He'stan, Shadow Captain Shrike, Pedro Kantor, High Marshal Hellbrecht or Chaplain Grimaldus may be taken in place of the Captain or Chaplain.

SPECIAL RULES:

Clear and Sweep: Units from this Formation can re-roll failed To Hit rolls in the Shooting phase when targeting an enemy unit that is controlling an Objective Marker.

Mobile Firebase: Units from this Formation equipped with Space Marine bikes or jump packs can move 2D6" immediately after they shoot in the Shooting phase. Other units from this Formation can move D6" immediately after they shoot in the Shooting phase, and may embark on their Dedicated Transport if all their models end this move within 2" of one of its Access Points, even if they disembarked in the same turn. Units that move after shooting cannot charge in the subsequent Assault phase.



HUNTING FORCE



Made famous by the Great Hunt of the White Scars, the bike-mounted Hunting Force is a terrifying tool of assassination. The battle-brothers of the Hunting Force commit the names, faces and misdeeds of their quarry to heart, chanting oaths of vengeance before leaping into their saddles and roaring off on the hunt. Such prey may choose to run, hide or fight, but none of these actions will halt their doom. Hurling into the fight with dust clouds billowing behind them, the Hunting Force sweeps down upon its prey in a headlong charge. Those who step to the quarry's defence are smashed from their feet and ground beneath the churning wheels of the Space Marine bikes, moments before their commander suffers the same fate.

FORMATION:

- 1 Captain¹
- 0-1 Chaplain¹
- 0-1 Command Squad
- 2-5 Bike Squads
- 1-3 Attack Bike Squads
- 1-3 Scout Bike Squads

RESTRICTIONS:

All models must be equipped with a Space Marine bike.

¹ Kor'sarro Khan may be taken in place of the Captain or Chaplain. He must be equipped with Moondrakkan.

SPECIAL RULES:

The Hunters' Prey: After deployment is complete, pick an HQ unit in the enemy army to be this Formation's primary target, then two other units to be the Formation's secondary and tertiary targets. The primary target is the Formation's prey at the start of the game; once that unit is completely destroyed, the secondary target becomes the Formation's prey, and so on. When attacking their prey, units from this Formation re-roll failed To Hit and To Wound rolls. In addition, if a unit from this Formation charges their prey, they have the Furious Charge special rule until the end of the phase.

Thunderous Assault: Models from this Formation that make Hammer of Wrath attacks make two hits instead of one if there are at least five models in their unit.

STORMBRINGER SQUADRON



Engines howl as the Stormbringer Squadron hurtles into the fight. Designed for lightning raids upon unsuspecting enemy positions, this formation's Land Speeders act as gun-platform escorts for its Land Speeder Storms. Each of these transport craft carries a determined band of Space Marine Scouts, ready to move on their target the moment their boots hit the ground. Weaving through the panicked fire of the foe, the Land Speeders execute one screaming pass after another. Their firepower chews lines of carnage through the enemy ranks, shattering their cohesion and sending survivors reeling for cover. Meanwhile, the Scout Squads pelt forward through the corpse-strewn wreckage, guns blazing as they seize their objective in the Emperor's name.

FORMATION:

- 1-3 units of Land Speeders
- 1-3 Scout Squads

RESTRICTIONS:

Each Scout Squad must take a Land Speeder Storm as a Dedicated Transport.

SPECIAL RULES:

Locate and Secure: Scout Squads from this Formation (but not their Land Speeder Storms) have the Objective Secured special rule. A unit with this special rule controls Objective Markers even if an enemy scoring unit is within range of the Objective Marker, unless the enemy unit also has this special rule.

Outrider Support: Land Speeder Storms from this Formation receive a +1 bonus to any Jink saves if they are within 6" of a Land Speeder from this Formation.

Rapid Deployment: Scout Squads from this Formation can disembark from their Land Speeder Storm after it has moved, so long as it has not moved more than 12".



SPEARTIP STRIKE



The Speartip Strike combines light, fast-moving Space Marine assets to deadly effect. On the ground, bike-mounted battle-brothers race into the fight, pushing the snarling engines of their steeds to the limit. Squadrons of Land Speeders streak past them, heavy weapons hammering. Yet this is more than just a headlong assault, for the Speartip Strike is wielded to suppress, or to goad the foe. With their speed and firepower, this formation can force their enemies to dive for cover just moments before the main Space Marine attack comes thundering in. Alternatively, by capitalising on their manoeuvrability, the Speartip Strike may use constant, punishing fire to provoke their enemies into a reckless advance, drawing the foe from behind their barricades and straight into the jaws of a trap.

FORMATION:

- 1-3 units of Land Speeders
- 2 units chosen in any combination from the following list:
 - Bike Squad
 - Attack Bike Squad
 - Scout Bike Squad

RESTRICTIONS:

None.

SPECIAL RULES:

Strategic Spearhead: At the start of your shooting phase, you can choose either to enact Focussed Suppression or attempt to provoke the enemy with Harassing Fire.

Focussed Suppression: Pick an enemy unit to suppress. If at least two units from this Formation shoot at that unit, it must take a Pinning test at the end of the phase. When it takes this test, subtract 2 from its Leadership for each additional unit from this Formation (after the first two) that shot at it during the phase.

Harassing Fire: Any unit that suffers one or more unsaved Wounds from a unit that is part of this Formation must take a Leadership test at the end of the phase. If the unit fails the test, it can choose to Go to Ground immediately. If the unit does not Go to Ground, and had not already Gone to Ground, it is Provoked. A Provoked unit must move as far as possible towards the nearest unit from this Formation in its next Movement phase.

PINION BATTLE DEMI-COMPANY



Made famous by the Raven Guard, the Pinion Battle Demi-company combines the might of a Chapter's experienced battle-brothers with the strategic versatility of its 10th Company Scouts. Prior to deployment into a war zone, the members of a Pinion demi-company train exhaustively together, optimising the effectiveness of communications between its scouting and main-line elements and ensuring that every battle-brother can predict the moves of his comrades with practised efficiency. The upshot of this rigorous preparation is a force that exploits the Scouts' pathfinding skills to perfectly coordinate flanking manoeuvres in the densest terrain, and that shares targeting information gathered by Scout Squads to lay down volleys of directed fire that blast the enemy apart before they even realise their danger.

FORMATION:

- 1 Captain or Chaplain¹
- 0-1 Command Squad
- 3 Tactical Squads
- 1 Assault Squad
- 1 Devastator Squad
- 1-5 units chosen in any combination from the following list:
 - Scout Squad
 - Scout Bike Squad

RESTRICTIONS:

The Captain or Chaplain may not be equipped with Terminator armour.

¹ Captain Sicarius, Chaplain Cassius, Kor'sarro Khan, Vulkan He'tan, Shadow Captain Shrike, Pedro Kantor, High Marshal Helbrecht or Chaplain Grimaldus may be taken in place of the Captain or Chaplain.

SPECIAL RULES:

Scout Support: During the Shooting phase, each Scout Sergeant or Scout Veteran Sergeant from this Formation can spot for another unit from this Formation within 9". Weapons carried by the unit being spotted for gain the Ignores Cover special rule until the end of the phase.

Wayfinders: Each Scout Squad or Scout Bike Squad in this Formation that is kept in Reserve can lead another unit from this Formation to the battlefield. That unit must also be kept in Reserve, but cannot be placed in Deep Strike Reserve. When making Reserve Rolls, do not roll for the unit being led; instead, it will arrive at the same time as the unit that is leading it. If the Scout Squad or Scout Bike Squad Outflanks, the unit it is leading will arrive from the same table edge, even if it cannot normally Outflank. When the units move onto the battlefield, the unit being led has the Stealth special rule until the start of its next turn as long as it is within 9" of the unit leading it.



SHADOWSTRIKE KILL TEAM



When an enemy commander must be assassinated, a war engine destroyed or a crucial objective seized, the Shadowstrike Kill Team is the weapon for the job. The employment of this formation places a great weight of trust and responsibility upon the Scouts who enact its opening moves, and will often form part of a Scout's final battlefield proving before he ascends to the rank of full battle-brother. Equipped with homing beacons, the Scout brothers advance swiftly upon their target, deploying into the very jaws of the foe. Even as they look sure to be overwhelmed, the Scouts activate their beacons and call in a devastating strike by the Vanguard Veterans of the 1st Company. Few foes indeed can survive the onset of such mighty warriors, and the objective is eliminated or captured in short order.

FORMATION:

- 2-4 Scout Squads
- 1-3 Vanguard Veteran Squads

RESTRICTIONS:

All Vanguard Veteran Squads in this Formation must be equipped with jump packs.

SPECIAL RULES:

On Time... Instead of rolling to see whether a unit of Vanguard Veterans from this Formation arrives from Reserve, you can choose whether to pass or fail that roll.

...On Target: Vanguard Veteran Squads from this Formation can charge on the turn they arrive from Deep Strike. In addition, they do not scatter when arriving from Deep Strike if the first model is placed within 9" of at least two Scout Squads from this Formation.

BLADEWING ASSAULT BROTHERHOOD



The Bladewing Assault Brotherhood is a mighty weapon of destruction, massing a formidable number of airborne warriors into a single killing force and driving them like a blade into the midst of the foe. Borne into battle aboard a Thunderhawk Gunship, the battle-brothers of the Bladewing drop from their speeding transport directly into battle, jump packs jetting roaring columns of flame as they plunge down upon their foes. The shock assault of such a formation tears the heart from the enemy army, cracking open the greatest defensive strongpoints or smashing enemy attack waves with its blunt force. Should the battle-brothers need to relocate swiftly, they are trained to boost skyward, landing aboard their gunship in impressive displays of skill before leaping forth once again to wreak havoc elsewhere.

FORMATION:

- 1 Captain or Chaplain ¹
- 1-3 Vanguard Veteran Squads
- 2-4 Assault Squads

RESTRICTIONS:

All models must be equipped with jump packs. This Formation may include no more than 30 models.

¹ Shadow Captain Shrike may be taken in place of the Captain or Chaplain.

SPECIAL RULES:

On Wings of Fire: Once per game, in your Movement phase, you can declare that this Formation will disengage. Each unit from this Formation that is on the battlefield is removed from play, even if it is locked in close combat, and placed into Ongoing Reserve.

Thunderhawk Assault: If any units from this Formation are in Reserve or Ongoing Reserve, they will arrive at the same time – if you need to make Reserve Rolls, make a single roll for all units from this Formation. When the Formation arrives from Reserve, draw a straight line from a point on any table edge to a point on the opposite table edge. Each unit from this Formation must attempt to Deep Strike onto a point on this line, and can re-roll the scatter dice when Deep Striking.



SKYHAMMER ORBITAL STRIKE FORCE



Devised by the Raven Guard and since emulated by many other Chapters, the Skyhammer Orbital Strike Force is intended to clear and seize a beachhead or landing zone for Imperial forces. Waves of Land Speeders scream down towards the chosen coordinates, looping overhead in a series of strafing runs and hammering the foe with fire. Into this maelstrom falls a spread of Drop Pods, their deployment given sacrosanctus-level priority. The pods smash into the scattered remnants of the foe, before the battle-brothers within surge out at a full run, their bolters and flamers roaring as their shock assault sweeps the last enemy resistance away. Soon enough, the target zone is in Imperial hands, and firmly defended by an armoured cordon of elite Space Marine warriors.

FORMATION:

- 3 Tactical Squads
- 1-3 units of Land Speeders

RESTRICTIONS:

Each Tactical Squad must take a Drop Pod as a Dedicated Transport.

SPECIAL RULES:

Dropsite Clearance: At the start of your first turn, before any Drop Pods arrive using the Drop Pod Assault special rule, pick a point on the battlefield to mark the centre of this Formation's dropsite. Units from this Formation re-roll To Hit and To Wound rolls of 1 against enemy units within 12" of that point, and Drop Pods from this Formation that arrive from Deep Strike Reserve within 12" of that point only scatter D6" rather than 2D6".

Shock Assault: Tactical Squads from this Formation can Run and then shoot on the same turn they disembark from their Drop Pods.



SKYHAMMER ANNIHILATION FORCE



Without warning the twin Drop Pods of a Skyhammer Annihilation Force smash into the battlefield, their earth-shuddering impacts heralding the violence to come. Armoured ramps slam open an eye-blink later, and Devastator Marines advance, heavy weapons already raised and pouring fire into the foe. Even as they sow death across the killing fields, their brethren descend upon wings of flame and fury. The survivors of the initial blitz, still reeling from a punishing fusillade of bolt shells, missiles and energy beams, are all but defenceless as the Skyhammer's Assault Marines land in their midst to finish the slaughter, chainswords chewing through flesh before the smoke has even begun to clear. Skyhammer Annihilation Forces do not simply defeat the enemy; they utterly destroy them.

FORMATION:

- 2 Assault Squads
- 2 Devastator Squads

RESTRICTIONS:

Each Devastator Squad must take a Drop Pod as a Dedicated Transport. Each Assault Squad must be equipped with jump packs.

First the Fire, then the Blade: On the turn they arrive from Deep Strike Reserve, the Devastator Squads in this Formation have the Relentless special rule and the Assault Squads can charge even though they arrived from Reserves.

Suppressing Fusillade: A unit targeted by a Skyhammer Annihilation Force's Devastator Squad in the Shooting phase must take a Morale test at the end of the phase on 3D6, regardless of how many casualties were inflicted. If the test is failed, the enemy unit does not Fall Back, but must immediately Go to Ground. If the test is passed, the enemy unit is unable to fire Overwatch for the rest of the turn.

Leave No Survivors: Assault Squads in this Formation can use their jump packs in both the Movement and Assault phase. If an Assault Squad from this Formation charges a unit that has Gone to Ground as a result of the Suppressing Fusillade special rule, that Assault Squad can re-roll failed To Hit and To Wound rolls in the ensuing Assault phase.

SPECIAL RULES:

Shock Deployment: All units in this Formation start the game in Deep Strike Reserve. Instead of using the normal deployment and reserve rules for these units, you can, during deployment, choose whether they will arrive in your first or second turn. The entire Formation automatically arrives on the turn you chose. Ignore this Formation's Drop Pods for the purposes of the Drop Pod Assault special rule.



SHADOW FORCE



Comprising masters of stealth and swift advance, the Shadow Force stalks its prey through the tangled ruin of the battlefield. Skimming high above the fighting, the formation's Land Speeders keep their brothers appraised of enemy positions and ensure the foe cannot escape or outmanoeuvre the Shadow Force. Meanwhile, the warriors below close swiftly upon their victims, centuries of experience enabling them to slip easily through dense terrain and seize the best ground from which to fight. Finally, having encircled its foe and run them to ground, the Shadow Force launches a coordinated attack from all directions that sees Land Speeders screaming down from above while 1st Company Veterans hack and blast their victims apart with cold efficiency.

FORMATION:

- 1 Captain ¹
- 1 Sternguard Veteran Squad
- 1 Vanguard Veteran Squad
- 1 unit of Land Speeders

RESTRICTIONS:

The Captain may not be equipped with Terminator armour.

¹ Captain Sicarius, Kor'sarro Khan, Vulkan He'stan, Shadow Captain Shrike, Pedro Kantor or High Marshal Helbrecht may be taken in place of the Captain.

SPECIAL RULES:

- Acute Senses
- Move Through Cover
- Scout

Swift Redeployment: Non-vehicle units in this Formation can re-roll the dice when determining their Run moves, and vehicle units in this Formation can move an additional 6" when moving Flat Out.

RAVENHAWK ASSAULT GROUP



Like the spear of an angry god, the Ravenhawk Assault Group plunges from the darkness of space to strike a killing blow against a vital enemy target. Guns howling, the formation's Stormraven Gunship sweeps down upon its prey and blasts them apart in explosions and roaring streams of shot. The ground crumples around the panicked foe. Even as they reel in terror and confusion, the Stormraven's ramp is already yawning wide and its magna-grapples are disengaging. With a mighty bellow, the Assault Group's Dreadnought slams into the ground, striding swiftly into battle, while Sternguard Veterans thump down in its wake. As bolters bark and heavy weapons spit their fury, the enemy is torn swiftly to pieces by the vengeful fire of the Adeptus Astartes.

FORMATION:

- 1 Sternguard Veteran Squad
- 1 Dreadnought, Ironclad Dreadnought, Venerable Dreadnought or Contemptor Dreadnought
- 1 Stormraven Gunship

RESTRICTIONS:

None.

SPECIAL RULES:

Targeted Strike: When the first unit from this Formation is deployed or arrives from Reserve, nominate a unit in the enemy army to be the Assault Group's target. Units from this Formation re-roll failed To Hit rolls against that unit for the duration of the battle.

Vertical Insertion: The Stormraven Gunship from this Formation has the Deep Strike special rule. If it arrives from Deep Strike, it must Hover on the turn it arrives.



RAPTOR WING



The attack craft of the Raptor Wing sweep in towards the foe with their guns primed. Developed by the Raven Guard as a means of swiftly eliminating targets of opportunity, this formation has been incorporated into the strategiums of many Chapter Masters. Like hunting birds that have spotted their prey, the Raptor Wing utilises target-auguries from a designated 'spotter' Land Speeder to ensure that no matter where the target flees, it cannot escape. Missiles streak in on burning contrails as melta weapons hiss and assault cannons scream. If the target is an enemy vehicle, it is soon reduced to a blazing wreck. Meanwhile, any infantry unlucky enough to be designated as this formation's prey are reduced to barely recognisable remains, as though they were torn apart by the talons of some great and deadly hawk.

FORMATION:

- 1 unit of Land Speeders
- 2 Stormtalon Gunships

RESTRICTIONS:

None.

SPECIAL RULES:

Incoming Support: If the Stormtalon Gunships from this Formation are in Reserve at the start of the controlling player's second turn, they arrive automatically.

Priority Target Received: Once per turn, in your Shooting phase, a Land Speeder from this Formation can nominate an enemy unit within 18" and in line of sight. That unit is designated as a priority target until it is destroyed or until a Land Speeder from this Formation designates another priority target in a later turn. Stormtalon Gunships from this Formation can re-roll failed To Wound and Armour Penetration rolls when firing at a priority target – they can also choose to re-roll glancing hits in an attempt to instead get a penetrating hit.





ARMOURED MIGHT

The following section describes an Anvil Strike Force, used by the forces of the Adeptus Astartes whenever a war requires the full destructive power of their Armouries. When such an assemblage of war machines takes to battle, the ground quakes as they crest the horizon, and their massed firepower scours the field clean of enemies.

CHOOSING AN ARMY

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

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

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include up to one more Core choice, up to two Command choices and any number of additional Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment. This Detachment must include a Transport vehicle for each unit of Infantry.

COMMAND BENEFITS:

Master of Mechanised Warfare: You may choose a vehicle from this Detachment to be your Warlord, even if your army includes characters. If you do, your Warlord has the following Warlord Trait:

Big Guns Never Tire: *Your Warlord doesn't believe that there is such a thing as too much firepower, and he knows just how to use his biggest guns to maximum effect.*

At the end of your Shooting phase, your Warlord can nominate himself or another vehicle from this Detachment that is within 24" of him. That vehicle can immediately fire its weapons again.

Armour of Contempt: Vehicles in an Anvil Strike Force Detachment ignore the effects of Crew Shaken and Crew Stunned damage results, though they still lose a Hull Point.

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

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



MASTERS OF THE ARMOURY

- 1 of the following:
 - Sergeant Chronus
 - Space Marine HQ Command Tanks
 - 1 Predator
 - 1 Vindicator
 - 1 Land Raider, Land Raider Redeemer,
 - Land Raider Crusader



KEEPERS OF THE FORGE

- 1 Techmarine
- 1 Rhino or Razorback



ARMOURED TASK FORCE

See Codex: Space Marines



LAND RAIDER SPEARHEAD

See Codex: Space Marines

Core
1-2



Auxiliary
1+



Command
0-2



ANVIL STRIKE FORCE

The Anvil Strike Force allows you to field the vehicular might of the Space Marines in the Warhammer 40,000 battlefield. Whether you wish to assemble an army of battle tanks, their guns roaring as they smite the foe, or a force of vehicle squadrons deployed to support the main infantry advance, there are a multitude of choices available.

For example, Tom's Space Marines collection consists of Sergeant Chronus in a Predator, a Captain, a Command Squad, a Techmarine, three Predators, three Vindicators, a Whirlwind, two Land Raiders, a Land Raider Crusader, a Hunter, two Stalkers, two Tactical Squads, two Rhinos and a Razorback.

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

The Anvil Strike Force Detachment in Tom's army consists of an Armoured Task Force as a Core choice (his Techmarine, Predators,

Vindicators and Whirlwind), a Land Raider Spearhead as his second Core choice (his Land Raiders) and an Anti-air Defence Force as his Auxiliary choice (his Hunter and Stalkers). Tom also takes a Masters of the Armoury as a Command choice (Sergeant Chronus).

Tom's Captain, Command Squad and two Tactical Squads, as well as their transports, form a Combined Arms Detachment. As all of his units belong to a Detachment, the army is Battle-forged. Tom chooses Sergeant Chronus to be his Warlord – his Anvil Strike Force is therefore his Primary Detachment. The units that are part of it have the Master of Armoured Warfare and Armour of Contempt Command Benefits, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit.



SUPPRESSION FORCE

See Codex: Space Marines



RAPTOR WING (PG 69)

- 1 unit of Land Speeders
- 2 Stormtalon Gunships



RECON OUTRIDERS

- 1 unit of Land Speeders



ANTI-AIR DEFENCE FORCE

See Codex: Space Marines



STORM WING See Codex: Space Marines



HONOURED ANCIENTS

- 1 unit of Dreadnoughts, Ironclad Dreadnoughts, Venerable Dreadnoughts or Contemptor Dreadnoughts



MECHANISED INFANTRY

- 1 of the following:
 - Tactical Squad
 - Assault Squad
 - Devastator Squad
 - Scout Squad
 - Terminator Squad
 - Terminator Assault Squad
 - Cataphractii Terminator Squad
 - Sternguard Veteran Squad
 - Vanguard Veteran Squad
 - Centurion Devastator Squad
 - Centurion Assault Squad



TECHMARINE

- 1 Techmarine or Thunderfire Cannon

Spear of Macragge: *Instead of being included as a Command choice in this Detachment, Sergeant Chronus can be included in any Formation in this Detachment that lists 'Rhino', 'Razorback', 'Predator', 'Whirlwind', 'Vindicator', 'Hunter', 'Stalker', 'Land Raider', 'Land Raider Crusader' or 'Land Raider Redeemer' as part of its composition. Sergeant Chronus replaces the chosen vehicle with one of the same type, which he commands. For example, Sergeant Chronus commanding a Land Raider could be included in a Land Raider Spearhead, replacing one of the Land Raiders.*

SONS OF THE GREAT KHAN

The following section describes the forces used by the White Scars and their brethren in other Chapters that focus on aggressive, mobile warfare. The Scarblade Strike Force and special rules presented on these pages are unique to the White Scars and their successor Chapters.

CHOOSING AN ARMY

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

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

RESTRICTIONS:

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

COMMAND BENEFITS:

Lightning Assault: Units from this Detachment can re-roll failed Initiative tests when attempting to leave combat using the Hit & Run special rule.

Ride the Wind: Vehicles from this Detachment that move Flat Out, and Bikes from this Detachment that Turbo-boost, move an additional D6", or 2D6" if they are a Fast vehicle or Flyer.

Maximum Impact: If a unit from this Detachment successfully charges an enemy unit that is at least 8" away, it gains the Hammer of Wrath rule for the duration of the Assault phase. If it already has the Hammer of Wrath rule, it can re-roll failed Wound rolls when resolving Hammer of Wrath attacks.

Core
1-2



Auxiliary
1+



Command
0-3



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

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



STRIKE FORCE COMMAND

- 1 of the following:
 - Kor'sarro Khan
 - Terminator Captain
 - Captain
 - Chaplain
- 0-1 Honour Guard
- 0-1 Command Squad



RECLUSIAM COMMAND SQUAD

See *Codex: Space Marines*



LIBRARIUS CONCLAVE

See *Codex: Space Marines*



BATTLE DEMI-COMPANY

See *Codex: Space Marines*



STORMLANCE BATTLE DEMI-COMPANY (PG 58)

- 1 Captain or Chaplain[†]
- 0-1 Command Squad
- 3 Tactical Squads
- 1 unit chosen from the following: Assault Squad, Bike Squad, Attack Bike Squad or Land Speeders.
- 1 Devastator Squad

SCARBLADE STRIKE FORCE

The Scarblade Strike Force allows you to represent the White Scars in a way that showcases their unique strengths on the Warhammer 40,000 battlefield. Whether you wish to assemble a hunting force to deal with a xenos incursion or a swift assault group that is part of a larger force, the choices below offer great freedom and a number of benefits.

For example, Jim's White Scars collection consists of Kor'sarro Khan, a Techmarine, a Captain on a Space Marine bike, two Tactical Squads, a Scout Squad, three Bike Squads, an Attack Bike Squad, a Scout Bike Squad, two Land Speeders and a Land Speeder Storm.

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

The Scarblade Strike Force Detachment in Jim's army consists of a Hunting Force as a Core choice (his Captain, his Bike Squads, his

Attack Bike Squad and Scout Bike Squad), a Stormbringer Squadron as an Auxiliary choice (two Land Speeders and a unit of Scouts in a Land Speeder Storm) and a Strike Force Command as a Command Choice (Kor'sarro Khan).

Jim's Techmarine and Tactical Squads form a Combined Arms Detachment. As all of his units belong to a Detachment, the army is Battle-forged. The units that are part of the Scarblade Strike Force have the Lightning Assault, Ride the Wind and Maximum Impact Command Benefits, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit. Jim chooses Kor'sarro Khan to be his Warlord – his Scarblade Strike Force is therefore his Primary Detachment.



HUNTING FORCE (PG 59)

- 1 Captain
- 0-1 Chaplain
- 0-1 Command Squad
- 2-5 Bike Squads
- 1-3 Attack Bike Squads
- 1-3 Scout Bike Squads



SPEARTIP STRIKE (PG 61)

- 1-3 units of Land Speeders
- 2 units chosen from the following:
 - Bike Squad
 - Attack Bike Squad
 - Scout Bike Squad



STRIKE FORCE ULTRA

See Codex: Space Marines



STORM WING

See Codex: Space Marines



STORMBRINGER SQUADRON (PG 60)

- 1-3 units of Land Speeders
- 1-3 Scout Squads



ARMOURED TASK FORCE

See Codex: Space Marines



LAND RAIDER SPEARHEAD

See Codex: Space Marines



1ST COMPANY TASK FORCE

See Codex: Space Marines



ANTI-AIR DEFENCE FORCE

See Codex: Space Marines



10TH COMPANY TASK FORCE

See Codex: Space Marines



SUPPRESSION FORCE

See Codex: Space Marines

¹ Kor'sarro Khan may be taken in place of the Captain



WHITE SCARS SPECIAL RULES

This section of the book details additional special rules, Warlord Traits, relics and Tactical Objectives that reflect the fighting style of a White Scars force. You can use this to field a Detachment or even a whole army of the White Scars or one of their successor Chapters in games of Warhammer 40,000.

WHITE SCARS DETACHMENTS

Any Detachment with the Space Marines Faction can be a White Scars Detachment if all units in the Detachment with the Chapter Tactics special rule are drawn from the White Scars. A White Scars Detachment retains the Space Marines Faction and is treated in all ways as a Space Marines Detachment. White Scars Detachments may also use the following rules:

Born in the Saddle: White Scars models with the Bike unit type have the Skilled Rider special rule and add 1 to their Strength when resolving hits caused by the Hammer of Wrath special rule.

Fight on the Move: White Scars models have the Hit & Run special rule. A unit composed entirely of White Scars models can re-roll the dice when determining Run moves.

RELICS OF CHOGORIS

Units in White Scars Detachments that can take items from the Chapter Relics list in *Codex: Space Marines* can choose to take items from the Relics of Chogoris list (pg 77) at the points cost shown instead. You can take Chogoris from both lists in the Detachment. A single model in your army that may take items from the Space Marine Standards list may instead take the Banner of the Eagle. Note that the Banner of the Eagle, the Hunter's Eye, the Mantle of the Stormseer and Wrath of the Heavens do not replace one of the model's weapons.

WARLORD TRAITS

When generating his Warlord Traits, a White Scars Warlord may choose to roll on the table to the right instead of those found in *Warhammer 40,000: The Rules* or *Codex: Space Marines*.



WARLORD TRAITS TABLE

D6 WARLORD TRAIT

1 Master Rider: *Even before he became a Space Marine your Warlord was a master at mounted combat, swift as the wind and impossible to unseat.*

Add 1 to the result of any Jink saves you make for your Warlord if he is equipped with a Space Marine bike. If he is not, treat this result as 'Deadly Ambush' instead.

2 Deadly Ambush: *White Scars know the value of a well-timed assault on an unsuspecting enemy, and none more so than your Warlord.*

You can add or subtract 1 from the result of any Reserve Rolls you make while your Warlord is on the battlefield or in Reserve.

3 Hunter's Instincts: *Your Warlord takes great delight in hunting the deadliest prey available, whether they be mechanical, biological or otherworldly.*

Your Warlord has the Monster Hunter and Tank Hunters special rules.

4 Hammer of the Khan: *Even amongst the White Scars, the ferocity with which this Warlord's charge hits home is legend throughout the Chapter.*

Your Warlord has the Hammer of Wrath special rule. If he already has this special rule, he makes D3 additional attacks instead of 1.

5 Unrivaled Hunter: *For your Warlord the hunt never ceases, and he is ever seeking another head to take in the name of the Emperor.*

Add 1 to your Warlord's Strength and Attacks characteristics while he is fighting in a challenge. If he is fighting in a challenge against an enemy Warlord, he can also re-roll failed To Hit rolls.

6 Merciless Warrior: *Your Warlord neither gives nor demands mercy, ordering his warriors to hound the foe until none remain alive.*

When your Warlord or a friendly White Scars unit within 12" makes a Sweeping Advance, you can re-roll the dice.



RELICS OF CHOGORIS

The Relics of Chogoris are revered artefacts and trophies of war borne into battle by the most skilled hunters of the White Scars. Each is a powerful symbol to the warriors of that Chapter, and a treasure that has survived through uncounted battles. Only one of each of the following items may be chosen per army.

THE BANNER OF THE EAGLE 30 points

As a First Founding Chapter, the White Scars can trace their history back to the birth of the Imperium. The oldest relics of the Chapter date back to that ancient time, and the Banner of the Eagle is one such artefact. It is incredibly rare for this venerable standard to be brought forth into the crucible of war, though any witty commander knows the inspirational effect that such a sacred banner can have on those that fight in its fluttering shadow. At the crown of the banner sits the glorious adamantium eagle – the symbol of the White Scars' bloody victory on Golgotha, from which the Banner of the Eagle takes its name.

May only be taken by a model that may take items from the Space Marine Standards list. Friendly White Scars units within 12" of a model with the Banner of the Eagle have the Fleet and Furious Charge special rules.

THE GLAIVE OF VENGEANCE..... 30 points

The White Scars discovered this ancient relic during their conquest of the Balestar Cluster, far beyond the Eastern Fringe. The Glaive of Vengeance was the very weapon once wielded by the great Kyublai Khan, before the Chapter Master was murdered by the Dark Eldar of the Bloodied Talon. A crackling energy field surrounds the fearsome curved blade that extends from the weapon's adamantium haft, enabling it to cut through any armour. Some among the White Scars claim that the spirit of Kyublai Khan still clings to the glaive, and that his endless thirst for revenge upon his killers is what makes this weapon seem to lunge at the foe with a will of its own.

Range	S	AP	Type
-	+3/+1*	2/3*	Melee, Master-crafted

* The Glaive of Vengeance has two profiles for both Strength and AP. The first is used only on a turn in which the bearer charged; the second is used at all other times.

THE HUNTER'S EYE 20 points

The tribes of Chogoris are famed throughout the Imperium for the consummate skill of their horse archers. It is written in the Scrolls of the Plains that the Hunter's Eye – an ingeniously constructed bionic eye of great age and unrivalled quality – was created in honour of this aspect of the White Scars' heritage. This device picks out augur-assessed weak spots in the quarry's defences, enabling its wearer to strike with uncanny accuracy, or to relay this information via dataghost to any other friendly forces engaging the target.

A model equipped with the Hunter's Eye adds one to his Ballistic Skill and all his ranged weapons have the Ignores Cover special rule. Whilst a model equipped with the Hunter's Eye is part of a unit, all other ranged weapons carried by models in that unit also have the Ignores Cover special rule.

MANTLE OF THE STORMSEER... 20 points

The ancient psychic hood known as the Mantle of the Stormseer crackles with barely contained elemental energies. None know who crafted this relic, but it is gifted to whichever Librarian demonstrates the greatest skill at communing with the spirits of the storm. Said to channel these entities, the mantle not only weathers its wearer in a shroud of counter-psychic force, but allows him to wield the wrath of the storm itself. At such times the Stormseer's eyes glow with a harsh light, and corpulent cravels across his armour as the enemy are plucked from the ground and hurled to their deaths by howling psychic gales.

Librarian only. A model equipped with the Mantle of the Stormseer has the Adamantium Will special rule and knows the *Psychic Maelstrom* power from the Telekinesis discipline in addition to any others he knows. This is not considered when determining if he has Psychic Focus.

SCIMITAR OF THE GREAT KHAN... 25 points

One of the favoured weapons of the tribes of Chogoris is the scimitar – a light, curved blade well suited to their mounted style of warfare. It is little surprise that the armouries of the White Scars contain many power swords forged in the style of traditional Chogorian scimitars. Of these finely wrought weapons, the most singular and storied weapon is the masterwork blade known as the Scimitar of the Great Khan. Intricate filigree runs along the length of its blade, depicting many of the White Scars' greatest victories. Chapter lore holds that this weapon was blessed by the Great Khan himself during the purging of Daikoes. Soon after, his champion Ghorotei struck the head from the Ironwyrm King in single combat.

Range	S	AP	Type
-	+1	3	Melee, Warblessed, Master-crafted

Warblessed: When a model carrying this weapon fights in a challenge, add 3 to its Weapon Skill.

WRATH OF THE HEAVENS..... 25 points

The Space Marine bike known as Wrath of the Heavens was constructed to possess the speed of the storm itself, upon the orders of the former Master of the Hunt, Khantak Khan. Fitted with diatremite cylinder arrays and a short-burn grav impeller, Wrath of the Heavens can not only put on a turn of speed that would shame a Land Speeder, but can also perform jaw-dropping gravitic hops over the battlefield. Thus, a skilled rider can vault wrecked tanks and ferrocrete barricades at will, and even hurtle over the heads of the foe to strike them from behind.

Wrath of the Heavens is a Space Marine bike, and cannot be taken by models equipped with Terminator armour or a jump pack. When a model riding *Wrath of the Heavens* Turbo-boosts, it can move up to 18" and pass over units and terrain as though it were a Jetbike.



WHITE SCARS TACTICAL OBJECTIVES

Presented below are six Tactical Objectives to use in your games of Warhammer 40,000 that are exclusive to White Scars players, and reflect the lightning-fast, decapitating strikes favoured by the Sons of Chogoris.

TACTICAL OBJECTIVES

If your Warlord is drawn from the White Scars, you must replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules* either with the Tactical Objectives found in *Codex: Space Marines*, or with these Tactical Objectives. If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a White Scars player using these Tactical Objectives generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), the White Scars player instead generates the corresponding White Scars Tactical Objective, as shown in the table to the right. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 RESULT

- | | |
|----|--------------------|
| 11 | Rapid Redeployment |
| 12 | Run Them Down |
| 13 | Mounted Assault |
| 14 | Feigned Retreat |
| 15 | The Clean Kill |
| 16 | Claim the Head |

11 RAPID REDEPLOYMENT

TYPE: WHITE SCARS

Position is the key to victory, and the White Scars are masters of being in the right place at the right time.

When this Tactical Objective is generated, choose an Objective Marker that is not within 18" of any friendly models. If you cannot, choose the marker that is furthest from any of your models. Score 1 Victory Point at the end of your turn if you control that Objective Marker.

12 RUN THEM DOWN

TYPE: WHITE SCARS

Once the Sons of the Khan have engaged their targets, they will not relent until every single one of the foe lies slain.

Score 1 Victory Point at the end of your turn if at least one enemy unit was caught and destroyed by a Sweeping Advance made by a friendly White Scars unit during your turn.

13 MOUNTED ASSAULT

TYPE: WHITE SCARS

The White Scars' combat doctrine finds its roots in the cavalry tactics used by the nomadic warriors of Chogoris.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed by a friendly Bike unit during the turn. If at least three enemy units were completely destroyed by friendly Bike units, score D3 Victory Points instead.

14 FEIGNED RETREAT

TYPE: WHITE SCARS

The expert hunter knows when to strike and when to draw the enemy into a well-laid trap.

Score 1 Victory Point at the end of your turn if, during your turn, at least one friendly unit from a White Scars Detachment successfully breaks away from a combat it was locked in due to the Hit & Run special rule.

15 THE CLEAN KILL

TYPE: WHITE SCARS

To one who knows his weapons and his quarry, even the most daunting creature can be slain with a single blow.

Score 1 Victory Point at the end of your turn if at least one enemy model that had 3 or more Wounds remaining at the start of the Assault phase was slain during that phase. If the model had 5 or more Wounds remaining at the start of the phase, score D3 Victory Points instead.

16 CLAIM THE HEAD

TYPE: WHITE SCARS

A force without a leader is like a decapitated beast – its limbs may continue to thrash, but the death-blow has been struck.

Score 1 Victory Point at the end of your turn if any enemy characters were killed in a challenge during your turn. If the enemy Warlord was slain in a challenge, score D3 Victory Points instead. If your Warlord slew the enemy Warlord in a challenge, score D3+3 Victory Points instead.

DESIGNER'S NOTE – TACTICAL OBJECTIVES CARD DECK

If you own a deck of White Scars Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.



SONS OF DORN

The following section describes the forces used by the Imperial Fists and their brethren in other Chapters that are renowned for their grim determination and mastery of siege warfare. The Sternhammer Strike Force and special rules presented on these pages are unique to the Imperial Fists and their successor Chapters.

CHOOSING AN ARMY

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

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

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include any number of additional Core choices. It may also include one Command choice and up to ten Auxiliary choices per Core choice taken. Only the datasheets listed here can be included in this Detachment. All units in the Detachment must be drawn from the Imperial Fists Chapter.

COMMAND BENEFITS:

Dorn's Legacy: If this Detachment is your Primary Detachment, all models in it have the Stubborn special rule while your Warlord is alive.

Superior Bolter Drill: Models in this Detachment with the Bolter Drill special rule re-roll all failed To Hit rolls made for bolt pistols, boltguns, storm bolters, heavy bolters, and combi-weapons that are firing as boltguns, instead of only re-rolling To Hit Rolls of 1. This rule also applies to models firing hellfire, kraken, vengeance or dragonfire rounds.

Demolition Expertise: Models in this Detachment add 1 to any armour penetration rolls they make against buildings.

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

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



STRIKE FORCE COMMAND

- 1 of the following:
 - Captain Lysander
 - Terminator Captain
 - Captain
 - Chaplain
- 0-1 Honour Guard
- 0-1 Command Squad



RECLUSIAM COMMAND SQUAD

See *Codex: Space Marines*



LIBRARIUS CONCLAVE

See *Codex: Space Marines*



BATTLE DEMI-COMPANY

See *Codex: Space Marines*



CENTURION SIEGEBREAKER COHORT

See *Codex: Space Marines*

Core
1+



Auxiliary
1-10 per
core



Command
0-1 per core



STERNHAMMER STRIKE FORCE

The Sternhammer Strike Force allows you to represent the Imperial Fists in a way that showcases their unyielding nature. Whether you wish to field the might of a supported Battle Company, bolter fire cutting down all that oppose them, or an army prepared to win a great siege, the choices below offer great freedom and a number of benefits.

For example, Darren's Imperial Fists collection consists of Captain Lysander, a Chaplain, a Librarian, three Tactical Squads, two Scout Squads, a Centurion Assault Squad, a Centurion Devastator Squad, two Terminator Assault Squads, a Cataphractii Terminator Squad and a Land Raider.

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

The Sternhammer Strike Force Detachment in Darren's army consists of a Battle Demi-company as a Core choice (his Chaplain, Tactical

Squads, and both his Centurion Squads), a 1st Company Task Force as an Auxiliary choice (the Terminator Assault Squads and the Cataphractii Terminators, who can be included in place of any Terminator Squad) and a Strike Force Command as a Command choice (Captain Lysander).

Darren's Librarian, Scout Squads and Land Raider form a Combined Arms Detachment. As all of his units belong to a Detachment, the army is Battle-forged. Darren chooses Captain Lysander to be his Warlord – his Sternhammer Strike Force is therefore his Primary Detachment. The units that are part of the Sternhammer Strike Force have the Dorn's Legacy, Superior Bolter Drill and Demolition Expertise Command Benefits, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit.



ARMoured TASK FORCE

See Codex: Space Marines



LAND RAIDER SPEARHEAD

See Codex: Space Marines



DEVASTATORS

- 1 Devastator Squad



1ST COMPANY TASK FORCE

See Codex: Space Marines



STRIKE FORCE ULTRA

See Codex: Space Marines



CENTURIONS

- 1 Centurion Assault Squad or Centurion Devastator Squad



10TH COMPANY TASK FORCE

See Codex: Space Marines



SKYHAMMER ORBITAL STRIKE FORCE (PG 65)

- 3 Tactical Squads
- 1-3 units of Land Speeders



LINE BREAKERS

- 1 unit of Vindicators



STORM WING

See Codex: Space Marines



SKYHAMMER ANNIHILATION FORCE (PG 66)

- 2 Assault Squads
- 2 Devastator Squads



ORDNANCE

- 1 unit of Thunderfire Cannons



ANTI-AIR DEFENCE FORCE

See Codex: Space Marines



RAPTOR WING (PG 69)

- 1 unit of Land Speeders
- 2 Stormtalon Gunship



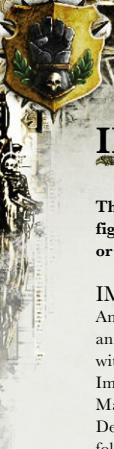
SIEGE ANCIENTS

- 1 unit of Ironclad Dreadnoughts or Contemptor Dreadnoughts



SUPPRESSION FORCE

See Codex: Space Marines



IMPERIAL FISTS SPECIAL RULES

This section of the book details additional special rules, Warlord Traits, relics and Tactical Objectives that reflect the fighting style of an Imperial Fists force. You can use this to field a Detachment or even a whole army of the Imperial Fists, or one of their successor Chapters, in games of Warhammer 40,000.

IMPERIAL FISTS DETACHMENTS

Any Detachment with the Space Marines Faction can be an Imperial Fists Detachment if all units in the Detachment with the Chapter Tactics special rule are drawn from the Imperial Fists. An Imperial Fists Detachment retains the Space Marines Faction and is treated in all ways as a Space Marines Detachment. Imperial Fists Detachments may also use the following rules:

Bolter Drill: Imperial Fist models can re-roll all To Hit rolls of 1 made with bolt pistols, boltguns, storm bolters, heavy bolters and combi-weapons that are firing as boltguns. This rule also applies to models firing hellfire, kraken, vengeance or dragonfire rounds.

Siege Masters: Imperial Fists models can re-roll armour penetration rolls against buildings that do not result in a glancing or penetrating hit, and add 1 to the result when rolling on the Building Damage table. In addition, Imperial Fists Devastator Squads and Centurion Devastator Squads have the Tank Hunters special rule.



CENTURION WARSUITS

In an Imperial Fists Detachment, Centurion Devastator Squads can be taken as Elites choices as well as Heavy Support choices, and Centurion Assault Squads can be taken as Fast Attack choices as well as Elites choices.

RELICS OF PHALANX

Units in Imperial Fists Detachments that can normally take items from the Chapter Relics list in *Codex: Space Marines* can choose to take items from the Relics of Phalanx list (pg 83) at the points cost shown instead. You can take items from both lists in the Detachment. A model in your army that may take items from the Space Marine Standards list may instead take the Banner of Staganda. Note that the Eye of Hypnoth, the Bones of Osrak and the Banner of Staganda do not replace one of the model's weapons.

WARLORD TRAITS

When generating his Warlord Traits, an Imperial Fists Warlord may choose to roll on the table to the right instead of those found in *Warhammer 40,000: The Rules* or *Codex: Space Marines*. Note that Crimson Fists and Black Templars Warlords do not roll on this table – Warlords from these Chapters have their own Warlord Traits tables (pg 85).



WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 Siege Lord:** *There are few who have a deeper understanding of the tenets of siege warfare.*
Your Warlord and his unit add 1 to the result when rolling on the Building Damage table.
- 2 Tenacious Opponent:** *This Warlord will keep on fighting even when all seems lost.*
Your Warlord has the It Will Not Die special rule.
- 3 Wise Commander:** *This Warlord knows how to get the most out of those under his command.*
Whilst your Warlord is alive, you can choose to add or subtract 1 from any of your Reserve Rolls (state which before the dice is rolled).
- 4 Indomitable:** *The Warlord can never be driven back once he has set his mind to a task and planted his feet.*
If your Warlord and his unit do not move in their Movement phase, then he and his unit have the Fearless and Counter-attack special rules until the start of their next turn.
- 5 Architect of War:** *This Warlord has inherited the skill of his Primarch for designing impenetrable defensive fortifications.*
Whilst your Warlord is embarked inside a building, all damage rolls against that building suffer a -1 penalty, to a minimum of 1.
- 6 Fleet Commander:** *This Warlord can call upon the firepower of orbiting spacecraft.*
Once per game, your Warlord can call down an orbital strike in his Shooting phase. This counts as firing a ranged weapon with the profile below. This does not prevent the Warlord 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, the blast marker scatters the full 2D6" – the Warlord's Ballistic Skill makes no difference.

RELICS OF PHALANX

The Relics of Phalanx are revered artefacts and trophies of war, whose histories are as famous within the Chapter as any of its great heroes. In times of great need, they may be borne into battle by one of the Chapter's mightiest warriors. Only one of each of the following relics can be chosen per army.

THE ANGEL OF SACRIFICE..... 10 points

During the Great Crusade, and the Heresy that followed, many thousands of Imperial Fists fought for Mankind. In those days, every company's banner bore a golden crest, forged at the Emperor's decree and presented by Dorn himself. When the Imperial Fists Legion was dissolved, Dorn forbade that the crests be carried into battle until the Emperor himself returned to lead the reconquest of the stars. Since that day, the crests have lain within Phalanx's stasis vaults, waiting for a day that may never come. The one exception was the Angel of Sacrifice. During the infiltrator Macellanos' attempt to assassinate the Emperor during the Siege of Terra, Garos Hargrim took up his company's splintered banner and slew the traitor. Hargrim perished even as he struck Macellanos down, but Dorn ordered the golden crest be reforged as a crozius to honour the warrior's memory. The Angel of Sacrifice has been wielded by favoured Chaplains ever since, a weighty burden and an honour both.

Chaplain only. Replaces the model's crozius arcanum.

Range	S	AP	Type
-	+2	4	Melee, Concussive, Only in Death

Only in Death: If the bearer of the Angel of Sacrifice loses his last Wound in the Assault phase, he is not removed as a casualty until after all close combat attacks have been resolved, and can thus still attack if he is slain either by Overwatch or by a close combat attack made at a higher Initiative step.

THE BANNER OF STAGANDA..... 25 points

The Battle for Staganda was one of the most gruelling campaigns ever undertaken by the Imperial Fists 3rd Company. Staganda had been severed from Mankind since the Dark Age of Technology and, by the time an Explorer Fleet rediscovered the world in M34, the population had been living under brutal Ork occupation for millennia. Avan Gorr, the Imperial Fists' Chapter Master in those times, determined that it was the duty of his Chapter to ensure that the Emperor's light fell anew upon Staganda, and that the greenskin yoke was cast from the world's shoulders. Though the entire Imperial Fists Chapter was mobilised to reclaim the planet, it was the 3rd Company that bore the brunt of the fighting, and its captain that slew the Ork warlord at the pivotal point in the campaign. In the aftermath, a new company standard was fashioned in honour of the victory.

May only be taken by a model that may take items from the Space Marine Standards list. The bearer has the Counter-attack and Crusader special rules. In addition, friendly units within 12" of the bearer, and with the same Chapter Tactics, re-roll failed Morale checks and Pinning tests.

THE BONES OF OSRAK 25 points

The legends concerning Chief Librarian Malandar Osrak lie greatly shadowed by the passage of time, dating as they do from late M32 – a period on which Chapter records are notoriously silent. The stories of Osrak's defeat of the nine Daemon Lords of the Maelstrom may well be apocryphal, as might his cleansing of the plague vessel Morbiditus. Even the tale of the Exorcism of Phalanx is questioned by many, for few are prepared to believe so holy a vessel could fall to daemonic possession. Whatever the truth of these stories, none contest Osrak's sheer psychic might. Even now, centuries after his death, the scrimshawed remains of his skull radiate a formidable power. With proper training, a Librarian of the same gene-seed can bend the Bones of Osrak to his will, accomplishing feats beyond the ken of his fellows.

Librarian Only. The bearer generates an additional Warp Charge point, and can re-roll failed Psychic tests.

THE EYE OF HYPNOTH..... 15 points

The Eye of Hypnoth was presented to the Imperial Fists in late M39 in honour of the assistance they provided in defending the forge world of Hypnoth from Waaagh! Kromak. This device is a highly sophisticated and long-ranged auspex array; tradition dictates that it is best employed to detect hidden weaknesses in enemy fortifications during planetary assault. Techmarine Karazan has made frequent use of the Eye since 956.M41, and has formed such an accord with the device's machine spirit that no other can operate it with the same precision and efficiency.

A model with the Eye of Hypnoth can use it instead of making a shooting attack. If he does, target an enemy unit or building within 18" (this does not count as choosing a target for his unit to shoot at). A unit targeted by the Eye of Hypnoth has its cover save reduced by 1 until the end of the phase (this is not cumulative with the similar bonus granted by an Auspex – see *Codex: Space Marines*). A building targeted by the Eye of Hypnoth instead has all of its Armour Values reduced by 1 (to a minimum of 1) until the end of the phase.

THE SPARTEAN 5 points

Captain Garadon's bolt pistol is a true work of the artificer's art. Since its forging in M35, hundreds of warriors have used the pistol to slay the enemies of Mankind. Every wielder has said the same of the weapon: if the marksman's eye is true, then the Sparteian's shot will be too, whatever obstacles lie in the way.

Range	S	AP	Type
12"	4	5	Pistol, Ignores Cover, Master-crafted

IMPERIAL FISTS TACTICAL OBJECTIVES

Presented below are six Tactical Objectives to use in your games of Warhammer 40,000 that are exclusive to Imperial Fists players, and reflect their refusal to surrender and their stronghold-assault method of war.

TACTICAL OBJECTIVES

If your Warlord is drawn from the Imperial Fists, you must replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules* either with the Tactical Objectives found in *Codex: Space Marines*, or with these Tactical Objectives. If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when an Imperial Fists player using these Tactical Objectives generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), the Imperial Fists player instead generates the corresponding Imperial Fists Tactical Objective, as shown in the table to the right. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 RESULT

- | | |
|----|------------------------|
| 11 | Indomitable Defence |
| 12 | Man the Walls |
| 13 | Disciplined Firepower |
| 14 | Champion of Dorn |
| 15 | Death Before Dishonour |
| 16 | Breach Their Defences |

11 INDOMITABLE DEFENCE

TYPE: IMPERIAL FISTS

Stand sentinel over your objectives, no matter the cost.

When this Tactical Objective is generated, pick three Objective Markers. You cannot achieve this Tactical Objective in the same turn it was generated, but at the end of any of your subsequent turns, you score 1 Victory Point if you control one of the Objective Markers, D3 Victory Points if you control two of them, and D3+3 Victory Points if you control all 3.

12 MAN THE WALLS

TYPE: IMPERIAL FISTS

The enemy approach to storm our bastions; make haste to garrison our fortifications and prepare to repel the invaders.

Score 1 Victory Point at the end of your turn if at least one friendly Imperial Fists model is embarked inside a building at the end of your turn, or if at least one gun emplacement was fired by an Imperial Fists model.

13 DISCIPLINED FIREPOWER

TYPE: IMPERIAL FISTS

Trust to your bolters and take aim brothers! Leave none alive!

When this Tactical Objective is generated, pick a number between 1 and 3. Score a number of Victory Points equal to the number you picked at the end of your turn, but only if you completely destroyed at least that many enemy units during your turn's Shooting phase. Otherwise, this Tactical Objective is discarded at the end of your turn and no Victory Points are scored from it.

14 CHAMPION OF DORN

TYPE: IMPERIAL FISTS

Uphold the honour of the Primarch by challenging the foe to personal combat and facing them blade and blade.

Score 1 Victory Point at the end of your turn if at least one of your Imperial Fists characters issued or fought in a challenge during your turn.

15 DEATH BEFORE DISHONOUR

TYPE: IMPERIAL FISTS

Sacrifice in the face of overwhelming odds is preferable to retreat.

Score 1 Victory Point immediately if this Tactical Objective is active when one of your Imperial Fists units is completely destroyed. This Tactical Objective is immediately discarded if a friendly unit fails a Morale check. If the game ends before this Tactical Objective is achieved, no Victory Points are scored from it.

16 BREACH THEIR DEFENCES

TYPE: IMPERIAL FISTS

The enemy seek shelter within their fortifications. Show these fools that there is no fortress the Imperial Fists cannot overcome.

Score 1 Victory Point at the end of your turn if at least one gun emplacement or building claimed by the enemy was destroyed during your turn. Score D3 Victory Points instead if two or more gun emplacements and/or buildings claimed by the enemy were destroyed during your turn.

CRIMSON FISTS AND BLACK TEMPLARS

The Imperial Fists have many successor Chapters, the most famous of which are the Crimson Fists and Black Templars. When generating his Warlord Traits, a Crimson Fists or Black Templars Warlord may choose to roll on the appropriate table below instead of those found in *Warhammer 40,000: The Rules or Codex: Space Marines*.

CRIMSON FISTS WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- Pain is for Lesser Warriors:** *Many commanders of this notoriously resilient Chapter have been famed for their extraordinary resistance to pain and injury.*
Your Warlord has the Feel No Pain special rule.
- Tenacious Defender:** *When this Warlord plants his feet, he and his warriors will hold their ground with implacable determination.*
Your Warlord and his unit have the Counter-attack and Stubborn special rules whilst they are within 3" of an Objective Marker.
- Rynn's World Veteran:** *No survivor of the bitter struggle to defend the Chapter planet against the Orks could remain unaffected by that conflict.*
Your Warlord and his unit have the Hatred (Orks) and Preferred Enemy (Orks) special rules.
- Expert Instructor:** *After the decimation of their Chapter, the surviving Crimson Fists were forced to become peerless tutors in order to quickly replenish their numbers with fresh recruits.*
If your Warlord does not make a Shooting attack or Run in the Shooting phase, you can nominate one friendly model within 12" of him. That model can use your Warlord's Ballistic Skill this phase.
- Refuse to Die:** *Countless times have the enemies of Mankind tried to slay this stoic warrior in battle. None have succeeded.*
Your Warlord has the Eternal Warrior special rule.
- Scion of Dorn:** *Ever have the successors of the Imperial Fists been renowned for sharing their Primarch's fearless tenacity in battle.*
Your Warlord and all friendly Crimson Fists within 12" of him have the Fearless special rule.



BLACK TEMPLARS WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- Master Swordsman:** *As a former champion of the Feast of Blades, this Warlord's skill in the art of combat has few equals in the Imperium.*
Add 1 to your Warlord's Weapon Skill and Attacks characteristics.
- Furious Indignation:** *Attacking this Warlord and his warriors serves only to stoke their righteous fury.*
If your Warlord's unit fails a Morale check in the Psychic or Shooting phase, then instead of Falling Back they will immediately move 2D6" towards the nearest enemy unit (but must end this move 1" away from other units as normal).
- Abhor the Witch:** *Like all Black Templars, your Warlord holds a special level of hatred towards rogue psykers and sorcerers, and countless witches have fallen to his blade.*
Your Warlord has the Hatred (Psykers) and Preferred Enemy (Psykers) special rules.
- Honour Demands Combat:** *When the Crusade takes to battle, few can match the zeal with which your Warlord takes the fight to the foe.*
You can re-roll failed charge rolls for your Warlord and his unit.
- Oathkeeper:** *When this warrior enters battle, nothing will stay his purpose until his sworn foe lies slain and his mission is complete.*
Your Warlord has the Fearless special rule. In addition, he re-rolls failed To Hit rolls when fighting in a challenge.
- Unyielding Determination:** *The single-minded purpose and dedication with which your Warlord fights is inspiring and infectious in equal measure.*
Your Warlord and all friendly units within 12" of him re-roll all failed Morale, Pinning and Fear tests.



SONS OF THE GORGON

The following section describes the forces used by the Iron Hands and their brethren in other Chapters that are renowned for their ruthless efficiency in battle. The Fist of Medusa Strike Force and special rules presented on these pages are unique to the Iron Hands and their successor Chapters.

CHOOSING AN ARMY

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

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

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

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

RESTRICTIONS:

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

COMMAND BENEFITS:

Logical Commander: If this Detachment is your Primary Detachment, your Warlord has two Warlord Traits instead of one. This extra Warlord Trait must be generated from either the Tactical or Strategic Traits table (see *Warhammer 40,000: The Rules*). If you roll twice on the same table, re-roll duplicate results.

Reject the Flesh, Embrace the Machine: Models in this Detachment add 1 to any Feel No Pain rolls they make whilst they are within 12" of any Independent Character from the same Detachment.

Roused Machine Spirits: Vehicles in a Fist of Medusa Strike Force have the Power of the Machine Spirit special rule whilst within 12" of, or whilst carrying, any Independent Character from this Detachment.

Core
1-2



Auxiliary
1+



Command
0-3



STRIKE FORCE COMMAND

- 1 of the following:
 - Terminator Captain
 - Captain
 - Chaplain
 - Venerable Dreadnought
- 0-1 Honour Guard
- 0-1 Command Squad



RECLUSIAM COMMAND SQUAD

See Codex: Space Marines



LIBRARIUS CONCLAVE

See Codex: Space Marines



STORMLANCE BATTLE DEMI-COMPANY (PG 58)

- 1 Captain or Chaplain
- 0-1 Command Squad
- 3 Tactical Squads
- 1 unit chosen from the following: Assault Squad, Bike Squad, Attack Bike Squad or Land Speeders.
- 1 Devastator Squad

FIST OF MEDUSA STRIKE FORCE

The Fist of Medusa Strike Force allows you to represent the Iron Hands and the unique strengths of their way of war. Whether you wish to assemble a mechanised strike force to crush the weakling warriors of the enemy, or field a small cadre of warriors in support of a larger force, the choices below offer a number of benefits.

For example, Steph's Iron Hands collection consists of a Captain, two Techmarines, a Thunderfire Cannon, two Tactical Squads, two Dreadnoughts, a Land Speeder, a Land Raider, two Predators, two Whirlwinds and a Vindicator.

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

The Fist of Medusa Strike Force Detachment in Steph's army consists of an Armoured Task Force as a Core choice (one of her Techmarines,

her Thunderfire Cannon, Vindicator and both Predators), a Suppression Force as one Auxiliary choice (the Land Speeder and both Whirlwinds) and an Honoured Ancients choice (her Dreadnoughts) as another. Steph also takes a Strike Force Command as a Command Choice (her Captain).

Steph's other Techmarine, her Tactical Squads and Land Raider form a Combined Arms Detachment. As all of her units belong to a Detachment, the army is Battle-forged. Steph chooses her Captain to be her Warlord – her Fist of Medusa Strike Force is therefore her Primary Detachment. The units that are part of it have the Logical Commander, Reject the Flesh, Embrace the Machine and Roused Machine Spirits Command Benefits, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit.



**ARMOURED
TASK FORCE**
See Codex: Space Marines



**SUPPRESSION
FORCE**
See Codex: Space Marines



**SKYHAMMER
ANNIHILATION
FORCE (PG 66)**

- 2 Assault Squads
- 2 Devastator Squads



**BATTLE
DEMI-COMPANY**
See Codex: Space Marines



**CENTURION
SIEGEBREAKER
COHORT**
See Codex: Space Marines



**RAPTOR WING
(PG 69)**

- 1 unit of Land Speeders
- 2 Stormtalon Gunships



**1ST COMPANY
TASK FORCE**
See Codex: Space Marines



**LAND RAIDER
SPEARHEAD**
See Codex: Space Marines



**10TH COMPANY
TASK FORCE**
See Codex: Space Marines



**STRIKE FORCE
ULTRA**
See Codex: Space Marines



**HONOURED
ANCIENTS**

- 1 unit of Dreadnoughts, Ironclad Dreadnoughts, Venerable Dreadnoughts or Contemtor Dreadnoughts



STORM WING
See Codex: Space Marines



**SKYHAMMER
ORBITAL STRIKE
FORCE (PG 65)**

- 3 Tactical Squads
- 1-3 units of Land Speeders



**ANTI-AIR
DEFENCE FORCE**
See Codex: Space Marines



IRON GUARDIANS

- 1 Tactical Squad
- 1 unit chosen from the following:
 - Dreadnoughts
 - Venerable Dreadnoughts
 - Ironclad Dreadnoughts
 - Contemtor Dreadnoughts

IRON HANDS SPECIAL RULES

This section of the book details additional special rules, Warlord Traits, relics and Tactical Objectives that reflect the fighting style of an Iron Hands force. You can use this to field a Detachment or even a whole army of the Iron Hands, or one of their successor Chapters, in games of Warhammer 40,000.

IRON HANDS DETACHMENTS

Any Detachment with the Space Marines Faction can be an Iron Hands Detachment if all units in the Detachment with the Chapter Tactics special rule are drawn from the Iron Hands. An Iron Hands Detachment retains the Space Marines Faction and is treated in all ways as a Space Marines Detachment. Iron Hands Detachments may also use the following rules:

The Flesh is Weak: Non-vehicle Iron Hands models have the Feel No Pain (6+) special rule. If they have the Feel No Pain rule from another source (a narthecium, for example), they instead add 1 to the result of any Feel No Pain rolls.

Machine Empathy: Iron Hands characters and vehicles have the It Will Not Die special rule. Furthermore, Iron Hands Techmarines add 1 to their Blessing of the Omnissiah rolls.



MARCH OF THE ANCIENTS

In an Iron Hands Detachment, units of Dreadnoughts, Venerable Dreadnoughts, Ironclad Dreadnoughts and Contemptor Dreadnoughts may be taken as Heavy Support choices as well as Elites choices.

SCIONS OF THE FORGE

For each HQ choice in an Iron Hands Detachment (not including other Techmarines) you may include up to three Techmarines. These selections do not use up a Force Organisation slot.

GIFTS OF THE GORGON

Units in an Iron Hands Detachment that can normally take items from the Chapter Relics list in *Codex: Space Marines* can choose to take items from the Gifts of the Gorgon list (pg 89) at the points cost shown instead. You can take items from both lists in the Detachment. Note that the Ironstone, the Gorgon's Chain and the Tempered Helm do not replace one of the model's weapons.

WARLORD TRAITS

When generating his Warlord Traits, an Iron Hands Warlord may choose to roll on the table to the right instead of on those found in *Warhammer 40,000: The Rules* or *Codex: Space Marines*.

WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 Adept of the Omnissiah:** *There are few, even amongst the Iron Hands, who can commune with machine spirits with greater skill than this Warlord.* Your Warlord has the Blessing of the Omnissiah special rule (see *Codex: Space Marines*). If the Warlord already has this special rule, he may re-roll any failed attempts to repair a vehicle.
- 2 Will of Iron:** *Even under the most desperate circumstances, this Warlord's courage remains as unyielding as adamantium.* Your Warlord has the Fearless special rule.
- 3 All Flesh is Weakness:** *This Warlord bears such an extraordinary amount of cybernetic enhancements that he is more machine than man.* Your Warlord has +1 on any Feel No Pain rolls he makes.
- 4 Student of History:** *Well aware of his Primarch's failure on Istvan V, this Warlord's cold logic is such that he knows exactly when to fight on and when it is best to withdraw.* Your Warlord and any Iron Hands unit he joins can choose to automatically fail any Morale check they are required to make.
- 5 Merciless Resolve:** *To the Iron Hands, mercy is for the weak, and there are few finer proponents of this adage than this pitiless Warlord.* Your Warlord and all friendly Iron Hands units within 12" of him have the Crusader special rule.
- 6 Target Protocols:** *This Warlord uses his advanced augmetics to direct the fire of his battle-brothers and efficiently distribute targeting data to those around him.* Your Warlord and any Iron Hands unit he joins re-roll To Hit rolls of 1 in the Shooting phase.



GIFTS OF THE GORGON

The Gifts of the Gorgon are revered technological artefacts, and some have been borne into battle by the Clan Companies of the Iron Hands for millennia. Only one of each of the following relics can be chosen per army – there is only one of each of these items in the entire galaxy!

THE MINDFORGE STAVE 15 points

Crafted with gene-keyed psychocircuitry, the Mindforge Stave possesses a rudimentary machine-spirit sentience. Through ancient technomancy now long lost, the stave interfaces with those suitably endowed with both psychic mastery and cybernetic augmentation. Epistolary Lydris was the first to take up the stave upon its discovery, and the weapon bound itself irrevocably to him. In battle, the Mindforge Stave allows the wielder to channel the might of his mind into white-hot sledgehammer blows that smash foes from their feet or crush them to pulp with a single swing.

Librarian only. Replaces model's force weapon.

Range	S	AP	Type
-	x2	2	Melee, Concussive, Force, Unwieldy

THE AXE OF MEDUSA 25 points

Traditionally, the Axe of Medusa has been held by the Iron Council and given to the Chapter's chosen war leader as a badge of office. For over three centuries now, this weapon has been wielded by Kardan Stronos, and used to great effect in battle. However, when dispatching another hero of the Iron Hands on some particularly important mission, Stronos has been known to bestow the Axe of Medusa as a mark of favour and faith.

Range	S	AP	Type
-	+2	2	Melee, Master-crafted, Severing Strike, Unwieldy

Severing Strike: Each time the bearer of the Axe of Medusa rolls a 6 To Hit, resolve that attack at +4 Strength instead. Any other hits are resolved at +2 Strength as normal.

THE IRONSTONE 30 points

The device must be mag-clamped to the gorget of the bearer, where it gathers power from his armour, gradually awakening the cluster of potent machine spirits that lurk within its coldly glowing shell. When a vehicle nearby suffers battle-damage, the Magos-class machine spirits within the Ironstone will connect to the beleaguered machine, possess its spirit and swiftly begin guiding repairs of the damage.

Friendly Iron Hands Tanks and Walkers within 6" of the bearer pass their It Will Not Die rolls on a 4+. If this roll is a 6, the Ironstone also repairs a Weapon Destroyed or Immobilised result that the vehicle suffered earlier in the battle (controlling player's choice).

BETRAYER'S BANE 25 points

This combi-weapon contains an auto-sanctified thermal generator that replenishes its fuel reserves as the battle goes on. Its case is inscribed with the name of every battlefield upon which it has slain warriors of the Emperor's Children, and serves as a potent symbol of vengeance.

	Range	S	AP	Type
Boltgun barrel	24"	4	5	Rapid Fire, Master-crafted
Melta barrel	12"	8	1	Assault 1, Master-crafted, Melta

THE GORGON'S CHAIN 45 points

Far from being an actual, physical chain, this small augmetic module is fitted within its owner's armour, linking through his black carapace and extending monomolecular mechadendrites into his hearts. Thus connected, it draws power from its owner to generate a potent protective field. Only as the bearer's wounds become too great to sustain will the Gorgon's Chain unravel.

The bearer of the Gorgon's Chain has the following special rules, depending on how many unsaved Wounds he has suffered during the battle:

Wounds Suffered	Special Rules
0	The bearer has a 3+ invulnerable save, +1 to his Feel No Pain rolls and the Eternal Warrior special rule.
1	The bearer has a 3+ invulnerable save and the Eternal Warrior special rule.
2	The bearer has a 3+ invulnerable save.
3	The bearer has a 4+ invulnerable save.

Each time the bearer suffers an unsaved Wound, or recovers a Wound as a result of the It Will Not Die rule, the effects of the Gorgon's Chain change immediately; you should roll the bearer's saves individually.

THE TEMPERED HELM 35 points

The savant-possessor within this helm filters incoming information and presents it in compartmentalised strategic sermons, granting a near-omnipotent level of instant battlefield cognition. The helm also permits its wearer to override vox signals and targeting augurs with their own commands, so the wearer enjoys unparalleled control over his forces.

When taking Morale tests, all friendly units within 24" of the bearer can use his Leadership characteristic instead of their own. Furthermore, nominate a single friendly unit within 12" of the bearer at the start of each of his Shooting phases. That unit can re-roll all To Hit rolls of 1 in that Shooting phase.

IRON HANDS TACTICAL OBJECTIVES

Presented below are six Tactical Objectives to use in your games of Warhammer 40,000 that are exclusive to Iron Hands players, and reflect the emotionless and methodical style of warfare employed by the Sons of Medusa.

TACTICAL OBJECTIVES

If your Warlord is drawn from the Iron Hands, you must replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules* either with the Tactical Objectives found in *Codex: Space Marines*, or with these Tactical Objectives. If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when an Iron Hands player using these Tactical Objectives generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), the Iron Hands player instead generates the corresponding Iron Hands Tactical Objective, as shown in the table to the right. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 RESULT

- | | |
|----|------------------------|
| 11 | Methodical Destruction |
| 12 | Advance and Secure |
| 13 | March of the Machines |
| 14 | Destroy the Weak |
| 15 | The Strength of Metal |
| 16 | Cold Fury |

11 METHODICAL DESTRUCTION

TYPE: IRON HANDS

Utilise optimised fire patterns to destroy your targets.

When this Tactical Objective is generated, choose three enemy units and label them '1', '2' and '3'. Score 1 Victory Point at the end of your turn if you completely destroyed unit 1. Score D3 Victory Points instead if you completely destroyed units 1 and 2 during the turn. If you completely destroyed all three units during your turn, score D3+3 Victory Points instead.

12 ADVANCE AND SECURE

TYPE: IRON HANDS

Your objective has been identified; converge on the target coordinates and await further instructions.

Score 1 Victory Point at the end of your turn if you control the Objective Marker closest to the centre of the battlefield. If more than one Objective Marker is joint closest to the centre, your opponent chooses which you must control.

13 MARCH OF THE MACHINES

TYPE: IRON HANDS

The honoured Ancients of the Chapter who have transcended their bodies of flesh shall lead us to victory.

Score 1 Victory Point at the end of your turn if at least one Iron Hands Walker successfully charged an enemy unit during your turn.

14 DESTROY THE WEAK

TYPE: IRON HANDS

The weakness of the enemy forces cannot be tolerated. Purge all trace of them from the battlefield with bolter and blade.

Score D3 Victory Points at the end of your turn if at least one enemy unit was completely destroyed in both your Shooting phase and your Assault phase.

15 THE STRENGTH OF METAL

TYPE: IRON HANDS

Look upon the strength of the machine and know for certain that the flesh is weak.

Score 1 Victory Point at the end of your turn if at least one model with the Machine Empathy rule regains a Wound or a Hull Point at the end of your turn, or if a model with the Blessing of the Omissiah special rule successfully repaired a Vehicle.

16 COLD FURY

TYPE: IRON HANDS

The machine spirits have been roused to war – let the enemy feel their cold fury.

Score 1 Victory Point at the end of your turn if any enemy units were completely destroyed by an Iron Hands Vehicle during your turn. If three or more enemy units were completely destroyed by Iron Hands Vehicles during your turn, score D3 Victory Points instead.





SONS OF VULKAN

The following section describes the forces used by the Salamanders and their brethren in other Chapters that focus on using flamcraft to scour the foe from the battlefield. The Flameblade Strike Force and special rules presented on these pages are unique to the Salamanders, and those Chapters that practise a similar style of warfare.

CHOOSING AN ARMY

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

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

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

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

RESTRICTIONS:

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

COMMAND BENEFITS:

Vulkan's Teachings: If this Detachment is your Primary Detachment, your Warlord has two Warlord Traits instead of one. This extra Warlord Trait must be generated from the Personal Traits table (see *Warhammer 40,000: The Rules*). If you roll twice on this table, re-roll duplicate results.

Scorched Earth: Add 1 to the Strength of all flamer weapons (as defined in *Warhammer 40,000: The Rules*), used by Salamanders models in this Detachment.

Not One Step Back: If a unit from this Detachment remains stationary in its Movement phase, it has the Fearless special rule until the start of its next movement phase.

Core
1-2



Auxiliary
1+



Command
0-3



STRIKE FORCE COMMAND

- 1 of the following:
 - Vulkan He'tan
 - Terminator Captain
 - Captain
 - Chaplain
- 0-1 Honour Guard
- 0-1 Command Squad



RECLUSIAM COMMAND SQUAD

See Codex: Space Marines



LIBRARIUS CONCLAVE

See Codex: Space Marines



BATTLE DEMI-COMPANY

See Codex: Space Marines



STORMLANCE BATTLE DEMI-COMPANY (PG 58)

- 1 Captain or Chaplain
- 0-1 Command Squad
- 3 Tactical Squads
- 1 unit chosen from the following: Assault Squad, Bike Squad, Attack Bike Squad or Land Speeders.
- 1 Devastator Squad

FLAMEBLADE STRIKE FORCE

The Flameblade Strike Force allows you to represent the resolute style of warfare preferred by the Salamanders. Whether you wish to assemble a full Battle Company with which to cleanse the battlefield with flame, or an elite band of warriors that will defend the Imperium no matter the odds, there are a multitude of choices available.

For example, Kate's Salamanders collection consists of a Captain, a Chaplain, a Librarian, five Tactical Squads, a Dreadnought, a Devastator Squad, a Sternguard Veteran Squad, an Attack Bike, four Rhinos, a Stormraven Gunship and a Land Raider Redeemer.

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

The Flameblade Strike Force Detachment in Kate's army consists of a Stormlance Battle Demi-company as a Core choice (her Captain, three of her Tactical squads, her Devastator Squad, Attack Bike and

Rhinos), a Ravenhawk Assault Group as one Auxiliary choice (the Stormraven Gunship, Dreadnought and Sternguard Veterans) and a Flamebringers choice as another (her Land Raider Redeemer). Kate also takes a Strike Force Command as a Command Choice (her Chaplain).

Kate's Librarian and remaining two Tactical Squads form a Combined Arms Detachment. As all of her units belong to a Detachment, the army is Battle-forged. Kate chooses her Captain to be her Warlord – her Flameblade Strike Force is therefore her Primary Detachment. The units that are part of it have the Vulkan's Teachings, Scorched Earth and Not One Step Back Command Benefits, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit.



ARMOURED TASK FORCE

See Codex: Space Marines



1ST COMPANY TASK FORCE

See Codex: Space Marines



10TH COMPANY TASK FORCE

See Codex: Space Marines



STORM WING

See Codex: Space Marines



ANTI-AIR DEFENCE FORCE

See Codex: Space Marines



SUPPRESSION FORCE

See Codex: Space Marines



CENTURION SIEGEBREAKER COHORT

See Codex: Space Marines



LAND RAIDER SPEARHEAD

See Codex: Space Marines



STRIKE FORCE ULTRA

See Codex: Space Marines



RAPTOR WING (PG 69)

- 1 unit of Land Speeders
- 2 Stormtalon Gunships



STORMBRINGER SQUADRON (PG 60)

- 1-3 units of Land Speeders
- 1-3 Scout Squads



RAVENHAWK ASSAULT GROUP (PG 68)

- 1 Sternguard Veteran Squad
- 1 Dreadnought, Ironclad Dreadnought, Venerable Dreadnought or Contemtor Dreadnought
- 1 Stormraven Gunship



FLAMEBRINGERS

- Land Raider Redeemer

SALAMANDERS SPECIAL RULES

This section of the book details additional special rules, Warlord Traits, relics and Tactical Objectives that reflect the fighting style of a Salamanders force. You can use this to field a Detachment or even a whole army of Salamanders, or one of the other Space Marine Chapters that employ a similar method of warfare, in games of Warhammer 40,000.

SALAMANDERS DETACHMENTS

Any Detachment with the Space Marines Faction can be a Salamanders Detachment if all units in the Detachment with the Chapter Tactics special rule are drawn from the Salamanders. A Salamanders Detachment retains the Space Marines Faction and is treated in all ways as a Space Marines Detachment. Salamanders Detachments may also use the following rules:

Flamecraft: Salamanders models have the Feel No Pain (4+) special rule against Wounds caused by flamer weapons (as defined in *Warhammer 40,000: The Rules*). Furthermore, when using flamer weapons, Salamanders models can re-roll failed To Wound rolls and armour penetration rolls that do not result in a glancing or penetrating hit.

Master Artisans: During army selection, each Salamanders character may upgrade one of his weapons (even one purchased as an upgrade, but not a Chapter Relic or Relic of Nocturne) to have the Master-crafted special rule.

RELICS OF NOCTURNE

Units in a Salamanders Detachment that can normally take items from the Chapter Relics list in *Codex: Space Marines* can choose to take items from the Relics of Nocturne list (pg 95) at the points cost shown instead. You can take items from both lists in the Detachment. One model in your army that may take items from the Special Weapons list may instead take Nocturne's Fury. Note that Vulkan's Sigil, the Tome of Vel'cona and the Salamander's Mantle do not replace one of the model's weapons.

WARLORD TRAITS

When generating his Warlord Traits, a Salamanders Warlord may choose to roll on the table to the right instead of those found in *Warhammer 40,000: The Rules* or *Codex: Space Marines*.



WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 Anvil of Strength:** *Even amongst the superhuman warriors of the Salamanders, your Warlord is renowned for his great strength.*
Your Warlord adds 1 to his Strength.
- 2 Lord of Fire:** *Your Warlord can endure even the hottest flame, and can walk through a blazing firestorm without even flinching.*
Your Warlord has the Feel No Pain (2+) special rule against wounds caused by flamer weapons (as defined in *Warhammer 40,000: The Rules*).
- 3 Patient and Determined:** *Your Warlord places great value in patience, and his every action is measured and determined.*
If the mission uses Variable Game Length, you can always choose to add 3 to any D6 roll that determines if the game ends or continues.
- 4 Miraculous Constitution:** *Your Warlord's body seems able to recover from injuries that should prove fatal to even a Space Marine.*
Your Warlord has the It Will Not Die special rule.
- 5 Forge Master:** *Your Warlord's skill at the forge is celebrated throughout the Chapter, and the weapons he crafts are as fine as they are deadly. Not only can he create prized relics, he also knows how to wield them in battle to best effect.*
Your Warlord can re-roll all failed To Hit rolls with any Master-crafted weapons he is equipped with, instead of only re-rolling one failed To Hit roll per turn. This includes any Chapter Relics and Relics of Nocturne that have the Master-crafted special rule.
- 6 Never Give Up:** *Your Warlord is dogged in the extreme, refusing to give up even in hopeless situations. Such stoicism in the face of adversity inspires fellow Salamanders to their duty.*
Your Warlord and any Salamanders units within 12" of him have the Stubborn special rule and can re-roll failed Leadership tests.

RELICS OF NOCTURNE

The Relics of Nocturne are ancient and revered artefacts, many of which are masterworks of the Salamanders' renowned weaponsmithing and crafting abilities. Only one of each of the following relics can be chosen per army – there is only one of each of these items in the entire galaxy!

DRAKE-SMITER 50 points
Legend has it that the Drake-smiter can shatter the diamond skull of a void-dragon with a single blow. It was crafted centuries ago to rid the Moons of Orth of these fell beasts, but now it is given to heroes of the Chapter and used in battle to shatter battle tanks, bio-behemoths and even the armour of traitorous Titans.

Range	S	AP	Type
-	x2	2	Melee, Concussive, Master-crafted, Specialist Weapon, Unwieldy, Mighty Strike

Mighty Strike: Instead of Attacking normally, the wielder of Drake-smiter can instead make a single mighty strike with it; this attack has all of Drake-smiter's normal rules, but is resolved at Strength D.

NOCTURNE'S FURY 20 points
A work of master flame-wrights, Nocturne's Fury belches long plumes of fire across the battlefield like the dragons of ancient Terran myth. Its promethium fuel burns like the molten heart of Nocturne, and rare is the armour proof against its flames.

May only be taken by a model that may take items from the Special Weapons list. Replaces that model's boltgun. Note that Nocturne's Fury is a flamer weapon for the purposes of any special rules that interact with flamer weapons as described in *Warhammer 40,000: The Rules*. Each time the bearer fires Nocturne's Fury they can choose to use either of the following profiles.

	Range	S	AP	Type
Earthfire	Template	4	4	Assault 1
Drakefire	Template	4	4	Heavy 1, Torrent

THE SALAMANDER'S MANTLE ... 30 points
This heavy-scaled mantle is made from the hide of one of Nocturne's massive salamander lizards, which live in the deepest lava flows of the planet's volcanoes. In battle, this cloak can turn blades and bolts aside in a shower of flame, mimicking the fire-breathing beast it was made from.

The bearer of the Salamander's Mantle has the Eternal Warrior special rule.

THE TOME OF VEL'CONA 25 points
A seminal work of the Salamanders' Chief Librarian Vel'cona, it contains many of the psychic secrets of pyromancy. A Librarian that studies from the book before battle will gain greater understanding of the nature of flame, and how best to turn it against the enemies of the Chapter.

Librarian only. A model equipped with the Tome of Vel'cona knows the *Molten Beam* power from the Pyromancy discipline in addition to any others he knows. This is not considered when determining if he has Psychic Focus. In addition, the bearer of the Tome of Vel'cona can add 1 to the Strength of all Pyromancy witchfire powers he uses.

VULKAN'S SIGIL 30 points
Lord Vulkan, Primarch of the Salamanders, was given a personal sigil in the form of a blacksmith's hammer engraved with the words: 'For he smote the Emperor's enemies as a hammer striking an anvil'. The sigil was carried by the Primarch through most of the Great Crusade as a badge of office. Now, it is a potent artefact for the Salamanders, and its safekeeping has always been entrusted to one of the Chapter's most distinguished Chaplains since Vulkan's disappearance.

Chaplain only. Once per game, at the start of any Fight sub-phase, the bearer of Vulkan's Sigil can use its power. When he does so, he and all other Salamanders models in his unit make one extra Attack until the end of the current phase.

WRATH OF PROMETHEUS 10 points
The expertly crafted 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.

Range	S	AP	Type
30"	5	4	Rapid Fire, Master-crafted, Rendering



SALAMANDERS TACTICAL OBJECTIVES

Presented below are six Tactical Objectives to use in your games of Warhammer 40,000, which are exclusive to Salamanders players and reflect their stoic and relentless style of warfare.

TACTICAL OBJECTIVES

If your Warlord is drawn from the Salamanders Chapter, you must replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules* either with the Tactical Objectives found in *Codex: Space Marines*, or with these Tactical Objectives. If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Salamanders player using these Tactical Objectives generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), the Salamanders player instead generates the corresponding Salamanders Tactical Objective, as shown in the table to the right. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 RESULT

- | | |
|----|-----------------------|
| 11 | Vulkan's Gaze |
| 12 | Weather the Storm |
| 13 | Legacy of Istvan |
| 14 | Vulkan's Task |
| 15 | Look Them in the Eyes |
| 16 | Fires of Nocturne |

11 VULKAN'S GAZE

TYPE: SALAMANDERS

Honour the Primarch by laying low the armoured might of your foes with heat and fury.

Score 1 Victory Point at the end of your turn if, during your turn, you completely destroyed an enemy vehicle with a weapon with the Melta special rule.

12 WEATHER THE STORM

TYPE: SALAMANDERS

The Salamanders do not falter in the face of the storm, nor can any stay their wrath.

Score 1 Victory Point at the end of your turn if, during your turn, one or more of your units made a successful charge and suffered no casualties from Overwatch.

13 LEGACY OF ISSTVAN

TYPE: SALAMANDERS

Stand your ground and hold the line no matter the odds, just as your forebears did at Istvan.

Score 1 Victory Point at the end of your turn if you have at least three Salamanders units within 18" of your table edge and you destroyed at least one enemy unit that was in your table half during your turn.



14 VULKAN'S TASK

TYPE: SALAMANDERS

Four of the Artefacts of Vulkan remain lost. Investigate every clue as to their whereabouts.

Score D3 Victory Points at the end of your turn if every Objective Marker on the battlefield has been identified and you control more Objective Markers than your opponent.

15 LOOK THEM IN THE EYES

TYPE: SALAMANDERS

Prove the superiority of the Fireborn by cutting down your enemies when they can see the fury of your resolve writ clear on your face.

Score 1 Victory Point at the end of your turn if, during your turn, you completely destroyed an enemy unit whilst it was within 6" of any friendly Salamanders units. If you completely destroyed three or more enemy units whilst they were within 6" of any friendly Salamanders units, score D3 Victory Points instead.

16 FIRES OF NOCTURNE

TYPE: SALAMANDERS

The Salamanders are renowned for their mastery of flamewar. Burn the foes of the Imperium.

Score 1 Victory Point at the end of your turn if, during your turn, you completely destroyed an enemy unit with a flamer weapon. Score D3 Victory Points instead if you completely destroyed two enemy units with a flamer weapon, or D3+3 Victory Points if you completely destroyed three or more enemy units.



SONS OF CORAX

The following section describes the forces used by the Raven Guard and their brethren in other Chapters that focus on swift, precision strikes. The Talon Strike Force and special rules presented on these pages are unique to the Raven Guard and their successor Chapters.

CHOOSING AN ARMY

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

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

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

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

RESTRICTIONS:

This Detachment must include at least one Core choice and one Auxiliary choice. It may include up to one more Core choice, up to two Command choices and any number of additional Auxiliary choices, in any combination. Only the datasheets listed here can be included in this Detachment. All units in the Detachment must be drawn from the Raven Guard.

COMMAND BENEFITS:

Extensive Planning: If your Warlord is part of this Detachment, you can choose to re-roll the result on the Mission Table, re-roll the result when rolling for a Random Deployment Zone, and re-roll your dice when rolling off to see who deploys first.

Know When To Strike: If any units from this Detachment start the game in Reserve, you can choose to make a Reserve Roll for any of them at the start of your first turn. If the roll is a 4 or more, the unit arrives this turn; otherwise it remains in Reserve and is rolled for normally.

Know When To Fade: You can always choose to fail Morale Checks for units from this Detachment.

Core
1-2



Auxiliary
1+



Command
0-2



STRIKE FORCE COMMAND

- 1 of the following:
 - Shadow Captain Shrike
 - Terminator Captain
 - Chaplain
 - 0-1 Honour Guard
 - 0-1 Command Squad
- Captain



RECLUSIAM COMMAND SQUAD

See Codex: Space Marines



BATTLE DEMI-COMPANY

See Codex: Space Marines



PINION BATTLE DEMI-COMPANY (PG 62)

- 1 Captain or Chaplain¹
- 0-1 Command Squad
- 3 Tactical Squads
- 1 Assault Squad
- 1 Devastator Squad
- 1-5 Scout Squads or Scout Bike Squads in any combination

¹ Shadow Captain Shrike may be taken in place of the Captain or Chaplain.

TALON STRIKE FORCE

The Talon Strike Force allows you to represent the stealth and strategy of a Raven Guard army on the Warhammer 40,000 battlefield. Whether you wish to assemble an entire Battle Company with support elements from the 10th Company, or a devastating air superiority force with orbital support, there are a multitude of choices available.

For example, Doug's Raven Guard collection consists of Shadow Captain Shrike, a Chaplain, a Librarian, three Tactical Squads, five Scout Squads, two Vanguard Veteran Squads, three Assault Squads, one Devastator Squad, two Land Speeders, two Stormtalons and a Venerable Dreadnought.

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

The Talon Strike Force consists of a Pinion Battle Demi-company (the Chaplain, Tactical Squads, one of the Assault Squads, the Devastator Squad and three of the Scout Squads) as a Core choice, and a Bladewing Assault Brotherhood (Shadow Captain Shrike, both Vanguard Veteran Squads and the two remaining Assault Squads) as an Auxiliary Choice.

The remaining units form a Combined Arms Detachment. As all of his units belong to a Detachment, Doug's army is Battle-forged. The units that are part of the Talon Strike Force have the Extensive Planning, Know When To Fade and Know When To Strike Command Benefits, whilst the other units have the Objective Secured Command Benefit. Doug chooses Shrike to be his Warlord, meaning that his Talon Strike Force is his Primary Detachment.



1ST COMPANY TASK FORCE

See Codex: Space Marines



10TH COMPANY TASK FORCE

See Codex: Space Marines



SHADOWSTRIKE KILL TEAM (PG 63)

- 2-4 Scout Squads
- 1-3 Vanguard Veteran Squads



RAPTOR WING (PG 69)

- 1 unit of Land Speeders
- 2 Stormtalon Gunships



SKYHAMMER ORBITAL STRIKE FORCE (PG 65)

- 3 Tactical Squads
- 1-3 units of Land Speeders



SHADOW FORCE (PG 67)

- 1 Captain
- 1 Sternguard Veteran Squad
- 1 Vanguard Veteran Squad
- 1 unit of Land Speeders



BLADEWING ASSAULT BROTHERHOOD (PG 64)

- 1 Captain or Chaplain
- 1-3 Vanguard Veteran Squads
- 2-4 Assault Squads



RAVENHAWK ASSAULT GROUP (PG 68)

- 1 Sternguard Veteran Squad
- 1 Dreadnought, Ironclad Dreadnought, Venerable Dreadnought or Contemtor Dreadnought
- 1 Stormraven Gunship



STORM WING

See Codex: Space Marines



ANTI-AIR DEFENCE FORCE

See Codex: Space Marines



SUPPRESSION FORCE

See Codex: Space Marines

RAVEN GUARD SPECIAL RULES

This section of the book details additional special rules, Warlord Traits, relics and Tactical Objectives that reflect the fighting style of a Raven Guard force. You can use this to field a Detachment or even a whole army of the Raven Guard or one of their successor Chapters in games of Warhammer 40,000.

RAVEN GUARD DETACHMENTS

Any Detachment with the Space Marines Faction can be a Raven Guard Detachment if all units in the Detachment with the Chapter Tactics special rule are drawn from the Raven Guard. A Raven Guard Detachment retains the Space Marines Faction and is treated in all ways as a Space Marines Detachment. Raven Guard Detachments may also use the following rules:

Strike from the Shadows: Non-vehicle Raven Guard models that do not begin the game in a Transport vehicle have the Shrouded special rule until the start of the second game turn. When rolling to see whether the Night Fighting mission special rule is in effect during game turn 1, you may add 1 to the result if your army contains at least one Raven Guard unit.

Winged Deliverance: Raven Guard units with the Jump unit type may use their jump packs in both the Movement and Assault phases of the same turn. Furthermore, when they make Hammer of Wrath attacks, Raven Guard models can re-roll failed To Wound rolls.

RELICS OF THE RAVENSPIRE

Units in a Raven Guard Detachment that can normally take items from the Chapter Relics list in *Codex: Space Marines* can choose to take items from the Relics of the Ravenspire list (pg 101) at the points cost shown instead. You can take items from both lists in the Detachment. A single Scout Veteran Sergeant in your army may replace his boltgun with Nihilus. Note that the Armour of Shadows, the Raven Skull of Korvaad and Raven's Fury do not replace one of the model's weapons.

WARLORD TRAITS

When generating his Warlord Traits, a Raven Guard Warlord may choose to roll on the table to the right instead of on those found in *Warhammer 40,000: The Rules* or *Codex: Space Marines*.



WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 Vanish into the Gloom:** *Your Warlord is a master of disappearing into the shadows.*
When your Warlord's unit is chosen as the target of a shooting attack, it can immediately Vanish into the Gloom, moving up to D6". Models from your Warlord's unit that are in cover at the end of this move receive +1 to their cover saving throws against that shooting attack. The firing unit cannot choose a different target, even if your Warlord's unit is now out of range or line of sight. Your Warlord's unit can only Vanish into the Gloom once per turn and cannot do so at all if Falling Back or charging.
- 2 Concentrated Attack:** *Your Warlord knows the strategic advantage of identifying, and destroying, the strongest target in the enemy's lines.*
At the start of your Charge phase, pick an enemy unit within your Warlord's line of sight. Until the end of the phase, Raven Guard units can re-roll charge rolls against that unit.
- 3 Master of Shadows:** *Your Warlord is practised at finding ways to plunge the battlefield into darkness.*
Once per game, as long as your Warlord is on the battlefield, you can declare in your Movement phase that Night Fighting rules are in effect until the start of your next turn.
- 4 Silent Stalker:** *Tales abound of your Warlord's ability to suddenly appear amid the enemy and slaughter them before they can raise a single weapon.*
Enemy units wishing to fire Overwatch at your Warlord or his unit must first pass a Leadership test. If your Warlord charged through difficult terrain, subtract 2 from the enemy unit's Leadership when they take this test.
- 5 Exit Strategy:** *When your Warlord goes to battle, he already knows how it will end: on his terms.*
When rolling for Variable Game Length, you can add or subtract 1 from the result if your Warlord is on the battlefield.
- 6 Swift and Deadly:** *The Raven Guard know the importance of being in the right place at the right time.*
Once per battle, your Warlord, and any unit he has joined, can charge even if they Ran in the preceding Shooting phase.

RELICS OF THE RAVENSPIRE

Among the armouries of the Raven Guard, there exist artefacts that have been a part of the Chapter for centuries, sometimes even millennia. Only the most worthy heroes are granted the honour of carrying one of these relics into battle. Only one of each of the following items may be chosen per army.

THE ARMOUR OF SHADOWS 35 points

The provenance of this strange armour is unknown, and there are those who mutter that it cannot have come from any Imperial source. The beautifully worked plates of this suit slide against one another without the slightest sound, and its power pack emits barely more than a purr. Stranger still, a cowl of shadows seems to hang around the wearer, billowing like smoke when they move and gathering into a dense, impenetrable mass when they remain still. The Armour of Shadows has aided more than one Raven Guard hero in stalking their prey unseen or striking a killing blow without ever being detected.

The Armour of Shadows confers a 2+ Armour Save. A model equipped with the Armour of Shadows has the Stealth special rule, or the Shrouded special rule if it did not Move, Run or Charge in its previous turn.

EX TENEBRIS 10 points

A subtle and extremely dangerous weapon, Ex Tenebris is a masterwork boltgun fitted with an elaborate and highly effective blast-cowl that renders its shots all but silent. Rumour has it that this weapon was forged by Corax himself, originally meant as a gift for his wayward brother, the Night Haunter. However, after the Horus Heresy turned the two Primarchs' Legions against one another, Ex Tenebris was instead borne into battle by heroes of the Raven Guard, there to sow terror and discord among the foe.

Range	S	AP	Type
24"	4	5	Assault 3, Rending, Precision Shots

NIHILUS 15 points

With its long, sleek barrel and expertly worked stock, there can be no doubt that this sniper rifle is the work of some great artificer in the Raven Guard's history. Tradition has it that this weapon must be carried by whichever Sergeant within the 10th Company has proven himself the finest marksman. The inner workings of this sinister weapon remain a mystery, but the rounds it fires shoot from the barrel like darts of inky black shadow, and explode against their target's armour with incredible implosive force. A shot from Nihilus can cut a Chaos Space Marine in two, or even wreck a battle tank if it strikes clean.

Veteran Scout Sergeant only. Replaces the model's boltgun.

Range	S	AP	Type
36"	X	3	Heavy 1, Sniper, Armourbane, Shadow-shot

Shadow-shot: A model equipped with Nihilus can shoot at a different target to the rest of his unit. When fired at a vehicle, this weapon counts as Strength 6.

THE RAVEN SKULL OF KORVAAD..15 points

Sondek Korvaad is recorded in the annals of the Raven Guard Librarium as a selfless hero. After he gave his life in battle to save that of his company's Captain, the scrimshawed raven skull that he wore on a chain about his neck was retrieved and declared a blessed charm. Since that day, it has been awarded to especially worthy brothers by the Reclusiarch of the Raven Guard, and should it fall upon the field of battle, great efforts are made to win it back.

Add 1 to the Weapon Skill and Leadership of a model equipped with the Raven Skull of Korvaad. If the model is removed as a casualty, note its last position. For the rest of the battle, friendly Raven Guard models have the Hatred and Rage special rules while they are within 6" of this position.

RAVEN'S FURY 15 points

At first glance, this jump pack appears little different from the others within the Raven Guard armoury, albeit impressively made compared to others of its type. However, closer inspection reveals miniaturised plasma-engines in place of the usual ram jets. Such a technological marvel is now well beyond the finest artificers of the Imperium, and provides the pack's wearer with a lightning turn of speed when boosting into battle. Furthermore, the jump pack's machine spirit is highly advanced and possessed of a warlike temperament that makes it all the more deadly on the charge.

Raven's Fury is a jump pack. When a model equipped with Raven's Fury makes Hammer of Wrath attacks, they are resolved at +2 Strength and have the Strikedown special rule.

SWIFTSTRIKE AND MURDER..... 35 points

Like the talons of some monstrous hunting bird, the lightning claws known as Swiftstrike and Murder rip their victims limb from limb. So beautifully balanced are these weapons that their wearer can tear through even heavily armoured infantry with blistering speed – a quality highly prized by the warriors of the Raven Guard.

Swiftstrike and Murder replace both a model's bolt pistol and Melee weapon. Each can be used as a Melee weapon with the following profile:

Range	S	AP	Type
-	User	3	Melee, Flurry, Shred, Specialist Weapon

Flurry: After a model attacking with this weapon has rolled to hit, it makes a number of bonus attacks equal to the number of hits that have been scored. Further hits do not cause further bonus attacks.

RAVEN GUARD TACTICAL OBJECTIVES

Presented below are six Tactical Objectives to use in your games of Warhammer 40,000, which are exclusive to Raven Guard players and reflect their swift and stealthy method of waging war.

TACTICAL OBJECTIVES

If your Warlord is drawn from the Raven Guard, you must replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules* either with the Tactical Objectives found in *Codex: Space Marines*, or with these Tactical Objectives. If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Raven Guard player using these Tactical Objectives generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), the Raven Guard player instead generates the corresponding Raven Guard Tactical Objective, as shown in the table to the right. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 RESULT

- | | |
|----|------------------------|
| 11 | Strike from the Skies |
| 12 | Keep to the Shadows |
| 13 | Let Them Know Fear |
| 14 | Prioritise and Destroy |
| 15 | Highly Mobile Assault |
| 16 | Cripple the Enemy |

11 STRIKE FROM THE SKIES

TYPE: RAVEN GUARD

Although the Raven Guard are not as numerous as their brethren in other Chapters, cunning use of aerial deployment still allows them to attack the enemy wherever it presents itself.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed by a Raven Guard unit with the Jump unit type, or by a Raven Guard unit that disembarked from a Drop Pod this turn.

12 KEEP TO THE SHADOWS

TYPE: RAVEN GUARD

Whenever your force is not bringing death to the enemies of the Emperor, it should be concealed from their sight. Stay in the shadows and strike at them when they least suspect it.

Score 1 Victory Point at the end of your turn if all non-vehicle units in your army are either embarked on a Transport Vehicle, embarked inside a building or are within 1" of a piece of terrain other than open ground.

13 LET THEM KNOW FEAR

TYPE: RAVEN GUARD

A well-delivered blow can send any foe reeling, sowing discord in their ranks and planting the seeds of doubt. Thus is the first foundation of victory laid.

Score 1 Victory Point at the end of your turn if at least one enemy unit failed a Morale Check, Pinning test or Fear test during your turn.

14 PRIORITISE AND DESTROY

TYPE: RAVEN GUARD

The Raven Guard rarely engage their foe on an even footing. Their war is fought in the shadows, destroying key targets and disrupting the enemy command structure.

Score D3 Victory Points at the end of your turn if the enemy Warlord, an enemy Super-heavy Vehicle or an enemy Gargantuan Creature was completely destroyed during this turn.

15 HIGHLY MOBILE ASSAULT

TYPE: RAVEN GUARD

Raven Guard combat doctrine is built around killing the enemy before they have a chance to retaliate.

Score 1 Victory Point at the end of your turn if any enemy units were charged by a Raven Guard unit and completely destroyed in the Assault Phase. If at least three units were charged by Raven Guard units and completely destroyed in the Assault Phase, score D3 Victory Points instead.

16 CRIPPLE THE ENEMY

TYPE: RAVEN GUARD

Strategic superiority is vital to the Raven Guard's way of war. Seize it by destroying the enemy's chances of outflanking you.

Score 1 Victory Point at the end of your turn if you destroyed at least one enemy Fast Attack unit or Dedicated Transport during the turn. Score D3 Victory Points instead if 3 or 4 of those units were destroyed, or D3+3 Victory Points if 5 or more were destroyed.

DESIGNER'S NOTE – TACTICAL OBJECTIVES CARD DECK

If you own a deck of Raven Guard Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.









PSYKANA LIBRARIUS

Masters of the esoteric arts, Librarians are warrior mystics who unleash the power of the Warp onto the 41st Millennium's battlefields. With crackling bolts of lightning and storms of telekinetic force, they smite the enemies of the Imperium, serving their Chapter as both peerless advisors and masterful battle leaders.



Space Marine Librarians are among the most potent of all of Mankind's psykers. Every one is a warrior of two worlds, mastering the arts of bolter and blade as well as being trained to fight foes upon the supernatural battlefield of the mind. A skilled Librarian can manipulate the energy of the Warp in extraordinary ways, and with spectacular effects. Compared to the sanctioned human psykers used by the other institutions of the Imperium, Space Marine Librarians can wield far more raw power in a considerably wider array of disciplines. Nevertheless, a few Chapter still recruit potential Librarians from the halls of the Scholastica Psykana, hoping to find gifted initiates among the youngest and most brilliant of those pupils. If they manage to become Space Marines, the superhuman strength, discipline and longevity they acquire allows them to practise their art and bolster their mental defences over many more centuries than the relatively frail mind of a mere human could ever hope to manage. Though this power is sufficient to draw victory on a battlefield from the jaws of defeat, it does not come without significant risk.

Every psyker's mind holds within it a miniscule link to the Warp, through which they access that metaphysical dimension to power their abilities. Each time a psychically sensitive individual uses the power of the Warp, they expose themselves to the malevolent entities that dwell there, their minds glowing in that realm like bright candles in a dark fog. With ruthless and often life-threatening training, psykers learn to obscure and defend themselves against these forces. Should their focus waver or their mental defences fall, however, a psyker's mind and body will be vulnerable to all manner of horrific fates. If a daemon gains access to realspace through the mind of a weak psyker, they could wreak untold havoc through the act of possession. Worse yet, they could even spell the doom of entire sectors by tearing a rift in the skein of reality and causing a daemonic incursion.

Understandably then, to even become a Librarian, a Space Marine must be an exceptionally talented psyker and undergo years of gruelling training within the depths of their Chapter's fortress-monastery. This training continues throughout their lives, and Librarians are constantly testing their minds and bodies to reinforce the strength and breadth of their willpower. Therefore, just as a Chapter's Apothecaries test the genetic suitability of potential Space Marines, the existing Librarians are responsible for assessing all potential recruits to the Chapter for psychic ability. Any who show signs of psychic sensitivity must submit to painful and invasive mental bombardments before they are trusted to wield their talent in combat situations or are fully inducted into the ranks of a Chapter's Librarian. Parallel to their instruction in the Librarius, initiates also undergo the same robust combat training as their brothers in the Battle Companies. Though the risks of using psykers in the

armies of the Imperium are great, there are few individuals as potent on the field of battle. If, from a thousand potential candidates, even a single Librarian emerges, then it is a boon to the strength of the Chapter and its future.

The warriors that win their place within a Space Marine Chapter's Librarian are feared across the galaxy by all who seek the Imperium's downfall. One need only witness one of these proud mystics as they stride through the maelstrom of battle, untouched by bullet or flame and hurling searing lightning bolts through the ranks of the Imperium's enemies, to see what they add to the already prodigious power of the Adeptus Astartes. Like a storm cloud that presses down upon the world, the psychic shadow of the Librarian causes allies and enemies alike to look up as he enters the fray. Light streams from his eyes and sparks dance around his head, hinting at the intense energy of the Warp coiled within the weapon that is his mind. The true mastery of a Librarian is evinced when he utters his incantations. In a booming voice that reaches warriors even through the roaring din of combat, his words and thoughts become lightning, flame, and swirling vortexes that ravage the air with their fury.

When not devastating the plans of enemy warlords in war zones from Damocles to the Cadian Gate, Librarians have a host of other, less violent, duties to attend to. In addition to testing recruits and tending to their own training, Librarians are responsible for maintaining their Chapter's Librariums. Overseen by the Librarians, each is a silent and sacred place of whispered secrets and hidden truths. Filled with ancient tomes and sacred scrolls, every piece of text laid down by the Chapter, or relevant to its existence, is housed within. Every fortress-monastery will have a Librarium to house the lore, battle records, and certain psychically active artefacts like force weapons. Famous victories, shameful defeats and the legends of the Chapter's heroes are recorded there, and the Librarians are fiercely devoted to their role as keepers of their legacy.

In addition to the main Librarium on a Chapter planet, many Battle Barges maintain smaller Librariums for use during their long campaigns. While no two Librariums are exactly the same, they are often built around a central pillar, its racks of books and scrolls spiralling out into antechambers that hold rows of written works, data-slates, chronicle-stones and mnemo-slates recording the accounts of great battles, the final words of its heroes, and the secrets of vanquished foes. The central pillar of the Librarium houses its oldest available copy of the Codex Astartes, held in a stasis-plinth or protected by holo-reflection. Many lords of the Adeptus Astartes visit the quiet, dusty halls of the Librarium to draw their inspiration and resolve from the ancient book in times of darkness.

LIBRARIANS

Any Psyker with the Space Marines Faction can generate their psychic powers from the **Librarius**, **Technomancy**, **Fulmination** and **Geokinesis** disciplines, in addition to any other disciplines they have access to.



LIBRARIUS DISCIPLINE

The ancient lore of the Chapter's Librarium is vast indeed, and hidden among its complement of ancient tomes and scrolls are the hard-won secrets of the Space Marine Librarians. Within a sacred few of these closely guarded texts are techniques that allow the user to enhance his own psychic might or quell that of his foes. In battle, those trained in the Librarius discipline can batter enemies with ethereal force, strengthen their own minds and bodies with the power of the Warp, or sever the connection of other psykers.



TECHNOMANCY DISCIPLINE

Technomancy affects the spirits of machines the same way other disciplines manipulate the minds of sentient creatures. No technology is proof against this power, and weapons, vehicles and even fortifications can be cursed by a talented technomancer. The psyker reaches into the workings of his target, subverting its vital energies to turn guns on their owners or cause tanks to roll to a shuddering halt. The power to destroy can also be turned to more benign ends, and Technomancy is equally effective in mending ailing machine spirits, readying them for war once more.



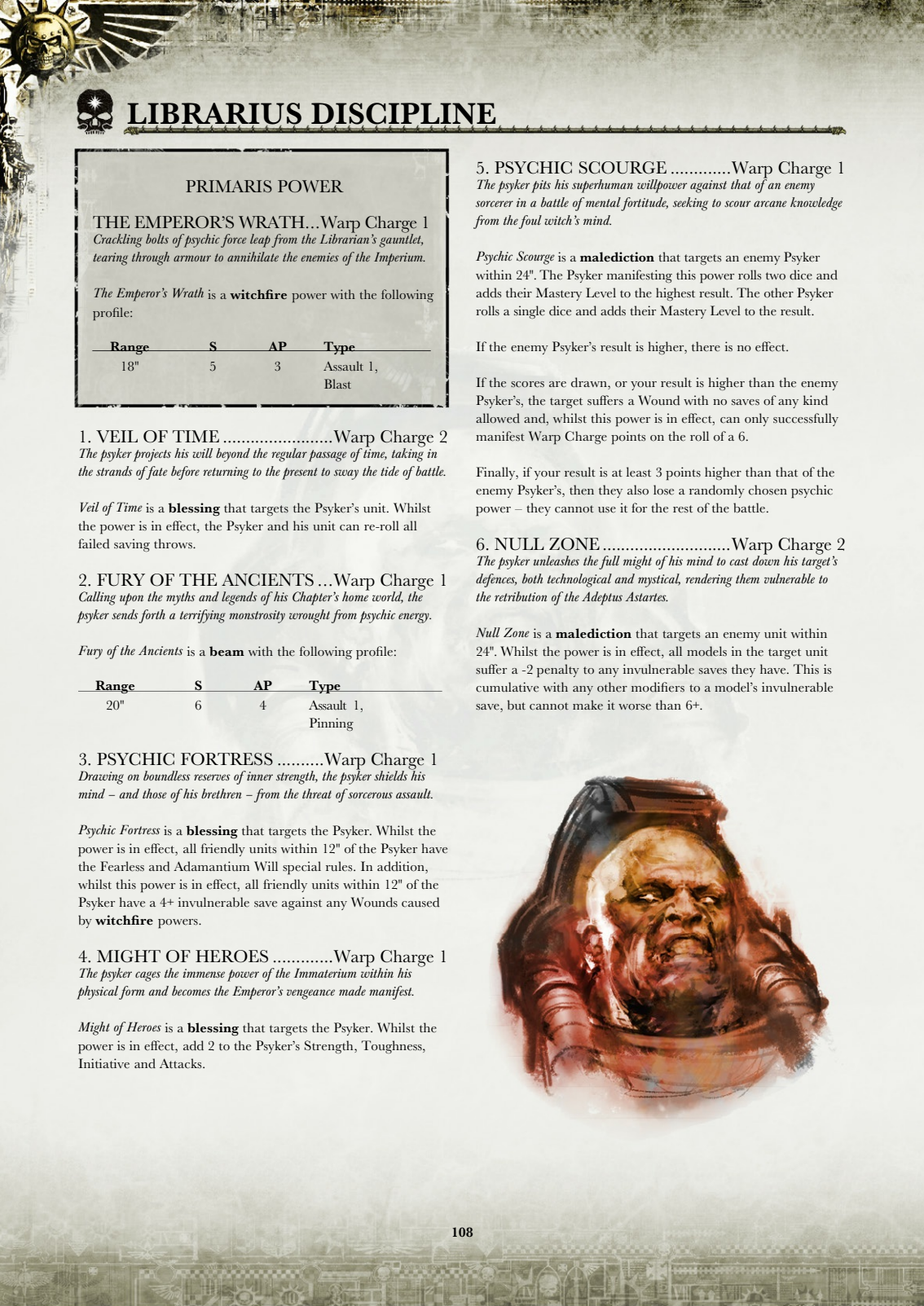
FULMINATION DISCIPLINE

Some psykers regard lightning as the crackling essence of life, a vital force that the Warp-touched can draw upon to annihilate their foes. Fulmination is the power of arcing energy and electricity, and a psyker can wield it with but a flicker of thought. At its most basic, this discipline allows the user to hurl bolts of lightning across the battlefield, but this is only the beginning of what might be achieved. Fields of sparking light can be summoned by the Librarian to ward away damage or, with a blaze of light, he can teleport allies across a battlefield.



GEOKINESIS DISCIPLINE

The ground shudders beneath the feet of a geokinetic as he summons forth his powers. The discipline of earth and stone, Geokinesis is the art of reaching down under the skin of a world and turning its natural might into a weapon. The battlefield yawns open to swallow up those that oppose the Space Marines, or is riven by brutal earthquakes. Even whole segments of the battleground might be levitated high in the air by the Librarian – enemies fall screaming to their deaths from floating plateaus, and yet more are crushed as the psyker relinquishes his control, causing hundreds of tonnes of rock to plummet from the sky.



LIBRARIUS DISCIPLINE

PRIMARIS POWER

THE EMPEROR'S WRATH...Warp Charge 1

Crackling bolts of psychic force leap from the Librarian's gauntlet, tearing through armour to annihilate the enemies of the Imperium.

The Emperor's Wrath is a **witchfire** power with the following profile:

Range	S	AP	Type
18"	5	3	Assault 1, Blast

1. VEIL OF TIMEWarp Charge 2

The psyker projects his will beyond the regular passage of time, taking in the strands of fate before returning to the present to sway the tide of battle.

Veil of Time is a **blessing** that targets the Psyker's unit. Whilst the power is in effect, the Psyker and his unit can re-roll all failed saving throws.

2. FURY OF THE ANCIENTS ...Warp Charge 1

Calling upon the myths and legends of his Chapter's home world, the psyker sends forth a terrifying monstrosity wrought from psychic energy.

Fury of the Ancients is a **beam** with the following profile:

Range	S	AP	Type
20"	6	4	Assault 1, Pinning

3. PSYCHIC FORTRESSWarp Charge 1

Drawing on boundless reserves of inner strength, the psyker shields his mind – and those of his brethren – from the threat of sorcerous assault.

Psychic Fortress is a **blessing** that targets the Psyker. Whilst the power is in effect, all friendly units within 12" of the Psyker have the Fearless and Adamantium Will special rules. In addition, whilst this power is in effect, all friendly units within 12" of the Psyker have a 4+ invulnerable save against any Wounds caused by **witchfire** powers.

4. MIGHT OF HEROESWarp Charge 1

The psyker cages the immense power of the Immaterium within his physical form and becomes the Emperor's vengeance made manifest.

Might of Heroes is a **blessing** that targets the Psyker. Whilst the power is in effect, add 2 to the Psyker's Strength, Toughness, Initiative and Attacks.

5. PSYCHIC SCOURGEWarp Charge 1

The psyker pits his superhuman willpower against that of an enemy sorcerer in a battle of mental fortitude, seeking to scour arcane knowledge from the foul witch's mind.

Psychic Scourge is a **malediction** that targets an enemy Psyker within 24". The Psyker manifesting this power rolls two dice and adds their Mastery Level to the highest result. The other Psyker rolls a single dice and adds their Mastery Level to the result.

If the enemy Psyker's result is higher, there is no effect.

If the scores are drawn, or your result is higher than the enemy Psyker's, the target suffers a Wound with no saves of any kind allowed and, whilst this power is in effect, can only successfully manifest Warp Charge points on the roll of a 6.

Finally, if your result is at least 3 points higher than that of the enemy Psyker's, then they also lose a randomly chosen psychic power – they cannot use it for the rest of the battle.

6. NULL ZONEWarp Charge 2

The psyker unleashes the full might of his mind to cast down his target's defences, both technological and mystical, rendering them vulnerable to the retribution of the Adeptus Astartes.

Null Zone is a **malediction** that targets an enemy unit within 24". Whilst the power is in effect, all models in the target unit suffer a -2 penalty to any invulnerable saves they have. This is cumulative with any other modifiers to a model's invulnerable save, but cannot make it worse than 6+.





TECHNOMANCY DISCIPLINE

PRIMARIS POWER

SUBVERT MACHINE.....Warp Charge 1

The psyker imposes his will upon an enemy machine spirit, forcing it into a state of dormancy or confusion, or even causing it to fire upon its own allies.

Subvert Machine is a **malediction** that targets a single enemy vehicle within 18". If this power is successfully manifested, randomly select one of the vehicle's weapons (do not include Bombs, weapons with the One Use Only/One Shot Only special rule that have already fired, and weapons that have been destroyed). Then, you and your opponent each roll a dice and look up the result below:

If your opponent rolls higher, nothing happens.

If the results are drawn, then that weapon can only fire Snap Shots whilst this power is in effect.

If you roll higher, you can immediately shoot with that weapon at another enemy unit – the weapon fires using the vehicle's Ballistic Skill, unless the vehicle is Crew Stunned or Shaken, in which case the weapon can only fire Snap Shots.

1. BLESSING OF THE MACHINE Warp Charge 1

A dormant machine spirit is coaxed into vital life by the psyker's mental impulse. Though granted only fleeting animus, when such a spirit is roused from its slumber, it will not hesitate to lash out at those it deems a threat.

Blessing of the Machine is a **blessing** that targets a single friendly vehicle within 24". Whilst the power is in effect, the target vehicle ignores the effects of Crew Shaken and/or Crew Stunned damage results and has the Power of the Machine Spirit special rule. If the vehicle already has this special rule, it instead increases its Ballistic Skill by 1 whilst this power is in effect.

If the Psyker is embarked on a Transport vehicle, he may still attempt to manifest this psychic power, but may only target the vehicle he is embarked upon.

2. MACHINE CURSE.....Warp Charge 1

The psyker's otherworldly vision penetrates the vehicle's armoured shell, laying bare its vulnerable inner workings to his destructive manipulation.

Machine Curse is a **focussed witchfire** power that targets a single enemy vehicle unit within 18". The target model immediately suffers D3 Strength 1 AP- hits with the Haywire special rule.

3. REFORGEWarp Charge 1

The psyker's mind communes with the machine spirit of a damaged vehicle, soothing its pain as otherworldly energies reforge its wounded hull.

Reforge is a **blessing** that targets a single friendly vehicle within 24". The controlling player can choose for the target vehicle either to immediately recover one Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle. In addition, the target vehicle has the It Will Not Die special rule whilst this power is in effect.

If the Psyker is embarked on a Transport vehicle, he may still attempt to manifest this psychic power, but may only target the vehicle he is embarked upon.

4. WARP METAL ARMOUR.....Warp Charge 2

At the psyker's command, Warp energy temporarily coalesces into a steely metal, bolstering the armour of nearby tanks or wrapping allies in a second skin capable of turning aside bullet and blade alike.

Warpmetal Armour is a **blessing** that targets a single friendly unit within 24". If this power targets a vehicle unit, then whilst it is in effect add 1 to all the Armour Values (Front, Sides and Rear) of models in that unit. If this power targets a non-vehicle unit, then whilst it is in effect add 1 to the Toughness of all models in the target unit.

If the Psyker is embarked on a Transport vehicle, he may still attempt to manifest this psychic power, but may only target the vehicle he is embarked upon.

5. FURY OF MARS.....Warp Charge 1

The psyker channels the mechanical wrath of the Omnissiah into an enormous, Warp-fuelled pulse that surges forth in an invisible wave to unleash ruin upon the impure technology of the foe.

Fury of Mars is a **beam** with the following profile:

Range	S	AP	Type
18"	1	-	Assault 1, Haywire

6. MACHINE FLENSE.....Warp Charge 2

The psyker's mind lashes out at an enemy war machine to shred its armoured hull. Not yet satisfied with the damage he has wrought, the psyker redirects the jagged fragments he has torn free to assail yet more of his foes.

Machine Flense is a **focussed witchfire** that targets a single enemy vehicle unit within 18". The target immediately loses D3 Hull Points. For each Hull Point that the vehicle loses, the Psyker inflicts D6 Strength 4 AP6 hits with the Rending special rule on a single enemy unit within 12" of the target vehicle. You can choose a different target for each Hull Point lost in this way if you wish.



FULMINATION DISCIPLINE

PRIMARIS POWER

ELECTROSURGEWarp Charge 1

Electrokinetic energy surges through the psyker's veins and arcs between his fingertips. With a gesture, it leaps forth to transform flesh into charred meat.

Electrosurge is a **witchfire** power with the following profile:

Range	S	AP	Type
18"	5	4	Assault 6

1. ELECTROSHIELDWarp Charge 1

With a thought, the psyker summons a crackling shield of electrokinetic energy to ward away the bullets and blows of the enemy.

Electroshield is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker has a 3+ invulnerable save.

2. ELECTROPULSEWarp Charge 1

The psyker concentrates his power into a raging cyclone of electromagnetic energy that spirals outwards before detonating in a shock wave that causes machine circuits to sputter and die.

Electropulse is a **nova** power with the following profile:

Range	S	AP	Type
9"	1	-	Assault 1, Haywire

3. LIGHTNING ARCWarp Charge 2

Bolts of Warp lightning leap forth from the psyker's eyes and mouth, arcing violently among the enemy forces and leaving death in their wake.

Lightning Arc is a **witchfire** power with the following profile:

Range	S	AP	Type
18"	5	4	Assault D6, Lethal Discharge

Lethal Discharge: After this attack has been resolved against the target, roll a dice for every other enemy unit within 6" of the target. On the roll of a 4 or more, that unit suffers D6 Strength 5 AP4 hits that are Randomly Allocated.

4. FISTS OF LIGHTNINGWarp Charge 1

The psyker summons crackling coronae of living lightning that surround his fists. Whenever enemies are struck, incandescent arcs of lethal energy leap forth to course through their ranks.

Fists of Lightning is a **blessing** that targets the Psyker. Whilst this power is in effect, the Psyker adds 1 to both his Strength and Attacks. In addition, each time the Psyker hits an enemy unit in close combat, that unit suffers two additional Strength 5 AP- hits.

5. MAGNETOKINESISWarp Charge 2

The psyker surrounds his allies in a bubble of magnetokinetic force before levitating them across the battlefield to a tactically superior position.

Magnetokinesis is a **blessing** that targets a single unit within 18". Unless the target is Zooming, Swooping or is locked in combat, it can immediately make a move of up to 18". The unit can move over all other models and terrain as if they were open ground, but it cannot end its move on top of other models or impassable terrain. Any model that starts or ends this move in difficult terrain must take a Dangerous Terrain test. The unit cannot charge in the same turn that it was moved using this power, and all models in the unit count as having moved in the Movement phase for the purposes of shooting weapons in the Shooting phase.

6. ELECTRODISPLACEMENT ...Warp Charge 2

The psyker bends the power of the Warp and an eldritch bolt of lightning flashes across the battlefield. In an instant, the psyker has displaced himself, switching his location with that of his allies.

Electrodisplacement is a **blessing** that targets a single non-vehicle unit within 24". Remove all models in the target unit except one, then swap the position of the Psyker with that model. Then, set up all models from the Psyker's unit (if any) within 6" and unit coherency of the Psyker, and set up all remaining models from the swapped model's unit within 6" and unit coherency of that model.

If either unit was locked in combat, the displaced unit is now locked in combat with that enemy – models cannot otherwise be placed within 1" of an enemy model.

Unless locked in close combat, these units can charge in the same turn.





GEOKINESIS DISCIPLINE

PRIMARIS POWER

CHASM.....Warp Charge 2

The psyker slams his hands together, and then pulls them slowly apart. As he does so, a wide chasm filled with lava opens under an enemy unit.

Chasm is a psychic power that targets an enemy unit within 18" of the Psyker that is not locked in combat. All models in the enemy unit must immediately take a Dangerous Terrain test with no armour saves allowed (invulnerable saves can be taken normally). This psychic power has no effect on Swooping or Zooming units.

1. EARTH BLOODWarp Charge 1

The psyker draws on the very life force of the planet upon which he treads, sending forth a surge of healing energy that spreads up from the ground and into those standing nearby.

Earth Blood is a **blessing** that targets a single friendly non-vehicle character within 18". The target immediately regains D3 wounds lost earlier during the battle. In addition, whilst the power is in effect, the target and all models in their unit have the It Will Not Die special rule.

2. SCORCHED EARTH.....Warp Charge 1

The psyker focusses his mental powers on an area of nearby ground. The once-solid surface begins to writhe and burn, spewing rocks and lava into the air and turning the area into a quagmire of fire and magma.

Scorched Earth is a **malediction** that targets a point on the battlefield within 24" of the Psyker. Choose the point when the power is manifested. Each unit within 6" of that point immediately suffers a single Strength 5 AP4 hit with the Ignores Cover special rule (hits are Randomly Allocated). In addition, whilst the power is in effect, all terrain (including open ground) within 6" of the point chosen is treated as being dangerous terrain.

3. LANDQUAKE.....Warp Charge 1

The psyker stamps down hard upon the ground, triggering a violent shock wave that ripples outwards and knocks enemy warriors from their feet.

Landquake is a **malediction** that targets all enemy units within 18". Whilst this power is in effect, the targets move as though they were in difficult terrain. Furthermore, whilst this power is in effect, the targets cannot Run, Turbo-boost, or move Flat Out. This psychic power has no effect on Swooping or Zooming units.

4. PHASE FORM.....Warp Charge 1

The psyker creates an anomaly that pushes an ally out of sync with reality. Objects lose some of their substance, allowing the ally to pass through them when it moves or see through them when it attacks.

Phase Form is a **blessing** that targets a single friendly unit within 24". Whilst the power is in effect, the unit has the Move Through Cover special rule and all of its weapons have the Ignores Cover special rule. In addition, the unit does not need line of sight in order to attack an enemy unit in the Shooting phase – as long as the target is in range, it can be shot at.

5. WARP QUAKE.....Warp Charge 1

The psyker focusses on a building and balls his hand into a tight fist. As his hand starts to shudder, so too does the building, until it starts to crumble and collapse.

Warp Quake is a **witchfire** power that targets either a single building or a single piece of Ruins terrain within 24".

If you targeted a building, roll a dice; on a roll of 1-3, the building suffers a glancing hit, and on a roll of 4-6, it suffers a penetrating hit.

If you targeted a piece of Ruins terrain, roll a dice for each unit that is even partially within those ruins: on a 4 or more, that unit suffers D6 Strength 6 AP- hits as they are struck by falling debris. These hits are Randomly Allocated.

6. SHIFTING WORLDSCAPE...Warp Charge 3

The psyker tears the landscape asunder, raising up an area of ground and everything standing upon it, and moving it through the air to a new location.

Shifting Worldscape is a psychic power that targets a single terrain feature within 24" of the Psyker and in their line of sight. The terrain feature must be one that can be physically picked up and placed in a different location on battlefield. Move the terrain to an area of open ground anywhere on the battlefield within 24" of its starting position, so long as it is more than 1" away from any other models or other terrain features after the relocation is complete.

Any units that have all of their models on the piece of terrain are moved with it. If a unit has only a portion of its models on the terrain feature, then the models that occupy the terrain piece are immediately moved off it by their player, in the same manner as a model disembarking from a vehicle (treating the edge of the terrain as an Access Point and ending this move wholly within 6" of the terrain and in coherency). Models moved in this way must then take a Dangerous Terrain test.







ALTAR OF WAR

The Space Marines are the Imperium's ultimate shock troops, descending upon their foes with lightning speed and overwhelming strength. Few warriors are as versatile in battle as the Adeptus Astartes, able to adapt to any world or foe in their never-ending war to purge the galaxy of the Emperor's enemies.

ALTAR OF WAR: SPACE MARINES MISSION TABLE

D6 MISSION

- | | |
|---|-------------------|
| 1 | Hammer Blow |
| 2 | Angels of Death |
| 3 | Here I Shall Die |
| 4 | Slayer of Kings |
| 5 | Emperor's Fist |
| 6 | Willing Sacrifice |

THE BATTLEFIELD

The deployment maps, deployment zones and deployment instructions for the missions are included in the missions themselves; do not use the deployment maps included in *Warhammer 40,000: The Rules*.

THE ENEMY

The player that won the roll-off, and rolled on the *Altar of War: Space Marines* mission table, is known as 'the Space Marine player' in the rules and missions that follow, and their opponent is known as 'the enemy player'. Note that the player who loses the roll-off counts as 'the enemy player' for the purposes of the missions, even if they also have a Space Marine army.

RESERVES

Altar of War missions follow all of the rules for Reserves in *Warhammer 40,000: The Rules*; however, some specify different limits on how many units may (or must) be placed in Reserve rather than deployed at the start of the game.

CARRY ON AS NORMAL

These changes aside, all of the rules in *Warhammer 40,000: The Rules* are used as normal.

SELECTING MISSIONS

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out missions you haven't fought before or to hone your skills at missions you have previously fought.





ALTAR OF WAR: HAMMER BLOW

Space Marine detachments are frequently called upon to lead a larger attack. Their training and expertise, combined with their excellent weaponry and powerful ceramite armour, make them peerless assault troops. When called upon to perform such duties, the Space Marines will, by preference, launch a lightning-fast attack, making maximum use of the highly mobile assets they have at their command. Drop Pods and Stormraven Gunships will be used to land Space Marine squads right on top of the enemy. As the foe struggles to deal with this attack, an armoured column made up of Space Marine infantry in Rhino transport vehicles, alongside Predator and Land Raider tanks, will move up in support. Space Marine Scouts and Bikes will pounce on the flanks of the enemy and run down those that try to flee, while Whirlwind multiple missile launchers provide artillery support. Only the staunchest opposition is able to resist the hammer blow of such an assault.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. The Space Marine player's Warlord must have the Space Marines Faction. The Space Marine player may not include any fortifications in this mission.

THE BATTLEFIELD

Use the deployment map included with this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. Then set up terrain as described in *Warhammer 40,000: The Rules*.

Objective Markers

Place one Objective Marker on the centre point of the table, and a second on the centre of the enemy table edge, as shown on the deployment map. The Space Marine player must then set up a third Objective Marker anywhere in the enemy deployment zone.

Deployment

The enemy player deploys first. At least half of the Space Marine player's units must enter on the first turn using the following methods:

- Any unit can enter from the Space Marines' long table edge, as if arriving from Reserve.
- Any unit with the Outflank rule can instead enter from either of the narrow table edges, using the rules for Outflanking units entering play from Reserve.
- Any unit with the Deep Strike rule can instead Deep Strike onto the table, using the rules for Deep Strike units entering play from Reserve.

Any units in the Space Marine player's that will not enter play on the first turn are placed in Ongoing Reserves.

FIRST TURN

The Space Marine player has the first turn. Do not roll to see if the enemy player can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

Primary Objectives

At the end of the game, each Objective Marker is worth 3 Victory Points to the player who controls it.

Secondary Objectives

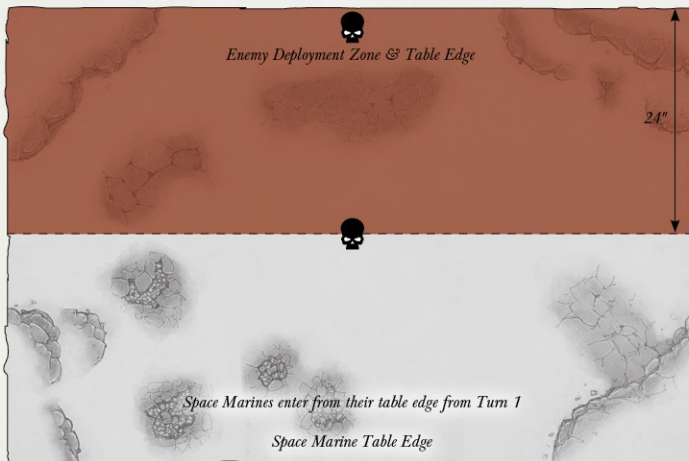
Slay the Warlord.

War of Attrition: At the end of the game, each player adds up the points values of all enemy units that have been completely destroyed. The side with the highest total scores 1 bonus Victory Point.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Vanguard: All Infantry units in the Space Marine player's army have the Objective Secured special rule. A unit with this special rule controls an objective even if an enemy unit is in range of the Objective Marker, unless the enemy unit also has the Objective Secured special rule.



 Objective Marker



ALTAR OF WAR: ANGELS OF DEATH

One of the most effective ways to disrupt an enemy army is to launch a surprise attack against its command centre. Space Marines have some of the most capable armies in the galaxy for this type of mission. Scouts will be dropped behind enemy lines with orders to locate and reconnoitre the enemy headquarters, but without being spotted themselves. The Scouts will spy on the enemy base for hours or days, relaying the information back to the Space Marines' main base. There, the Space Marine commander will determine how and when to attack the enemy. At the appointed hour the Space Marines will attack without warning, catching the enemy unaware. Drop Pods will fall from the sky, and ground units will surge forward from carefully hidden positions. If the mission is successful the enemy will be left leaderless, and their disorganised forces will quickly succumb to follow-up attacks launched by the Space Marines and allied Imperial battle-formations.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. The Space Marine player's Warlord must have the Space Marines Faction. The Space Marine player may not include any fortifications in this mission.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in *Warhammer 40,000: The Rules*.

Players should deploy as follows:

- The enemy player deploys first, anywhere on the table that is at least 12" away from a table edge. In addition, enemy units must be placed at least 6" away from any other enemy unit. No enemy units may be placed in Reserve, unless they have a special rule that says they may do so 'even in missions where Reserves are not normally allowed'.

Space Marine units arrive on the first turn using the following methods:

- Any unit can enter from any table edge, as if arriving from Reserve.
- Any unit with the Deep Strike rule can instead Deep Strike onto the table, using the rules for Deep Strike units entering from Reserve.

Any units that do not enter play on the first turn are placed in Ongoing Reserves. In this mission, all units will Fall Back towards the nearest table edge. Reserves may enter from any table edge.

FIRST TURN

The Space Marine player has the first turn. Do not roll to see if the enemy player can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

Primary Objectives

At the end of the game, each player receives 3 Victory Points for each enemy HQ unit that has been completely destroyed, 1 Victory Point for each Troops unit and Dedicated Transport unit that has been completely destroyed, and 2 Victory Points for each other unit that has been completely destroyed.

Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

Secondary Objectives

Slay the Warlord, First Blood.

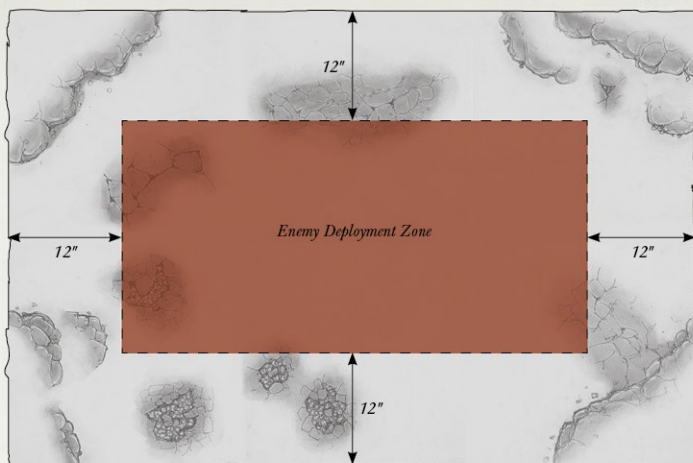
MISSION SPECIAL RULES

Night Fighting, Reserves.

Angels of Death: All units in the Space Marine player's army have the Fear special rule.

Home Ground: All enemy units have the Move Through Cover and Stubborn special rules.

Tactical Precision: Any unit that enters play by Deep Strike on the first turn does not scatter.



ALTAR OF WAR: HERE I SHALL DIE

It is often vital to keep enemy supplies and reinforcements from reaching the front line. Doing this will stop vital aid reaching beleaguered enemy forces that are under attack from a full-scale Imperial offensive. In order to achieve this, small Space Marine detachments will be dropped behind the enemy and ordered to hold vital 'choke points' through which the supplies and reinforcements must pass. Often, the first time the enemy will find out that such an incursion has taken place is when a marching column comes under fire from the well-concealed and dug-in Space Marine defenders. Once their position has been discovered, the Space Marines must be prepared to be attacked from any direction – both from reinforcing units heading for the front line, and from retreating units that are desperate to escape. The Space Marines will be under orders not to give an inch of ground, and to occupy their positions until they are relieved – or dead!

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. The Space Marine player's Warlord must have the Space Marines Faction. The Space Marine player may not include any fortifications in this mission.

THE BATTLEFIELD

Use the deployment map included with this mission. Set up terrain as described in *Warhammer 40,000: The Rules*.

Objective Marker

The Space Marine player must then set up one Objective Marker anywhere within 12" of the centre of the table, following the restrictions for placing Objective Markers in *Warhammer 40,000: The Rules*.

DEPLOYMENT

The players take it in turn to deploy units, starting with the Space Marine player. Each player picks a unit and either deploys it on the table or places it in Reserve.

Space Marine units that are deployed on the table must be set up within 12" of the centre of the table. Enemy units may deploy anywhere that is more than 18" away from the centre of the table.

In this mission all units will Fall Back towards the nearest table edge. Reserves may enter from any table edge.

FIRST TURN

Roll a D6. On a roll of 1-3, the enemy goes first. On a roll of 4-6, the Space Marines go first. Neither side can attempt to Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

Primary Objectives

At the end of the game, the Objective Marker is worth 5 Victory Points to the player who controls it. In addition, each player receives 1 Victory Point for each enemy unit that has been completely destroyed.

Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

Secondary Objectives

Slay the Warlord, First Blood.

MISSION SPECIAL RULES

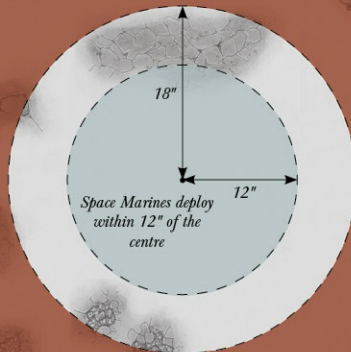
Mysterious Objectives, Reserves

Hold or Die: Any unit within 6" of the Objective Marker has the Zealot rule.





The Enemy deploys anywhere more than 18" from the centre of the table.



ALTAR OF WAR: SLAYER OF KINGS

Space Marine commanders are master strategists that can quickly divine which course of action should be taken in any battlefield situation. These qualities are best displayed when the Space Marines plan a devastating attack that will win a campaign at a single stroke or, at the least, ensure their success in the longer term. More often than not, such a strike will be aimed at an important enemy commander, whose death will demolish their army's morale, shatter their cohesion, and ensure that the Imperium will succeed in its objectives for the campaign. Once a target has been identified, the nearest Space Marine detachment will be redirected and ordered to destroy or capture the individual in question. From that point the unfortunate target can measure its remaining time in hours – when the attack comes the Space Marines will strike quickly and without warning, relying on a fast and furious assault to overwhelm the foe and achieve their ends.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. The Space Marine player's Warlord must have the Space Marines Faction.

THE BATTLEFIELD

Use the deployment map included with this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in.



DEPLOYMENT

Players should deploy as follows:

- The Space Marine player deploys first, anywhere in their half at least 9" away from the centre line.
- The enemy player deploys second, anywhere in their half of the table at least 9" from the centre line.
- The enemy player may not place HQ units in Reserve. In this mission, all units will Fall Back towards the narrow table edge of their deployment zone.

FIRST TURN

The Space Marine player has the first turn, unless the enemy player can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

Primary Objectives

At the end of the game the enemy player receives 3 Victory Points for each of their HQ units that has not been completely destroyed. The Space Marine player receives 3 Victory Points for each enemy HQ unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

Secondary Objectives

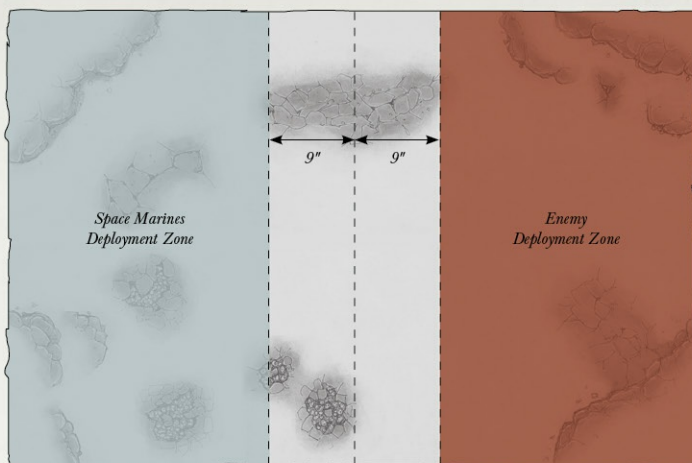
First Blood, Slay the Warlord.

MISSION SPECIAL RULES

Reserves.

Dawn Attack: The Night Fighting rule applies for the first turn of this mission (do not roll for it as you would do normally).





ALTAR OF WAR: EMPEROR'S FIST

In a mobile battle, Space Marine forces will waste no time getting to grips with an enemy. Often, the first inkling that a foe will have of a Space Marine attack is when their scouts report the approaching rumble of Space Marine Rhinos, Drop Pods and Stormraven Gunships. The Space Marines will not give the enemy time to prepare, swiftly closing to attack range and launching an all-out assault straight from their column of march. Space Marine Bike Squads and Land Speeders will harry the flanks of the enemy, while Rhinos and Land Raiders will disgorge Tactical Squads to attack head on. Such is the speed and fury of the assault that the enemy has little time to organise a coherent defence, and they will often find themselves closely engaged by the Space Marines before they really know what's hit them. If the assault is successful, the Space Marine column will quickly press on, looking for new enemy formations to attack and overwhelm.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. The Space Marine player's Warlord must have the Space Marines Faction.

THE BATTLEFIELD

Use the deployment map included with this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which table quarter they wish to deploy in.

Objective Markers

Place one Objective Marker on the centre point of the table, and two more Objective Markers in the centre of each unoccupied quarter of the table, as shown on the deployment map included with this mission.

DEPLOYMENT

Players should deploy as follows:

- The Space Marine player deploys first, anywhere in their quarter of the table that is at least 12" away from the centre point of the table.
- The enemy player deploys second, anywhere in their quarter of the table that is at least 12" away from the centre point of the table.
- Only Fast Attack units may be deployed at the start of the battle. All other units are placed in Reserve. There are no restrictions on the number of units that can be placed in Reserve.

FIRST TURN

The Space Marine player has the first turn, unless the enemy player can Seize the Initiative as described *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

Primary Objectives

At the end of the game, each Objective Marker is worth 3 Victory Points to the player who controls it.

Secondary Objectives

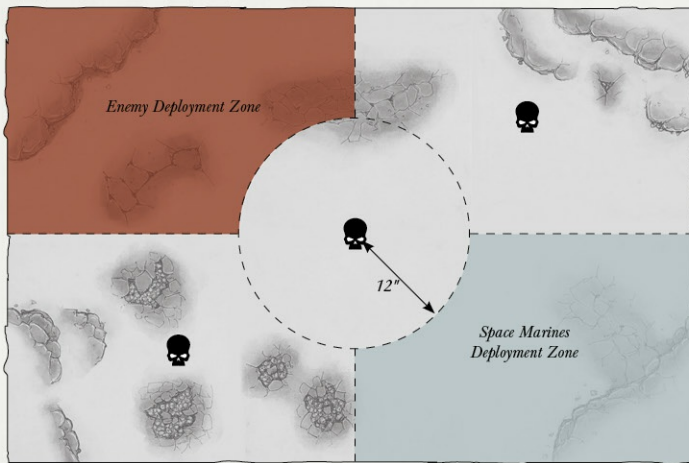
First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Lightning War: Vehicle units (and any units transported in them) that are in Reserve may start arriving from the first turn. Each player may roll for any such units at the start of their first Movement phase. The units will arrive from Reserve on a roll of 4+. Any that fail to arrive can be rolled for normally in the second and subsequent turns.





 *Objective Marker*

ALTAR OF WAR: WILLING SACRIFICE

A Space Marine must be willing to sacrifice his life if doing so will lead to the defeat of their foe. Sometimes a small force of Space Marines will be ordered to block an enemy attack, tying the enemy up and delaying them long enough for a second, larger force of Space Marines to prepare a counter-attack. The obstructing force will be aware that retreat is not an option: they must be willing to sacrifice their own lives in order to give their battle-brothers the time they need to launch their attack. When the counter-attack finally arrives, the enemy will be caught between it and the remnants of the defending force.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. The Space Marine player's Warlord must have the Space Marines Faction.

THE BATTLEFIELD

Use the deployment map included with this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which table half they wish to deploy in. Then, set up fortifications and terrain as described in *Warhammer 40,000: The Rules*.

Objective Markers

Place one Objective Marker on the centre point of the table. Each player must then set up an Objective Marker anywhere in their opponent's deployment zone (roll-off to see who goes first), following the restrictions for placing objectives in the *Warhammer 40,000: The Rules*.

DEPLOYMENT

Players should deploy as follows:

- The Space Marine player deploys first, anywhere in their half of the table. For every unit the Space Marine player deploys on the battlefield, one unit must be placed in Reserve, if there is a unit available. In other words, the Space Marine player alternates placing units on the battlefield and in Reserve.
- The enemy deploys second, anywhere in their half of the table that is at least 12" away from any Space Marine units. Enemy units may be placed in Reserve normally.
- All units Fall Back to the nearest table edge.

FIRST TURN

The enemy player has the first turn, unless the enemy player can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

GAME LENGTH

The mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

Primary Objectives

At the end of the game, each Objective Marker is worth 3 Victory Points to the player who controls it.

Secondary Objectives

First Blood, Linebreaker, Slay the Warlord.

War of Attrition: At the end of the game, each player adds up the points values of all enemy units that have been completely destroyed. The side with the highest total scores 1 bonus Victory Point.



MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Counter-strike: The normal rules for determining on which turn Reserves arrive are not used by the Space Marine player. Instead, the Space Marine player makes one Reserves roll at the start of each of their turns, starting from turn three, and adding 1 to the dice roll. If the roll is successful, then all the Space Marine Reserves arrive. In addition, all Space Marine units in Reserve have the Outflank rule.



 *Objective Marker*





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