

WARHAMMER 40,000



**INDEX ADEPTUS ASTARTES
EMPEROR'S SPEARS**



INDEX ASTARTES:
EMPEROR'S
SPEARS

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For over a thousand years, the Emperor's Spears have watched over the embattled cluster of stars in the Elara's Veil nebula. They are the barbarian sons of the storm world Nemeton; tattooed headhunters bloodying their blades day after day in the ceaseless warfare that threatens their protectorate.

ORIGINS

The story of the Emperor's Spears Chapter is, by its nature, also the story of Elara's Veil, the region of space they are sworn to defend. As one-third of the Adeptus Astartes warrior-fraternity known as the Adeptus Vaelarii – the Sentinels of the Veil – they have soaked the earth and the void alike with the blood of their foes for over a millennium even before the dawn of the Dark Imperium.

Chronicles specific to the realm known as Elara's Veil, including the *Historica Arguria* and Karlowe Urabek's *Compendium Vaelarii*, note the region set deep in the Ultima Segmentum suffered a notable surge in recidivism and wide-scale heretical thought over the course of M38.

This unrest culminated in a series of rebellions that resulted in a host of systems declaring their independence from the Imperium. The worlds of the Elara's Veil nebula had always endured a statistically significant degree of xenos intrusion, largely by various clan-cultures of aeldari raiders and their mother-fleets, but the additional

weight of apostasy pressured the region almost to the point of outright civil war.

A reclamation crusade was launched, including forces of the forge world Incaladion, but it wasn't until the arrival of reinforcements from the Adeptus Astartes that the tide began to turn. Although the *Compendium Vaelarii* is far from the comprehensive treatise it claims to be [see subref: Urabek's Immoralities and Forgeries], it quotes the following passage uttered by a planetary governess with delusions of bardic fame. It is of particular interest to archivists dealing with the Emperor's Angels of Death:

'From the stars, in answer to our prayers, so came the Claws of Dorn; the leonine children of the Golden Son.'

This clumsy doggerel has one obvious application: the arrival of the Celestial Lions breathing new vigour into the reclamation crusade.

Details of the Sentinel Founding of M38 is occluded from even deep-bore Imperial chronicling, but it is believed by the few scholars with even transitory access that the Celestial Lions were born of that

gene-line expansion. It is unclear whether they were founded on the world of Elysium IX or were a fleet-based Chapter that settled and established their fortress-monastery there. What is known for certain is that their presence was enough to purge the region of its various taints, at least initially.

The Celestial Lions maintained their fortress-monastery within its borders, but the Chapter waged war across the Imperium in the millennia that followed. Elara's Veil is a broad region of space that, like many Imperial sectors, has waxed and waned in terms of prosperity, loyalty and even its degree of isolation over the millennia. No one Space Marine Chapter, especially one engaged in conflicts across known space, could be expected to guard its borders alone. The Celestial Lions protected the boundaries of the Elysium System, but held no oath to Elara's Veil itself.

SPEARS OF THE EMPEROR

The first confirmed sighting of the Emperor's Spears in Imperial space is a footnote in Eriseskes' *Historica Arguria*, citing that in 594.M40 the warship *Daughter of the Storm* answered astropathic cries for aid sent by a deep-void Adeptus Mechanicus hydroponics installation.

The moon-sized artificial installation, a decaying relic of the maligned exo-sustenance programs established in M33 by various archmagi of the forge world Incaladion, was one of the few remaining such installations, surviving so long perhaps due to its relative isolation on the edge of the Elara's Veil nebula. Without warning, it came under assault by an aeldari raider fleet far beyond its capacity to repel. It is now suspected that the installation drew the aliens' ire on account of its adepts experimenting on various genera of xenoflora harvested from a nearby planet possibly under eldar protection. [See ref: the so-called 'Maiden Worlds'.] Such manipulation, already of dubious morality within the Imperium, also invited retribution from the perfidious eldar.



The *Daughter of the Storm* arrived with its escort fleet, immediately committing to repelling the alien assault. Witness reports from the installation's corrupted archives list the Chapter's deployment as 'needlessly aggressive' and 'heedless of collateral damage'. From this, it can be extrapolated that the research of dubious morality did not survive the Space Marines' deployment.

A final note in the archive of the battle lists the 'cerulean-clad brutes' as 'lingering after the devastation in order to draw blades through the necks of fallen xenos and harvest the dead aliens' heads.'

THE BASTION FOUNDING

The first sighting matches scattered references to the Chapter's supposed origins in the Twenty-Fifth Founding – also recorded as the Bastion Founding. Exact dates for the Bastion Founding are in flux, as to be expected with the Imperial dating system, but temporal signifiers mark it universally within the latter five hundred years of the 40th millennium.

If accurate, this makes the Emperor's Spears well over a thousand years old. Even considering the Chapter's

relative youth, several generations of its warriors have now lived and died in service to the God-Emperor.

The Chapter's service record, when they were still in contact with the Imperium of Man, was one of pride and valour, free of blemish or tarnish.

THE ADEPTUS VAELARII

Hundreds of years after the Celestial Lions first settled in Elara's Veil, after another of the cyclical, protracted periods of rebellion and apostasy that the Imperium must endure due to weak-willed men and corruptible women, the beleaguered region received another host of reinforcements. The High Lords of Terra looked towards the blighted, burning worlds of Elara's Veil and at last dictated a solution. The next Space Marine founding would see the Lions joined by not just one bloodline of new brothers, but by two.

These two new Chapters were raised from genetic stock drawn from pure, untainted worlds in Elara's Veil, and over the course of several decades they were equipped, trained and granted Chapter fleets in accordance with their role as the Emperor's Angels of Death. One of the planets

chosen for recruit-harvesting was Khamun-Sen, the other, Nemeton. When the two Chapters arrived to join the Lions and defend their new protectorates, the forces of the Archenemy and alien alike were cleansed from Elara's Veil like filth wiped from the bottom of a boot. Such overwhelming force purged the stars of all but the deepest-hidden heresies. Lifelong oaths were sworn by the lords of all three Chapters, that they would be as brothers until the suns of the Veil burned cold and black.

The first of these newborn Chapters was the doomed Androctonus Astra (the 'Star Scorpions' in vulgar argot), who fought valiantly for the centuries they survived, but were fatally undone by weaknesses in their gene-seed and eventually lost to the warp.

The second was the Emperor's Spears. As time passed, the Spears found themselves bearing increasingly heavier burdens for the defence of Elara's Veil and its surrounding sub-sectors. Three Chapters was enough to temporarily scour the region clean, but the Imperium is vast, and a victim of myriad threats. Genestealer cults began to take root and rebel across several planets, heralding the oncoming tyrannid hive fleets. Necron dynasties arose, shaking off the rusty slumber of millennia, finding their domains stolen and claimed by humanity, an upstart invader

race. The forces of Chaos ebbed and flowed as well, adding to the attrition as the years of the Dark Millennium passed in battle after battle.

With the loss of the Star Scorpions, and the Celestial Lions haemorrhaging warriors and ships due to Inquisitorial treachery, the Emperor's Spears were soon bearing the brunt of holding Elara's Veil alone. A region of space that had started to stretch three Chapters thin was now effectively being held by only one.

The Lions mourned for the burden now borne by their younger brothers, but were shattered as a cohesive Chapter and unable to devote any significant strength. Rather than react with rage, the Emperor's Spears swore that they would hold the line against the darkness for long enough that the Lions could reforge their butchered Chapter anew. The Lions' own nobility slowed the process, for rather than retreat entirely and hide from the war, they still sent forth strike teams to fight at the Spears' side, refusing to completely abandon their younger brethren.

THE DARK IMPERIUM

The Great Rift that ripped across the galaxy due to the Thirteenth Black Crusade of Abaddon the Despoiler

not only severed Elara's Veil from the wider Imperium, it also made warp travel in the so-called 'Dark Imperium' a nightmare of slow sailing, catastrophic warp breaches, and tides that swallowed ships whole. In a single stroke, Elara's Veil was cut off from almost all external contact and support.

Reacting swiftly to the destabilisation of the region, the Spears, Lions and Tech-Princes of Bellona guided warships from throughout the Veil, forming the core of what would later become the Armada. Since the appearance of the Great Rift, the Armada is the greatest weapon in the Adeptus Vaelarii's arsenal; a warfleet so vast that it forms the mailed fist of the Imperial defences across the entire sector.

From the Great Rift there came a new warhost of Archenemy forces. These marauding warlords descended on the Veil's worlds, not for destruction and plunder but to colonise them as their own foul kingdoms. These were the first encounters with the Exilarchy, as the Archenemy clawed their way into Elara's Veil in order to make it their own. The Exilarchy's rabid colonisation efforts were originally comprised of staggering numbers of human and mutant forces supported by minor Heretic Astartes warbands from the sequestered 'Legions' [see subref: Horus Heresy Mythology]. Yet it wasn't long before the onrushing

oe showed its true face: that of the Pure. The first encounter with the Pure [see subref: the Basilisks] came in a vicious engagement over a Bellonan mining outpost in an exo-system asteroid field. Far from the usual classes of formerly Imperial warships comprising the Exilarchy's fleet, the Adeptus Vaelarii found themselves in a pitched battle with their mirror images: Traitor Space Marines, commanding vessels of equivalent bulk, ferocity and firepower. The Celestial Lions' flagship *Blade of the Seventh Son* was almost lost that day, as was the Bellonan war-barque *Alpha Magna Prima*. Both sides retreated, though it was the Adeptus Vaelarii that were, in the following months, forced to concede the ground to the Exilarchy and their new masters, the Pure.

Not long after the Rift's manifestation, lore on the creation of Primaris Marines reached Nemeton from elsewhere in the Dark Imperium, carried by a contingent of the Emperor's own Custodian Guard. Yet neither the Spears nor the Lions received fully-grown, battle-ready reinforcements; they, like so many other warring Chapters, were forced to create their own Primaris warriors over time in order to bolster their ranks. Malignant tales were told of reinforcements destined for the Lions' home world Elysium never reaching the sector; rumours that the Lions found all too easy to believe. Ultimately it was

down to the Emperor's Spears sharing their Primaris lore with their older brother-Chapter that allowed the Lions to continue regrowing their ranks.

In recent years, Elara's Veil has settled into a seething deadlock between the Adeptus Vaelarii claiming half of its worlds, and the Exilarchy claiming the other. It remains to be seen how the winds of war will blow.

HOME WORLD

Nemeton is a world wracked by ceaseless storms. The planet's sky is almost always blanketed in thick, dark cloud cover, which goes some way to preserving the barbarian inhabitants' innocence regarding the presence of the Great Rift. Nemeton is close enough to the Rift that its heavens would be stained an aggravated purple-black from the cosmic anomaly, but between the ever-present storm clouds and Elara's Veil colouring the void a hazy crimson, the presence of the Cicatrix Maledictus is little more than an infrequent curiosity to the clans of Nemeton.

Classified as an ocean world, Nemeton nevertheless possesses a great many landmasses. Rather than planetary continents, the surface of Nemeton is dotted with archipelago chains, many of which can

vary immensely in climate depending where they lie in relation to the poles and the equator. Equatorial island chains see the longest breaks in storm cover, suffering severe seasonal monsoons instead of the consistent grey storms of more northern and southern regions. This tends to make the equatorial island clans darker in skin, while the northern and southern islanders are usually paler.

Nemeton is orbited by a disk of moonlets, lesser rocks and dust, which gives the world its impressive silver-blue rings. Many of these void-boulders have been weaponised as torpedo silos, fighter hangars, laser batteries, or jamming stations, in the event the Spears' home world faces invasion.

Due to its isolation even from the rest of Imperium Nihilus, Nemeton's defences have been layered and enhanced even beyond that which would be expected of a Space Marine home world. A vast minefield that has taken centuries to lay permeates the Nemeton System, requiring inbound ships to possess updated drift charts in order to navigate the system safely.

The jewel in Nemeton's crown is the forge moon Bellona. The tech-priest overlords of Bellona are reclusive souls, making confirmed lore on their origins difficult to come by. It is suspected that they were formed by a mass-colony fleet originating from

the forge world Incaladion, choosing to settle on Bellona due to its abundant mineral riches. If this is the case, Bellona was settled before Nemeton, and the forge moon likely granted permission for the newborn Chapter to use Nemeton as its home world and recruiting ground. Another possibility is that the Bellonan settlers were from a colossal Adeptus Mechanicus Explorator fleet, perhaps even exiles from another major forge world, who were granted settlement rights within Elara's Veil in exchange for their allegiance with the Adeptus Vaelarii.

Whatever the truth, the Emperor's Spears have capitalised on this advantage, and most of the Chapter's warships also carry skitarii support legions, as well as the vessels themselves sailing supported by Mechanicus cruisers, frigates and destroyers. All three Chapters of the Adeptus Vaelarii cherished the supply route and access to materiel offered by unity with Bellona, but the Spears focused most of all on expanding their Chapter fleet over the course of the first millennium of their existence. With Bellona's industrious alliance, the Emperor's Spears were capable of deploying a Chapter fleet far beyond the usual capabilities of most Adeptus Astartes fraternities.

With the eruption of the Great Rift, the union between Nemeton and Bellona has strengthened tenfold. The Star Scorpions are dead. The Celestial

Lions are gravely wounded. The Emperor's Spears and the Bellonan Cult Mechanicus are the primary forces in the unified Armada that defends Elara's Veil, standing defiant against the many threats descending to devour their protectorate.

GENE STOCK

The population of Nemeton is divided into widespread clans, each with its own variant cultures and beliefs, and seemingly locked in a stage of development reminiscent of the Teran Iron Era, albeit with mundane aspects of technology, such as servitors, not entirely unknown. Wars between the tribes are common, usually over what little land exists for the taking. As a result, healers and seers are greatly respected, as are tribal elders, for their wisdom and the simple fact they have survived to old age in a culture where war strikes down a great many adults before they can reach such a venerated state.

The tribespeople are in thrall to potent superstitions, such as spitting to ward away misfortune, and the notion that Nemeton's rain is the godlike expression of the Emperor's sorrow, weeping for His lost bride Elara. The historical Elara, purported to be either an arch-commander or an Imperial saint who led the grinding wars to first bring the region to compliance, is considered

allegorical by several relevant texts. To the people of Nemeton, however, she is the God-Emperor's bride, and her crimson funeral shroud became the veil that bathes the stars red.

The most esoteric belief held by the natives is that of the *geas*. In childhood, every boy and girl of the clans are brought before a tribal shaman, who reads the flow of fate in their blood. The nature of *geasa* varies wildly, though all are essentially a semi-supernatural 'promise' of a moment or choice in the child's life ahead.

These are usually benedictions against carelessness or malice in which the seer hears through the warp's echoes just how the soul may, in the future, come close to death or disgrace. Armed with poetic foreknowledge, the bearer of the *geas* can potentially avoid the wrong choice when the time comes.

Many take the form of warnings: against dishonour or death should the bearer of the *geas* ever act in a certain way. A famous example is that of Yvas of the Novontei, Lord of the Sixth Warhost, who was told as a child: 'You will die on the day you follow a raven in flight.' He spent the years of his youth making sure he never walked beneath a circling raven or journeying in the same direction one of the birds flew.

Years later, when serving alongside the Raven Guard warship *Second Shadow*, he was aware that to support the *Shadow's* battle to break through an enemy blockade would violate his *geas*, and that he would survive to fight another day if he held back. Yet he commanded his vessel to join the fight nonetheless. Sure enough, his own warship *Skyreaver* was grievously wounded and Yvas himself was killed in the ensuing battle, but the Spears were hailed in the Raven Guard's archives for their loyalty, and Yvas' name was etched into the rolls of honour among both Chapters for his sacrifice. Veterans of that campaign were permitted to inscribe the Raven Guard's sigil upon their vambraces, to mark their commander's valour.

The clans of Nemeton have a strained relationship with the Space Marine Chapter that watches over them. To the barbarians, service in the God-Emperor's armies is no honour to be fought for. It's a death sentence placed upon the unlucky, who ascend to the shrouded heavens and abandon natural lives in order to live as inhuman angels. Space Marines on Nemeton aren't seen as heroes from the clans returned to honour their bloodlines, but as the spirits of children lost to the whims of fate, reshaped past their humanity. They aren't figures to be celebrated, but ghosts to be mourned.

COMBAT DOCTRINE

Imperial tacticians have chronicled the Emperor's Spears as exemplars of a close-assault ideal. Via drop pod and gunship, the Spears descend into the heart of the enemy and hold position long enough for other Imperial forces to advance untroubled, linking up with their vanguard. Witnesses cite that Spear warriors aren't the berserk madmen one might expect of tattooed savages, but instead wage war in bursts of adrenal fury tempered by periods of chanted tribal dirges. Their way of waging war is chimeric in that regard, as conflictually melancholy and joyous as the barbarians of Nemeton themselves.

Imperial commanders have, in the past, accused the Emperor's Spears as being unreliable, noting that the Chapter expresses Space Marine autonomy to a difficult degree. Cries for aid are answered, but without always coordinating with the Imperial forces on the ground.

The Chapter has always made efforts to minimise collateral damage, but Spear strike forces have been known to plunge into battle, pitting glory above prudence, as if the Chapter's youth meant its warriors had something to prove to its older brethren. Desperation in recent decades has

forced the Spears into a more cooperative mindset, however. Necessity has forced their hand; with Elara's Veil in such danger, pride can no longer come first. Now, survival must.

Compared to many Space Marine Chapters, the Emperor's Spears are devastatingly well-equipped for orbital and deep-void warfare, primarily due to the scale of the Armada and their experience in grinding space warfare. On the same note, their alliance with Bellona means that all but the most distant warhosts possess abundant war machines, ammunition and materiel – as well as allied contingents of Adeptus Mechanicus soldiery clad in Bellonan red and black.

ORGANISATION

The Emperor's Spears maintain an organisation somewhere in adherence to the *Codex Astartes*, with several notable exceptions.

The first is that rather than Chapter companies, the Spears favour several autonomous warhosts that can operate far from Nemeton under their own recognizance, returning only for recruit-harvesting and repairs at Bellona's orbital dockyards. The exact number of these Warhosts is undetermined by Imperial scholars, though it stands to reason that they are similar in number of offensive capabilities to a standard battle company.

Primaris Marines and standard Space Marines mix freely in each warhost, with little distinction observed between either warrior-breed. In some cases, they are known to even mix squads, especially in times of dire attrition.

The Chapter makes use of several unorthodox sigils and personalised heraldry, most of which relate to their role in the Sentinels of the Veil or their ties to Nemeton. Runes of Nemetese Ogham, impenetrable to most outsiders, are common across their azure ceramite, and warriors frequently wear cloaks of beast- or serpent-hide, marking their success on hunts while back on their home world. Some veteran warriors also wear the symbols of the Celestial Lions or the fallen Star Scorpions on their war-plate, honouring the Chapters they fought alongside for so long.

One knee pad is almost always marked a deeper blue, in order to provide a space for personal heraldry, which is usually given over to a specific campaign marking or the renowned *Manticora Bestia Fidelitas*.

The Manticora Bestia Fidelitas is the primary symbol of the Adeptus Vaelarii, symbolising their unbreakable unity. A manticore stands for both the Celestial Lions and the Star Scorpions, gripping a trident in its talons to represent the Emperor's Spears. Any warrior may wear this sacred coat of

arms, so long as he has shed blood in battle. It is also commonly seen on Bellonan forces, and the regiments of Imperial Guard stationed (or trapped) in Elara's Veil over the last century.

Spear officers are marked out from their battle-brothers by tall helmet crests, with colours corresponding to their ranks:



Sergeant: *Transverse; red.*



Veteran Sergeant:
Transverse; striped black and red.

Battleguard:
Longitudinal; striped black and red.

Warhost Lord:
Longitudinal; striped black and white.

High King:
Longitudinal; white.

THE PARAGON CASTE

The Emperor's Spears' equivalent of a Codex Chapter's First Company is the Paragons: the Chapter's warrior-elite caste. They wear no crest; their white helms are marked by inverted red tridents painted on their faceplates, in barbaric echo of their Chapter symbol. Unconfirmed reports cite that to gain acceptance among the Paragons, a supplicant must be recommended by no fewer than three current veterans, and perform a number of feats of prowess in battle, as well as secretive blood rites unknown outside the Paragon Caste, in order to prove one's devotion.

Paragons are not permitted to serve as officers. They are outside the chain of command, each one a champion at arms that has forgone the chance to lead their brethren into battle. Witnesses mark strange interplays of authority between Paragons and Spear commanders. The caste seems highly respected, but a fraternity unto itself, with mission objectives that do not always match that of their brethren. To that end, Paragons are usually focused on the elimination of enemy commanders and champions. Many of them wear back banners with their personal

heraldry on proud display, though others are just as likely to consider the habit preening and unnecessary.

THE DRUIDIC ORDERS

The clean delineations of Librarian, Apothecary, Chaplain and Techmarine don't exist in the Emperor's Spears. Psychically gifted battle-brothers go to war in black armour, as do the machine-versed warriors that train on Bellona, as do the battle-chanting warrior-priests whose duty is to stand watch over the souls of their men.

All are Druids; black of ceramite, white of helm, and all three orders of expertise are also trained in the alchemical and biological expertise necessary to serve the equivalent role of Apothecaries. Every Druid, no matter his primary role, goes into battle with an Apothecary's tools and stands ready to harvest the gene-seed of his fallen brethren. It is unclear if this specialisation developed in reaction to the Chapter's isolation, or was in place beforehand. However, its efficacy cannot be denied.

FOOTNOTE:

THE EUKARI INSURRECTION [330.M4I]

Many Successor Chapters hold little affinity with their genetic forebears, but the Emperor's Spears are a key example in the rare cases of a Chapter detesting one of its kindred bloodlines to the point of coming to blows. In this instance, it was over a matter of honour.

During the Eukari Insurrection, a strike force of Emperor's Spears came into conflict with a vanguard of warriors from the Aurora Chapter, a close-bound descendant of the noble Ultramarines. The governor-regent of the planet Eukari had petitioned the Sentinels of the Veil to aid his loyal armies against a planetwide rebellion, and it was the Emperor's Spears that answered the call. However, the Spears' Fourth Warhost arrived to find the insurrection was already being fought by the Aurora Chapter – technically a cousin bloodline to the Spears.

Rather than greet the Spears as brethren, the commander of the Aurora Chapter berated the Spears for requiring other warriors to fight their wars inside Elara's Veil. With typical hot blood, the Spears replied with a planetary deployment right into the heart of the enemy

capital, sustaining heavier losses than the Aurora Chapter's meticulously fought counter-offensive, but stealing all glory of the victory for themselves through three days and nights of brutal urban warfare.

With the Archenemy warlord's still-bloody skull chained to his pauldron, the Lord of the Fourth Warhost – Trystane of the Arakanii – voxed the Aurora Commander and informed him that his men had no right to mark the battle on their war banners as a victory, since the Spears had 'done all the hard work.'

The exact events that led to continued destabilisations in relations are unclear, though it seems both commanders eventually agreed to an honour duel to end the unrest. Even this engagement is the source of yet more conflict, as both Chapters claim their champion was victorious, and in the skirmish that followed, both Chapters claim the other side fired the first shot that led to several warships sustaining significant damage in the name of Adeptus Astartes pride.

A group of representatives from the Ultramarines, acting either as benevolent overseers or unwanted judges depending on which Chapter's perspective is being described at the time, later ruled in the Aurora Chapter's favour. They stated that the Emperor's Spears had acted according to rash, impulsive instincts

rather than following the approved guidelines laid out in the *Codex Astartes*, and that the glory of the victory was to be equally shared.

Such was the bitterness that arose over the Ultramarines' perceived inflexibility (some archives list it as 'favouritism'...) that Lord Trystane of the Fourth Warhost swore never to set foot on Macragge even if the planet was imperilled by threat of destruction. This edict was apparently overturned by High King Arucatas the Swordbearer when he assumed the mantle of leadership over the Chapter, citing it as an oath of spit and fire, made in the heat of the moment. Since then, the elements of the Emperor's Spears and the Ultramarines have waged war alongside each other on at least two occasions, though if tales of Imperial observers are to be believed, there remains little affection between the two Chapters.

No record exists of the Emperor's Spears and the Aurora Chapter fighting together since the event, though there is an apocryphal tale in the *Liber Honora Astartes Quintia* that says a cargo vessel arrives every ten years in the skies above Firestorm, home world of the Aurora Chapter, declaring that it brings a tribute to the Spears' 'beloved cousins'. This gift is the same each decade: the ship has a hold full of seawater and several hundred abyssal vine-serpents, supposedly a despoised – and

incredibly ugly – breed of oceanic vermin on Nemeton, with almost no nutritional value whatsoever and a profoundly unpleasant taste.

BATTLECRY

A Nemetese tribal chant of 'Skovakarah uhl zarûn, skovakarah uhl zarûn...'

[Gothic Translation: 'Redden the earth, redder the earth...']







Dynamic pauldron mounting piles



Armour system access panels

Bonded laminate
armour: plasteel
adamantium core and
ceramite sheath

Double layered plastron

Winged skull
'Angels of Death' icon

Heat vents

Ankle gyroscopic
stabiliser covers

Morphic tread sabatons



Armour interface relays and
carapace mounting points

Armour reinforced around
progenoid gland

Secondary
progenoid gland

Adamantium
reinforced synthetic
fibre bundles mimic
major muscle groups



MARK X TACTICUS-PATTERN POWER ARMOUR

Armour interface sockets



Sub-cutaneous
black carapace