## CASAN SABIUS LORD-REGENT OF THE RED SCORPIONS CHAPTER

"All true servants of the Emperor strive for purity in aspect, action and intent. To do otherwise is to fail not only yourself, but to fail Him, and to doom those souls in the Imperium whose survival rests with your dedication."

Attributed to Casan Sabius on the eve of the Jorros Pacification

Casan Sabius is renowned among the Red Scorpions as a formidable strategist and swordsman, and when Lord High Commander Culln fell in combat against the Great Beast of Sarum, it was he who the Chapter rallied around in that dark hour. Sabius took command of the Chapter fleet, enacting a flawless strategy of disengagement from the tendrils of Hive Fleet Kraken whilst coordinating a precision orbital bombardment. In doing so, he ensured the survival of the Chapter.

Sabius can always be found at the front lines of any conflict he is deployed to, serving as an example to his warriors. His bravery and determination to cast down the most dangerous foes with the legendary Blade of the Scorpion inspires great fervour in his battle-brothers, who fight all the harder to seek out grander feats of glory to forge a legacy worthy of their Lord-Regent.

Although his brothers deem him worthy to lead them, Sabius is reluctant to take command, seeing himself as duly charged with the governance of the Chapter only until another can be invested as the Lord High Commander. Secretly, Casan Sabius feels responsible for the loss of Culln, whom he so admired. A need for atonement drives Sabius to serve his Emperor with greater zeal – to throw himself into the fray lest his revered Chapter suffers further harm. This earnestness is mirrored in the Lord-Regent's nigh-on fanatical pursuit of genetic purity, a traditionalist outlook that unites the battlegroups of the Chapter after the losses sustained in the Indomitus Crusade.

8 Sowet		Lord-	CASA:				PIONS			
NAME	M	WS BS	S T	W	A	Ld	Sv			
Casan Sabius	6"	2+ 2+	4 4	6	5	9	2+			
Casan Sabius is a single marmy. This model may not				_		_	·		luded in you	
WEAPON	RANGE	TYPE	S	AP	0	ABILI	TIES			
Bolt pistol	12"	Pistol 1	4	0	1	-				
Blade of the Scorpion	Melee	Melee	+1	-3	D3			characteristic is x2 or a <b>VEHICLE</b> uni		
Frag grenade	6"	Grenade D	6 3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	_				
WARGEAR OPTIONS	• None.									
ABILITIES	Iron Hall Chapter Purity o select on	And They Shall Know No Fear: See Codex: Space Marines, page 131.  Iron Halo: Casan Sabius has a 4+ invulnerable save.  Chapter Master: You can re-roll failed hit rolls for friendly RED SCORPIONS units within 6" of Casan Sabius.  Purity of Aspect, Action and Intent: If Casan Sabius successfully causes one or more wounds in the Fight phase, select one RED SCORPIONS INFANTRY unit within 6". Increase the Attacks characteristic of every model in that unit by 1 until the end of the phase.								
FACTION KEYWORDS		IMPERIUM, ADEPTUS ASTARTES, RED SCORPIONS								
KEYWORDS		Character, Infantry, Chapter Master, Casan Sabius								

UNIT POINTS COST		
MODEL	MODELS Per Unit	<b>POINTS PER MODEL</b> (Includes weapons)
Casan Sabius	1	175

## SIRAE KARAGON ANCIENT-INVIGILUS OF THE RED SCORPIONS CHAPTER

Ancient Sirae Karagon was honoured by Lord High Commander Culln with the sacred charge of the Vexilla Imperialis on Lamarno VII, for defeating and throwing the planet's Genestealer Cult Patriarch from the peak of its spire-top lair. The Vexilla Imperialis is one of the Red Scorpions' most precious relics. It is more than just a Chapter Banner; the High Lords of Terra awarded it to the Red Scorpions as a mark of triumph following Commander Culln's successful pursuit of the Badab campaign.

Once Culln fell against the Tyranids, Karagon was raised to a rarely invoked position amongst the Red Scorpions, that of Ancient-Invigilus, a guardian of the purity of his Chapter. This rank, in the style of a naysmith of Old Earth, brings with it the authority to scrutinise the commands of the Lord-Regent, but also privately, to hold Sabius' confidence and ensure he retains his humility in his position of power.

In battle, Karagon is a grim-faced and pragmatic warrior who perfectly balances Sabius' zeal and fury. The two march to war together under the Vexilla Imperialis, which acts as a galvanising force for the Red Scorpions; it is a physical symbol of Culln's heroic sacrifice which makes them fight on, even in the face of appalling wounds and overwhelming opposition.

To represent Ancient-Invigilus Sirae Karagon in all instances, the **Chapter Ancient** datasheet should be used, as on page 151 of *Codex: Space Marines*. When doing this, replace the **<Chapter>** keyword with the **Red Scorpions** keyword.