

WARHAMMER
40,000

DATASLATE



RECLUSIAM COMMAND SQUAD

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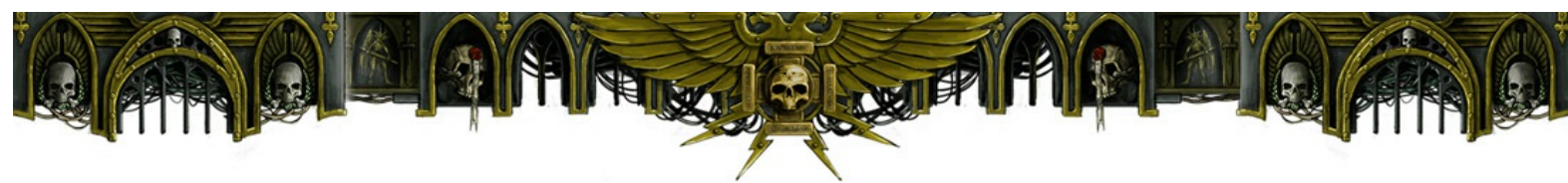
DATASLATE



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**DATASLATE
RECLUSIAM
COMMAND SQUAD**

INTRODUCTION



DATASLATES AND DATASHEETS

Dataslates contain collections of one or more datasheets. Each datasheet lists its Faction (the codex it is considered part of), and will present either an Army List Entry (the rules and point values for a single model, vehicle or unit) or a Formation (a specific group of models, vehicles or units that enable you to use special rules when you include them in your army).

FACTIONS

Each datasheet will list the Faction it is part of. The Faction determines which codex the datasheet is considered part of for all rules purposes. For example, a datasheet for a new Space Marine Army List Entry can be used in any detachment chosen from *Codex: Space Marines*, while a datasheet for a new Ork Formation would be treated as a detachment from *Codex: Orks*, and so on.

ARMY LIST ENTRIES

An Army List Entry provides all the relevant information to field a single unit in games of *Warhammer 40,000*, including its points value and battlefield role. The unit can be used as part of any Detachment that corresponds to the Faction listed on the datasheet (see Factions above).

FORMATIONS

A Formation presents a collection of two or more units that fight alongside one another in a particular way. When you choose an army, you can take a Formation as a special form of Detachment. Unless otherwise stated, you can take any number of Formations in your army, and each is considered to be a completely separate Detachment, regardless of how many units make it up.

Each Formation will tell you what units you need to take and what, if any, options or restrictions apply to the units that make up that Formation. The army list entries for each unit in the Formation (the units' profiles, points values, unit types, unit composition, special rules, battlefield role etc.) can either be found in the codex corresponding to the Faction on the datasheet, or elsewhere in the dataslate itself.

Allied Formations

Formations do not count as your army's Allied Detachment, even if they are made up of units from a different codex to your Primary Detachment, and they do not stop you

from taking an Allied Detachment in the same army. However, the Levels of Alliance rules from the *Warhammer 40,000* rulebook do apply to them and units chosen from a different codex that are in the same army.

For example, if you included an Ork Formation in the same army as a Primary Detachment from *Codex: Space Marines*, then the units from the two Detachments would treat each other as desperate allies. However, the Ork Formation would not stop you taking an Allied Detachment in the same army.

Formation Special Rules

Every Formation will include one or more special rules associated with the units that make up that Formation. The special rules for a Formation only apply to the units that make it up (even if there are other units of the same type in your army).

Formation Points Values

Formations do not usually include a points value; just add up the points value of the individual units and options to find out the total points value of the Formation. Occasionally a Formation will require that you pay extra points in order to use it. In this case, the cost of the Formation is the total cost of the units plus any extra points the datasheet specifies you have to pay.

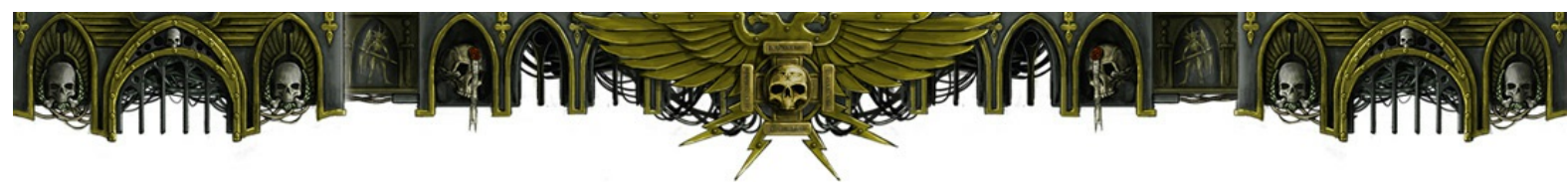
Apocalypse Formations

If a Formation is referred to as an Apocalypse Formation, it can only be used in games of *Warhammer 40,000: Apocalypse*.



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BACKGROUND



RECLUSIAM COMMAND SQUAD

The Reclusiam Command Squad is mustered in times of dire need. It is formed when the finest warriors within a Space Marine company – the Command Squad – grant their protection to a Chaplain. In this way, a Command Squad becomes a Reclusiam Command Squad – a defiant rallying point and an inspiration to their battle-brothers.

A Chaplain's guardians in a Reclusiam Command Squad include some of the most experienced veterans in a company. When these warriors protect the Chaplain they are known as Reclusiaries. They form up around the Chaplain, shielding him with their own flesh, so that he might be free to inspire their brothers to greater deeds with his fighting and oratory. The Reclusiam Command Squad can be used to devastating effect as, with the Chaplain in their midst, all Space Marines around them fight with more passion and savagery than before. Indeed, the Reclusiam Command Squad is more than a mere symbol of the true spiritual power of the Adeptus Astartes – its presence pushes the full fury of the Space Marines to even greater heights.

The Reclusiaries are warriors of distinction, each one a veteran of countless wars. When alongside their Chaplain, they exemplify their Chapter's true essence, which can occasionally become an obstacle as well as a boon. For example, the Command Squads of the Raven Guard are composed of the very best a company has to offer with regards to covert warfare. When their Reclusiam Command Squads head to war, their Reclusiaries make the most of their elusive tactics to better protect the spiritual heart of their company, even going so far as to keep their plans secret from the rest of their company. Such behaviours can make it difficult for their battle-brothers to plan their tactics accordingly, but the Reclusiaries deem the protection of their charge to be of utmost importance.

'A battle-brother can earn many honours, but there are few more prized than assignment to a Reclusiam. A Chapter cannot thrive if a foe tears out its heart.'

- Captain Sicarius of the Ultramarines



The light of the open hull door silhouetted the Reclusiaries. Artefacts were illuminated within the vehicle, while all that remained outside the Razorback was gloomy rain and a smouldering, empty battlefield. They had won a victory today, but was it a true victory when their Captain had fallen?

The rest of the Salamanders had ascended to their Battle Barge, but for Chaplain Ki'van, there was still one final act to endure before their squad could join them.

Aside from his gene-seed and a plate of armour, Captain Bul'tek's bolter was all that remained of him. The Captain had been an unsalvageable mess after the Orks had got hold of him. It was an inglorious way for such a hero to die, but his deeds – from today and from centuries of war – would pass into Chapter legend. Such a legacy was surely fitting, and Ki'van personally vowed that he would ensure this would be the case.

Chaplain Ki'van stood before his battle-brothers, Bul'tek's former guardians, to establish a new relic for their company. Their Captain had constructed the bolter Nocturne's Fury over two centuries ago, and Ki'van was glad it hadn't fallen to the Orks.

A servo-skull whirred by carrying a censer, and the squad reflected on Bul'tek's final actions. Ki'van incanted the Litany of the Forgesmith's Rest. Once he had finished, Ki'van invited his battle-brothers to offer an ancient form of salute for their fallen Captain. As they did so, the Chaplain recited the names of the most legendary foes that Bul'tek had slain, each one repeated in unison by the Reclusiaries as a reminder of the Captain's great work. It took much time to recall the slain, but finally it was time for Ki'van to mount Nocturne's Fury inside the vehicle. Eventually, in solemn silence, he stepped back in line with his battle-brothers.

'We fight to protect the spiritual and physical heart of our Chapter. That, surely, is worth shedding blood.'

- Chaplain Braknum, of the Raven Guard, in defence of the Altmorr Massacre.

THE CHAPLAIN

The core of any Reclusiam Command Squad is a Chaplain, one of the spiritual leaders of a Space Marine Chapter. Assigned to one of the ten companies within a Chapter, he is a commanding figure on the battlefield. As an overseer of sacred rites and a conductor of solemn rituals, a Chaplain is vitally important to the strength and morale of his company.

Each Chaplain is one of the keepers of the Reclusiam, a shrine within a fortress monastery, meaning that many of the company's most sacred relics are under his stewardship. These range from weapons once wielded by great heroes, to suits of power armour whose wearers were slain at momentous battles. The bearer of such items feels the spectres of battle-brothers past looking down in judgement and approval. On the eve of battle, the Chaplain incorporates many of these great relics into his sacred rituals, his reverential words flowing through every Space Marine. His impassioned speeches, which tell of the sacrifices made by the Chapter's most valiant warriors through the ages, exhort his battle-brothers to aspire to ancient glories.

A Chaplain fights at the altar of war, and does not merely inspire his company from behind the robust walls of a fortress monastery. Clad in black power armour, hung with scrolls and sacred icons, his distinctive figure is always seen in the thickest of frontline actions, smashing skulls with his crozius arcanum. The Chaplain displays a strong passion for his bloody work, and his fiery oration rouses the battle-brothers around him to endure punishments and trials others might be tempted to avoid, for the sake of victory and the Chapter's honour.

THE APOTHECARY

Every Apothecary is a skilled battle medic, trained in the use of the narthecium to keep his battle-brothers in the fight, but it takes an Apothecary of unimaginable bravery to perform this task amid the thickest combats where a Command Squad must fight. Though medic-warriors in some armies may often fight at the rear of a force, an Apothecary fights at the very front. He will stop at nothing to bring a Space Marine back from the cusp of death. Should death take a battle-brother, an Apothecary is not only also responsible for removing that Space Marine's gene-seed – at the Chaplain's direction, he will also remove any sacred artefacts from his battle-brother, to be stored within the fortress monastery's Reclusiam.

THE STANDARD BEARER

The Standard Bearer in a Reclusiam Command Squad has a weighty responsibility. He carries the Company Standard into battle, a worthy and honoured burden. A company has many banners, and a Chaplain may authorise the Standard Bearer to bring out one of the oldest and most glorious banners in order to inspire his battle-brothers against a potent enemy.

THE COMPANY CHAMPION

The Company Champion steps forward to engage in any duels on the Chaplain's behalf in the same way that he would for his company's Captain. In rare examples, the Company Champion represents more than a surrogate combatant. In those Chapters where Chaplains are especially honoured, Company Champions may have duties within the Reclusiam. For example, in the Silver Skulls Chapter they play a crucial role

in many of the rituals within the fortress monastery's Reclusiam, often standing ceremonial guard outside the hallowed shrine whilst their Chaplain tends to the ancient artefacts within.

THE RAZORBACK

Reclusiam Command Squads require transports which can quickly deliver their wrath to where the fighting is heaviest. The tank most commonly used for this purpose is the Captain's command tank, the Razorback. The Reclusiaries find that its speed, armour, and considerable firepower perfectly suit their battlefield role. A variant of the Rhino, the Razorback can be armed with weaponry to scythe through infantry or duel with heavy battle tanks as the situation demands, clearing the path for the Chaplain and his guardians.

After battle, it is not unusual for victorious Reclusiaries to gather around an open hatch to pay respect to their fallen comrades past or present, for such rituals ensure their determination continues into the next battle. A Reclusiam Command Squad's Razorback is not just a sacred rallying point for the squad itself, but the sight of it thundering into battle is a beacon of righteousness for the rest of a company.



Account of Sergeant Mendek, Cadian 833rd, concerning Hive Fleet Leviathan's assault of Jorvon VIII.

The xenos came at us through every road in the city, and from out of the shadows of every hab block. We stood our ground. We of the 833rd and 724th held them off all through the night, our rifles against their claws. Even so, well over a thousand good men fell to that swarm. Even Snatlov – best fighter I've ever seen – fell to a 'gaunt in front of the St. Hudluv Shrine.

It looked like we were done for, but then they fell like meteors through the atmosphere, their drop pods lighting up the dawn sky beyond the city's manufactorums. The Space Marines had arrived and the swarm changed its movements. Thousands of creatures scuttled away from the city, away from our defences, and headed right towards the nearest drop site.

We got orders to pursue the swarm and that's exactly what we did. For a day and a half, our Chimeras pressed against the horrors that retreated towards the Space Marines. And when we got close to the Eagle Warriors, we watched in awe. Massive blue and white warriors lashed out against monsters as big as our vehicles, and pummelled them with bolter fire. The air was filled with the

spray of ichor and the stink of dying xenos. But the hive fleet just threw down bigger creatures. These huge things soared down amidst a hail of spores, and began to rip into the Eagle Warriors with their massive claws. Tyranids ran rampant and it looked like the end after all. Barbed limbs skewered power armour, and heads were being sliced clean off before our eyes. Gathering up at a long-abandoned shrine outside the city, the remaining Eagle Warriors – there can't have been more than twenty of them – were surrounded by a seething tide of aliens, just about holding them off with constant bolter fire. Suddenly our orders changed.

Our commanders shouted for us to thin down the swarm on the east side. 'It's the rest of the Eagle Warriors. Their Chaplain needs us to clear the way to the front so he can get in there.'

We'd heard news that the other Eagle Warriors had made planetfall some distance away, but never expected them to get here so soon through the swarm. That was jaw-dropping progress. Without hesitation, we turned our fire on the eastern flank of the xenos, thinning their ranks with our heavy weapons.

A few moments later, several Razorbacks rumbled past us and halted at the very front of our vehicle lines. The Chaplain's squad disembarked and stood before us in armour that had more icons than I'd ever seen in my life. A banner unfurled, which seemed to glow. A dozen other Space Marines stood alongside them. Something seemed to change in the air then – I don't like to speak of sorceries, because that's a dark business, and this was something lighter. The air seemed clearer, crisper. The Chaplain's words put stiffness in men's backs. Even in my squad, everyone gripped their weapons and couldn't wait to rip into the Tyranids. Just the sight of the Chaplain was awe-inspiring enough. We weren't even a part of his Chapter and we felt something almost holy about his presence.

Between the two lines of Eagle Warriors stood a thousand-head of xenos scum. The Chaplain's squad began their charge and headed straight into Leviathan's throng. So few against so many – it didn't seem possible that they could win. There was a maniacal look about them as they ripped into the horrors. By the Emperor, they attacked with some skill too, a blur of arms and muzzle-flashes to the untrained eye, but I could appreciate that passion for war. And even in the spore-choked sky, that banner still seemed to glow.

Even the Eagle Warriors up by the shrine fought with a newfound fury. They marched down the slope, parting the swarm with bolter fire, in order to rejoin their brethren. Those Space Marines who'd seemed at death's door stumbled to their feet and launched into the foe once more, as the Apothecary had them up and gripping a bolter in no time. How he managed it with those monsters raging against him, I've no idea.

As our orders changed to purge any retreating Tyranids – to stop them reaching the city – the last thing I saw was that black-clad Chaplain. With

each of his strikes, he sent bits of chitin and xenos heads spiralling into the throng – there was so much rage in his swings that I thought he'd explode. With him out there, the Tyranids didn't seem as unstoppable as they had done. That's the point I remember the battle turning. It was the first time any of us thought that Jorvon VIII might be salvageable after all.

NOTABLE RECLUSIAM COMMAND SQUADS

The Lions of Macragge – Ultramarines 2nd Company

The Command Squad of the Ultramarines 2nd Company has been known to reform alongside Chaplain Trajan. During the Hagus Wars, Chaplain Trajan's squad spearheaded several counter attacks against a potent Tau expansionary force to recover the Sword of Zalthus. The legendary weapon, once wielded by Company Champion Zalthus a century before, had been captured during a devastating sequence of planetary raids. After Captain Sicarius had sustained great injuries from a XV104 Riptide, the Lions of Macragge rallied around Trajan and delivered a blistering strike against the Tau Ethereal leading the force. The Sword of Zalthus stands to this day, engulfed by clouds of incense, safe in the Ultramarines' Reclusiam.

High Hand of the Emperor – Black Templars Nightfire Crusade

A powerful devotion to the Emperor is evident among the warriors of the Black Templars. Chaplain Haldredd was leading a strike force against the Tau Farsight Enclaves during the Nightfire Wars when the spirit of the Emperor overcame him. Heeding his sacred words, a group of Space Marine veterans formed a Command Squad to protect him. Following the Chaplain's wise battle council and fervent prayers, the High Hand of the Emperor smashed through lines of battlesuits and set the Tau to flight. In the bloody battles that followed, the High Hand of the Emperor – as Haldredd and his Reclusiarch Command Squad became known – guided the Black Templars to many great victories.

Conclave of Midnight – Dark Hunters 4th Company

Chaplain Hyron of the Dark Hunters 4th Company earned a bloody reputation over the course of the Dellrond Campaign. It was Hyron who rallied his brothers again and again to drive back the seemingly endless tide of Orks. Nights on the moons of Dellrond can last months, or even years, and toward the end of the campaign the battered veterans of Hyron's Command Squad had become known as the Conclave of Midnight, survivors of the endless war within the darkness. The Conclave slaughtered the Ork Warboss on the steps of the Cathedral of the Emperor Ossified in the final days of the conflict. They were then able to oversee the demise of Waaagh! Nagrut in a storm of blood and fire.

Unseen Spears – Knights of the Raven 2nd Company

The Unseen Spears are the Reclusiam Command Squad of the Knights of the Raven 2nd Company, and were responsible for escalating tensions between themselves and their battle-brothers from the Aurora Chapter. Space Marines of the Aurora Chapter accused Chaplain Givus of the Unseen Spears of cultivating superstition and fanaticism on their feudal home world. The Unseen Spears took this as a grave insult to their Chapter and came to blows with the Aurora Chapter. It was Marneus Calgar himself who intervened with an impassioned speech. He suggested, as penance, that the entire Knights of the Raven Chapter be despatched to fight against Hive Fleet Kraken. The Unseen Spears immediately led the salvation of the death world of Vallyx V, where the Knights of the Raven and their allies slaughtered thousands upon thousands of Genestealers. The Unseen Spears endure to this day, and with their Chaplain at the helm they lead blistering strikes against Kraken's splinter fleets in an effort to bring honour back to their Chapter.



‘Our glorious banner unfurling amidst such rousing words is a vision to behold.’

- Chaplain Armand Titus of the Howling Griffons.



**DATASLATE
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DATASHEET

DATASLATE: SPACE MARINE RECLUSIAM COMMAND SQUAD FORMATION



Army and Battlefield Role

A Reclusiam Command Squad is a Formation that consists of the following units chosen from *Codex: Space Marines*:

- 1 Chaplain
- 1 Command Squad

Options and Formation Restrictions:

- The Command Squad must be given a Razorback as a Dedicated Transport.
- The Command Squad must include a Company Champion and an Apothecary, and one model must carry a Company Standard.

Formation Points Cost:

25pts + models.

Formation Special Rules:

Crusader

Relentless Zeal: Whilst the Chaplain is alive, all models in this formation can re-roll misses in every round of close combat.

HQ

CHAPLAIN - 90 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Chaplain	5	4	4	4	2	4	2	10	3+

Unit Type:

- Infantry (Character)

Unit Composition:

- 1 Chaplain

Wargear:

- Power armour
- Bolt pistol
- Crozius arcanum
- Frag grenades

- Krak grenades
- Rosarius

Special Rules:

- Chapter Tactics
- Independent Character
- Zealot

Options:

- **May replace bolt pistol with one of the following:**

- Boltgun *free*
- Power fist *25 pts*

- A Chaplain in power armour may take items from the **Ranged Weapons, Special Issue Wargear** and/or **Chapter Relics** lists.
- A Chaplain may replace his power armour, bolt pistol and frag and krak grenades with Terminator armour and a storm bolter *30 pts*
- A Chaplain in Terminator armour may only take items from the Special Issue Wargear and/or Chapter Relics lists.
- A Chaplain in Terminator armour may replace his storm bolter with a combi-flamer, -melta or plasma *6 pts*



HQ

COMMAND SQUAD - 100 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+
Company Champion	5	4	4	4	1	4	2	9	3+
Apothecary	4	4	4	4	1	4	2	9	3+

Unit Type:

Veteran - Infantry

Company Champion - Infantry (Character)

Apothecary - Infantry (Character)

Unit Composition:

- 5 Veterans

Wargear:

- Power armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

Special Rules:

- And They Shall Know No Fear

• Chapter Tactics

- Honour or Death (Company Champion only)

Options:

- One Veteran may take one of the following:
 - Company Standard *15 pts*
 - Standard of the Emperor Ascendant (one per army) *65 pts*
- One Veteran may be upgraded to a Company Champion, replacing their chainsword with a power weapon and a combat shield *15 pts*
- One Veteran may be upgraded to an Apothecary, taking a narthecium *15 pts*
- The entire squad may take Space Marine bikes *35 pts*
- Any Veteran may take any of the following:
 - Melta bombs *5 pts/model*

- Storm shield 10 pts/model
- Any Veteran may replace his chainsword and/or bolt pistol with a boltgun *free*
- Any Veteran may take items from the **Melee Weapons**, **Ranged Weapons** and/or **Special Weapons** lists.
- The unit may select a Drop Pod, Rhino or Razorback as a Dedicated Transport.

DEDICATED TRANSPORT

RAZORBACK - 55 Points

	Armour				
	BS	F	S	R	HP
Razorback	4	11	11	10	3

Unit Type:
Vehicle (Tank, Transport)

Unit Composition:
1 Razorback

Wargear:

- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

Transport Capacity:

• Six models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.

Fire Points:

- None

Access Points:

- The Razorback has one Access Point on each side of the hull and one at the rear.

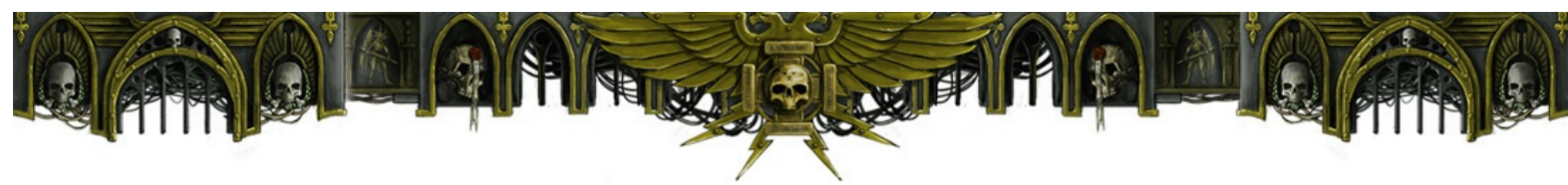
Options:

- Razorbacks may take items from the Space Marine Vehicle Equipment list.
- May replace its twin-linked heavy bolter with one of the following:
 - Twin-linked heavy flamer *free*
 - Twin-linked assault cannon *20 pts*
 - Twin-linked lascannon *20 pts*
 - Lascannon and twin-linked plasma gun *20 pts*



DATASLATE
RECLUSIAM
COMMAND SQUAD

GLOSSARY
WARGEAR LISTS



GLOSSARY

WARGEAR LISTS

CHAPTER RELICS

Only one of each Chapter Relic may be taken per army. A model can replace one weapon with one of the following:

- The Primarch's Wrath *20 pts*
- Teeth of Terra *35 pts*
- The Shield Eternal *50 pts*
- The Burning Blade *55 pts*
- The Armour Indomitus * *60 pts*

* Does not replace one of the character's weapons. May not be chosen by models wearing Terminator armour.

The Primarch's Wrath

Range - 24"

Strength - 4

AP - 4

Type - Salvo 3/5, Shred, Master-crafted

Salvo

Salvo weapons have two numbers on their profile (listed after their type) separated by a '/'. A model armed with a Salvo weapon can move and fire at a target up to half its maximum range away. In this case, the number of shots is equal to the first number. If the model has not moved, it can instead fire a greater number of shots at a target up to the weapon's maximum range. In this case, the number of shots is equal to the second number.

Models that shoot with Salvo weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Shred

If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred special rule, it re-rolls failed To Wound rolls in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Shred special rule, it re-rolls its failed To Wound rolls.

Master-crafted

Weapons with the Master-crafted rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.

Teeth of Terra

Range -

Strength - +2

AP - 3

Type - Melee, Rampage, Specialist Weapon, Strikedown

Melee

Weapons with the Melee type can only be used in close combat.

Rampage

At the start of any Fight sub-phase, models with the Rampage special rule gain +D3 Attacks if the combat they are in contains more enemy models than friendly models – count all models in all units locked in the combat, not just those models that are engaged. Calculate each rampaging model's bonus Attacks separately. A model that has made a disordered charge that turn receives no benefit from Rampage (pg 27 of *Warhammer 40,000* rulebook).

Specialist Weapon

A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless both weapons have the Specialist Weapon rule.

Strikedown

Any model that suffers one or more unsaved Wounds or passes one or more saving throws against an attack with the Strikedown special rule is knocked off its feet and must get up before it can do anything else. It halves its Initiative and moves as if it is in difficult terrain until the end of its next turn. It is a good idea to mark affected models with counters or coins so that you remember.

Vehicles and Monstrous Creatures are immune to the effects of Strikedown.

The Shield Eternal

The Shield Eternal is a storm shield. In addition, the bearer of the Shield Eternal gains the Adamantium Will and Eternal Warrior special rules.

Adamantium Will

A unit that contains at least one model with this special rule receives a +1 bonus to Deny the Witch rolls (pg 68 in the *Warhammer 40,000* rulebook).

Eternal Warrior

A model with this special rule is immune to the effects of Instant Death.

The Burning Blade

Range -

Strength - +3

AP - 2

Type - Melee, Blind, Incandescent

Melee

Weapons with the Melee type can only be used in close combat.

Blind

Any unit hit by a model or weapon with this special rule must immediately take an Initiative test. If the test is passed, all is well – a shouted warning has caused the warriors to avert their gaze. If the Initiative test is failed, all models in the unit are reduced to Weapon Skill and Ballistic Skill 1 until the end of their next turn. Should the attacking unit hit themselves, we assume they are prepared and they automatically pass the test. Furthermore, any model that does not have an Initiative characteristic (for example non-walker Vehicles, Fortifications etc) are unaffected by this special rule.

Incandescent

At the end of an Assault phase in which the bearer made a To Hit roll with the Burning Blade, roll a D6. On a roll of a 2+, nothing happens. On the roll of a 1, the bearer takes a Strength 4 AP2 hit.

THE ARMOUR INDOMITUS

The Armour Indomitus confers a 2+ Armour Save, a 6+ invulnerable save and the Relentless special rule. Once per game, at the beginning of any phase, the wearer can choose to temporarily push the armour's force field to its limit. For the duration of that phase, the Armour Indomitus confers a 2+ invulnerable save.

Relentless

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

MELEE WEAPONS LIST

A model can replace his bolt pistol and/or Melee weapon with one of the following:

- Power weapon *15 pts*
- Lightning claw *15 pts*
- Power fist *25 pts*
- Thunder hammer *30 pts*

RANGED WEAPONS

A model can replace his bolt pistol and/or Melee weapon with one of the following:

- Storm bolter *5 pts*
- Combi-flamer, -grav, -melta or -plasma *10 pts*
- Grav-pistol *15 pts*
- Plasma pistol *15 pts*

Space Marine Vehicle Equipment

A model can take up to one of each of the following:

- Dozer blade * *5 pts*
- Storm bolter *5 pts*
- Hunter-killer missile *10 pts*
- Extra armour *10 pts*

** May not be taken by a Land Raider of any type.*

SPECIAL ISSUE WARGEAR

A model can take up to one of each of the following:

- Auspex *5 pts*
- Melta bombs *5 pts*
- Digital weapons *10 pts*
- Teleport homer *10 pts*
- Jump pack *1, 2 15 pts*
- Space Marine bike *1, 3 20 pts*

1 Note that these pieces of wargear are mutually exclusive. For example, a Librarian riding a Space Marine bike may not also take a jump pack.

2 May not be taken by models wearing Terminator armour, or by a Master of the Forge or Techmarine.

3 May not be taken by models wearing Terminator armour.

SPECIAL WEAPONS LISTS

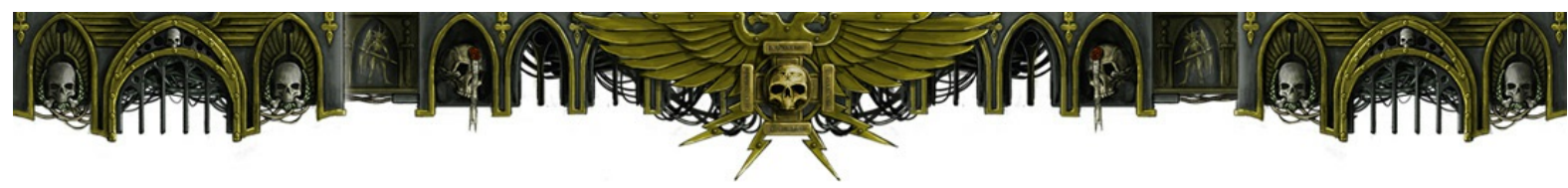
A model can replace his Melee weapon or boltgun with one of the following:

- Flamer *5 pts*
- Meltagun *10 pts*
- Grav-gun *15 pts*
- Plasma gun *15 pts*



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GLOSSARY
WEAPONS



GLOSSARY

WEAPONS

ASSAULT CANNON

Range - 24"

Strength - 6

AP - 4

Type - Heavy 4, Rending

BOLT PISTOL

Range - 12"

Strength - 4

AP - 5

Type - Pistol

BOLTGUN

Range - 24"

Strength - 4

AP - 5

Type - Rapid Fire

CHAINSWORD

Range -

Strength - User

AP -

Type - Melee

COMBI-WEAPONS

A model armed with a combi-weapon can choose to fire either the primary boltgun, or the secondary weapon. The boltgun can be fired every turn, but the secondary weapon can only be fired once per battle (a combi-plasma gun can, of course, Rapid Fire). You cannot fire both weapons in the same turn. Each combi-weapon has only one secondary weapon.

Primary Weapon

Boltgun

Range - 24"

Strength - 4

AP - 5

Type - Rapid Fire

Secondary Weapons

Flamer

Range - Template

Strength - 4

AP - 5

Type - Assault 1

Grav-Gun

Range - 18"

Strength - *

AP - 2

Type - Salvo 2/3, Concussive, Graviton

Meltagun

Range - 12"

Strength - 8

AP - 1

Type - Assault 1, Melta

Plasma Gun

Range - 24"

Strength - 7

AP - 2

Type - Gets Hot, Rapid Fire

CROZIUS ARCANUM

Range -

Strength - +2

AP - 4

Type - Melee, Concussive

FLAMER

Range - Template

Strength - 4

AP - 5

Type - Assault 1

GRAV-GUN

Range - 18"

Strength - *

AP - 2

Type - Salvo 2/3, Concussive, Graviton

GRAV-PISTOL

Range - 12"

Strength - *

AP - 2

Type - Pistol, Concussive, Graviton

HEAVY BOLTER

Range - 36"

Strength - 5

AP - 4

Type - Heavy 3

HEAVY FLAMER

Range - Template

Strength - 5

AP - 4

Type - Assault 1

LASCANNON

Range - 48"

Strength - 9

AP - 2

Type - Heavy 1

LIGHTNING CLAW

Range -

Strength - User

AP - 3

Type - Melee, Shred, Specialist Weapon

MELTAGUN

Range - 12"

Strength - 8

AP - 1

Type - Assault 1, Melta

PLASMA GUN

Range - 24"

Strength - 7

AP - 2

Type - Gets Hot, Rapid Fire

PLASMA PISTOL

Range - 12"

Strength - 7

AP - 2

Type - Gets Hot, Pistol

POWER FIST

Range -

Strength - x2

AP - 2

Type - Melee, Specialist Weapon, Unwieldy

POWER WEAPON

Power weapons come in all shapes and sizes, but for the purposes of our game, we have four simple categories of power weapons: power axes, power mauls, power swords and power lances.

If a model's wargear says it has a power weapon which has no further special rules, look at the model to tell which type of power weapon it has: if it's a sword or dagger, it's a power sword; if it's an axe or halberd, it's a power axe; if it's a blunt weapon like a mace or staff, it's a power maul; if it's a spear or lance, it's a power lance.

Power sword

Range -

Strength - User

AP - 3

Type - Melee

Power axe

Range -

Strength - +1

AP - 2

Type - Melee, Unwieldy

Power maul

Range -

Strength - +2

AP - 4

Type - Melee, Concussive

Power lance

Range -

Strength - +1/User*

AP - 3/4*

Type - Melee

**Power lances have two profiles for both Strength and AP. The first is used only on a turn in which a model charges; the second is used at all other times.*

STORM BOLTER

Range - 24"

Strength - 4

AP - 5

Type - Assault 2

THUNDER HAMMER

Range -

Strength - x2

AP - 2

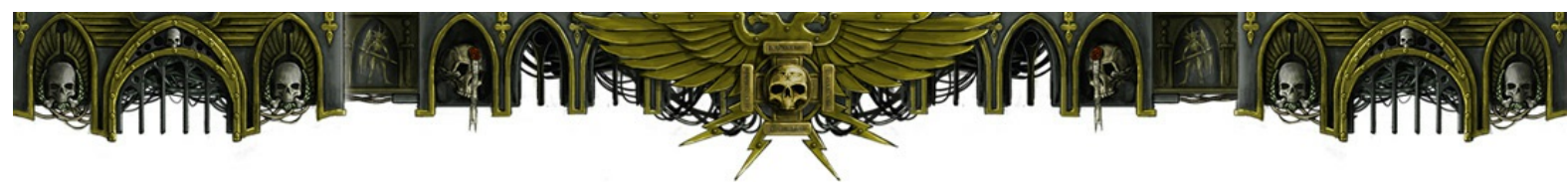
Type - Melee, Concussive, Specialist Weapon, Unwieldy



DATASLATE

**RECLUSIAM
COMMAND SQUAD**

**GLOSSARY
WARGEAR**



GLOSSARY

WARGEAR

AUSPEX

A model with an auspex can use it in place of making a shooting attack. If he does so, target an enemy unit within 12" (this does not count as choosing a target for his unit to shoot at). A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

COMBAT SHIELD

A combat shield confers a 6+ invulnerable save.

COMPANY STANDARD

Friendly units within 12" of the bearer, and with the same Chapter Tactics, re-roll failed Morale checks and Pinning tests.

DIGITAL WEAPONS

A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault phase.

DOZER BLADE

Vehicles equipped with dozer blades can re-roll failed Dangerous Terrain tests.

EXTRA ARMOUR

Vehicles equipped with extra armour count Crew Stunned results from the Vehicle Damage table as a Crew Shaken result instead.

FRAG GRENADES

Frag grenades are assault grenades as described on page 61 in the rulebook.

SHOOTING

When used in the Shooting phase, they have the following profile:

Range - 8"

Strength - 3

AP -

Type - Assault 1, Blast

ASSAULT

Models equipped with assault grenades don't suffer the penalty to their Initiative for charging enemies through cover, but fight at their normal Initiative in the ensuing combat.

HUNTER-KILLER MISSILE

A hunter-killer missile is an additional weapon, fired using the vehicle's Ballistic Skill.

Range - Unlimited

Strength - 8

AP - 3

Type - Heavy 1, One use only

JUMP PACK

Models equipped with jump packs gain the Jump unit type.

KRAK GRENADES

SHOOTING

When a unit armed with krak grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

Range - 8"

Strength - 6

AP - 4

Type - Assault 1

ASSAULT

Unless used against vehicles or Monstrous Creatures, krak grenades have no effect. When used in assaults against vehicles or Monstrous Creatures, krak grenades have

the following profile:

Range -

Strength - 6

AP - 4

Type -

MELTA BOMBS

When used in assaults against vehicles or Monstrous Creatures, melta bombs have the following profile:

Range -

Strength - 8

AP - 1

Type - Armourbane, Unwieldy

NARTHECIUM

As long as the Apothecary is alive, all models in his unit have the Feel No Pain special rule.

POWER ARMOUR

Power armour confers a 3+ Armour Save.

ROSARIUS

A rosarius confers a 4+ invulnerable save.

SEARCHLIGHT

Searchlights are used when the Night Fighting rules are in effect. If a vehicle has a searchlight, it can, after firing all of its weapons, choose to illuminate its target with the searchlight. If it does so, it also illuminates itself. You may find it helpful to place coins, or other suitable counters, next to the units as reminders, and next to a vehicle to show it has used its searchlights this turn.

Illumination lasts until the end of the following turn. Illuminated units gain no benefit from the Night Fighting special rule.

SMOKE LAUNCHERS

Once per game, instead of shooting or moving Flat Out (or running in the case of Walkers), a vehicle with smoke launchers can trigger them. Place some cotton wool or some other appropriate counter next to the vehicle to show it is obscured. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but counts as obscured in the next enemy Shooting phase, receiving a 5+ cover save.

After the enemy's Shooting phase, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if its crew are shaken or stunned or it does not have any shooting weapons.

SPACE MARINE BIKE

Models equipped with Space Marine bikes change their unit type to Bike, as described in the *Warhammer 40,000* rulebook. Space Marine bikes are fitted with a twin-linked boltgun.

STANDARD OF THE EMPEROR ASCENDANT

Friendly units within 12" of the bearer, and with the same Chapter Tactics, re-roll failed Morale checks and Pinning tests. In addition, friendly units chosen from *Codex: Space Marines* within 6" of the bearer of the Standard of the Emperor Ascendant have the Hatred special rule and add 1 to their total when determining assault results. Furthermore, the bearer of the Standard of the Emperor Ascendant and his unit have the Fear special rule.

STORM SHIELD

A storm shield confers a 3+ invulnerable save. In addition, a model equipped with a storm shield can never claim the +1 Attack gained for being armed with two Melee weapons in an assault.

TELEPORT HOMER

Friendly units composed entirely of models in Terminator armour do not scatter when they Deep Strike, so long as the first model is placed within 6" of the teleport homer's bearer. For this to work, the bearer of the teleport homer must have been on the battlefield at the start of the turn.

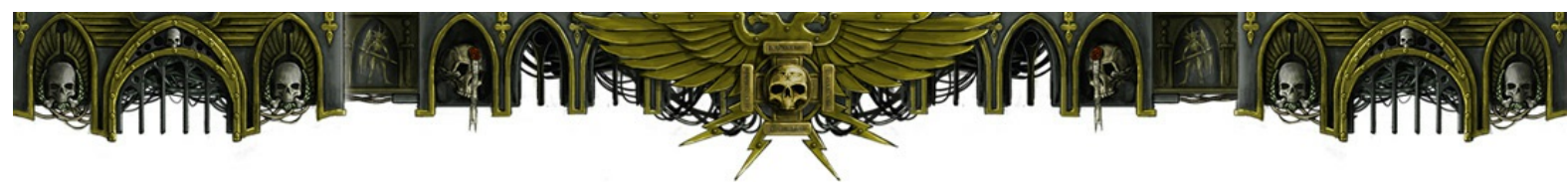
TERMINATOR ARMOUR

Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and may not make Sweeping Advances.



DATASLATE
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GLOSSARY
RULES



GLOSSARY

RULES

ADAMANTIUM WILL

A unit that contains at least one model with this special rule receives a +1 bonus to Deny the Witch rolls (pg 68 in the *Warhammer 40,000* rulebook).

AND THEY SHALL KNOW NO FEAR

A unit that contains at least one model with this special rule automatically passes tests to Regroup. The unit can move, shoot (or Run) and declare charges normally in the turn in which it Regroups (in addition to the " Regroup move). If a unit containing one or more models with this special rule is caught by a Sweeping Advance, they are not destroyed, but remain locked in combat instead. Additionally, a unit that contains at least one model with this special rule is immune to Fear.

ASSAULT

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

BIKE

Armoured Steed

Bike and Jetbike riders benefit from the protection offered by their bike, which increases their Toughness characteristic by 1. If the Bike or Jetbike is part of the model's standard wargear, this bonus is already included on its profile.

Movement

Bikes and Jetbikes can move up to 12" in the Movement phase.

Bikes and Terrain

Bikes are never slowed by difficult terrain. However, they treat all difficult terrain as

dangerous terrain.

Fall Back Moves

Bikes and Jetbikes move 3D6" when falling back, rather than 2D6".

Shooting

Each Bike or Jetbike in a unit can fire with one weapon for each rider on the Bike. Thus a Space Marine Attack Bike with a driver and passenger in sidecar can fire two weapons. Bikes and Jetbikes cannot Go to Ground, and cannot be Pinned.

Assault

Bike charge moves are not slowed down by difficult terrain. However, each Bike or Jetbike model that charges an enemy model behind a barricade or Aegis defence line, must take a Dangerous Terrain test.

Special Rules

Bikes and Jetbikes have the Hammer of Wrath, Jink and Relentless special rules.

Turbo-boost

Bikes and Jetbikes cannot Run, but can make a special Turbo-boost move, instead of firing in their Shooting phase. Turbo-boosting Bikes move up to 12", turbo-boosting Jetbikes move up to 24". Controlling their Bikes at such speeds takes all the riders' concentration and skill, however. Bikes and Jetbikes therefore cannot shoot, charge or execute any other voluntary action for the rest of the turn after Turbo-boosting.

BLAST

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight.

In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

BULKY

Bulky models count as two models for the purposes of Transport Capacity.

CHAPTER TACTICS

When choosing a Space Marines detachment, whether primary or allied, choose one of the Chapters listed in this section. Mark the Chapter you choose for each detachment on your roster sheet. All models benefit from the appropriate Chapter Tactics for their detachment's Chapter, providing they have the Chapter Tactics special rule. Certain units and special characters have specific Chapter Tactics and can only be taken in detachments of the specified Chapter.

You must let your opponent know what Chapter each detachment is from, and what abilities it has as a result. In most cases, this will be obvious from the colour scheme and heraldry of your army, but with over a thousand Chapters to choose from, you can never be too careful.

SUCCESSOR CHAPTERS

If a detachment is from a successor Chapter, you must adopt the Chapter Tactics of the First Founding Chapter from which that successor Chapter descends. For example, a detachment of Storm Lords uses the Chapter Tactics of the White Scars, and a detachment of Crimson Fists use the Chapter Tactics of the Imperial Fists.

THE BLACK TEMPLARS

The Black Templars are the exception to the successor Chapters rules; they are a successor Chapter of the Imperial Fists, but use their own Chapter Tactics as detailed later in this section.

CHAPTERS OF YOUR OWN DEVISING

Many hobbyists choose to invent their own Space Marine Chapters, with their own unique colour schemes and heraldry. If you have done this with your own collection, you need to decide which First Founding Chapter your own Space Marine Chapter descends from, and adopt the correct Chapter Tactics accordingly.

Similarly, if the origins of your Chapter aren't clear (if you've chosen an army whose past is shrouded in mystery, such as the Death Spectres, for example), then simply choose the set of Chapter Tactics that you feel are most appropriate, and inform your opponent accordingly.

ALLIES

A Space Marine detachment chosen from this codex that has one set of Chapter Tactics may ally with another Space Marine detachment chosen from this codex that has a different set of Chapter Tactics (Ultramarines and Raven Guard, for example). For the purposes of the Allies rules, these detachments are treated as if they were chosen from two different codexes and are treated as Battle Brothers.

Note that you may field models from two different Chapters that have the same Chapter Tactics (such as Ultramarines and Praetors of Orpheus) in the same detachment – these Chapters are so closely affiliated that they count as a single army on the battlefield.

ULTRAMARINES CHAPTER TACTICS

Combat Doctrines: This detachment can utilise each of the following Combat Doctrines once per game. To do so, at the start of your turn, state which doctrine you wish to use (if any) – that doctrine is in effect until the beginning of your next turn. You can only use one Combat Doctrine per turn.

Tactical Doctrine: Models in this detachment re-roll all To Hit rolls of 1 made in the Shooting phase. Models in the detachment's Tactical Squads instead re-roll all failed To Hit rolls made in the Shooting phase.

Assault Doctrine: Units in this detachment can re-roll their charge range. Models in the detachment's Assault Squads, Bike Squads and Attack Bike Squads instead have the Fleet special rule.

Devastator Doctrine: Models in this detachment may re-roll To Hit with Snap Shots (including Overwatch shots). In addition, models in the detachment's Devastator Squads have the Relentless special rule unless they disembark from a Transport in their Movement phase.

WHITE SCARS CHAPTER TACTICS

Born in the Saddle: Models in this detachment with the Bike unit type automatically pass Dangerous Terrain tests and receive +1 to their Jink cover saves. In addition, they add 1 to their Strength when resolving their Hammer of Wrath hits.

Fight on the Move: Models in this detachment have the Hit & Run special rule. Note, this does not apply to models in units that include models in Terminator armour, Devastator Centurions or Assault Centurions.

IMPERIAL FISTS CHAPTER TACTICS

Bolter Drill: Models in this detachment may re-roll all To Hit rolls of 1 made with bolt pistols, boltguns, storm bolters, heavy bolters, or combi-weapons that are firing as bolters. This rule does not apply to Hellfire, Kraken, Vengeance or Dragonfire rounds.

Siege Masters: Models in this detachment's Devastator Squads and Centurion Devastator Squads have the Tank Hunters special rule and add 1 to the result when rolling on the Building Damage table.

BLACK TEMPLARS CHAPTER TACTICS

Accept Any Challenge, No Matter the Odds: When engaged in a challenge, Black Templars characters re-roll all failed To Hit rolls and have the Rending special rule.

Crusaders: Black Templars models have the Crusader and Adamantium Will special rules. In addition, Black Templars detachments have access to a special unit called a Crusader Squad.

IRON HANDS CHAPTER TACTICS

The Flesh is Weak: Models in this detachment have the Feel No Pain (6+) special rule. Note that, if they benefit from more than one instance of Feel No Pain (because of a Narthecium, for instance), they use the best version available.

Machine Empathy: All vehicles and characters in this detachment have the It Will Not Die special rule (even though vehicles do not have the Chapter Tactics special rule). Furthermore, Techmarines and Masters of the Forge in this detachment add 1 to their Blessing of the Omnissiah rolls.

SALAMANDERS CHAPTER TACTICS

Flamecraft: Models in this detachment can re-roll their saving throws against Wounds caused by flamer weapons (as defined in the *Warhammer 40,000* rulebook). Furthermore, flamer weapons used by models in this detachment may re-roll failed To Wound rolls and Armour Penetration rolls that do not result in glancing or penetrating hits.

Master Artisans: During army selection, each character in this detachment may upgrade one of his weapons (even one purchased as an upgrade) to have the Master-crafted special rule at no additional cost.

RAVEN GUARD CHAPTER TACTICS

Strike from the Shadows: Models in this detachment have the Scout special rule. In

addition, on the first game turn, models in this detachment have the Stealth special rule. Note that units that include models with the Bulky or Very Bulky special rules do not benefit from either rule.

Winged Deliverance: Jump Infantry models in this detachment may use their jump packs in both the Movement and Assault phases of the same turn. Furthermore, they must re-roll failed To Wound rolls caused by their Hammer of Wrath hits.

BLIND

Any unit hit by a model or weapon with this special rule must immediately take an Initiative test. If the test is passed, all is well – a shouted warning has caused the warriors to avert their gaze. If the Initiative test is failed, all models in the unit are reduced to Weapon Skill and Ballistic Skill 1 until the end of their next turn. Should the attacking unit hit themselves, we assume they are prepared and they automatically pass the test. Furthermore, any model that does not have an Initiative characteristic (for example non-walker Vehicles, Fortifications etc) are unaffected by this special rule.

CHARACTER

Characters are dynamic units with many special abilities on the battlefield. The rules for characters can be found on pages 63-65 of the *Warhammer 40,000* rulebook.

CONCUSSIVE

A model that suffers one or more unsaved Wounds from a weapon with this special rule is reduced to Initiative 1 until the end of the following Assault phase.

CRUSADER

A unit that contains at least one model with this special rule rolls an extra dice when making Run moves, and uses the highest result rolled. In addition, a unit that contains at least one model with this special rule adds D3 to its Sweeping Advances total (roll each time).

DEEP STRIKE

In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in reserve. When placing the unit in reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike reserve).

Some units must arrive by Deep Strike. They always begin the game in reserve and

always arrive by Deep Strike. When working out how many units can be placed in reserve, units that must be deployed by Deep Strike (along with any models embarked upon them) are ignored. In addition, a unit that must arrive by Deep Strike (such as a Drop Pod) must do so even if you are playing a special mission where the Reserves special rule is not being used. Of course, all the Eternal War missions presented later do use Reserves, so you won't usually need to worry about this distinction.

Arriving by Deep Strike

Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

- First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.
- Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.
- Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (pg 71 of the *Warhammer 40,000* rulebook).

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

Deep Strike Mishaps

Deep striking onto a crowded battlefield may prove dangerous, as one may arrive miles from the intended objective or even materialise inside solid rock! If any of the models in a deep striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep Strike Mishap result applies to both the unit and anything embarked within it.

ETERNAL WARRIOR

A model with this special rule is immune to the effects of Instant Death.

FEAR

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

FEEL NO PAIN

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

GETS HOT

When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a Wound (armour saves or invulnerable saves can be taken) – a vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

Gets Hot and Weapons That Do Not Roll To Hit

Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; the firing model suffers a Wound (armour saves or invulnerable saves can be taken) and that shot is not fired. A vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3 each time the weapon Gets Hot.

Gets Hot and Re-rolls

If a model has the ability to re-roll its rolls To Hit (including because of BS 6+, or Twin-linked), a Wound is only suffered if the To Hit re-roll is also a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

GRAVITON

The roll needed To Wound when firing a grav-weapon is always equal to the armour save of the target, to a minimum of 6+. For example, when resolving a hit against a Space Marine in power armour, you would need a 3+ To Wound. When resolving a hit against a vehicle, roll a D6 for each hit instead of rolling for armour penetration as normal. On a 1-5 nothing happens, but on a 6, the target suffers an Immobilised result and loses a single Hull Point. Grav-weapons have no effect on buildings.

HAMMER OF WRATH

If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with an AP of –. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step.

If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

HATRED

Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks*, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

HEAVY

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

HIT & RUN

A unit that contains at least one model with this special rule that is locked in combat can choose to leave close combat at the end of any Assault phase. If the unit wishes to do so, it must take an Initiative test.

If the test is failed, nothing happens and the models remain locked in the fight. If the

test is passed, choose a direction – then roll 3D6. As long as the distance rolled, in inches, is sufficient to allow the entire unit to move over 1" away from all of the enemy units they are engaged in combat with, the unit breaks away from combat and immediately moves a number of inches in the chosen direction equal to the 3D6 result, ignoring the units they were locked in combat with. No Sweeping Advance rolls are made. Enemy units that are no longer locked in combat immediately Consolidate D6".

A Hit & Run move is not slowed by difficult terrain, but treats dangerous terrain normally. It may not be used to move into contact with enemy units, and models instead stop 1" away. If there are units with this rule on both sides who wish to disengage, roll-off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it Consolidates instead.

HONOUR OR DEATH

A model with this special rule must always issue and accept a challenge whenever possible.

IGNORES COVER

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

INDEPENDENT CHARACTER

Independent Characters can join other units. They cannot, however, join vehicle squadrons (see page 77 of the *Warhammer 40,000* rulebook) or units that always consist of a single model (such as most vehicles and Monstrous Creatures). They can join other Independent Characters, though, to form a powerful multi-character unit!

Joining and Leaving a Unit

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in reserve, by informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins

a unit, that unit can move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is locked in combat, falling back or has gone to ground.

He cannot join a unit that is locked in combat or falling back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.

While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

Look Out, Sir

Independent Characters pass Look Out, Sir rolls on a 2+.

Heroic Morale

A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

Special Rules

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

Independent Characters and Ongoing Effects

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both he and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

For example, Farseer Mehiledrin and his unit of Eldar Guardians are set ablaze by a weapon with the Soul Blaze special rule. If Mehiledrin leaves the unit, both he and the Guardians will still be ablaze and the ongoing effects of the Soul Blaze rule must be resolved separately.

Conversely, if a character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

For example, Crimson Fists Tactical Squad Hemanex is suffering the effects of the Blind special rule. If Captain Cruiz joins the unit, he does not suffer the results of the Blind special rule as he was not there when it happened!

INFANTRY

As the bulk of the rules are concerned with Infantry, they have no additional rules to present here.

IT WILL NOT DIE

At the end of each friendly turn, roll a D6 for each model with this special rule that has less than its starting number of Wounds or Hull Points, but has not been removed as a casualty or destroyed. On a roll of 5+, that model regains a Wound, or Hull Point, lost earlier in the battle.

JINK

A model with this special rule that has moved in its Movement phase gains a 5+ cover save until the start of its next Movement phase. If a model with this special rule moves Flat Out or Turbo-boosts, it instead gains a 4+ cover save until the start of its next Movement phase.

JUMP

Jump units can use their jump packs once each turn to move more swiftly in either the Movement phase or the Assault phase – they cannot use their jump packs in both phases in the same turn. If not using its jump pack, a model moves as a normal model of its type. Indeed, a Jump unit can always choose to move as a normal model of their type if they wish. Note that the entire unit must always use the same form of movement. Units that are described as ‘moving like’ Jump units follow all of the rules for Jump units, and use the same special rules.

Skyborne

When using its jump pack (whether moving, charging or falling back, as we’ll discuss in a moment) a model can move over all other models and all terrain freely. However, if the model begins or ends its move in difficult terrain, it must take a Dangerous Terrain test.

Jump models cannot end their move on top of other models and can only end their move on top of impassable terrain if it is actually possible to place the models on top of

it. If they do this, however, they treat the impassable terrain as dangerous terrain.

Movement Phase

If a Jump model uses its jump pack (or equivalent) in the Movement phase, it can move up to 12".

Assault Phase

If a Jump model uses its jump pack to charge into assault, it can re-roll its charge distance.

Furthermore, to represent the crushing impact of such a charge, a model that uses its jump pack to charge gains the Hammer of Wrath special rule for the remainder of the turn.

Fall Back Moves

Jump units always use their jump packs when falling back, and their Fall Back moves are 3D6", even if they already used their jump pack to move that turn.

Special Rules

Jump units have the Bulky and Deep Strike special rules.

MASTER-CRAFTED

Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.

MELEE

Weapons with the Melee type can only be used in close combat.

MELTA

Ranged weapons with this special rule roll an additional D6 when rolling to penetrate a vehicle's Armour at half range or less. If the weapon is more than half its maximum range away, it rolls to penetrate as normal. See the Vehicles rules (pg 70 of the *Warhammer 40,000* rulebook) for more details on armour penetration.

ONE USE ONLY

A weapon that is noted as being one use only can only be fired once per game – use it carefully!

OUTFLANK

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making

a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

PISTOL

All Pistols are effectively Assault 1 weapons. A Pistol also counts as a close combat weapon in the Assault phase (pg 24 and 51 of the *Warhammer 40,000* rulebook).

Gunslinger

All models with two pistols can fire both in the Shooting phase. This follows the normal rules for shooting.

RAMPAGE

At the start of any Fight sub-phase, models with the Rampage special rule gain +D3 Attacks if the combat they are in contains more enemy models than friendly models – count all models in all units locked in the combat, not just those models that are engaged. Calculate each rampaging model's bonus Attacks separately. A model that has made a disordered charge that turn receives no benefit from Rampage (pg 27 of the *Warhammer 40,000* rulebook).

RAPID FIRE

A model armed with a Rapid Fire weapon can fire two shots at a target up to half the weapon's maximum range away. Alternatively, it can instead fire one shot at a target over half the weapon's range away, up to the weapon's maximum range.

If a unit shooting Rapid Fire weapons is found to be partially within half range of the target, the firing models within half range fire two shots, while those further away fire one.

Models that shoot with Rapid Fire weapons in the Shooting phase cannot charge in the ensuing Assault phase.

RELENTLESS

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed

to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

RELENTLESS ZEAL

Whilst the Chaplain is alive, all models in this formation can re-roll misses in every round of close combat.

RENDING

If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of his Toughness. These Wounds are resolved at AP 2.

Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 wounds automatically, regardless of Toughness, and is resolved at AP 2.

In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total (these hits are not treated as AP2).

SALVO

Salvo weapons have two numbers on their profile (listed after their type) separated by a '/'. A model armed with a Salvo weapon can move and fire at a target up to half its maximum range away. In this case, the number of shots is equal to the first number. If the model has not moved, it can instead fire a greater number of shots at a target up to the weapon's maximum range. In this case, the number of shots is equal to the second number.

Models that shoot with Salvo weapons in the Shooting phase cannot charge in the ensuing Assault phase.

SCOUT

After both sides have deployed (including Infiltrators), but before the first player begins his first turn, a unit containing at least one model with this special rule can choose to redeploy. If the unit is Infantry, Artillery, a Walker or a Monstrous Creature, each model can redeploy anywhere entirely within 6" of its current position. If it is any other unit type, each model can instead redeploy anywhere entirely within 12" of its current position. During this redeployment, Scouts must remain more than 12" away from any enemy unit. A unit that makes a Scout redeployment cannot charge in the first turn. A unit cannot embark or disembark as part of a Scout redeployment.

If both sides have Scouts, roll-off; the winner decides who redeploys first. Then

alternate redeploying Scout units. If a unit with this special rule is deployed inside a Dedicated Transport, it confers the Scout special rule to the Transport (though a disembarkation cannot be performed as part of the redeployment). Note that a Transport with this special rule does not lose it if a unit without this special rule is embarked upon it.

This rule also confers the Outflank special rule.

If a model has both the Infiltrate and Scout special rules, it may make a Scout Redeployment after deploying using the Infiltrate special rule.

SHRED

If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred special rule, it re-rolls failed To Wound rolls in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Shred special rule, it re-rolls its failed To Wound rolls.

SPECIALIST WEAPON

A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless both weapons have the Specialist Weapon rule.

STEALTH

A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Forests) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type. Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

STRIKEDOWN

Any model that suffers one or more unsaved Wounds or passes one or more saving throws against an attack with the Strikedown special rule is knocked off its feet and must get up before it can do anything else. It halves its Initiative and moves as if it is in difficult terrain until the end of its next turn. It is a good idea to mark affected models with counters or coins so that you remember.

Vehicles and Monstrous Creatures are immune to the effects of Strikedown.

TANK

Tanks are described on page 85 of the *Warhammer 40,000* rulebook.

TEMPLATE

Template weapons are indicated by having the word ‘Template’ for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model’s unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73 of the *Warhammer 40,000* rulebook). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover special rule. Wounds inflicted by Template weapons are allocated following the normal rules.

Template weapons cannot fire Snap Shots.

Multiple Templates

If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Resolve these, and the rest of the unit’s shots, as normal.

Wall of Death

Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapons fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don’t worry about comparing the length of the template with the distance to the enemy. If the charge is successful, it doesn’t matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.

Template Weapons & Focus Fire

If a unit chooses to Focus Fire at an enemy, any Template weapons in that unit ignore the targeting and Wound allocation restrictions from Focus Fire. The template is placed, and their hits are resolved, as if the unit is not focusing its fire.

TRANSPORT

Transports are described on page 78 of the *Warhammer 40,000* rulebook.

TWIN-LINKED

A weapon with the Twin-linked special rule counts as a single weapon of that type, but

to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

TWIN-LINKED BLAST WEAPONS

If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

TWIN-LINKED TEMPLATE WEAPONS

Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound and armour penetration rolls.

UNWIELDY

A model attacking with this weapon does so at Initiative step 1, unless it is a Monstrous Creature or a Walker. If it does so, it will also Pile In at Initiative step 1.

VEHICLE

Rules for vehicles are found in the Vehicles chapter of the *Warhammer 40,000* rulebook.

ZEALOT

A unit that contains at least one model with this special rule has both the Fearless and Hatred special rules.

FEARLESS

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

HATRED

Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks*, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.



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