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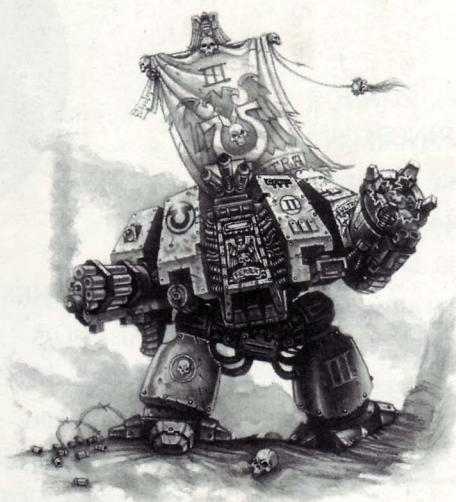


AN ULTRAMARINE AND ORK DREADNOUGHT CLASH IN SAVAGE CLOSE COMBAT

WARHAMMER

40,000

ULTRAMARINESTM



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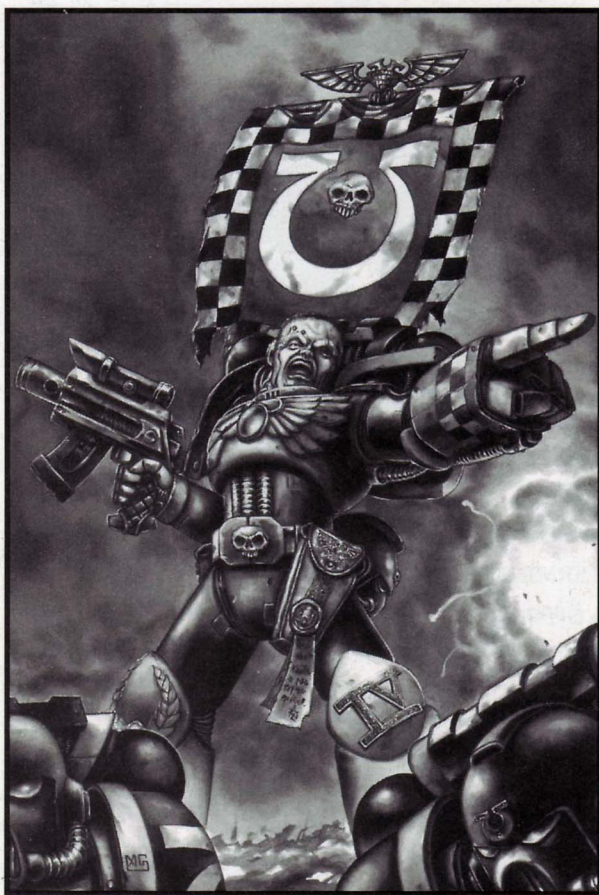
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INTRODUCTION



This Warhammer 40,000 supplement is about the Ultramarines, one of the most ancient and powerful of all the Space Marine Chapters. It is also about the Codex Astartes, the great code of the Space Marines written over ten thousand years ago following the long and terrible wars known as the Horus Heresy. The most influential of the creators of the Codex Astartes was Roboute Guilliman, the Primarch and founding father of the Ultramarines. It was he who compiled the Codex Astartes and oversaw the reforms which led to the establishment of the myriad Space Marine Chapters that exist in the forty-first millennium.

Since earliest times the Ultramarines have exemplified the teachings of the Codex Astartes so that, even today, the Chapter serves as the purest example of its strictures. It is our intention to describe the regulations for Space Marine organisation, uniform markings, battle designations and operating tactics. With this information any Warhammer 40,000 player can assemble any one of the Space Marine Chapters illustrated within, or, should he so wish, design an entirely new and invented Chapter with its own uniform scheme. The Ultramarines themselves may be regarded as the standard template from which the organisational details of all other Space Marine Chapters are derived.

For players who wish to assemble an Ultramarines force for Warhammer 40,000 this book, the Ultramarines Codex, provides all the information you need, from organisational and

painting details to a fully detailed army list. There is also a comprehensive history of the Chapter and its most famous Masters including the Primarch Roboute Guilliman himself.

For players who wish to collect an army based on one of the other Space Marine Chapters described in this book, we have provided basic colour schemes and a format by which you can work out appropriate colour schemes and insignia. Those Chapters that adhere closely to the strictures of the Codex Astartes, including the Ultramarines themselves, are referred to as 'Codex' Chapters. Several examples of Codex Chapter Space Marines are illustrated in this book, for instance the White Consuls and the Doom Eagles.



Players who wish to invent their own Chapters will find this book a useful guide. Further Codex Chapters can be created by simply varying the colour schemes and inventing an appropriate Chapter badge. Codex Chapters utilise the standard army list and pose no problems as regards game rules. Chapters which vary more radically from the Codex can also be created, although it is up to individual players to improvise such rules as they feel may be necessary (it is also up to you to obtain the co-operation of your opponents!).

Inventing your own Chapter is a way of individualising your force and is a popular alternative with gamers who like to exercise their painting and modelling skills. Choosing colour schemes, designing your own badges, and improvising rules with fellow players are routes which many experienced gamers find particularly rewarding. With more than a thousand Chapters in the Imperium you can be sure that there will always be room to experiment.



They shall be pure of heart and strong of body, untainted by doubt and unsullied by self aggrandisement. They will be bright stars in the firmament of battle, Angels of Death whose shining wings bring swift annihilation to the enemies of man. So it shall be for a thousand times a thousand years, unto the very end of eternity and the extinction of mortal flesh.

Roboute Guilliman
Codex Astartes



THE SPACE MARINES

The origin of the Space Marines goes back to the distant days before the Imperium itself, to a time known to history as the Age of Strife. This was an age of wars and savagery throughout the galaxy. Interstellar civilisation all but collapsed leaving human planets isolated and vulnerable. It is impossible to say for certain what caused this great calamity, but one of the main contributory factors was the development of massive psychic storms within warp space.

All interstellar travel relies upon unique drive systems which propel ships through the alternate psychic dimension of warp space. Sometimes fierce storms within the warp make journeys hazardous. Craft can be carried off course by thousands of parsecs or hundreds of years in time. If storms are sufficiently intense or lengthy it is impossible for ships to travel at all. Such adverse conditions prevailed throughout the long Age of Strife.

During the Age of Strife the Earth was devastated by pollution and plague. Its huge and largely unproductive population had come to rely upon imports of food and raw materials without which life on the planet could not be sustained. Billions died and the survivors fought savagely amongst themselves. From the ruins of civilisation emerged a barbaric society of warlords and warrior tribes. The accumulated accomplishments of millennia were forgotten. Earth's cities fell into rubble and were soon lost beneath the drifting sands. Of a once proud and sophisticated society nothing remained.

The Age of Strife lasted for approximately ten thousand years and ended only when the warp storms abated and interstellar travel became feasible once more. At that time a mighty leader

emerged upon Earth, a warlord and conqueror who succeeded in uniting the entire planet under his rule. From the battling tribes of barbarians a new world was created. Ancient technologies were rediscovered and directed to new purposes. The name of the warlord who achieved all this is not recorded, and he is known only by the title he assumed in later times – the Emperor.

THE FIRST SPACE MARINES

A Space Marine is a genetically enhanced warrior, far stronger and tougher than an ordinary human being. Space Marines can live for several hundred years and they possess extraordinary powers.



Every Space Marine is born an ordinary human. The conversion into super-warrior is achieved by the careful implantation of genetically cultured organs. Once implanted into the human body, these organs gradually grow and modify the recipient's genetic structure. Selected hormones are boosted to encourage extraordinary growth. Muscle tissues expand and the bone structure is strengthened. Genetically tailored substances released into the bloodstream cause further changes throughout the Space Marine's body. This process takes several years to complete and only works whilst the body is growing naturally. This means that Space Marines are recruited at a comparatively young age and must start their training before they reach adulthood.

Genetically altered warriors appeared in the Emperor's armies even before he had completed the conquest of Earth. They were the first of their kind and as such their powers were less than the Space Marines of later years. None the less, during those early years the techniques of genetic restructuring were perfected. Individual germ cells, called gene-seeds, were isolated and genetically modified. From these few cells tiny organs were cultivated in a nutrient solution. Each organ would then be tested for genetic stability and surgically inserted into a warrior. This technique remains basically the same even in the forty-first millennium.

The development of genetic tissue took many centuries of work. This research was itself a spin-off from the aborted Primarch project, which was an early attempt at genetic restructuring with the aim of creating god-like creatures called Primarchs.

The Primarchs were designed to have powers far beyond even the incredible abilities of the Space Marines. Samples of genetic tissue taken from the foetal Primarchs were used to create the genetic banks which provided the first Space Marine gene-seed. Thus the fates of Primarchs and Space Marines were inextricable interwoven even at their conception, and the Primarchs were to play a vital role in the early history of the Space Marines.



THE GREAT CRUSADE

The Great Crusade is the name given to the period of conquest that established the extent of the Imperium. During the Great Crusade massive armies of Space Marines spread out from Earth. Their task was to seek out and liberate human worlds throughout the galaxy, uniting all of humanity in a single mighty Imperium. The Great Crusade lasted for about two hundred years and saw some of the bloodiest fighting known up to those times. The worlds rediscovered by the Emperor's armies had been cut off from Earth for millennia. Some had degenerated to barbarity. Others had developed into sprawling hive worlds. Many were under the domination of aliens or had become corrupted by the evils of Chaos. All these worlds were gradually reconquered and brought back within the Imperium.

The Space Marines who took part in the Great Crusade were organised into massive armies called Legions. The size of a Legion varied tremendously and could be expanded to provide extra troops as needed. Accelerated gene-seed germination techniques were developed that could turn a human into a Space Marine within a year. At the time, tens of thousands of troops were needed so the Space Marine Legions could push forwards over a widening battle front. Only later would the stability of this accelerated gene-seed prove doubtful when the dangers of its use became apparent.

Twenty Space Marine Legions took part in the Great Crusade. These twenty are known as the First Founding because they were the first Space Marines to be created. Each Legion was led by its own Primarch, the god-like being whose genetic structure formed the basis for the Legion's gene-seed.

The character and special powers of each Primarch were reflected in the abilities of his Space Marine Legion. Even today the descendants of these ancient Space Marines are characterised by genetic qualities derived from their original Primarchs. The twenty original Chapters and their Primarchs were as follows.

Legion	Primarch
1 Dark Angels	Lion El'Jonson
2 Unknown – All records destroyed following Horus Heresy	
3 Emperor's Children	Fulgrim
4 Iron Warriors	Perturabo
5 White Scars	Jaghatai Khan
6 Space Wolves	Leman Russ
7 Imperial Fists	Rogal Dorn
8 Night Lords	Night Haunter
9 Blood Angels	Sanguinius
10 Iron Hands	Ferrus Manus
11 Unknown – All records destroyed following Horus Heresy	
12 World Eaters	Angron
13 Ultramarines	Roboute Guilliman
14 Death Guard	Mortarion
15 Thousand Sons	Magnus the Red
16 Lunar Wolves	Horus
17 Word Bearers	Lorgar
18 Salamanders	Vulkan
19 Raven Guard	Corax
20 Alpha Legion	Alpharius

These twenty Legions conquered the galaxy and created the Imperium. Later, during the Horus Heresy, they divided into two factions and fought for possession of the empire.

THE HORUS HERESY

Horus was the greatest of the Primarchs and the most trusted of all the Emperor's generals. He was placed in charge of the entire north-eastern battlefield during the Great Crusade. This was the largest and by far the most difficult of the war zones. Horus's success was so spectacular that he was appointed Warmaster, standing in lieu of the Emperor in the reconquered zone. As a token of his appreciation the Emperor renamed the Lunar Wolves the Sons of Horus. At the time none guessed that Horus might owe his success to more than mortal courage. Later events revealed that Horus served a darker master, that his loyalty to humanity was nothing but a pretense from the start.

Somehow the gene-seed of Horus had mutated. Both the Primarch and his Legion were touched by darkness, a corruption of the spirit and body that became increasingly apparent. The Chaos Gods, dark malevolent beings from the warp, had wrought their evil upon Horus and his armies.

Whilst ostensibly fighting for humanity, Horus was really paving the way for the conquests of Chaos. His dark masters were hatching plans of their own. The Emperor would be allowed to possess the galaxy only for a moment. He would be encouraged to stretch his empire further and further, until his forces were scattered thinly along the galactic fringe. Then the Dark Gods would strike. Horus, their chosen champion, would lead his forces upon the unprotected Earth and crush the Emperor with one swift blow.

Horus led his Legions westward. It is impossible to say which Legions sided with him because they were already corrupted by Chaos, and which were merely following the lead of their commander. In the end it matters little, for all the Legions that sided with Horus were damned by their actions. All embraced the Dark Gods whether they knew it at the beginning, or whether they were duped by the twisted words of Horus. The following Legions and their Primarchs all sided with Horus including his own Legion, now renamed for the second time as the Black Legion.

Legion	Primarch
Emperors Children	Fulgrim
Iron Warriors	Perturabo
Night Lords	Night Haunter
World Eaters	Angron
Death Guard	Mortarion
Thousand Sons	Magnus the Red
Black Legion	Horus
Word Bearers	Lorgar
Alpha Legion	Alpharius

These nine are known to the Imperium as the Traitor Legions. Of Legions numbered 2 and 11 nothing is recorded, but it seems likely these also fought for Horus at least during the beginning of the Heresy. The history of the Dark Angels during the Heresy is also unknown. The Dark Angels do not appear in any battle accounts of the loyal forces. In all, and discounting the role of the Dark Angels, there were therefore between nine and eleven Traitor Legions accounting for more than half of the entire Space Marine force. These were amongst the largest and most battle-hardened armies of the Imperium.



THE DEFEAT OF HORUS

It would take many pages and much time to describe in full the attack of Horus upon Earth and his subsequent defeat. Suffice to say the short war ended when the Emperor teleported onto Horus's battle barge and slew the Warmaster in hand-to-hand combat. During the same conflict Sanguinius, the Blood Angels Primarch, was killed and the Emperor was mortally wounded. From that moment on the Emperor ceased to live in the conventional sense. His body was placed in stasis and his psychic spirit cast into the vortex of Chaos to wander the paths of time and space.

The defeated Traitor Legions were driven from Earth and escaped into the region of Chaos known as the Eye of Terror, where they remain to this day. The Traitor Legions inhabit a shadow world between chaos and reality, existing out of normal time and space. Whilst millennia have passed in the outside world the Traitor Legions have endured eons of timelessness, emerging to raid and destroy at moments when the interweaving time streams converge. These are not merely the same Traitor Legions that attacked Earth, they are the very same warriors, doomed to battle for their dark masters for all eternity.

THE HIGH LORDS

By the end of the Horus Heresy the galaxy was in turmoil once more. The armies of the Imperium were destroyed or scattered. Thousands of spacecraft had been lost in the conflict. Worse of all, the Emperor was gone. Though not actually dead he was lost to the living world and his spirit cast into the vortex of Chaos. The guidance which the Emperor had given the Imperium for hundreds of years was suddenly absent. Such was the power and influence of the Emperor that it was impossible to imagine a single successor inheriting his mantle. For a while it seemed as if the Imperium would surely

break apart: that the Cult Mechanicus and the workshops of Mars would divorce themselves from the Imperium, that Primarchs and Space Marines would establish their own empires in the depths of space.

What happened next is a tribute to the skills and foresight of a very few powerful men, not least to the Ultramarines' Primarch Roboute Guilliman. A council was formed of the twelve most powerful individuals in the Imperium. They called themselves the High Lords of Terra, and their self-proclaimed role was to rule the Imperium on behalf of the Emperor.

History does not record the names of those first High Lords. Indeed, there are few records of the early centuries of the Imperium. History and legend remain strangely intertwined, describing in almost mythic terms the dark and desperate times that followed the defeat of Horus. However, the tradition of the Ultramarines relates that their Primarch, Roboute Guilliman, was one of these High Lords. He became Lord Commander of the Imperium, the first to carry that title and the only man ever to command the entirety of the Imperium's armed forces.

The High Lords established the divisions of the Imperium that remain familiar to this day. It was they who formalised the title of Adeptus which is used by all who are servants of the Emperor. The first High Lords laid the structure by which the Adeptus Terra operates, and described the feudal responsibilities and duties of planetary Lords. One of the most important of their accomplishments was the reorganisation of the Imperium's armies. This task was undertaken almost singlehandedly by the Primarch Roboute Guilliman, who quickly and efficiently codified the structure of the Imperial Guard, the fleet, and the Space Marines. Of all his works the most influential is the Codex Astartes, the great prescriptive tome that lays down the basic organisational and tactical rules for Space Marines.



THE DARK FOUNDING

Not all the foundings of Space Marine Chapters are recorded in exact detail. However, the Adeptus Terra maintains a bank of original gene-seed from every single Chapter ever created since the Horus Heresy. There is one notable exception: the Thirteenth Founding, also known as the Dark Founding. No-one knows how many Chapters were created by the Dark Founding or what became of them. Perhaps the secret lies in some deep vault in the record office of the Adeptus Terra. Maybe the Space Marines of the Dark Founding are still out there, somewhere, waiting to return to the world that created them.

THE CODEX ASTARTES

The Horus Heresy had revealed weaknesses in the gene-seed of several Space Marine Legions. These defects had been exacerbated by the accelerated gene-seed cultivation techniques needed to keep the huge Space Marine Legions up to strength. The powers of Chaos were able to exploit the resultant physical and mental corruption to turn Horus's troops against the Emperor. The first objective of the new Codex Astartes was to recognise and expunge these weaknesses.

The Codex decreed that Space Marines would be created and trained slowly. The genetic banks used to create implants would be carefully monitored. Cultivated organs would be subject to the most stringent tests of purity. Young initiates were to undergo trials of suitability before they were accepted, and only those of the sternest character would be chosen.

On Earth the Adeptus set up genetic banks to produce and store Space Marine gene-seed. These banks were used to provide all new gene-seed for Space Marines. To prevent cross-contamination the genetic stocks of each of the old Legions was isolated, and henceforth the new Space Marine Chapters would receive gene-seed only from their own genetic stock.



The gene-seed of the Traitor Legions was placed under a time-locked stasis seal, although at the time many believed these dangerous gene stocks had been destroyed. By taking direct control of the genetic stocks the Adeptus on Earth could ultimately control the Space Marines. Now they alone had the power to destroy or create Space Marine armies at will.

The most immediate change to the Space Marines was the breaking up of the Legions into smaller fighting forces called Chapters. Each Chapter was to number approximately a thousand fighting warriors divided into ten companies of a hundred. This was never intended to be an absolute rule but a guide which enabled the Adeptus Terra to monitor and control the size of each Chapter. In fact, Chapters have often exceeded this basic strength during times of prolonged war.

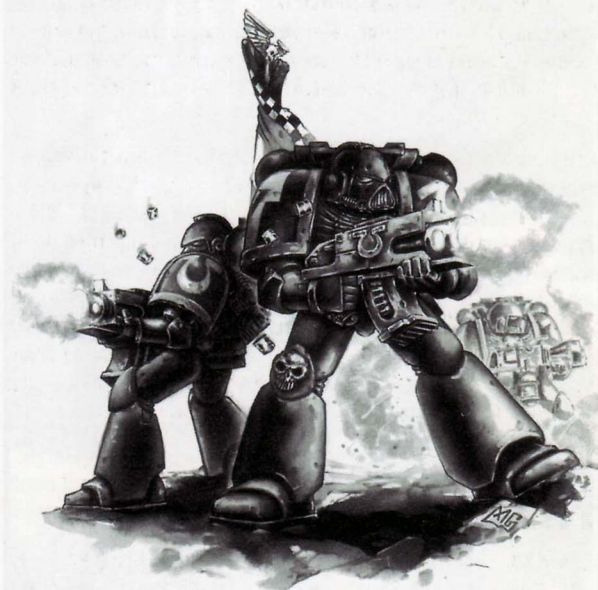
To create the new Chapters the original Space Marine Legions were divided. Each old Legion became a Chapter of the same name plus a number of other new Chapters. These new Chapters are known as the Second Founding. Each of the Second Founding Chapters is derived directly from an original First Founding Chapter and initially shared its gene-seed. Subsequently the new Chapter's gene-seed was isolated, forming a new genetic line.

It is not certain how many new Chapters were created by the Second Founding. Many Imperial records were lost during the later Age of Apostasy, a troubled time that lies across the history of the Imperium like a veil. In all likelihood some of the Chapters created during the Second Founding have since been destroyed leaving no record of their deeds. Others have

been lost in most recent times, and their names are now all that remain of them. Some survive to this day, proud inheritors of the traditions of the Great Primarch and First Lord of the Ultramarines.

Because of the uncertain histories of the Space Marine Chapters the list below cannot hope to be complete, but it includes all the Chapters known to have been created during the Second Founding.

Original Chapter	Successors
Space Wolves	Wolf Brothers
Ultramarines	Eagle Warriors, Silver Eagles, Doom Eagles, Novamarines, Patriarchs of Ulixis, White Consuls, Black Consuls, Libators, Inceptors, Praetors of Orpheus, Genesis, Aurora (all these Chapters are known as the Primogenitor Chapters or First Born).
Dark Angels	Angels of Absolution, Angels of Redemption, Angels of Vengeance (together with the Dark Angels these Chapters are known as the Unforgiven).
Imperial Fists	Black Templars, Crimson Fists.
Blood Angels	Angels Encarmine, Angels Sanguine, Angels Vermilion.
White Scars	Marauders, Rampagers, Destroyers, the Storm Lords.
Iron Hands	Red Talons, Brazen Claw.
Salamanders	(None known)
Raven Guard	Black Guard, Revilers, Raptors.



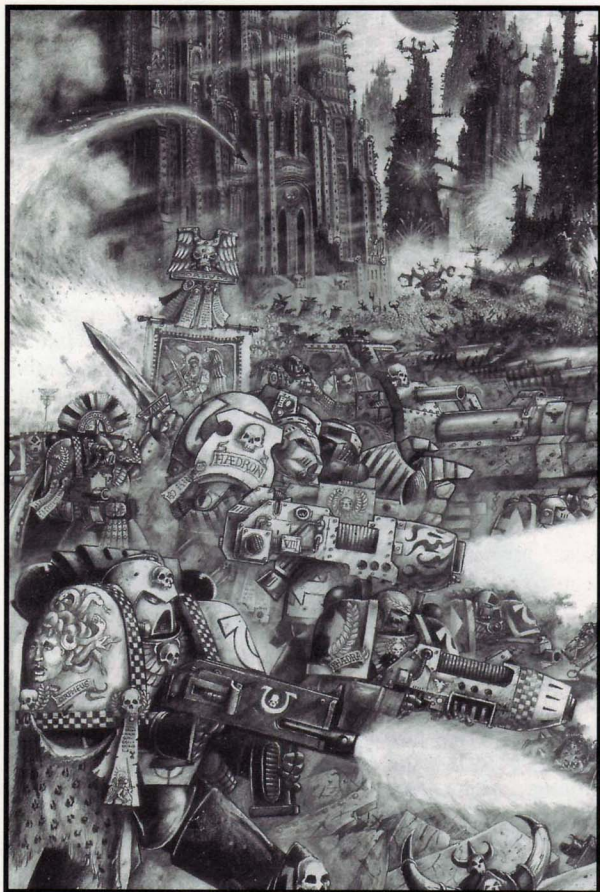
Roboute Guilliman's prime consideration was to quickly reorganise the existing Chapters and to send them back to the frontiers where anarchy and alien invasion still threatened many worlds. He was a brilliant strategist whose attention to detail was to save the Imperium on many occasions. When he led the armies of the Imperium to war it was always in the full

knowledge that supplies were in place, that lines of communication were safe, and that competent men had been placed in charge of every aspect of the operation. When he struck he always sought out the enemy's weakest spot, the fatal crack in the foe's defence, rarely engaging in frontal battle unless there was no alternative.

The Codex Astartes further defines the tactical roles, equipment specifications and uniform identification markings of the Space Marines. These guidelines have been much modified over the centuries, and the Codex Astartes of the forty first millennium is a highly developed treatise combining the wisdom of hundreds of military thinkers throughout history. Some of its contents seem petty and restrictive, hardly worthy of the great mind of the Primarch. Others describe actual battles together with comments on the tactics employed and the decisions of the commanders on the spot. As such the Codex Astartes is revered as a holy text and many Chapters regard its recommendations as sanctified by the Emperor himself.

THE CODEX CHAPTERS

Not all Chapters follow the strict organisational and tactical guidelines of the Codex Astartes. Those that do are sometimes referred to as Codex Chapters. These Space Marines adhere to the Codex as the model for their organisation and identification markings. Of all the Codex Chapters the oldest and most famous is the Ultramarines, the Chapter of the Primarch Roboute Guilliman himself. Many of the other Codex Chapters are descended from the Ultramarines' genetic line.



Most Chapters do not stick so rigidly to the Codex patterns laid down either for organisation, tactical roles, or other processes. Many Chapters are largely organised according to the Codex but have slight variations, such as the Blood Angels and Dark Angels for example. A small number of Chapters is utterly different from the Codex, and owe nothing to it at all. The most famous of these wild Chapters is the Space Wolves. The Space Wolves have never followed the Codex, their strong willed Primarch moulded his Chapter very much in his own image irrespective of other influences.



The Adeptus Terra has never felt it necessary to enforce the Codex absolutely. Indeed it is doubtful if it could. However, with subsequent foundings they have always favoured the Ultramarines' gene-seed and created new Codex Chapters from their line. With the passage of years some of these Chapters have subsequently strayed from the strict letter of the Codex, introducing new variations but remaining broadly faithful to the principles of Roboute Guilliman.

SUBSEQUENT FOUNDINGS

The history of the Imperium since the Heresy is not a continuous story. There have been periods of rebellion and anarchy, and times when the balance of power has suddenly changed and history has been quite literally re-written. Many of the subsequent foundings of Space Marines belong to these troubled times, making it impossible to be certain when some Chapters were created. Indeed, it is impossible to say for certain how many Chapters have been created at all, only that there are approximately a thousand known to exist today, scattered throughout the galaxy. Of these more than half are descended from the Ultramarines, either directly or indirectly through one of the Primogenitor Chapters.

THE GREY KNIGHTS

The Grey Knights were the first of the new Chapters to be created during the Second Founding. They are an exception amongst the Second Founding Chapters in that they have no antecedents, their gene-seed was engineered from sources unknown. The history of its creation is not a matter of record and even its inclusion in the Second Founding is debatable. There are hints in the Adeptus Record that the Chapter was created by the Emperor in secret sometime during the Great Crusade.

The Grey Knights work in close co-operation with the Ordo Malleus, the militant arm of the Inquisition. As a consequence the Chapter stands apart from other Space Marines in many ways, and its organisation is wholly unique.

THE HISTORY OF THE ULTRAMARINES

According to legend the Emperor created the Primarchs from artificially engineered genes, carefully imbuing each of them with unique superhuman powers. It took many hundreds of years to collect and refine the mutant genes needed to produce the Primarchs. When all was ready the genetic matrixes were placed within twenty incubator capsules. Legend goes on to tell how the Dark Gods of Chaos spirited away the Primarchs within their incubator capsules, scattering them widely throughout the warp. More than one of the capsules was breached whilst it drifted through warp space. The forces of the warp leaked in wreaking havoc in the developing genetic material inside the capsule. Undoubtedly damage was done, although the nature of that damage would only become apparent during the Horus Heresy.

THE YOUTH OF ROBOUTE GUILLIMAN

After drifting for decades, or in some cases even hundreds of years, the twenty incubation capsules came to rest on human worlds throughout the galaxy – distant planets inhabited by a variety of human cultures. The capsule containing the developing form of one Primarch fell upon the world of Macragge. This was a bleak but not inhospitable world that mankind had inhabited for many centuries. Its industries had survived the Age of Strife and its people had continued to build spacecraft throughout the period of intense warp storms. The people of Macragge had successfully maintained contact with neighbouring systems, despite the loss of many ships and crews.

The Primarch's capsule was discovered by a group of noblemen out hunting in the forest. They broke the capsule's seal to reveal a striking child surrounded by a glowing nimbus of power. The amazing infant was brought before Konor, one of a pair of co-rulers, or Consuls, who governed the civilised part of Macragge. Konor adopted the child as his son and named him Roboute.



The young Primarch grew quickly, and as he did so his unique physical and mental powers became obvious for all to see. By his tenth birthday he had studied and mastered everything the wisest men of Macragge could teach him. His insight into matters of history, philosophy and science astonished his elders, but his greatest talent lay in the art of war. A genius for military organisation prompted his father to give him command of an expeditionary force in the far north of Macragge.

This mountainous area was called Illyrium, a barbarous land which had harboured bandits and brigands for as long as anyone could remember. Although many wars had been fought against them, no-one had ever pacified the region for

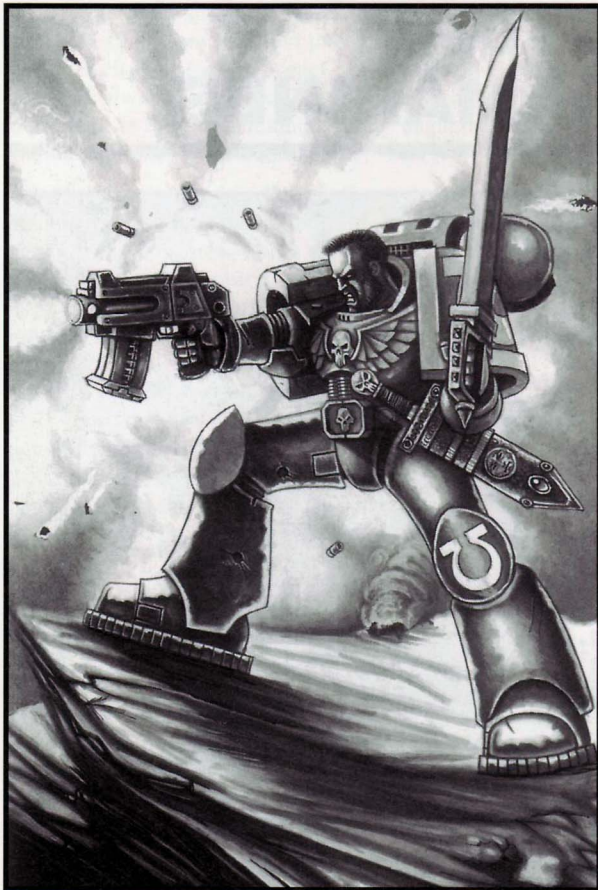


long. Roboute fought a brilliant campaign and won not only the submission but also the respect of the fierce Illyrian warriors.

Returning home he found the capital in turmoil. During Roboute's absence his father's co-Consul, a man called Gallan, led a conspiracy against Konor. Gallan was one of many amongst the wealthy nobility who were jealous of Konor's power and popularity. These malcontents were used to easy living on their vast estates where they were supported by impoverished slaves. Konor had changed all that, forcing the old aristocracy to provide slaves with reasonable accommodation and food. He had also passed legislation which obliged them to contribute to his ambitious programme of improving and enlarging the city. All these reforms were of great benefit to the people of Macragge, but were unpopular with all but a few of the more far-sighted aristocrats.

As Roboute and his army approached the gates of Macragge City they saw the smoke of burning and hurried to investigate. Soon they met citizens fleeing from the anarchy, and Roboute learned how troops in the pay of Gallan had attacked the Senate House with Konor and his loyal bodyguard inside. The rebels surrounded the Senate, whilst drunken soldiers roamed the city looting and murdering at will.

Roboute hurried to his father's rescue. Leaving his troops to deal with the drunken mob, he fought his way into the Senate House. There he found his father dying of wounds inflicted by a hired assassin. For three whole days the Consul had directed the defence of the building even as surgeons fought for his life. With his dying breath Konor told his son of Gallan's treachery: how he and his fellow conspirators had attempted



to murder him as he arrived at the Senate House to declare a public holiday in honour of Roboute's victory.

Roboute crushed the rebels and quickly restored order within the city. Thousands of citizens flocked to the Senate House and amidst a wave of popular acclaim Roboute assumed the mantle of sole and all-powerful Consul of Macragge. The new ruler acted swiftly to crush the old order. Those who had acted against his father were executed and their lands and family titles taken from them. New, honest, hard-working settlers were given the old farms and property. With super-human energy and vision the Consul reorganised the social order of Macragge, rewarding the hard-working, placing men of honour in high office, and building the armed forces into a powerful and well equipped force. Macragge flourished as never before.

THE EMPEROR REACHES MACRAGGE

While the capsule containing the Primarchs drifted through the warp the Emperor and his armies advanced across the galaxy. This Great Crusade liberated many worlds from alien domination and re-established contact with human planets which had endured isolation and danger for thousands of years. As the young Roboute Guilliman waged war against the Illyrian bandits in the northern mountains of Macragge, the Emperor and a force of Space Marines reached the planet of Espandor in a neighbouring system. From the Espandorians the Emperor learned of Macragge and the astounding son of Consul Konor. He immediately realised that he had found one of the long lost Primarchs.

The Emperor took ship to Macragge. His ship ran into a sudden and unexpected warp-squall, a brief but intensely strong disturbance of warp space that threw the craft off-course. By the time the Emperor reached Macragge, Roboute Guilliman had ruled for almost five years. In that time the world had undergone a transformation. Its people were well-fed and prosperous, its armies well-equipped and powerful, and its cities had been rebuilt in glittering marble and shining steel. Spacecraft from Macragge ran regular routes between the local systems, bringing raw materials and more people to the flourishing world. The Emperor was astounded to find a world so well ordered and prosperous, and realised at once that Roboute Guilliman was a Primarch of great ability and vision.

FORTRESS MACRAGGE

The Ultramarines Legion of Space Marines was assigned to the control of Roboute Guilliman and its forward base relocated to Macragge. The Primarch quickly assimilated the many wonders of the Imperium and set about his new role with skill and enthusiasm. His chief talents, as ever, lay in war, and he soon led the Ultramarines to fresh conquests in the galactic south. He succeeded in liberating more worlds during the Great Crusade than any other Primarch, and the worlds he brought within the Imperium were to benefit from his organisational skills and passion for efficient government.

Whenever Roboute Guilliman freed a world from the tyranny of Orks, Chaos or other aliens, his first priority was to set up a self-supporting defence system. Once a world was safe he could move on, leaving behind enough advisers to ensure that industry would be created, trading routes set up with the Imperium, and government directed towards the prosperity of the people. In this way the Ultramarines could conquer worlds faster than any other Space Marine Legion.



Meanwhile, the fortress of the Ultramarines grew on Macragge. Some Ultramarines remained behind to supervise the work, which progressed rapidly thanks to the ready trading network and advanced industries of the planet. Within a year a training base was established, and recruiting began on the planet Macragge and surrounding worlds. It was not long before the Ultramarines Legion received its first influx of warriors born and bred on Macragge. Thanks to their usual thoroughness of organisation, the Ultramarines were able to receive constant recruits throughout the Great Crusade. Because of its strong recruitment base and Roboute Guilliman's tactical expertise the Ultramarines soon became the largest Space Marine Legion, having more recruits than any other Legion and suffering fewer casualties.

AFTER THE HERESY

Whilst the Horus Heresy plunged the Imperium into savagery and civil war, the Ultramarines were engaged on the southern edge of the galaxy. Their very success had carried them far from Earth and isolated them from the conquering armies of Horus in the north-east. News of Horus's treachery did not

even reach the Ultramarines until the attack on Earth was underway. Thanks to the speed of Horus's attack there was little that Roboute Guilliman could do. None of the worlds already liberated by the Ultramarines was in serious danger from the forces of Chaos. Consequently, the Ultramarines were poorly placed to contribute much during the early stages of the Horus Heresy. Their main success was the destruction of a large force of Chaos Space Marines which was heading to reinforce Horus's position. Afterwards the Ultramarines took part in several important battles to recover human worlds from the dominion of Chaos.

As fate would have it, the Ultramarines were therefore largely untouched by the fighting of the Horus Heresy. Other loyal Space Marine Legions had lost thousands of troops during the fighting, and half of the original Legions had sided with Horus. As a result the number of Space Marines left was very few, and never were they more needed.

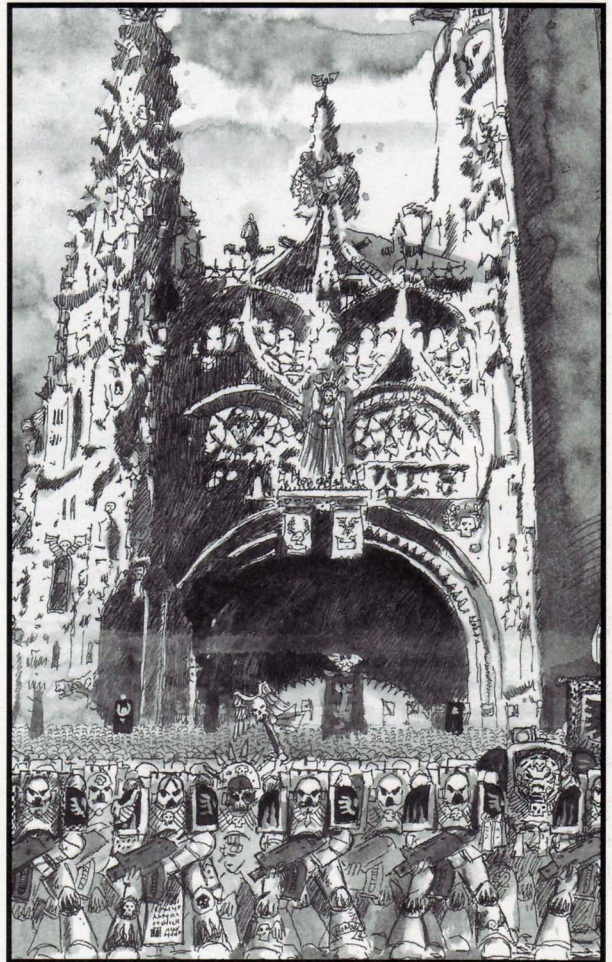
The confusion and disorder following the Horus Heresy had left the Imperium weak and vulnerable. Everywhere the enemies of mankind prepared to attack. Many worlds remained in the grip of Chaos. Into this breach stepped Roboute Guilliman and the Ultramarines. Always the largest Legion, the Ultramarines found themselves divided and dispatched all over the Imperium in a desperate effort to stem the tide of invasion and unrest.

The Ultramarines successfully held the Imperium together during a time of intense danger. Macragge was able to supply new recruits at such a rate that soon the Ultramarines alone accounted for more than half the total number of Space Marines. Within a decade order was restored to the Imperium. Even as the Ultramarines reconquered, a new theory of warfare was emerging. Under the guidance of the Ultramarines' Primarch, the Codex Astartes was taking shape. Its doctrines would reshape the future of all Space Marines and lay the foundation for the Imperium's military strength.

THE CURSED FOUNDING

The Twenty First Founding was the largest since the Second Founding. It took place sometime immediately before the Age of Apostasy, a time of civil war which divided and almost destroyed the Imperium. The new Chapters were dogged by bad luck right from the start. Several disappeared mysteriously whilst in action or in warp space.

Every surviving Chapter of the founding is affected by spontaneous genetic mutation of its gene-seed. As a result the Chapters have gradually dwindled in size as their inability to raise and induct recruits means that battle casualties cannot be replaced. Worse still, some Chapters have developed genetic idiosyncrasies, mutations which strain the tolerance of the Inquisition and threaten the Chapter's survival. Few Chapters have suffered as ignominious an end as the Flame Falcons whose spontaneous and extreme physical corruption turned them into a race no longer human or sane. The Chapter was declared Excommunicate and driven from its home world of Lethe by the Grey Knights.



THE SECOND FOUNDING

The Second Founding of the Space Marines was decreed seven years after the death of Horus. The existing Space Marine Legions were dissolved one by one and refounded as smaller, more flexible formations. Where the old Legions were unlimited in size the new formations were fixed at a nominal one thousand fighting warriors. This corresponded to the existing unit called the Chapter, and in future the Chapter was recognised as the standard autonomous Space Marine formation.

Existing Space Marine Legions were divided into new Chapters. One Chapter kept the titles and colours of the original Legion, whilst the remaining Chapters took new titles and colours. Most of the old Legions divided into fewer than five Chapters, the Space Wolves divided into only two, but the Ultramarines were divided many times. The exact number of new Chapters created from the Ultramarines is uncertain: the number listed by the oldest known copy of the Codex Astartes (the so-called Apocrypha of Skaros) gives the total as twenty three but does not name them. A list of Chapters known to have been created at this time is given elsewhere.

As a result of the Second Founding the Ultramarines' gene-seed became the stock type. The new Second Founding Chapters created from the Ultramarines are often referred to as the Primogenitors, or 'first born'. All the Primogenitor Chapters venerate Roboute Guilliman, the Primarch of the Ultramarines, and their own founding father and Patron.

ULTRAMAR

With the Second Founding the size of the Ultramarines' force was much reduced. Most of the Space Marines left Macragge to establish new Chapters elsewhere. The Ultramarines' fortress was built to accommodate more than ten times as many Space Marines as now remained on the homeworld. As a result its arsenals and weapon shops were partially dismantled, and taken by the Primogenitor Chapters to found their own bases throughout the galaxy. The genetic banks of the Ultramarines, and the huge recruitment organisation, was similarly reduced in size.

One aspect of the old Ultramarines Legion that survived was the close relationship between the Space Marines and the people of the surrounding planets. During the Great Crusade the worlds around Macragge provided young recruits for the Ultramarines. They also supplied raw materials, armaments and spacecraft. Although the need to recruit from these worlds vanished with the reorganisation, the tradition continued. To this day, the Ultramarines recruit not from a single world, but from the whole of local space. This area around Macragge is called Ultramar, the empire of the Ultramarines.

Ultramar is unique amongst the Space Marines. Where other Chapters rule over a single planet, asteroid or, in some cases, a mobile space fleet or orbital fortress, the Ultramarines have a larger domain. They control no fewer than eight local systems, each with its own worlds and governments loyal to the Chapter. All the worlds of Ultramar share a common cultural heritage with Macragge, so it is not surprising that their styles of architecture, government, and traditions are similar. After the Horus Heresy all eight worlds benefited from the improving reforms of Roboute Guilliman. There are many today who regard Ultramar as the ideal model for human society.



The worlds of Ultramar are inhabited by a disciplined, productive and loyal people. Although primarily industrial worlds, they have none of the nightmarish toxic wastelands that are common phenomena throughout the galaxy. The population live in sprawling cities, but these cities are surrounded by extensive farmlands and seas that teem with fish. Every world is self-sufficient in raw materials and food. Trade between the worlds is active and each planet has its specialities and delicacies. Each world is balanced as a society and also as an ecosystem – a rare achievement in the Imperium.



Not all the worlds of Ultramar are identical by any means. Macragge itself is mostly bleak and rocky, over 75% of its land mass being formed of bleak mountainous upland which is almost entirely devoid of life. The people of Macragge do not live in this inhospitable region, but the fortress of the Ultramarines is built here upon a craggy peak surrounded by impenetrable mountains. Within this mighty fortress, inside a vast temple, is the shrine of the Primarch himself. This is where his body sits upon a huge throne of ornately carved marble. He is preserved in death by a stasis field impervious to the decaying effects of time. This is one of the holiest places in the Imperium, and thousands come from all over the galaxy to look upon the face of the ancient Primarch.

Other worlds are quite different from Macragge. Talassar is a planet of storm-tossed seas and rocky islands whose single continent is known as Glandor, which was the site of a major battle between the Ultramarines and invading Orks immediately after the Horus Heresy. In contrast to the oceanic world of Talassar are the arid Three Planets of Quintarn, Tarentus and Masali. These small planets form a triple world combination orbiting around a common centre of gravity much like the Earth and its moon. Gigantic horticultural cities cover hundreds of square miles, capturing precious water in wind traps and storing it in massive underground tanks. The cities of the Three Planets are enclosed by gigantic domes under which flourish forests and gardens as lush as any in Ultramar.

One of the most productive planets of Ultramar is Calth, an airless world whose inhabitants live in underground cities where the deadly light of Calth's blue sun cannot reach them. The caverns of Calth are constructed on such a huge scale, and with such grandeur, that they are as light and airy as any city of Macragge. Of all the local worlds Calth is the most specialised, for although its people grow vast quantities of food in nutrient vats they prefer to import most of what they eat from the neighbouring system of Iax. Calth is famous for its shipyards, which provide the craft used by the Ultramarines as well as civil and military craft for wider use in the Imperium.

Iax is sometimes described as the Garden of Ultramar. Its climate and fertility have made it one of the most naturally

productive worlds in the Imperium. The inhabitants have harnessed the planet's inherent productivity, covering its surface with well-ordered farms and cultivated woodlands. There are no large cities on Iax, but many small towns dotted over the landscape, connected together by an efficient system of fast hydroways. The oldest and most densely urbanised area of Iax is the ancient fortress city of First Landing, whose tall citadel has withstood the barrages of invaders over the centuries.

Most distant from Macragge is the world of Espandor, a planet of extensive forests whose major cities are confined to the westernmost of its two continents. Espandor is a secondary settlement whose people are the descendants of explorers from Macragge. Tradition has it that Espandor was settled during the Age of Strife by traders blown off-course and subsequently stranded by warp storms. It is the least densely populated of all the worlds of Ultramar.

Prandium was once a world teeming with life. Settlers from Macragge established a colony on the planet after the Horus Heresy. Thanks to a mild climate and fertile virgin environment the people of Prandium prospered. The planet soon became the most beautiful jewel of Ultramar, a planet of

SHRINE OF THE PRIMARCH

The Shrine of Roboute Guilliman is one of the most holy places in the entire Imperium, and one which welcomes millions of pilgrims every year. It lies within the Temple of Correction, a building forming a part of the fortress of the Ultramarines in the northlands of Macragge.

The Temple is a miracle of construction and typical of the attention to detail which is an Ultramarines' trait. Its proportions defy the human mind by the scope and grandeur of design. The multi-coloured glass dome that forms the roof is the largest of its kind. Even the Technomagi of the Adeptus Mechanicus come to marvel at the structure said to have been designed by Roboute Guilliman himself. According to the Ultramarines there is enough marble within the Temple to build a mountain, and sufficient adamantium and shining plasteel to construct a warfleet.

Within this edifice is the great marble throne of Roboute Guilliman and upon that throne sits his regal corpse. Though the best part of ten thousand years have passed since his death the Primarch's body is perfectly preserved. Even his death wounds are visible upon his neck, and the blood still glistens upon his throat. His mortal remains are preserved from the ravages of time by means of a stasis field which isolates the Primarch from the time-stream. Everything encompassed by the field is trapped in time and can neither change nor decay.

There are some, however, who claim the Primarch's wounds do change. They say that the Primarch's body is slowly recovering and that his wounds show mysterious signs of healing. Others deny the phenomena, and point out the sheer impossibility of change within the stasis field. Yet enough believe the stories to come to the shrine and witness for themselves the miracle of the Primarch.



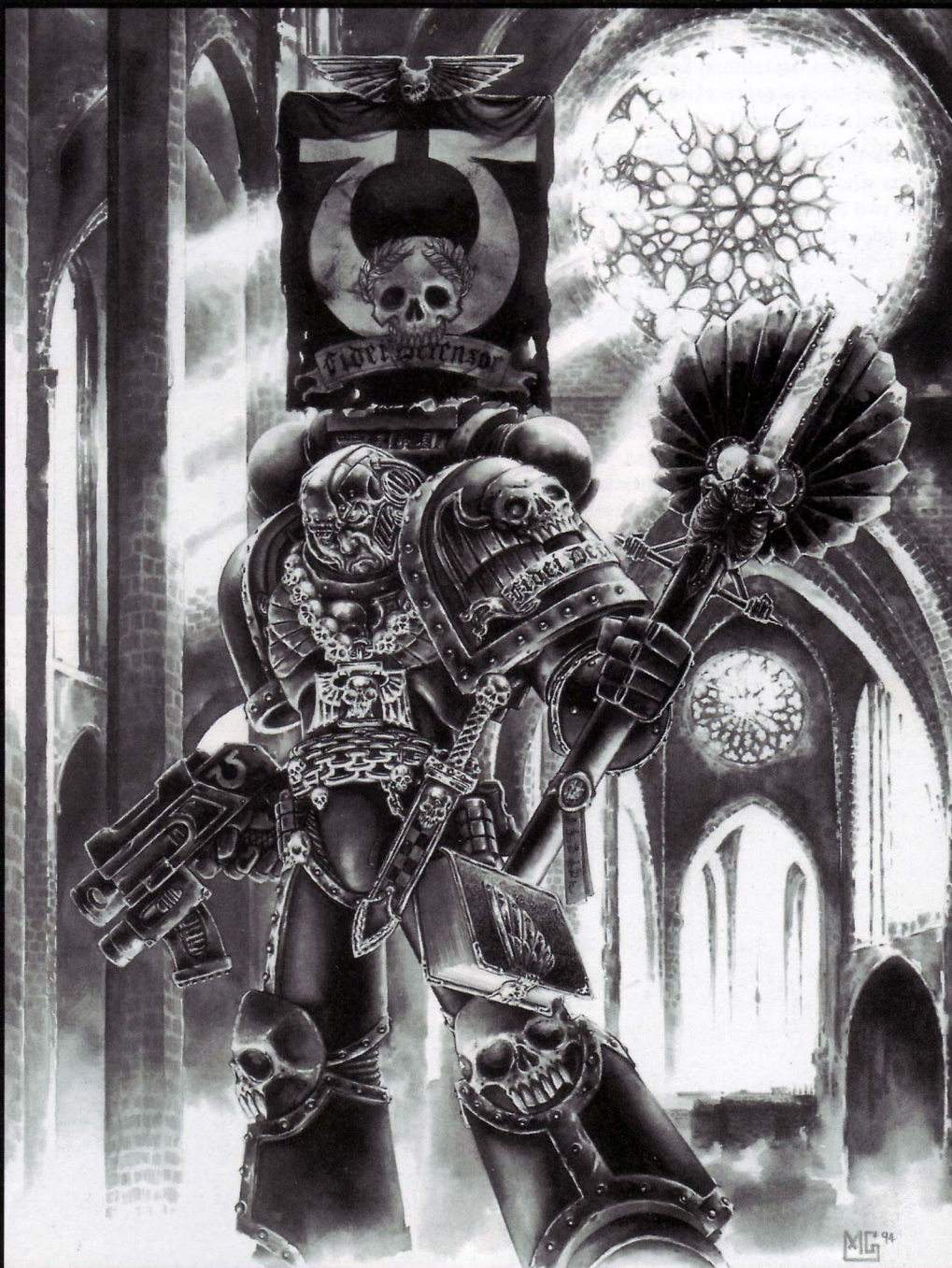
remarkable prosperity and an incredibly rich native fauna. Prandium was destroyed by Hive Fleet Behemoth in the First Tyranic War. The wasted world is now dead and lifeless, reduced to bedrock, its atmosphere blown into space by the ferocity of the Tyranid attack.

THE MILITARY OF ULTRAMAR

Ultramar is the realm of the Ultramarines within the greater realm of humanity that is the Imperium. Its worlds do not pay the Imperium's tithes. Instead they contribute directly towards the upkeep of the Ultramarines Chapter. The rulers of the individual worlds of Ultramar are feudal lords of the Master of the Ultramarines. This is why the Ultramarines' leader is also known as the Lord of Ultramar.

Just like other worlds in the Imperium, each world of Ultramar raises regiments for its own defence. Most worlds in the Imperium are obliged to provide regiments for the Imperial Guard when required, but Space Marine homeworlds are an exception. In the case of Ultramar, however, the Ultramarines rule so efficiently and are so prosperous that they maintain several hundred regiments ready to join the Imperial Guard when needed. As a result regiments have fought all over the galaxy, often in campaigns alongside the Ultramarines themselves.

Each world of Ultramar also provides Space Marine recruits for the Ultramarines Chapter itself. Throughout Ultramar proud citizens point to public statues of famous Ultramarines who were born to local families. Amongst the older aristocratic dynasties it is a matter of considerable esteem to provide recruits for the Space Marines. For a family to have provided a renowned hero, or an actual Master of the Chapter is a great honour bringing considerable fame for generations.



The Codex Astartes is the holy tome of these loyal Battle Brothers. The wisdom of the ancients is both scripture and the unbending rod by which they are measured. In war they are as fierce and as steadfast as those of old who stood beside the Emperor and broke the Legions of Horus. In faith and valour they are unmatched. The torches of their chapels burn bright with flames whose holy fire has shone upon an unchanging brotherhood for a hundred centuries. In their lives and in war the Codex Astartes is their guide.

THE CODEX ASTARTES

The Codex Astartes is a massive tome that describes the organisation, tactical operation, and countless other aspects of Space Marine doctrine. Subjects as diverse as religious instruction and strategic supply are all covered in great detail within its thousands of holo-pages. The Codex Astartes amounts to an authoritative guide to waging war in any number of ways on countless different types of worlds. In this section we examine the organisation of a Chapter and the various markings, insignia and uniform details associated with Space Marines. This Codex information is applicable to any Chapter of Space Marines that follows the Codex, including the Ultramarines.

Every Chapter has its own heraldic uniform consisting of a colour or a coloured scheme. These colours are given to the Chapter when it is founded. In the case of the Ultramarines the colour is blue. Every Chapter is different to some degree. Every Chapter also has its own badge or insignia, the Chapter badge which appears on all of its property, its battle flags, vehicles, and, most obviously, on the left shoulder pads of its Space Marines.



SOME SAMPLE CHAPTER BADGES



GENESIS
CHAPTER



ULTRAMARINES



WHITE
SCARS



RAPTORS



CRIMSON
FISTS



RAVEN
GUARD



STORMLORDS



DOOM
EAGLES



AURORA
CHAPTER



IMPERIAL
FISTS



WHITE
CONSULS



BLACK
TALONS



IRON
HANDS



BLACK
TEMPLARS



RAMPAGERS



WHITE
PANTHERS



NOVAMARINES



EAGLE
WARRIORS



DARK ANGELS



SPACE WOLVES



BLOOD ANGELS



ULTRAMARINES

These are four of the most significant of all the Space Marine Chapters. The Ultramarines are covered fully in this volume. The Space Wolves Chapter is comprehensively described in the Codex Space Wolves whilst the Dark Angels and Blood Angels Chapters will be explained in a future volume entitled Codex Angels of Death.

CHAPTER ORGANISATION

A Chapter consists of ten companies each of one hundred Space Marines. A company consists of ten squads each of ten men including a sergeant. In addition to this basic fighting strength each company has its own Captain, Standard Bearer, Chaplain and Apothecary.

A Chapter also includes a number of officers and specialists who stand aside from the company organisation. These individuals are known as the headquarters staff and they may be assigned to fight with a company in battle. Included amongst them are psychic Librarians from the Chapter's Librarius and Techmarines together with their Servitors.

Although the Codex describes a number of ranks and responsibilities within the headquarters staff only a very few of these officers actually accompany the Chapter to war. Many are non-combatants of advanced years whose roles are to find and train recruits or administrate the Chapter. Some ranks described by the Codex include the Chapter's Ancient (or Standard Bearer), the Master's Secretarius, the Lord of the Household, the Chapter's Armourer, the Commander of the Fleet, Victuallers, the Commander of the Arsenal, Commander of Recruits and Commander of the Watch.

There are relatively few of these senior officers as most non-combatant roles within the Chapter are performed by the Chapter's human serfs. The two largest groups are the Librarians and the Techmarines. Consequently, these two are set aside from the other headquarters staff and considered separately.

Each of the ten companies that comprises a Chapter is led by a Space Marine Captain and includes supernumeraries such as the Company's Chaplain and Apothecary. The fighting strength of each company is made up of ten squads each of ten Space Marines led by a Sergeant.

Of the ten companies comprising a Chapter the 1st Company consists of veteran troops and is invariably the most powerful. The 1st Company is the only one able to use the rare and treasured Terminator armour.

All of the companies except the Scout company maintain Rhino transports for each of their squads and officers. The 1st Company also has a permanent establishment of Land Raiders for carrying Terminator squads. It is also customary for Dreadnoughts to remain a part of their company and their presence certainly bolsters the company's fighting strength.

The 2nd, 3rd, 4th and 5th are Battle companies, each consisting of six squads of tactical Space Marines, two of assault, and two of Devastators. These four Battle companies form the main battle lines and generally bear the brunt of the fighting. The Assault squads of the Battle company may be deployed as bike squadrons or land speeder crews.

Companies 6 and 7 are Tactical companies, each consisting of ten Tactical squads. These are intended to act as a reserve which may be used to bolster the main line, launch diversionary attacks, or stem enemy flanking moves. Company 6 is also trained to use the marine bike and the entire company may be deployed as bike squadrons. Similarly Company 7 squads are trained to fight with land speeders and the company acts as a light vehicle reserve formation.

The 8th Company is an Assault company consisting of ten Assault squads. This is the most mobile company and is often equipped with jump packs, bikes and land speeders. The 8th Company is used in the assault role and wherever a strong hand-to-hand fighting force is needed.

The 9th Company is a Devastator company, consisting of ten Devastator squads. It is the most powerfully equipped company in the Chapter and is used to bolster defence points and provide long range support.

The Chapter's 10th Company is its Scout company consisting of a number of Scout squads. Scouts are youths who have been recruited and partially transformed into Space Marines. Until their physical transformation and training is complete they fight as Scouts. There is no formal size for a Scout company as the rate of recruitment is not fixed.



SPACE MARINE CHAPTER ORGANISATION

ARMOURY
Techmarines
Servitors

HEADQUARTERS STAFF

Master of the Chapter
Senior officers
Administrative staff
Support personnel

LIBRARIUS

Chief Librarian
Epistolaries
Codiciers
Lexicaniums

VETERANS

1st (VETERAN) COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
20 Terminator
or
10 Veteran

Support:
Dreadnoughts
Rhinos
Land Raiders

BATTLE COMPANIES

2nd COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

3rd COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

4th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

5th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

RESERVE COMPANIES

6th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos
Bikes

7th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos
Land Speeders

8th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Assault

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

9th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Devastator

Support:
Dreadnoughts
Rhinos

SCOUTS

10th (SCOUT) COMPANY

Captain
Chaplain
Apothecary

Squads:
Scouts

Note: The coloured borders around the various company boxes denote the company colours which are repeated on the Space Marines' armour and banners. In addition to the vehicles and war machines listed, the Chapter has access to a vast range of other military hardware. This includes entire companies of Land Raiders, Predators and the like as well as special artillery and weaponry. Individual armoured vehicles and support gear are supplied to the companies, in appropriate livery, by command of the various captains.

SQUAD ORGANISATION

According to the Codex Astartes, Space Marines are organised into three different types of squad: Tactical, Assault and Devastator. Each of these squads has a unique tactical role and the three are designed to operate together to provide mutual support and maximum flexibility. In addition to these three squads the 1st (Veteran) company can be formed into Terminator or Veteran squads and the Scouts are always formed into Scout squads.

Tactical squads are the most common type in a Chapter. A Tactical squad is led by a Sergeant and includes nine other Space Marines. Of these, seven Space Marines are armed with boltguns, whilst the remaining two can be armed with boltguns or, alternatively, one may carry a heavy weapon and the other may carry a special weapon. This combination is the most tactically flexible and offers a fair mixture of capabilities within a squad.

Assault squads are designed for hand-to-hand combat. Each squad consists of a Sergeant and nine Space Marines armed with a close combat weapon in each hand. Common armament consists of a brace of bolt pistols or a bolt pistol and chainsword. Optionally, two of the Space Marines may carry special weapons and the whole squad can be equipped with jump packs. This combination is ideal for fast-attacking, close-quarter fighting assault troops.

Devastator squads consist of a Sergeant and nine Space Marines. Of these nine Space Marines, up to four may be armed with heavy weapons, whilst the remainder carry boltguns. This is the most heavily armed type of Space Marine squad of all. Devastators are deployed wherever extra firepower is needed, especially where the Chapter faces enemy tanks or fortified positions.

Terminator squads wear the uniquely powerful Terminator armour. This is massive in construction and contains built-in weaponry so the Space Marine inside is virtually turned into a one-man tank. Every Chapter has a limited number of Terminator armoured suits, and all are ancient artifacts created many thousands of years ago. Terminators are less mobile than other Space Marines and are only used when extreme firepower is called for.



Veteran squads are organised exactly like the Tactical squads of the Battle companies. The Sergeant and the nine Space Marines are all Veterans. These squads are rarely deployed en masse but are used to bolster the line and provide the Chapter with flexible, hard-hitting reserves.

Scout squads consist of a Space Marine Sergeant plus four Scouts. The role of the Sergeant is to train the Scouts and lead them in battle. Only Sergeants of considerable experience and status are designated for this role.

All Space Marine squads apart from Scouts are nominally of ten troopers but can be divided into two separate battle squads in combat. This gives each unit a further degree of flexibility in action.

TACTICAL SQUAD

HEAVY WEAPON SERGEANT SPECIAL WEAPON SQUAD LEADER SPACE MARINES ARMED WITH BOLT GUNS

ASSAULT SQUAD

ASSAULT SPACE MARINE SERGEANT ASSAULT SPACE MARINE SQUAD LEADER ASSAULT SPACE MARINES

DEVASTATOR SQUAD

HEAVY WEAPON SERGEANT HEAVY WEAPON SQUAD LEADER HEAVY WEAPON HEAVY WEAPON SPACE MARINES ARMED WITH BOLT GUNS

HONOUR BADGES

The principle of awarding badges for honours won in battle has always played a major role amongst the various fighting units of the Imperium. In the Space Marine Chapters it has become vital in serving to reinforce the bonds of kinship and common purpose showed by the Chapter's warriors. Space Marines are awarded badges of distinction for all manner of heroic deed or worthy action. Specially trained agents known as Artificers affix these markings to the Space Marine's armour. Some honours are simply painted onto the armour, while others are elaborate carvings, though all are highly regarded by the recipient and his brother-Marines.

THE IRON SKULL

The Iron Skull is a traditional badge of ancient origin. Classical convention is to represent the Iron Skull as a red device. The Codex insignia for a sergeant, it is displayed on the shoulder armour and/or helmet of a Space Marine of this rank. It is awarded for leadership.



IMPERIAL LAUREL



A Marine who bears this honour has literally won his laurels. Acts of valour leading to great victory are deeds rewarded with the Imperial Laurel. The wreath is often worn as a crown or sculpted onto the Marine's helmet. The Wreathed Skull is a common form of the honour. The Codex demands that Company Standards be born into battle by proven warriors and the bearers of these all wear the Imperial Laurel.

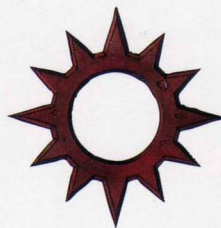
PURITY SEAL

The Purity Seal records not so much an honour as a blessing. Before a campaign the Chaplains of the Chapter pass through the ranks chanting litanies and invocations. Certain honoured individuals are marked by the Chaplains for special blessings recorded on the parchment streamers and affixed to their armour with the great wax seal. Often the very receiving of such a blessing may itself be marked by the adopting of a solid electrum casting of the seal, permanently attached to a Marine's armour or wargear.



THE IRON HALO

A Marine who demonstrates exceptional initiative will be awarded the Iron Halo. This simple badge has its origins in the earliest days of the Imperium. Often painted onto a Marine's armour as a red badge, the Iron Halo is the Codex insignia for a Squad leader. It is displayed on the shoulder armour and/or helmet of the Marine as a mark of his rank.



THE MARKSMAN'S HONOUR



This device is the Marksman's Honour. Acts of remarkably accurate shooting or consistent performance with targeting are marked with this award. The Codex insists that those warriors who prove their accuracy in combat should be singled out so that their skill may be instantly commanded when necessary. The badges themselves are believed to have been constructed by encasing in gold bolter shell cases fired in battle from the boltgun of Roboute Guilliman himself.

THE IMPERIALIS



The winged skull badge that is the Imperialis has its origin in the great Heresy of Horus. It was adopted as the campaign badge of the loyal Chapters during the Imperium-wide conflict that was the heresy. Since then it has become the honour of righteous victory. Most often the chest armour of the recipient is carved into the great winged skull but it can also appear on the banners and finials.

SKULL AND MOTTO

In addition to the specific badge of the Iron Skull there are many other icons and emblems which incorporate the skull. As honours these often have a multitude of uses and meanings. Often combined with simple mottoes the skull honour can be seen on shoulder pads, helmets, kneepads and even on bolter cases and vehicles.

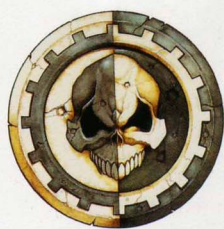


THE PRIME HELIX



The Prime Helix is the emblem of the Apothecaries. The bright red design represents both the gene-seed itself and to some extent the sacrifice every Marine is prepared to make to ensure the Chapter's future.

MACHINA OPUS



This is the mark of a Tech-Priest Adept. It is awarded to each Techmarine as he completes his mysterious training with the Adeptus Mechanicus on Mars. Bearers of the Machina Opus are accorded great respect by the Tech-Priests and they alone are allowed free passage through the Ring of Iron and into the great workshops of the Martian Hive.



"Your honour is your life.

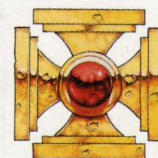
Let none dispute it."

Captain Navarre of the Black Templars

THE CRUX TERMINATUS



This is one of the most famous of all Space Marine icons. Only the honoured veterans of a Space Marine Chapter fight in suits of Terminator armour and wear this badge. The symbol has various forms and designs but all versions are carved from great chunks of stone. Within each badge is bound a tiny fragment of the suit of armour worn by the Emperor during his climatic battle with the arch-traitor Horus over 10,000 years ago. Sergeants and captains bear modified versions of the design to signify their rank and authority. Smaller representations of the crux are frequently worn by the veterans when they fight in power armour. These small, metallic icons are hung from banner tops, weapons and belts.



ARMY BADGES



When an army of the Imperium goes to war it is standard practice for the Imperial Commander to choose a symbol to act as the campaign badge. This "field sign" is known as the Army badge and serves to identify all the troops and equipment which are operating under his command. The Army badge is painted onto the armour of all the Space Marines and onto their vehicles and other equipment. Even allied regiments of Imperial Guardsmen wear the Army badge.

The design of an Army badge is quite straightforward: a geometric shape with a simple icon is the norm. Space Marines normally paint the Army badge onto their right greave.

The Army badge is used only for the duration of the campaign. Once this is over the various forces which comprise the army are dispersed and the Army badge is removed or replaced. If a squad, regiment or indeed individual has performed exceptionally in the campaign, the Army badge may be incorporated into their uniform or heraldry as a permanent honour. This is particularly the case with banners and many of the lavish designs seen on Company and personality banners are, in part, derived from Army badges used many campaigns previously.

SPACE MARINE® TERMINATORS

The 1st Company of a Space Marine Chapter is the elite company of veterans. These experienced warriors have access to the very best of the Chapter's weaponry and equipment and are the first to be supplied with any new or modified wargear. They are also traditionally the only Space Marines to be equipped with the devastating Terminator armour. These powerful armoured suits are a physical embodiment of the Chapter's fighting spirit and are regarded by the brother-marines as important artifacts in their own right.

When equipped with Terminator armour the Space Marines of the 1st Company are organised into Battle Squads of five men. This means that at full strength the Chapter could field twenty such squads! Each squad is identified by a simple number I, II, III, etc. These are displayed in combination with the Chapter icon on the right shoulder pad of the Marine's armour. The left shoulder pad displays the solid stone Terminator badge which is both a tactical symbol and a revered honour. Other honour badges are sculpted onto kneepads and greaves or are painted onto the weapons.

In the Ultramarines Chapter, the Veterans are easily distinguished by their white helmets. The Veteran Sergeant's striped helmet combines the red of a Sergeant with the white of a Veteran.



CHAPTER BADGE

ARMY BADGE



SPACE MARINE
TERMINATOR WITH
ASSAULT CANNON.



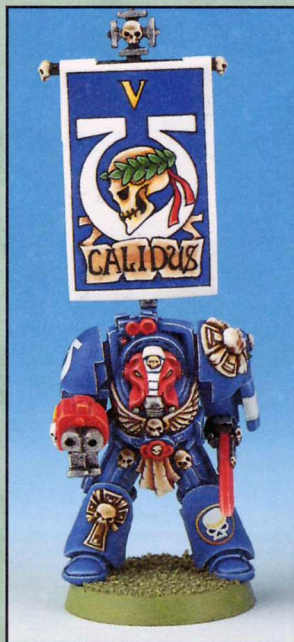
VETERAN SERGEANT
WITH POWER SWORD
AND STORM BOLTER



TERMINATOR WITH
POWER FIST AND
STORM BOLTER.



TERMINATOR WITH
CHAINFIST AND
STORM BOLTER.



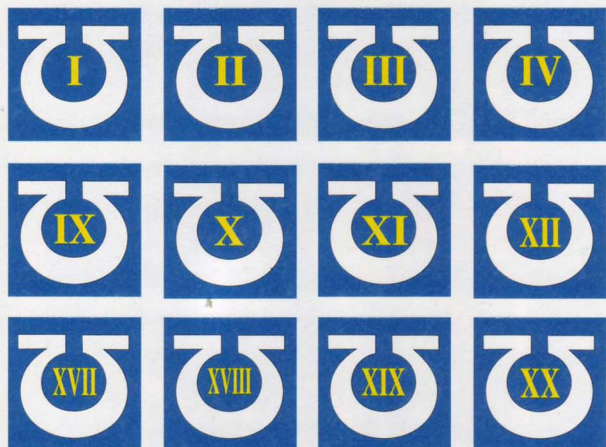
TERMINATOR SQUAD CALIDUS OF THE ULTRAMARINES.



This Ultramarines Terminator squad is known as squad Calidus after its Veteran Sergeant. This name is incorporated onto the banner alongside a typical honour badge – a wreathed skull. In addition to these markings, the banner displays the Chapter icon, squad number and has the distinctive white border of the 1st Company.



ULTRAMARINES FIRST COMPANY: TERMINATORS



Terminator squad badges (right shoulder pad)

The 1st Company Veterans belong to two different squads: a Terminator squad and a Veteran squad. Each type of squad has its own number.

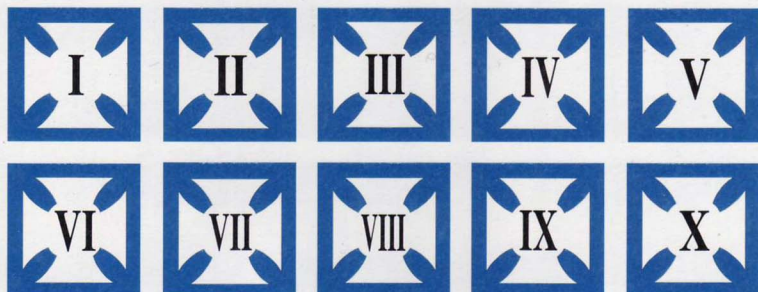
VETERAN SQUADS



Squads of Veterans are equipped and fight like the Tactical squads of the other companies. Each Space Marine has the characteristic white helmet and the trim of the shoulder pads is white. The Veteran squad tactical symbol is derived from the *Crux Terminatus* and takes the form of a large cross, over which the squad designation number is printed in black.



Each of the squad members also bears the *Crux* as an honour badge on the left kneepad. Rank insignia are displayed on the left shoulder pad. The Squad leader's badge is the iron halo, the Sergeant's badge is the iron skull. In addition, the Sergeant has a red helmet with a white stripe.



Veteran squad tactical badges (right shoulder pad)

Veteran squad rank badges (left shoulder pad)



Space Marine Squad Leader Sergeant

1st COMPANY CAPTAIN

The Captain's armour is blue with the white helmet of a 1st Company Veteran.

RIGHT PAD LEFT PAD



Power Armour



Terminator Armour

COMPANY STANDARD BEARER

The Standard Bearer has blue armour with a white helmet.

RIGHT PAD LEFT PAD



Power Armour



Terminator Armour

CHAPLAIN

The Chaplain's armour is jet-black with a white skull badge on the right pad.

RIGHT PAD LEFT PAD



Power Armour



Terminator Armour

APOTHECARY

The Apothecary wears white armour with a red helix marking on the right pad.

RIGHT PAD LEFT PAD



Power Armour



Terminator Armour

Traditionally, each of the Ultramarines Terminator Squads is known by the name of its Veteran sergeant. Squad Calidus and Squad Gaius are two examples of this fine tradition. The squads are further differentiated by squad numbers which are also displayed on the Sergeant's banners. The actual motifs on the banners vary considerably but usually feature a variation of the wreathed skull combined with the Chapter icon.



SQUAD
CALIDUS
BANNER

SQUAD
GAIUS
BANNER



The Chaplain of the First Company wears Terminator armour in Codex directed black.

His right shoulder pad retains the blue and white heraldry of the Ultramarines.



TERMINATOR WITH
HEAVY FLAMER AND
POWER GLOVE



SPACE MARINE
TERMINATOR WITH
LIGHTNING CLAWS



TERMINATOR SQUAD GAIUS OF THE ULTRAMARINES



This squad is heavily biased towards close combat. The Lightning Claw-armed Terminators are fearsome opponents in hand-to-hand fighting. Terminator squads are very flexible tactically; every Marine is an expert with a wide variety of weapons and fighting styles.





A LIBRARIAN IN TERMINATOR ARMOUR CONFRONTS THE HIGH AVATAR IN A RUINED CITY



ULTRAMARINES ASSAULT UNITS IN VICIOUS STREET FIGHTING IN AN ORK SETTLEMENT

ULTRAMARINES BATTLE COMPANIES

The Battle companies have a standard organisation consisting of six Tactical squads, two Assault squads and two Devastator squads. In addition, each company has a Captain, a Chaplain, an Apothecary and a Standard Bearer. Each of the four Battle companies is distinguished by its own company colour. This is used as the trim colour of the Space Marines' shoulder pad

armour and is also incorporated into banner designs. The company colours are yellow for the 2nd Company, red for the 3rd Company, green for the 4th Company and black for the 5th Company. The Captain's heraldry is a combination of the Chapter and company colours and is repeated on his right shoulder pad and on his banner.

SPACE MARINE OF THE 2nd COMPANY



This Space Marine is from the 2nd Tactical squad. His shoulder pad rims are in the company colour, yellow. The Ultramarines have golden yellow wing motifs on their armour. Red gun casings are also common throughout the Chapter.



SPACE MARINE OF THE 3rd COMPANY



This Space Marine warrior differs from the above mainly in the colour of the shoulder pad rims – in this case red, the colour of the 3rd Company. Again, the chest device is yellow and the bolter casing is red.



RIGHT SHOULDER PADS

Tactical Squads

--	--	--	--

Assault Squads Devastator Squads

LEFT SHOULDER PADS

--	--	--

Space Marine Squad Leader Sergeant

CHAPLAIN

The Chaplain's armour is jet-black with a white skull badge on the right shoulder pad.



Right pad



Left pad

COMPANY STANDARD BEARER

The Standard Bearer's armour is blue with a green laurel wreath emblem on the right shoulder.



Right pad



Left pad

APOTHECARY

The Apothecary wears white armour with a red helix marking on the right shoulder pad.



Right pad



Left pad

CHAPLAIN OF THE 3rd COMPANY



CHAPLAIN'S BADGE



CHAPLAIN'S BANNER

VETERAN SERGEANT OF THE 2nd COMPANY



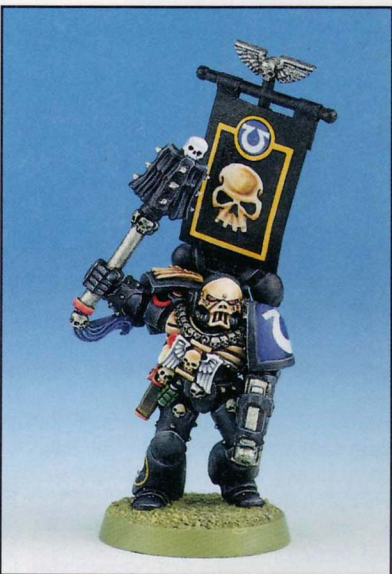
Veteran Sergeants wear red helmets with a white stripe. This particular Veteran has a bionic arm and bears an honour badge.



APOTHECARY OF THE 2nd COMPANY



CHAPLAIN OF THE 2nd COMPANY



CHAPLAIN'S BADGE



CHAPLAIN'S BANNER

Of all the Space Marines in a Chapter the Chaplains are the most fervent and determined warriors. Over the centuries their archaic armour will have had all manner of honour and litany carved onto it to record their heroic deeds.

COMPANY CAPTAIN



2nd
COMPANY



3rd
COMPANY



4th
COMPANY



5th
COMPANY



The Captain's heraldries are derived from ancient forms of the company badges. These patterns form the basis of their shoulder pad and banner designs.

VETERAN SERGEANT OF THE 3rd COMPANY



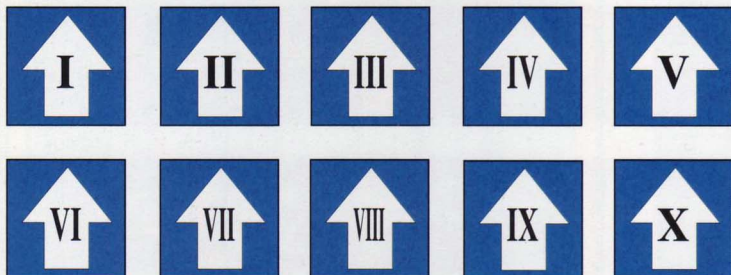
This Veteran Sergeant has a bionic eye. His right kneepad bears a traditional honour badge of the Ultramarines.



ULTRAMARINES RESERVE COMPANIES

The Reserve companies are a vital part of the Space Marine fighting forces. Entire companies may be deployed to sieze or defend important objectives in large battles or campaigns. Alternatively, the Reserve companies can supply individual squads to the Battle companies to bolster their combat effectiveness and cover losses suffered.

TACTICAL COMPANIES



6th and 7th Company Squad Badges (right shoulder pad)

The Captains of the 6th and 7th Companies use similar heraldries to those of the Battle Company Captains. Again, these are used for shoulder and banner designs. The company colours are orange for the 6th Company and purple for the 7th Company.



6th Co.



7th Co.

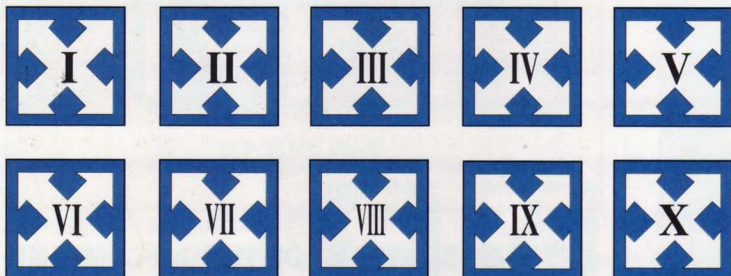
Tactical Reserve Companies 6 and 7 are comprised entirely of Tactical squads. They are intended to act as a general reserve, providing the Chapter with a powerful, flexible force able to launch flank attacks en masse, bolster the main line or combat unexpected enemy manoeuvres.

In addition, the Marines of the 6th and 7th Companies can also act as crews for large, independent formations of the various armoured vehicles deployed by the Chapter. Thus the Chapter is able to field entire companies of Land Raiders or Predator battle tanks, for example.



Futhermore, the two companies have a special usage as bike and land speeder detachments. The entire 6th Company can be deployed as bike squadrons or detachments. The 7th Company is likewise trained to operate as large scale land speeder formations.

ASSAULT COMPANY



8th Company Squad Badges (right shoulder pad)

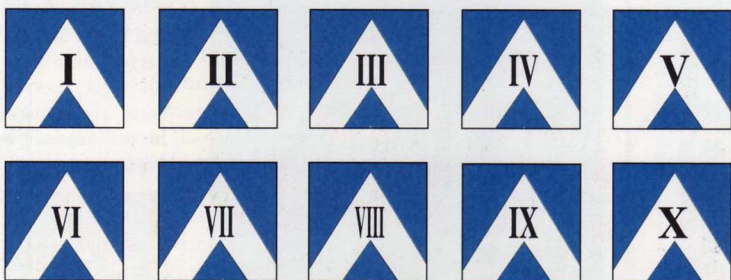
The 8th Company is comprised entirely of Assault squads providing the Chapter with an extremely powerful close-combat force. The company has access to jump packs, bikes and land speeders.

The 8th Company Captain's heraldry is grey and blue as illustrated. Grey is the company colour.



8th Co.

DEVASTATOR COMPANY



9th Company Squad Badges (right shoulder pad)

The 9th Company is made up of ten Devastator squads. The most powerfully armed formation in the Chapter, the 9th can deliver an awesome barrage of long range fire with its wide variety and sheer numbers of heavy weapons.

The 9th Company's colour is blue. The Captain's shoulder pad and banner designs indicate this with a broad blue stripe across a white field.



9th Co.

COMPANY STANDARD BEARER

The Company standards are possibly the most revered of all the Chapter's artefacts. Each standard has proudly flown over hundreds of battlefields and every Space Marine will understand the exact meaning of every nuance and reference that has been woven into their lavish designs. The standards are predominantly blue, the

Chapter colour, with borders and decorations in the Company colour. The Standard Bearer is a hand picked veteran chosen specifically for his bravery and steadfastness. He is also a more than capable warrior not to be discounted when assessing the Chapter's fighting strength.



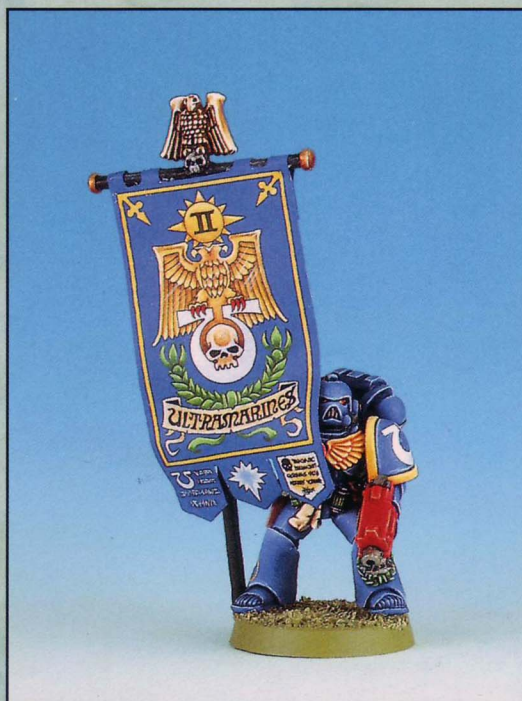
ULTRAMARINES
2nd Co. STANDARD



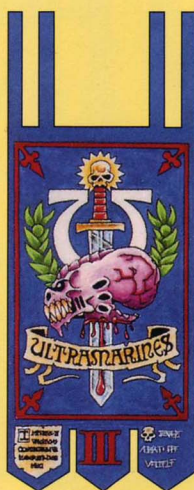
WREATH
BADGE



CHAPTER
SYMBOL



ULTRAMARINES 2nd COMPANY
STANDARD BEARER



3rd COMPANY STANDARD

This banner is the youngest in the whole Chapter having only comparatively recently been presented to the 3rd Company. The Company earned great respect during the scouring of the polar fortresses of Macragge during the First Tyrannic War. The banner illustrates one of the many trophies won during the scouring.



4th COMPANY STANDARD

The 4th Company of the Ultramarines is known as the 'Defenders of Ultramar'. The banner incorporates several references to Ultramar, notably the steel gauntlet design and the star constellation. Again, there are references to the Tyrannic Wars on the honour scroll beneath the main banner design.



5th COMPANY STANDARD

The 5th Company standard displays the classic version of the Imperial eagle motif. All the Company banners display most of the elements seen here. The eagle, wreath, skull, scroll and Chapter icons are the very core of the Chapter's heraldry and are repeated throughout.

SPACE MARINE® LAND SPEEDER



CHAPTER ICON



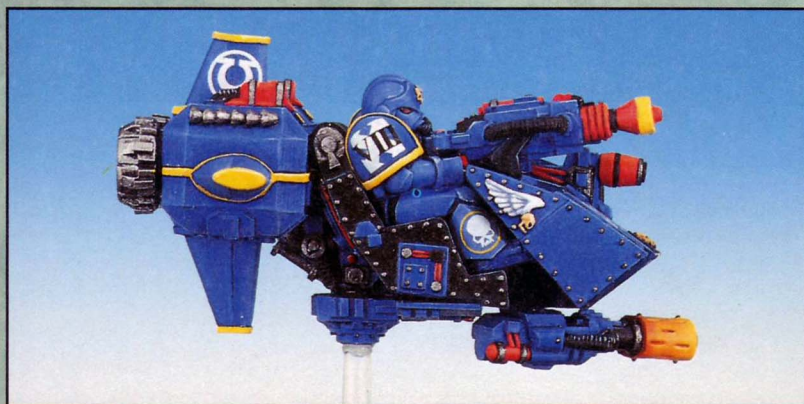
ASSAULT SQUAD BADGE



SQUAD NUMBER

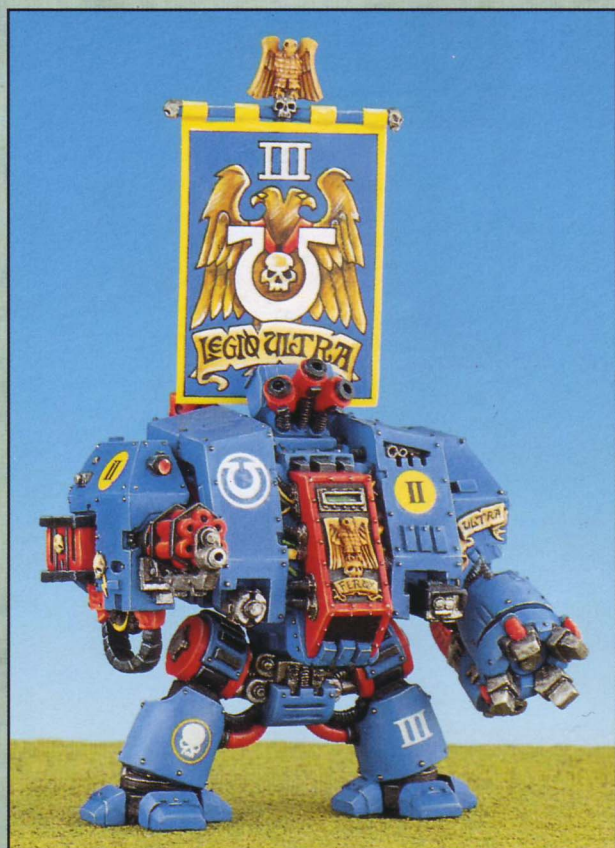


ARMY BADGE



Space Marines Assault squads are expected and trained to fight in a variety of ways. Whole squads are usually deployed as close combat specialists and as jump troops, but they can also be deployed as Bike squadrons or as individual Land Speeder crews. This particular example shows a Land Speeder crewed by two Space Marines of the VIII Squad, 2nd Company of the Ultramarines. The Land Speeder itself carries the relevant army and squad badges, and has the yellow trim of the 2nd Company, whilst the two Space Marines retain their normal squad uniform.





SPACE MARINE® DREADNOUGHTS

Every Company of Space Marines, with the exception of the Scout Company, has its own Dreadnoughts. Not only are these venerable and mighty warriors an important part of the Company's fighting strength, they are also the living embodiment of its history and traditions. Each Dreadnought has its battle honours inscribed into the very metal of its encasement by the Chapter's Artificers to celebrate the many brave actions in which it has fought.

Space Marine Companies do not have many Dreadnoughts – it is unlikely they will have more than two or three operating at any one time. Veteran Companies tend to have more, but even so their numbers are extremely limited and they are considered very valuable. On the battlefield, each Dreadnought is identified by a number displayed both on its left leg armour and on its banner.



DETAIL OF POWER FIST



CHAPTER BADGE



ARMY BADGE



The Army Badge is clearly shown on the Dreadnought's right leg armour.

COMPANY BADGES

Each Dreadnought bears the badge of his Company and a banner bordered in the Company colour. The example shown in the photographs is the 3rd Dreadnought in the 2nd Company of the Ultramarines Chapter.



SAMPLE DREADNOUGHT BANNERS



2nd DREADNOUGHT,
1st COMPANY



3rd DREADNOUGHT,
2nd COMPANY



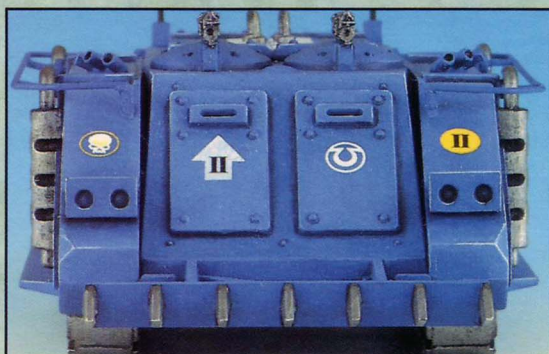
1st DREADNOUGHT,
3rd COMPANY



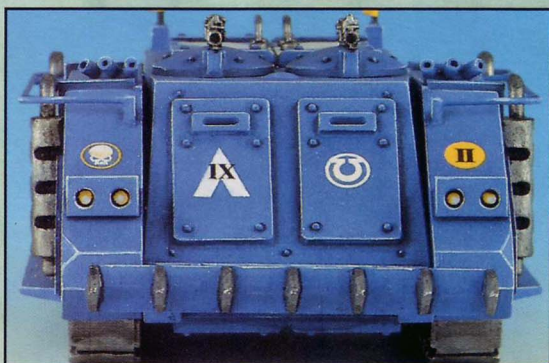
DETAIL OF ASSAULT CANNON

SPACE MARINE RHINO

This is the Rhino of the 2nd Squad of the 2nd Company of the Ultramarines. Its recognition flags are bordered in the company colour of yellow and a small roundel carries the company number and colour on the front left of the vehicle. The 2nd Squad is a Tactical squad and this is identified by the large symbols on the side and roof hatches and by the tactical marking on the front hatch. The squad number is also displayed on the flag.



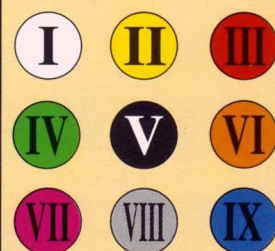
From left to right the badges displayed here are the Army badge, Tactical badge, Chapter badge and Company badge.



This is a Rhino from the 9th Squad of the same company (2nd). This Rhino belongs to a Devastator squad, hence its different tactical marking. Again, from left to right the badges displayed here are the Army badge, Tactical badge, Chapter badge and Company badge.

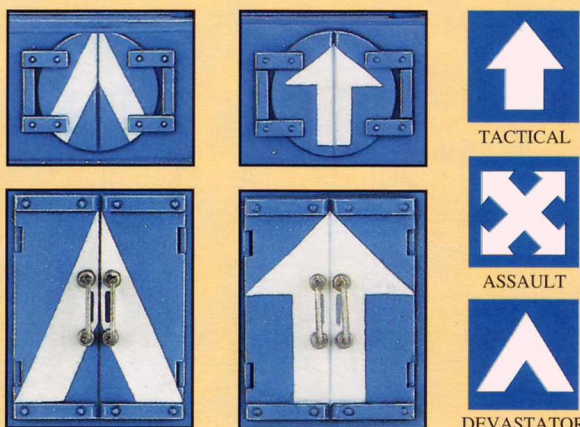
Each company except for the 10th maintains its own pool of Rhino transports. These vehicles carry the Chapter and army badges as well as tactical and organisational information. Every squad in the company has a Rhino on permanent standby. These vehicles carry badges which show the squad's identification number and its type: Tactical, Assault or Devastator.

COMPANY BADGES



Each Rhino also has recognition flags to indicate the formation it is part of. The flag borders are in the company colour, with one flag displaying the Chapter icon and the other displaying the squad number.

TACTICAL BADGES



TACTICAL

ASSAULT

DEVASTATOR

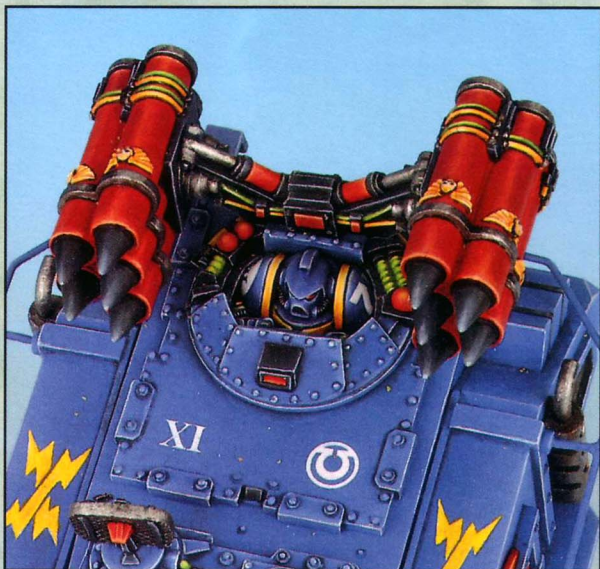
SPACE MARINE® WHIRLWIND™



Space Marines are trained to operate all manner of machines and more than any other warriors of the Imperium they can adapt to fulfil any combat role. All Space Marines are able to act as crew for the vehicles maintained in each Chapter's armoury. It is normally the Tactical squads which provide vehicle crews. When fighting in this role they replace their normal tactical markings with crew badges, but otherwise they retain their company colours and Chapter insignia as normal.

Whilst each company has its own Rhino carriers the remaining vehicles in a Chapter form a pool which is available as required. These vehicles are either deployed as massed formations, wholly independent from the companies, under command of a senior officer. Alternatively they may be allocated to an individual company under the command of its Captain.

In the latter case the vehicles are given appropriate company badges and are assigned a simple number: I, II, III, IV etc. This number is repeated on the crews' badges. It is perfectly possible that a company may have a large number of armoured vehicles allocated to it and under command of its Captain.



ARMoured VEHICLE INSIGNIA



WHIRLWIND DESIGNATION



COMPANY BADGE

This Whirlwind is part of the 2nd Company.

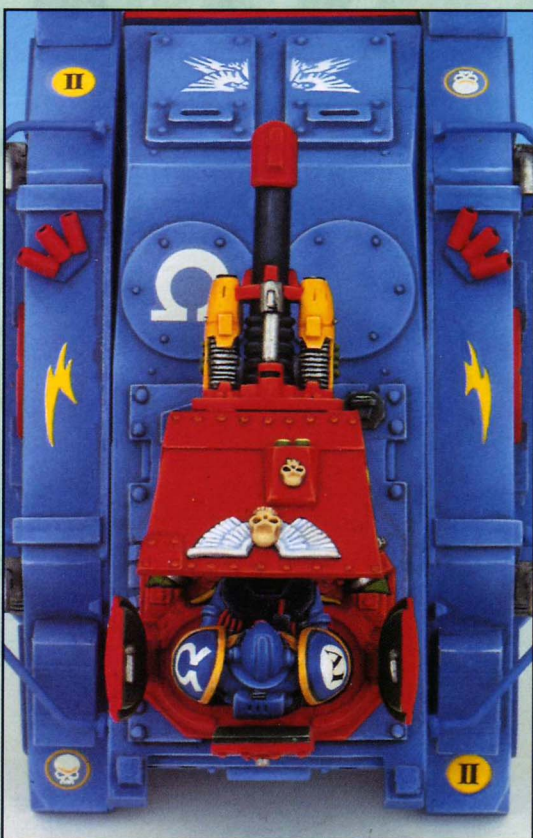


IDENTIFICATION NUMBER

This is the eleventh vehicle attached to the 2nd Company.

SPACE MARINE RAZORBACK

Each Space Marine Chapter maintains a huge arsenal of special wargear which include variations on the basic Rhino and other armoured vehicles. These revered Chapter weapons bear honour badges earned in the countless heroic engagements in which they have fought. The crews of these vehicles are drawn from the ranks of training and reserve units, and they bear special insignia in place of their usual tactical badges.



ARMoured VEHICLE INSIGNIA



RAZORBACK DESIGNATION



ARMY/CAMPAIGN BADGE



COMPANY BADGE

This denotes that the vehicle is currently attached to the 2nd Company.



CHAPTER BADGE



GUNNER'S SHOULDER INSIGNIA

The white disc denotes that the gunner is a vehicle crewman and the black IV is the vehicle's identification number. Note that the gunner's shoulder pad trim is yellow – the colour of the Ultramarines' 2nd Company.



LORD MACRAGGE MASTER OF THE ULTRAMARINES



PERSONAL
BANNER

Marneus Calgar is the current Master of the Ultramarines Chapter. An imposing sight in his splendid armour, Calgar is a very formidable warrior. Hero of countless wars and innumerable battles, his expertise is almost unparalleled throughout the Imperium. He is especially effective when fighting against the Tyranids as personal, bitter experience has concentrated his attention on their strategies and hardened his will to defeat them. As the Lord of Macragge he wears the awesome Gauntlets of Ultramar. These ancient but powerful weapons are the badge of office for the Master of the Ultramarines Chapter and have been worn through the ages by each successive holder of that high rank.



MARNEUS CALGAR



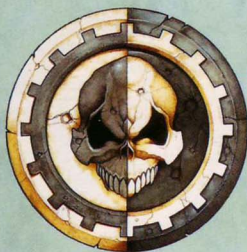
THE GAUNTLETS OF ULTRAMAR

TECHMARINES

The Techmarines of any Chapter stand apart from the rank and file of the fighting companies. As devotees of the Cult Mechanicus they provide the Chapter with technological competence and maintenance. Without them the Chapter's weapons and equipment would atrophy and fail.



TECHMARINE



Although their armour is highly modified it still resembles that of their Space Marine cousins. Shoulder insignia retains the heraldry of their parent Chapter and displays the badge of a Tech-Priest adept. Outside the Adeptus Mechanicus they are the only ones honoured in this fashion.



TECHMARINE



TECH-PRIEST BADGE



CHAPTER HERALDRY



LEGION OF THE DAMNED



Certainly not a Codex Chapter, the origins of the Legion of the Damned have been lost in the sands of time. These mysterious Space Marines are one of the great mysteries of the galaxy. Appearing from nowhere, their presence can turn the course of a battle or be the spark required to win a great victory. No one knows how or what summons the Legion of the Damned and the Imperial Tarot can predict their coming only with great difficulty. The Space Marines of the Legion of the Damned eschew any formal uniform or heraldry. All wear black armour bizarrely patterned with bones, skulls and flames, but no two Marines appear to have the same markings. Nothing is known of the Legion's higher organisation or if indeed it has any. Certainly no Captains or Apothecaries or the like are known for the Legion of the Damned.



SPACE MARINES OF THE LEGION OF THE DAMNED

SERGEANT



A SMALL SELECTION OF THE WILDLY DIVERSE MARKINGS AND PATTERNS THAT CHARACTERISE THE LEGION



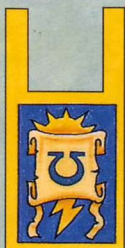
A LEGION OF THE DAMNED SQUAD BATTLES ALONGSIDE THE ULTRAMARINES TO DEFEAT FELL CHAOS FOES

SPACE MARINE LIBRARIANS

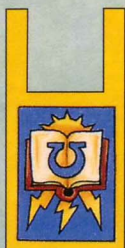
Organised separately from the Companies the Librarius is considered to be a part of the Chapter Headquarters. Within its great walls and cloisters the Librarians perform their exacting rituals and mental tasks, honing their own abilities and testing those of their initiates. The Codex has strict guidelines for the uniform, behaviour and tactics of the Librarians. Irrespective of Chapter their armour is blue with yellow and gold decorative trim. Golden yellow tabards carry simple patterns in black. These patterns, along with the banners and shoulder pad designs, serve to identify the Librarian's rank. Every Librarian must carry their Chapter's heraldry on the left shoulder pad when in power armour; the right shoulder of the Librarian's Terminator armour. The Librarians perform a heroic role during battle and are often honoured by their Marine brothers. Armour, weapons and banners are frequently embellished by craftsmen Artificers of the Chapter to mark these honours, and a great deal of variety can be seen between the Librarians.



EPISTOLARY'S
TERMINATOR
BANNER



LEXICANIUM'S
BANNER



CODICIER'S
BANNER



EPISTOLARY'S
BANNER



EPISTOLARY IN TERMINATOR ARMOUR



DETAIL OF
FORCE AXE
AND
TERMINATOR
BADGE OF THE
LIBRARIUS



CHAPTER
SYMBOL



LEXICANIUM



CODICIER



EPISTOLARY



CHAPTER
SYMBOL



LEXICANIUM'S
BADGE



CHAPTER
SYMBOL



CODICIER'S
BADGE



CHAPTER
SYMBOL



EPISTOLARY'S
BADGE



Space Marines of the Ultramarines Chapter return to their home world of Macragge after the Ichar IV campaign. The Ichar IV rebellion was crushed by the Ultramarines in just three weeks. After a series of lightning surgical strikes against the Governor's palace and planetary defence arsenals the whole planet surrendered.

**Salute the great Primarch,
Salute the Emperor,
Onward to victory!**

Lord Macragge



CODEX CHAPTERS

Of the thousand or so Space Marine Chapters extant throughout the Imperium the great majority can be considered Codex Chapters. That is to say that in broad terms their organisation, uniform and tactics follow the strict guidelines laid down in the Codex Astartes. There is, however, a degree of variation between all these Chapters. This is to be expected, as virtually the very first "rule" of the Codex is that every Space Marine Chapter should at its founding be given its own name, badge and colour or colour scheme. Each Chapter is therefore in some way utterly unique.

Other variations between the Codex Chapters typically centre on the differing ways certain organisation markings appear on the Space Marines' armour. Company colours are displayed on the shoulder pad rims of many Chapters including the Ultramarines. Other Chapters display these colours on the chest eagle or kneepad armour. Rank badges for Sergeants and Squad leaders may be black or white instead of red and may appear only as helmet badges. Veterans may be distinguished by helmet colour as with the Ultramarines or by badges on the helmet or shoulder pads.



AURORA CHAPTER



This Chapter is also one of the First Born and as such is very similar to the Ultramarines in the details of its heraldry and organisation. They follow the great tradition of strict adherence to the Codex.



WHITE CONSULS



This Chapter's white and blue colour scheme is virtually the exact opposite of the Ultramarines'. For example, Veteran White Consuls have blue helmets and all White Consuls have blue tactical markings.



GENESIS CHAPTER



A Primogenitor or First Born Chapter, the Genesis Chapter parallels the Ultramarines' uniform very closely. Sergeants' badges are blue instead of red but otherwise there are few differences between the Chapters.



BLACK CONSULS



The Black Consuls are well known as being the least compromising of all Chapters. Their stern and inflexible approach to the Codex makes them worthy inheritors of Guilliman's legacy.



WHITE PANTHERS



This Chapter is a relatively young one having only been founded quite recently. At first sight their heraldry looks complex but the Chapter follows the Ultramarines' example quite closely.



EAGLE WARRIORS



Another of the Primogenitor Chapters, the Eagle Warriors' heraldry is very reminiscent of the Ultramarines'. The major point of difference lies in displaying their company colour on their left kneepad rather than the shoulder pad rims.



BRAZEN CLAW



This proud Chapter are successors of the Iron Hands. As such they have inherited that Chapter's determination and grim will to succeed. The chest eagle displays the company colour.



SILVER SKULLS



The Silver Skulls claim a lineage direct from the Ultramarines. The exact date of their founding is unknown but most would not argue their long record of service to the Imperium. Usually the company colour is displayed as the tactical badge, in this case red for the 3rd Company.



BLACK TEMPLARS



Created from the strong gene-seed of the Imperial Fists, this Chapter has proved its worth to the Imperium in a thousand or more wars. The chest eagle displays the company colour.



NOVAMARINES



Like all the First Born Chapters, the Novamarines have a long and proud tradition. Even among the Space Marine Chapters they are noted for their consistency and unshakeable faith in the core of the Codex.



DOOM EAGLES



The Doom Eagles are another of the Primogenitor Chapters. Apart from their silver armour, their other notable feature is the numbered kneepad showing which company each Space Marine belongs to.



STORM LORDS



The Storm Lords are successors of the White Scars and share that Chapter's battle lust and ferocity. An unusual feature of their heraldry is that the helmet displays the company colour. This is, therefore, a Marine from the 2nd Company of the Stormlords.



THE MENTORS



This Chapter heralds from an unknown founding during a dark period of anarchy. The helmet stripe is the company colour – in this case white for the 1st Company.





IMPERIAL FISTS



The Imperial Fists has a long history which stretches back almost to the birth of the Imperium. Primarch, Rogal Dorn, ranks amongst the greatest Imperial heroes. In the wake of the Horus Heresy the Imperial Fists were divided into separate, smaller Chapters, the Black Templars and the Crimson Fists.

For some centuries after the Horus Heresy the Imperial Fists were unique amongst all the Chapters in having their Chapter fortress on Earth. As 'Defenders of Earth' their role as the Emperor's bodyguard was honourable if largely inactive. Because of this the Imperial Fists have become the most strident Crusading Chapters of all, ever seeking opportunities to take the fight to the enemies of the Imperium. The Imperial Fists are a Codex Chapter and follow the precepts and dogmas of the great tome closely.



VETERAN SERGEANT



The Sergeants of this Chapter use the iron skull as a helmet badge, rendered as a small red device. This particular Sergeant is a Veteran, shown by the addition of a red stripe to his helmet.



IMPERIAL FISTS CHAPLAIN



This is the Chaplain of the 3rd Company of the Imperial Fists (red colour). His ancient suit of armour is encrusted with Artificer-sculpted honour badges and distinctions.



IMPERIAL FISTS LIBRARIAN



This Lexicanium wears the traditional blue armour of Space Marine Librarians. His left shoulder pad bears the heraldry of the Chapter whilst the right pad displays the horned skull device of the Librarians.



IMPERIAL FISTS TERMINATOR



The 1st Company of the Imperial Fists are the Veterans and fight as Terminator squads. Imperial Fists Veterans are distinguished by their red helmet stripes.



IMPERIAL FISTS TACTICAL



This is a Space Marine of the 3rd Company (red shoulder pad rims). Tactical markings are black with squad numbers in white.





SPACE MARINE WHIRLWIND

VEHICLE DATA

CREW:

1 SPACE MARINE DRIVER
1 SPACE MARINE GUNNER

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 25"
TYPE: TRACKED



WEAPONS:

One **Multi-launcher** mounted in the turret. The **Multi-launcher** is fitted with a **targeter** and has a 360° field of fire. The Whirlwind may be fitted with a set of **auto-launchers** carrying **frag** or **blind grenades** at an additional cost of +5 points.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Multi-launcher	0-20	20-72	-	-	5	D4	-2	D6+D4+5	3" Blast Marker
Auto-launcher	6	-	-	-	As Grenade Type		-	-	-
Frag Grenade	-	-	-	-	3	1	-1	D6+4	2" Blast Marker
Blind Grenade	-	-	-	-	-	-	-	-	2" Blast Marker



POINTS COST: 150 points

* Hit the one nearest to the attacker		Armour	
D6	Location	Front / Side	Rear
1	Track*	15	15
2-4	Hull	20	18
5-6	Turret	20	18

D6

Track Damage Table

- The track is damaged but keeps running. The Whirlwind may only move at slow speed for the rest of the game.
- 2-5 The track is blown off. The Whirlwind moves out of control next turn and comes to a permanent halt for the rest of the battle.
- 6 A track is blown off and the resulting damage smashes the vehicle's drive shaft, causing it to flip over. The wreck contes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on the D6 score of 4, 5 or 6. Surviving models may dismount using the normal rules.

D6

Hull Damage Table

- The driver is killed. Unless his position is taken over the Whirlwind will move out of control for the rest of the game.
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.
- 4 The Whirlwind's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- 5 A spark ignites the Whirlwind's fuel tanks and it bursts into flames, killing all the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- 6 The Whirlwind's ammunition explodes. The Whirlwind is destroyed and any models within 3" suffer D6 strength 10 hits with -3 saving throw modifier.

D6

Turret Damage Table

- The Whirlwind multi-launcher mounted in the turret is damaged and may not fire indirectly and may only be fired if you first roll 4 or more on a D6.
- The multi-launcher goes haywire and fires a barrage at a random target. Roll a Scatter dice to determine the direction of the barrage. Place the 3" blast marker on the first model (friend or foe) within range and in its path and work out the effects of the barrage as normal. The rockets are expended and the multi-launcher may not fire next turn.
- The turret gunner is killed. Unless his position is taken over by another crewman the Whirlwind's multi-launcher may no longer be fired.
- 4-6 The ammunition stored in the turret explodes and the Whirlwind is destroyed. All the crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 Strength 9 hits with a -6 saving throw modifier.



WARGEAR CARD

SERVO ARM

10 Points

The servo arm is a special auxiliary arm fitted onto a harness. The Servo arm is linked to the user's neural network and is equipped with lastorches, vibrosaws, power drills and a large manipulative claw to lift heavy items of equipment. A model equipped with a servo arm suffers no penalties for carrying heavy equipment or heavy weapons and counts as two crew members if he is crewing a support weapon or operating a vehicle or equipment. A model equipped with a servo arm rolls one extra dice in hand-to-hand combat.

**TECHMARINES, TECH-PRIESTS
AND SQUAT ENGINEERS ONLY**



WARGEAR CARD

PLASMA BLASTER

16 Points

After the initial combi-weapons led to the development of the storm bolter, Imperial artificers returned their attentions back to the combi-weapon. The result was the Plasma Blaster. Due to the sheer bulk of the power packs required only models in Terminator armour may use the Plasma Blaster. The Plasma blaster is not a linked weapon and you may not fire it as single plasma gun. The Plasma Blaster also takes a turn to recharge, just like a normal plasma gun.

RANGE		TO HIT		STR.	DAM.	SAVE		ARMOUR		SPECIAL
SHORT	LONG	SHORT	LONG			MOD.	PENE.			
0-6	6-24	+1	-	7	1	-2	D6+4	2	Sus. Fire	

SPACE MARINE TERMINATORS ONLY



WARGEAR CARD

AUTO - LAUNCHERS

5 Points

Suits of Terminator armour can be fitted with a special harness containing a set of auto-launchers similar to those used on vehicles. The auto-launcher carries three grenades of the same type which are fired all at once. The Terminator can trigger the auto-launchers in addition to his normal firing. The first grenade hits a point exactly 6" away in the Terminator's 90° fire arc. The other two deviate D3" away from the target point. Auto-launchers may be pre-loaded with frag or blind grenades (blocks LOS).

RANGE		TO HIT		STR.	DAM.	SAVE		ARMOUR		SPECIAL
SHORT	LONG	SHORT	LONG			MOD.	PENE.			
6	-	-	-	3	1	-1	D6+3	2"	Blast	
6	-	-	-	Blocks LOS				-	2"	Blast

SPACE MARINE TERMINATORS ONLY, DISCARD AFTER USE



WARGEAR CARD

PHOTON BEAM SEARCHLIGHT

20 Points

The Photon Beam Searchlight is a high-powered searchlight which is able to flash in short bursts blinding enemy models who aren't wearing eye protection. Because of the large amounts of power needed to illuminate the Searchlight's magnesium element only models wearing Terminator armour may use the Photon Searchlight. The Terminator can fire the Photon Searchlight in addition to his normal firing. Place the flamer template with the tip touching the Terminator. Any model wholly under the template is hit by the flash and any model whose base is partially under the template is hit on the D6 roll of 4, 5 or 6. A model hit by the Photon Beam is affected exactly as if hit by a Photon Flash Flare, see the Warhammer 40,000 Wargear book.

SPACE MARINE TERMINATORS ONLY



WARGEAR
CARD

ROD OF TIGURIUS

40 Points

The Rod of Tigurius is an extremely potent force weapon, drawing the psychic energy out of Tigurius and focussing it into a tight beam of unstoppable energy. Any powers used by Tigurius and channelled through the rod cannot be nullified in the turn that they are used.

Every time a power is played using the Rod of Tigurius, Tigurius suffers D6 - 4 wounds.

CHIEF LIBRARIAN TIGURIUS ONLY



WARGEAR
CARD

HOOD OF HELLFIRE

25 Points

The Hood of Hellfire may be worn instead of a normal psychic hood. The Hood of Hellfire is a psychic amplification unit built into a helmet or worn over the head. The hood works by amplifying and focussing the aggression of the wearer into a psychic bolt. This power is used in the psychic phase and can be nullified like any other psychic power. Roll 2D6 and add the wearer's Ld. This is the range of the bolt in inches. The bolt is fired in a straight line at a target within the wearer's line of sight. It causes D6 S5 hits with a -2 saving throw modifier.

SPACE MARINE LIBRARIAN ONLY



WARGEAR
CARD

GAUNTLETS OF ULTRAMAR

18 Points

The Gauntlets of Ultramar are worn by the Master of the Ultramarines. The gauntlets take the form of a pair of power gloves each with a built-in boltgun. The gauntlets are worn as a pair so the wearer receives an extra attack dice in close combat. In addition, the gauntlets allow the wearer to deal with many opponents at once so opponents do not receive any bonuses for multiple combats. The gauntlets' built-in boltguns fire together with the same effect as a single storm bolter.

RANGE		TO HIT		SAVE		ARMOUR		SPECIAL
SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	
0-12	12-24	+1	-	4	1	-1	D6+4	Sus. -1 dice
Close Combat Only		-	-	8	1	-5	D6+D20+8	-

LORD MACRAGGE ONLY



WARGEAR
CARD

BANNER OF MACRAGGE

50 Points

The Banner of Macragge is as old as the Ultramarines Chapter itself. The banner records the campaign history of the entire Ultramarines Chapter and is carried to battle when the whole Chapter fights as one. Many foes have balked at the sight of the Banner of Macragge, knowing they face the entire Ultramarines Chapter and certain defeat.

The holder of the banner and any Space Marine unit he is with is immune to psychology and causes *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

ULTRAMARINES ONLY

SPACE MARINES FORCES

Space Marines are humanity's finest warriors. Genetically tailored for their role and utterly loyal to the Emperor, the Space Marine Chapters represent mankind's greatest hope of victory in the unending wars for survival. A Space Marine is stronger and tougher than an ordinary human, with faster reflexes and superior co-ordination.

All Space Marines belong to a warrior cult. Space Marines are therefore spiritual brothers as well as brothers at arms. This dual role as physical and spiritual warriors is very important, and it is what makes the Space Marines such dedicated warriors.

Individual Space Marines are trained to use all equipment, but in battle each squad is equipped in one of three ways: as a Devastator squad, an Assault squad or a Tactical squad. Devastator squads use a high proportion of heavy weapons; Assault squads carry close combat weapons; Tactical squads are used in a general combat role.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Marine	4	4	4	4	4	1	4	1	8
Veteran	4	5	5	4	4	1	5	1	9
Hero	4	6	6	5	5	2	6	2	9
Mighty Hero	4	7	7	5	5	3	7	3	10

SPECIAL RULES

The following special rules apply to all Space Marines and Space Marine characters, including Apothecaries, Chaplains, Techmarines and Librarians, but excluding Servitors and Scouts.

BREAK TESTS

Space Marines are utterly dedicated warriors who are prepared to fight and die if need be. To reflect their strong morale and determination Space Marines are not subject to the normal rules for broken troops. Instead the following rules apply.

Space Marine units take Break tests as normal. However, if they fail their test they are not broken and forced to flee, like other troops, but are *shaken* instead. Shaken troops may never move towards the enemy but may shoot, fight hand-to-hand combat and use psychic powers normally. Shaken troops may move away from the enemy if you wish, but do not have to do so, and individual models may pivot on the spot to face an enemy. If surrounded and therefore unable to move without approaching an enemy, they cannot move at all except to pivot on the spot.

If shaken Space Marines are fighting in hand-to-hand combat then they may not use follow-up moves to engage other enemy models. The exception is that they may use a follow-up move to fight an enemy model which is already engaged against another Space Marine (the loyalty of a Space Marine for his brothers outweighs his trepidation). Shaken Space Marines may use a follow-up move to get behind cover even if this means moving closer to an enemy.



Once it has become shaken a Space Marine squad may recover by taking and passing a Rally test at the end of its turn. The usual conditions apply: ie, the squad may not attempt to rally if it is not behind cover or if the closest friendly models are broken.

If a Space Marine squad is shaken and fails a further Break test then it is broken and forced to flee exactly like any other troops. The advantage of the Space Marines is that they can effectively fail two Break tests before they are broken, representing their steadfastness and courage in the face of death. Once broken, a Space Marine squad may rally like any other unit, and if successful is restored to normal fighting condition in the same way.

RAPID FIRE

If a Space Marine squad doesn't move at all and is not engaged in hand-to-hand combat then the Space Marines may use *rapid fire*. The warriors plant their feet firmly on the ground and open up with a burst of shots from their boltguns or bolt pistols. Each Space Marine may fire his storm bolter, boltgun or bolt pistol twice instead of once as normal. Rapid fire is only possible with storm bolters, boltguns and bolt pistols, not with other weapons, although some squad members may use rapid fire whilst others fire single shots (if using missile launchers, flamers or a single throw of a hand grenade for example). Rapid fire is worked out exactly like ordinary shooting except that each Space Marine fires twice rather than once.

TECHMARINE

Every Chapter sends a proportion of its young warriors to Mars where they are trained by the Tech-Priests of the Adeptus Mechanicus. If they prove able and studious they are inducted into the rites of the Machine Mysteries, the secret and mystical union of man and machine, the details of which remain the most sacred mystery of the Tech-Priests. Once he has undergone his initiation the Space Marine is no longer wholly a Space Marine, he has become a Tech-Priest and a devotee of the Cult of the Machine God. This strange duality of loyalties means that Techmarines always stand apart from other Space Marines. They are priests of the Machine God skilled in the arcane sciences, and pertinent to the dark secrets of technology.

When a Techmarine returns to his Chapter he joins his fellow Techmarines, the Chapter's corps of technicians and builders, mechanics and inventors. To their fellow Space Marines they are mysterious figures possessing disturbing skills and obscure knowledge. To undertake the manual labour of maintenance and construction, the Techmarines create cyborg Servitors, weird machine men with limbs of metal and hands formed into heavy tools.

SPECIAL RULE

A Techmarine may attempt to repair a single damaged hit location on a vehicle, a dreadnought or a destroyed support weapon, if he can reach it during his next movement phase. He can do nothing else during the turn – he cannot shoot or fight hand-to-hand combat while he is attempting a repair. At the end of the turn roll a D6.

D6 Result

- 5-6 *Repair.* The Techmarine succeeds in putting good all damage sustained in the previous turn.
- 3-4 *Possible Repair.* The damage is extensive but the situation is not hopeless. The damage is not repaired this turn, but you may carry on working for a further turn if you wish. At the end of this further turn the damage will be repaired on a roll of 4+, while a score of 3 or less indicates that the damage is beyond repair. A Techmarine may do nothing else whilst attempting a repair.
- 1-2 *Hopeless.* The Techmarine can do nothing but speak a litany for the machine's departing spirit.

SERVITOR

Servitors are created by the Techmarines as assistants and servants. They are weird combinations of men and machines, bio-engineered by the Techmarines to perform specific tasks. Their bodies are grown from human gene-cells in vats of

artificial nutrient, and although physically strong and robust their minds are blank and incapable of development or of feeling much pain. Techmarines insert bio-programs into their Servitors' brains, and replace parts of their bodies with mechanical contrivances such as huge metal claws, infra-red sensors for eyes, or whatever other specialised tools are required. Servitors operate many of the war engines and other machines of war that the Techmarines make.



Troop Type	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

SPECIAL RULES

Immune to Psychology. A Servitor's mind is essentially blank and only the most rudimentary instincts remain. Servitors cannot be affected by fear or terror and are immune to all psychological effects.

Crew. On the battlefield Servitors act as weapon crews. In this capacity they will operate their equipment and fight to defend it if necessary. If their weapon is destroyed they will automatically move towards another thus forming a reserve of crew members around surviving machines. Servitors can also act as a Techmarine's bodyguard, forming a unit of troops led by the Techmarine. Crew Servitors whose weapon has been destroyed may join a Techmarine's bodyguard instead of forming reserve crew for other machines.

Save. A Servitor's mechanized body is partially armoured giving him a saving throw of 5 or more on a D6.

LIBRARIAN

There are many mutants amongst human society, most are dangerous and very few are tolerated within the Imperium. One of the most important are psykers, potentially both the most dangerous and the most useful. Young Space Marine initiates are subjected to the most rigorous testing to ensure that no mutant genes enter the Chapter's gene-pool. If this were to happen the consequences would be dire, for the mutant gene could affect the Chapter's gene-seed, either destroying it or warping it in some fashion.

Over the millennia many Chapters have developed minor mutations as a result of the transmitted effects of the gene-seed. Some of these mutations have created unusual physical or mental characteristics amongst certain Space Marine Chapters. The Space Wolves, for example, develop fangs which grow longer as the Space Marine ages.

The mutations which endow humans with psychic powers are common amongst human society so that only by the righteous persecution of the Inquisition and the careful testing of the Coven Masters of the Adeptus Astra Telepathica can dangerous mutants be purged from the Imperium. Even the Space Marine worlds are not immune to genetic deviancy.

The Apothecaries of every Chapter tests its initiates' physical gene-structure whilst the psychic potential of the young candidates is examined by the Chapter's Librarians.

Librarians are powerful psykers. They are responsible for all interstellar communication with the power to project their minds through warp space. They are also the adjudicators of the Chapter's psychic population, dividing psychic mutants into those whose powers are dangerous and those whose powers may be used by the Imperium. Only the most powerful of those suitable psykers can become a Space Marine Librarian.

Space Marine Librarians are trained to use their powers in battle: to unleash energy blasts, to sense the enemy's movements, and to predict the fortunes of battle. They learn how to read the Emperor's tarot and to sense the subtle movements of daemons and other extra-real entities through warp space. A Librarian can feel the psychic shock waves that herald the arrival of a spacecraft, or the turmoil that ships leave in their wake as they depart. All these powers and more make the Librarians the ultimate Warrior mystics, endowed with abilities which set them aside from their brother Space Marines.



Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lexicanium	4	4	4	4	5	1	5	1	8
Codicier	4	5	5	5	5	2	5	1	8
Epistolary	4	6	6	5	5	3	6	2	8
Chief Librarian	4	7	7	5	5	4	7	3	9

CHAPLAINS

The first Space Marine Chapters were founded centuries before the development of the Imperial Cult and the dominion of the Adeptus Ministorum. As a result every Space Marine Chapter has its own cult practices and its own priests, known as Chaplains. Whereas the Adeptus Ministorum has gradually extended its influence over all the many thousands of individual cults that once existed throughout the galaxy, it has never been able to influence the Space Marine cults, which remain as stubbornly individualistic today as they ever were. Other civilian cults are denounced as heresy, and their adherents rooted out by the Ministorum's troops, but the Space Marine Chaplains care nothing for the ravings of the Ecclesiarchy and ignore the dictates of the Imperial Cult in favour of their own ancient traditions.

The Chaplains administer the rites of their Chapter, performing the ancient ceremonies of Initiation and Vindication, as well as leading their brethren through the prayers of faith and sacred psalms of the Emperor. It must not be forgotten that Space Marines are devout warriors. Their faith in the divinity of the Emperor is as vital to them as their

skills at arms, and their spiritual life is deep and complex. The Chaplains accompany their brothers into war, chanting the liturgies of battle as they lead the way into the ultimate consummation of battle and death.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaplain	4	5	5	4	4	1	5	1	9
Chaplain Hero	4	6	6	5	5	2	6	2	9
Chaplain Mighty Hero	4	7	7	5	5	3	7	3	10

SPECIAL RULE

Leadership. Chaplains are inspirational individuals and spiritual leaders. If any Space Marine unit within 8" of a Chaplain fails any Leadership-based test (such as a psychology test or a Break test) then it may retake the test immediately.

APOTHECARY

The future of every Space Marine Chapter is wholly dependent upon the organic implants which turn a young initiate into a Space Marine warrior. Without these implants and the bio-engineering skills which are needed to use them the Chapter would soon die. Every Chapter has its own bio-researchers called Medics or Apothecaries. The lore of bio-engineering is passed down from generation to generation,



and the memory banks of the Apothecarion contain records of the Chapter's genetic history. Every trace of mutant gene-seed must be expunged, every weakness removed, and only the healthy gene-seed used to propagate new Space Marines.

The source of a Chapter's gene-seed is its Space Marine brothers themselves. Every Space Marine carries a replicating organ buried deep inside his chest and another at the base of his throat. These progenoid organs absorb free DNA strands from the Space Marine's other implants and form them into germ cells. If a Space Marine dies these replicating organs can be removed and the germ cells they contain used to grow fresh implants. If a Space Marine dies in battle he can be replaced if either or both of his progenoid organs can be recovered (given a few years) but if he dies and his body is destroyed or lost then his gene-seed is lost too.

Space Marines rarely go to battle without an Apothecary. The Apothecary is a warrior of supreme might and bravery, whose role is to save what he can of the Chapter's gene-seed. If a brother warrior falls the Apothecary can administer to him by tending his wounds and applying battle dressings to staunch the flow of blood. Many Space Marines that would otherwise be unable to fight have lived to fight again thanks to the attentions of an Apothecary.

Not all the wounded can be saved: some are so badly hurt that death can be only a matter of time; others are killed instantly. The Apothecary can only calm the spirits of the dying and prepare them for death, helping them on their way with the heavy pistol carried to end the suffering of the dying. Once dead a Space Marine can live on only as gene-seed, and the Apothecary ensures that he returns to the Chapter by removing the progenoid organs from his body.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Apothecary	4	5	5	4	4	1	5	1	9

SPACE MARINE SCOUTS

As a Space Marine initiate completes his training he prepares for battle alongside his brother Space Marines. His first combat experience will be in the Space Marine Scouts, a corps of lightly armed troops whose role is to fight ahead of the main battle lines and clear the way for the Chapter's advance.

Space Marine Scouts wear lighter armour than full Space Marines and are less heavily armed. They rely upon speed and mobility to scout out enemy positions and uncover any foes who have secreted themselves in ambush. Space Marine Scouts will also set traps and ambushes for careless enemy, and they can infiltrate behind enemy lines to sabotage supply lines or blow up ammo dumps, spreading confusion and panic. Once he has proved himself worthy of his Chapter the Space Marine Scout is ready to join the full-blooded battle brothers as a Space Marine warrior.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Scout	4	4	3	4	3	1	4	1	7

SPECIAL RULES

Infiltration. Space Marine Scouts may deploy onto the battlefield using the Infiltration rule as described in the *Starting the Game* section of the Warhammer 40,000 rulebook.

Dispersed Formation. Space Marine Scouts may use dispersed formation as described in the *Squads* section of the Warhammer 40,000 rulebook.

Note that as Scouts are not yet fully fledged Space Marines the usual Break test and Rapid Fire rules do not apply.

TERMINATORS

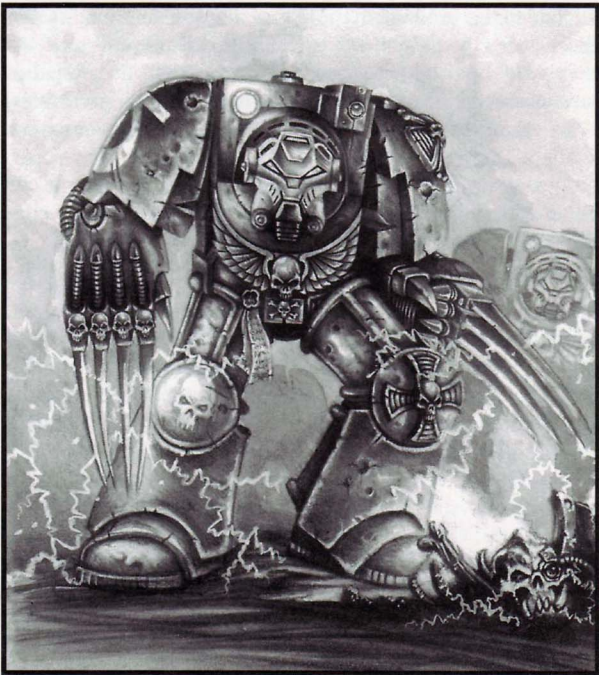
All Space Marine Chapters maintain a number of suits of the revered and rightly feared tactical Dreadnought armour or Terminator armour, as it is more commonly known. The armour is massively bulky and contains a full exo-skeleton arrangement of fibre bundles and adamantium rods to support the heavy gauge plasteel and ceramite plates that form the outer carapace. A wearer of Terminator armour can move and operate with remarkable freedom and agility considering the sheer mass of the actual armour.

Terminator suits are very valuable and often very old, many dating back to the Dark Age of Technology. Since then, however, much of the technology has been lost and each Chapter treasures their supply of Terminator suits as religiously as their Chapter relics and artefacts. The Terminator armour and weapons are kept in a special armoury annexed to the First Company's chapel, and only members of the First Company and selected senior commanders may enter the armoury and don the Terminator armour.

It is a great honour for a Space Marine to wear a suit of Terminator armour into battle and they are reserved for use by proven veterans. Before a Space Marine may wear Terminator armour he must be elevated to the Chapter's First Company. The Chapter's First Company contains the bravest and most heroic Space Marines in the Chapter. Many of the First Company will have risen to the rank of veteran sergeant before becoming a member of the First Company, although less experienced Space Marines are accepted for committing acts of exceptional courage.

A Space Marine has to undergo rigorous training in the use of Terminator armour. Once trained, the Space Marine will join the Chapter's elite and will be expected to perform above and beyond a normal Space Marine. The First Company forms the backbone of any of the Chapter's actions and they also act as an example to the rest of the Chapter. Accordingly, the First Company rarely retreats or relents in an assault, as to be seen to do so would be disastrous. The best example of this heroism was the First Tyrannic War, when the First Company of the Ultramarines were defending the planet Macragge's polar defence fortresses against the Tyranid hordes. This heroic action resulted in the complete destruction of the Ultramarines' First Company, but spurred on by this selfless deed the rest of the Chapter stormed the fortresses, recaptured them and scoured the Tyranids from Macragge.

A Space Marine wearing Terminator armour usually holds a ranged weapon in his right hand, traditionally a storm bolter, while the left hand wields a power fist. This combination of devastating anti-personnel fire power and close quarters punch certainly makes the Space Marine Terminator a highly respectable opponent. However, this limitation in armament left squads of Terminators slightly restricted in tactical flexibility. To counter this the Artificers of the Adeptus Mechanicus have designed a number of particularly devastating weapons to be used in conjunction with Terminator armour. These include the assault cannon, heavy flamer and the deadly cyclone missile launcher for extra long ranged fire support and Lightning Claws and the Thunder Hammer and Storm Shield combination for extra punch in close quarters.



It is quite common for Terminators to be teleported into battle from the Space Marines battle barge. This gives Space Marine commanders a number of tactical options: the Terminators can be teleported onto a planet to form a beach-head for a Space Marine strike force, or they can be kept in reserve and teleported into the battle as and when they are required.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Terminator	4	5	5	4	4	1	5	1	8

SPECIAL RULES

Space Marines. The usual Break tests and Rapid Fire special rules apply.

Terminator Armour. A model wearing Terminator armour has an armour saving throw of 3 or more, just like power armour. However, because the armour is so massively thick the saving throw is rolled on 2D6 instead of 1D6.

Terminator armour also incorporates a targeter that is linked to whichever ranged weapon is carried. A targeter confers a +1 bonus to hit when shooting.

All suits of Terminator armour are equipped with a teleport homer to assist in teleport operations. A teleport homer is a transmitter which gives out a constant coded signal for teleporters to lock onto, making it easier to teleport troops down to an active teleport homer.

If a squad are teleporting to a point within 6" of an active teleport homer (carried by another squad for example) a roll of a HIT on the scatter dice indicates that the squad have locked onto the homer and don't deviate as they teleport. A roll of an arrow indicates the squad has deviated as normal.

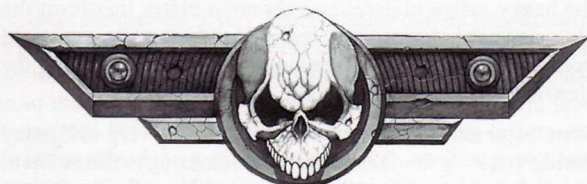
SPACE MARINE DREADNOUGHTS

Dreadnoughts are huge fighting machines which stand two or three times the height of a man and weigh several tons. As they stride into battle, fiery death roars from the myriad of weapons mounted on their towering hulls and their great metal arms churn through everything in their path. Incoming fire spatters like rain off their thick ceramite hide as they smash their way through the enemy lines. No serious assault can begin without a wave of Dreadnoughts to first drive a wedge through the enemy's defences.

Dreadnoughts are often mistaken for robots or very large armoured fighting suits. In fact they are similar in design to both and yet the same as neither. Dreadnoughts are quite unique because each one contains a single sentient creature whose nervous system is permanently interfaced with the electro-fibre bundles and magna-coils that form the machine's 'muscles', enabling it to walk and balance with the ease of a living creature. It is a sentient being that stares out through the machine's crystal lenses and which motivates the machine's metal limbs. Once a creature is interred inside Dreadnought armour it can never leave its metal womb; it is destined for a life of endless battle until its walking tomb is destroyed.

The Space Marine Dreadnoughts are possibly the most ancient Dreadnought design, with some machines dating back tens of thousands of years to the Age of Strife. Dreadnoughts are complex machines, requiring special materials and skills to construct and all Space Marine Dreadnoughts are revered in themselves because the art of their construction is almost lost. The operator of each Space Marine Dreadnought is not an ordinary Space Marine, but one of the Old Ones – a heroic Space Marine warrior mortally wounded in battle long ago and given the honour of continuing to serve the Emperor as a deathless, living Dreadnought. The Old One's body lies curled

in a foetal position inside the Dreadnought's shell with his nervous system linked directly to the machine's systems. In this way the Old One is reborn into a body of metal which has become his sarcophagus.



The memories of some of the Old Ones can extend back tens of centuries to the founding of their Chapter and its earliest history. Thus they are revered by the other Space Marines not just as potent warriors but also as ageless forebears and as a living embodiment of battles fought long ago.

The Dreadnoughts that still survive are carefully maintained and repaired when necessary. If a Space Marine Dreadnought is destroyed in action the Space Marines will fight with righteous anger to retrieve the shell so that they may lay its occupant to rest in the Chapter's mausoleum. The Dreadnought armour itself will be repaired and prepared for another dying Space Marine who will become an Old One to future generations.

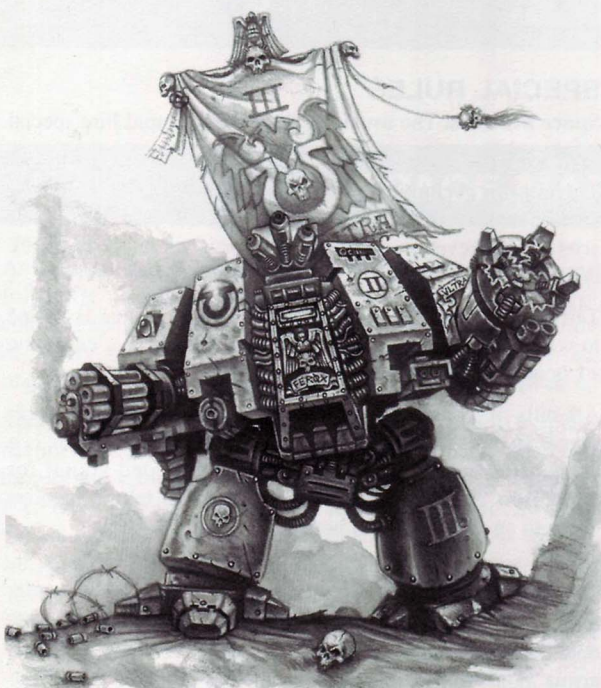
SPECIAL RULES

Like most Dreadnoughts, Space Marine Dreadnoughts have variable configuration weapon mounts on their arms. This facilitates easy conversion of the Dreadnought to a number of different weapon fits according to different tactical situations. The weapons mounted on the Space Marine Dreadnought are superficially similar to the heavy weapons carried by Space Marines or Space Marine Terminators. However, Dreadnought weapon systems are superior in a number of ways because of their sturdier construction, increased ammunition capacity and improved targeting systems. These improvements are partially subsumed into the Space Marine Dreadnought's Ballistic Skill and its ability to move and fire heavy weapons, but in addition to these the following special rules apply to Space Marine Dreadnought weapons.

Sustained Fire Weapons

The most frequent causes of jams for sustained fire weapons like heavy bolters, assault cannon and storm bolters are faulty ammunition, overheating components or empty magazines. The Space Marine Dreadnought features a large ammo hopper holding many thousands of rounds of ammunition for its sustained fire weapons. This is combined with a liquid nitrogen cooling system and a flexible powered ammo feed which pushes rounds into the weapon and extracts any dud rounds before they can block the breach.

To represent these improvements a Space Marine Dreadnought firing an assault cannon or a storm bolter ignores the first jam rolled on the sustained fire dice each turn. This means that a storm bolter will never jam if it's mounted on a



Dreadnought and an assault cannon will only jam if it rolls two or more jams together. However, if an assault cannon rolls three jams together it will still explode, automatically destroying the assault cannon itself but inflicting no further damage to the Dreadnought.

If a Dreadnought is armed with twin-linked heavy bolters, first roll all the number of sustained fire dice you want to (up to a maximum of four). You may ignore the first jam from these each turn. You may not ignore the first jam for each heavy bolter individually.

Heavy Plasma Gun

A heavy plasma gun can be even more devastating when mounted on a Dreadnought, because the Dreadnought can divert some of its own internal power supply to the weapon and accelerate its recharging cycle. If a Dreadnought armed with a heavy plasma gun moves and fires the heavy plasma gun on maximum power in the same turn, follow the normal rules for recharging. If the Dreadnought does not move on the same turn it fires the heavy plasma gun on maximum power you may ignore the normal rules. The Dreadnought has diverted the energy it would have used for moving to the weapon and you do not have to place a recharging counter.

Missile Launcher

Though some older Space Marine Dreadnoughts carry a normal missile launcher, most have been upgraded to carry a specialist salvo-firing launcher capable of launching up to three missiles simultaneously. Unfortunately, the launcher has a slightly temperamental guidance system which occasionally locks on to only some, or none, of the extra designated targets. However, the Masters of the Space Marine Chapters generally consider the extra firepower supplied by the launcher a worthwhile trade off.



A Space Marine Dreadnought armed with a missile launcher can opt to either fire a normal shot or salvo fire. The decision to use salvo fire must be made before the to hit roll is made. If salvo fire is used roll a sustained fire dice – the number rolled is the number of missiles launched. Roll to hit for each missile separately; the missiles can be fired at different targets but the targets can't be more than 2" apart. The whole salvo must be either Frag or Krak missiles, not a mix of both. If a jam is rolled on the sustained fire dice no missiles are fired and the missile launcher is affected in exactly the same way as a sustained fire weapon. This means the missile launcher (but not the Dreadnought's other weapons) must miss its shot in the next shooting phase while it clears the 'jam' (or to be more accurate, the Dreadnought resets its guidance system).

Multi-Melta

A normal melta weapon fires a fairly tight stream of energy which strikes the target and instantly super heats it to a point where it vaporises explosively. The Space Marine Dreadnought mounts a multi-melta with a variable focus, allowing it to broaden the energy beam. This sacrifices range and power to burn a wider area more thoroughly. This is particularly useful when fighting at close quarters against large groups of troops.



A Space Marine Dreadnought armed with a multi-melta can opt to fire either narrow beam with the effects of a standard multi-melta, or it can be fired on a broad focus with the same effects as a heavy flamer.

Twin Lascannon

A common Space Marine Dreadnought weapon is a twin lascannon mount for destroying vehicles and fortifications at long range. The twin lascannon weapon system features a sophisticated scanning system which can separate and identify the different components of a target. This system allows the Dreadnought to adjust its aim with pinpoint accuracy to strike the desired component.

A Space Marine Dreadnought armed with a twin lascannon rolls to hit normally. If a hit is scored against a vehicle make a D6 roll for hit location as usual, the Space Marine player is then allowed to add +1 or deduct -1 from the hit location roll. So, for example, if the Dreadnought hit a Predator and rolled a 4 for the hit location it would normally hit the sponson. However, the Space Marine player could opt to add +1 to the location roll to make it a 5 (hitting the turret) or deduct -1 from the roll to make it a 3 (hitting the hull). Note, however, that it is not possible to hit a location which is behind cover by adjusting the hit location roll.

Power Fist

Power fists mounted on Space Marine Dreadnoughts incorporate extra power servos so that they can grip and then rotate to tear pieces off the target. This is most useful for ripping apart vehicles, inflicting catastrophic damage on the component attacked.

The special Tear attack can only be used against other Dreadnoughts and vehicles. The Dreadnought can make one Tear attack for every two hits it would have normally scored. For example, if the Dreadnought was in combat with an Ork Dreadnought and won the combat by 2 points, it could opt to score two normal hits or make one Tear attack. If the Dreadnought was attacking a vehicle, it would normally score three hits, but it could choose to make one Tear attack and score one normal hit instead.

To resolve a Tear attack the Space Marine player nominates a single location on the target. The Dreadnought seizes that location and attempts to tear part of it away. Roll for penetration as normal. If the location chosen is penetrated the part is torn away, roll for damage with a +2 modifier on the damage chart.

WHIRLWIND

Although the Whirlwind is used by the Imperial Guard and the Space Marines, its use is less common among the Imperial Guard, who rely upon their huge batteries of Basilisks, Bombards and Manticores to provide support for their armies. However, the Whirlwind is considerably more useful to the Chapters of the Adeptus Astartes. The Space Marines' role as a highly mobile strike force means they can ill afford to be slowed down by static artillery guns.

Such an elite force as Space Marines do however recognise the need for good supporting fire, especially if they are going to deal with numerous hordes of Orks or suppress highly mobile forces such as Eldar. It is vital that the strength of such foes is broken before they can take advantage of the Space Marines' lack of numbers. The Whirlwind comes into its own by combining the manoeuvrability of the Rhino with the devastating punch of a multi-launcher.

The Whirlwind's multi-launcher can hold up to ten rockets. Each rocket is propelled by solid fuel and carries a Fragmentation warhead. The multi-launcher fires in programmed salvos of two rockets at a time, using sophisticated target acquisition systems to guide home the salvo and maximise the concentration of fire, creating a barrage far deadlier than that of a standard Frag missile. This makes the Whirlwind the perfect choice for attacking heavily defended positions, with its ability to blast holes in enemy front lines and accompany a Spearhead attack to exploit newly created weaknesses.

WHIRLWIND MULTI-LAUNCHER

The multi-launcher is fitted into a turret mount giving it a 360° fire arc, allowing it to turn rapidly to face enemy threats as they appear.

The multi-launcher carries ten rockets, which are programmed to be fired in salvos of two. If you are playing a normal game you will have enough rockets to last the duration of the battle. However, if you are playing a longer battle of six turns or more, then you will have to keep track of your ammunition expenditure. Use counters or a dice placed next to the model, or make a note on a piece of paper, to keep track of the number of shots fired.

The two rockets are primed to explode together creating a devastating barrage. A multi-launcher uses the 3" blast marker from the Warhammer 40,000 boxed game. Place the blast marker and roll to hit as normal. If the multi-launcher misses then the shot scatters: roll an artillery and a scatter dice. The shot scatters a number of inches equal to the number rolled on an artillery dice, in a direction determined by rolling a scatter dice.

If an 'Arrow' and a MISFIRE is rolled this indicates that the rockets were duds and the barrage has no effect.

If a HIT and a MISFIRE is rolled this indicates that a malfunction has occurred in the multi-launcher. Roll a D6 on the Multi-launcher Malfunction Table (below) to determine what has gone wrong.

MULTI-LAUNCHER MALFUNCTION TABLE

D6	Result
1-2	Faulty launch tubes cause the rockets to detonate inside the launcher. The Whirlwind is ripped to pieces in a blaze of destruction, destroying the Whirlwind and killing the crew. Any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.
3-4	The firing mechanism is fused and no barrage is fired this turn. The rockets are expended and should be marked on the ammo expenditure. In subsequent turns the multi-launcher may only be fired if you first roll a 4 or more on a D6.
5-6	The rockets are duds and fail to fire. The rockets are expended and should be marked on the ammo expenditure. The multi-launcher will be ready to fire as normal in your next turn.

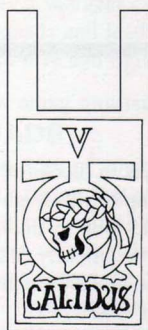
INDIRECT FIRE

The Whirlwind is equipped with a sophisticated scanning device. The scanner employs a bio-scanner and an energy scanner enabling it to distinguish all enemy troops, vehicles and defended positions. The scanner sweeps the whole area locating enemy units and calculating their position on the battlefield. This information allows the Whirlwind crew to fire on enemy troops that they can't see. This procedure is known as indirect fire.

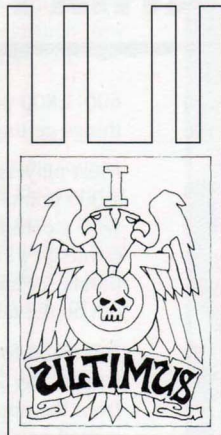
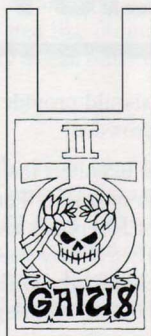
When firing indirectly you may fire at any enemy models that are within range of the multi-launcher, even if a direct line of sight can't be drawn to the target from the Whirlwind (note that the 'Choosing a Target' rule on page 29 of the Warhammer 40,000 rulebook still applies). Place the 3" Blast marker and roll to hit as normal. If you miss, establish where the barrage lands using the normal Scatter rules. Normally, models completely under the Blast marker are hit automatically, but as indirect fire is less accurate than direct fire any models or vehicle locations wholly or partially under the blast are hit on the D6 roll of 4, 5 or 6. Make saves and damage rolls as appropriate.

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-20	20-72	-	-	5	D4	-2	D6+D4+5	3" Blast marker, may fire indirectly

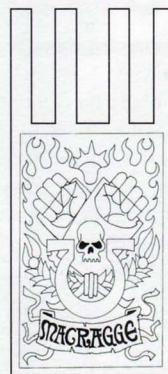
ULTRAMARINES BANNERS



Squad Calidus and Gaius Terminator Sergeant Banners



Dreadnought Banner



Marneus Calgar's Personal Banner



Legion of the Damned Sergeant Banner



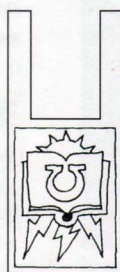
Chaplain Terminator



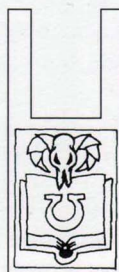
Chaplain Banner



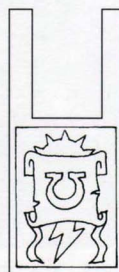
Chaplain Banner



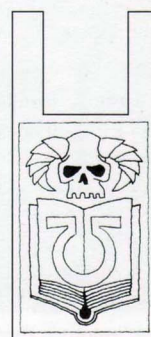
Codicier Librarian



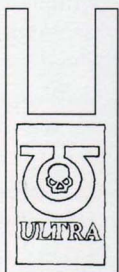
Epistolary Librarian



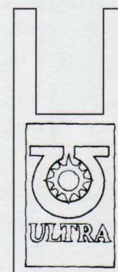
Lexicanium Librarian



Epistolary Terminator



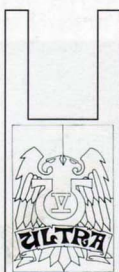
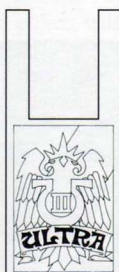
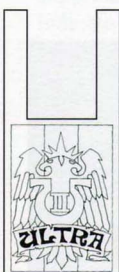
Sergeant Banner



Squad Leader Banner



Captain Banners of the 1st to 5th Companies



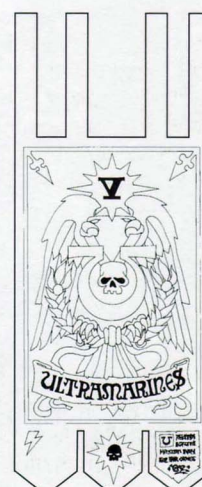
2nd Company Standard



3rd Company Standard



4th Company Standard



5th Company Standard

SPACE MARINE CODEX ARMY LIST

This is the Codex Space Marines list. You can use this list to choose any Codex Space Marines force whether Ultramarines, one of the other Codex Chapters, or a Codex Chapter you have invented. In gaming terms, a Codex Chapter is one chosen from this list, embodying the standard organisational and tactical principles of the Codex Astartes.

SIZE OF GAME

The Space Marine Codex army list is designed so you can choose an army to a points value agreed by yourself and your opponent. There is no upper limit to the size of an army, but 500 points is about the smallest size for a battleworthy force. A 1,500 point battle will usually last an entire evening, while 3,000 points will give you a battle that will take most of a day to fight. The lists have been designed and balanced for armies of around 3,000 points, but they will work with smaller or larger forces too.

If you fight extremely large battles (say more than 6,000 points a side) you may wish to introduce additional restrictions on the number of characters and support items, otherwise these will tend to dominate the battle to the exclusion of other troops – this is left to experienced players to sort out amongst themselves. We find that between 100 to 300 points per foot of table width gives the best game. For example, if your table is 6' wide, then an army of between

600-1,800 points should provide a satisfying game without things getting too crowded!

Most players prefer to collect their armies in blocks of 500 or 1,000 points' worth of troops. For example, you might begin with a core force of 500 points and build it up by adding 500 points at a time. This allows you to conveniently plan your purchases and gives you time to paint the models and try them out on the tabletop before deciding what to add next.

It is usual for each side to begin with an equal points value of troops, say 2,000 points a side. Each player picks his force from the appropriate Warhammer 40,000 army list, up to the agreed points value. The total points value of your army may be less than the agreed amount but it cannot be more – you will often be a few points short simply because there is nothing left to spend the last few odd points on.

THE ARMY

When you choose a Space Marine Codex army you can spend your points on three categories of troops: Characters, Squads and Support. You are permitted to spend only a proportion of your total points on each of these categories. For example, you may spend up to a maximum of 50% of your points on Support. These limitations are designed to ensure armies are reasonably balanced and don't consist entirely of character models, Dreadnoughts, or tanks. The proportion of points which can be spent on each category is summarised immediately before the army list under the heading 'Army Selection'.

CHARACTERS

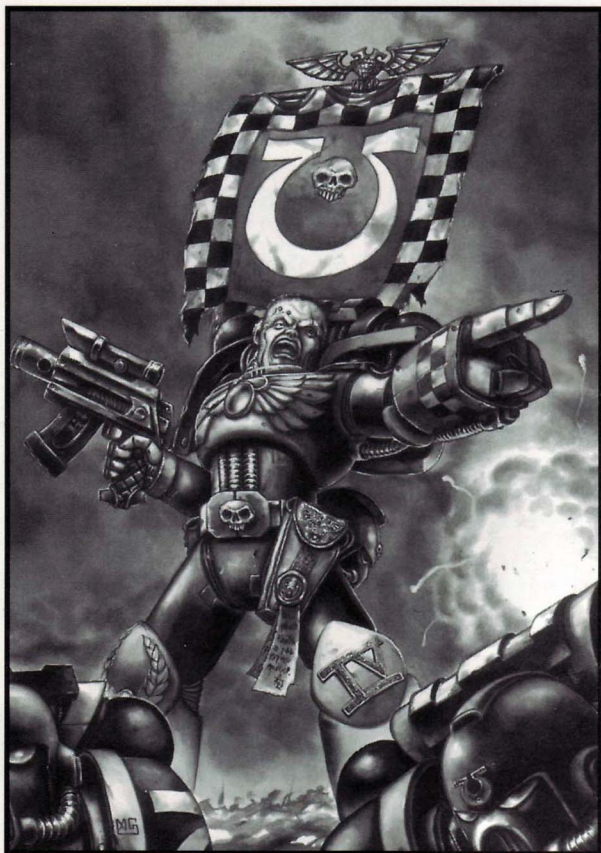
You are free to spend up to 50% of your army's points total on characters. Your army must include at least one character, the Army Commander, as explained below.

The points value of characters includes the value of the characters' wargear and Wargear cards. The points values of wargear is included on the Wargear list which appears immediately before the main army list. The points values of Wargear cards is indicated on the cards themselves. The maximum number of Wargear cards a character can have is indicated in its army list entry. In some cases these vary from the standard number permitted in Warhammer 40,000. This is to take into account unusual individuals such as the Space Marine Chaplain characters, and so forth.

ARMY COMMANDER

As noted above, the Space Marines army must be led by an Army Commander. The Commander will be either a Space Marine Captain, a Terminator Captain, or one of the special characters allowed to command an army (see later).

If an army includes two or more characters who are eligible to command it, then you must choose which will be the Army Commander. However, you must announce to your opponent which model you have chosen before either side has set up.



VETERAN SERGEANTS

Squads may replace their ordinary Sergeants with Veteran Sergeants who are characters with improved profiles and possibly a Wargear card. Veteran Sergeants must remain with their squads and lead them just like ordinary Sergeants; they cannot move and fight freely as can other characters can.

SQUADS

At least 25% of your army's points must be spent on squads. Space Marine Veteran, Tactical, Assault and Devastator squads are available as 10-man units in the army lists. However, they may be divided into two combat squads of five men each before the battle starts. If you decide to do this then each 5-man combat squad fights as a separate unit for the entire battle.

SUPPORT

You can spend up to 50% of the army's points on support. The Support section of the army list describes support weapons, vehicles, Dreadnoughts and allies. In many cases the items you may take are restricted by the presence of certain models in the army. For example, you may only take a Dreadnought if the army includes a Techmarine. These restrictions are explained in the relevant entry.

Note that we have not included all the profiles or additional details for the different kinds of support weapons, vehicles and Dreadnoughts. Refer to the Warhammer 40,000 Wargear



CRUSADE

Only the High Lords of Terra themselves can declare a Crusade. This can be a long and large-scale war involving many Space Marine Chapters, or it might be a short conflict resolved in a single battle by a handful of troops.

A Crusade is a way of drawing contingents from several Space Marine Chapters together against an enemy, without committing entire Chapters or involving the ponderous resources of the Imperial Guard. When a Crusade is declared it is likely to be against heretic Lords, rebellious planetary governments which have turned against the Imperium for their own selfish reasons. A Crusade can also be declared against alien worlds, or newly discovered planets that lie beyond the Emperor's light.

It is a matter of honour that Space Marine Chapters contribute forces to a Crusade when called, even if it is only a squad or two of troops. Once a Crusade is won a Chapter will add the battle honour to their standards as a mark of their loyalty and achievement.

A Crusade can also be imposed upon an entire Chapter as a form of penance for failure or otherwise incurring the displeasure of the Emperor. For example, following the Badab War the Executioners and Lamentors Chapters were dispatched upon a hundred year Crusade to atone for their part in the rebellion. Such a penance is very extreme, but willingly undertaken none-the less, because once complete the Chapter earns the Emperor's forgiveness and can return to its homeworld absolved of heresy.

Book for support weapon rules or the Dark Millennium supplement for the vehicle data cards. The data cards also indicate the points values for the different kinds of vehicle, although these are summarised on the lists for your convenience.

TECHMARINES AND SERVITORS

In order to include Dreadnoughts, support weapons or vehicles (apart from bikes) the army must include at least one Techmarine. In addition, the army is limited to a maximum of five Servitor models operating support weapons per Techmarine included in the army (eg, if the army has one Techmarine it may have up to five Servitors, if it has two Techmarines it may have up to ten Servitors, and so on). Note that the army may include models riding bikes even if it doesn't have a Techmarine.

ALLIES

The points allocated for support are also used to buy allied troops, such as Imperial Guard or other non-Codex Space Marines. Potential allies are indicated in the list. To choose allies refer to the separate Warhammer 40,000 army lists for the allies that you wish to include. You may include allies from a single army, or from several armies, it is up to you.

When choosing allies there is no restriction on the categories of troops you may take. If you are spending, say, 500 points on allies you could include 500 points of characters, or 500 points of vehicles, for example. In addition, obligations regarding compulsory troops do not apply to allies (you do not need to choose an army commander for example). However, all other restrictions in the allied list do apply, and all unit

sizes must be correct. Obviously, you may not pick further allies from the allied army's own Support section.

Including allies in your Space Marine army is a good way of expanding your forces. It enables you to build up the core of a completely different army, and it allows you to vary your painting routine. By including allies it is also possible for several players to combine their forces and fight substantially larger battles.

SPECIFIC LIMITATIONS

The Space Marine Codex army list describes the troops, characters and support items that the army may contain. In most cases there is no upper limit to the number of squads or characters, other than the points available. However, certain types of squad, character, and support item are limited in number or their availability is governed in some other way. You can only take one Terminator Captain for your army, for example. Restrictions of this kind are indicated in the lists.

SPECIAL CHARACTERS

After the main army list there is a section of special characters. This describes some famous Space Marines, and provides game details and points values for each of them. Your army may include these characters if you wish, either as additional character models, or, in some cases, as the army commander in place of a regular commander. Their points cost is included in the points paid for your characters.

CRUSADE

The Space Marine Codex army list can be used to represent any one of the Codex Chapters of which the Ultramarines are the most famous. It can also be used to represent a crusading force formed from several different Codex Chapters.

Every so often the Adeptus Terra announces a crusade against an alien world, and calls for the Space Marines to provide troops for an army. The Chapters regard it as a matter of pride to contribute units towards a crusade, so small groups of Space Marines come from all over the galaxy. They join and serve together for the duration of the crusade, earning great honour for their Chapter.

A crusading force is chosen from the Codex army list exactly as normal. However, there is no need for all the units to come from a single Chapter. You can include units from as many different Codex Chapters as you wish.

NEW MODELS

New Citadel miniatures for the Space Marine army are being released all the time. Details of these new models and any special rules that apply to them will be published in White Dwarf magazine at the same time as the model is released. White Dwarf is available through all the major newsagents, while the Games Workshop stores and Mail Order department carry the latest issue and some back issues.

Usually the rules article for a new model will include an entry for you to add to the Space Marines Codex army list. However, this is not always the case, especially with new weapon options for existing Space Marine vehicles. In the case of weapon options or other upgrades, simply make a note on the relevant entry in the army list about the new option.

THE WARGEAR LISTS

The army list entries for characters and squads often indicate that models may be equipped with more weapons or wargear at extra cost. This cost is indicated in the Wargear list given just before the army list. The Wargear list is divided into different categories, and in some cases there are additional restrictions – for example a model may only ever carry a single heavy weapon. In addition, not all weapons or equipment are available to all troops – for example characters are not permitted to carry heavy weapons. These restrictions are all indicated on the Wargear list.

THE WARGEAR CARDS

Character models are allowed to carry special items of equipment in the form of Wargear cards. The number of Wargear cards a character is allowed to carry is indicated in the entry for that character. The points values of Wargear cards is included on the cards themselves.

Wargear cards are included in the Warhammer 40,000 game, and many more can be found in the Dark Millennium supplement. Further examples are printed occasionally in White Dwarf magazine and other Warhammer 40,000 Codex books. Note that the number of Wargear cards of a particular type is deliberately intended to restrict the number of such items available in an army. When choosing your army you cannot allocate a Wargear card more than once. This does not affect your opponent, who presumably has his own set of cards, so it is perfectly possible for individual models on opposing sides to have the same item.

Note also that some Wargear cards are restricted to certain races or troop types as indicated on the cards themselves. Other items can be used once only, and must then be discarded – such as Vortex grenades.

DIVIDING SQUADS FOR BATTLE

An Ultramarines squad consists of ten Ultramarines Space Marine warriors and is normally referred to as a 'squad'. This squad may fight as a single unit of troops led by its Sergeant. Alternatively, before the game begins, you may wish to divide squads into two equal halves. This gives you two units of five troops instead of a single unit of ten. One of the halves will be led by the Sergeant while the other is led by the second most senior warrior who is referred to as a Veteran.

Veterans have identical profiles to ordinary warriors, but are usually distinguished by having a back banner in the same way as Sergeants. Divided squads are called 'combat squads' and function as two completely separate units for the duration of the battle.

SPECIAL CHARACTERS

After the main army list there is a section of special characters. This describes some famous Ultramarines of the past and the present, and provides game details and points values for each of them. Your army may include these characters if you wish, either as additional character models, or, in some cases, as the army commander in place of the regular commander. Their points cost is included in the points paid for your characters.

WARGEAR LIST

The following charts list additional wargear that may be carried by Space Marine characters or troops. Any limitations as to availability are indicated on the charts themselves. Note that some items are also available as Wargear cards – these items are available to the Space Marines much more readily than to some other armies, hence they are included as wargear which can be purchased. Such items are not Wargear cards and do not affect a character's ability to carry other equipment in the form of Wargear cards.

ARMOUR

Character models may be equipped with Terminator armoured suits instead of their usual power armour and weaponry. If you choose this option, then you may choose no further items from the Wargear lists, including further Terminator heavy or assault weapon options.

Terminator armour with storm bolter, targeter and power fist	49
Terminator armour with lightning claws	49
Terminator armour with thunder hammer and storm shield	55
Terminator armour with storm bolter, targeter and chainfist	51
Terminator armour with storm bolter, targeter and power sword	45



ASSAULT WEAPONS

Assault weapons may be carried by models indicated in the lists and each model may carry an unlimited number.

Chainsword	2
Power axe	7
Power fist	10
Power maul	6
Power sword	6
Bolt pistol	2
Hand flamer	7
Plasma pistol	5

SPECIAL WEAPONS

Special weapons may be carried by models indicated in the lists. A model may carry only a single special weapon.

Boltgun	3
Flamer	9
Meltagun	8
Plasma gun	8

HEAVY WEAPONS

Heavy weapons may be carried by models indicated in the army lists. Note that character models may not carry a heavy weapon from this list.

A model may carry only a single heavy weapon. All of the weapons on the chart below include a targeter in the points cost.

Autocannon	25
Heavy bolter	15
Extra to include Hellfire shells for the above	+5pts
Lascannon	45
Missile launcher with frag and krak missiles	45
Extra to include melta missiles for the above	+5pts
Extra to include anti-plant missiles for the above	+5pts
Extra to include plasma missiles for the above	+5pts
Multi-melta	65
Heavy plasma gun	40





TERMINATOR HEAVY WEAPONS

Terminator heavy weapons may be carried by a Terminator Space Marine as indicated in the lists.

A model may carry only a single heavy weapon. All of the weapons on the chart below include a targeter in the points cost.

Storm bolter and Cyclone missile launcher	59
Assault cannon	41
Heavy flamer	21

TERMINATOR ASSAULT WEAPONS

Terminator assault weapons may be carried by a Terminator Space Marine as indicated in the lists. A Terminator armed with a thunder hammer and storm shield or a pair of lightning claws may have no other weapons.

Power sword (sergeants only)	free
Lightning claws (pair)	free
Chainfist	2
Thunder hammer and storm shield	6

SCOUT WEAPONS

The following weapons may be selected for Scouts as indicated in the lists. A Scout model may carry any number of these items.

Autogun	1
Boltgun	3
Chainsword	2
Needle sniper rifle	10
Shotgun	2
Sword or axe	1

GRENADES

The following grenades may be carried by any character models as indicated in the lists. Grenades are not available to other models except where they are included as wargear within the lists themselves.

A model may carry any number of these grenade types.

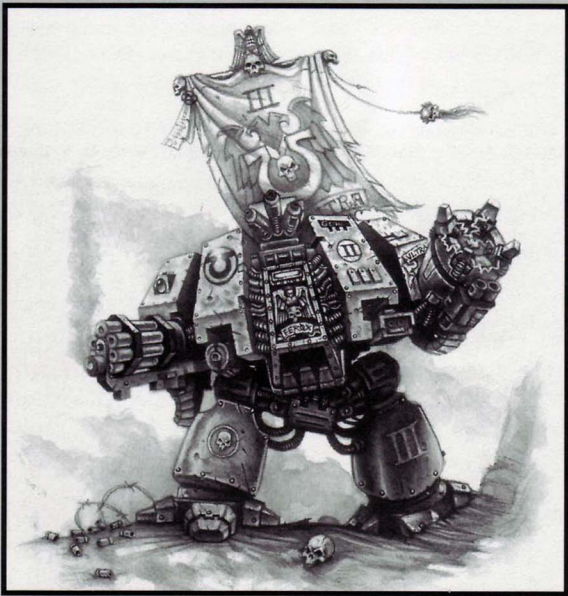
A model carrying one or more of the following grenade types is assumed to have sufficient individual grenades to last for the duration of the battle.

Blind grenades	2
Frag grenades	2
Krak grenades	3
Melta bombs	5
Plasma grenades	3
Photon flash	2

DREADNOUGHT WEAPONS

Dreadnoughts may be armed with any two of the following weapons. Note that this list includes some weaponry not available on standard models, but which are given here for the benefit of converters and modellers. See the section on Dreadnoughts. All Dreadnought weapons have targeters.

Multi-melta	65
Power fist with built-in storm bolter	15
Assault cannon	45
Missile launcher with frag and krak missiles	45
Multi-melta	65
Twin lascannons	55
Twin heavy bolters	30
Heavy flamer with built-in storm bolter	30
Heavy plasma gun	40



ARMY SELECTION

Characters	50%	Up to half of the points value of the army may be chosen from the Characters section of the army list.
Squads	25%+	At least a quarter of your points must be chosen from the Squads section of the army list. You may spend more if you wish.
Support	50%	Up to half of the points value of the army may be chosen from the Support section of the army list.

CHARACTERS

0-1 TERMINATOR CAPTAIN 125 points

The Terminator Captain is the Captain of the Chapter's veteran First Company. The Terminator Captain may be your army commander if you wish. Remember that your army must include at least one model capable of leading it. You may only choose a Terminator Captain if one or more squads of Terminator Space Marines are also included in the army.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Terminator Captain	4	7	7	5	5	3	7	3	10

WEAPONS: Storm bolter and power sword.

ARMOUR: Terminator armour (3+ save on 2D6).

WARGEAR: The Terminator Captain may have up to 3 Wargear cards.

The Terminator Captain may be given additional equipment chosen from the Terminator Assault Weapons section of the Wargear list.

STRATEGY: If the Terminator Captain is taken as the army commander he has a strategy rating of 5.

SPECIAL: If the Terminator Captain is the army commander then any Space Marine units within 12" of him may use his Leadership value when they take a Leadership test.

0-1 SPACE MARINE CAPTAIN 96 points

The Space Marine Captain is the Captain of one of the Chapter's companies. The Space Marine Captain may be your army commander. Note that the army may include both a Terminator Captain and a Space Marine Captain, in which case you must nominate which will command the army.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Captain	4	7	7	5	5	3	7	3	10

WEAPONS Bolt pistol and frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Captain may have up to 3 Wargear cards.

The Captain may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Captain may ride a bike at a cost of 20 points.

STRATEGY If the Captain is taken as the army commander he has a strategy rating of 5.

SPECIAL If the Captain is taken as the army commander then any Space Marine units within 12" of him may use his Leadership when they take a Leadership test.

The Fire Hawks Chapter was part of the Twenty First Founding in the years immediately preceding the Age of Apostasy. This was a time of anarchy and civil war which divided and almost destroyed the Imperium. During that long struggle Zhoros, the homeworld of the Fire Hawks, was destroyed by thermal bombs.

From that time the Chapter's fleet became its home, and the gigantic craft Raptorus Rex became its flagship. Analysis of the Chapter's geneseed, including samples going back to the destruction of Zhoros, confirms that they were engineered from Ultramarines stock.

The Fire Hawks fought many wars and won many battles during their existence. In the year 903 of the 41st millennium the Chapter fought in the Fourth Quadrant Rebellion against three Chapters of rebel Space Marines led by the Astral Claws. Together with other loyal

Space Marine Chapters the Fire Hawks overthrew the Astral Claws, gaining salvage rights over their enemy's space fleet by way of reward.

In the year 963 of the 41st millennium Space Marine Chapter Fire Hawks was ordered into the Crows World sub-sector. Crows World and adjacent planetary systems had fallen to Dark Eldar intruders, and the Fire Hawks' mission was to destroy the raiders and restore the Imperium. The entire Chapter fleet, including the space fortress Raptorus Rex, made a successful warp jump from the Piraeus system a mere 120 light years from the target. The space fortress, five ships, over 800 brethren and 2,000 other personnel expected to reach Crows World within no more than 12 hours. They never arrived. Twenty years later the Chapter was declared lost in the warp and presumed destroyed. The Bell of Lost Souls tolled a thousand times, and a Black Candle was lit in the Chapel of Fallen Heroes.

0-1 COMPANY STANDARD 55 points

The Space Marine army may include up to one Company Standard. The standard is carried by a veteran Space Marine who has been specially chosen for his skill and bravery.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Standard Bearer	4	5	5	4	4	1	5	1	9

WEAPONS Bolt pistol and frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Standard Bearer may have up to 1 Wargear card.

The Standard Bearer may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Standard Bearer may ride a bike at a cost of 20 points.

SPECIAL Any Space Marine units belonging to the same Chapter as the Standard Bearer who are within 12" of him may re-roll the dice if they fail a Break test.



CHAPLAIN

Champion	53 points
Hero	84 points
Mighty Hero	125 points

The Chaplains administer the rites of their Chapter, perform the ancient ceremonies of Initiation and Vindication, and chant the liturgies of battle as they lead their brothers into war.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaplain									
Chaplain Champion	4	5	5	4	4	1	5	1	9
Chaplain Hero	4	6	6	5	5	2	6	2	9
Chaplain Mighty Hero	4	7	7	5	5	3	7	3	10

WEAPONS Bolt pistol and frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR A Chaplain has a Crozius Arcanum and a Rosarius (4+ unmodified save). The cost of these items is included in his points value.

The Chaplain may have up to 2 Wargear cards.

The Chaplain may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Chaplain may ride a bike at a cost of 20 points.



LIBRARIAN

Lexicanium	53 points
Codicier	97 points
Epistolary	152 points
Chief Librarian	196 points

Space Marine Librarians are trained to make use of their innate psychic powers to unleash devastating attacks on the enemy.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lexicanium	4	4	4	4	5	1	5	1	8
Codicier	4	5	5	5	5	2	5	1	8
Epistolary	4	6	6	5	5	3	6	2	8
Chief Librarian	4	7	7	5	5	4	7	3	9

WEAPONS Bolt pistol and frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Librarian may have Wargear cards as follows: Lexicanium up to 1 card; Codicier up to 2 cards; Epistolary up to 3 cards; Chief Librarian up to 4 cards.

The Librarian may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Librarian may ride a bike at a cost of 20 points.

SPECIAL The Librarian has a psychic level as follows: Lexicanium psychic level 1; Codicier psychic level 2; Epistolary psychic level 3; Chief Librarian psychic level 4.

APOTHECARY 40 points

Apothecaries tend the Chapter's wounded and save the precious gene-seed of any fallen Space Marine warriors.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Apothecary	4	5	5	4	4	1	5	1	9

WEAPONS Bolt pistol and frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Apothecary has a medi-pack and may also be given up to one Wargear card.

The Apothecary may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Apothecary may ride a bike at a cost of 20 points.

TECHMARINE 33 points

Techmarines are versed in the lore of engines and machines. They maintain the Chapter's vehicles and support weapons, and can repair those that are damaged in battle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Techmarine	4	5	5	4	4	1	5	1	9

WEAPONS Bolt pistol and frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR The Techmarine may have up to 3 Wargear cards.

The Techmarine may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

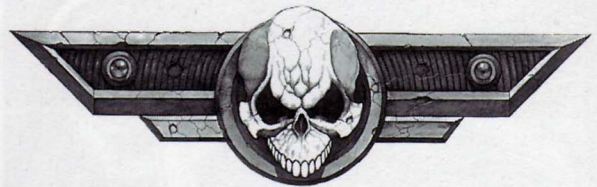
The Techmarine may ride a bike at a cost of 20 points.

SPECIAL The army may have a maximum of 3 Servitor models operating support weapons per Techmarine that is in the army.

**VETERAN SERGEANTS** +5 points

Any Space Marine Assault, Tactical, Devastator or Scout squad may replace its ordinary Sergeant with a Veteran Sergeant for an additional cost of +5 points. Veteran Sergeants are the survivors of many campaigns and bring with them a wealth of experience and battle knowledge.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran Sergeant	4	5	5	4	4	1	5	1	9

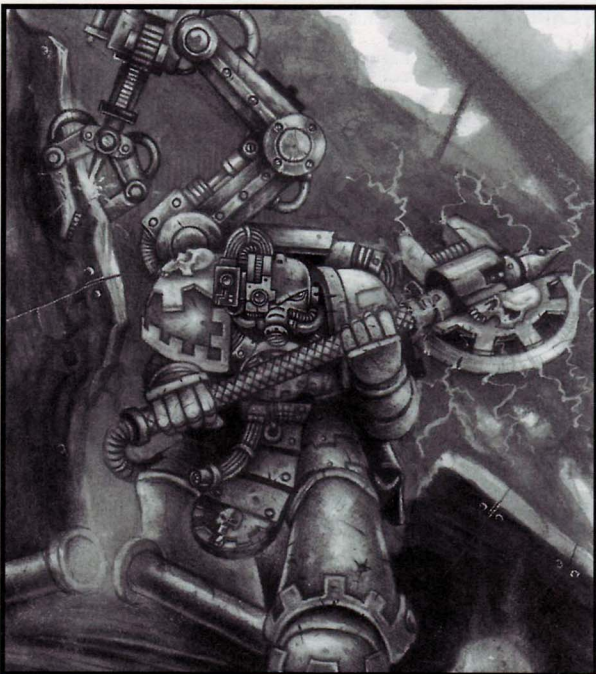


WEAPONS Bolt pistol and frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR A Veteran Sergeant may have up to 1 Wargear card.

A Veteran Sergeant may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Wargear list.



SQUADS

TERMINATOR SQUAD 315 points

Every Space Marine Chapter has a small number of Terminator armoured suits: very heavy and bulky powered suits with built in weaponry. This armour is rare and very precious, and only the Space Marines in the First Company of the Chapter are allowed the honour of using it.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Terminator	4	5	5	4	4	1	5	1	9



SQUAD The squad consists of 1 Terminator Space Marine Sergeant and 4 Terminator Space Marines.

WEAPONS Power fist and storm bolter with targeter.

ARMOUR Terminator armour (3+ save on 2D6).

WARGEAR Up to one model may replace his storm bolter with a weapon chosen from the Terminator Heavy Weapon section of the Wargear list.

Any number of models may replace their power fist with a weapon chosen from the Terminator Assault Weapon section of the Wargear list.

The entire squad may be teleported into battle but their points value is increased by 50%.



VETERAN SPACE MARINE SQUAD 330 points

The Space Marines of the veteran First Company are the most experienced Space Marines in the entire Chapter.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran	4	5	5	4	4	1	5	1	9

SQUAD The squad consists of 1 Veteran Space Marine Sergeant and 9 Veteran Space Marines.

WEAPONS Bolter, bolt pistol and frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR Up to one model may replace his bolter with a weapon chosen from the Heavy Weapons section of the Wargear list.

Up to one model may replace his bolter with a weapon chosen from the Special Weapons section of the Wargear list.

The Space Marine Sergeant may replace his bolter with additional weapons chosen from the Assault Weapons section of the Wargear list.

The entire squad may be equipped with krak grenades at a cost of 30 points.

ASSAULT SQUAD 300 points

Assault squads are equipped with close quarter weapons such as pistols and chainswords. They often wear jump packs which enable them to leap over difficult terrain and move faster than ordinary troops.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

SQUAD The squad consists of 1 Space Marine Sergeant and 9 Space Marines.

WEAPONS Bolt pistol, krak grenades and frag grenades.

ARMOUR Power armour (3+ save).

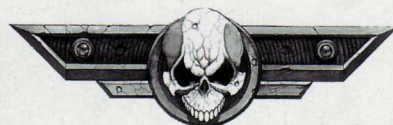
WARGEAR Any model may be equipped with weapons chosen from the Assault Weapons section of the Wargear list.

Up to two models may be equipped with a weapons chosen from the Special Weapons section of the Wargear list.

The entire squad may be equipped with blind grenades at a cost of 20 points.

The entire squad may be equipped with melta bombs at a cost of 50 points.

The entire squad may be equipped with jump packs at a cost of 50 points. (If the squad is split into two combat squads at the start of the battle, then one or both may be equipped with jump packs at a cost of 25 points per five-man combat squad.)



TACTICAL SQUAD 300 points

Tactical squads are highly flexible and tactically adaptable troops. They make up the majority of squads in most Space Marine Chapters.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

SQUAD The squad consists of 1 Space Marine Sergeant and 9 Space Marines.

WEAPONS Bolter, bolt pistol and frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR Up to one model may replace his bolter with a weapon chosen from the Heavy Weapons section of the Wargear list.

Up to one model may replace his bolter with a weapon chosen from the Special Weapons section of the Wargear list.

The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

The entire squad may be equipped with krak grenades at a cost of 30 points.

DEVASTATOR SQUAD 300 points

Devastator squads are equipped with a large number of heavy weapons, which they use to burst open enemy tanks and strongpoints.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

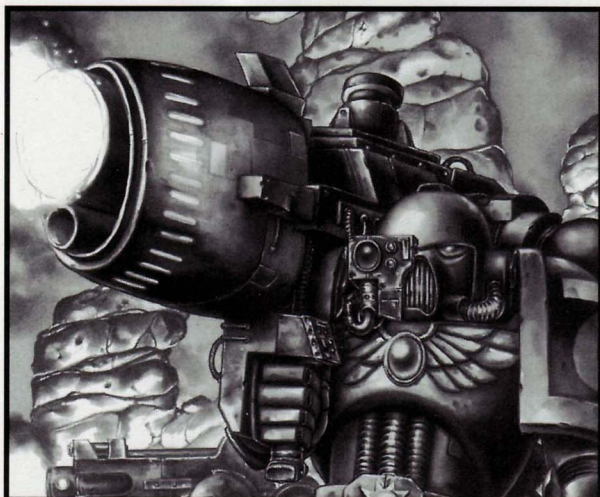
SQUAD The squad consists of 1 Space Marine Sergeant and 9 Space Marines.

WEAPONS Bolter, bolt pistol and frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR Up to four models may replace their bolters with a weapon chosen from the Heavy Weapons section of the Wargear list.

The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

**SCOUT SQUAD** 100 points

Scouts are more lightly equipped than other Space Marines. They are trained to clear the way for the Space Marines, secure vital strongpoints, and scout the enemy's firepower.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Sergeant	4	4	4	4	4	1	4	1	8
Scouts	4	4	3	4	3	1	4	1	7

SQUAD The squad consists of 1 Space Marine Sergeant and 4 Space Marine Scouts.

WEAPONS Bolt pistol and frag grenades.

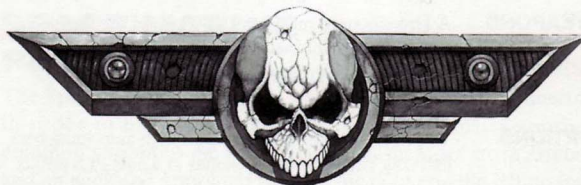
ARMOUR Scout armour (4+ save).

WARGEAR Any model may be equipped with a weapon chosen from the Scout Weapons section of the Wargear list.

Up to one model may be equipped with a weapon chosen from either the Special Weapons or the Heavy Weapons sections of the Wargear list.

The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

The entire squad may be equipped with krak grenades at a cost of 15 points.

**BIKE SQUADRON** 47 points per model

Well armed and highly mobile, Space Marine bike squadrons make excellent reconnaissance troops and are used to seize forward positions before the enemy can reach them.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

SQUAD The squadron consists of 3 to 5 Space Marines riding Space Marine bikes.

WEAPONS Each bike is fitted with twin linked bolters with a targeter. Each Space Marine rider is armed with a bolt pistol and frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR Any model may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

Up to two models may be equipped with a weapon chosen from the Special Weapons section of the Wargear list.

The entire squadron may be equipped with blind grenades at a cost of 2 points per model.

The entire squadron can be equipped with krak grenades at a cost of 3 points per model.

SUPPORT In addition to the 3-5 normal bikes the squadron may include up to 1 Space Marine attack bike at a cost of 110 points.

SUPPORT

ALLIES

A Space Marine army may be accompanied by allied troops chosen from the following Warhammer 40,000 lists. See the Warhammer 40,000 Codex for each individual army for details.

Any Space Marine lists, Imperial Guard, Imperial Agents, Squats, Eldar (may not choose an Avatar).



SPACE MARINE DREADNOUGHT 115 points + weapons

The Space Marines army must include at least one Techmarine in order to have any Dreadnoughts.

Troop Type	M	WS	BS	S	I	A	Ld
Dreadnought	6	6	6	7	5	3	10

WEAPONS A Dreadnought may carry any two of the weapons, or weapons combinations, indicated in the Dreadnought Weapons Wargear list at the points cost given.

OPTIONS The Dreadnought may be fitted with auto-launchers carrying frag or blind grenades at a cost of 5 points.

TARANTULA 20 points + weapons

The Space Marine army must include at least one Techmarine in order to have Tarantulas. The Tarantula is a semi-automated point defence weapon commonly used to protect installations or provide a first line of defence for fortifications. It can be equipped with a variety of weapons.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

CREW The Tarantula has a crew of 1 Servitor.

WEAPONS The weapons fitted to the Tarantula are chosen from the list below, and come fitted with a targeter. The Servitor has no additional weapons, but is allowed to fight in hand-to-hand combat normally.

ARMOUR The Servitor has an armoured body (5+ save).

OPTIONS The Tarantula may be armed with a pair of weapons of the same kind chosen from the list below at the cost indicated.

Twin-linked lascannon +55 points

Multi-melta (Nb. Counts as
1 multi-melta NOT 2) +65 points

Twin-linked missile launchers
with super-krak missiles +55 points

Twin-linked autocannon +50 points

Twin-linked heavy bolters +30 points



RAPIER LASER DESTROYER 65 points

The Space Marine army must include at least one Techmarine in order to have any Rapier laser destroyers.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

CREW The Rapier laser destroyer has a crew of 1 Servitor.

WEAPONS Rapier laser destroyer with targeter. The Servitor has no additional weapons, but is allowed to fight in hand-to-hand combat normally.

ARMOUR The Servitor has an armoured body (5+ save).

SPACE MARINE WHIRLWIND 150 points

The Space Marine army must include at least one Techmarine in order to have any Whirlwinds. The Whirlwind is a variant of the Rhino made by attaching a multiple missile launcher to its roof. The interior carries missiles and guidance equipment. The Whirlwind is used to provide medium range supporting fire.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

CREW One Space Marine driver and one Space Marine gunner.

WEAPONS One multiple missile launcher. In addition the crew are armed with bolt pistols.

ARMOUR All crew wear power armour (3+ save).

OPTIONS The Whirlwind may be fitted with auto-launchers with frag or blind grenades at an additional cost of +5 points.

SPACE MARINE LAND RAIDER 220 points

Land Raiders are large multi-role combat vehicles capable of carrying a squad of 10 Space Marines or 5 Terminators. The Space Marine army must include at least one Techmarine in order to have any Land Raiders.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

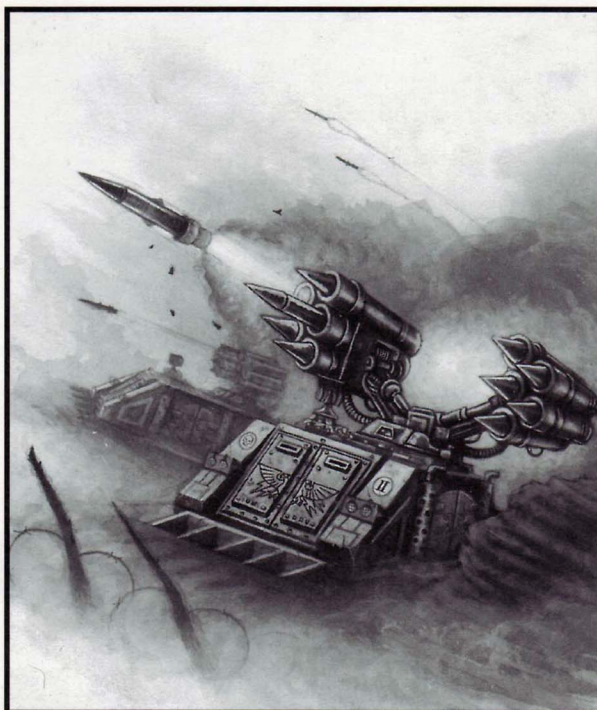
CREW One Space Marine driver and two Space Marine gunners.

WEAPONS Twin-linked lascannon in each side mount and twin-linked heavy bolters in the pintel mount. All these weapons have targeters. In addition the crew are armed with bolt pistols.

ARMOUR All crew wear power armour (3+ save).

TRANSPORT The Land Raider is designed to carry a full squad of 10 Space Marines or 5 Terminators.

OPTIONS The Land Raider may be fitted with auto-launchers with frag or blind grenades at an additional cost of +5 points.



SPACE MARINE PREDATOR 90 points

The Space Marine army must include at least one Techmarine in order to have any Predators. The Predator is another common variant of the Rhino design. It includes extra armour and an enclosed armoured turret. This converts the Rhino into a dedicated fighting vehicle no longer capable of carrying crew. Predators are often equipped with side sponsons in addition.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8



CREW One Space Marine driver and one Space Marine gunner for each weapon system (3 with side sponsons attached).

WEAPONS One autocannon mounted in the turret including targeter. In addition the crew are armed with bolt pistols.

ARMOUR All crew wear power armour (3+ save).

OPTIONS The Predator may be fitted with twin side sponsons (one each side). Each sponson carries one of the following: lascannon at +45 points, heavy bolter at +15 points, or heavy flamer at 25 points.

The Predator may be fitted with auto-launchers with frag or blind grenades at an additional cost of +5 points.

The Predator may replace its standard turret armament of a single auto-cannon for twin-linked lascannons at an additional cost of +30 points.



**SPACE MARINE
LAND SPEEDER**..... 145 points

The Space Marine army must include at least one Techmarine in order to have any land speeders. The land speeder is a two man fast-attack vehicle powered by a gravitic reaction motor and capable of carrying a variety of weaponry.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW**One Space Marine driver and one Space Marine gunner.
- WEAPONS**Heavy flamer and multi-melta with targeter. In addition, both crew are armed with bolt pistols. Either crew may be given additional weapons chosen from the Assault Weapons or Special Weapons sections of the Wargear list.
- ARMOUR**Both crew wear power armour (3+ save).

**SPACE MARINE
ATTACK BIKE**..... 110 points

The Space Marine army must include at least one Techmarine in order to have any attack bikes.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW**One Space Marine driver and one Space Marine gunner.
- WEAPONS**Twin-linked bolters and multi-melta, both with targeters. In addition, both crew are armed with bolt pistols. Either crew may be given additional weapons chosen from the Assault Weapons or Special Weapons sections of the Wargear list.
- ARMOUR**Both crew wear power armour (3+ save).

**SPACE MARINE
RHINO**..... 50 points

The Space Marine army must include at least one Techmarine in order to have any Rhinos. The Rhino is the ubiquitous Space Marine vehicle turned out in vast number in Chapter armouries throughout the galaxy. It is also the basis for many variants and field conversions.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW**One Space Marine driver.
- WEAPONS**Twin-linked bolters with targeter. In addition, the driver is armed with a bolt pistol.
- ARMOUR**The driver wears power armour (3+ save).
- TRANSPORT**The Rhino is designed to carry a full squad of 10 Space Marines or 5 Terminators.
- OPTIONS**The Rhino may be fitted with auto-launchers with frag or blind grenades at an additional cost of +5 points.

**SPACE MARINE
RAZORBACK**..... 150 points

The Space Marine army must include at least one Techmarine in order to have any Razorbacks. The Razorback is a Rhino whose crew compartment has been partially replaced by a turret and gunner.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

- CREW**One Space Marine driver and one Space Marine gunner.
- WEAPONS**One lascannon and twin plasma guns linked in a turret mount with a targeter. In addition the crew are armed with bolt pistols.
- ARMOUR**Both crew wear power armour (3+ save).
- TRANSPORT**The Razorback can carry a Combat squad of 5 Space Marines.
- OPTIONS**The Razorback may be fitted with auto-launchers with frag or blind grenades at an additional cost of +5 points.



SPECIAL CHARACTERS

This section describes individual Space Marine characters whose exploits have won them particular renown. They are warriors whose deeds mark them out even amongst the Space Marines, making them worthy of special games rules, unique profiles, or other distinguishing abilities. Some of these individuals lived many centuries ago, others are still alive, but we present them here for you to include in your army if you so wish. Whether you do so or not is up to you, but we suggest that you agree with your opponent before the game whether special characters will be used or not.

If you decide to include any of the special characters described here then the points costs comes straight out of your Characters allowance. In some cases a character may be used as your army commander instead of the regular commander described in the list. Any restrictions which govern your choice are indicated with each entry.

As well as special characters this section includes a special unit – the Legion of the Damned. If you wish, your Space Marines army may include a squad of the Legion of the Damned, in which case the points cost comes from the Squads section of the army list.

CHIEF LIBRARIAN TIGURIUS

199 points + wargear cards

Your Ultramarines army may include Chief Librarian Tigurius as a Librarian. Tigurius has fought in many long and arduous campaigns, and has risen to become the leader of all the Ultramarines' Librarians. He is one of the few survivors of the Ork attack on Boros and one of those who witnessed the most recent appearance of the Legion of the Damned during the fighting there.

WEAPONS. Chief Librarian Tigurius is armed with a bolt pistol, frag grenades and krak grenades.

ARMOUR. Chief Librarian Tigurius wears power armour (3+ save).

WARGEAR. As a Chief Librarian Tigurius may carry up to four Wargear cards. Two of these will always be the *Rod of Tigurius* and the *Hood of Hellfire*. Tigurius may carry two further items chosen in the normal manner.

PSYCHIC MASTERY. Tigurius is a Chief Librarian and has a mastery level of 4. This entitles him to four psychic powers.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Tigurius	4	7	7	5	5	4	7	3	9

SPECIAL RULES

SPACE MARINES. The usual Break Test and Rapid Fire special rules apply.

ROD OF TIGURIUS

40 POINTS

The Rod of Tigurius is an extremely potent force weapon, drawing the psychic energy out of Tigurius and focussing it into a tight beam of unstoppable energy. Any powers used by Tigurius will automatically work and cannot be nullified in the turn that they are used. Every time the power is played using the Rod, Tigurius suffers 1D6-4 wounds.

CHIEF LIBRARIAN TIGURIUS ONLY



HOOD OF HELLFIRE

25 POINTS

The Hood of Hellfire may be worn instead of a normal psychic hood. The Hood of Hellfire is a psychic amplification unit built into a helmet or worn over the head. The hood works by amplifying and focussing the aggression of the wearer into a psychic bolt. Roll 2D6 and add the wearer's Ld. This is the range of the bolt in inches. The bolt is fired in a straight line at a target within the wearer's line of sight. It causes D6 S5 hits with a -2 saving throw modifier.

SPACE MARINE LIBRARIAN ONLY

MARNEUS CALGAR

MASTER OF THE ULTRAMARINES

116 points + wargear cards



Your Ultramarines army may be led by Marneus Calgar, the Master of the Ultramarines and Lord of Macragge. Marneus Calgar is the venerable Master of his Chapter, renowned throughout the Imperium as the victor of the First Tyranic Wars. He has made a particular study of Tyranids and is accounted the greatest expert in the Imperium on the fighting methods of these weird aliens. If you decide to include Marneus Calgar in your army then he must be your army commander.

WEAPONS. Lord Macragge is armed with the *Gauntlets of Ultramar*. These are one of the Ultramarines' most prized possessions, and are only worn by the Master of the Chapter. Each gauntlet consists of a power glove with a built-in boltgun. Marneus Calgar is also armed with frag and krak grenades.

ARMOUR. Lord Macragge wears power armour (3+ save).

WARGEAR. As a Mighty Hero Lord Macragge may carry up to three Wargear cards. One of these will always be the *Gauntlets of Ultramar*. Lord Macragge may carry two further items chosen in the normal manner.

STRATEGY RATING. Lord Macragge is an inspiring commander and one of the Imperium's greatest tacticians. If your army is led by Lord Macragge then he has a strategy rating of 6.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Macragge	4	8	8	5	5	4	8	4	10

SPECIAL RULES

SPACE MARINES. The usual Break Test and Rapid Fire special rules apply.

GAUNTLETS OF ULTRAMAR 18 Points

The Gauntlets of Ultramar are worn by the Master of the Ultramarines. The gauntlets take the form of a pair of power gloves each with a built-in boltgun. The gauntlets are worn as a pair so the wearer receives an extra attack dice in close combat. In addition, the gauntlets allow the wearer to deal with many opponents at once so opponents do not receive any bonuses for multiple combats. The gauntlets' built-in boltguns fire together with the same effect as a single storm bolter.

RANGE		TO HIT		Str	Dam	SAVE MOD.	ARMOUR PENE
S	L	S	L				
Power Glove							
Close combat only		—	—	8	1	-5	D6+D20+8
Storm Bolter							
0-12	12-24	+1	—	4	1	-1	D6+4
Special: Sustained fire, 1 dice							

Special: Sustained fire, 1 dice

LORD MACRAGGE ONLY

THE GAUNTLETS OF ULTRAMAR

The Ultramarines have fought for the Imperium on many strange alien worlds, over ten thousand years of Imperial history. During that time they have encountered and explored many alien worlds and planets whose dead civilisations have yielded amazing secrets. Strange and potent artifacts have been uncovered, and now reside within the Ultramarines' fortress.

Amongst the oldest and most revered of all are the Gauntlets of Ultramar, won by Roboute Guilliman himself in hand-to-hand combat with a mighty Champion of Chaos. These weapons come from a source unknown and no Techno-Magus has ever succeeded in penetrating their armoured shell to examine the mechanism within. The Gauntlets are only worn by the Master of the Ultramarines himself, Lord Macragge, and at other times reside within a crystal case in the Shrine of the Great Primarch himself.

ULTRAMARINES CHAPLAIN CASSIUS

75 points + wargear cards

Your Ultramarines army may include Cassius as a Chaplain. Cassius is now the oldest of all the Ultramarines, having fought side-by-side with Marneus Calgar during the first Tyrannic War. Space Marines rarely show signs of extreme aging until they are over three hundred years old, but Cassius' skin is gnarled and heavily scarred, and his hair has turned white. He is now almost four hundred, and still fights with the fire and enthusiasm with which he drove forwards the Ultramarines in the battle against the Tyranids.

WEAPONS. Cassius is armed with a bolt pistol, a Crozius Arcanum and frag grenades.

ARMOUR. Cassius wears power armour (3+ save).

WARGEAR. As a Hero Cassius may carry up to two Wargear cards chosen in the normal manner.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Cassius	4	6	6	5	5	2	6	2	9

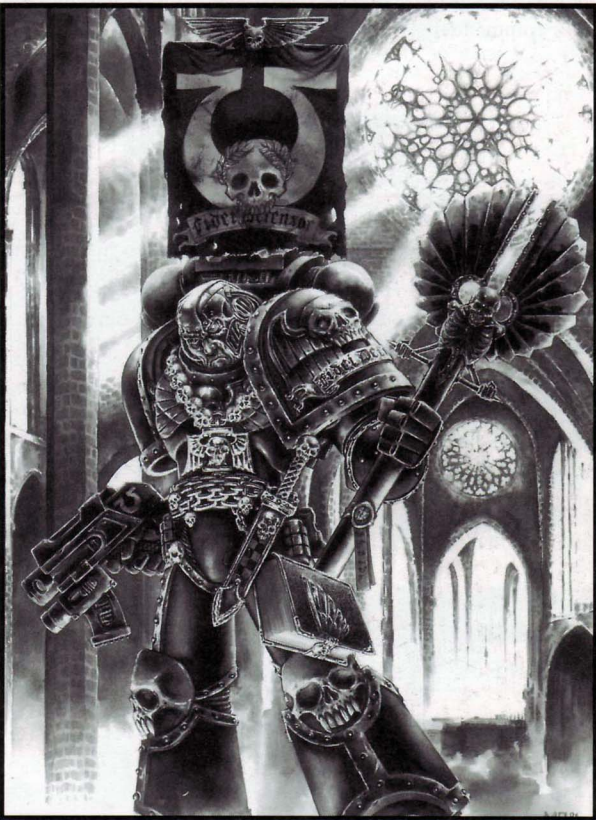
SPECIAL RULES

SPACE MARINES. The usual Break Test and Rapid Fire special rules apply.

LEADERSHIP. The Chaplains command respect and awe from the Ultramarines warriors. Any Ultramarines within 8" of a Chaplain may re-roll any failed Leadership-based test once. This gives them a second chance to pass a Break test or psychology test, for example.

GREAT KNOWLEDGE. Cassius is one of the few surviving Ultramarines who fought in the first Tyrannic War. He has fought many battle against Tyranids and has led troops

to victory against these aliens, overcoming their heinous weaponry and inhuman appearance. Any squad led by Cassius is immune to any fear effect caused by Tyranids and their weaponry.



ANCIENT HELVETICUS, BEARER OF THE BATTLE STANDARD OF MACRAGGE

61 points + wargear cards

If your Ultramarines army includes Marneus Calgar then it may also include Helveticus and the Battle Standard of Macragge instead of the normal Company Standard. Note that if you include Helveticus then you may not include the Company Standard Bearer.

The title of Ancient is reserved for the standard bearer of the army's battleflag, and it is one of the most prestigious and senior ranks in the Ultramarines Chapter. Helveticus is sworn to carry the standard forward, not to dishonour or lose it, and to die defending it if necessary.

WEAPONS. Helveticus is armed with a bolt pistol, frag grenades and krak grenades.

ARMOUR. Helveticus wears power armour (3+ save).

WARGEAR. Helveticus is a Hero character and may carry up to two Wargear cards. One of these will always be the *Banner of Macragge*. Helveticus may have one further item chosen in the normal manner.

Helveticus may be given additional wargear from the Armour, Assault Weapons, Special Weapons and Grenades sections of the Space Marine Wargear lists.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Helveticus	4	6	6	5	5	2	6	2	9

SPECIAL RULES

SPACE MARINES. The usual Break Test and Rapid Fire special rules apply.

CAPTAIN INVICTUS OF THE ULTRAMARINES FIRST COMPANY

125 points + wargear cards

Your Ultramarines army may include Captain Invictus of the First Company. If you include him then he may be your army commander if you wish, unless Marneus Calgar is also included in which case the Master of the Ultramarines must be your commander.



WEAPONS. Captain Invictus is armed with his custom combi-weapon, the plasma blaster, and a power glove.

ARMOUR. Captain Invictus wears Terminator armour (3+ save on 2D6).

WARGEAR. As a Mighty Hero Captain Invictus may carry up to three Wargear cards. One of these will always be the plasma blaster. Captain Invictus may carry two further items chosen in the normal manner.

STRATEGY RATING. If your army is led by Captain Invictus then he has a strategy rating of 5.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Invictus	4	7	7	5	5	3	7	3	10

SPECIAL RULES

SPACE MARINES. The usual Break Test and Rapid Fire special rules apply.

BODYGUARD. As a captain of the First Company, Invictus is able to equip his troops to the highest standard. If Invictus is included with the Ultramarines army, one Terminator or Veteran squad may be upgraded to his bodyguard. Captain Invictus must lead the squad personally, but each member of Captain Invictus's bodyguard may have up to one Wargear card, chosen in the normal manner.

PLASMA BLASTER

15 Points

The plasma blaster is a further development of the combi-weapon that consists of two joined plasma guns. The plasma blaster is not a linked weapon, and may not be fired as a single plasma gun. Just like a normal plasma gun, the plasma blaster takes a turn to recharge.

RANGE		TO HIT		Str	Dam	SAVE MOD.	ARMOUR PENE
S	L	S	L				
0-6	6-24	+1	-	7	1	-2	D6+7

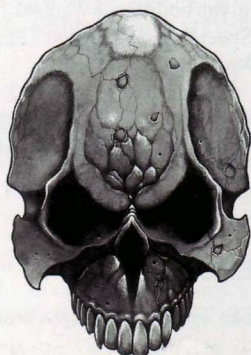
Special: Sustained fire, 2 dice

SPACE MARINE TERMINATORS ONLY

LEGION OF THE DAMNED

390 points

If you wish, your army may include a single squad of the Legion of the Damned. The Legion of the Damned is a mysterious and unexplained occurrence. In times of great adversity the Legion will come to the aid of Space Marines in battle, turning defeat into victory, and even protecting the Imperium from some terrible catastrophe. Afterward the Legion vanishes leaving no trace of their presence or clues as to their origin.



If you include a squad of the Legion of the Damned in your army then the points cost comes from your Squads allowance in the normal way. The Legion of the Damned are Space Marines, and all the Space Marine rules apply in addition to the special rules given below.

SQUAD. The squad consists of 1 Space Marine Sergeant and 9 Space Marines.

WEAPONS. Bolter, bolt pistol and frag grenades.

ARMOUR. Power armour (3+ save).

WARGEAR. Up to one model may replace his bolter with a weapon chosen from the Heavy Weapons section of the Wargear list.

Up to one model may replace his bolter with a weapon chosen from the Special Weapons section of the Wargear list.

The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

The entire squad may be equipped with krak grenades at a cost of 30 points.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	5	5	4	4	1	5	1	8

SPECIAL RULES

Leadership: The Legion of the Damned will always ignore any Leadership test it is called upon to make. They cannot therefore be broken, and are not affected by the psychology rules in any way.

Fear: The Legion of the Damned cause *fear* as described in the Psychology section of the Warhammer 40,000 rulebook.

Legion of the Damned: The squad cannot be led or joined by other character models and cannot benefit from re-rolls or bonuses due to the army commander, standards, etc. In effect, the Legion of the Damned fights alongside but not as part of your force.



Of all the legends of the Imperium one of the strangest is that of the Legion of the Damned. Most bizarre of all are the many corroborated accounts of these otherworldly warriors, their unexpected appearance upon a desperate battlefield, and their sudden and inexplicable disappearance at the battle's end. The account of Ultramarine Chief Librarius Tigurius is the most recent report of this mystery.

"On the third night of fighting the Orks took the Great Bastion from us. Despair settled in our hearts, for all hope of rescue was now gone. Of all our company I counted but thirty seven living, and of these but twenty five unhurt. The Orks gathered about us in the darkness. The screeching and cackling of their Gretchin haunted us as they mustered to the attack. An hour before dawn I called the company to prayer and, since our Chaplain was slain, we made our peace with the Emperor in battle fashion.

It was as I raised my eyes from prayer that I saw a strange host where moments before there was nothing but darkness. At first I thought it some connivance of the Orks, but as the host advanced I realised it was of Space Marines, though not of any Chapter under the Emperor's sun. Their armour was coloured black and upon it was drawn chilling images of bones and fire, and on their helms they bore skulls. As they advanced an eerie glow shrouded them and fire seemed to dance about their feet. Like the bones of men in the torment of purgatory they were, so that they looked more like skeletons than living men. Yet not a sound did they make.

For a while I believed this to be some phantasm, a vision of ancient times, for I had heard the Emperor grants such sights to those of his warriors who face death in his name. But it was not so, for soon the ghostly warriors reached the Orks' battleline, and suddenly the air was full of battle-din, and the Orks were wailing and crying

in their terror. We that remained watched the dark battle-brothers at their work, and never before or since have I seen fighting such as I witnessed that dawn. Seizing the moment, I regrouped my company, and led them to war. Yet there was little work left for us, for the Orks lacked stomach for the fight. Soon we secured the Great Bastion once more and without further loss. Of the dark brotherhood there was no sign."

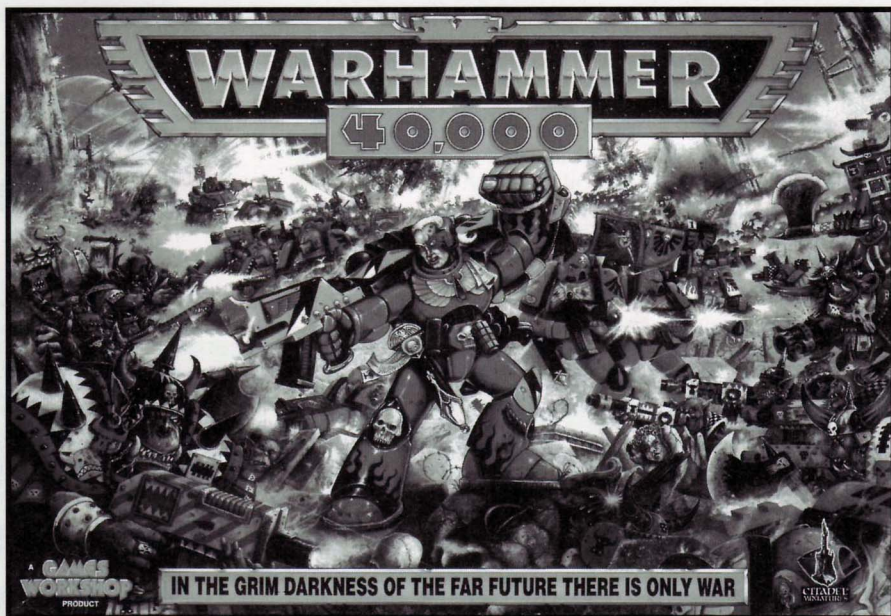


IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR...

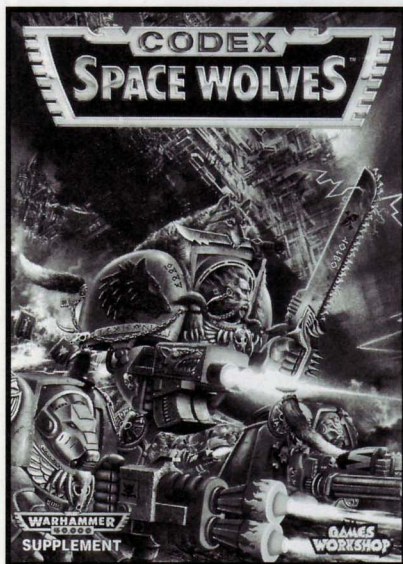
In the nightmare future of the forty first millennium, mankind teeters on the brink of extinction. The galaxy-wide Imperium is ridden with dangers. Vast armies of Orks rampage through the heartlands, while hordes of Tyranids assault the borders.



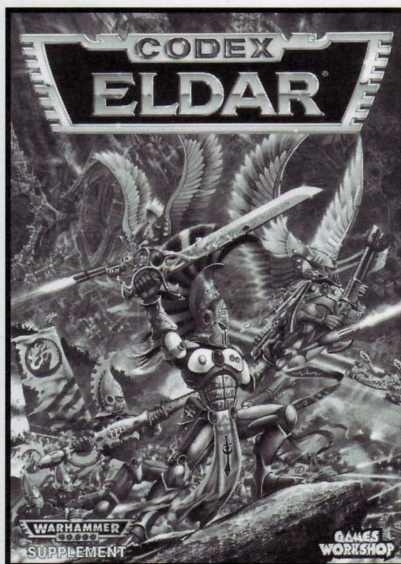
But the greatest danger lies within the warp. Here, malevolent forces of Chaos gather – their only purpose to crush mankind. Only the Emperor and his armies can protect humanity from these dire threats.



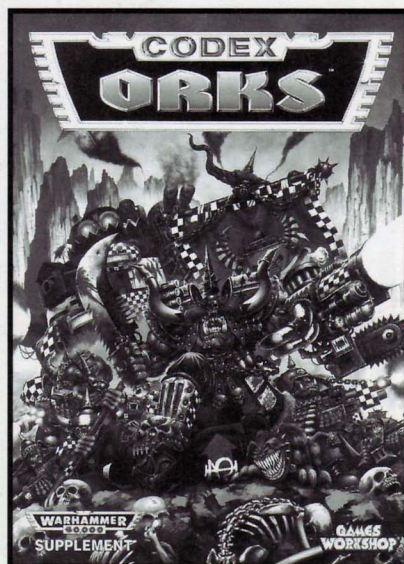
The ever-expanding series of Warhammer 40,000 Codex books has been designed to complement Warhammer 40,000. Each book deals exclusively with one of the major races of the 41st millennium, and contains extensive background and colour 'Eavy Metal pages. At the heart of each book is a complete army list, including a selection of special characters, enabling you to select your forces and assemble your army ready to take on any opponent.



In ages past the Space Wolves Chapter of Space Marines was lead by their mighty Primarch Leman Russ. In battle his courage and ferocity were unequalled, and this legendary Wolf Lord indelibly stamped the Chapter with his headstrong nature and independent spirit. This book describes the unique history, organisation and fighting forces of the Space Wolves Chapter.



The Eldar are an ancient and sophisticated race, engulfed in a continuous battle for survival in a galaxy overrun by barbaric usurpers. Compared to the teeming Imperium and countless Ork hordes, the Eldar warriors are few, relying on their advanced weaponry and ritualised battle skills. This essential companion describes the history and armies of the Eldar in complete detail.



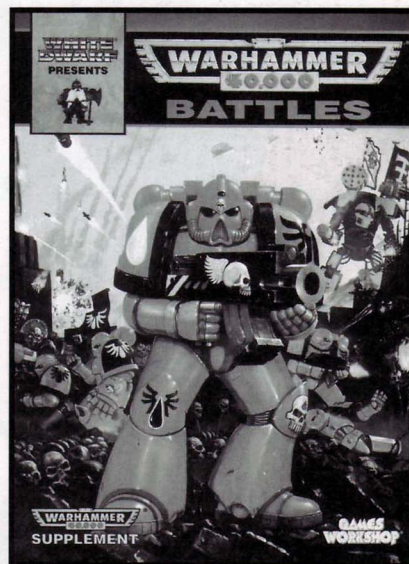
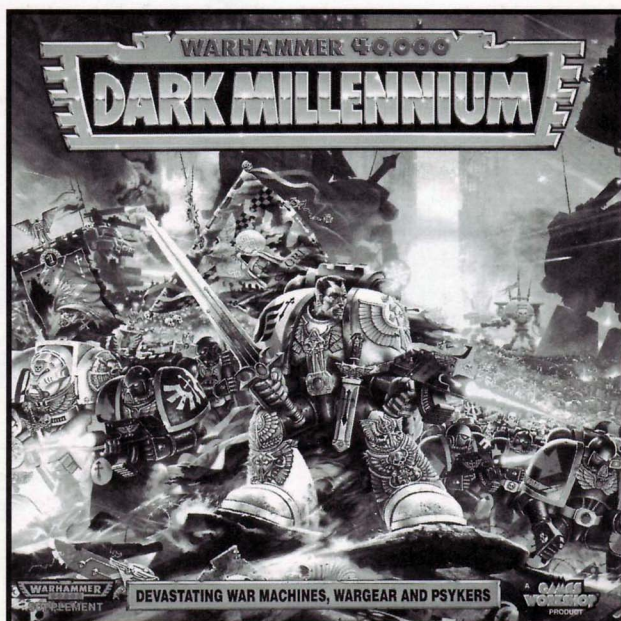
Orks are the most savage and warlike race in the whole galaxy. Their huge empire is divided among thousands of Warlords. Orks live for war and constantly strive to defeat their neighbours whatever race they might be! A background section describes the origins of the Ork race and all aspects of Ork 'Kultur'. The complete army list covers the vast array of Ork troop types.

DEVASTATING WAR MACHINES, WARGEAR AND PSYKERS

Dark Millennium brings the full range of deadly fighting machines, devastating psykers and exotic wargear to the Warhammer 40,000 game. This boxed supplement contains over twenty full colour vehicle datafaxes with a new deck of custom cards to let you convert your mechanised forces.



Special rules and unique psychic disciplines are supplied for the enemies of mankind and the mighty defenders of the Imperium. Dark Millennium also contains dozens more Wargear cards, two sets of new mission cards and a deck of strategy cards that allows you to use booby traps, support barrages, ambushes and more to confound and pummel your opponent!



This Warhammer 40,000 compilation contains articles previously published in White Dwarf magazine up to and including issue 178.

Also included are full colour card copies of all the mission, vehicle and datafax cards featured in these articles. As well as this, we have put in three card battle bunkers for you to fight the new missions detailed in the articles.

SPACE MARINES®

MARNEUS CALGAR MASTER OF THE ULTRAMARINES



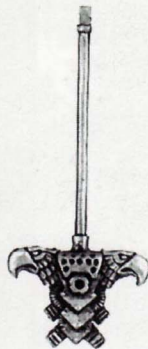
MARNEUS CALGAR
70084/1



CALGAR'S
BANNER POLE TOP
70084/4



CALGAR'S
RIGHT GAUNTLET
70084/2



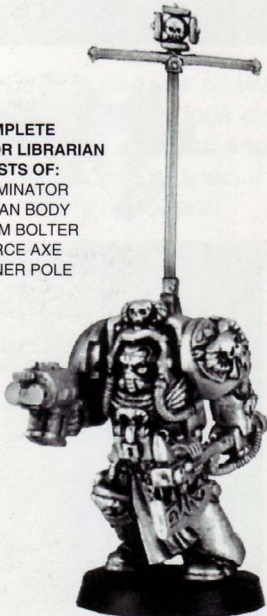
CALGAR'S
BANNER POLE
70084/3

A COMPLETE
MARNEUS CALGAR
CONSISTS OF:
1 x MARNEUS CALGAR
1 x GAUNTLET
1 x BANNER POLE
1 x BANNER POLE TOP



LIBRARIAN IN TERMINATOR ARMOUR

A COMPLETE
TERMINATOR LIBRARIAN
CONSISTS OF:
1 x TERMINATOR
LIBRARIAN BODY
1 x STORM BOLTER
1 x FORCE AXE
1 x BANNER POLE



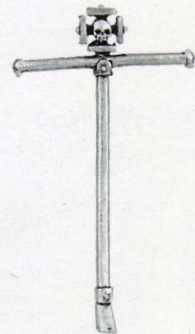
TERMINATOR
LIBRARIAN BODY
70156/1



STORM BOLTER
0441/4



FORCE AXE
70156/2



SERGEANT
STANDARD POLE
0441/2

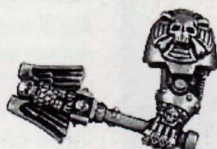
CHAPLAIN IN TERMINATOR ARMOUR



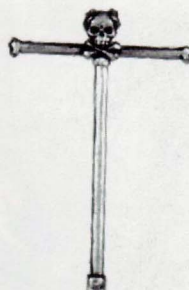
TERMINATOR
CHAPLAIN BODY
70155/1



STORM BOLTER
0441/4



CROZIUS ARCANUM
70155/2



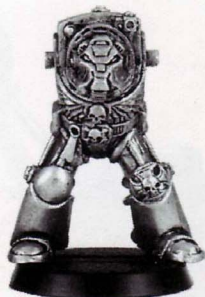
CHAPLAIN'S
BANNER POLE
70155/3

A COMPLETE
TERMINATOR CHAPLAIN
CONSISTS OF:
1 x TERMINATOR
CHAPLAIN BODY
1 x STORM BOLTER
1 x CROZIUS ARCANUM
1 x BANNER POLE



SPACE MARINES®

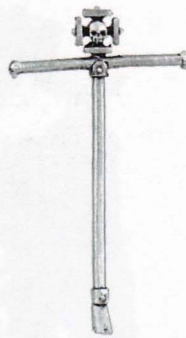
TERMINATORS



TERMINATOR BODY
0441/3



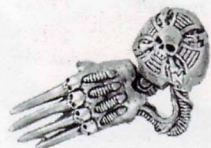
TERMINATOR SERGEANT BODY
0441/1



SERGEANT STANDARD POLE
0441/2



TERMINATOR SHIELD
0809/9



LEFT LIGHTNING CLAW
70154/12



POWER FIST
0441/6



CHAINFIST
0441/8



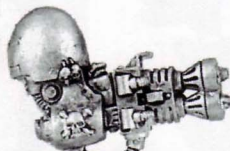
POWER SWORD
0441/7



RIGHT LIGHTNING CLAW
70154/11



STORM BOLTER
0441/4



HEAVY FLAMER
70153/10



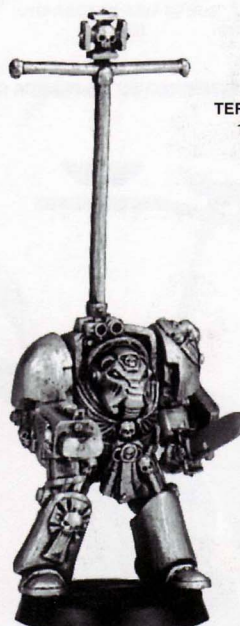
ASSAULT CANNON
0441/5

A COMPLETE SPACE MARINE TERMINATOR CONSISTS OF:

- 1 x TERMINATOR BODY
- 1 x LEFT ARM
- 1 x RIGHT ARM

A COMPLETE SPACE MARINE TERMINATOR SERGEANT CONSISTS OF:

- 1 x TERMINATOR SERGEANT BODY
- 1 x STORM BOLTER ARM
- 1 x POWER SWORD ARM
- 1 x TERMINATOR SHIELD
- 1 x SERGEANT STANDARD POLE



EXAMPLES OF COMPLETED SPACE MARINE TERMINATORS

SPACE MARINES®

SPACE MARINE CHAPLAINS



CHAPLAIN 1
70701/3



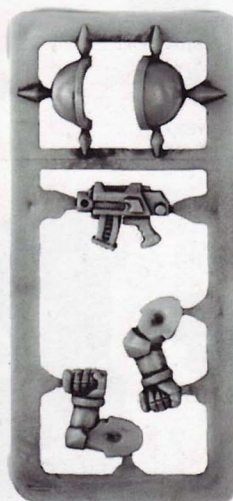
CHAPLAIN 2
70101/2



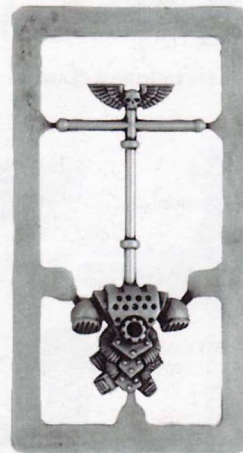
CHAPLAIN 3
70101/1



CHAPLAIN 4
70101/4

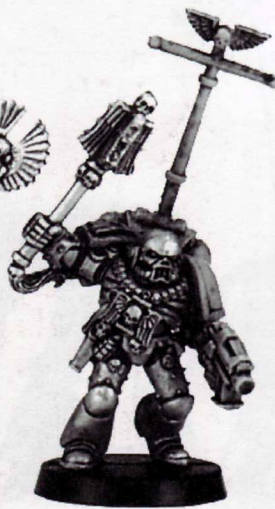


CHARACTER ARM SPRUE
102533



CHARACTER BACKPACK SPRUE
102532

EACH OF THESE MINIATURES IS SUPPLIED WITH A PLASTIC CHARACTER ARM SPRUE AND A PLASTIC CHARACTER BACKPACK SPRUE



EXAMPLES OF COMPLETED SPACE MARINE CHAPLAINS

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SPACE MARINES®

LIBRARIANS



LEXICANIUM 1
70080/1



LEXICANIUM 2
70080/2



EPISTOLARY 1
70087/1



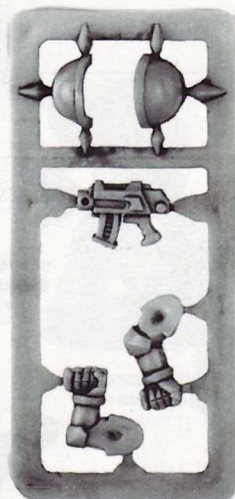
EPISTOLARY 2
70087/2



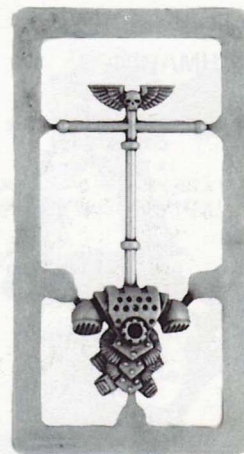
CODICIER 1
70083/2



CODICIER 2
70083/1



CHARACTER ARM SPRUE
102533



CHARACTER BACKPACK SPRUE
102532

EACH OF THESE MINIATURES IS SUPPLIED WITH A PLASTIC CHARACTER ARM SPRUE AND A PLASTIC CHARACTER BACKPACK SPRUE



EXAMPLES OF COMPLETED SPACE MARINE LIBRARIANS

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SPACE MARINES®

COMPANY STANDARD BEARER



COMPANY STANDARD BEARER
70086/1

A COMPLETE COMPANY
STANDARD BEARER
CONSISTS OF:
1 x STANDARD BEARER
1 x COMPANY STANDARD TOP
1 x PLASTIC BACKPACK SPRUE
1 x CHARACTER ARM SPRUE



COMPANY STANDARD TOP 1
70086/2



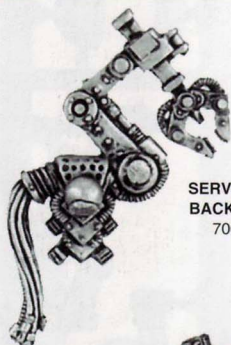
EXAMPLE OF A COMPLETED
COMPANY STANDARD BEARER

TECHMARINES

A COMPLETE TECHMARINE
CONSISTS OF:
1 x TECHMARINE
1 x TECHMARINE BACK PACK
1 x CHARACTER ARM SPRUE



TECHMARINE 1
70085/1



SERVO - ARM
BACKPACK 1
70085/3



TECHMARINE 2
70085/2



EXAMPLE OF A COMPLETED TECHMARINE

SERVITORS



SERVITOR 1
072000/1



SERVITOR 2
072000/2

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SPACE MARINES®

APOTHECARIES

A COMPLETE APOTHECARY CONSISTS OF:
1 x APOTHECARY
1 x MEDI-PACK
1 x CHARACTER ARM SPRUE



APOTHECARY 1
70082/1



APOTHECARY 2
70082/2



APOTHECARY
MEDI-PACK 1
70082/3



EXAMPLE OF A COMPLETED APOTHECARY

VETERAN SERGEANTS



VETERAN SERGEANT 1
WITH BIONIC EYE
70081/2



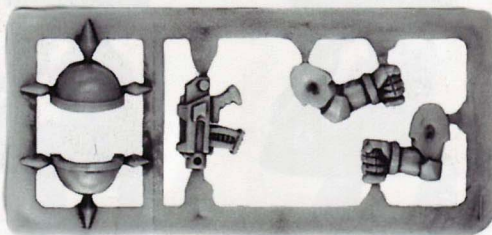
VETERAN SERGEANT 2
WITH CUSTOMISED
BOLT PISTOL
70081/4



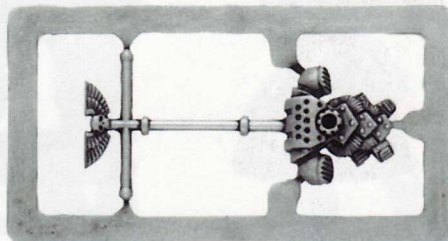
VETERAN SERGEANT 3
WITH BIONIC ARM
70081/1



VETERAN SERGEANT 4
WITH AUXILIARY
GRENADE LAUNCHER
70081/3



CHARACTER ARM SPRUE 102533



CHARACTER BACKPACK SPRUE 102532

EACH OF THESE MINIATURES IS SUPPLIED WITH A PLASTIC CHARACTER ARM SPRUE AND A PLASTIC CHARACTER BACKPACK SPRUE



EXAMPLES OF COMPLETED SPACE MARINE VETERAN SERGEANTS

SPACE MARINES®

SPACE MARINE DEVASTATORS



HEAVY BOLTER
0813/6



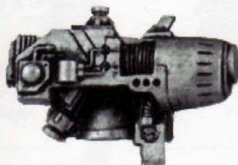
LASCANNON
0813/5



MISSILE LAUNCHER
0813/4



SPACE MARINE
DEVASTATOR 1
0813/3



HEAVY PLASMA GUN
0422/7



SPACE MARINE
DEVASTATOR 2
0813/2

A COMPLETE SPACE MARINE DEVASTATOR
CONSISTS OF:
1 x SPACE MARINE DEVASTATOR
1 x HEAVY WEAPON
1 x PLASTIC SPACE MARINE ARM SPRUE
1 x PLASTIC SPACE MARINE BACKPACK SPRUE



EXAMPLES OF COMPLETED SPACE MARINE DEVASTATORS

SPACE MARINES WITH SPECIAL WEAPONS



SPACE MARINE
WITH PLASMA GUN
0421/2



SPACE MARINE
WITH FLAMER
0819/4



SPACE MARINE
WITH MELTA GUN
0808/2



COMPLETED SPACE MARINE
WITH PLASMA GUN

THESE MINIATURES ARE SUPPLIED WITH A SEPARATE PLASTIC SPACE MARINE BACKPACK SPRUE

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SPACE MARINES®

SPACE MARINE ARMOUR VARIANTS



SPACE MARINE
MK2 'CRUSADE' ARMOUR
70106/45



SPACE MARINE
MK3 'IRON' ARMOUR
70106/44



SPACE MARINE
MK4 'MAXIMUS' ARMOUR
70106/47



SPACE MARINE
MK5 'HERESY' ARMOUR
70106/46



SPACE MARINE MK6 ARMOUR 1
70106/48



SPACE MARINE MK6 ARMOUR 2
70106/49



SPACE MARINE MK6 ARMOUR 3
70119/42



SPACE MARINE MK6 ARMOUR 4
70119/43



SPACE MARINE MK7 ARMOUR 1
70106/50



SPACE MARINE MK7 ARMOUR 2
70106/51



SPACE MARINE MK7 ARMOUR 3
0819/1



SPACE MARINE MK7 ARMOUR 4
0819/2



SPACE MARINE
MK7 ARMOUR 5
70106/55



SPACE MARINE
MK7 ARMOUR 6
70106/56



SPACE MARINE
MK7 ARMOUR 7
70106/54



SPACE MARINE
MK8 'ERRANT' ARMOUR
70106/57

THESE MINIATURES ARE SUPPLIED WITH A SEPARATE PLASTIC SPACE MARINE ARM SPRUE AND A SPACE MARINE BOLTER AND BACKPACK SPRUE.



EXAMPLES OF COMPLETED SPACE MARINES

SPACE MARINES®

JUMP PACK ASSAULT MARINES

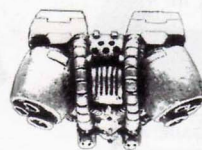


JUMP PACK SERGEANT 1
0426/3



JUMP PACK SERGEANT 2
70100/1

A COMPLETE JUMP PACK
ASSAULT MARINE
CONSISTS OF:
1 x ASSAULT MARINE
1 x JUMP PACK



JUMP PACK
0426/4



JUMP PACK TROOPER 1
0426/2



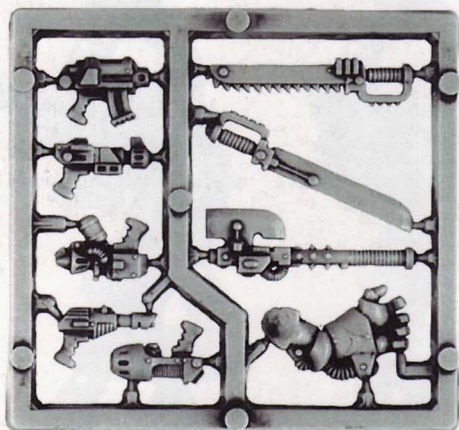
JUMP PACK TROOPER 2
0426/1



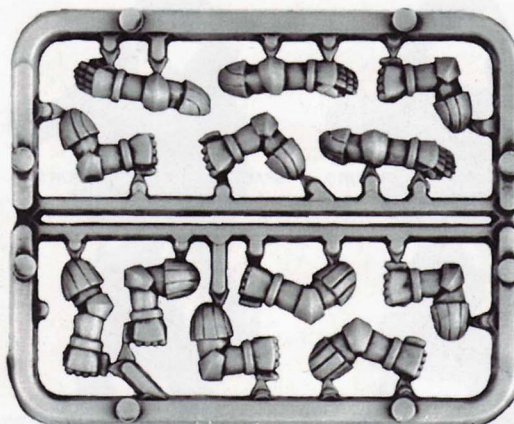
JUMP PACK TROOP 3
70100/3



JUMP PACK TROOPER 4
70100/2



SPACE MARINE CLOSE COMBAT SPRUE 103437



SPACE MARINE ARM SPRUE 101789

THESE MINIATURES ARE SUPPLIED WITH A PLASTIC SPACE MARINE ARM SPRUE A PLASTIC BACKPACK SPRUE AND A CLOSE COMBAT SPRUE



EXAMPLES OF COMPLETED JUMP PACK ASSAULT TROOPS

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SPACE MARINES®

SPACE MARINE CAPTAINS

A COMPLETE
SPACE MARINE CAPTAIN
CONSISTS OF:
1 x CAPTAIN
1 x BACK PACK CLOAK



CAPTAIN WITH TERMINATOR HONOURS
70268/1



VETERAN CAPTAIN
70268/2

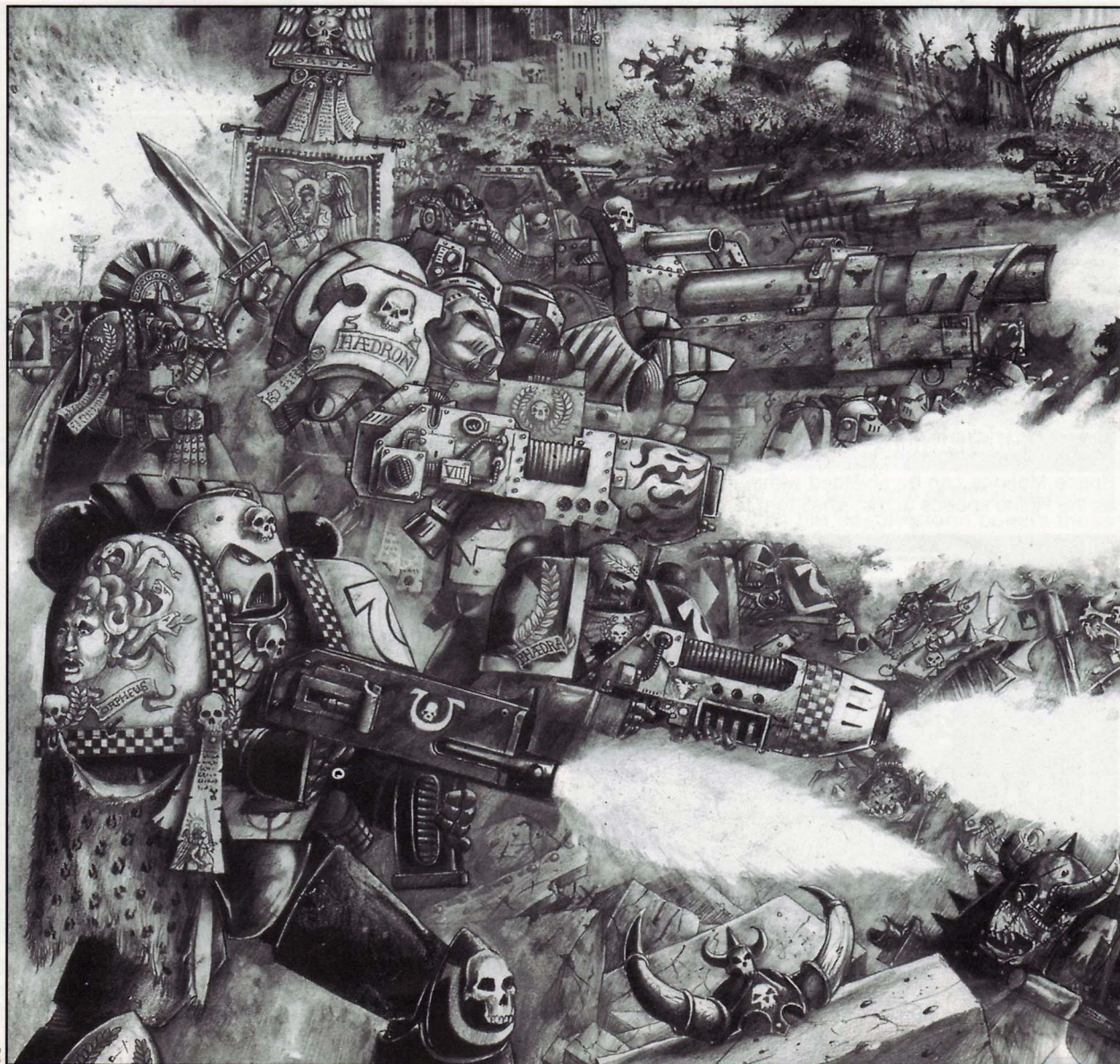


ULTRAMARINE CAPTAIN
70268/19



BACKPACK CLOAK
70268/7

Designed by Jes Goodwin



PLASTIC SPACE MARINE SQUADS AND VEHICLES



This boxed set contains a complete Tactical squad of ten plastic Space Marines, each designed to fit a variety of plug-in weapons ranging from a missile launcher, flamer or standard boltgun.



This boxed set contains all the components needed to assemble six plastic Space Marines. Each multi-part model can be quickly assembled into an almost infinite variety of poses using the separate torso and legs sprue.



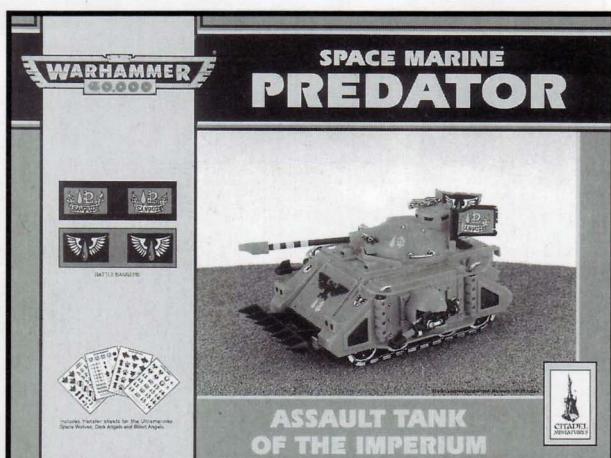
The Rhino is a versatile personnel carrier used by Space Marines throughout the Imperium. An entire squad of Space Marines can be shielded within its armoured hull as the Rhino speeds across shell-torn terrain.



Space Marine Whirlwinds are able to launch thunderous support barrages of immense power. Armed with an awesome multi-launcher, the Whirlwind can deliver a cataclysmic salvo of flaming destruction upon the enemy.



The Razorback is another Tech-priest adaptation of the Rhino. It is armed with a turret-mounted lascannon and twin linked plasma guns.



The Imperial Predator is the assault tank combines highly effective firepower with mobility. The Predator is armed with a pair of lascannons and a turret-mounted auto-cannon.

METAL SPACE MARINE SQUADS AND VEHICLES



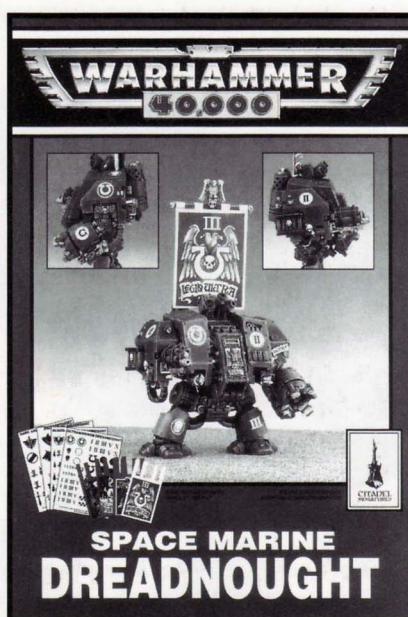
Soaring across battlefields the Land Speeder destroys the enemy with lightning fast attacks and deep strikes behind the enemy lines.



This Battle squad of five Assault marines is equipped with jump packs and a variety of close assault weapons.



Devastator Marines provide support fire for other squads during battle. Four marines are equipped with either a missile launcher, lascannon or one of two heavy bolters.



Space Marine Dreadnoughts are the living embodiments of their Chapter's fighting spirit.

Striding across the war-torn battlefields of the 41st Millennium, they cut down their enemies with a hail of fire from their assault cannon, or smash them aside with their mighty power fists.



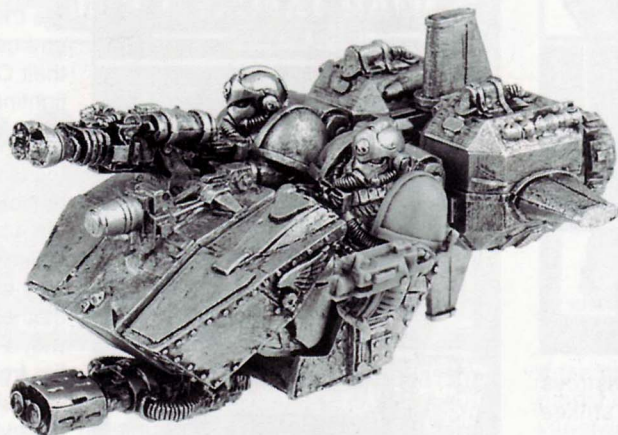
Terminators are the most awesome of all Space Marine warriors. Armed with the deadly storm bolters these squads are always at the forefront of assaults.



Tactical squads make up the core of any Space Marine force. This box contains a complete squad of ten Space Marine warriors.

SPACE MARINES

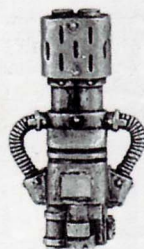
SPACE MARINE LAND SPEEDER



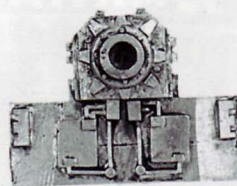
EXAMPLE OF A COMPLETED SPACE MARINE LAND SPEEDER

THE COMPLETED SPACE MARINE LAND SPEEDER CONSISTS OF

- 1 x SPACE MARINE PILOT
- 1 x SPACE MARINE GUNNER
- 1 x HEAVY FLAMER
- 1 x MULTIMELTA
- 1 x LAND SPEEDER CHASSIS
- 1 x LAND SPEEDER FOOT REST
- 1 x STABILISER FIN
- 1 x LEFT FAIRING
- 1 x RIGHT FAIRING
- 2 x ENGINE NOZZLES
- 2 x LAND SPEEDER SEATS
- 2 x LAND SPEEDER BACK RESTS
- 1 x PLASTIC CHARACTER ARM SPRUE
- 1 x ENGINE POD TOP
- 1 x ENGINE POD BOTTOM
- 1 x PLASTIC FLYING BASE



MULTI - MELTA
00439/13



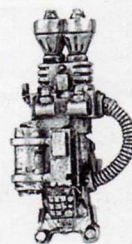
LAND SPEEDER FOOT REST
00439/8



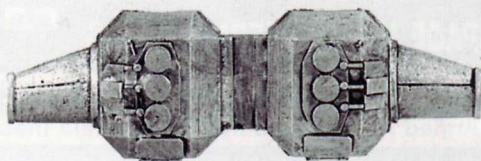
RIGHT FAIRING
00439/7



LEFT FAIRING
00439/6



HEAVY FLAMER
00439/14



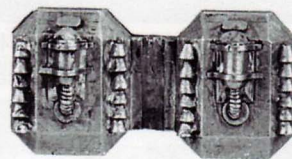
ENGINE POD BOTTOM
00439/4



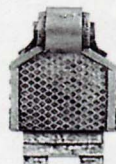
SPACE MARINE PILOT
00439/2



SPACE MARINE GUNNER
00439/1



ENGINE POD TOP
00439/5



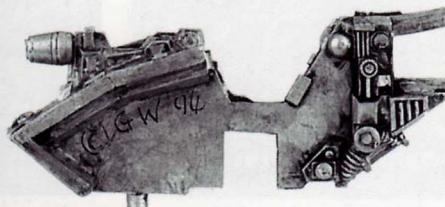
BACK REST
00439/11



STABILISER FIN
00439/9



SEAT
00439/10



CHASSIS
00439/3



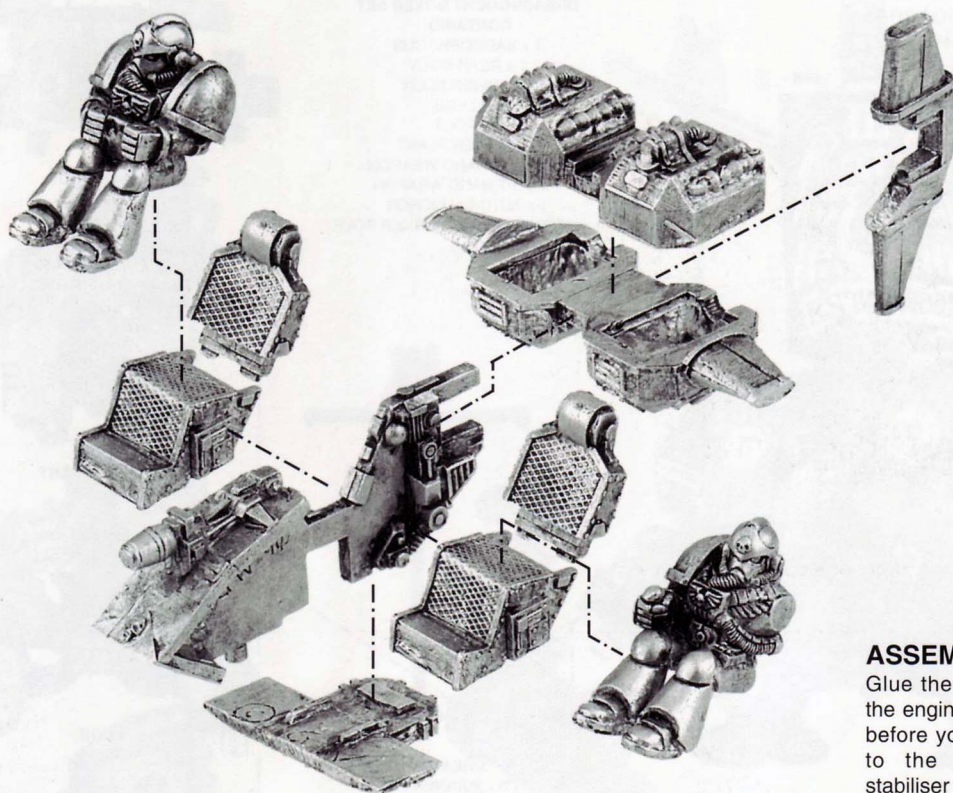
ENGINE NOZZLE
00439/12

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SPACE MARINES®

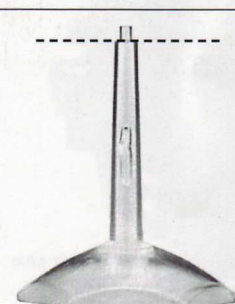
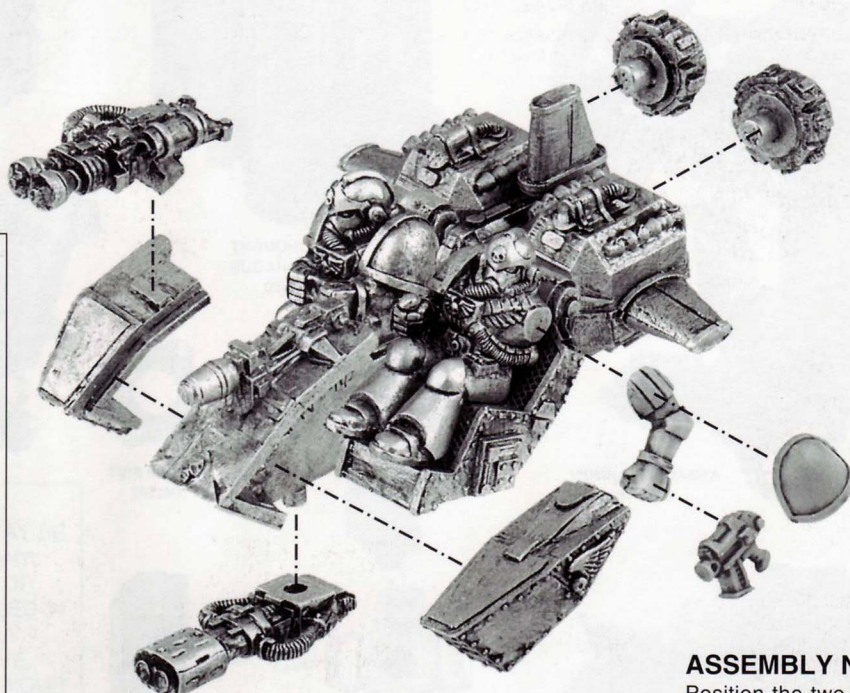
ASSEMBLY STAGE 1



ASSEMBLY NOTE

Glue the two halves of the engine pod together before you attach them to the chassis and stabiliser fin.

ASSEMBLY STAGE 2



ASSEMBLY NOTE

To ensure that your model remains stable, carefully remove the pin at the top of the flying base with a sharp modelling knife, as shown above. Then glue your finished model to the base.

ASSEMBLY NOTE

Position the two Space Marine crew members onto your Land Speeder before you attach the fairings to your model.

SPACE MARINES®

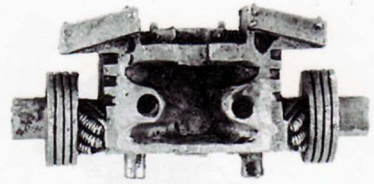
SPACE MARINE DREADNOUGHT

THE SPACE MARINE DREADNOUGHT BOXED SET CONTAINS:

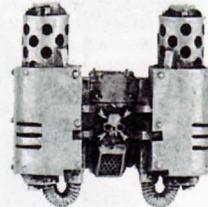
- 1 x SARCOPHAGUS
- 1 x REAR BODY
- 1 x LOWER BODY
- 1 x LEGS
- 2 x FOOT
- 1 x POWER PLANT
- 1 x RIGHT HAND WEAPON
- 1 x LEFT HAND WEAPON
- 1 x AUTO LAUNCHER
- 1 x DREADNOUGHT BANNER POLE



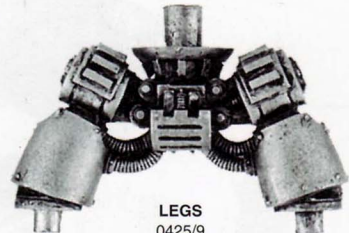
EXAMPLE OF A COMPLETED AND PAINTED
SPACE MARINE DREADNOUGHT



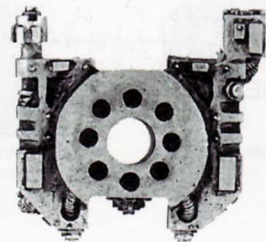
REAR BODY
0425/11



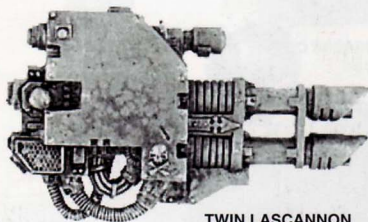
POWER PLANT
0425/4



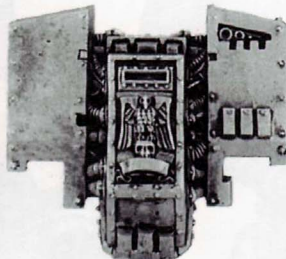
LEGS
0425/9



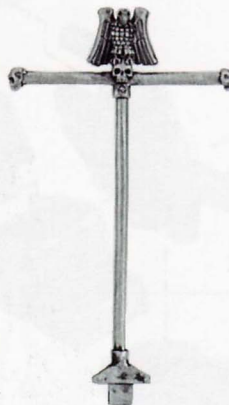
LOWER BODY
0425/2



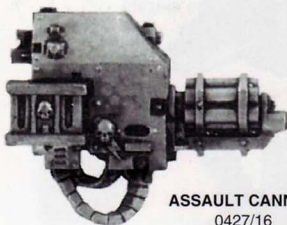
TWIN LASCANNON
0442/19



DREADNOUGHT
SARCOPHAGUS
0442/20



DREADNOUGHT
BANNER POLE
0442/21



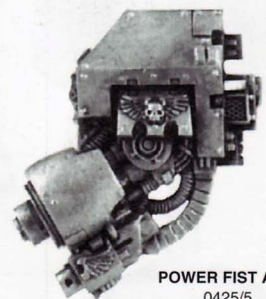
ASSAULT CANNON
0427/16



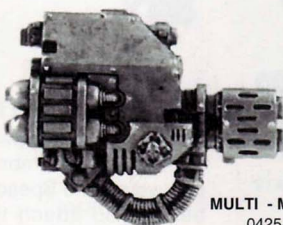
AUTO LAUNCHER
0425/7



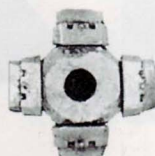
POWER FIST
0425/6



POWER FIST ARM
0425/5



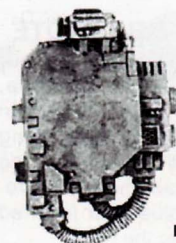
MULTI - MELTA
0425/3



FOOT
0425/8



MISSILE
LAUNCHER POD
0442/21



MISSILE
LAUNCHER
0442/20

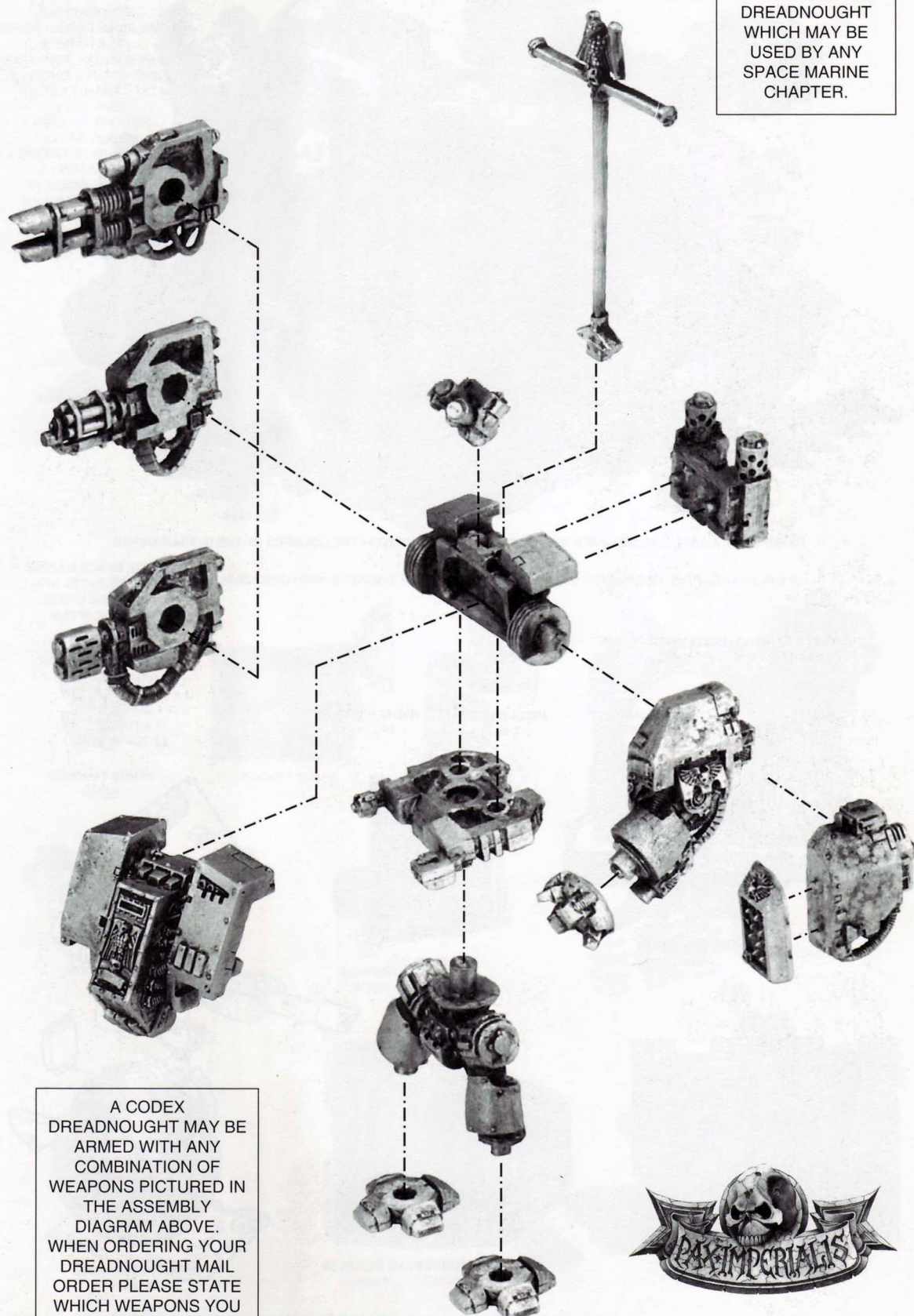
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SPACE MARINES®

SPACE MARINE DREADNOUGHT

THIS IS A CODEX
DREADNOUGHT
WHICH MAY BE
USED BY ANY
SPACE MARINE
CHAPTER.



A CODEX
DREADNOUGHT MAY BE
ARMED WITH ANY
COMBINATION OF
WEAPONS PICTURED IN
THE ASSEMBLY
DIAGRAM ABOVE.
WHEN ORDERING YOUR
DREADNOUGHT MAIL
ORDER PLEASE STATE
WHICH WEAPONS YOU
REQUIRE.



SPACE MARINE RAZORBACK™

RAZORBACK



EXAMPLE OF AN ASSEMBLED SPACE MARINE RAZORBACK PAINTED IN THE COLOURS OF THE ULTRAMARINES



GUNNER
0433/1



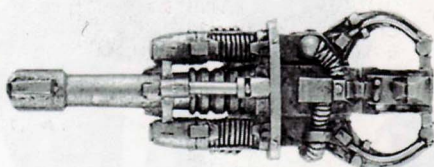
LEFT HATCH
0433/7



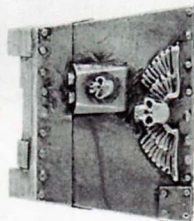
MIDDLE HATCH
0433/6



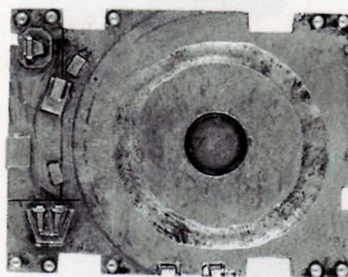
RIGHT HATCH
0433/8



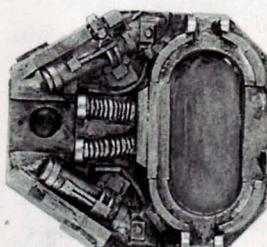
RAZORBACK GUN
0433/5



GUN SHIELD
0433/4



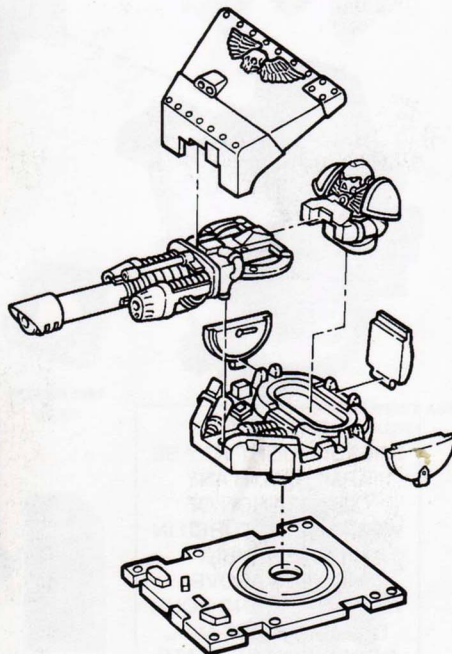
TOP PLATE
0433/2



TURRET
0433/3

THE COMPLETE SPACE MARINE RAZORBACK CONSISTS OF:

- 2 x RHINO CHASSIS SPRUE
- 2 x RHINO TRACK SPRUE
- 1 x GUNNER
- 1 x LEFT HATCH
- 1 x MIDDLE HATCH
- 1 x RIGHT HATCH
- 1 x RAZORBACK GUN
- 1 x GUN SHIELD
- 1 x TURRET
- 1 x TOP PLATE



THIS MODEL INCLUDES A DETAILED CONSTRUCTION SHEET AND FIVE CITADEL TRANSFER SHEETS WHICH INCLUDE ALL THE MARKINGS NEEDED FOR THE DARK ANGELS, ULTRAMARINES, SPACE WOLVES AND BLOOD ANGELS CHAPTERS.

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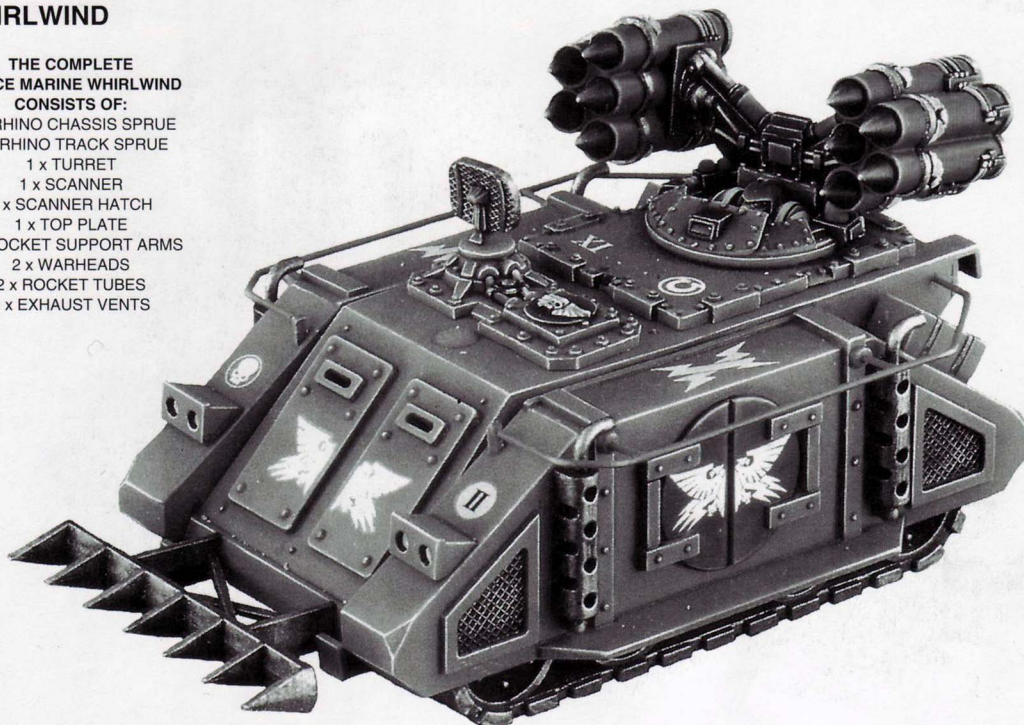


SPACE MARINE WHIRLWIND™

WHIRLWIND

THE COMPLETE SPACE MARINE WHIRLWIND CONSISTS OF:

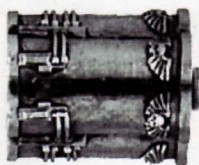
- 2 x RHINO CHASSIS SPRUE
- 2 x RHINO TRACK SPRUE
- 1 x TURRET
- 1 x SCANNER
- 1 x SCANNER HATCH
- 1 x TOP PLATE
- 1 x ROCKET SUPPORT ARMS
- 2 x WARHEADS
- 2 x ROCKET TUBES
- 2 x EXHAUST VENTS



EXAMPLE OF AN ASSEMBLED SPACE MARINE WHIRLWIND PAINTED IN THE COLOURS OF THE ULTRAMARINES



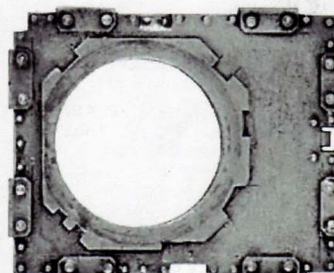
EXHAUST VENTS
0448/8



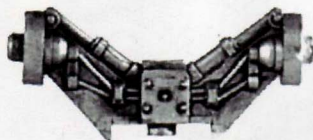
ROCKET TUBES
0448/4



WARHEADS
0448/7



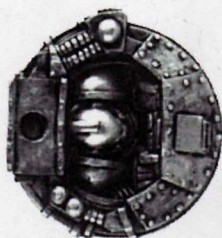
WHIRLWIND TOP PLATE
0448/6



ROCKET SUPPORT ARMS
0448/5



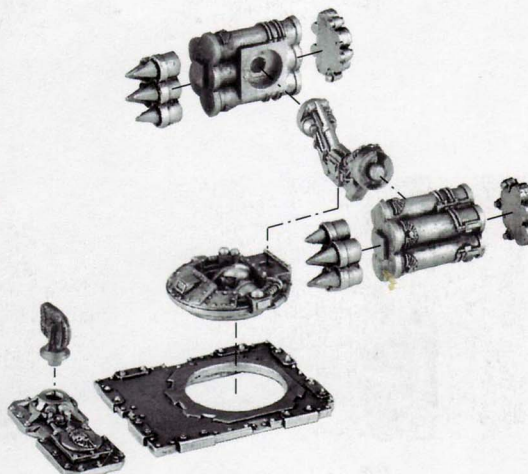
SCANNER
0448/3



WHIRLWIND TURRET
0448/1



SCANNER BASE
0448/2



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SPACE MARINES®

SPACE MARINE PREDATOR

A COMPLETE
SPACE MARINE PREDATOR
CONSISTS OF:
1 x PREDATOR CHASSIS SPRUE
1 x RHINO CHASSIS SPRUE
1 x RHINO TRACK SPRUE



AN EXAMPLE OF A COMPLETED PREDATOR IN THE COLOURS OF THE BLOOD ANGELS CHAPTER OF SPACE MARINES

SPACE MARINE RHINO

A COMPLETE
SPACE MARINE RHINO
CONSISTS OF:
1 x RHINO CHASSIS SPRUE
1 x RHINO TRACK SPRUE



AN EXAMPLE OF A COMPLETED RHINO IN THE COLOURS OF THE ULTRAMARINES CHAPTER OF SPACE MARINES

Minatures supplied unpainted. **WARNING:** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
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