### WARHAMMER 40,000

### WARHAMMER Legends Space Marines

# WARHAMMER LEGENDS

Over the years, many Warhammer 40,000 fans have amassed huge collections of Citadel miniatures for use in games of Warhammer 40,000. Today, some of those classic models are no longer available, and their rules no longer feature in current publications. So, to enable you to unleash your models on the tabletop, forever, their rules are provided here as Warhammer Legends.

On the following pages you will find a mixture of datasheets and additional wargear options. Used alongside those found in Codex: Space Marines and its supplements, these allow you to field certain legendary models in your games. Some datasheets found within this document contain keywords within angular brackets - rules for determining which keyword these can be replaced with can be found in Codex: Space Marines.

The rules here can be used in any type of play - open, narrative or matched, and full points are provided to help you balance your forces.

Warhammer Legends will not form part of our ongoing balance review for the wider Warhammer 40,000 game - and we don't recommend Legends units for competitive tournaments. This means that event organisers and attendees alike can guarantee that everything they're gaming with is easily available to everyone and has been subject to the same rigorous balance and playtesting process.

Of course, organisers are also free to specify that they will be including Legends rules if they like, allowing the use of the full classic range at their event.

### **SPACE MARINES WARGEAR LISTS**

Some of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Combiweapons). When this is the case, the unit may take any item from the appropriate list below.

#### PISTOLS

- Bolt pistol
- Grav-pistol
- Plasma pistol

#### SPECIAL WEAPONS

- Flamer
- Grav-gun
- Meltagun
- Plasma gun

### **MELEE WEAPONS**

- Chainsword
- Lightning claw
- Power axe
- Power fist Power lance
- Power maul
- Power sword
- Thunder hammer

### COMBI-WEAPONS

- Combi-flamer
- Combi-grav
- Combi-melta
- Combi-plasma
- Storm bolter
- · Power sword
- Chainsword Power axe
  - · Power maul

SERGEANT

**WEAPONS** 

Bolt pistol

Grav-pistol

Plasma pistol

- Lightning claw
- Power fist
- Thunder hammer
- Boltgun\*
- Combi-flamer\*
- Combi-grav\*
- Combi-melta\*
- Combi-plasma\*
- Storm bolter\*
- \* A model cannot be equipped with more than one of these weapons.

## DATASHEETS

5 Powet		]	Rнı	NO	Pr	IMA	RIS			<b>DAMAGE</b> Some of this model's c suffers damage, as sho		ics chanş	ge as i
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Rhino Primaris	*	6+	*	6	7	10	*	8	3+	6-10+	12"	3+	3
A Rhino Primaris is a sing	gle model ec	uipped	with: tw	in plasr	na gun.	It has a	n orbital	comms	arrav.	- 3-5 1-2	6" 3"	4+ 5+	D3
WEAPON	RANGE	ТҮР	_		S	AP	0	ABILI		1-2	5	51	1
Hunter-killer missile	48"		avy 1		8	-2	D6	missi	ile it is e	an only shoot with each l quipped with once per b		r	
Twin plasma gun				-			elect one	of the j	profiles	below.			14
- Standard	24"	Rap	oid Fire 2	2	7	-3	1	- If am		ls of 1 are made for attacl	ro mith thio		
- Supercharge	24"	Rap	oid Fire 2	!	8	-3	2	weap		bearer is destroyed after			
WARGEAR OPTIONS	• This r	nodel ca	an additi	onally b	e equip	ped wit	h 1 hunte	er-killer	missile.				
	<ul> <li>This model can additionally be equipped with 1 hunter-killer missile.</li> <li>Angels of Death (see Codex: Space Marines)</li> <li>Self-repair: If this model has lost any wounds, you can roll one D6 at the start of your turn; on a 6 this model regains 1 lost wound.</li> <li>Servo-skull Hub: At the start of your Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.</li> <li>Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</li> <li>Self-repair: If this model has lost any wounds, you can roll one D6 at the start of your turn; on a 6 this model regains 1 lost wound.</li> <li>Servo-skull Hub: At the start of your Shooting phase, select one of the following: against this model is destroyed, roll one D6 when resolving an attack made by a model in that unit, add 1 to the hit roll.</li> </ul>												
											s 1 hase, <b>PTER</b> >		
TRANSPORT	This mo	odel has		ort capa	acity of	6 <Сна		NFANTI	<b>RY</b> mode	els. It cannot transport <b>Ju</b>	лмр Раск,		
FACTION KEYWORDS	IMPER	IUM, A	DEPTU	S ASTA	ARTES,	<Сна	PTER>						
KEYWORDS	VEHIC	LE, TR	ANSPO	rt, Rh	INO PI	RIMAR	IS			a colores and an			

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	L	ANI	DR.	AID	ER	Exe	CELS	<b>SIO</b>	R	<b>DAMAGE</b> Some of this model's c suffers damage, as sho			ze as
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	A
Land Raider Excelsior	*	6+	*	8	8	16	*	9	2+	9-16+	10"	3+	(
A Land Raider Excelsior is a twin lascannons.	single m	odel equ	upped w	ith: gra	w-canno	on and g	rav-amp;	2		- 5-8 1-4	5" 3"	4+ 5+	D
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES				
Excelsior combi-plasma										rofiles below. If you selec le can be selected.	et two, sub	tract 1	
- Boltgun	24"	Rap	id Fire 1		4	0	1	-					
- Plasma gun (standard)	24"	Rap	id Fire 1		7	-3	1	-					
- Plasma gun (supercharge)	24"	Rap	id Fire 1		8	-3	2	the b this v	earer sui veapon.	roll of 1 made for attacks ffers 1 mortal wound afte	er shooting	g with	
Grav-cannon and grav-amp	24"	Hea	vy 4		5	-3	1	again this v	ist a unit	ing an attack made with t with a Save characterist has a Damage characteri	tic of 3+ or	better,	
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6			an only shoot with each l quipped with once per b		er	
Multi-melta	24"	Hea	vy 1		8	-4	D6	agair	st a unit	ing an attack made with t that is within half range nage with it and discard	e, roll two I	D6 when	
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					
WARGEAR OPTIONS	<ul><li> This r</li><li> This r</li></ul>	nodel ca nodel ca	n additi n additi	onally t onally t	be equip be equip	ped witl ped witl	h 1 storm h 1 multi						
ABILITIES	Aquila		ield: Thi		p <i>ace Ma</i> el has a 5			mode	els in frie	le: Re-roll hit rolls of 1 fo endly <b><chapter></chapter></b> units his model.			
				solving	an attac	k made	with a			Machine Spirit: This me nalty for moving and firin			
		сСна			if it is wi Primar		" of any els, add 1	befor	e any en	hen this model is destroy nbarked models disemba rom play. On a 6 it explo	rk and bef	ore	
					rom the								
TRANSPORT	This mo model t	odel has takes the	a transp	ort cap f two of	acity of ther mo	10 <Сн.	APTER>			lels. Each <b>JUMP PACK</b> or el takes the space of thre			
FACTION KEYWORDS					ARTES,	<chai< td=""><td>PTER&gt;</td><td></td><td></td><td></td><td>111/2</td><td></td><td></td></chai<>	PTER>				111/2		
			•		,								

A A A A A A A A A A A A A A A A A A A	I	MPE	ERIA	L S	<b>SPA</b>	ce l	Mai	RIN	E	
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Imperial Space Marine	6"	3+	3+	4	4	4	3	8	3+	
An Imperial Space Marine i one Imperial Space Mar							mbi-gur	ı; disinte	egration pistol; frag grenades; krak grenades. C	nly
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES	
Disintegration combi-gun			ose this v or attacks					e or both	of the profiles below. If you select both, subtr	act 1
- Boltgun	24"	Rap	id Fire 1		4	0	1	-		
- Disintegration gun	18"	Rap	id Fire 1		5	-3	D6	-		
Disintegration pistol	9"	Pist	ol 1		5	-3	D6	-		
Frag grenades	6"	Gre	nade D6		3	0	1	-		
Krak grenades	6"	Gre	nade 1		6	-1	D3	-		
ABILITIES	Angels	of Deat	h (see C	odex: Sj	pace Ma	rines)				
FACTION KEYWORDS	Imper	ium, A	DEPTU	s Ast.	ARTES,	<Сна	PTER>	- 21		
KEYWORDS	Infan	try, C	HARAC	ter, I	MPERIA	al Spa	се Ман	RINE		

5 Power			(		APL N BIK		1			
NAME	Μ	WS	BS	S	T	W	A	Ld		Sv
Chaplain on Bike	14"	2+	3+	4	5	5	3	9	3	3+
A Chaplain on Bike is a	single model	equipp	ed with:	bolt pis	tol; twir	n boltgu	n; croziu	is arcani	um;	; frag grenades; krak grenades.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES	S
Bolt pistol	12"	Pist	ol 1		4	0	1	-		
Boltgun	24"	Rap	id Fire 1		4	0	1	-		
Twin boltgun	24"	Rap	id Fire 2	2	4	0	1	-		
Crozius arcanum	Melee	Mel	ee		+1	-1	2	-		
Power fist	Melee	Mel	ee		x2	-3	D3			esolving an attack made with this weapon, t 1 from the hit roll.
Frag grenades	6"	Gre	nade D6	5	3	0	1	-		
Krak grenades	6"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS							following the Pist		d of	f 1 bolt pistol: 1 boltgun; 1 power fist; 1 weapon
ABILITIES	<b>Spiritu</b> a this mo	<b>al Lead</b> del's Lea	h (see C ers: Frien adership v are with	ndly <c charac</c 	CHAPTEI teristic i	<b>R&gt;</b> units	s can use of their	its M phase	love se in:	<b>boost:</b> When this model Advances, add 6" to e characteristic until the end of the Movement istead of making an Advance roll.
PRIEST	This mo Marines recited until the Litany o	odel kno s). At th by a frie e end of of Hate	ws the I e start of ndly mo that bat	Litany o f the bar odel tha tle rour itany is	f Hate (s ttle roun t battle r nd. inspirin	ee belo d, this 1 ound. F g, you c	nodel ca coll one l	ne litany n recite D6; on a ll hit roll	e one a 3+	om the Litanies of Battle (see <i>Codex: Space</i> e litany it knows that has not already been the recited litany is inspiring and takes effect or attacks made with melee weapons by models
FACTION KEYWORDS			DEPTU							
					ST, CH					

2 7 Power			Ι		RAR on Bik		N		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Librarian on Bike	14"	3+	3+	4	5	5	3	9	3+
A Librarian on Bike is a	single model	equipp	ed with:	bolt pi	istol; twin	boltgu	n; force	stave; fr	ag grenades; krak grenades.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Boltgun	24"	Rap	id Fire 1		4	0	1	-	
Twin boltgun	24"	Rap	id Fire 2		4	0	1	-	
Force axe	Melee	Mel	ee		+1	-2	D3	-	
Force stave	Melee	Mel	ee		+2	-1	D3	-	
Force sword	Melee	Mel	ee		User	-3	D3	-	
Frag grenades	6"	Gre	nade D6		3	0	1	-	
Krak grenades	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	Comb	i-weapo	ns list; 1	weapo	on from th	ne Pisto	<i>ls</i> list.		d of 1 bolt pistol: 1 boltgun; 1 weapon from the d of 1 force stave: 1 force axe; 1 force sword.
ABILITIES	Angels	of Deat	<b>h</b> (see C	odex: S	Space Mar	ines)			<b>po-boost:</b> When this model Advances, add 6" to for the formation of the Movement
	this mo	del to re	sist a ps	ychić p	the Witch bower ma 1 to the to	nifestee			e instead of making an Advance roll.
PSYKER		n your d	opponen						r Psychic phase and attempt to deny one psychic vo psychic powers from the Librarius discipline (se
FACTION KEYWORDS	Imper	ium, A	DEPTU	s Ast	ARTES,	<Сна	PTER>		
KEYWORDS	RIKER	Снат	ACTER	Dev	KER, LII	DADI	AN		

Sower		r 	Гесн			NE		
NAME	M	WS BS		DN BIR	CE W	A	Ld	Sv.
Techmarine on Bike	14"	3+ 2+	-	5	5	А 3	8	2+
			•	-	-	-		
WEAPON			with: boit	pistol; t		gun; po I	wer axe; ABILI	servo-arm; frag grenades; krak grenades. TIFS
Bolt pistol	12"	Pistol 1		4	0	1	-	
Boltgun	24"	Rapid Fi	re 1	4	0	1	-	
Conversion beamer	42"	Heavy D		6	0	1	again weap Pene	n resolving an attack made with this weapon ast a unit that is not within half range, this oon has a Strength characteristic of 8, an Armour tration characteristic of -1, and a Damage acteristic of 2 for that attack.
Flamer	8"	Assault I	D6	4	0	1		n resolving an attack made with this weapon, do nake a hit roll: it automatically scores a hit.
Plasma cutter	When y	ou choose th	nis weapon	to shoo	t with, s	elect on	e of the j	profiles below.
- Standard	12"	Assault 1	l	7	-3	1	-	
- Supercharge	12"	Assault 1	l	8	-3	2	weap	y hit rolls of 1 are made for attacks with this on, the bearer is destroyed after shooting with weapon.
Twin boltgun	24"	Rapid Fi	re 2	4	0	1	-	
Power axe	Melee	Melee		+1	-2	1	-	
Servo-arm	Melee	Melee		x2	-2	3	made	n the bearer fights, no more than one attack can be e with each servo-arm. When resolving an attack e with this weapon, subtract 1 from the hit roll.
Frag grenades	6"	Grenade	D6	3	0	1	-	
Krak grenades	6"	Grenade	1	6	-1	D3	-	
WARGEAR OPTIONS	Comb • This n Weapo • If this 1 serv • This n	<i>i-weapons</i> lis nodel can be ons list. model is not o-arm.	it; 1 weapo equipped t equipped ditionally	n from t with one with a s be equip	he <i>Pisto</i> e of the f ervo-ha ped witl	<i>ls</i> list. ollowing rness, it	g instead can be e	d of 1 bolt pistol: 1 boltgun; 1 weapon from the d of 1 power axe: 1 weapon from the <i>Melee</i> equipped with 1 conversion beamer instead of as ( <b>Power Rating +1</b> ). A servo-harness is comprised
ABILITIES	Angels Turbo-l its Move	of Death (se poost: When e characteris astead of mal	e <i>Codex: S</i> a this mode tic until th	<i>pace Ma</i> el Advan e end of	rines) ces, add the Mov		Move <ch mode</ch 	sing of the Omnissiah: At the end of your ement phase, this model can repair one friendly APTER> VEHICLE model within 1" of it. That el regains up to D3 lost wounds. Each model can be repaired once per turn.
FACTION KEYWORDS		ium, Adep				PTER>		
KEYWORDS		CHARACT						

			A		THE on Bik		RY		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Apothecary on Bike	14"	3+	3+	4	5	5	3	8	3+
An Apothecary on Bike i	s a single m	odel eq	lipped w	ith: bo	olt pistol; t	win bo	ltgun; ch	ainswoi	rd; frag grenades; krak grenades.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Bolt pistol	12"	Pis	tol 1		4	0	1	-	
Twin boltgun	24"	Rap	oid Fire 2		4	0	1	-	
Chainsword	Melee	Me	lee		User	0	1		en the bearer fights, it makes 1 additional attack this weapon.
Frag grenades	6"	Gre	enade D6		3	0	1	-	
Krak grenades	6"	Gre	enade 1		6	-1	D3	-	
	<chap any wou destroy remaini not retu gene-se Turbo-</chap 	TER> I unds, th ed, roll ing, plac urned to ed of th boost: '	NFANTRY aat mode one D6; cing it wi the batt the fallen w When thi	r or < l regain on a 4 thin 3 lefield warrio	CHAPTER ns up to D + you can " of this m ). On a 3 c r. Each un lel Advance	> <b>BIKE</b> 03 lost v return nodel an or less, t it can o	R unit w wounds. one dest nd in uni this mod only be p	otherw royed m t cohere lel canno rovided	can provide medical attention to one friendly 'of it. If that unit contains a model that has lost rise, if any models from that unit have been nodel from that unit to the battlefield with 1 wound ency (if the model cannot be placed in this way, it is ot shoot, charge or fight this turn as it recovers the I medical attention once per turn.
			ing an A			0			
FACTION KEYWORDS	IMDED	IIIM 4	DEDTI		TARTES,	<( `H A '	DTER		

5 Powet		C	ом		NY A		CIEN	T		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Company Ancient on Bike	14"	3+	3+	4	5	5	3	8	3+	
A Company Ancient on E	ike is a sing	gle mod	el equip	ped wit	h: bolt p	istol; tw	in boltg	un; chair	nsword;	; frag grenades; krak grenades.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES	
Bolt pistol	12"	Pist	ol 1		4	0	1	-		
Boltgun	24"	Rap	id Fire 1		4	0	1	-		
Twin boltgun	24"	Rap	id Fire 2	2	4	0	1	-		
Frag grenades	6"	Gre	nade D6	5	3	0	1	-		
Krak grenades	6"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS										olt pistol: 1 boltgun; 1 weapon from the n from the <i>Pistols</i> list.
ABILITIES	Astarte friendly within o that mo with on Turbo-	es Banno 7 <cha1 6" of any odel can ae of its 1 boost: V</cha1 	er: Add PTER> A v friendl either sl melee we	I to the NCIEN y <cha noot wi eapons is mode</cha 	TS. When APTER> th one o as if it w el Advan	hip chan en a <b><ch< b=""> ANCIEN f its rang ere the l</ch<></b>	HAPTER: TTS, roll o ged weap Fight pha	> INFAN one D6 oons as i ase.	T <b>RY</b> or before r if it were	R> units whilst they are within 6" of any <chapter> BIKER model is destroyed removing that model from play. On a 4+ e your Shooting phase, or make one attack ristic until the end of the Movement phase</chapter>
FACTION KEYWORDS					ARTES,	<Сна	PTER>			
		,			,		/			

Power		Co	)MP		Y CI		MPI	ON		
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Company Champion on Bike	14"	2+	3+	4	5	5	4	8	3+	
A Company Champion o grenades. It has a combat		ingle m	odel equ	iipped	with: bolt	pistol;	twin bo	ltgun; n	ster-crafted power sword; frag grenad	es; krak
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ES	
Bolt pistol	12"	Pist	ol 1		4	0	1	-		
Twin boltgun	24"	Rap	oid Fire 2	2	4	0	1	-		
Master-crafted power sword	Melee	Mel	ee		User	-3	2	-		
Frag grenades	6"	Gre	nade De	5	3	0	1	-		
Krak grenades	6"	Gre	nade 1		6	-1	D3	-		
					1				ion if it is able to do so. It can perform of 3" if any of those enemy units is a <b>C</b>	
	Interver and wh CHARA Martial can figh similar Superla unit, yo	ntion if en doin CTER n I Superi at first ir ability, t ative Du u can re	there are g so can nodel. ority: If n that Fig then alte cellist: V e-roll the	e any e move this m ght pha rnate c Vhen re hit ro	nemy uni up to 6" in odel is wi ase, even i choosing u	rform a ts withi nstead o thin 1" f it did units to n attacl can re	n 6" of i of 3" so l of any e not chai fight wi k made v -roll the	t instead ong as it nemy C rge. If th th, start with a m wound	of 3" if any of those enemy units is a C ends that move closer to the closest en ARACTER models at the start of the F enemy has units that have charged or ig with the player whose turn is taking lee weapon by this model against a CI	HARACTER emy ght phase, i that have a place.
	Interver and who CHARA Martial can figh similar Superla unit, yo Comba Turbo-l instead	ntion if en doin, CTER n I Superi at first ir ability, t u can re t Shield boost: V of maki	there are g so can nodel. ority: If n that Fig chen alte nellist: W coll the l: This m When th ang an A	e any e move this m ght pha rnate o Vhen ro hit ro nodel h is mod dvance	nemy uni up to 6" in odel is wi ase, even i choosing t esolving a ll and you as a 5+ in lel Advance e roll.	rform a ts within stead of thin 1" f it did inits to n attack can re- vulnera ces, add	n 6" of i of 3" so l of any e not char fight wi k made v -roll the able save	t instead ong as it nemy C rge. If th th, start with a m wound	of 3" if any of those enemy units is a C ends that move closer to the closest en ARACTER models at the start of the F enemy has units that have charged or ig with the player whose turn is taking lee weapon by this model against a CI	HARACTER emy ght phase, i that have a place. HARACTER
FACTION KEYWORDS	Interver and who CHARA Martial can figh similar Superla unit, yo Comba Turbo-l instead	ntion if en doin, CTER n I Superi at first ir ability, t u can re t Shield boost: V of maki	there are g so can nodel. ority: If n that Fig chen alte nellist: W coll the l: This m When th ang an A	e any e move this m ght pha rnate o Vhen ro hit ro nodel h is mod dvance	nemy uni up to 6" in odel is wi ase, even i choosing t esolving a ll and you as a 5+ in el Advand	rform a ts within thin 1" f it did inits to n attack can re- vulnera	n 6" of i of 3" so l of any e not char fight wi k made v -roll the able save	t instead ong as it nemy C rge. If th th, start with a m wound	of 3" if any of those enemy units is a <b>C</b> ends that move closer to the closest en <b>ARACTER</b> models at the start of the F enemy has units that have charged or ig with the player whose turn is taking lee weapon by this model against a <b>CI</b> oll	HARACTER emy ght phase, i that have a place. HARACTER



5 Powet		Co	OMP		Y V N BIKI		ERA	NS	
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Space Marine Veteran Biker	14"	3+	3+	4	5	2	2	8	3+
Veteran Biker Sergeant	14"	3+	3+	4	5	2	3	9	3+
(Power Rating +7). Every	model is e								onally contain up to 3 Space Marine Veteran Bikers og grenades; krak grenades.
WEAPON	RANGE	TYPE			S	AP	0	ABILI	TIES
Bolt pistol	12"	Pisto			4	0	1	-	
Boltgun	24"	1	d Fire 1		4	0	1	-	
Twin boltgun	24"	Rap	d Fire 2		4	0	1	-	
Chainsword	Melee	Mele	ee		User	0	1		n the bearer fights, it makes 1 additional attack with weapon.
Frag grenades	6"	Gree	nade D6		3	0	1	-	
Krak grenades	6"	Grei	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	bolt p • Any S shield • Any S	istol and pace Ma ; 1 weap pace Ma	1 chains rine Vet on from rine Vet	sword. eran Bi the <i>Me</i>	ker can t elee Weap	oe equip oons list	oped wit	h one o	apons from the <i>Sergeant Weapons</i> list instead of 1 f the following instead of 1 bolt pistol: 1 storm
						bi-weap	<i>oons</i> list;	h one o	f the following instead of 1 chainsword: 1 boltgun;
ABILITIES	Pistols Angels Comma	i list; 1 w of Deatl and Squ	reapon fr n (see Co ad Body	om the odex: Sp guard:	the Com	bi-weap Weapor ines) friendl	y	h one o 1 weapo <b>Turb</b> Move Move	f the following instead of 1 chainsword: 1 boltgun; 1
ABILITIES	Pistols Angels Comma <chap would be against that atta lose tho for each</chap 	is list; 1 w of Death and Squ TER> C ose any that mod ack. Roll se wound of those	eapon fr (see Co ad Body HARACT wounds a del, this one D6; ds and t	om the dex: Sp guard: ER moo as a resu unit car on a 2- his unit s. Only	the Com e Special pace Mar When a	bi-weap Weapor ines) friendl n 3" of attack r t to inte odel do 1 morta	y this unit made ercept es not il wound	h one o 1 weap Turb Move Move Storn invul	f the following instead of 1 chainsword: 1 boltgun; 1 on from the <i>Melee Weapons</i> list; 1 weapon from the <b>po-boost:</b> When this unit Advances, add 6" to the e characteristic of its models until the end of the
ABILITIES FACTION KEYWORDS	Pistols Angels Comma <chap against="" atta="" each="" for="" la="" lose="" made="" td="" that="" tho="" to<="" would=""><td>i list; 1 w of Deatl and Squ TER&gt; Crose any v that moduck. Roll se wound of those p interce</td><td>eapon fr a (see Co ad Body HARACT wounds a del, this to one D6; ds and the e wound of each a</td><td>guard: guard: ER moo as a resu unit car on a 2- his unit s. Only ttack.</td><td>the Comi e Special bace Mari When a del withi ult of an n attemp + that mo t suffers</td><td>bi-weap Weapor ines) friendl n 3" of attack r t to inte odel do 1 morta mpt car</td><td>y this unit made ercept es not l wound n be</td><td>h one o 1 weap Turb Move Move Storn invul</td><td>f the following instead of 1 chainsword: 1 boltgun; 1 on from the <i>Melee Weapons</i> list; 1 weapon from the <b>po-boost:</b> When this unit Advances, add 6" to the e characteristic of its models until the end of the ement phase instead of making an Advance roll. <b>m Shield:</b> A model with a storm shield has a 3+</td></chap>	i list; 1 w of Deatl and Squ TER> Crose any v that moduck. Roll se wound of those p interce	eapon fr a (see Co ad Body HARACT wounds a del, this to one D6; ds and the e wound of each a	guard: guard: ER moo as a resu unit car on a 2- his unit s. Only ttack.	the Comi e Special bace Mari When a del withi ult of an n attemp + that mo t suffers	bi-weap Weapor ines) friendl n 3" of attack r t to inte odel do 1 morta mpt car	y this unit made ercept es not l wound n be	h one o 1 weap Turb Move Move Storn invul	f the following instead of 1 chainsword: 1 boltgun; 1 on from the <i>Melee Weapons</i> list; 1 weapon from the <b>po-boost:</b> When this unit Advances, add 6" to the e characteristic of its models until the end of the ement phase instead of making an Advance roll. <b>m Shield:</b> A model with a storm shield has a 3+



3 Aowet			Ho	NO	UR	GUA	ARD			
NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Honour Guard	6"	3+	3+	4	4	2	2	9	2+	
This unit contains 2 Ho	nour Guard. I	Every m	odel is e	quippe	d with: b	olt piste	ol; boltg	un; pow	er axe;	frag grenades; krak grenades.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES	
Boltgun	24"	Rap	id Fire 1		4	0	1	-		
Bolt pistol	12"	Pist	ol 1		4	0	1	-		
Power axe	Melee	Mel	ee		+1	-2	1	-		
Power lance	Melee	Mel	ee		+2	-1	1	-		
Power maul	Melee	Mel	ee		+2	-1	1	-		
Power sword	Melee	Mel	ee		User	-3	1	-		
Relic blade	Melee	Mel	ee		+2	-3	D3	-		
Frag grenades	6"	Gre	nade D6		3	0	1	-		
Krak grenades	6"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS	<ul> <li>Any n relic b</li> </ul>		in be equ	ipped v	with one	of the f	following	g instead	l of 1 p	ower axe: 1 power maul; 1 power sword; 1
ABILITIES	Angels	of Deat	h (see C	odex: Sf	oace Mar	ines)				
	as a resu that mo	ult of an del doe	attack n	nade ag e those	ainst tha wounds	t mode and thi	l, this ur	nit can at	ttempt	vithin 3" of this unit would lose any wounds to intercept that attack. Roll one D6; on a 2+ wound for each of those wounds. Only one
FACTION KEYWORDS	IMPER	ium, A	DEPTU	s Ast	ARTES,	<Сна	PTER>			
KEYWORDS	INFAN	TDV H	ONOUR	CTAR	D					



The Honour Guard take to the field, the Chapter Champion and Chapter Ancient at the forefront of their advance.

22 ***	Ultra × 64 us Ultra is a single model equipp RANGE Iller missile 48" 1 n 48" 1 ta 24" 1 ter 24" 1 unnon 48" 1 DPTIONS • This mode • This mode			MIN	NUS	UL	TRA			<b>DAMAGE</b> Some of this model's c suffers damage, as sho	haracteris wn below:	tics chan	ge as
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	М	BS	ŀ
Terminus Ultra	*	6+	*	8	8	16	*	9	2+	9-16+	10" 5"	3+	6
A Terminus Ultra is a sing	le model eq	uipped	with: 2	ascanne	ons; 3 tv	vin lasca	nnons.		1.4	- 5-8	5 3"	4+ 5+	D 1
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES		5	51	-
Hunter-killer missile	48"	Hea	vy 1		8	-2	D6			an only shoot with each l quipped with once per b		er	
Lascannon	48"	Hea	vy 1		9	-3	D6	-					
Multi-melta	24"	Hea	vy 1		8	-4	D6	again when	ist a uni	ing an attack made with t that is within half range ng damage with it and di	e, roll two	D6	
Storm bolter	24"	Rap	id Fire 2	2	4	0	1	-					
Twin lascannon	48"	Hea	vy 2		9	-3	D6	-					
WARGEAR OPTIONS	• This n	nodel ca	n additi	onally t	be equip	ped with	h 1 storm	bolter.					
ABILITIES	Smoke in your	<b>Launch</b> Shootir	ers: On g phase	ce per b , this m	attle, ins odel can	stead of use its	smoke	1 for same	this mo	oad: If you roll three or 1 del's lascannons or twin 1 t experiences a power ov nds.	lascannons	s in the	
	against Power o	this mo	del, subt [ <b>achine</b>	ract 1 f <b>Spirit:</b> '	rom the This mo	hit roll. del does		befor	e remov	hen this model is destroy ing it from play. On a 6 i hin 6" suffers D6 mortal	it explodes		
	not suff Heavy v	-		or movi	ng and f	iring							
FACTION KEYWORDS	IMPER	-		S AST	ARTES,	<Сна	PTER>						1
KEYWORDS					Termin								

13 Lowes	MARNEUS CALGAR											
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Marneus Calgar	5"	2+	2+	4	4	7	5	9	2+			
Marneus Calgar is a singl your army.	e model equ	ipped v	with: Ga	untlets	of Ultrar	nar; rel	ic blade. (	Only or	ne Mai	RNEUS CALGAR model can be included in		
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES			
Gauntlets of Ultramar (shooting)	24"	Rap	oid Fire 2	2	4	-1	2	-				
Gauntlets of Ultramar (melee)	Melee	Me	lee		x2	-3	D3	-				
Relic blade	Melee	Me	lee		+2	-3	D3	-				
ABILITIES	Armou invulne made ag (roundi Chapte made by	r of An rable sa gainst tl ng up). r Maste y mode	tilochus ve. In ad nis mode er: You c ls in frie	: This r Idition, el, halve an re-ro ndly UI	pace Main nodel ha when re the dam oll hit rol <b>LTRAMA</b>	s a 4+ solving hage inf ls for at <b>RINES</b> U	tacks	recei your Telep mod up or Move on th	ve an a Warlo port St el in a n the b ement	rike: During deployment, you can set up this teleportarium chamber instead of setting it attlefield. If you do, at the end of one of your phases you can set up this model anywhere efield that is more than 9" away from any		
FACTION KEYWORDS	IMPER	ium, A	DEPTU	s Ast	ARTES,	ULTRA	AMARIN	ES	- L. L			
KEYWORDS	CHAR	ACTER	, Infan	Character, Infantry, Chapter Master, Terminator, Marneus Calgar								

		MARNEUS CALGAR in Artificer Armour												
NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Marneus Calgar in Artificer Armour	6"	2+	2+	4	4	6	5	9	2+					
Marneus Calgar in Artific can be included in your a		is a sin	gle mode	el equip	pped with	n: Gaun	tlets of U	Itramar	; relic blade. Only one MARNEUS CALGAR mo	del				
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES					
Gauntlets of Ultramar (shooting)	24"	Rap	oid Fire 2	!	4	-1	2	-						
Gauntlets of Ultramar (melee)	Melee	Me	lee		x2	-3	D3	-						
Relic blade	Melee	Me	lee		+2	-3	D3	-						
ABILITIES	Angels	of Deat	t <b>h</b> (see C	odex: S	pace Ma	rines)		Iron	Halo: This model has a 4+ invulnerable save.					
	Chapte made b whilst t	y mode	ter Tactician: If your army is Battle-forged, you ve an additional 2 Command Points if this mod Warlord.											
FACTION KEYWORDS	IMPER	IUM, A	DEPTU	s Ast	ARTES,	ULTRA	MARIN	IES						
KEYWORDS	CHAR	ACTER	, Infan	Imperium, Adeptus Astartes, Ultramarines Character, Infantry, Chapter Master, Marneus Calgar										

						1												
	CE	IIE	FLI	BR.	ARI.	AN	Tig	UR	US									
NAME	М	WS	BS	S	T	W	A	Ld	Sv									
Chief Librarian Tigurius	6"	3+	3+	4	4	4	3	9	3+									
Chief Librarian Tigurius is a can be included in your arm		nodel eq	uipped	with: b	olt pistol	; Rod of	fTiguriu	s; frag g	nades; krak grenades. Only one	e <b>Tigurius</b> model								
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ES									
Bolt pistol	12"	Pist	ol 1		4	0	1	-										
Rod of Tigurius	Melee	Mel	lee		+3	-1	D3	-										
Frag grenades	6"	Gre	nade D6	, i	3	0	1	-										
Krak grenades	6"	Gre	nade 1		6	-1	D3	-										
ABILITIES	Hood o	<b>f Hellfi</b> model v	re: Whe	n a Dei		itch test			nodel to resist a psychic power i Psychic test is taken for this mo									
	Master	of Pres	cience: \	When r	resolving	an attao	ck made	against	is model, subtract 1 from the h	it roll.								
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic power in your opponent's Psychic phase. It knows <i>Smite</i> and three psychic powers from the Librarius discipline (see <i>Codex: Space Marines</i> ) or three psychic powers from the Indomitus discipline (see <i>Codex: Supplement: Ultramarines</i> ).																	
FACTION KEYWORDS	IMPER	ium, A	DEPTU	s Ast	ARTES,	ULTRA	AMARIN	IES										
KEYWORDS	CHAR	ACTER	, Infan	TRY, I	LIBRAR	ian, C	HIEF L	IBRARI	Character, Infantry, Librarian, Chief Librarian, Psyker, Tigurius									

<b>8 KAYVAAN SHRIKE</b>												
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Kayvaan Shrike	12"	2+	2+	4	4	5	5	9	3+			
Kayvaan Shrike is a sin can be included in your		ipped w	vith: bol	t pistol	, Raven's '	Falons;	frag grena	ndes; kr	rak grenades. Only one <b>KAYVAAN SHRIKE</b> model			
WEAPON	RANGE	TYP	E		S	AP	D	ABILIT	TIES			
Bolt pistol	12"	Pist	ol 1		4	0	1	-				
Raven's Talons	Melee	Melee		User	-3	D3		n resolving an attack made with this weapon, you e-roll the wound roll.				
Frag grenades	6"	Grenade D6		5	3	0	1	-				
Krak grenades	6"	Gre	nade 1		6	-1	D3	-				
ABILITIES	Chapter	r <b>Maste</b> v model	r: You c ls in frie	an re-r ndly <b>R</b>		ls for at	tacks nits whilst	this n the ba Move on th	<b>Pack Assault:</b> During deployment, you can set up nodel high in the skies instead of setting it up on attlefield. If you do, at the end of one of your ement phases you can set up this model anywhere e battlefield that is more than 9" away from any by models.			
	for frien	<b>Winged Deliverance:</b> You can re-roll charge rolls made for friendly <b>RAVEN GUARD JUMP PACK</b> units whilst they are within 6" of this model. <b>Iron Halo:</b> This model has a 4+ invulnerable save.										
FACTION KEYWORDS	IMPER	ium, A	DEPTU	JS AST	ARTES,	RAVE	N GUARI	)				
KEYWORDS	CHARA	ACTER	, INFAN	CHARACTER, INFANTRY, CHAPTER MASTER, JUMP PACK, FLY, KAYVAAN SHRIKE								





Chapter Master Kayvaan Shrike is a legendary figure – a hero to the Imperium and a harbinger of swift death to its enemies.

<b>5</b> Kor'sarro Khan												
NAME	М	WS	BS	S	T	W	A	Ld	Sv			
Kor'sarro Khan	6"	2+	2+	4	4	5	4	9	3+			
Kor'sarro Khan is a sin included in your army.		ipped w	vith: bolt	pistol	; Moonfar	ng; frag	grenade	s; krak g	grenade	es. Only one <b>Kor'sarro Khan</b> model can b		
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES			
Bolt pistol	12"	Pist	ol 1	-	4	0	1	-				
Moonfang	Melee	Melee			User	-3	D3	again	When resolving an attack made with this weapon against a <b>CHARACTER</b> unit, this weapon has a Streng characteristic of x2 for that attack.			
Frag grenades	6"	Gre	enade De	5	3	0	1	-				
Krak grenades	6"	Gre	enade 1		6	-1	D3	-				
ABILITIES	Rites of by mode	f <b>Battle:</b> els in fr	Re-roll	hit rol <b>VHITE</b>	Space Man ls of 1 for SCARS un	attacks	made WHI perfo	e with 1 TE SCA ormed a	an!: Add 1 to wound rolls for attacks melee weapons by models in friendly ARS units that have made a charge move or a Heroic Intervention this turn whilst their in 6" of this model.			
	Sec. 1							Iron	Halo:	This model has a 4+ invulnerable save.		
FACTION KEYWORDS	Imper	ium, A	DEPTU	JS AS	FARTES,	WHIT	e Scar	s				
KEYWORDS	CHAR	Character, Infantry, Captain, Kor'sarro Khan										

Kor'sarro Khan on Moondrakkan												
NAME	М	WS	BS S	T	W	A	Ld	Sv				
Kor'sarro Khan on Moondrakkan	14"	2+	2+ 4	5	6	4	9	3+				
Kor'sarro Khan on Moor <b>Kor'sarro Khan</b> moo					olt pisto	ol; twin b	oltgun;	Moonf	fang; frag grenades; krak grenades. Only one			
WEAPONS	RANGE	TYPE		S	AP	0	ABILI	TIES				
Bolt pistol	12"	Pistol	l 1	4	0	1	-					
Twin boltgun	24"	Rapic	d Fire 2	4	0	1	-					
Moonfang	Melee	Melee	e	User	-3	D3	When resolving an attack made with this weapon against a <b>CHARACTER</b> unit, this weapon has a Streng characteristic of x2 for that attack.					
Frag grenades	6"	Gren	ade D6	3	0	1	-					
Krak grenades	6"	Gren	ade 1	6	-1	D3	-					
ABILITIES	Rites of by mode	<b>Battle:</b> Fels in frie	Re-roll hit i	c: Space Man olls of 1 for T <b>E SCARS</b> un lel.	attacks		made WHI perfo	e with r FE SCA rmed a	an!: Add 1 to wound rolls for attacks nelee weapons by models in friendly ARS units that have made a charge move or a Heroic Intervention this turn whilst their in 6" of this model.			
	<b>Turbo-boost:</b> When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.											
FACTION KEYWORDS	Imper	IUM, AI	DEPTUS A	STARTES,	WHIT	E SCARS	6					
KEYWORDS	BIKER	CHARA	acter, C	APTAIN, K	OR'SA	RRO KH	IAN					

## WARGEAR OPTIONS

The datasheets from *Codex: Space Marines* that are listed below are updated as follows:

### DREADNOUGHT

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 assault cannon: 1 twin autocannon; 1 twin heavy bolter; 1 twin heavy flamer.
- This model can be equipped with 1 twin autocannon instead of 1 Dreadnought combat weapon and 1 storm bolter.

### LIBRARIAN IN TERMINATOR ARMOUR

This datasheet gains the following wargear options:

• This model can have a storm shield instead of being equipped with 1 storm bolter.

#### TECHMARINE

This datasheet gains the following wargear options:

• If this model is not equipped with a plasma cutter, it can be equipped with 1 conversion beamer instead of 1 servo-arm. A model equipped with a conversion beamer cannot be equipped with a plasma cutter.

### VENERABLE DREADNOUGHT

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 assault cannon: 1 twin autocannon; 1 twin heavy bolter; 1 twin heavy flamer.
- This model can be equipped with 1 twin autocannon instead of 1 Dreadnought combat weapon and 1 storm bolter.

### ARMOURY OF THE SPACE MARINES

RANGED WEAPONS											
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES					
Conversion beamer	42"	Heavy D3	6	0	1	When resolving an attack made with this weapon against a unit that is not within half range, this weapon has a Strength characteristic of 8, an Armour Penetration characteristic of -1, and a Damage characteristic of 2 for that attack.					
Disintegration combi-gun		When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 rom hit rolls for attacks made with this weapon.									
- Boltgun	24"	Rapid Fire 1	4	0	1	-					
- Disintegration gun	18"	Rapid Fire 1	5	-3	D6	-					
Disintegration pistol	9"	Pistol 1	5	-3	D6	-					
Excelsior combi-plasma						one or two of the profiles below. If you select two, subtract 1 ne plasma gun profile can be selected.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-					
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-					
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.					
Gauntlets of Ultramar (shooting)	24"	Rapid Fire 2	4	-1	2	-					
Twin autocannon	48"	Heavy 4	7	-1	2	-					
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.					
Twin plasma gun	When y	you choose this weapon	n to sho	ot with,	select	one of the profiles below.					
- Standard	24"	Rapid Fire 2	7	-3	1	-					
- Supercharge	24"	Rapid Fire 2	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.					

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauntlets of Ultramar (melee)	Melee	Melee	x2	-3	D3	-
Moonfang	Melee	Melee	User	-3	D3	When resolving an attack made with this weapon against a <b>CHARACTER</b> unit, this weapon has a Strength characteristic of x2 for that attack.
Power lance	Melee	Melee	+2	-1	1	-
Raven's Talons	Melee	Melee	User	-3	D3	When resolving an attack made with this weapon, you can re-roll the wound roll.
Rod of Tigurius	Melee	Melee	+3	-1	D3	-

## **POINTS VALUES**

HQ		
UNIT	MODELS PER UNIT	<b>POINTS PER MODEL</b> (Excluding wargear)
Chaplain on Bike	1	95
Land Raider Excelsior	1	200
Librarian on Bike	1	119
Rhino Primaris	1	52
Techmarine on Bike	1	70

NAMED CHARACTERS		
UNIT	MODELS Per unit	<b>POINTS PER MODEL</b> (Including wargear)
Chief Librarian Tigurius	1	115
Kayvaan Shrike	1	150
Kor'sarro Khan	1	90
Kor'sarro Khan on Moondrakkan	1	132
Marneus Calgar	1	250
Marneus Calgar in Artificer Armour	1	235

ELITES		
UNIT	MODELS Per unit	<b>POINTS PER MODEL</b> (Excluding wargear)
Apothecary on Bike	1	80
Company Ancient on Bike	1	88
Company Champion on Bike	1	80
Company Veterans on Bikes	2-5	34
Honour Guard	2	21
Imperial Space Marine	1	60

LORDS OF WAR		
UNIT	MODELS PER UNIT	<b>POINTS PER MODEL</b> (Excluding wargear)
Terminus Ultra	1	250

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Conversion beamer	20
Disintegration combi-gun	0
Disintegration pistol	0
Excelsior combi-plasma	11
Twin autocannon	20
Twin heavy flamer	28
Twin plasma gun	22

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Power lance	4