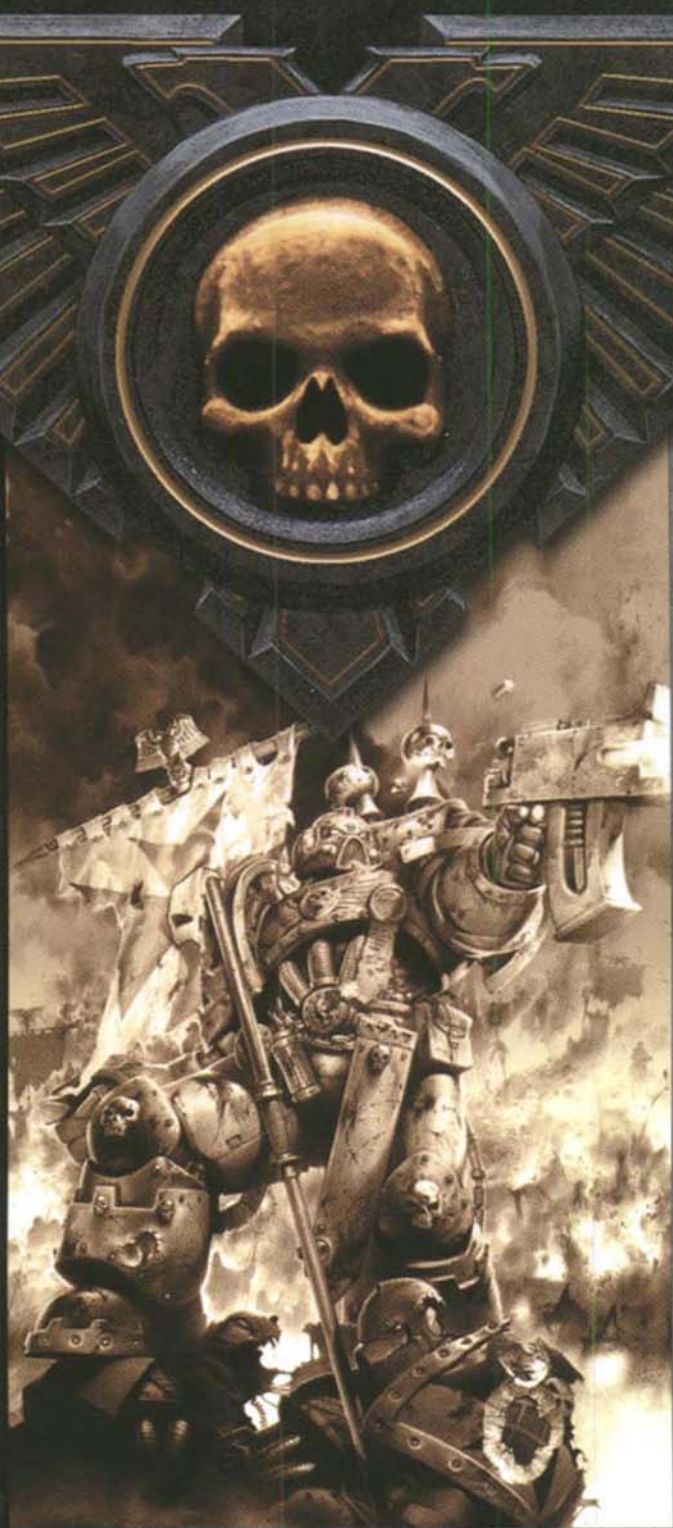




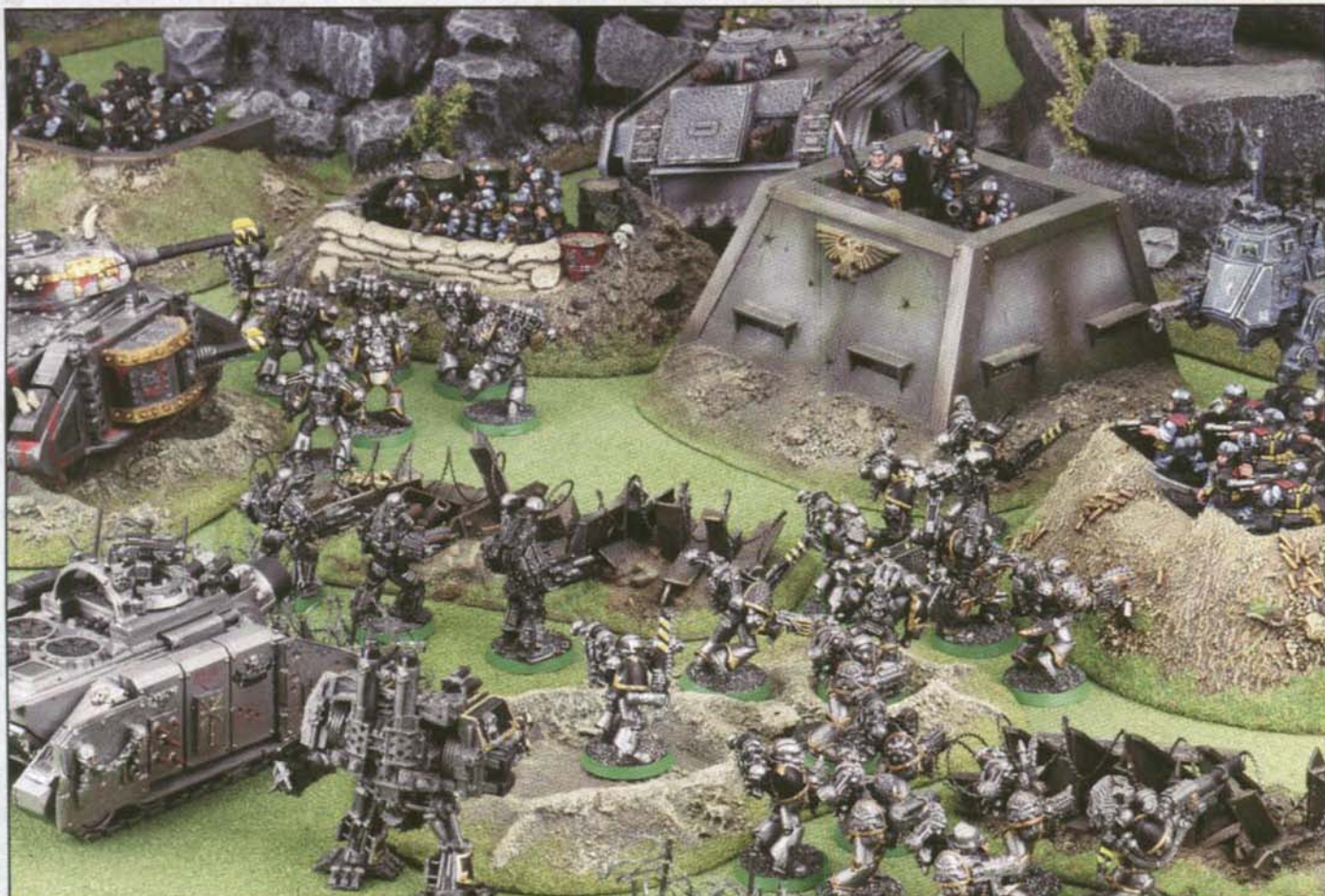
Index Astartes



A holy tome focusing on the
Imperium's finest warriors,
the Space Marines
of the Adeptus Astartes

WARHAMMER
40,000

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Matt Hutson's assaulting Iron Warriors break through the Imperial Guard defence.



The Dark Angels begin their strike on the Eldar.

FOREWORD

by Andy Chambers, Warhammer 40,000 Overfiend



Greetings brethren and welcome to the first book of the Index Astartes! This book is part of a series dedicated to the Space Marines of the 41st Millennium, elite genetically enhanced super-warriors created to free humanity at the dawn of the Great Crusade. Once thought of as loyal to the point of incorruptibility, the very forces that freed Mankind went on to plunge the newborn Imperium into the terrifying civil war of the Horus Heresy. The

legions of Space Marines who followed Warmaster Horus into the worship of the dark gods of Chaos and turned against their brother-marines are also detailed here. Their fall into damnation remains a fearful demonstration of the seductive perils of Chaos and the need for vigilance amongst those still loyal to the Immortal Emperor who created them.

Space Marines – and their corrupted counterparts, the Chaos Space Marines – have been one of the most powerful and popular images within the Warhammer 40,000 game universe since its earliest days. So much so that big guys with big guns in loads of armour is such a sci-fi favourite that it's possible to find Space Marine analogues in games, books and films everywhere. As well as strong imagery, it is the depth of history, the ancient traditions and the rivalries of the different Space Marine Chapters which has made them unique, and that's what we've gathered here for your entertainment and edification.

Index Astartes began as a series of articles in White Dwarf magazine all about Space Marines in general and focussing on their origins, history, organisation and weaponry in particular. This laudable idea has rapidly grown into a monster, especially since we began the First Founding project to detail the 'primogenitor' Space Marine legions and their nigh-mythical Primarchs. This has been... entertaining as it has meant pulling together dozens of fragmentary references from GW publications over the last two decades and in some cases summarising entire books of background material into woefully few pages.

But with the First Founding legions, including most of the best known and (in)famous legions it has been tremendously rewarding. This great task would have been impossible without the dedicated players who have supplied a great deal of the material in this book. Their hard work in trawling through ancient tomes for the slightest mention of a forgotten battle or fallen hero has made the whole thing akin to archaeology, which is only appropriate for Space Marine Chapters with histories stretching across ten thousand years of galactic strife.

Although the Index Astartes books are primarily intended as sources of background and inspiration for Space Marine collectors, we have also introduced rules and army list variants for the Chapters portrayed. These are official supplements to the Warhammer 40,000 game, typically balanced by giving Chapter specific capabilities and unique unit types in exchange for restrictions on their organisation in accordance with their particular predilections.

If you are interested in collecting Space Marines, it is well worth mentioning that Games Workshop's Mail Order service and our online webstore are great sources for checking out the truly staggering range of Space Marine miniatures. All the different models made for Space Marines over the years totals up to a range so vast it is impossible to show it all in a retail store. Also, our dedicated staff are nearly all Space Marine fanatics too, and they'll be happy to help with any enquiry, no matter how obscure.

If you would like information on where your nearest store is or details on Mail Order and the Games Workshop web store, check out your latest issue of White Dwarf.

Handwritten signature: Andy Chambers

Index Astartes



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Rites of Initiation	2
Codex Astartes	11
The Unforgiven	19
Children of the Emperor	24
Bitter and Twisted	32
Lightning Attack	40
Blood Frenzy	48
Warriors of Old	52
Psykana Librarius	58

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Index Astartes



rites of initiation

The creation of
a Space Marine

by Rick Priestley
and Gav Thorpe

With a soft hum, the doors opened and a burly figure stepped through, swathed in a red cloak. As the elevator doors hissed shut behind him, Inquisitor Thraxx gazed around the chamber.

"Apothecary Malus?" Thraxx asked the room in general and one of the assembled Space Marines stepped forward, his power armour replaced by a long white robe.

"I am he," the Apothecary replied in a deep voice, bowing his head slightly to look at the Inquisitor.

"I have come to Varsavia to further investigate the purity of the Silver Skulls' gene-seed, following a study of the reports by your Lord of the Household."

"Of course, Inquisitor," Malus replied smoothly. "I shall show you our Apothecarion. We have nothing to hide."

The Origin of the Legions Astartes

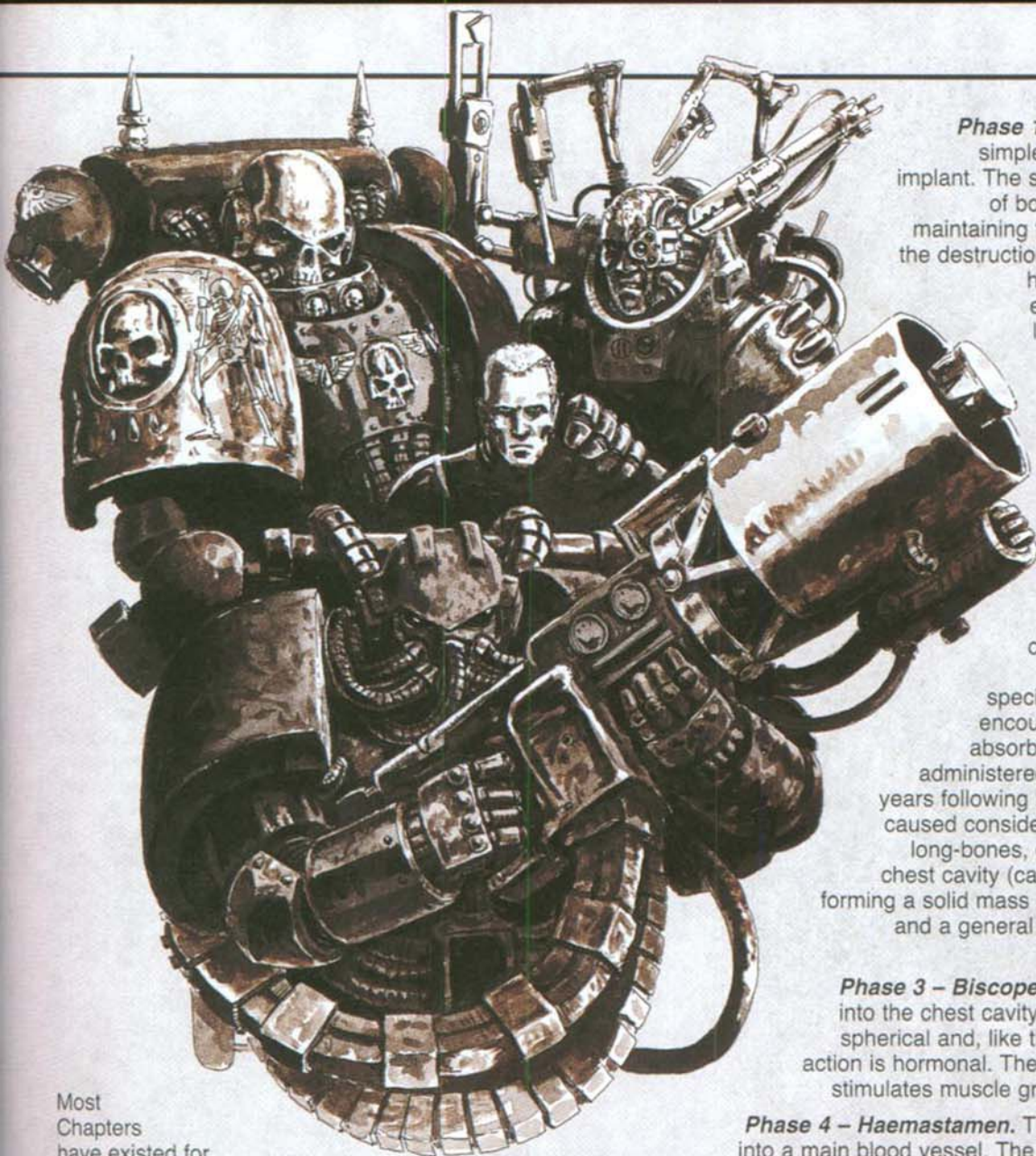
The Legions Astartes (Space Marines) were instrumental in the early wars that put the Imperium on the galactic map. At the end of the Age of Strife, Earth was a single sovereign planet which had only recently become free of volatile warp-storms. With the sudden dispersal of these storms, it became possible once again for spacecraft to travel to and from Earth. Earth's forces carved out an empire that stretched almost half way across the galaxy within two hundred years. This was the Great Crusade.

Research and development leading to the creation of the Space Marines was undertaken in the 30th Millennium immediately prior to the beginning of the Great Crusade. This work was conducted in laboratories built deep inside Earth. The objective of the program was to create a caste of warrior elites, characterised by super human strength and unflinching loyalty. The first of these warriors were used by the Emperor to reconquer Earth and subjugate the various barbarian tribes and rival factions that contested for control of the planet. Later, the Emperor created twenty beings known as the Primarchs. Quite what the Emperor intended for the Primarchs is not known, but while they were still mere infants they were snatched from Earth by a great Chaos vortex and scattered around the galaxy. The Emperor's geneticists continued their studies and created the first true Space Marines, as other scientists engineered the first suits of powered armour and boltguns.

During the Great Crusade, the Emperor encountered the Primarchs in turn, each having risen to a position of authority within the cultures they had been deposited in, due to their superhuman skills and physiques. It was found that the genetic data of the Primarchs could be used to greatly speed up the development of the organs and genetic material needed to make a Space Marine, and the event known as the First Founding occurred. Twenty Space Marine Legions were formed, each led by one of the Primarchs, and his genetic data was passed on to his warriors. After the Primarch Horus rebelled against the Emperor, the Legions were split into many smaller fighting forces during the period known as the Second Founding. These forces are called Chapters and consist of roughly a thousand battle brothers.

Gene-seed and Zygotes

There are nineteen varieties of gene-seed corresponding to the nineteen different superhuman organs that are surgically implanted into a Space Marine.



Most Chapters have existed for thousands of years. During that time, gene-seed belonging to some Chapters has mutated. This has resulted in changes in the exact nature of the artificially cultured organs. Such changes may sometimes make an implant useless. In other circumstances, changes in an organ might reduce its effectiveness or cause strange new effects. Whatever the result, it will affect the entire Chapter – all Space Marines belonging to a Chapter share implants cultured from the same original gene-seed.

As well as mutant implants, many Chapters have lost one or more types of gene-seed due to accident, genetic failure, or some other cause. Very few Chapters therefore possess all nineteen implants. All possess the carapace implant (phase 19). It is this implant which marks a Space Marine for what he is, irrespective of other implants, training or psycho-surgery.

Implants

The nineteen organs created by the ancient technicians of the Emperor are described below. Each of these organs is extremely complicated and because many of the organs only work properly when another organ is present, the removal or mutation of one organ may affect the exact functioning of the others. For these reasons, implants must be constantly monitored, and many Marines have to undergo corrective surgery or chemotherapy to re-balance their metabolism.

Phase 1 – Secondary Heart. The simplest and most self-sufficient implant. The secondary heart is capable of boosting the blood supply or maintaining full life functions even with the destruction of the recipient's original heart. The Phase 1 implant enables Marines to survive low oxygen concentrations and traumatic injury.

Phase 2 – Ossmodula. This is a tubular shaped organ whose small size belies its complex structure. The ossmodula monitors and secretes hormones affecting epiphiseal fusion and ossification of the skeleton.

At the same time, the specially engineered hormones encourage the forming bones to absorb ceramic based chemicals administered in the Marine's diet. Two years following implantation, this will have caused considerable strengthening of the long-bones, extreme ossification of the chest cavity (caused by growth of the ribs forming a solid mass of inter-laced bone plates) and a general increase in the size of the recipient's skeleton.

Phase 3 – Biscopea. This organ is implanted into the chest cavity. It is small, approximately spherical and, like the Ossmodula, its primary action is hormonal. The presence of the biscopea stimulates muscle growth throughout the body.

Phase 4 – Haemastamen. This tiny organ is implanted into a main blood vessel. The haemastamen serves two purposes. It monitors and to some degree controls the Phase 2 and 3 implants. The organ also alters the constituent make-up of the recipient's blood. As a result, Marine blood is considerably more efficient than ordinary human blood, as it has to be when you consider the extra biological hardware a Space Marine carries inside him!

Phase 5 – Larraman's Organ. This is a liver shaped, dark, fleshy organ about the size of a golfball. It is implanted into the chest cavity along with a complicated array of blood vessels. The organ generates and stores special 'Larraman cells'. If the recipient is wounded, these cells are released into the blood stream. They latch onto leucocytes in the blood and are transported to the site of a wound. Once in contact with air, the Larraman cells form a skin substitute of instant scar tissue, staunching the flow of blood and protecting any exposed wound area.

Phase 6 – Catalepsean Node. This brain implant is usually inserted into the back of the skull via a hole drilled into the occipital bone. The pea-sized organ influences the circadian rhythms of sleep and the body's response to sleep deprivation. Normally, a Marine sleeps like any normal man, but if deprived of it, the catalepsean node 'cuts in'. A man implanted with the node is capable of sleeping and remaining awake at the same time by 'switching off' areas of the brain sequentially. This process cannot replace normal sleep entirely, but increases a Marine's survivability by allowing awareness of the environment whilst resting.



Phase 7 – Preomnor. The preomnor is a large implant which fits into the chest cavity. It is a predigestive stomach which allows the Marine to eat a variety of otherwise poisonous or indigestible materials. No actual digestion takes place in the preomnor. Individual sensory tubes assess potential poisons and neutralise them or, where necessary, isolate the preomnor from the rest of the digestive tract.

Phase 8 – Omophagea. This is a complicated implant. It really becomes part of the brain, but is actually situated within the spinal cord between the cervical and thoracic vertebrae. Four nerve sheaths called neuroclea are implanted between the spine and the preomnor stomach wall. The omophagea is designed to absorb genetic material generated in animal tissue as a function of memory, experience or innate ability. This endows the Marine with an unusual survival trait. He can actually learn by eating. If a Marine eats a part of a creature, he will absorb some of the memories of that creature. This can be very useful in an alien environment. Incidentally, it is the presence of this organ which has created the various flesh eating and blood drinking rituals for which many Chapters are known, as well as giving the names to Chapters such as the Blood Drinkers, Flesh Tearing, etc.

Phase 9 – Multi-lung. This is another large implant. The multi-lung, or 'third' lung, is a tubular grey organ. Blood is pumped through the organ via connecting vessels grafted onto the recipient's pulmonary system. Atmosphere is taken in by means of a sphincter located in the trachea. In toxic atmospheres, an associated sphincter muscle closes the trachea and restricts normal breathing, thus protecting the lungs. The multi-lung is able to absorb oxygen from poorly oxygenated or poisonous air. Most importantly, it is able to do this without suffering damage thanks to its own efficient toxin dispersal, neutralisation and regeneration systems.

Phase 10 – Occulobe. This small slug-like organ sits at the base of the brain. It provides the hormonal and genetic stimuli which enable a Marine's eyes to respond to optic-therapy. The occulobe does not itself improve a Marine's eyesight, but it allows technicians to make adjustments to the growth patterns of the eye and the light-receptive retinal cells. An adult Marine has far better eyesight than a normal human, and can see in low light conditions almost as well as in daylight.

Phase 11 – Lyman's Ear. This organ enables a Marine to consciously enhance and even filter certain types of background noise. Not only is hearing improved, but a Marine cannot become dizzy or nauseous as a result of extreme disorientation. Lyman's ear is externally indistinguishable from a normal human ear.

Phase 12 – Sus-an Membrane. This flat, circular organ is implanted over the top of the exposed brain. It then grows into the brain tissue until completely merged. The organ is ineffective without subsequent chemical therapy and training. However, a properly tutored Marine may then enter into a state of suspended animation. This may be a conscious action, or may happen automatically in the event of extreme physical trauma. In this condition, a Marine may survive for many years, even if bearing otherwise fatal injuries. Only appropriate chemical therapy and auto-suggestion can revive a Marine from this state – a Marine cannot revive himself. The longest known period of deanimation followed by successful reanimation is 567 years in the case of brother Silas Err of the Dark Angels (d.321 M.37).

Phase 13 – Melanochrome, or Melanochromic Organ.

This organ is hemispherical and black. It functions in an indirect and extremely complicated manner. It monitors radiation levels and types bombarding the skin, and if necessary, sets off chemical reactions to darken the skin to protect it from ultraviolet exposure. It also provides limited protection from other forms of radiation. Differing melanochrome organ gene-seed from Chapter to Chapter leads to variations in skin and hair colour, and in some Chapters all of the Marines may have identical coloration, such as is found in the albino warriors of the Death Spectres Chapter.

Phase 14 – Oolitic Kidney. This red-brown and heart shaped organ improves and modifies the Marine's circulatory system enabling other implants to function effectively. The oolitic kidney also filters blood extremely efficiently and quickly. The secondary heart and oolitic kidney are able to act together, performing an emergency detoxification program in which the Marine is rendered unconscious as his blood is circulated at high speed. This enables a Marine to survive poisons and gases which are otherwise too much for even the multi-lung to cope with.

Phase 15 – Neuroglottis. Although the preomnor protects a Marine from digesting anything too deadly, the neuroglottis enables him to assess a potential food by taste. The organ is implanted into the back of the mouth. By chewing, or simply by tasting, a Marine can detect a wide variety of natural poisons, some chemicals and even the distinctive odours of some creatures. To some degree, a Marine is also able to track a target by taste alone.

Phase 16 – Mucranoid. This small organ is implanted in the lower intestine where its hormonal secretions are absorbed by the colon. These secretions initiate a modification of the sweat glands. This modification normally makes no difference to the Marine until activated by appropriate chemotherapy. As a result of this



treatment, the Marine sweats an oily, naturally cleansing substance which coats the skin. This protects the Marine against extremes of temperature and even offers a slight degree of protection in a vacuum. Mucranoid chemotherapy is standard procedure on long space voyages and when fighting in vacuum or near-vacuum.

Phase 17 – Betcher's Gland.

Two of these identical glands are implanted, either into the lower lip, alongside the salivary glands or into the hard palette.

Betcher's gland works in a similar way to the poison gland of venomous reptiles by synthesising and

storing deadly poison. Marines are rendered immune to this poison by virtue of the gland's presence. The gland allows the Marine to spit a blinding contact poison. The poison is also corrosive. A Marine imprisoned behind iron bars could easily chew his way out given a few hours.

Phase 18 – Progenoids. There are two of these glands, one situated in the neck, the other deep within the chest cavity. These glands are important to the survival of the Marine's Chapter. Each organ grows within the Marine, absorbing hormonal stimuli and genetic material from the other implants. After five years, the neck gland is mature and ready for removal. After ten years, the chest gland becomes mature and is also ready for removal. A gland may be removed any time after it has matured. These glands represent a Chapter's only source of gene-seed. When mature, each gland contains a single gene-seed corresponding to each zygote implanted into the recipient Marine. Once removed by surgery, the progenoid must be carefully prepared, its individual gene-seeds checked for mutation, and sound gene-seeds stored. Gene-seeds can be stored indefinitely under suitable conditions.

Phase 19 – Black Carapace. This is the last and the most distinctive implant. It looks like a film of black plastic when it's growing in the tanks. This is removed from its culture-solution and cut into sheets which are implanted directly beneath the skin of the Marine's torso. Within a few hours the tissue expands, hardens on the outside, and sends invasive neural bundles deep inside the Marine. After several months the carapace will have fully matured and the recipient is then fitted with neural sensors and transfusion points cut into the hardened carapace. These artificial 'plug-in' points mesh with features integral to the powered armour, such as the monitoring, medicinal and maintenance units. Without the benefit of a black carapace, a Space Marine's armour is relatively useless.

Variations between Chapters

Each organ serves a specific function as outlined above. Although a Chapter's Apothecaries and surgeons are able to perform the necessary implant operations, they do not necessarily understand the exact functioning of each organ.



The processes involved are incredibly ancient. Procedures are handed down from generation to generation, becoming increasingly ritualised and misinterpreted. For these reasons, the efficiency of each organ differs from Chapter to Chapter, depending on the condition of that Chapter's gene-seeds and the degree of debasement of its surgical procedures. In some Chapters, mutation of gene-seed, poor surgical procedure, or inadequate post-operative conditioning, has twisted the functioning of implants. For example, the omophagea gene-seed of the Blood Drinkers has mutated so that all Blood Drinkers have an unnatural craving for blood. In other Chapters individual organs are either useless or absent altogether.

Reproducing Zygotes

Gene-seed can only be obtained by removing one or both progenoid organs from a living (or very recently deceased) Marine. For this purpose, Space Marine Apothecaries carry a special device known as a reductor, which they can use in battlefield conditions to remove the progenoid glands of a fallen

Marine. The whole purpose of the progenoid organ is to provide gene-seed to enable the Chapter to continue. It is not possible to create a zygote in any other way. Each Chapter's stock of gene-seed is therefore unique to itself. Gene-seed has a great deal of religious significance to a Chapter, representing its identity and future. Without gene-seed, a Chapter has no future. The extinction of a type of gene-seed means that a zygote has been lost forever. The extinction of a Phase 18 or 19 gene-seed would effectively mean an end to a Chapter.

As each Marine has only two progenoid glands, the rate at which a Chapter can create new Marines is restricted. It may take many years for a Chapter to rebuild itself after heavy losses. Gene-seed is often rendered useless if a Marine is exposed to high radiation levels or other forms of genetic disturbance. The efficiency of different Chapters' progenoid gene-seed also varies, so some Chapters are able to make up their numbers faster than others.

Founding new Chapters

According to their charter, each Chapter is obliged to send 5% of its genetic material to the Adeptus Mechanicus on Mars. This 'tithe' has two purposes. Firstly, it enables the Adeptus Mechanicus to monitor the health of each Marine Chapter. Secondly, it enables the Adeptus Mechanicus to store gene-seed with a view to founding new Chapters.

A new Chapter cannot be founded overnight. A single suitable gene-seed must be selected for each zygote. Zygotes are then grown in culture and implanted into human test-slaves. These test-slaves must be biologically compatible and free from mutation. Test-slaves spend their entire lives bound in static experimental capsules. Although conscious, they are completely immobile, serving as little more than mediums within which the various zygotes can develop. From the original slave come two progenoids, which are implanted within two more slaves, from which come four progenoids and so on. It takes about 55 years of constant reproduction to produce 1,000 healthy sets of organs. These must be officially sanctioned by the Master of Adeptus Mechanicus and then by the High Lords of Terra speaking for the Emperor. Only the Emperor can give permission for the creation of a new Chapter.

Recruitment and initiation

The various implants cause vital changes in a Marine's physique and mental state. Many of these changes are controlled by natural hormonal secretions and growth patterns. Implants may not prove effective, or may not become fully functional, if they are carried out once the recipient has reached certain stages of natural development. It is therefore inevitable that recruits must be reasonably young. Tissue compatibility is also essential, otherwise organs may fail to develop properly.

The third consideration is mental suitability. The cataleptean node, oculobe, and sus-an membrane will only develop to a useable condition under the stimulus of hypnotic-suggestion. A recruit must therefore be susceptible to this particular treatment.





These considerations mean that only a small proportion of people can become Space Marines. They must be male because zygotes are keyed to male hormones and tissue types, hence the need for tissue compatibility tests and psychological screening. If these tests prove successful, a

candidate becomes a neophyte. With the completion of organ implantation and attendant chemical and hypnotic training, the subject becomes an initiate. An initiate receives training before joining the ranks as a full brother. A Marine usually joins the ranks between the ages of 16-18, but such are the hormonal changes induced by the process of creating a Space Marine that recruits are physically fully grown before then. Pressures during wartime may accelerate the process.

The Risks

Although the Chapters are careful to select only the most suitable candidates, not all neophytes survive to become initiates. This is due in part to the degeneration of knowledge amongst the individual Chapters that makes screening procedures less effective than they once were. Nor are operational methods entirely satisfactory in some cases. In many Chapters implant surgery is heavily ritualised, and is often accompanied by scarring, incantation, periods of prayer, fasting and all sorts of mystical practices which compromise medical efficiency. For example, the Space Wolves' Phase 17 implant has slightly mutated so that Space Wolves' canine teeth continue to grow throughout their lives, turning them into vicious fangs over several centuries. The length of fangs is a source of Chapter tradition, and is even part of their organisation, hence the veterans of their heavy weapons squads being known as Long Fangs.

Another Chapter about whom there is widespread rumour regarding their gene-seed are the Blood Angels. They often lapse into a battle-induced frenzy, known as the Black Rage, and can become berserk warriors who thirst for blood and raw flesh. The Blood Angels search eternally for a cure to the Curse of Sanguinius, but at the same time the Death Companies made up of such Marines are highly valuable shock troops, who are almost impervious to pain and rend apart their foes with their bare hands.

Another extreme example of gene-seed deterioration can be found in the Black Dragons Chapter, whose ossmodula

The Marines tensed as they heard the faint but unmistakable sound of an approaching mole mortar shell. Battle-brother Draeg was already moving before the earth began to bulge upwards – hurling himself flat onto the rising shell before his brothers even saw it. He was only fully aware of his action when his world exploded in white flame that hurled him into darkness.

It was the feel of cold air on his face and the acrid smell of burnt flesh that revived him to a dim awareness. He struggled to ignore the pain of his shattered body and made his remaining eye focus on the figure that knelt beside him.

"Your wounds are too grave, brother," he heard the Apothecary speak, as though from a great distance. "Do you desire the Emperor's Peace?" The Apothecary raised the Reductor, and Draeg was dimly aware of the click as the bolt was drawn back into the firing position. With what remained of his life, Draeg tried to speak. The Apothecary seemed to understand.

"The others? They are whole, brother. You saved them. Your name is entered in the Book of Honour."

Draeg nodded weakly and closed his eye. His gene-seed would return to the Chapter.





implant functions in an abnormal way. This leads to the growth of bony crests on the head, and blade-like protuberances from the forearm and elbow. Like the Death Company of the Blood Angels, warriors inflicted with such abnormal developments are formed into a separate fighting unit. Known as the Dragon Claws, they sharpen their additional protrusions and sheath them in adamantium to turn them into vicious close combat weapons.

If an implant fails to develop properly, it is likely that a Marine's metabolism will become badly out of synchronisation. He may fall into a catatonic state or suffer bouts of hyperactivity. In either event, he will probably die.

STAGES IN SPACE MARINE INITIATION

Phase	Implant	Age range for implantation	Notes
Phase 1	Secondary heart	10-14 years	Phases 1-3 can be introduced at the same time.
Phase 2	Ossmodula	10-12 years	
Phase 3	Biscopca	10-12 years	
Phase 4	Hacmastamen	12-14 years	Phases 4-5 can be introduced at the same time.
Phase 5	Larraman's organ	12-13 years	
Phase 6	Cataleptean node	14-17 years	Hypnotherapy begins.
Phase 7	Preomnor	14-16 years	Phases 7-9 are usually introduced simultaneously.
Phase 8	Omophagea	14-16 years	
Phase 9	Multi-lung	14-16 years	
Phase 10	Occulobe	14-16 years	Phases 14-15 may be introduced at the same time.
Phase 11	Lyman's ear	14-16 years	
Phase 12	Sus-an membrane	15-16 years	
Phase 13	Melanochrome	15-16 years	Phases 14-15 may be introduced at the same time.
Phase 14	Oolitic kidney	15-16 years	
Phase 15	Neuroglottis	15-16 years	Phases 14-15 may be introduced at the same time.
Phase 16	Mucranoid	16 years	
Phase 17	Betcher's gland	16-17 years	Final implant.
Phase 18	Progenoids	16-18 years	
Phase 19	Carapace	16-18 years	Final implant.

Those unfortunates that do not die almost invariably suffer mental damage, degenerating into homicidal maniacs or gibbering idiots. When a Chapter is at full strength these misfits may be put out of their misery. However, if the Chapter is short of Marines they are often allowed to live, and may be placed within their own special units. Those who display uncontrollably psychotic tendencies can be recruited into suicide assault squads.

Some Chapters deliberately foster such creatures, even going so far as to implant deformed zygotes into some initiates. This is very dangerous, and the practice is discouraged by Imperial edict. But old traditions die hard.

"This is where the main implantation takes place," announced Malus, gesturing to a wide steel table that looked more like a torture device than surgical apparatus. Various bindings of differing sizes were chained to its surface, along with a complex mechanism of blades, saws and drills which hung on a hydraulic arm over the operating table. The floor around its feet, which the Inquisitor noted were bolted into the flagstones, was stained dark red from centuries of spilt blood.

"Rest assured, we are most vigilant in our ablutions and the maintenance of cleanliness," Malus told the Inquisitor, noticing his gaze on the discoloured flags. "Many of the organs must be implanted whilst the subject is in a fully coherent status, and there can be much pain, more than we can compensate for with pharmaceuticals."

"I see," the Inquisitor replied after a moment's thought, his hand resting on a great iron ring protruding from the bench, positioned to grip the occupant's chest.

"And where do you keep the gene-seed before it is implanted?" he asked, turning to face Malus.

The Apothecary gestured to a massive reinforced door behind the Inquisitor. Coils of pipes ran through the walls, and large runes of Varsavian script were painted in red across the door lintel.

"Afraid it will get stolen?" the Inquisitor commented sarcastically, pointing towards the heavy barring on the portal.

"No, Inquisitor," Malus replied heavily. "The gene-seed storage facility is the most heavily armoured location in the fortress-monastery, even including the arsenal. If the monastery is destroyed, it will survive and the Silver Skulls can be reborn in the future. We do not take any risks with that."

Psycho-chemical and other conditioning

Implantation goes hand-in-hand with chemical treatment, psychological conditioning and subconscious hypnotherapy. All of these are essential if the Marine is to develop properly.

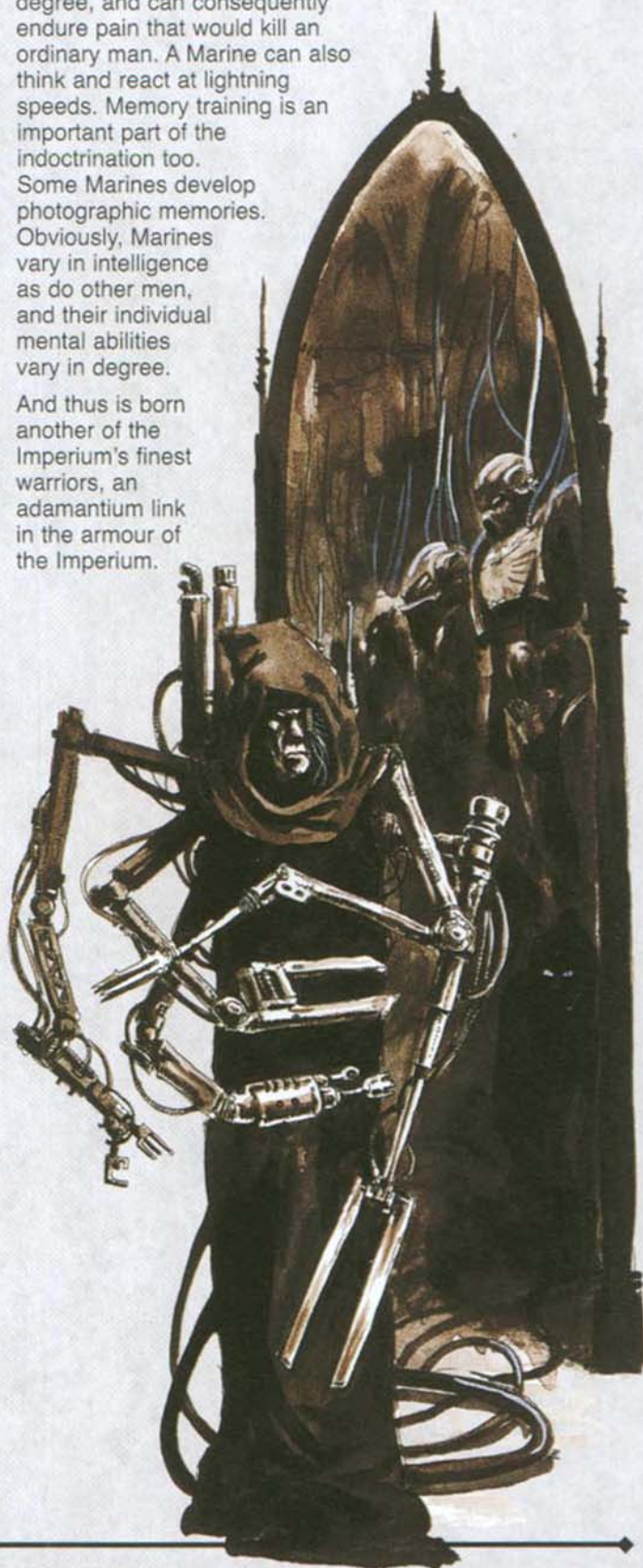
Chemical treatment – Until his initiation, a Marine must submit to constant tests and examinations. The newly implanted organs must be monitored very carefully, imbalances corrected, and any sign of corrupt development treated. This chemical treatment is reduced after completion of the initiation process, but it never ends. Marines undergo periodic treatment for the rest of their lives in order to maintain a stable metabolism. This is why their power armour suits contain monitoring equipment and drug dispensers.

Hypnotherapy – As the super-enhanced body grows, the recipient must learn how to use his new skills. Some of the implants, specifically the Phase 6 and 10 implants, can only function once correct hypnotherapy has been administered. Hypnotherapy is not always as effective as chemical treatment, but it can have substantial results. If a Marine can be taught how to control his own metabolism, his dependence on drugs is lessened. The process is undertaken in a machine called a hypnomat. Marines are placed in a state of hypnosis and subjected to visual and aural images in order to awaken their minds to their unconscious metabolic processes.

Training – Physical training stimulates the implants and allows them to be tested for effectiveness.

Indoctrination – A Marine is more than a human with extraordinary powers. Marines have extraordinary minds as well! Just as their bodies receive 19 separate implants, so their minds are altered to release the latent powers within. These mental powers are, if anything, more extraordinary than even the physical powers described previously. For example, a Marine can control his senses and nervous system to a remarkable degree, and can consequently endure pain that would kill an ordinary man. A Marine can also think and react at lightning speeds. Memory training is an important part of the indoctrination too. Some Marines develop photographic memories. Obviously, Marines vary in intelligence as do other men, and their individual mental abilities vary in degree.

And thus is born another of the Imperium's finest warriors, an adamantium link in the armour of the Imperium.



SPACE MARINES

CODEx SPACE MARINES

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Space Marine Command Squad



Space Marine Devastator Squad



Space Marine Terminators



Space Marine Assault Squad



Space Marine Scouts



Space Marine Land Raider



Space Marine Battle Force



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Index Astartes



CODEx ASTARTES

The holy tome of the
Space Marines

by Rick Priestley
and Andy Chambers

The Codex Astartes 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 holopages. Over the following pages we will look at the origins of this ancient tome and also how it states a Space Marine Chapter should be organised.

The Horus Heresy

Of the original twenty Primarchs, Horus was the greatest and most beloved of the Emperor and so was appointed his Warmaster. He was placed in charge of the entire north-eastern battlefront of the Great Crusade and only Lion El'Jonson and Leman Russ approached his tally of victories. Little did the Emperor know that Horus really served a darker master. The gods of Chaos, malevolent beings from the warp, had corrupted Horus and his armies, turning them from the Emperor's light. Their plan was a foul and devious one. They would allow the Emperor to possess the galaxy for a fleeting moment only. He would be encouraged to stretch his empire further and further from Terra, until his forces were scattered thinly along the galactic fringe. Then the dark gods would strike and crush the Emperor with one swift blow. When rebellion erupted, Horus led more than half of the Space Marine Legions into the bloodiest civil war ever to engulf the galaxy and laid siege to the Emperor's Palace. It would take many pages to describe the battle for Earth, suffice to say the war ended when the Emperor teleported onto Horus's battle barge and slew the Warmaster in single combat. The titanic struggle saw the Emperor mortally wounded and from that moment on he ceased to live in the conventional sense. Rogal Dorn, Primarch of the Imperial



Fists discovered the Emperor's dying body and carried it back to Earth where he was interred in the life preserving mechanism of the Golden Throne. And for ten thousand years since that day, the Emperor has ruled immobile and immortal from the throne of Earth.

Though the Horus Heresy was at an end, the galaxy was in turmoil once more. The armies of the Imperium were destroyed or scattered and worst of all, the Emperor could no longer walk amongst his warriors. The leadership and guidance he had given humanity for thousands of years was suddenly absent. To lead Mankind, a council was formed of the twelve most powerful individuals in the Imperium. They became known as the High Lords of Terra, and their role was to rule the Imperium on behalf of the Divine Emperor.

The Codex Astartes

The newly created High Lords established the organisation of the Imperium that remains familiar to this day. The first High Lords laid down the structure by which the Adeptus Terra operates, and described the feudal responsibilities and duties of planetary lords. One of their most important accomplishments was the reorganisation of the Imperium's armed forces. This task was undertaken almost single-handedly by the Primarch of the Ultramarine Legion of Space Marines, Roboute Guilliman, who quickly and efficiently codified the structure of the Imperial Guard, the Fleet and the

THE DARK FOUNDING

Not all the foundings of Space Marine Chapters are recorded in exact detail. However, the Adeptus Terra maintains a single 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.

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.

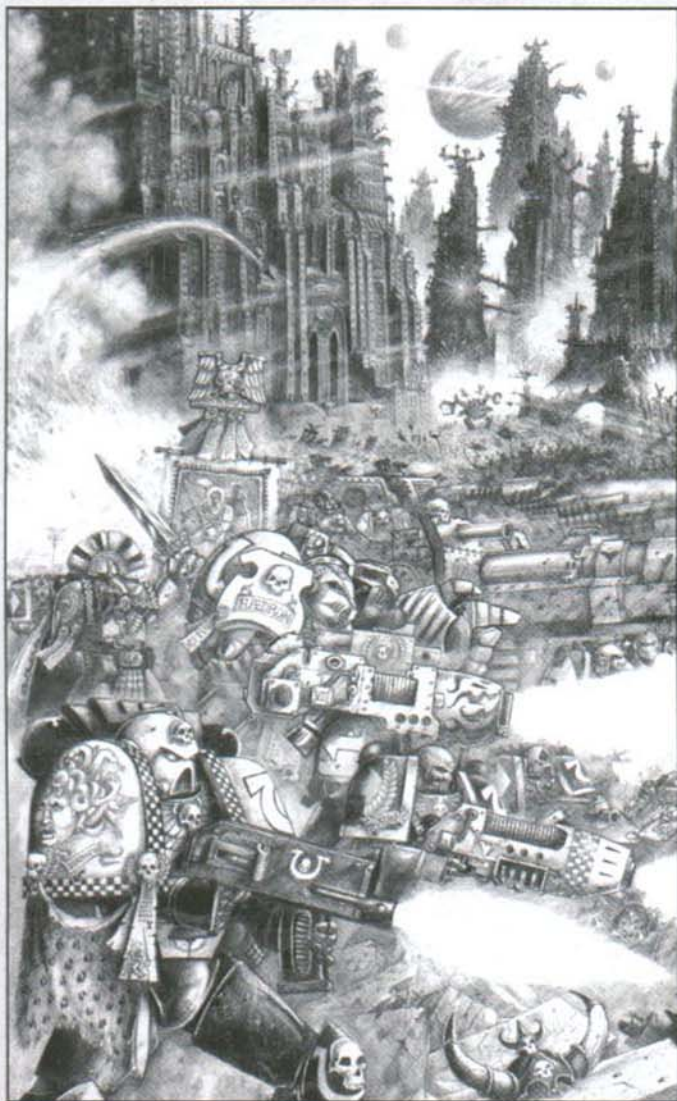
The Horus Heresy had revealed weaknesses in the gene-seed of several Space Marine Legions which had been exaggerated by the accelerated zygote harvesting techniques needed to keep the huge Space Marine Legions up to strength. The powers of Chaos exploited this growing physical and mental corruption to turn Horus's troops against the Emperor. The prime objective of the new Codex Astartes was to recognise and expunge these weaknesses.

The Codex decreed that Space Marines would be created and trained over a controlled period of time. The genetic banks used to cultivate implants would be carefully monitored and cultivated organs would be subject to the most stringent tests of purity. Young initiates would undergo rigorous trials of physical and psychological suitability before they were accepted, and only those of the highest calibre would be chosen.

On Earth the Adeptus Terra created genetic repositories to produce and store Space Marine gene-seed. These banks were used to provide all new gene-seed for Space Marines, and, to prevent cross-contamination, the genetic material of each of the old Legions was isolated. 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 should be destroyed. By taking direct control of the genetic stocks, the Adepts on Earth could ultimately control the Space Marines. Now they alone had the power to destroy or create Space Marine armies at will.

The Second Founding of the Space Marines was decreed seven years after the death of Horus. The existing Space Marine Legions were broken up and refounded as smaller, more flexible formations. Where the old Legions were unlimited in size, the new formations were fixed at approximately 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. No longer would one man have power over a force as powerful as a Space Marine Legion.



The existing Space Marine Legions were divided into new Chapters, one Chapter keeping the name and colours of the original Legion, while the remaining Chapters would take 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.

As a result of the Second Founding the Ultramarines' gene-seed became the favoured gene-seed of most subsequent foundings. The new Chapters created from the Ultramarines are often referred to as the Primogenitors, or 'first born'. All the Primogenitor Chapters venerate Roboute Guilliman as their founding father and patron.

The Codex Astartes further defines the tactical roles, equipment specifications and uniform identification markings of the Space Marines. These guidelines have evolved over the centuries, and the Codex Astartes of the 41st 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 of the day. 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

The Chapters that rigidly follow the recommendations of the Codex Astartes are sometimes referred to as Codex Chapters. These Space Marines adhere to the Codex as the model for their organisation, identification markings and tactical doctrine. Of all the Codex Chapters the most famous is the Ultramarines, the Chapter of Roboute Guilliman himself, and many of the other Codex Chapters are descended from their genetic line.

Most Chapters, however, 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 are further shaped by their home world and the personality of their Primarch. The Blood Angels and Dark Angels are prime examples of this. A small number of Chapters are vastly different from the Codex, and owe nothing at all to it. The most famous of these 'wild' Chapters are the Space Wolves, whose strong-willed Primarch, Leman Russ, 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 whether 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 time, some of these Chapters have subsequently strayed from the strict letter of the Codex, introducing new variations but remaining broadly faithful to the principles laid down by Roboute Guilliman many thousands of years before.

"To die without purpose is not a service to the Emperor. It is a heresy to waste lives entrusted to you as an Imperial officer. There is nothing shameful or disloyal in righteous retreat. But in withdrawing from the enemy's presence, allow him no succour. That which cannot be saved must be destroyed. Leave no weapons, armour, transport, food or water in your passing. Scorch the earth at his feet, and leave him desert and desolation as his victory gifts."

Codex Astartes

Subsequent Foundings

The history of the Imperium since the Heresy is not a continuous story. There have been periods of rebellion and anarchy, times when the balance of power has suddenly changed and history has been quite literally rewritten. Many of the subsequent foundings of Space Marines belong to these troubled times, making it almost impossible to be certain when some Chapters were created or even how many Chapters have been created at all. It is believed that there are approximately a thousand in existence today, scattered throughout the galaxy. Of these more than half are descended from the Ultramarines, either directly or through one of the Primogenitor Chapters of the Second Founding.

The Second Founding

It is not certain how many new Chapters were created by the Second Founding. Many Imperial records were lost during the Age of Apostasy, a troubled time that lies across the history of the Imperium like an impenetrable 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 more recent times and their names are now all that remain of them.

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 Chapters' 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.

Chapter Organisation

Following the Horus Heresy the Space Marine Legions were divided into Chapters consisting of roughly 1,000 warriors. A large section of the Codex Astartes is dedicated to structuring the organisation of these Chapters. A Chapter consists of ten Companies each numbering 100 Space Marines. A Company consists of ten squads of ten men including a Sergeant. In addition to this basic fighting unit,

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 recruit and train new members 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.



each company has its own Captain, Standard Bearer, Chaplain and Apothecary.

Every Company, with the exception of the Scout Company, maintains Rhino transports for their squads and officers. The 1st Company is also equipped with Land Raiders to carry Terminator squads. It is customary for Dreadnoughts to remain with their Company as their fearsome presence bolsters the Company's fighting strength.

CODEX ASTARTES CHAPTER ORGANISATION

HEADQUARTERS

ARMOURY
Techmarines
Servitors

HEADQUARTER STAFF

Master of the Chapter
Senior Officers
Administrative Staff
Support Personnel

LIBRARIUS
Chief Librarian
Epistolaries
Codiclers
Lexicaniums

BATTLE COMPANIES

SECOND COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

THIRD COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

FOURTH COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

FIFTH COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

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.

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 trained to use the treasured suits of Terminator armour.



VETERANS

FIRST COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
20 Terminator
or 10 Veteran

Support:
Dreadnoughts
Rhinos
Land Raiders

SCOUTS

TENTH COMPANY

Captain
Chaplain
Apothecary

Squads:
Scouts

Support:
Bikes

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.

RESERVE COMPANIES

SIXTH COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos
Bikes

SEVENTH COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos
Land Speeders

Companies 6 and 7 are Tactical Companies, each consisting of ten Tactical squads. These are intended to act as a reserve and may be used to reinforce the main battle line, launch diversionary attacks or stem enemy flanking moves. The 6th Company is also trained to fight on bikes and the entire Company may be deployed as bike squadrons. Similarly the 7th Company squads are trained to fight from Land Speeders enabling the Company to fight as a light vehicle reserve formation.

EIGHTH COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Assault

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

NINTH COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Devastator

Support:
Dreadnoughts
Rhinos

The 8th Company is an Assault Company consisting of ten Assault squads. This is the most mobile Company and is often used wherever a strong hand-to-hand fighting force is needed.

The 9th Company is a Devastator Company, consisting of ten Devastator squads armed with heavy weapons. They anchor defence points and provide long range fire support.



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 battlefield role and 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 while the Scouts are always fielded as Scout squads.

Tactical squads are the most commonly found squad 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 good mixture of capabilities within the squad.

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

Devastator squads consist of a Sergeant and nine Space Marines. Up to four Space Marines may be armed with heavy weapons, whilst the remainder will carry boltguns. This is the most heavily armed type of Space Marine squad of all and they are deployed wherever extra fire support is needed, especially when the Chapter faces enemy tanks or fortified positions.

Terminator squads wear the uniquely powerful Terminator armour. This is massive in construction, virtually turning a Space Marine into a one-man tank. Every Chapter has a limited number of Terminator armoured suits, and each is an ancient artefact crafted many thousands of years ago. Terminators are less mobile than other Space Marines and are primarily used in boarding actions or at extreme close quarters when heavy firepower cannot be brought to bear.

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 sometimes used to strengthen an attack or provide the Chapter with flexible, hard-hitting reserves.

Scout squads consist of a Space Marine Sergeant and four to nine 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 with the exception of the 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



ASSAULT SQUAD



DEVASTATOR SQUAD





First founding chapters

Index Astartes



THE UNFORGIVEN

The Dark Angels
Space Marine Chapter

by Graham McNeill, Jervis Johnson
and Andy Chambers

Since the founding of their Legion at the birth of the Imperium, the Space Marines of the Dark Angels have been feared by their enemies and held in awe by those they protect. Stubborn and relentless in battle, ever vigilant and zealous in pursuit of their duties, the Dark Angels are among the Emperor's most faithful servants. Yet it was not always so. For ten millennia, the Dark Angels have harboured a sinister secret, an act so terrible and shameful it threatens everything the Dark Angels hold most dear – and may yet bring them eternal damnation.

Origins

The true origins of the first founding Chapters are intrinsically tied up with the birth of the Imperium and the legendary times when the divine Emperor still walked among men. The truth of what occurred in those distant ages is lost now, preserved only in the ancient tales of Chapter history maintained by Space Marine Librarians and, perhaps, within the endless vaults of the Library Sanctus on Holy Terra. But against the terrible weight of ten millennia of history, facts are rare and supposition is commonplace. Know then these few facts.

The Dark Angels have the honour of being the first Space Marine Legion, created by the Emperor to fight in his Great Crusade to liberate the human race from aliens and the domination of dark gods. Their victories are the stuff of legend and, despite whispered rumours concerning the Chapter's history, they are considered by many to be the greatest of all the Space Marine Chapters. The character of each of the First Founding Chapters is strongly shaped by the personality of its Primarch, or First One, and the Dark Angels are no exception.

The Librarians of the Space Marines possess stories of the creation of the first Primarchs by the Emperor. They tell how the Emperor, unstoppable in His blessed divinity, reunified the tribes of war-torn Terra and led them into the light. He knew the time was coming to reunify all of Mankind, scattered across the galaxy by the Age of Strife. He also knew that such a great undertaking could not be achieved alone, for even one as mighty as he could not be in all places at once. And so he began to forge for himself the Primarchs, the first ones. They were sons of his blood, yet not mere copies. Each was engineered to be a leader of men, a warrior and a hero tempered by wisdom and strength, both physical and spiritual. These progeny of the Emperor would lead Mankind away from the dark powers and into a golden age.

But some disaster is known to have befallen the Emperor's works on Luna before they were complete. The unborn Primarchs were lost, scattered among the stars. Many stories and legends have risen about the scattering of the Primarchs. Some tell that the Dark Gods foresaw the Emperor's plans and sought to destroy their unborn foes, but only succeeded in dispersing them. Others maintain that it was the Emperor himself who cast the Primarchs adrift on the tides of the galaxy that they might learn to live truly away from the chrome and ceramite of the laboratorium. Others still maintain that it was the nascent Primarchs themselves who chose to depart the Emperor's care, seeking knowledge alone.

It is likely that only the Emperor himself knows the truth. What is known is that after this date he turned his hand to genetically enhancing and modifying human subjects using the template of the lost Primarchs' gene strands. In this way the first Space Marine legions were created and it was they who accompanied the Emperor on his reconquest of the galaxy.

The Librarians of the Dark Angels recall ancient tales of how their Primarch, he who would become known as Lion El'Jonson, was found on their lost home world – the beautiful but blighted world of Caliban. The mutation and corruption of the Chaos realm cursed Caliban and made it one of the deadliest worlds in the galaxy. By all rights the infant Primarch should have died within minutes of his arrival. How he managed to survive is a mystery as Jonson never spoke of his early years on Caliban.

The inhabitants of Caliban are said to have been a proud, martial people, brought up to live and die by the sword. The surface of Caliban was covered in lush forests, inhabited by all manner of terrifying beasts that had been warped by Chaos. The ferocity of these creatures forced the planet's inhabitants to build brooding stone fortresses in huge clearings hacked from the forests and it was from these castles that the warrior elite of Caliban ruled.

The Lay of Luther tells how a band of knights from a group known only as the Order discovered the Primarch-child deep within the forest. Their leader, a young man named Luther, brought the Primarch back to the fortress monastery of the Order and gave him the name Lion El'Jonson, which in the tongue of Caliban means 'The Lion, the Son of the Forest'. Jonson easily adapted to the ways of humankind, learning the customs of his race and adopted home world in a remarkably short time. As time passed, Jonson and Luther became like brothers, each seeming to complement the other's abilities and skills. Tales of their exploits and victories spread around Caliban and the number of young men wishing to join the Order grew every year.

Imperial scholars believe that Jonson led a planet-wide crusade against the taint of Chaos that dwelt within the forests. The Grand Masters of every monastery joined Jonson and the Order in their crusade, and within a decade the entire world was rid of the dark powers that had once plagued it. Free from the tyranny

Chapter Approved. Access Level: 6 seventeenth

Dark Angels Chapter. Progenitor Legion M.31



Pre-Heresy Codex colour scheme of black power armour



Auto reactive shoulder plate. Tactical squad markings.



Auto reactive shoulder plate. Chapter badge iconography.



Contemporary Dark Angels codex colour scheme. Changed to dark green for unknown reasons following the Horus Heresy.

Dark Angel Chapter symbol



Ravenwing Company symbol



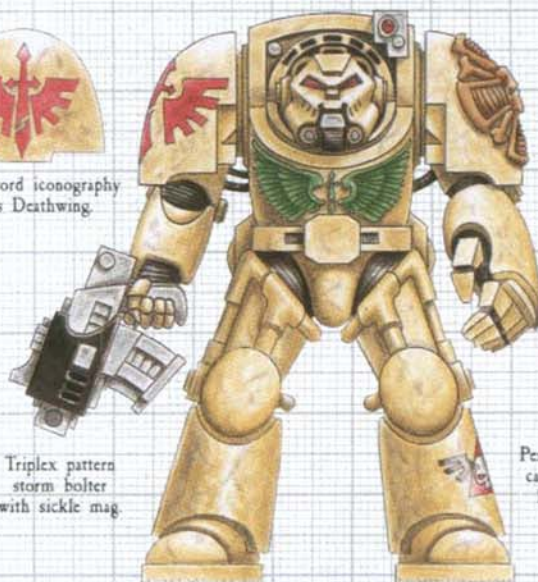
Contemporary Ravenwing colour scheme. Armour remained black following the Heresy to denote the Unforgiven.



Auto reactive shoulder plate. Ravenwing Company badge.



Broken sword iconography denotes Deathwing.



Triplex pattern storm bolter with sickle mag.

Crux Terminatus. Legends tell that each badge incorporates fragments of the Emperor's armour.



Standard of Retribution banner finial.



Company standard banner finial.



The Lion Helm. Said to have belonged to Lion El'Jonson.

Pervigilum campaign badge.

1st Co Deathwing Terminator. Original black armour forever coloured white to honour those who freed a Dark Angels home world from Genestealer infestation.

Thought for the day: The end justifies the means.

THE LION AND THE WOLF

One of the most famous tales of rivalry ever to be told across the galaxy is that of the Dark Angels and the Space Wolves, and goes back to the days of the Great Crusade. As the Space Marine Legions pushed back the frontiers of the Imperium, each Primarch strove to excel in the eyes of the Emperor and none more so than Leman Russ, Primarch of the Space Wolves. Only Horus and Lion El'Jonson could claim more victories than Russ and this was a constant frustration to him. It was on the world of Dulan where the Space Wolves were fighting alongside the Dark Angels that matters came to a head. The Tyrant Durath had personally insulted the Emperor, sacrificing thousands of Imperial priests to his patron daemon, and both Russ and Jonson desired the honour of slaying this heretic. The headstrong Primarch of the Space Wolves flew into a rage when Durath proclaimed that Russ was the Emperor's lap dog and would be fed to his pet Grox.

Russ swore that he would cut Durath's head from his shoulders and demanded that the Dark Angels allow him to lead his Space Wolves in an immediate assault on the Tyrant's Crimson Fortress. Jonson had spent days scouting the weak points of the fortress, meticulously planning the attack and was not about to let some hot-headed barbarian ruin his carefully laid plans. He refused Russ's demand and began the assault, storming the fortress with remarkably few casualties. Russ, caught in a swirling combat at the base of the wall, could only howl in anger as he watched Jonson slay Durath high on the walls of the keep. After the battle Russ stormed into the halls of the fortress and struck Jonson a blow to the head. The two Primarchs wrestled for a day and a night, each unable to overcome the other's skill.

At last the pair broke apart and Russ began to laugh, seeing the humour in what had occurred. Jonson was silent though. He saw Russ's first blow as treacherous, and as the Space Wolves Primarch laughed, Jonson struck him unconscious. Now he considered honour to be satisfied. The prostrate Russ was carried from the fortress by his men and, when he regained consciousness, the Dark Angels had already departed to fight in the Alisore campaign. Russ swore he would avenge the stain on his honour and, to this day, whenever the Space Wolves and Dark Angels meet, one of their number is called upon to refight the ancient duel of the Primarchs in order that honour may be satisfied.

of Chaos, the planet of Caliban flourished like never before and, in recognition of his triumph, Jonson was proclaimed Supreme Grand Master of the Order and ruler of Caliban. It is also whispered that, although openly he was proud of Jonson's achievement, Luther felt the first faint stirrings of jealousy that was to fester and grow until one day it would almost destroy everything that he and Jonson had built.

As Jonson and Luther were battling against the Chaos creatures of the forest, the Emperor was reconquering the galaxy on the Great Crusade with his Space Marine Legions. When the Emperor reached Caliban, it is said that he and Jonson immediately recognised the bond between them, and the Emperor was united with one of his lost Primarchs. According to the Apocrypha of Skaros, Jonson was given control of the Dark Angels Legion of Space Marines which had been made in his

image, and Caliban was decreed the home world of the Dark Angels. The warriors of the Order clamoured to join their ranks and in time the entirety of the Order became Space Marines. It is believed that it was Luther who would be the first to become so enhanced, and he became second only to Jonson in command of the Legion. Yet when the Emperor left Caliban to continue the Great Crusade, he took Jonson and the majority of the Dark Angels Legion with him. Luther and the remainder of the Legion were left to protect their home world and guard against the return of Chaos. This much can be found in the archives of the Imperium, but the remainder of the Dark Angels' earliest history and their terrible betrayal is well hidden. Only the inner circles of the Dark Angels themselves and, perhaps, the highest members of the Inquisition know of Luther's subsequent treachery and the sundering of the Legion itself.

The Betrayal

The Great Crusade continued and world after world fell to the Dark Angels. Word of Jonson's victories and fame reached every corner of the galaxy. On Caliban, the smallest embers of jealousy and envy in Luther's heart were stoked into a raging inferno with each tale of his brother's valour and skill in battle. His role as warden of some forgotten planet grew in his mind to become a vile stain on his honour, and the noble knight that Luther had been was lost in a morass of bitterness and spite.

When the Horus Heresy erupted and many of the Space Marine Legions turned against the Emperor, Jonson was fighting alongside Leman Russ, Primarch of the Space Wolves, on the far side of the galaxy. When the two Primarchs learned of Horus's betrayal, they put aside their feuding, gathered their Legions and began the journey back to Earth. But the journey was long and beset by difficulties so that by the time they arrived, the battle for Earth was over and the traitors had been defeated. The cost of the victory had been high. The Imperium lay in ruins and the Emperor's wounds forced him to ascend to the life-preserving mechanism of the Golden Throne. Jonson was stricken with grief that he had not been able to guard the Emperor against Horus's treachery, and it was in sorrow that he returned to Caliban for the first time in many years.

But as the Dark Angels' ships moved into orbit over their home world at the end of an arduous voyage, a withering salvo of fire blasted from the planet's surface, sending crippled ships burning into the atmosphere like falling stars. The fleet pulled away from the planet in confusion and Jonson attempted to discover the reason for the attack. The Dark Angels were to discover a horrifying tale of betrayal. It is this tale which has remained the Dark Angels' terrible secret for over ten millennia, and which they will take almost any action to conceal.

Over many decades Luther had corrupted the warriors of Caliban, projecting his bitterness and jealousy onto the Dark Angels left in his care. His powerful oratory had twisted them with an all-consuming hatred of those who had stolen their glory and abandoned them to be little more than caretakers. Like Horus and the other traitors, Luther had been corrupted by the insidious lure of Chaos. His pride and hubris had been all the Dark Gods needed to make him theirs.

The Primarch's thoughts can only be imagined, but Jonson had fought his way across the galaxy at the Emperor's side to rid countless planets from the taint of Chaos only to find his beloved home world lost to those same forces. When he discovered the truth, his fury was a terrifying thing to behold. His ships moved to destroy those who had betrayed him and began

ruthlessly bombarding the planet's surface, regardless of the planetary defences. The forests burned and the ground shook with the fury of the battle as ships and defence-towers smote each other with the power of suns. Little by little the defences were shattered, until Jonson finally ordered the invasion and personally led the assault on Caliban, his heart burning with the thirst for vengeance.

The fallen Dark Angels had taken refuge in the vast fortress-monastery of the Order and now Jonson led his warriors against his home, knowing that Luther would be waiting for him.

The Primarch faced his former brother and knew that he was lost to him, that the dark powers had destroyed the honourable man he had once been. The Primarch was a living god amongst men, but Luther had been elevated by the Chaos powers to be his equal in almost every way. The two warriors fought in a battle the like of which had never been seen before and has never been witnessed since. The ancient home of the Order was reduced to rubble in their epic battle as the Dark Angels fleet continued to bombard the planet, flattening the citadels of every remaining monastery. Caliban's surface began to crack and heave under the constant shelling, the fury of the Dark Angels blinding them to the devastation they were wreaking on their own world.

Only the Masters of the Dark Angels know more than this, and they tell it to no one. However the ancient Codicium Astartes Mortis or Book of the Angels of Death describes the battle between Luther and Jonson. "[They] fought with superhuman strength, equally matched in all but purpose ... eventually Luther stumbled, his neck exposed to his brother's [righteous blade]. As Luther fell, Jonson raised his sword high, but [even in his rage] could not bring himself to deliver the killing blow. Luther had no such qualms and, as Jonson hesitated, he unleashed a terrible sorcerous attack that mortally wounded the Primarch ... Luther towered above [The Lion] and as he watched the Primarch struggle to stand, his face contorted in agony, the veil lifted from Luther's eyes and he realised the full horror of his betrayal. Not only had he forsaken his friend, his Legion and the Emperor, he had betrayed the nobility within himself. He cast his weapon aside and collapsed next to Jonson, his sanity shattered by the enormity of his actions."

Around Caliban the warp convulsed as the dark powers realised that they had once again been thwarted. If accounts are true, their titanic rage tore a rent in the very fabric of space around Caliban and a warp storm of utmost fury spewed forth from the rent to engulf the planet.

A swirling vortex of unleashed warp energy swept across Caliban. Furious, planet-wide earthquakes wracked the surface of the planet and it began to split open. The relentless bombardment by the Dark Angels' fleet had already weakened the planet and to their horror it broke apart and was no more, the debris of its death spasms sucked into the maelstrom of the warp. All that remained of Caliban were the ruins of the Order's fortress-monastery.

The Dark Angels maintain that the ruined fortress was empty, but the Codicium Astartes Mortis states "When the Dark Angels descended to the dead rock, they discovered Luther, curled in a foetal ball, endlessly repeating the same phrase. Over and over he told the Dark Angels that the [Watchers in the Dark] had taken the Primarch and one day they would return him to forgive Luther his sins. The Space Marines searched the drifting asteroid but could find no trace of their Primarch. Lion El'Jonson had vanished."

COMMANDER AZRAEL, SUPREME GRAND MASTER OF THE DARK ANGELS



The current and, many would say, greatest Chapter Master of the Dark Angels was recruited from the feral world of Kimmeria from amongst the wild, headhunting tribesmen. His wild nature was tempered by the Chapter and he soon proved himself to be a noble and honourable warrior. As a humble Brother-Marine he fought in many victorious battles during the Scouring of Truan IX and rose to the position of Force Commander during the crushing of the techno-revivalist uprising on Faze V, an undertaking which brought him much accolade from the Chapter's masters. With such victories behind him it was not long before Azrael was inducted into the Deathwing and given command of 3rd Company. As captain of this Battle Company he fought in countless campaigns and won much respect from his peers, becoming Master of the Deathwing in 917.M41.

The Grand Master of the Dark Angels secretly chooses his successor from the Inner Circle, and when the Chapter's Grand Master died in 939.M41 it was inevitable that Azrael would succeed him. Azrael was presented with the Lion Helm and the Sword of Secrets, items of supreme significance for the Dark Angels and the symbol of office for the Grand Master. With these icons came the honorific title, Keeper of the Truth. Azrael continues to lead the Chapter in battle and his noble demeanour and unblemished honour continue to be an example to all.

In the aftermath of the fall of Caliban the senior members of the Chapter assembled in a secret conclave and decreed that knowledge of the fall of their brothers should forever remain with them. No one must learn of the schism that had split their Chapter or that Space Marines of the Dark Angels had turned to Chaos. Should this dreadful secret become known, the Chapter would surely be destroyed and all hopes of expunging the stain to their honour would be forever lost.

An Inner Circle of the Chapter's most senior officers was formed to guard this dangerous knowledge and every man swore oaths of unspeakable binding. Luther's traitors, the fallen Dark Angels, had disappeared deep into the warp during the cataclysm, the Dark Gods' fury scattering them throughout space and time. Until every Fallen Angel was captured and made to repent, there would be no peace for the True Sons of the Lion. So long as even one of the Fallen remained alive and unrepentant, the Chapter would be Unforgiven, cursed by their brothers to eternally atone for the sins of the past.

Home World

After the titanic battle between Luther and Jonson, all that remained of Caliban was the rock upon which stood the ruins of the Order's fortress monastery. Drilling deep into the bedrock, and rebuilding the fortress ruins, the Dark Angels transformed the dead asteroid into their new home, called The Tower Of Angels in High Gothic, more commonly called The Rock. Countless tunnels, halls and chambers were constructed and, in time, even warp engines were constructed to allow the Rock to move from star to star. As a result, the Rock does not stay in one place for any length of time and Dark Angels recruits come from a variety of different worlds. Each recruit is screened thoroughly and from the moment he becomes a Dark Angels his past life is irrelevant. All that matters to him now is the Chapter.

Many dark secrets lie deep within the Tower of Angels. Dungeons that have remained unopened in centuries and secret caves that are sealed with adamantium doors and bound with holy sigils conceal vast stores of ancient archeotech. Only the most senior members of the Dark Angels, the Masters and the Inner Circle are aware of these chambers and may unlock their dread secrets.

Combat Doctrine

With the break up of the Space Marine Legions after the Horus Heresy, the Dark Angels were split into Chapters according to Roboute Guilliman's Codex Astartes. With the exception of the Deathwing and the Ravenwing, the Dark Angels follow standard Space Marine combat doctrine and their dogged resistance against overwhelming odds is legendary. In situations where even other Space Marines would fall back, the Dark Angels will fight to the bitter end rather than give ground to their foes. This is also reflected in their stubborn refusal to move in the face of the enemy, even in situations where it would sometimes be tactically beneficial for them to do so.

The Dark Angels are also notoriously intolerant of non-humans and will refuse to fight alongside armies that include alien races. They are highly suspicious of outsiders and often appear unreasonably aloof and intransigent. Indeed there have been a number of occasions where the Dark Angels have withdrawn suddenly and with no explanation from a warzone when confronted by an Imperial Inquisitor or Missionary.

Organisation

To an outsider, the organisation of the Dark Angels is much the same as other Codex Chapters, ten Companies each of 100 men. It is at the higher levels of command that the Dark Angels become quite different to other Chapters. Each Chapter has a number of senior officers and specialist troopers who stand apart from the main body of Space Marines, and in the Dark Angels these men are known as the Inner Circle. Only warriors who have fought through the ranks for many years and have proved their loyalty to the Chapter time and time again are allowed to progress into the Inner Circle. It is these sinister individuals who shoulder the burden of the Dark Angels' secret shame and it is they alone who decide who is worthy to join their ranks. Each company of the Dark Angels is led by a Master of the Chapter who has passed through the Deathwing into the Inner Circle.

The first two Companies of the Dark Angels are where the greatest difference between other codex Chapters lies. The 1st Company is known and feared as the Deathwing, veterans who only ever take the field of battle in bone-white Terminator armour. Originally, the armour was black, but after a single squad of Terminators freed their home world from Genestealer infestation, it was forever decreed that their armour would be white to honour their valour. The 2nd Company is the Ravenwing, and those who make up its ranks are masters of high speed attack. Every warrior rides a bike or land speeder and is organised into squadrons of five vehicles rather than ten man squads. Rather than the normal dark green colours of the Dark Angels, the Ravenwing's armour is painted jet black.

The remainder of the Chapter is organised along strict Codex lines, with the 3rd, 4th and 5th Companies forming the Battle Companies, the 6th, 7th, 8th and 9th the Reserve Companies and, lastly, the 10th Company is made up of Scouts.

Beliefs

The Dark Angels Chapter gives praise to the Emperor of Mankind but, much to the chagrin of the Ecclesiarchy, do not revere him as a god. Like most First Founding Chapters, the Dark Angels venerate their Primarch as much as they do the Emperor, who they worship as the founder of the Imperium and as their creator. To the Dark Angels the Emperor is a man, not a god.

The driving force of the Chapter is the hunting of the Fallen Dark Angels who were swept into the vortex that destroyed Caliban. Only by hunting down and capturing each of the Fallen Angels will the shame of the Dark Angels be absolved in the eyes of the Emperor. The Fallen have been scattered throughout time and space and thus the Dark Angels' ten millennia quest is far from over. It is this which drives them and they will follow up any rumour, no matter how slim, if it offers a chance of recapturing one of the Fallen. Should one be captured, he is taken back to the Rock and thrown in the darkest dungeon where the fearsome Interrogator-Chaplains attempt to make him repent his past sins. Should he repent, his death is swift and relatively painless, but in most cases he will refuse and the Chaplain will be forced to use any methods to force him to repent. Often this will result in the Fallen's death, but this is a small price to pay for adding his name to the Book of Salvation.

Gene-seed

As the first Space Marine Legion, the Dark Angels' gene-seed is one of the purest and least degraded of all. With the break-up of the Space Marine Legions following the Horus Heresy, the Dark Angels gave rise to three successor Chapters, the Angels of Absolution, the Angels of Redemption and the Angels of Vengeance. Collectively these Chapters are known as the Unforgiven and each continues the work of its parent Chapter in hunting the Fallen.

There are no known aberrations in the Dark Angels' gene-seed, which makes the reluctance of the High Lords of Terra to utilise it in the founding of new Chapters perplexing. No doubt there are other successor Chapters of the Dark Angels, but their names and when they were founded are unrecorded.

Battlecry

"Repent! For tomorrow you die!"

USING A DARK ANGELS ARMY IN WARHAMMER 40,000

See Codex: Dark Angels for the Dark Angels army list. Note that the following modification applies:

Dark Angels Tactical squads can substitute a Plasma cannon for a Lascannon at no additional points cost.

DARK ANGELS



A Dark Angels Tactical Squad



A Dark Angels Ravenwing Squadron



A Dark Angels Assault Squad



Deathwing Terminators and Dark Angels Land Raider



Asmodai, Interrogator-Chaplain

Index Astartes



CHILDREN OF THE EMPEROR

The Emperor's Children
Space Marine Legion

by Chris Cook

For countless centuries, stretching back to the ancient times of the Horus Heresy, the corrupted Space Marines of the Emperor's Children Legion have been the bane of the Imperial Inquisition, spreading their foul and decadent ways across the galaxy like a plague of immorality. Loyal Inquisitors train for decades to steel themselves against the temptations of Slaanesh in order to combat this seductive, deadly threat to Imperial order. Yet, long ago, these agents of Chaos were counted among the servants of Mankind; indeed, they once were the most devoted warriors of the Emperor.

Origins

Long ago, during the Age of Strife, warp travel became impossible and all the worlds which humanity had claimed were cut off from one another, forced to fend for themselves without the support of their neighbours in other star systems. The Libram ex Dominar, one of the few surviving texts from this time, tells that Chemos was one such world, a mining colony dependent on interstellar trade for food. The planet's rulers made every effort to extract enough raw food from the harsh environment to feed their people, but Chemos was a world dying a slow death. This all changed when one day the guards on the walls of Callax, the largest remaining factory-fortress, saw a meteor descend from the clouds, trailing fire across the sky before impacting barely a mile from the fortress walls. Though little manpower could be spared, the ruling Executive of Callax sent a handful of scouts to investigate the impact site, hoping for some evidence of human survivors on other worlds. What they found became legend.

In the centre of the crater, surrounded by the white-hot remains of a stasis capsule, was a child, barely more than a baby. Orphans were normally put to death on Chemos – the Executive spared no resources to look after those who were unable to return their investment by working in the factories – but the captain of the Callax scouts looked into the eyes of the child and saw something more than human. In defiance of tradition, the captain of the scouts appealed to the Executive. Because of his value to Callax, the captain was allowed to adopt the infant as his own. He named his adopted son after an old legend long-since discarded by the people of Chemos, the mythical god of creation Fulgrim. The child named after this legend soon created a legend of his own, one that would become known to all the people of his world.

Fulgrim grew unnaturally fast, becoming a strong, capable man. At half the age of his fellow workers he was able to fulfil his obligations to the Executive, working for days without rest. Not only was he physically proficient, he quickly grew to understand the technology of the machines he worked with, and began to contemplate their improvement. By the fifteenth anniversary of his fall from the sky, Fulgrim had risen from the ranks of the workers, first becoming an engineer then one of the Executive itself. Learning of the slow deterioration in Callax and the other settlements of Chemos, Fulgrim set himself the task of saving his world.

One by one he convinced his fellow members of the Executive to fight against the entropy that was destroying Chemos. Under Fulgrim's leadership, teams of engineers travelled far from the factory-fortresses, reclaiming long-dead outposts in the planet's most inaccessible regions. The

ancient mines were reopened and expanded, bringing more and more minerals into Callax and allowing the construction of more sophisticated machines. Recycling efficiency grew until, at last, Callax was producing more than it consumed. Seeing his people prosper, Fulgrim took pride in fostering the re-emergence of art and culture, reclaiming the spirit of humanity that had been sacrificed so long ago in the struggle for survival. As Callax grew, the other settlements began to ally themselves with Fulgrim. Fifty years after Fulgrim fell from the sky he rose to sole rulership of Chemos.

It was not long after this that the planet's isolation came to an end. From the grey sky came a flight of dropships, armoured and battle-scarred, each bearing the same symbol, a two-headed eagle. On hearing of this, some fragment of memory stirred in Fulgrim. Chemos had no formal army, but the dropships' landing zone had been surrounded by the Caretakers, the police-soldiers

responsible for maintaining order in the factory-fortresses. Fulgrim sent word to the Caretakers to stand down and allow the visitors from above into Callax.

In his spartan quarters, Fulgrim was faced by armoured warriors from the stars. Their faces bore the scars of many battles, and from their shoulders hung scrolls listing their achievements. Their armour and weapons were finely-worked, and their banners and pennants were works of art. Fulgrim recognised that these men were not merely advanced, but civilised – his lost brothers from the stars had preserved the arts he had longed to return to Chemos. From the midst of these warriors stepped their leader, the Emperor of Humanity. Fulgrim surveyed him and, without a word, knelt and offered his sword. On that day Fulgrim swore to serve the Imperium with all his heart.

From the Emperor himself, Fulgrim learned of Terra, of the Great Crusade to reclaim the galaxy, and of his own origins.

Inquisition Accus Level 12 ninety nine

Emperor's Children, Progenitor Legion M.31



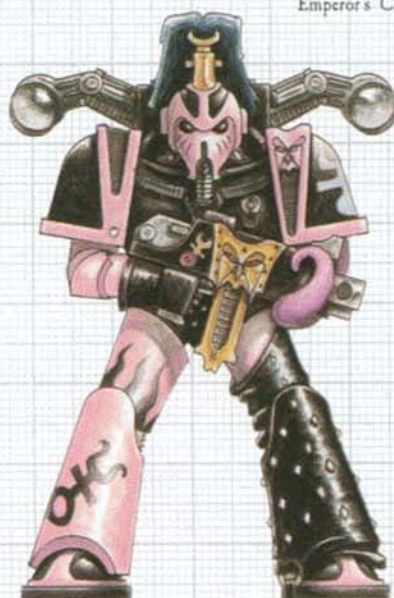
Pre-Heresy Codex colour scheme of purple power armour



Shoulder plate.
Chapter badge
iconography



Shoulder plate.
Officers
Chapter badge
iconography



Corrupted Emperor's Children colour scheme



Shoulder plate.
Slanesh dedication
marking



Shoulder plate.
Slanesh dedication
marking



Noise Marine Cult markings and colour scheme

Doom Siren
sonic amplifier

Sonic Blaster
resonate sonic
weapon



Noise Marine
helmet variant



Emperor's
Children Chaos
Space Marine
helmet variant



Corrupted Emperor's Children Legion symbol

THE CLEANSING OF LAERAN

(Recorded by Scribe First Order Wendel Voss
in the year of the Emperor's grace 893/M31)

Shortly after the beginning of their own Crusade, the Emperor's Children encountered a hitherto-unknown alien race, who called themselves the Laer. Analysis of captured scouts and envoys showed the Laer to be concentrated in a single star system, Laeran. Nonetheless they had the potential to be a powerful foe. Like the Emperor's Children themselves, the Laer prized perfection in all aspects of civilisation. By the use of chemical manipulation from birth, individual Laer were adapted to their roles, whether they be workers, soldiers, diplomats, even artists. Observers from the Adeptus Administratum wondered if perhaps the Laer might be made a protectorate of the Imperium as conquering such an efficient race could prove to be a long and costly endeavour.

Fulgrim refused any notion of co-operation. Only Humanity was perfect, he insisted. For an alien race to hold its own ideals to be comparable to those of Humanity was blasphemy in its most blatant form, and deserved nothing less than annihilation. He ordered his Lord Commanders to attack immediately, beginning a war that the Administratum predicted would last decades. Fulgrim heard this prediction, and shook his head. "In one month's time," he said, "the Eagle will rule Laeran."

In every theatre of war the battle was joined. The Emperor's Children attacked the Laer in space, on the surface of their worlds, beneath their oceans and over the hulls of their orbital platforms. Everywhere they faced enemies adapted to their conditions – warships connected bio-electronically to their crew's minds, liquid-breathing sea warriors, scouts capable of moving as fast as a speeder, gunners whose eyesight allowed them to target individual Space Marines in squads miles distant. The casualties on both sides were horrendous – it is estimated that, if not for the excellence of the Legion's Apothecaries, more than half of its warriors would have died from their wounds.

The Laer never surrendered – their last warriors died fighting in the ruins of their capital city. One month after he had begun the attack, Fulgrim planted a standard displaying the Imperial Eagle over their corpses, leaving it the only thing standing on the worlds of the Laeran system. Over seven hundred of his men were dead, six times that number injured, but Fulgrim believed he had proven himself correct. Against the most finely-honed alien warriors ever encountered, Humanity had proven itself more powerful.

[Archivist's note: The Laeran system, for ten thousand years now, has been home to three cities and a dozen mining colonies, all traces of its former rulers are gone.]

Though the story was fantastic he knew it to be true, and at the Emperor's request Fulgrim travelled to Terra to join his Legion, the Emperor's Children. Unlike the other Legions fighting in the Crusade, the Emperor's Children were few in number – an accident had destroyed nearly all of the precious gene-seed and, with the Primarch himself lost, the rebuilding had been a slow process. Fulgrim addressed the two hundred warriors who were then all that the Legion could muster. To them he gave the sacred task of bringing the

Emperor's wisdom to all the stars in the sky. "We are His children," the Book of Primarchs relates he told them, "Let all who look upon us know this. Only by imperfection can we fail him. We will not fail!"

So inspired was the Emperor by the words of his newly-found son that he bestowed on Fulgrim's Legion a unique honour: the Emperor's Children would be permitted to display the Imperial Eagle on their armour's chestplates, the only Legion then allowed to display the symbol in such a manner. Fulgrim was anxious to begin his conquest of the unknown regions of the galaxy, but realised that his two hundred warriors were far too few to undertake a crusade on their own. With the Emperor's blessing he and his Legion joined the Luna Wolves, and Fulgrim fought side-by-side with his brother Horus, aiding him in his newly-assigned task of pacifying the Eastern Fringe of the galaxy. The Warmaster himself praised Fulgrim and his Legion, declaring them the living embodiment of the Adeptus Astartes.

Swelled by new recruits drawn from Chemos and Terra, the Emperor's Children finally mustered the strength to undertake a crusade alone, and Fulgrim proudly led his warriors into the unknown. To countless worlds he brought the rule of the Emperor, crushing any resistance in the certain knowledge that any who fought against the Emperor fought against Humanity itself. From the growing ranks of his Legion, Fulgrim selected a few individuals, the bravest, strongest and noblest, to become Lord Commanders, each given charge of a full battle company. Fulgrim taught the Lord Commanders personally, taking care that they were worthy of the honour of being the representatives of the Emperor. In turn the Lord Commanders passed Fulgrim's words on to the officers under their command, and they to their squads. In this way, through their leaders, each Space Marine of the Emperor's Children Legion followed the Emperor himself. To honour the Emperor, they strove for perfection in all things: battlefield doctrine was obeyed to the letter, tactics and strategy were studied in minute detail and perfected, and the Emperor's decrees were memorised by every Space Marine, adhered to in every way. While the Emperor's Children, like many Legions, considered the Emperor a man, not a god, their reverence and adoration for him bordered on the fanatical.

Home World

During its isolation, the archivists of Chemos recorded a picture of a bleak, unforgiving world. Warmed by two small, distant suns and surrounded by a nebular dust cloud, it experienced neither day nor night, only a perpetual grey twilight in which the stars never shone. Settled long ago as a mining colony, the cities of Chemos had fallen into decay since their isolation from Terra. Without resources from other worlds thousands starved, and eventually it fell to a few hardy fortress-factories to keep humanity alive on Chemos. Short of food, water and energy, the people of Chemos were forced to limit themselves to the meagre supplies available – all citizens worked every waking hour, operating the vapour mines that drew moisture from the thin air, and the huge synthesisers that endlessly recycled food, turning yesterday's waste into today's sustenance. Recreation, art and leisure were sacrificed in order to ensure survival, and efficiency became the only value adhered to.

After coming under the rule of Fulgrim and its rediscovery by Imperial forces, Chemos quickly expanded its industrial base

to become an important source of processed minerals. The fortress-monastery of the Emperor's Children was established in the centre of Callax, drawing recruits from the strongest, bravest and most intelligent of the planet's population. Though Fulgrim himself never returned to Chemos, he took great care to see that his will, as the emissary of the Emperor, was followed. The recruits from Chemos proved themselves strong and resourceful fighters, but even so only a handful of them passed the rigorous tests imposed by Fulgrim to satisfy himself that they were worthy of becoming one of the Emperor's Children.

After the lifting of the Siege of Terra, and the end of the Horus Heresy, Imperial forces set out to assault Chemos from orbit, intending to destroy the Emperor's Children's fortress-monastery and eradicate any trace of Chaos from the world. Following this action Chemos was quarantined by the Inquisition, and in the past ten millennia no further information, not even a record of Exterminatus, has appeared in Imperial databases regarding the world.

Combat Doctrine

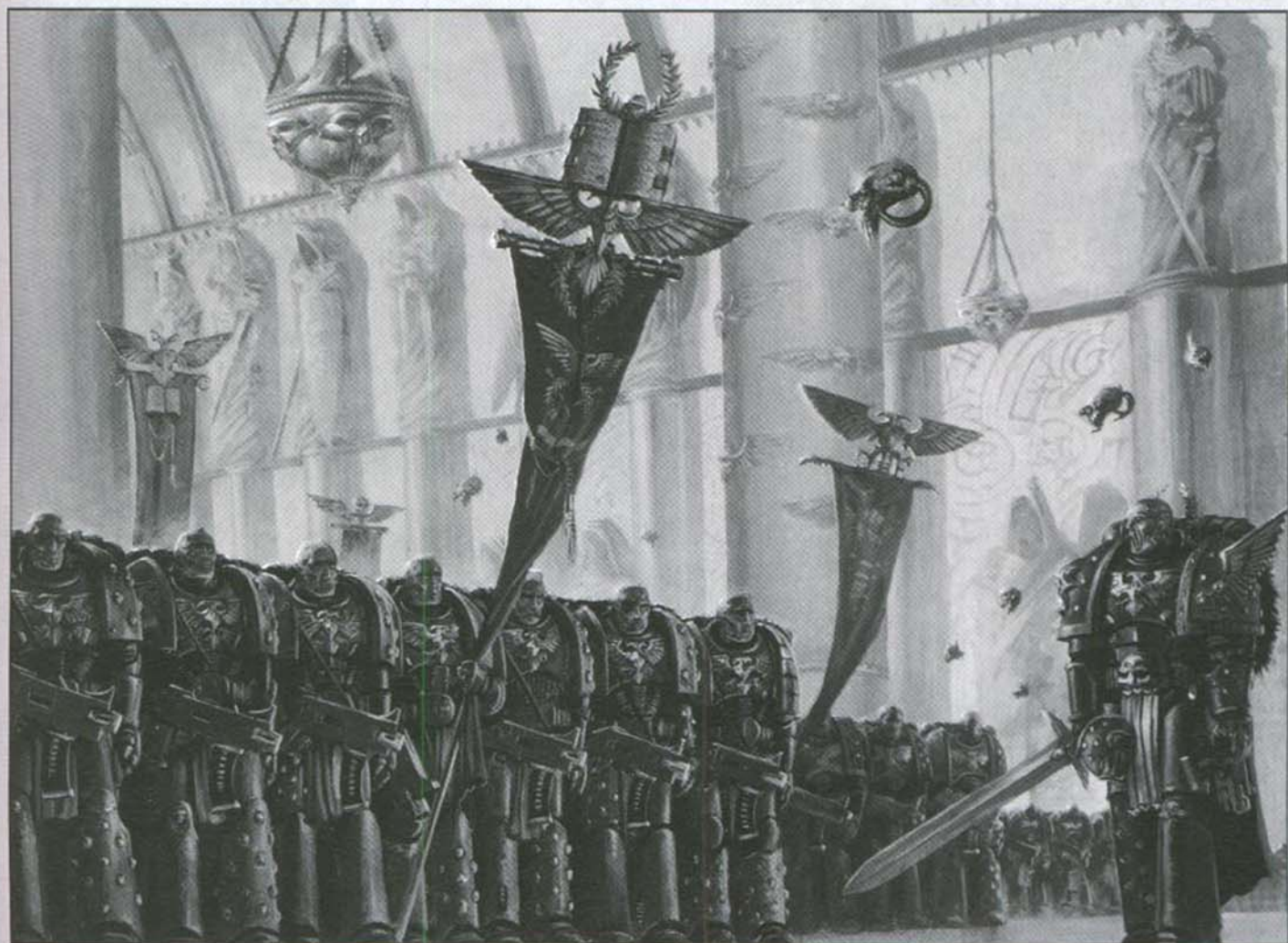
Studying ancient battle and status reports, the scribes of the Inquisition have pieced together some of the practices of the Emperor's Children Legion, though the original doctrine texts were lost with the Legion itself. The Legion accepted nothing less than perfection in all their endeavours, and worked ceaselessly to perfect their military operations. Each and every Space Marine trained every waking hour for his assigned task, whether it be foot soldier, driver, gunner,

scout or sniper. Every aspect of battle was analysed and used to their advantage, from terrain and weather to deployment or reserves. Nothing was left to chance.

In combat the Emperor's Children were as brave as any Space Marine who ever lived. Sustained not merely by the example of their peers but by a deep individual belief in their duty, they fought to the best of their abilities in all conditions, whether the battle was a massive attack or a simple patrol. It was widely believed that no Space Marine of the Emperor's Children had ever been routed in battle. Similarly, the Legion was highly demanding of forces allied with it – signs of hesitation or inefficiency in the Imperial Guard or even their brother Space Marines were not tolerated. The principle of leading by example was ingrained into every fibre of the Emperor's Children, and they had little patience for any other regime.

Organisation

From its humble beginnings, the Emperor's Children Legion continued to grow until it met its eventual end in the Eye of Terror. By the time Fulgrim joined the Warmaster in rebellion his Legion comprised 30 Companies, each led by a Lord Commander, a charismatic individual who embodied the best qualities of a Space Marine. As each Space Marine looked to his superior officer for guidance, each Company inherited its manner and practices from its Lord Commander. Though this was the case with many Legions, the Emperor's Children had a strength of devotion to their leaders that was almost unmatched.



Beliefs

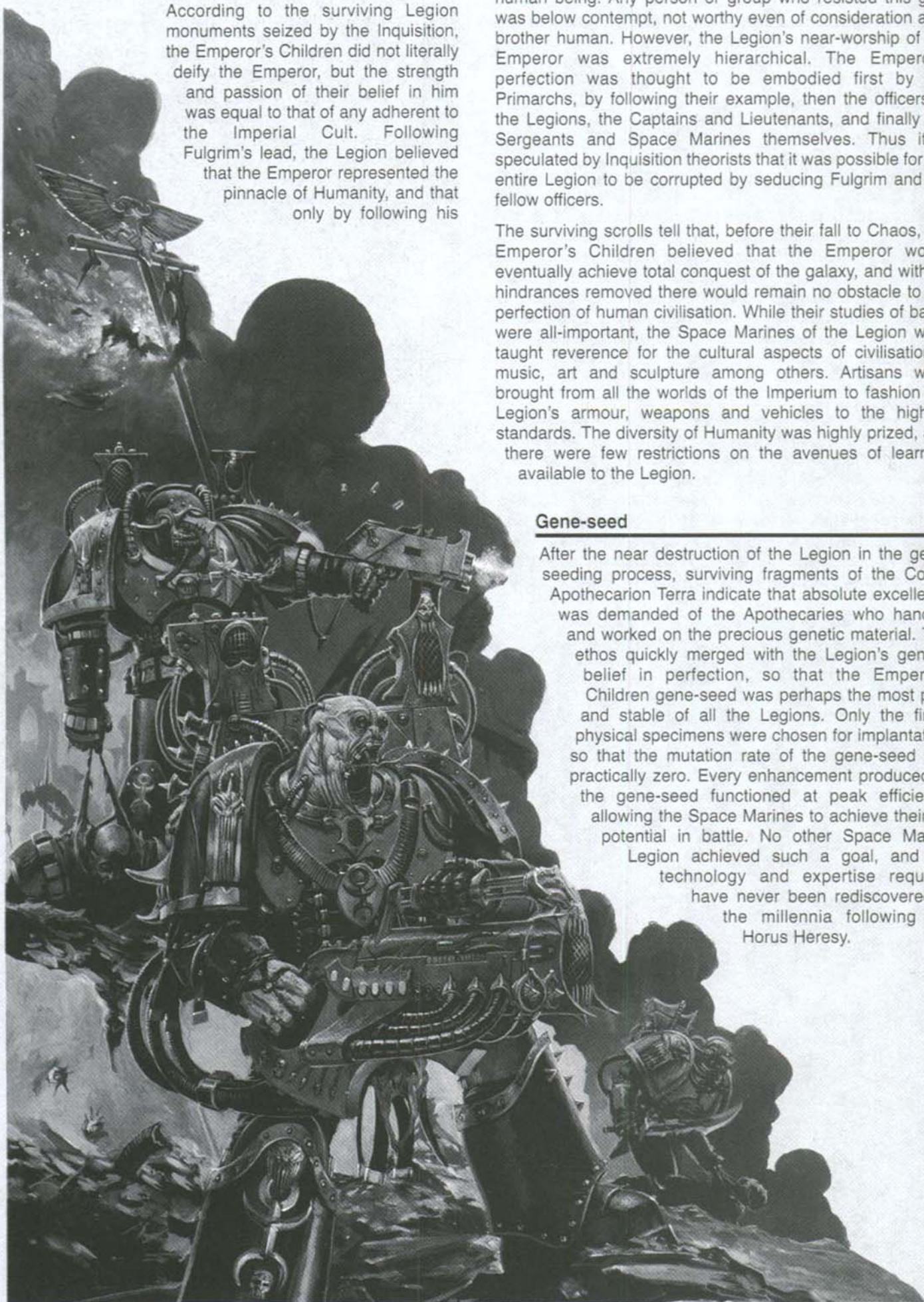
According to the surviving Legion monuments seized by the Inquisition, the Emperor's Children did not literally deify the Emperor, but the strength and passion of their belief in him was equal to that of any adherent to the Imperial Cult. Following Fulgrim's lead, the Legion believed that the Emperor represented the pinnacle of Humanity, and that only by following his

example was it possible to attain one's full potential as a human being. Any person or group who resisted this goal was below contempt, not worthy even of consideration as a brother human. However, the Legion's near-worship of the Emperor was extremely hierarchical. The Emperor's perfection was thought to be embodied first by the Primarchs, by following their example, then the officers of the Legions, the Captains and Lieutenants, and finally the Sergeants and Space Marines themselves. Thus it is speculated by Inquisition theorists that it was possible for the entire Legion to be corrupted by seducing Fulgrim and his fellow officers.

The surviving scrolls tell that, before their fall to Chaos, the Emperor's Children believed that the Emperor would eventually achieve total conquest of the galaxy, and with all hindrances removed there would remain no obstacle to the perfection of human civilisation. While their studies of battle were all-important, the Space Marines of the Legion were taught reverence for the cultural aspects of civilisation – music, art and sculpture among others. Artisans were brought from all the worlds of the Imperium to fashion the Legion's armour, weapons and vehicles to the highest standards. The diversity of Humanity was highly prized, and there were few restrictions on the avenues of learning available to the Legion.

Gene-seed

After the near destruction of the Legion in the gene-seeding process, surviving fragments of the Codex Apothecarion Terra indicate that absolute excellence was demanded of the Apothecaries who handled and worked on the precious genetic material. This ethos quickly merged with the Legion's general belief in perfection, so that the Emperor's Children gene-seed was perhaps the most pure and stable of all the Legions. Only the finest physical specimens were chosen for implantation, so that the mutation rate of the gene-seed was practically zero. Every enhancement produced by the gene-seed functioned at peak efficiency, allowing the Space Marines to achieve their full potential in battle. No other Space Marine Legion achieved such a goal, and the technology and expertise required have never been rediscovered in the millennia following the Horus Heresy.



"Children of the Emperor! Death to his foes!"

Horus Heresy

With his Primarchs and Space Marines executing the Great Crusade, the Emperor returned to Terra, intent on strengthening the Imperium which his forces were building. Most knew that his place was at the heart of his Imperium, but one man disagreed: Warmaster Horus, master of the now re-named Sons of Horus Space Marine Legion, mightiest of the Primarchs. In his arrogance, Horus believed the Emperor to be weak, a man unworthy of the battles fought in his name. Upon hearing evidence of Horus's betrayal, the Emperor sent seven entire Legions of Space Marines to challenge the Warmaster, if necessary to destroy him. The Emperor's Children were the first to arrive in the Istvaan system, where Horus waited, and Fulgrim met Horus in person to demand he account for his actions. Instead, Horus succeeded in corrupting his brother Primarch to the powers that now held sway over him. The Council of Charon, formed after the Horus Heresy to discover the causes of the traitor Primarch's betrayals, concluded that Fulgrim's respect for Horus allowed the Warmaster to influence him, weakening him enough for Chaos to lure him away from the Emperor. Slowly, as he and Horus talked, Fulgrim's loyalty to Terra crumbled, replaced by a burning desire to destroy the false Emperor, whose rule held back Humanity from the perfection Fulgrim had always believed it capable of. Seduced by Horus's words, Fulgrim turned to the promise of a new Humanity, a Humanity that would rise to the peak of civilisation, a Humanity free of the oppressive rule of the false Emperor. Slaanesh whispered to Fulgrim, promising perfection in all things, and Fulgrim gave himself willingly to his new god.

As Fulgrim turned, so too did his Lord Commanders. They knew their Primarch to be the embodiment of perfection, and needed little convincing to follow him into Slaanesh's service. Returning to their Legion, Fulgrim and his Lord Commanders met with their captains, preaching to them the glory of Chaos. The captains in turn passed the worship of Slaanesh to their subordinates, and so on until the entire Legion had forsaken the Emperor. Denouncing the teachings of their former idol, they turned wholeheartedly to Slaanesh, giving the Prince of Chaos the same measure of devotion they had once shown to the Emperor. Slaanesh, in turn, bestowed visions of paradise on the Emperor's Children, a galaxy of ultimate freedom, where no evil was possible because every experience was a source of pleasure. The Legion's Chaplains exhorted their brothers to pursue this dream, to savour every sensation. The perfection of the Emperor's Children became perfect hedonism, limitless in its scope, unstoppable in its fury. When loyal Space Marines arrived on Istvaan V, the Emperor's Children were first among the traitors who stood against them, aiding in the massacre of the loyal Legions with gleeful savagery.

Horus's rebellion spread, casting the entire Imperium into turmoil. When Horus laid siege to Terra itself, the Emperor's Children were at his side, but they took little part in the slow process of whittling down the massive defences of the Imperial Palace. Instead Fulgrim turned his Legion loose on the uncontested areas of the planet, where billions of terrified humans cowered at the sight of the followers of

EIDOLON, LORD COMMANDER OF THE EMPEROR'S CHILDREN

Lord Eidolon was the first Space Marine selected by Fulgrim to lead an entire company of the Emperor's Children, and was commonly regarded as the most proficient of all the Lord Commanders. Until the corruption of the Legion, Eidolon dedicated himself to mastering all aspects of warfare. His troops fought equally well in sieges, holding actions, rapid strikes and gruelling campaigns, never displaying any inexperience or inefficiency no matter what was demanded of them.

Eidolon regarded Fulgrim as a father in the literal sense, considering his bond of gene-seed to be as strong as true parentage. Though he accepted that he could never equal the Primarch in power, Eidolon nevertheless spent every waking moment studying Fulgrim's tactics and strategies, his writings and orations, in the hope of being as close to his leader's perfection as he could possibly become. Despite considerable effort, scholars in the service of the Inquisition have been unable to determine whether or not Eidolon survived the Siege of Terra. Unsubstantiated rumours claim that Eidolon is responsible for hundreds, if not thousands, of gruesome raids on Imperial worlds in the past ten thousand years, and have suggested he may have served as lieutenant to Abaddon the Despoiler, consort to Queen Sylelle and champion of the Daemon Prince N'Kari. No Inquisitor has yet succeeded in locating the source of these rumours, but, without undisputable evidence, the Inquisition will not declare Eidolon dead.

Chaos, suddenly stripped of the protection they had counted on from the Palace. The brutality and slaughter of Istvaan repeated itself, but on a far, far greater scale. With the concentration of Chaos around Terra, the Apothecaries and Sorcerers of the Emperor's Children drew on the power of Slaanesh to enhance their pleasures, wantonly desecrating not only their minds and bodies, but now their immortal souls as well. Daemons were summoned and set loose among prisoners, feasting on their flesh as they died, while the Space Marines themselves sought even greater excesses of carnage and carnality. Fulgrim directed the slaughter with glee, believing that his Legion were setting their victims free from the chains of the Emperor's rule, and allowing them to feel true Humanity at the limits of experience. In that time, as the Siege of Terra raged around them, the Emperor's Children are reckoned to have murdered more than forty times their number of unarmed, defenceless people in their efforts to create new stimulants to feed their addiction to pleasure. How many more died simply to sate the bloodlust of their killers cannot be guessed at.

Post-Heresy

At the height of the Siege of Terra, Imperial history records that Horus faced the Emperor in single combat and was defeated. With his death, the Legions of Chaos fell into disarray, and so the Emperor's Children were forced to flee, scattered along with the rest of the traitor fleets. Those Imperial vessels which pursued Fulgrim's fleet from Terra followed a trail of devastated worlds, where corpses were

piled high, survivors pleaded to be allowed to die to escape their nightmares and, ominously, thousands more were simply missing, never seen again. Eventually, after countless atrocities, the Emperor's Children reached the Eye of Terror where they and their fellow traitors hid from the vengeance of the Imperium. According to the Inquisition's Hades Oracle, the Emperor's Children quickly exhausted their supply of slaves and playthings, and began to prey upon the only victims available: the slaves and servants of the other Traitor Legions. The resulting wars were terrible and bloody, but there could be only one eventual result, and finally the Legion of the Emperor's Children was shattered.

Of the fate of Fulgrim himself, none are sure. The enemies of Slaanesh claim he was killed during the battles against his fellow Legions, but robot-crewed Mechanicus trawlers recovered neither his body nor the remains of his battle barge. Among the remains of the Emperor's Children, it is rumoured that he was rewarded for his devotion to pleasure, and that he was elevated by Slaanesh to become a Daemon Prince, lord of a Daemon world. Over the millennia, many of the Emperor's Children, along with other Slaanesh-worshipping Space Marines, sought Fulgrim's world, hoping to discover limitless pleasure, but none have returned. After ten thousand years the Inquisition still maintains a strike

force devoted to pursuing rumours, however slight, of the traitor Primarch's existence.

The Emperor's Children, now leaderless, continued to pursue ultimate pleasure, finding solace for the loss of their Legion in the horror of battle, joining with other corrupted Space Marines devoted to Slaanesh in vile crusades. Most became Noise Marines, twisted creatures addicted to fury and tempest, only satisfied by the roar of explosions and the screams of the dying. Only the most extreme sensations can provoke a reaction from these jaded veterans, causing them to decorate their armour in dazzling, clashing colours, and adorn it with shimmering silks and golden chains. Despite their insanity, they remain vicious, savage warriors, delighting in the destruction they cause in battle, willing to serve any master in return for fresh slaves upon which to practice their devotion to Slaanesh. Some even rise to become warlords in their own right, striving to recreate the days millennia ago when Fulgrim led his Legion across countless worlds in an orgy of pain and death. These creatures are even more terrifying than the maniacs who serve them: from beyond pleasure-fuelled insanity they survey the galaxy with savage glee, never content to rest, always striving to surpass their latest indulgence with new, even more decadent experiences. Warbands of the Emperor's Children are thankfully rare, for there cannot be a fate in the galaxy worse than to fall prisoner to them.

USING AN EMPEROR'S CHILDREN ARMY IN WARHAMMER 40,000

Warbands of the Emperor's Children form the core of Slaanesh's armies, the elite driving force behind the billions of cultists seduced to Slaanesh's service. While other Legions still maintain some semblance of the command structure they once possessed, the Emperor's Children who survived the inter-Legion wars now exist as cult-like bodies, their leaders ruling by force of will alone. The only focus of admiration for devotees of Slaanesh is senseless indulgence in physical pleasure, and so the leaders of warbands are the most violent, sadistic and debauched creatures imaginable. An Emperor's Children army is chosen from Codex Chaos Space Marines, with the following exceptions and special rules:

Characters: Warbands of the Emperor's Children are invariably led by a highly charismatic champion of Slaanesh who has earned the Mark of his or her god. An Emperor's Children warband must be led by a Chaos Lord or Daemon Prince with a Mark of Slaanesh.

Note that, as the army is always led by a character with a Mark of Slaanesh, Noise Marines may always be taken as Troops or Heavy Support units.

No character may be given a Mark other than that of Slaanesh. Characters with the Mark of Slaanesh may buy a Sonic Blaster (two-handed weapon) for +5 points.

Sacred Number: The sacred number of Slaanesh is six, and this number figures heavily in rituals intended to seek the god's favour. Any squad of Noise Marines that numbers exactly six models may upgrade one of its members to an Aspiring Champion for no additional points cost.

High on Pain: When engaged in close combat, pain serves only to further heighten the stimulation craved by the Slaaneshi. Any Independent Character who is wounded but not killed in an assault will automatically pass any Morale Check they are forced to make during that same Assault phase. This also applies to any squad led by the Independent Character.

Sonic weapons: Though not all of the Emperor's Children are perverted to the degree of Noise Marines, many still enjoy the cacophony of their sonic weapons. Any lascannon taken by a Chaos Marine Veteran or Chaos Marine squad may be upgraded to

a blastmaster for +5 points. Any meltagun in the above squads may be upgraded to a sonic blaster for +3 points. Any lascannon in a Chaos Havoc squad may be upgraded to a blastmaster for no additional points cost.

Noise Marine Terminators: Noise Marine Terminators cost 46 points for a basic model with combi-bolter and power weapon and have +1 Attack. They count as Fearless and can take any of the usual Chaos Terminator weapon upgrades at the normal cost. Also they may replace their combi-bolter with a sonic blaster at a cost of +10 points. Up to three models may replace their combi-bolters with one of the following: a blastmaster at +30, or a doom siren at +15 points. The points value is a modification of the rules in WD230 and applies only in Emperor's Children armies.

Cult Troops: The following units may not be used: Khorne Berzerkers, Plague Marines, Thousand Sons. Apart from Slaanesh Terminators, Cult Terminators may not be taken.

Daemons: Daemon units must be Slaaneshi in nature, ie, Greater Daemons must be Keepers of Secrets, Daemon Packs must be Daemonettes, Daemonic Beasts must be Fiends and Daemonic Cavalry must be Steeds of Slaanesh. Nurglings and Juggernauts of Khorne may not be taken.

Heavy Support: Aside from the deadly bombardments of Noise Marines, long-range firepower is poorly regarded among Slaaneshi Space Marines, and few persist in the use of heavy weapons or support vehicles once their personal prestige allows them the chance to partake of bloody hand-to-hand combat. The following units count as 0-1, ie, a maximum of one of each may be used in any army: Chaos Havocs, Chaos Predator, Chaos Land Raider.

Dreadnoughts: To a Slaanesh follower, encasement in a Dreadnought represents an unbearable separation from the joys of sensation. When taking Frenzy tests, Emperor's Children Dreadnoughts are subject to the Blood Rage result on a roll of 1-2. On a roll of 3-5 the Dreadnought behaves normally, and on a roll of 6 it is subject to the Fire Frenzy result. The Dreadnought's twin-linked bolter may be upgraded to a twin-linked Sonic Blaster at a cost of +8 points.

CHAOS SPACE MARINES

CHAOS SPACE MARINES

CODEX CHAOS SPACE MARINES

This 48 page codex contains all the information that you will need to field a foul Chaos Space Marine army, and details the life and crimes of the Traitor Legions since their flight into the Eye of Terror.

Abaddon



Fabius Bile



Ahriman



Chaos Space Marine Bike Squadron



Khorne Berzerkers



Chaos Terminators



Chaos Raptors



Chaos Obliterators



Chaos Land Raider



Chaos Space Marine Battle Force



Index Astartes



BITTER AND TWISTED

The Iron Warriors Space Marine Legion

by Pete Haines

The Iron Warriors were the battering ram of the Great Crusade, hurled at every unbreakable wall or inaccessible citadel that stood between the Emperor and the establishment of the Imperium of Man. The blood and sweat shed during those distant times was wasted when the Iron Warriors turned on their brother Space Marines on Istvaan V and ensured that their once-proud name would be forever synonymous with treachery and heresy.

Origins

The Iron Warriors are a Legion of the First Founding, formed when the Imperium was young and the Emperor walked amongst his people. As with the other Legions, they were created after the Primarchs had disappeared. Although the Iron Warriors did not know their Primarch, during those early years they did inherit common characteristics, notably an affinity for technology and a coldly efficient logic, both of which served them well when calculation was needed, but left them lacking in faith. Tragically for the Iron Warriors, they were ultimately to be confronted by a threat against which the only possible defence was unshakeable faith.

On Olympia the Emperor found the Primarch from whom the Iron Warriors had been fashioned – Perturabo. Dark and melancholy, with a mind like a razor, he was warlord to the Tyrant of Lochos and, like his Legion, was a master of siege craft. By a curious twist of fate, Perturabo had been put in the one place where there was nothing for him to learn but the extent of his own superiority.

Olympia was, in those days ten thousand years gone, a rugged and mountainous world, its population concentrated within a multitude of city states. The ready availability of quarried stone and the terrain made the control of strategic passes and high ground the key to military security.

The young Perturabo was discovered climbing the sheer cliffs below the city state of Lochos. Aware that this was no ordinary child, the city guard brought him before the Tyrant of Lochos, Dammekos. Intrigued by the strange, dark child, Dammekos took him into his household as if he were his own family. Perturabo never trusted the Olympians and, although Dammekos took time and trouble to win the trust and affection of the boy, Perturabo did not respond with any warmth. Many saw him as a cold youth but, when one considers that he had been cast alone into a strange world with no clue as to his own origins or the reason for his unusual abilities, this is perhaps harsh.

When the Great Crusade reached Olympia, Perturabo pledged his loyalty to the Emperor and, as was his custom with his Primarchs, the Emperor granted Perturabo command of a Space Marine Legion and suzerainty of the planet as the Legion's home world. The deposed Tyrant of Lochos spent the last few years of his life trying to marshal support to reclaim Olympia. He failed, but created an undercurrent of unrest that was to be harnessed many years later.

There was little time to delay. With the Great Crusade in full swing, Perturabo recruited new Iron Warriors from amongst the Olympians and conducted a lightning campaign against the nearby world of Justice Rock and the heretical Black Judges. The new recruits served well and their triumphant return was celebrated in the Palimodes Fresco, now known only through fragmented holo-recordings.

The Iron Warriors led by Perturabo were devastating siege troops. Expert engineers with cross-training from the Priesthood of Mars, they quickly built on their already impressive reputation. Whilst the Iron Warriors were determined to serve Mankind and their Emperor, their specialisation was an unfortunate one. The nature of siege warfare is long periods of dull, back-breaking labour broken by the most brutal, merciless combat imaginable. Men, even Space Marines, cannot withstand hell indefinitely and combat fatigue began to brutalise the Iron Warriors. The custom existed that once the siege lines were complete the besieged must either surrender or expect no quarter. With each campaign the Iron Warriors came to prefer the latter. Battle was to these Space Marines a release from the tedium of life in the siege trenches.

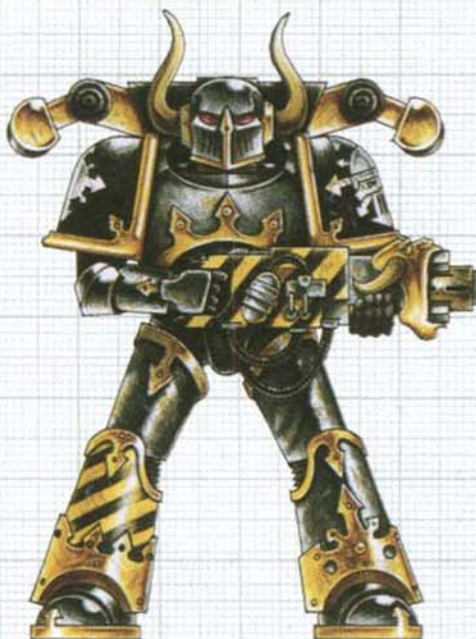
As the Crusade moved forward, many Iron Warrior citadels were established on liberated worlds guaranteeing a safe line of communications. There is a grim irony that the first and last military use of these citadels was to resupply Horus' forces on their traitorous march on Terra. Tiny numbers of Iron Warriors garrisoned the new fortifications. Where the likes of Russ, Vulkan and Magnus refused to split their forces, Perturabo obeyed his orders with increasing bitterness. The Iron Warriors were turning into a garrison Legion with tiny deployments all over the Imperium. For example, the infamous Iron Keep on Delgas II was garrisoned by one squad of ten Iron Warriors despite the world having a disgruntled population of almost 130 million. Resentment began to build up throughout the Legion and particularly with Perturabo himself.

Inquisition Access Level: Ω ninety eight

Iron Warriors, Progenitor Legion M31



Pre-Heresy Codex colour scheme of silver power armour.



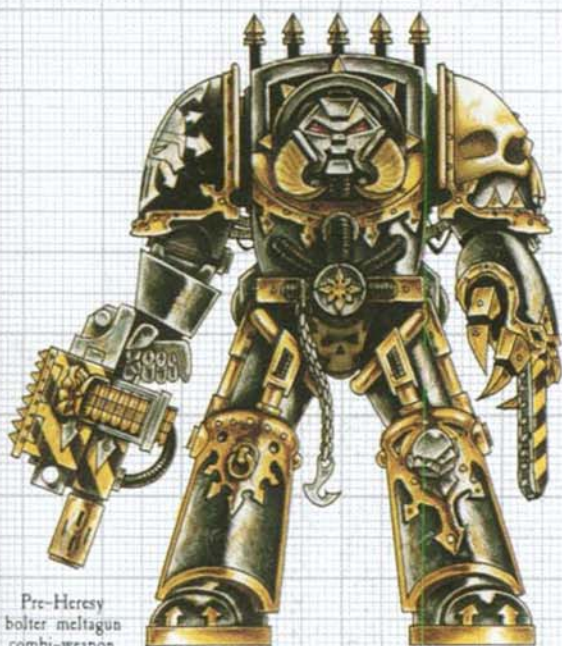
Corrupted Iron Warriors colour scheme.



Shoulder plate.
Corrupted Iron
Warriors Legion icon.



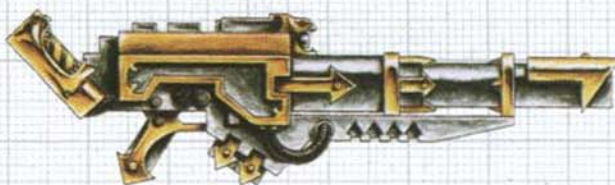
Corrupted Iron Warriors Legion symbol.



Pre-Heresy
bolter meltagun
combi-weapon.

Corrupted Iron Warriors Terminator.

Chainfist
close combat
weapon.



Corrupted lascannon heavy weapon.



Bionic leg replacement.



Pattern 'Unknown' Servo-arm.

Thought for the day: You carry the Emperor's will as your torch, with it destroy the shadows.

The passage of years and the carnage of the Heresy have long destroyed any possibility of proving why the Iron Warriors were treated with such casual disdain. Having finally found the truth of his existence, Perturabo was initially fanatically devoted to the Emperor and was ready to embrace missions that the other Primarchs avoided. The Iron Warriors' indisputable success then led to them being 'typecast' to the extent that they became an automatic choice for a siege or garrison mission. But all troops need time for rest and reorganisation if they are to be at their best. Clearly some authority chose to keep the Iron Warriors in action despite the harm it was doing. The Emperor may have been deliberately testing Perturabo's faith but, given that Horus, as Warmaster, had control over the precise conduct of many campaigns, it is more likely that he was responsible. When the Heresy began, it was clear that Horus had already established 'understandings' with other Legions. In hindsight, it is perfectly conceivable that Horus was working to demoralise and derange the Iron Warriors to make them more malleable.

It is widely claimed that Perturabo was envious of Rogal Dorn. Given Dorn's well-attested vanity, one can imagine how frequent reference to the perfection of the defences of the Emperor's Palace on Terra might have antagonised his

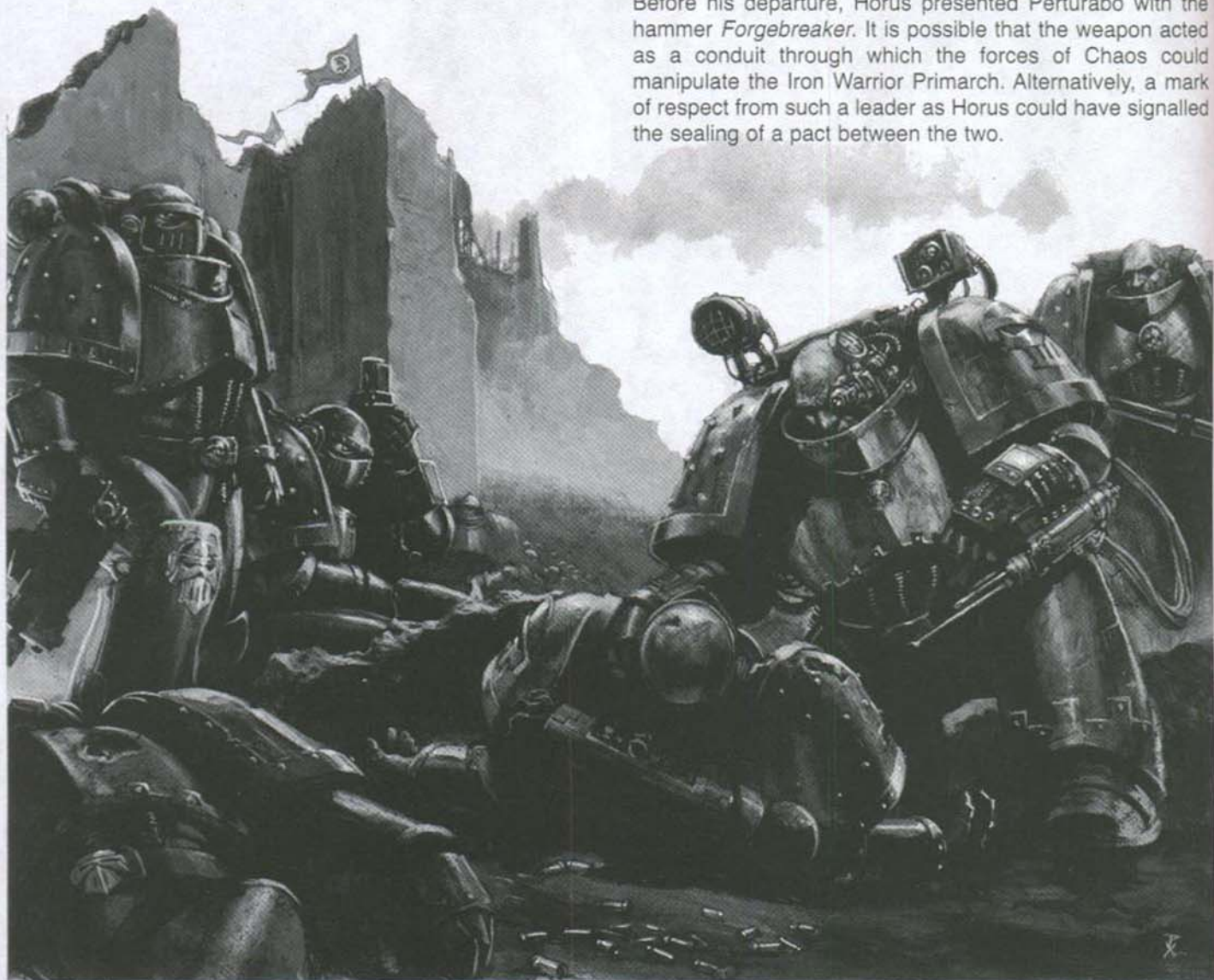
brother Primarch. Dorn had this effect on a great many people but Perturabo brooded on it and let each boast become an open wound that a cunning manipulator could pull and prod to elicit a response.

It is undoubtedly true that the other Primarchs kept Perturabo at a distance. This may be attributable to his technical genius that was far in advance of any of the others. Perturabo could match wits with Adeptus Mechanicus Magi on anything from warp drives to macro cannons. This was reflected in the way his deeds are recorded in the legends passed down from those times. In one famous story describing the occasion when Leman Russ and Jaghatai Khan routed the Orks of Overdog Mashogg, Perturabo features only as the 'comrade' who calculated the optimum way to bypass Mashogg's low orbit defences.

The Heresy

In the midst of the cleansing of the Hrud Warrens on Gugann matters were brought to a head. It was Horus who broke the news to Perturabo that Olympia was in rebellion. Dammekos had died and the population, incited by demagogues, had taken up arms. Perturabo was by this time tired of repeatedly having to prove his worth and now, after all his battles, the thought of being the only Legion unable to hold its own home world appalled him. Horus made the most of the opportunity.

Before his departure, Horus presented Perturabo with the hammer *Forgebreaker*. It is possible that the weapon acted as a conduit through which the forces of Chaos could manipulate the Iron Warrior Primarch. Alternatively, a mark of respect from such a leader as Horus could have signalled the sealing of a pact between the two.



Perturabo and the Iron Warriors suppressed the rebellion on the streets of one city state after another. No one was spared. It was the principle of surrender or no quarter, and the Iron Warriors had grown accustomed to granting no quarter. Perturabo watched on as unmoved and cold as the fortifications in which he taken such pride were overcome. By the time the massacre was over, Olympia had been culled into slavery with almost 5 million civilians dead.

As the pyres burned through the long Olympian night, the Iron Warriors slowly realised the extent of what they had done. One moment they were humanity's heroes assaulting the Hrud and the next they were committing genocide. Perturabo was like a man emerging from a drunken stupor who finds blood on his hands, only dimly aware of how it got there, but is aware of an oppressive feeling of shame nonetheless. He knew that the Emperor could never forgive him his crime.

It was in this doomed mood that the Iron Warriors received news and orders. The news would have been shattering under normal circumstances, but when heard in ruins that were thick with the stench of the dead, it was apocalyptic. Russ' Space Wolves had attacked Magnus' Thousand Sons on Prospero. Horus had turned renegade along with his own Sons of Horus. Angron's World Eaters and Mortarion's Death Guard were also with him. Fulgrim and the Emperor's Children had tried to reason with Horus, but had been seduced into joining him instead. Now the universe exceeded the Iron Warriors in madness. Confused bewilderment gave way to the realisation that, with the entire Imperium in flames, their excesses were irrelevant.

According to the accompanying orders they had received, the Iron Warriors were to join six other Legions to face Horus on Istvaan V.

The events on Istvaan V are part of the Heresy legend. The Iron Warriors joined with the Night Lords, Word Bearers and Alpha Legion to destroy the three Legions in the task force who remained loyal.

After Istvaan, the Iron Warriors were let loose. Finally freed from doomed missions, they were possessed with a terrible energy. On a dozen worlds, an Iron Warrior Warsmith replaced the true governor and tithes were paid under the shadow of fortified battlements.

A strong contingent of the Legion accompanied Perturabo to Terra where he supervised the siege of the Emperor's Palace. Here his skills were invaluable and the Iron Warriors found a sublime pleasure in tearing the edifices of the Imperium down. The end was near for the defenders when the Emperor confronted Horus on his battle barge and defeated him. Like many of Horus' followers, the Iron Warriors fled to the Eye of Terror, securing a new home world where they could brood on the turn of events and plot vengeance.

The rest of the Iron Warriors defended their small empire based on Olympia, but there was no refuge from the retribution of the loyalist Legions. The Imperial Fists supported the Ultramarines in a decade-long campaign to liberate the subjugated worlds. They discovered the Iron Warriors to be like a barbed hook that, once embedded into a victim, could only be removed with great risk of injuring the patient further. The Olympia garrison held out for two years, eventually triggering their missile stockpiles when defeat

was unavoidable. They left a blasted wasteland that, like the other Traitor Legion home worlds, was declared *Perdita*.

Home World

Like the other Traitor Legions, the Iron Warriors have seized a planet within the Eye of Terror and made it their new home world.

Knowledge of the worlds within the Eye of Terror is scant at best and the realm of Chaos rarely stays the same for long. Medrengard is frequently depicted as a world turned into a vast fortress, all trace of its original form lost under mountains of impossibly high towers, its core penetrated by plunging dungeons. Whilst this is feasible within the Eye of Terror where the laws of physics do not apply, it is inconsistent with Iron Warrior fortifications in real space which are far more advanced in design and construction. Many depictions of worlds within the Eye of Terror have been derived from nightmarish visions rather than actual observation, and this may be so with Medrengard.

Inquisitor Maul performed an extended reconnaissance of the Eye of Terror in M.38. Although he was not cogent upon his return, his ship's interior bulkheads were covered by script in the Inquisitor's own blood describing what he had seen. Medrengard was described as a bleak gaol world where slaves toiled and died while great Chaos warships were tethered to its tallest towers wherein resided the Warriors themselves.

Combat Doctrine

The Iron Warriors follow a simple method. They commence battle with a sustained bombardment utilising every gun at their disposal. The basis of this is a complex fire plan in which every weapon is directed with utmost care at the optimum target for maximum effect. Where possible, the Iron Warriors will coordinate with Traitor Titan Legions to add to their own considerable firepower. The bombardment can last for weeks as the Iron Warriors rarely seem to be short of ammunition. They handle their weaponry well, with formations moving forward to fire and then redeploying before any reprisal. Often their entire force will move laterally to bring their fire against enemy weak points, with the result that counter-attacks flounder helplessly in the teeth of the Iron Warriors' weapons.

Where possible, field fortifications will be used to reinforce the line. Iron Warrior doctrine includes extensive use of fortifications to tie opponents down with the absolute minimum number of troops. This in turn keeps the bulk of the Iron Warriors troops fresh and available for assaults.

When a breach has been forced in the enemy's defences it will initially be probed by veterans and infiltrated, then the gap will be prised open with firepower until a storming force can be unleashed.

These storming forces are based around fast moving heavy armour which can move instantly from relentless barrage to lightning-fast advance. Breaches are then widened until the defences are shattered. For the key moments in battle when a position absolutely must be taken, the Iron Warriors adopt an ice-cold ferocity that is comparable to the Blood Angels or World Eaters but *only* when the moment is right and *never* for longer than necessary.

THE IRON CAGE

The one real triumph in the period following the Heresy was the reason for Perturabo's ascension to the rank of Daemon Prince. The Iron Warriors had been close to breaching the defences of the Imperial Palace but had been thwarted by Horus' death. Afterwards their empire was dismantled by the Imperial Fists by virtue of overwhelming superiority of numbers. On Sebastus IV, therefore, Perturabo set a trap for their Primarch by building the self-styled 'Eternal Fortress'. Upon hearing of the fortress, Rogal Dorn publicly declared that the Imperial Fists would dig Perturabo out of his hole and bring him back to Terra in an Iron Cage. Roboute Guilliman pleaded with Dorn to let him help but just as Perturabo planned, Dorn was arrogant enough to undertake the mission alone.

Rogal Dorn expected honourable battle but that was not Perturabo's agenda at all. The Eternal Fortress was a sophisticated trap. At its centre was a keep sitting in the middle of twenty square miles of bunkers, towers, minefields, trenches, razorwire, tank traps and redoubts. Radiating out from the keep in the shape of an eight-pointed star were underground tunnels that connected the surface fortifications. All the entrances to the underground network were concealed and the keep itself was a decoy of no real value. Most fortifications are limited by the need to protect something. The Eternal Fortress was twenty square miles of killing ground.

Perturabo and the Iron Warriors waited below the surface for the first shots of the Imperial Fists' orbital barrage. As soon as it commenced they replied with a number of remote weapons silos located well away from the Fortress. The Imperial Fists countered precipitately with Thunderhawk-borne troops attacking the silos and a full combat drop of the rest of the Legion. As soon as the attacks on the silos were under way, the missile stockpiles were detonated. Thousands of tons of debris was hurled into Sebastus' atmosphere making communication between ground troops and fleet virtually impossible.

The detonation was the signal for the Iron Warriors fleet to attack. The Traitor fleet was no stronger than that of the Imperial Fists but the loyalist Thunderhawks were on the planet's surface. Also the Chaos ships had many Iron Warriors amongst their complements eager to man the assault boats. The Imperial Fists fleet tried to hold but was forced inexorably out of position. After a few hours the only targets being engaged on the planet were coordinates pre-planned by Perturabo.

Under fire from space, the Imperial Fists proceeded with their assault in parade ground formation on a four-company front. Perturabo watched them from an observation tower and carefully began to destroy them. First the minefields did their work then,

when the Imperial Fists reached the first expanse of fortifications, the Iron Warriors manned their trenches and opened fire. While the trenches held the loyalists' attention, squads of Iron Warriors with Krak grenades and melta bombs emerged from hidden bunkers and attacked the tanks halted by the fortifications. The Imperial Fists turned back to fend off this threat and for a time were pinned down amidst the tank traps. Once more they rallied and swept forward to overrun the Iron Warrior trenches only to find them empty. So it continued - Perturabo dissected the Imperial Fists tank by tank, squad by squad. Rogal Dorn remained convinced that victory was in sight and pushed his men on. Perturabo pulled back some of his defenders and called upon others to hold - a stratagem that fractured the Imperial Fists, first into companies then into squads. By day six of the battle, each Marine fought virtually alone, and Dorn's troops were reduced to burrowing into the mud and piling up the dead bodies of their brethren for cover. Still Perturabo remained patient, he allowed Dorn to rampage around the trenches calling his name and demanding personal combat, content that the sight of their Primarch's impotence would demoralise the Imperial Fists.

The siege of the Eternal Fortress was to last for three more weeks. The Imperial Fists had burrowed into the killing zone and were unable to escape. Although his captains called for a breakout, Rogal Dorn would not give the order. He refused to believe the evidence of his eyes and continued to call for one last charge or for Perturabo to face him. Unable to abandon their Primarch, the Imperial Fists prepared to die with him.

If Perturabo had a failing it was that he had grown to enjoy tormenting his enemies too much. He could have finished off the Imperial Fists at any time but chose not to. Fortunately for Rogal Dorn, Roboute Guilliman put the Imperium before pride and had brought the Ultramarines to the rescue. The powerful Ultramarine fleet forced the Iron Warriors back while their Thunderhawks plunged through the dust clouds to evacuate the Imperial Fists. Perturabo had no desire to fight two Chapters and concentrated on preventing the Imperial Fists evacuating their dead and wounded.

Rogal Dorn was a broken man. It was nineteen years before he and the Imperial Fists could once again go to war. They left over 400 Marines at the Eternal Fortress and every refugee carried horrific wounds.

The gene-seed captured was sacrificed to the Dark Gods in return for Perturabo's elevation to Daemon Prince. One insult had been avenged, and since then the Iron Warriors have lived only to settle accounts with the corpse on the Golden Throne.

Once they have an opponent at their mercy, the Iron Warriors are content to surround them and destroy them at their leisure, always preferring to let shell and laser beam do their work for them.

The Iron Warriors are expert sappers, engineers and miners and have acquired a formidable siege train of specialist equipment over the centuries. This includes Termite tunnellers, a Leviathan transport, Dreadclaw assault boats adapted for planetary landings and a large assortment of

Imperial-built artillery. These are used very sparingly and are maintained and guarded by the 1st Company. Additionally they have a number of Corvus assault pods which allow them to make use of any supporting Titans as siege towers. The Iron Warriors are so frequently supported by Titans that some Imperial experts have asserted that they are part of the same formation. This is not widely accepted, but the theory is a reflection of the Legion's predilection for heavy barrages.

Organisation

The Iron Warriors are organised as a number of Grand Companies each commanded by a Warsmith. Originally each Grand Company would have had a similar organisation totalling approximately a thousand Space Marines, but now they vary in size enormously. The Warsmiths themselves are all extremely gifted in combat engineering, many maintaining a large contingent of slave-mechanicians to perform the more menial work.

It is uncertain how many Grand Companies there are at any given time. At the time of the Heresy, the Legion had at least twelve Companies, although with the widespread deployment of many small detachments of the Legion at the time it is impossible to be sure.

Like many of the Traitor Legions, their current organisation is completely non-standard. A Grand Company will often be divided into component detachments led by lesser champions. A tendency towards operating in multiples of three has been noted, although this is far from being verified. Suitable recruits are taken (willingly and unwillingly) to Medregard where they are selected periodically by Warsmiths for their Grand Company and subjected to ordeals until they prove themselves worthy.

The first Obliterators witnessed amongst Chaos forces were amongst the Iron Warriors and, on very rare occasions, Iron Warriors have manifested the ability to 'morph' weapons, although with nothing like the versatility of the Obliterators.

Beliefs

The Iron Warriors believe that the Emperor used them to fight the bloodiest battles of his Crusade and then let the other, more favoured Primarchs take all the glory. They also believe that Rogal Dorn turned Olympia against them so that they would be disgraced and discarded after they had served their purpose. They will have vengeance on both.

They see themselves as titans of old who are loose in the universe, doing whatever they like, knowing that no natural or man-made law can stop them. They honour the Chaos gods as a pantheon but are not truly devout themselves. Their greatest loyalty is to Perturabo who they believe saved them from being sacrificed by the false emperor.

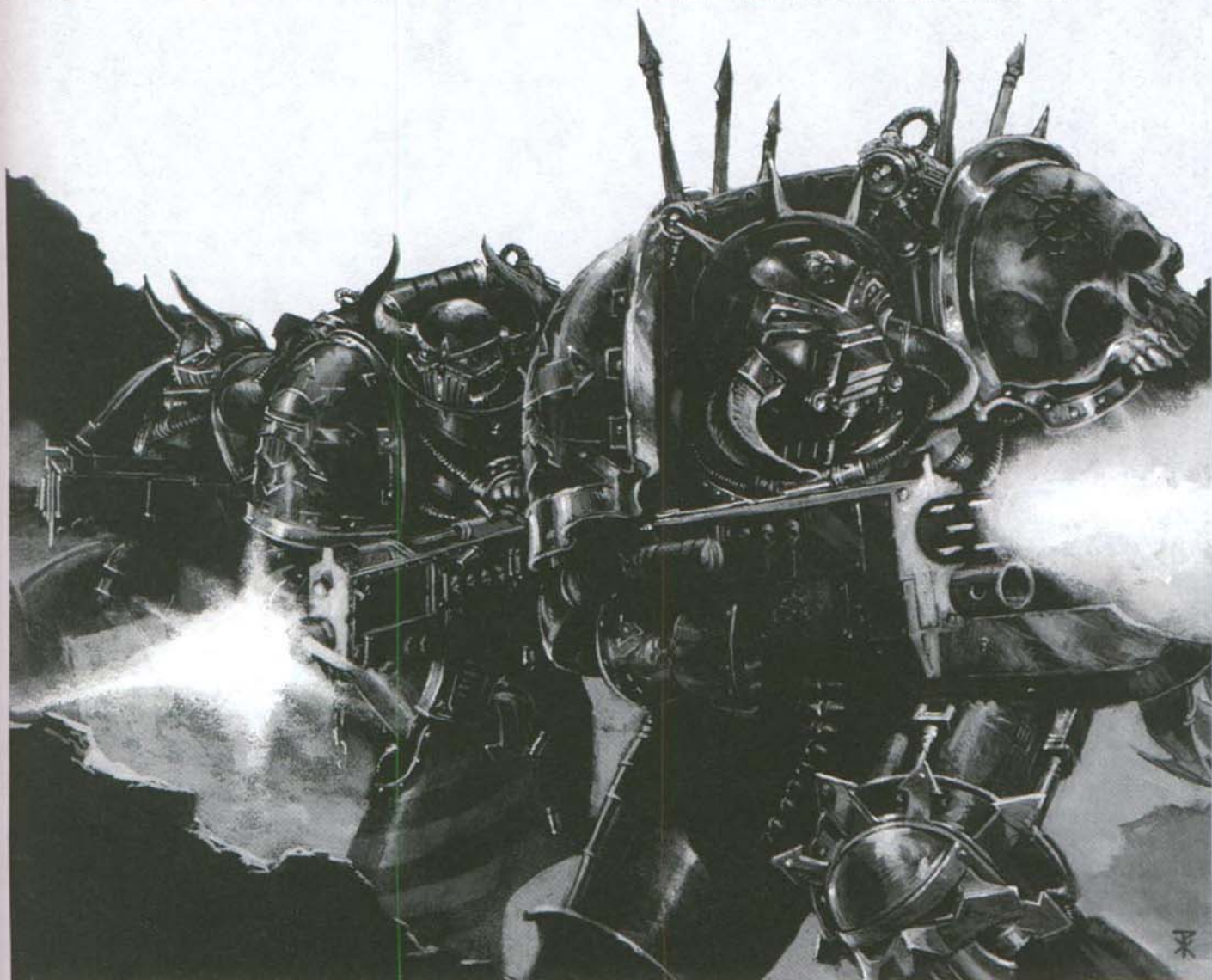
Gene-seed

The Iron Warriors are a first founding Legion and bear the gene-seed of Perturabo. Since turning to Chaos they are subject to varying degrees of mutation and have been known to replace mutated limbs with cybernetic ones.

They have a marked tendency toward suspicion and paranoia but are also extremely intelligent with naturally well-developed problem solving abilities.

Battle-cry

Monotone chant of "Iron Within, Iron Without".



USING AN IRON WARRIORS ARMY IN WARHAMMER 40,000

Iron Warriors use the following units from Codex Chaos Space Marines.

HQ (see special rules below)	Warsmith or Daemon Prince, Sorcerer.
ELITES	Chaos Obliterators, Chaos Terminators (no Cult Terminators), 0-1 Khorne Berserkers, Chaos Space Marine Veterans.
TROOPS	Chaos Space Marine Veterans, Chaos Space Marines.
FAST ATTACK	Chaos Space Marine Bikers, 0-1 Chaos Raptors.
HEAVY SUPPORT	Chaos Havocs, Chaos Dreadnoughts, Chaos Predators, Chaos Land Raiders, 0-1 Corrupted Vehicle (see below).

The following rules and Codex changes apply when using an Iron Warriors Chaos army. Note that the entire Chaos army must be Iron Warriors, not just one or two squads.

Force Organisation

Whichever Force Organisation chart is being used, the Iron Warriors may drop two choices from the Fast Attack section and replace them with a single extra Heavy Support choice. They may not reduce the number of Fast Attack choices below one. On Standard Missions, therefore, the Iron Warriors could limit themselves to one Fast Attack choice which will in turn provide them with one extra Heavy Support choice.

New Wargear

Servo Arm: Some Iron Warriors are equipped with a powerful servo-arm which can be used to carry out battlefield repairs. The servo-arm counts as a power fist in close combat, always attacking once and hitting on a 4+. It may be used at the start of any Iron Warriors turn to repair an immobilised vehicle that is in base contact with the Space Marine on a D6 roll of 6. **30 points**

Bionics: Bionics allow a Space Marine who has suffered a crippling injury or debilitating mutation to return to action. There is a chance that an attack or shot will hit a bionic part – when the model loses its last wound, put it on its side. At the start of the next turn, a roll of 6 on a D6 will allow the model to continue fighting on with one wound. **5 points for Iron Warriors**

SPECIAL RULES

- A Warsmith replaces the Chaos Lord entry. They are identical apart from the name change.
- With the exception of Berzerker Aspiring Champions, no member of an Iron Warriors army can bear a Mark other than that of Chaos Undivided. Berzerker Aspiring Champions may bear the Mark of Khorne and use Khorne gifts.
- The only Chaos vehicle gifts permitted to an Iron Warriors army are Daemonic Possession and Destroyer, although Destroyer may only be fitted to a Rhino transporting a Berzerker squad.

Heavy Support

0-1 Corrupted Vehicle

This can be either a Vindicator (see Codex Space Marines) or a Basilisk (see Codex Imperial Guard). The Iron Warriors prize these weapons highly and repair wrecks for their own use.

A crew of thralls and servitors operates the Basilisk, so its BS with its hull heavy bolter remains at 3, and it is still open topped. All the weapon options in the list entry can be used although no Imperial Guard vehicle upgrades can be used. The Basilisk cannot be daemionically possessed as it is open topped and possession requires a sealed hull.

SIEGE MASTERS

The Iron Warriors have formidable siege skills and as such count as Siege Masters. This has several effects on the scenario special rules as detailed below:

Fortifications: Siege Masters receive +1 armour penetration against bunkers, and their own bunkers have Armour Value 14.

Hidden Set-Up: When moving over a minefield, Siege Masters only trigger a mine on a 6+.

Obstacles: A Siege Master tank trap has an Armour Value of 12.

Preliminary Bombardment: When resolving preliminary bombardment, Siege Masters are better able to direct their supporting fire. They receive one extra roll for every 500 points being used. This can result in a single unit being hit several times. The Siege Master cannot choose to roll extra dice against a unit that has already been attacked; all the dice attacking a particular unit must be rolled together.

Stubborn Defence: When occupying fortifications in missions where they are the defenders, Siege Masters are treated as being *stubborn*. They will automatically pass any Morale checks even in situations where normally they would automatically fail. They may never use the Voluntary Fall Back optional rule but test for pinning as normal. Outside fortifications and in fortifications built by the enemy (ie, when attacking) they get no benefit.



“Cursed am I, who has seen past the skin of time that prevents Man from perceiving his future! I have seen every one of you die a thousand times and I welcome this execution, knowing that I am to be spared the horror that awaits this world. Armour clad warriors of bronze and iron, their axes hungering for slaughter, come for your blood. Chaos is the ruler of this world now: 'tis its dominion where life breeds to feed it. Cries of pain are music for its banquet and the stench of terror the sweet flavour of its feast. So light your fires and scar the life from my body as you burned the visions from my eyes. I welcome it...”

Valediction of the Heretic Prophet of ElPhanor

Index Astartes



LIGHTNING ATTACK

The White Scars Space Marine Chapter

by Graham McNeill
and Pete Haines

Known and feared throughout the Imperium for their highly mobile way of war, the Space Marines of the White Scars are the masters of the lightning strike method of attack, able to tear into their foes and vanish before they can respond. Fierce warriors, bearing the ritual scars of bravery, they fight with all the tribal savagery of their home world and bring swift death to all enemies of the Imperium.

Origins

The Apocrypha of Skaros speaks of the White Scars only rarely and even then the text is coloured by the fact that much of what is said comes from the White Scars themselves. One legend tells that their young Primarch set out on his own from Terra to discover the galaxy for himself, while another speaks of him being abducted as a baby. The truth is likely to be somewhere in-between. Whatever the true story, the Liber Historica Vangelia records that Jaghatai Khan arrived at a world in the Segmentum Pacificus designated by Imperial cartographers as Mundus Planus, but known to its inhabitants as Chogoris. It was, and still is, a fertile world with lush greenery, soaring mountains and azure seas, which at the time of the Great Crusade had achieved a blackpowder level of technology. A Census Imperialis of the day records that the dominant Chogorian empire at this time was an organised aristocracy, which had conquered most of the planet with well-equipped and highly disciplined armies. Armoured horsemen and densely packed blocks of infantry had won every campaign their ruler, the Palatine, had fought.

The history of the White Scars begins with Jaghatai Khan, one of the greatest military strategists of all time. It is thought that one of his generals, Ogedei, penned 'The Great Khan of Quan Zhou' after the Primarch's disappearance and it is this ancient text which has provided Imperial historians with one of the best accounts of his life. Chogorian sources have also left copious and often wildly exaggerated records of his exploits.

To the west of Palatine's empire was a vast, wind-blown steppe, known as the Empty Quarter, home to nomadic tribes of savage horsemen who for centuries had roamed the vast grasslands. The tribes of the steppes lived in tents and followed a cycle of seasonal migration from summer pastures to protected winter valleys in the Khum Karta Mountains. Consummate horsemen and archers, these disparate tribes frequently fought one another for control of ancestral pastureland or – as Ogedei's Opus would have it – the sheer joy of battle. Chogorian armies had never invaded the Empty Quarter as the dry and desolate lands were of no value to the Palatine. However, Chogorian nobles would often lead hunting bands into the steppes and take whole tribes east as slaves or capture a lone tribesman to hunt through the mountains for sport. (Many passages in 'The Great Khan' are devoted to detailing the full extent of Chogorian atrocities. The blood rituals and sacrifices described within these passages have led many Imperial scholars to postulate that the Palatine's empire may have been dedicated to worship of the Dark Gods.)

Jaghatai Khan's legend began near the Quonon river when Ong Khan, the leader of a small tribe known as the Talskars,

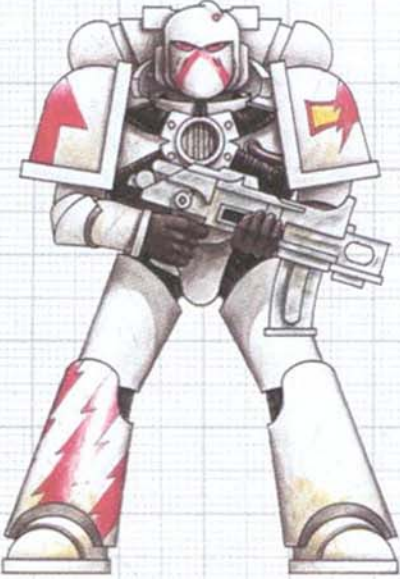
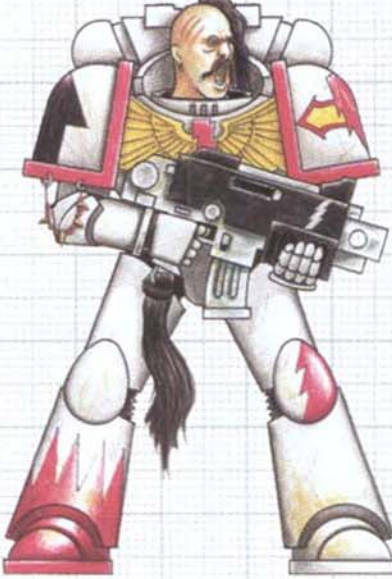
encountered the Primarch. He believed that the glowing child was a gift from the gods and took him into his family and named him Jaghatai. It was said of Jaghatai that since his early childhood he had a 'fire in his eyes', a Talskar term for a great warrior. It was also said about him that rival tribes hated the child because he had the wisdom to see beyond the constant warfare of the steppes.




A colourful passage in 'The Great Khan of Quan Zhou' known as 'The Bleeding' relates that while Jaghatai was young, raiders from the rival Kurayed tribe slew his adopted

father and killed many of the Talskar men in a vicious ambush. Jaghatai was already the greatest warrior amongst his tribe with many ritual scars of courage, and warriors flocked to join him when he set out to avenge these deaths. He led an attack on the Kurayed village and razed it to the ground, killing every man, woman and child in a frenzied massacre. Jaghatai bathed in his enemies' blood and took their chieftain's head to mount above his tent. It was these events that were to shape the Primarch into the man he would become – a man of fierce honour,

Chapter Approved. Access Level: S seventeen



White Scars, Progenitor Legion M.31

Pre-Heresy Codex colour scheme of white power armour


Contemporary White Scars Codex colour scheme


Ritual duelling Tulwar

Godwyn pattern Bolter with assault attachment

Librarian Psychic hood

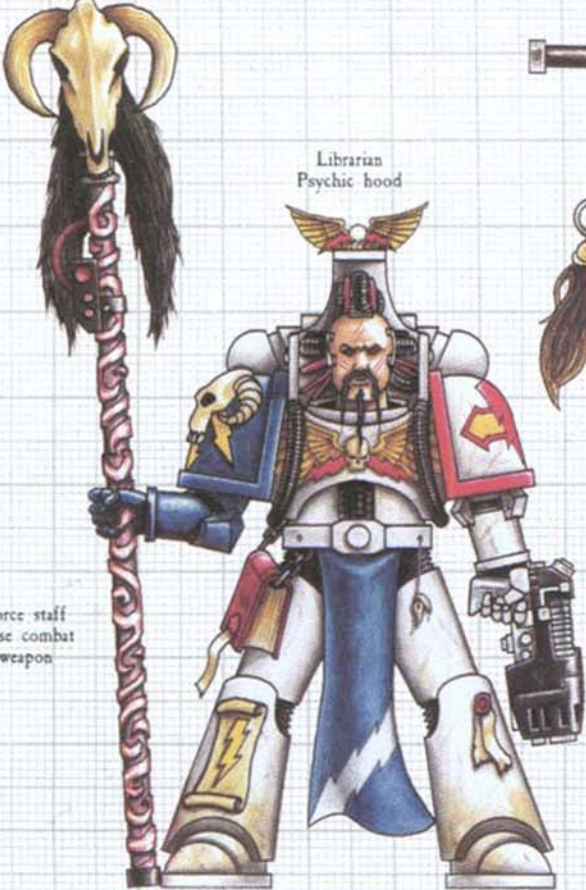



Feral power weapon (damaged)



White Scars biker helmet displaying tribal markings

Force staff close combat weapon

White Scars Librarian 'Storm Seer'

White Scars Bike squad Space Marine

Thought for the day: Domination is Eternal

loyalty and ruthlessness. With blood and honour satisfied, Jaghatai swore to bring an end to the destructive internecine wars that were destroying his people, to unite the people of the Empty Quarter, and to bring an end to brother fighting brother.

Following this victory, Jaghatai became Khan of the Talskars and fought many battles against Chogorian hunting bands and other tribes of the steppes. Each defeated tribe was brought within the Talskars and became part of his army. His military talents and the sheer force of his personality won him many followers and soon his warriors numbered like the stars, the army becoming known as the Mathuli, a Talskar word meaning 'irresistible force'. He made military service mandatory and combined warriors of different tribes into the same units to break up tribal associations, fostering a fierce loyalty to the army and ultimately to himself. He promoted men purely on the basis of ability and brought a feeling of shared purpose to everyone he came into contact with.

Ten summers after Jaghatai's victory against the Kurayed, while the army was moving to its winter camp in the mountains, Jaghatai was pitched from the treacherous

cliffs when a freak avalanche carried him and dozens of others thousands of feet to the rocks below. After much lamentation, the tribe continued onwards. But while the fall had killed the tribesmen, the Primarch managed to survive. Chogorian history records that at this time a hunting band led by the Palatine's only son discovered a wounded tribesman deep in the mountains and began hunting him through the snows. What exactly happened in the freezing valleys of the mountains is unknown, but a single, horribly mutilated rider tied to his saddle was all that finally returned to Chogorian lands, the head of the Palatine's son hung around his neck. The man also carried a message from Jaghatai, 'The people of the steppes are yours no longer.'

When the snows retreated, the enraged Palatine gathered an army and marched west, determined to wipe the barbarian tribes from the face of the planet. But he had underestimated the skill and cunning of Jaghatai Khan. In the Valley of the Khans, on the Lon-Suen Plain, the Palatine's armies met Jaghatai's forces. The battle was said to have lasted a day and a night. The tribes of the steppes fought like they hunted, a ring of lightning fast horsemen coordinating movements to corral their human quarry. Unlike their enemy, who wore heavy steel mail, the Mathuli wore light leather armour, allowing for less protection, but greater mobility.

Accustomed to decisive hand-to-hand combat with their foes, the Palatine's army was no match for the Khan's horsemen and their relentless bowfire. Though significantly



outnumbered, Jaghatai outmanoeuvred, out-thought, and out-fought them. The defeated Palatine and his bodyguards were only just able to fight their way through the Mathuli ring of death and fled to the capital city. Those soldiers who remained were slaughtered almost to a man. One Chogorian survivor described the battle plain as an ocean of blood. The tribal leaders and holy men, the Stormseers, gathered after the battle and proclaimed Jaghatai the Great Khan, Ruler of All Within the Lands.

Jaghatai Khan then began the invasion of the Palatine's realm, three of his armies drawing off forces by attacking cities on the outskirts of his enemy's domain. Jaghatai and his most able general, Subedei, led another army across a secret route through the Kuzil Quan desert, a region believed to be impenetrable. Emerging seemingly from nowhere, Jaghatai's army surprised the Palatine's garrison at the gates of Kushaba and slaughtered the entire force. Other cities fell in quick succession and Chogorian historians record that bodies littered the roads like stones in a quarry, razed fields smouldered, and those few who were spared the carnage prayed for deliverance from the fury of the Khan.

In the years that followed, Jaghatai's army overran Chogorian lands, defeating their best armies, storming their walled cities, and slaying its nobles. Cities that lay in Jaghatai Khan's path had two choices: surrender or face total destruction. Never before had such pillage and plunder been witnessed. Some sources claim that millions were killed by the bloodthirsty tribesmen, but contemporaries of Jaghatai Khan assert that these figures are vastly inflated. However, it is certain that many hundreds of thousands died and the people of the Chogorian empire believed that the 'devil-faced savages' were supernatural demons exacting divine vengeance for the sins of man. Eventually Jaghatai's invasion reached the Palatine's stronghold, Cophasta, a magnificently rich city on the eastern coast. He demanded his enemy's head on a spear or the city would die and he would leave no stone standing. Within the hour, a group of nobles from the city brought him that very thing.

The Khan's power now stretched from ocean to ocean, the largest empire the planet had ever known, conquered by a single man in less than twenty years. Though Jaghatai Khan dominated a vast area, he knew that his people had no desire to rule such a realm. His new empire had grown from his urge to unite the tribes and exact vengeance upon his enemies, not from any hunger to occupy their lands. Ultimate power rested with the Khan and his generals and although they were well organised militarily, the tribes had no developed concept for ruling settled populations.

The historian, Carpinus, who compiled a detailed history of the Great Crusade (the so called *Speculum Historiale*), notes that Jaghatai's armies finished the destruction of the Palatine's realm a mere six months before the Emperor reached Chogoris. When the two men met, it is said that the Khan knew he had met someone who embodied the ultimate ideal he had striven for, a man who could unite all the stars in the sky. At his palace in the city of Quan Zhou, in front of all his generals, he dropped to one knee and swore eternal fealty to the Emperor. The Primarch was given command of the 5th Legion, which adopted the long

JUBAL KHAN. GREAT KHAN OF THE WHITE SCARS

When the Great Khan of the White Scars dies, the Stormseers of the Chapter gather in the deepest caves of the Khum Karta in the Valley of the Khans to decide upon his successor. Each Brotherhood Khan who believes himself worthy must present himself before the Stormseers and prove himself to them. The horrors the Stormseers subject each claimant to are a mystery and those that survive the trials never speak of them. When the Great Khan Kyublai vanished fighting the Dark Eldar in 943.M41, four hopefuls gathered in the Khum Karta mountains. Only Jubal Khan survived the Stormseers' ordeals and returned to Quan Zhou to be anointed Great Khan.

Since then, Jubal Khan has proved himself time and time again, leading many successful campaigns against Orks, Tyranids, Eldar and countless other alien races. During the Jopai Uprising, his First Brotherhood was so successful at destroying enemy supply lines and disrupting communications that a huge proportion of the main rebel strength was diverted from front line operations to deal with them. Imperial Guard regiments were then able to smash through the weakened rebel line and bring the insurrection to a close.

Jubal Khan is currently involved in the Armageddon war where Imperial forces have been stretched to the limit after Ghazghkull's invasion. The Great Khan's forces are launching lightning raids on Ork held worlds and vanishing like smoke before the greenskins can muster sufficient forces to engage them. Thus far his White Scars have proved to be instrumental in delaying many Ork offensives, allowing Imperial garrisons to better prepare for the onslaught. White Scars operations in the Deadlands region of Armageddon were so successful that they were able to effectively destroy an entire Ork brigade without taking a single casualty or expending a single round of ammunition.

facial scars of the Talskar tribesmen that ran from forehead to chin, and renamed themselves the White Scars. The Great Khan ascended to the heavens with the Emperor, passing the Khanship to his general Ogedei. Many of Jaghatai's followers elected to join their Khan and became Space Marines within the Legion.

The White Scars went on to fight in some of the bloodiest battles of the Great Crusade and the lightning fast style of warfare employed by Jaghatai Khan on the steppes would prove to be equally effective on the nightmare battlefields of distant worlds. During the Horus Heresy, when the Imperium tore itself apart in a bloody galactic civil war, the White Scars fought on scores of different worlds and their banners indicate that the Legion helped to defend Terra and fought at the gates of the Imperial Palace.

Jaghatai Khan fought alongside his warriors for perhaps another 70 years before his eventual disappearance in a region of space close to the Maelstrom. After the defeat of Horus, Jaghatai had embarked on a quest to rescue his fellow tribesmen captured by the Eldar in his absence

THE LOST KIN

The Great Khan of Quan Zhou dedicates an entire volume to the Lost Kin of the White Scars. This volume tells that many years after Jaghatai's departure with the Emperor on the Great Crusade, an evil storm fell upon the world of Chogoris in the shape of the Eldar's dark brothers, who brought terror and pain on a scale never before seen. With their superior technology and weaponry, the aliens were able to easily defeat the scattered tribes, and tens of thousands of slaves were dragged screaming from the planet. It was only following the death of Horus that Jaghatai learned of these terrible events and swore mighty oaths of vengeance against the Dark Eldar. The Khan was relentless in his pursuit and it is said that during the horrifying battle of Corusil V, he and his First Brotherhood pursued a mighty Dark Eldar lord through a pulsing gateway to the shadowy realm of blood which these degenerate aliens call home. The alien portal closed before the rest of the Khan's soldiers could follow and the mighty Jaghatai Khan vanished forever from the Imperium. Robbed of their Khan, the White Scars have held an enduring and unquenchable hatred for these bloodthirsty aliens and whenever the White Scars encounter the Dark Eldar, their fury knows no bounds. To this day, the ultimate fate of Jaghatai Khan remains a mystery, and whether he and his warriors still battle between dimensions or have long since perished, none can say.

during the Great Crusade. The White Scars maintain that he and his veteran warriors fought the leader of one of the murderous alien kabals and that they were drawn into the horrifying realm that exists outside of space and time to battle the Dark Eldar for all eternity. How much of this tale can be taken at face value is uncertain, and it is more than likely that the Khan's ship was simply lost in the warp as travel through this region of space is fraught with peril.

Home world

Chogoris is a fertile world that still exists in a semi-feudal state. With the departure of the Great Khan, Ogedei became the new leader of the tribes and, while he was a great warrior, he was no Jaghatai Khan. Without the Primarch, the tribes soon returned to their warring ways and within the space of a few years, the unified nation created by Jaghatai had ceased to exist. The tribes went back to their homelands and life carried on much as it had before the arrival of the Great Khan. Some of the Primarch's biographers claim that Jaghatai Khan must have known that this would happen and yet left anyway. They suggest that perhaps he desired it in order to keep his people strong to provide future recruits for his new Legion. Indeed, in the millennia that followed, many men would rise to unite the tribes, but none as spectacularly as Jaghatai Khan.

To this day the leader of the White Scars is known as the Great Khan and dwells in Jaghatai's palace of Quan Zhou, atop the highest, most inaccessible peak in the Khum Karta mountains. The marbled fortress monastery is a magnificent sight, but few outsiders have ever been

allowed within. The city and its savage beauty is famed throughout the Segmentum and its walls are said to contain rivers and forests running with game, which the Khan hunts for sport.

The Stormseers of the White Scars venture down into the steppes every ten summers to observe the tribes and their battles, picking the best and bravest warriors and returning them to Quan Zhou to become Space Marines. The pyretombs of fallen White Scars in the Khum Karta (which means 'The Mountains that Scrape the Stars') are places of great pilgrimage for young tribal warriors and those that survive a journey through one of these dangerous valleys are considered especially courageous.

Combat doctrine

The method of war taught to the tribes by Jaghatai Khan has served them well in the millennia following his reunification with the Emperor. Lightning fast hit and run attacks by highly mobile forces that destroy the enemy piece by piece and never allow a decisive engagement is their *modus operandi*. Speeding bikes and ultra-rapid deployment means that the White Scars can react much more swiftly than most Chapters and are almost never outmanoeuvred on the battlefield.

Heavily armoured opponents find themselves chasing shadows as the White Scars encircle their forces and attack where they are weakest. Many an enemy who thought himself safe behind his lines has learned the error of his ways when howling White Scars Scout Bikers come speeding out of nowhere to attack his flanks and rear. Having been born in the saddle, the Scouts regularly take to the field of battle mounted on their bikes.

Though the Space Marines of the White Scars prefer to keep their enemies at arms length, they are fully capable of engaging in bloody assaults. The elite bike squads are rightly feared and Assault squads dropping from the skies on trails of fire and attacking with howling bloodlust are a terrifying sight with their fearsome scarred faces.

Organisation

The predominant organisational unit amongst the people of the steppes is the tribe and a measure of this is true of the Chapter itself. Fierce rivalries, blood-feuds and internecine warfare are a way of life for the young men of the steppes and help to prepare them for when they must fight to prove their worth to the Chapter's Stormseers. However, once a warrior has been chosen to join the White Scars, his tribal allegiance is replaced with loyalty to the Great Khan of the Chapter. Warriors from different tribes are therefore mixed with one another in squads to break up individual tribal loyalties. Squads are then organised into Brotherhoods, units which are roughly equivalent in size to a Codex company, though on average are slightly smaller.

The remainder of the Chapter is organised slightly differently to most Codex Chapters, due to the higher proportion of bike squads and land speeder squadrons. The White Scars preferred fighting style does not allow them the use of as many heavy weapons as other Chapters and as a result they have no Devastator squads.

Their reliance on fast moving fire support also means that most tanks are too slow for the White Scars and those they do have are stripped down versions that can keep up with the rest of the army. Dreadnoughts are not employed by the White Scars, as the cold, metal sarcophagi of these mighty constructions evokes a horror of eternal confinement that goes against the White Scars' philosophy that when a warrior dies, his soul should be free to travel to the afterlife.

Beliefs

The White Scars Space Marines hold true to the vision of Jaghatai Khan in the ultimate unification of Humanity. They venerate the Emperor as the ultimate Uniter and as their founding father, but not as a deity. The Stormseers teach that it is the White Scars' duty to destroy the enemies of the Emperor in preparation for the day when he will rise from the Golden Throne to begin the next Great Crusade to unify the galaxy. And on that day, Jaghatai Khan will return from the void to once again lead his people to their destiny.

The lightning bolt is a potent symbol to the White Scars as it exemplifies their style of battle and echoes the warrior scars they bear on their faces. It also represents the lightning which the Stormseers call to smite their enemies, and these sinister warriors preach that so long as the spirits of air and land heed their call, the White Scars will never falter in battle.

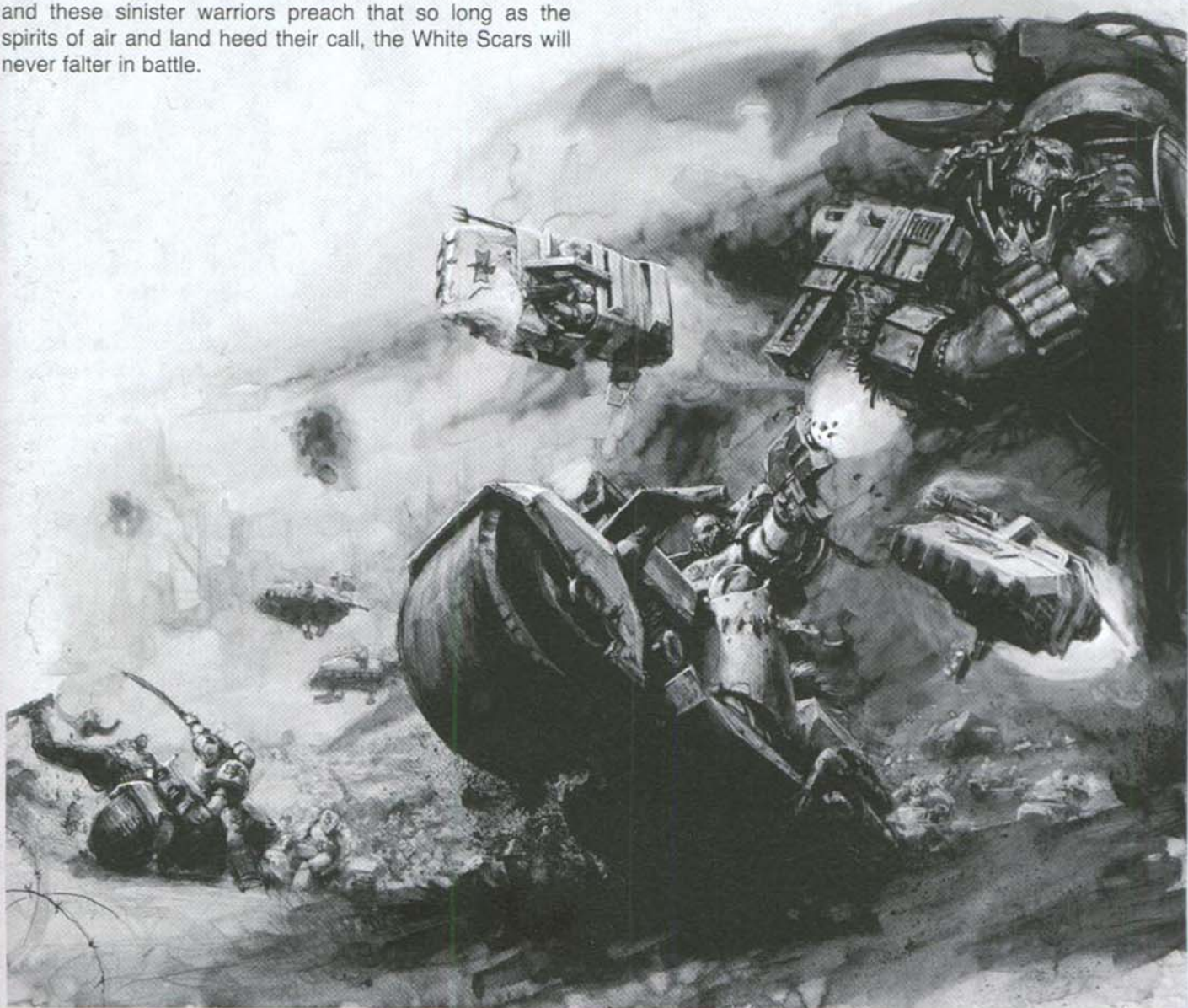
Gene-seed

The gene-seed of the White Scars appears to be stable and initially displayed no aberrations or mutation. However, with the introduction of genetic material from the steppes tribesmen, the genome seems to have inherited their wild savagery and thirst for war. Despite the teachings of the Khans and Stormseers, it is not unheard of for tribal feuds to flare up between fellow squad members. In addition to this, there have been several recorded instances where White Scars Brotherhoods have bloodily exceeded their mission objectives, such as the infamous 'Red Highway Massacre'.

Whether such incidents are as a result of some inherent flaw in the White Scars' genetic material or came about after the integration of the tribesmen is unknown, but the Adeptus Mechanicus is eager to know which. The White Scars successor Chapters, the Rampagers, Marauders, Destroyers and the Storm Lords are all equally ferocious and fine examples of the combat teachings of Jaghatai Khan.

Battlecry

'For the Khan and the Emperor!'



USING A WHITE SCARS ARMY IN WARHAMMER 40,000

White Scars use the following units from Codex Space Marines.

HQ	Space Marine Hero, Librarian, Chaplain, Command squad*.
ELITES	Terminator squad*, Terminator Assault squad*, Veteran squad*.
TROOPS	Tactical squad*, White Scars Bike squadron, Scout squad.
FAST ATTACK	Assault squad (<i>cannot remove jump packs</i>), Scout Bike squadron, Land Speeder squadron, Land Speeder Tornado, Land Speeder Typhoon.
HEAVY SUPPORT	Attack Bike squadron, Predator Annihilator, Predator Destructor, Land Raider (<i>may only be used as a Terminator transport</i>), Whirlwind.

**Must be equipped with a transport or be mounted on bikes (see below).*

The following rules and Codex changes apply when using a White Scars Space Marine army.

SPECIAL RULES

Born in the Saddle: White Scars are the best natural bikers in the Imperium. They can control their bikes over the most difficult ground and maintain control with their legs while handling weapons.

They may re-roll any failed Difficult Terrain test but must accept the new result. They may also use an additional close combat weapon while riding a bike for +1A where this equipment is available to them. Normally, this is not possible as one hand must be used to control the bike.

This ability is possessed by bike-mounted Command and Veteran squads, Bike squadrons, Attack Bike squadrons, Scout Bike squadrons and Independent characters equipped with Space Marine bikes.

Bike Squadrons: White Scars Bike squadrons may be up to 10 models strong. All squadron members not armed with a plasma gun, meltagun or flamer may be armed with an additional close combat weapon at +1 point. They may use these in conjunction with their bolt pistols for +1 Attack.

Mounted Veterans: White Scars Veteran squads and Command squads may be mounted on Bikes for an additional +20 points per model. Their basic weaponry will be bolt pistol and additional close combat weapon. No heavy weapons can be carried, but all other weapon upgrades remain available. If one model in the squad is mounted, then the rest of the squad must be as well.

Counter-Attack: White Scars mounted on Bikes can react quickly to any attack. To represent this unengaged White Scars mounted on Bikes (but not Attack Bikes) which are part of a unit that has been assaulted may move up to 6" to get into base contact.

Flankers: The White Scars often deploy Scout Bike squadrons in wide, flanking positions to exploit hasty or ill-advised enemy moves. It is widely reckoned that every mistake made against the White Scars is paid for in blood. Any Bike-mounted White Scars Scout unit may begin the game in reserve regardless of whether reserves can be used in the mission being played. When they enter the table they may arrive from any point on the table edge not available to enemy reserves.

Hit & Run: White Scars mounted on Bikes (but not squads including Attack Bikes) may choose to leave close combat. Declare this at the end of the Assault phase after all Morale checks have been taken. The Bikes fall back 3D6" in any direction and then regroup at the end of the move. Enemy models may only consolidate. Note that units which have been forced to fall back because they failed a Morale test may not make a second fall back move in the same turn.

Drop Pods: If a White Scars army elects to deploy from drop pods then the requirement to mount Terminators in Land Raiders and to provide transport vehicles for Veteran, Command and Tactical squads is waived – the army may not therefore contain any Rhinos, Razorbacks or Land Raiders (not at all, no exceptions!).

NEW WARGEAR

Power Lances: The White Scars fight so much from their saddles that their Techmarines have built appropriate weapons to suit this style – the power lance being an example of this. It is an alternative type of power weapon costing 15 points which is available as a one-handed weapon with no special limitations to their Armoury. The power lance grants +1 Initiative to any bike-mounted model that is charging or counter-attacking. Once an opponent gets inside their guard though, the improved weapon length becomes a disadvantage and they get -1 Initiative whenever they aren't charging or counter-attacking.

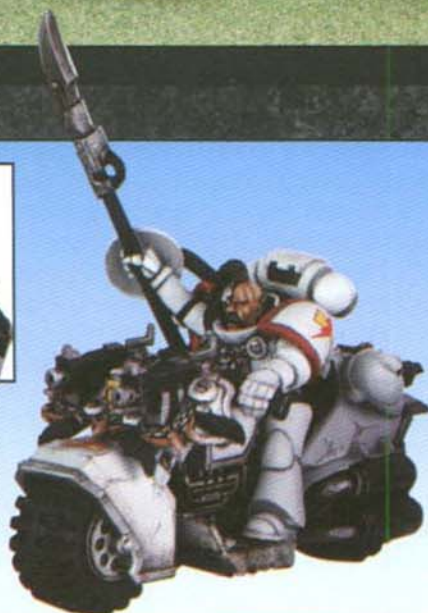
Holy Relic: Horsetail Talismans – These replace the normal Codex Space Marines Holy Relic costing 40 points. The Horsetail Talisman is a powerful reminder of the Chapter's origins. It can be revealed in each and every White Scars' Movement phase during which the bearer has moved and is no longer in a vehicle. Any unit of White Scars (not vehicles other than Bikes or Attack Bikes) that has at least one model within 6" of the bearer of the Talisman when it is revealed may move an extra D6" rather than firing in the following Shooting phase. This is similar to a fleet of foot move, although it represents crazed riding as well as powerful running.

Chapter Banner: If the White Scars have a Chapter Banner then it will combine the abilities of a Horsetail Talisman and a normal Sacred Banner.

WHITE SCARS



A White Scars Commander leads his bike squadron to battle



White Scars Space Marine Commander on bike



White Scars Space Marine Biker



White Scars Space Marine Biker



White Scars Space Marine Biker

Index Astartes

BLOOD FRENZY

The Flesh Tearers Space Marine Chapter

by Matthew Sprange
and Gav Thorpe

The Flesh Tearers Chapter was created during the Second Founding, from the Blood Angels Legion. The Flesh Tearers possess the same savagery and fearsome reputation as the Blood Angels, but have also inherited the Black Rage. Indeed, the Black Rage has become more apparent and it is now only a matter of time before the entire Chapter is consumed.

Origins

During the terrible, bitter fighting of the Horus Heresy, the Blood Angels' Primarch, Sanguinius, was killed by the Warmaster Horus in the Emperor's assault on the traitor's battle barge. The psycho-genetic after-effects of this trauma were not fully realised until later – the resulting Black Rage flaw had yet to be recognised. So, according to the dictates of the Codex Astartes, the Blood Angels Legion of Space Marines was broken into Successor Chapters, each numbering around 1,000 battle brothers and in possession of a fraction of the old Legion's geneseed stock. One of these Successor Chapters was the Flesh Tearers.

Following the dreadful slaughter of the battle on Terra, the Flesh Tearers were granted a single battle barge, the *Victus*, and immediately headed off into deep space with orders to crush any remaining rebel strongholds. For three millennia the battle barge was directed to the loneliest regions of galactic space, the Flesh Tearers Space Marines on board crusading against worlds still loyal to the dead Warmaster and ruthlessly driving back any alien incursions that crossed their path. During this time of exploration and battle, the Flesh Tearers gained a reputation for outright savagery, far outstripping the rumours surrounding their parent Chapter, the Blood Angels. Even the distant High Lords of Terra heard tales of whole populations slaughtered whenever traitorous followers of the fallen Warmaster were found, and entire convoys of ships destroyed when they tried to flee the Flesh Tearers' bloody retribution.

But the galaxy is a huge place and communications can be unreliable. The High Lords ruling the Imperium in the Emperor's name saw the amount of previously hostile worlds pacified by the Flesh Tearers' actions and in this time of rebuilding after Mankind's dreadful civil war, they were satisfied and did not look too closely.

The Flesh Tearers Chapter journeyed through space on board the *Victus*, dispensing the Emperor's justice to all who would stand against Him. Taking centuries in its course, the *Victus* navigated its way through the far western reaches of the galaxy, intent on irradicating the increased alien presence rumoured to be there. Eventually, the Flesh Tearers discovered the isolated, forgotten world of Cretacia.

Home world

The oversized world of Cretacia was the fourth planet in a system of seven, and at first approach it appeared to be uninhabitable. Finding Cretacia perpetually shrouded in dense cloud, the Flesh Tearers effected landings on the planet to discover what lay below. What the Marines discovered was a planet to rival any deathworld known in its lethality to human life.

A trackless landscape of dense jungles and steamy swamps harboured many vicious reptilian, amphibious and insectoid

forms of life. Many Space Marines were lost to these hostile creatures on the first day before effective perimeters could be established. Even so, patrols still reported casualties from insects as big as men with sharpened proboscises that could penetrate power armour, huge reptilian predators, almost as large as Scout Titans, that ripped through entire squads, and gigantic herbivores that could easily crush an unwary Space Marine with a massive foot.

The Flesh Tearers quickly fought back against these immense creatures. Squads were engaged in hunts to cull as many of the native monsters as possible, ostensibly to clear more landing areas, though garrulous Imperial Scholars now speculate that these hunts were for no other reason than to satiate the Flesh Tearers' lust for killing. As the patrol squads ranged further through the jungles and swamps, incredibly, humans were found.

The humans discovered were apparently descended from some long lost colony originally formed millennia ago during the Dark Age of Technology, but had since devolved into an extremely primitive state. Lacking all but the most rudimentary aspects of a language, these primordial humans had somehow managed to not only adapt to living amongst the titanic monsters that roamed Cretacia, but to actually thrive in the hostile environment. They proved to be incredibly strong and had superior reflexes to compensate for their more limited intellects, giving rise to a race that was fierce enough to defend itself against the largest of the creatures that preyed upon them.

The Flesh Tearers promptly rounded up hundreds of the ferocious humans and the Chaplains and Sanguinary Priests of the Chapter set to work, testing their minds and bodies in soul-destroying trials to determine any evidence of corruption caused by their long isolation from the Master of Mankind. Though extremely backward and primitive, the Flesh Tearers deemed them free of deviancy.

Chapter Master Amit saw the value of the world of Cretacia. The inhospitable terrain and deadly creatures provided an ideal testing ground for his troops, whilst the primitive humans already inhabiting the world could easily be moulded into potential battle brothers. Declaring Right of Conquest, Amit founded a permanent home for his Flesh Tearers.

Geneseed

The Flesh Tearers dropped the Blood Angels' practice of blood transfusions to new recruits when they split from the Legion after the Heresy, but by this time Sanguinius' pain had already become so bound within the Chapter's geneseed itself that they could not escape the effects of the Black Rage. Indeed, the Black Rage seems to have become more uncontrollable, perhaps because of their isolation or a change in their gene-replication practices. It has now become apparent that the Flesh Tearers' geneseed has mutated a great deal over the past ten thousand years and degenerated vastly. Every year, more and more Flesh Tearers succumb to the Black Rage, with very few being able to survive more than two hundred years before the Curse of Horus overtakes them. Cretacia has provided the Flesh Tearers with a good source of recruits in the past, as the primordial humans make excellent potential Space Marines; only a small percentage of them reject the genetic modifications that make a Space Marine superhuman, while their simple minds are easily adapted to the mental

SETH, CHAPTER MASTER OF THE FLESH TEARERS. GUARDIAN OF THE RAGE

Chapter Master Seth has presided over the Chapter of the Flesh Tearers for over 100 years. In his time he has experienced many great victories, but has also seen too many of his battle brothers fall to the Black Rage. He has earned a great degree of enmity with most other Imperial armies he has fought alongside. Imperial Guard and Adepta Sororitas commanders are often simply ignored, whilst other Marines grow frustrated with Seth's impetuous desire to instantly destroy all enemies.



In battle, Seth can always be found in the vanguard of his forces, leading his Marines through incredible acts of savagery and bloodshed. When the Flesh Tearers' presence is not required on the battlefield, he becomes stern and dour, forever preoccupied with the doom he now believes is impossible for his Chapter to avoid.

Chapter Approved. Access Level: Ω Idiotus

Flesh Tearers, M.31

Imp. ref. 459.pft/Ritual flaying-knife
(cromiel Heretic Cult)



Ref. 326.mrh/Ritual Power Sword



MkVII Adeptus Astartes Power Armour



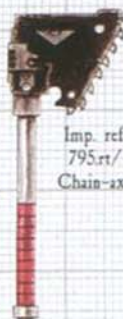
IA ref. 543/f
5th Co.



IA ref. 456/6
Chapter marking



Imp. ref. 354.siaf/
Delta Nine
army badge



Imp. ref.
795.rri/
Chain-axe

Thoughts for the day: The strong are strongest alone.

Imp. ref. 001/435. Codex Retrieval File: G8

CARNARVON, HIGH CHAPLAIN OF THE DEATH COMPANY. WATCHER OF THE LOST

The High Chaplain of the Death Company, Carnarvon, bears a terrible responsibility, as it falls to him to watch over all 400 remaining Space Marines of the Flesh Tearers Chapter for the onset of the Black Rage. This is a position he has occupied for nearly 250 years and it is whispered by many that the strain



of watching so many of his friends and comrades descend into the Rage, becoming raving lunatics hungry only for blood, has started to take its toll on his sanity. At this time, he has the final word as to who must be inducted into the Death Company and which of those Marines must be permanently incarcerated in the Tower of the Lost when they fall so far into madness that even he cannot control them. When not in combat, Carnarvon spends most of his time within the Tower of the Lost, watching over his charges, ostensibly to find a path that will allow them to rejoin the Chapter. However his constant secrecy has a great many of the Flesh Tearers questioning his motives.



conditioning all Space Marines undergo. However, even this supply of battle brothers has proved insufficient as the Flesh Tearers defective geneseed accelerates in its degradation.

This has increased the burden on the Chaplains and Sanguinary Priests whose responsibility it is to restrain brethren whose violent and uncontrollable behaviour forces them to be kept apart from other Marines. They are habitually locked away in a purpose-made prison known as the Tower of the Lost, located many miles from the main stronghold of the Fortress-monastery. The victims of the Black Rage imprisoned within the Tower of the Lost constantly howl their fury at the walls surrounding them, their wailing cries competing with the roars of the huge creatures that prowl the swamps around the Tower. The Chaplains and Priests constantly search and experiment, anxious to discover a cure for their lost brothers and bring them back into the Chapter, knowing all the time that the Black Rage will soon consume them as well. It is the duty of the Librarians of the Flesh Tearers to travel widely, desperate to find the ancient and sacred texts which they believe must exist, in the hope of finding lasting salvation from their curse.

Combat Doctrine

The Flesh Tearers are considered by Imperial strategists to be the epitome of a dedicated assault force. Those who have actually witnessed their bloodthirstiness in action, however, report of seemingly calculated brutality and savagery on an unparalleled level. A Flesh Tearers army in battle seeks nothing more than to rush towards the enemy with all haste in an effort to tear them apart with chainswords and power fists and, if need be, their bare hands and teeth.

Heavy weapons and armoured vehicles are eschewed in all but the very largest of armies, as the barely controlled blood lust that arises in every battle drives each Flesh Tearers Space Marine forward to destroy their enemies in close combat. The extremely limited vehicle resources of the Chapter tend to be concentrated on transports such as Rhinos and Razorbacks, as the Flesh Tearers prefer to surge forwards and take the enemy with bolt pistols and power axes.

When confronted by enemies who cower within bunkers and fortifications, the Flesh Tearers employ short-ranged melta weapons, power fists and even their own raw strength. Once unleashed, they will permit nothing to stand between themselves and the gratification they can find only in close combat. There have been occasions, though none well documented, when allied forces have accidentally interposed themselves between the Flesh Tearers and their foe. The Flesh Tearers remain unrepentant to this day regarding the savage consequences of this folly.

The terrible violence that follows a Flesh Tearers army has made many other forces of the Imperium extremely wary of fighting alongside these Space Marines. Carefully laid plans can be shattered by the Flesh Tearers' eagerness for combat, and their bloodthirsty actions on the battlefield have sickened even veterans of countless wars. The Chapter has been under almost constant Inquisitorial investigation following the Kallern Massacres of M.36, and some Imperial Guard officers have dared to refuse the dubious honour of fighting alongside the Flesh Tearers, particularly after rumours started to spread concerning their vindictive assaults on entire planetary populations during the Arcata Uprising of M39.

Relatively few forces have fought alongside the Flesh Tearers more than once. Claims regarding their unnatural behaviour during their Feast of Victory, during which many enemy prisoners disappear, have meant that few force commanders are willing to stay in the vicinity once the fighting is finished.

Organisation

Though originally formed within the dictates of the Codex Astartes, the Flesh Tearers have been ravaged by the curse of the Black Rage and now number barely four full companies. Unless some salvation can be found, their numbers may be halved within the next millennium.

Though the Chapter tries to adhere to the Codex Astartes, adjustments to the structure of their companies have been necessitated by their depleted numbers. All four are considered to be 'Battle Companies' with no reserves being present anywhere in the Chapter. Each Marine is fully expected to be proficient in Tactical, Assault and even Devastator duties, as well as being skilled in the operation of all the Chapter's remaining vehicles. In theatres of war, individual squads will rapidly change their role to suit the mission and equipment on hand. In addition, the 1st Company, breaking from the tradition of most Space Marine

Chapters, is not a pure veteran force, as so few Flesh Tearers are able to withstand the pressure of the Black Rage long enough to gain such status. Instead, individual squads of Veteran Marines are formed within each company out of the most accomplished warriors they have.

The Flesh Tearers' fleet is also comparatively small, with the battle barge *Victus* being their only major warship. The *Victus* is millennia old, but has been kept in fighting condition and is capable of transporting the entire Chapter. A far more common sight for the enemies of the Emperor are the seven rapid strike vessels which the Chapter keeps in operation. Each has been modified to carry an entire company.

Battlecry

The Flesh Tearers have developed a dreadful cry when they charge that, amplified by their power armour's vox-systems, has been known to stun lesser enemies into utter submission. To date there have been no recordings made of their cry, though the few survivors of their assaults have described it as a wailing sound that drove deep into their minds, bringing to the fore an absolute terror that made it almost impossible to halt the Space Marines' brutal assault.

USING A FLESH TEARERS ARMY IN WARHAMMER 40,000

A Flesh Tearers army is chosen using the list in Codex Blood Angels, with the following exceptions and special rules:

Limited Resources

As Flesh Tearers forces tend to have little in the way of armoured vehicles, only one tank (Predator, Whirlwind, Vindicator or Land Raider) may be chosen for each detachment. You are, however, unlimited in the number of Rhinos and Razorbacks you may choose to take.

Death Company Dreadnoughts

There are many renowned heroes within the ranks of the Flesh Tearers, and whilst the Sanguinary Priests have had some successes in restraining the Black Rage of the ancient warriors entombed within the Dreadnought hulls, it is inevitable that, sooner or later, they will succumb to Sanguinius' Pain.

Only one Dreadnought or Furious Dreadnought (one in total not one of each) may be taken within a Flesh Tearers army. However, you may take as many Death Company Dreadnoughts as you wish, within the normal limitations of the Force Organisation chart and the points value of the army.

The Call of the Black Rage

Flesh Tearers suffer from the genetic defect of the Black Rage even more so than the other Blood Angels successor Chapters. Its veteran fighters are very prone to its affects and frequently suffer the curse before a battle. When rolling for the Death Company, the first model removed from a unit must always be its Sergeant. In addition, Command, Veteran and Terminator squads roll again on a roll of 5 or 6 rather than just a 6.

DEATH COMPANY DREADNOUGHT

	Points	Armour:							
		WS	BS	S	Front	Side	Rear	I	A
Dreadnought	135	4	4	6 (10)	12	12	10	4	3(4)

Type: Walker.

Crew: One Space Marine.

Weapons: Two Dreadnought close combat weapons (bonus attack already included in the profile above), one storm bolter and one meltagun.

Options: The storm bolter may be upgraded to a heavy flamer at an additional cost of +10 pts.

Note that Death Company Dreadnoughts have no vehicle upgrades (extra armour is redundant and they are too crazed to use searchlights or smoke launchers).

SPECIAL RULES

Tear Attack: A Death Company Dreadnought can use its two close combat weapons to tear apart enemy vehicles and therefore rolls 2D6 + Strength when working out armour penetration against vehicles.

Black Rage: A Death Company Dreadnought must move towards the enemy as fast as possible, and must assault an enemy within range in the Assault phase.

Rampage: It is nearly impossible to stop a Death Company Dreadnought once it is in battle as it simply ploughs into the enemy, disregarding any danger or damage. The Dreadnought therefore ignores any 'Crew Shaken' or 'Crew Stunned' results on the Damage table.

Index Astartes



WARRIORS OF OLD

Space Marine Dreadnoughts

by Graham McNeill, Pete Haines &
Andy Chambers

Spearheading the assaults of the Space Marines, Dreadnoughts are feared by all foes of the Imperium. On the battlefield they are death incarnate, with powerful weapons blasting their foes and lethal close combat weaponry crackling with deadly energies. There are few opponents in the galaxy who can stand against such armoured savagery.

Standing three times the height of a man, Space Marine Dreadnoughts are amongst the oldest war machines fighting on the battlefields of the 41st Millennium. Some Dreadnoughts are even said to date back tens of thousands of years to the Great Crusade, when the Emperor himself walked amongst his people. The art of their construction has long since been lost, the arcane knowledge required passing into ritualised mythology, and each Chapter's Dreadnoughts are treasured relics. They are a living embodiment of the Machine God, representing the ultimate fusion of the biological and the mechanical, as each one contains a living, sentient being. The pilots encased in the shell of a Dreadnought often have memories stretching back many thousands of years, and these ancient warriors are a tangible link to their Chapter's past and heritage.

Centuries of War

The biological component of a Dreadnought is no ordinary man, it is one of the Old Ones, a mighty Space Marine hero who has suffered grievous wounds in battle and is deemed worthy to be placed within the armoured sarcophagus of a Dreadnought. The interment of the Old One's shattered remains is a ritual of great significance, involving his fellow battle brothers, the Chapter's Techmarines and its Apothecaries. It is considered a great honour for a Space Marine to be placed within a Dreadnought, and these ancient warriors are much respected by their fellow battle brothers. The Old One is suspended in amniotic fluids and surgically implanted within the armoured sarcophagus where mechanical senses allow him to perceive the world around him. In this way he can continue fighting for the Emperor for many centuries to come, never leaving his metal body until its destruction.

In battle, Dreadnoughts are a terrifying foe to face, advancing with thunderous strides as incoming fire spatters from their thick adamantium armour. Electro-motivated fibre-bundle muscles power their heavy limbs, allowing them to fire devastating weapons on the move and to fight with all the skill and ferocity they possessed as a Space Marine. As well as fearsome warriors, the accumulated wisdom of their centuries of battle is a valuable resource, and their vast experience means that they have fought in almost every form of engagement imaginable. Almost nothing can defeat a Space Marine Dreadnought in an assault, and its close combat weapons can tear apart even the most heavily armoured vehicles. Dreadnoughts are exceptionally difficult to slay in battle and, in most cases, only the complete destruction of the sarcophagus will kill the pilot. Destroyed Dreadnoughts are only ever abandoned in the direst of circumstances and Space Marines will fight with righteous fury to retrieve a fallen Dreadnought so that they can lay its occupant to rest in the Chapter's sepulchres. The recovered shell will then be lovingly restored to full operation to await its next occupant.

The Old Ones

When not in action, Dreadnoughts slumber within sealed stasis vaults in the depths of their Chapter's fortress monastery to extend their lives. The resting place of a Chapter's Dreadnoughts is a holy shrine, and the Techmarines tend to their ancient charges with great care, fastidiously applying the sacred oils and unguents while chanting the Litanies of Preservation. To honour these courageous warriors, the Techmarines allow them to sleep, and only awake the Dreadnoughts in times of great need. When called to fight, the Dreadnoughts are removed from their vaults and the Rune of Awakening is struck upon their hide.

As the Dreadnought continues to fight through the centuries, the Old One's grip on the material world inevitably begins to slip and he spends more and more time dormant, his mind becoming ever more distant. One of the oldest recorded Dreadnoughts is Bjorn the Fell-Handed of the Space Wolves. Bjorn was a young warrior in the days of the Primarchs and was said to have fought alongside the Primarch Leman Russ himself. Since his interment in the armoured shell of a Dreadnought, he has fought in some of the most famous battles of the Imperium's blood-soaked history and even led his Chapter in defence of their home on Fenris.

The Art of Death

Dreadnoughts are called upon when the fighting is sure to be close and bloody. They are best employed in situations where there is plenty of cover for them to take advantage of so that enemy weapons cannot draw a line of sight to them. They excel at fighting in built-up areas, underground tunnels and boarding actions where they can quickly close with the enemy and bring their devastating assault weapons to bear. The weapon points on a Dreadnought allow it to be armed with a variety of armament configurations depending on the tactical situation, and these weapons are broadly similar to those carried by Space Marine Terminators. Dreadnoughts were once used as test beds for new weapon patterns intended for suits of Terminator armour, in particular early models of plasma cannons. However, Dreadnought weapons benefit from increased stability, better targeting systems and a greater ammunition capacity than those carried by Terminators. The sheer size of a Dreadnought also allows it to fit liquid nitrogen cooling systems for its rapid firing weapons, resulting in less overheating and fewer jams.

As well as powerful heavy weapons, Dreadnoughts can also be fitted with lethal close combat weapons that incorporate magna-coil servos to increase the strength of the arms. These allow them to grip and rotate, tearing gaping holes in even the strongest materials, or punch through the thickest armour. The Furioso Dreadnought of the Blood Angels is a prime example of this, its strength easily capable of rending even a Land Raider to pieces.

Death Unleashed

Throughout history Dreadnoughts have been involved in the bloodiest battles inscribed in the annals of the Imperium. Their acts of heroism are the stuff of legend across all the realms of Man and few sights are more inspiring, or more terrifying, than to see one of these great mechanical juggernauts rampaging across the battlefield. Many Dreadnoughts become famous in their own right with tales



being told of their courage and sacrifice in the name of the Emperor all across the Imperium.

Three such mighty warriors are Brother Damos of the Angels Porphyr, Brother Severus of the Ultramarines and the legendary Bjorn the Fell-Handed of the Space Wolves. The smallest chapter of their history would fill a manuscript many pages long, their service to the Emperor stretching back over many thousands of years. Indeed, in the case of Bjorn, it goes all the way back to the times of the Primarchs. Detailed here are three of their most famous actions in the defence of the Imperium.

Ghattana Bay: The Battle for Gate IX

During the Third War for Armageddon, the largest recorded Dreadnought versus Dreadnought confrontation occurred during the attack on the Ghattana Bay Water Processing Plant. Water would be a key resource on Armageddon when the Fire Season arrived and Ghattana Bay was the source of every drop reaching Armageddon Prime.

The Ork attack on the plant had stalled badly. Options were now running out for the Ork Warlord Judrog Irontoof and he committed every Dreadnought and Killer Kan in his force to a single attack. Aiming for a point in the Space Marine line weakened by an earlier Kommando attack, over a hundred Ork machines stomped forward in a densely packed phalanx.

The defenders were battered by the Ork weaponry, their positions swept by the sheer weight of fire. Land Speeder squadrons were blasted from the skies by massed big shootas while bunker after bunker was silenced by salvos of Ork rokkit. Judrog's charge breached the defences and burst onto one of the plant's access roads, leading between towering purification tanks. The Ork machines rumbled on, their power claws ripping each successive gate apart as they pressed deeper into the plant. As they approached Gate IX, however, they were surprised to see the barrier rise to reveal a line of eight Space Marine Dreadnoughts drawn up across the roadway. At their front was Brother Damos of the Angels Porphyr. Critically wounded during the Scouring of Hume and entombed for the last three thousand years, he had faced a hundred such situations before and prevailed. The Dreadnoughts standing with Damos were armed for long-range combat with a mixture of lascannons, autocannons and missile launchers. Their first salvo was devastating, the front line of Ork Dreadnoughts melted under



their barrage but were battered aside as the rest clanked forward. The Space Marine Dreadnoughts had better weapons, and each step the Orks made towards the Space Marines cost them dearly, but eventually they were in range and could reply. The Ork Dreadnoughts could not match the accuracy of the eight Space Marine Dreadnoughts facing them, though. Each was a veteran of centuries of war, each a paragon of their Chapter's qualities, each a hero whether clad in flesh or metal.

An advance of four hundred metres had cost the Orks seventeen Dreadnoughts. They still came on though, and howled in fury when they saw the Space Marine Dreadnoughts step back to allow a heavy security gate to be lowered blocking the road. Speeding up they hurled themselves against it, rending the thick steel with their hydraulically powered claws, determined not to let their quarry escape.

Flight was not the plan, however. On the other side of the ruptured gate, the Space Marine Dreadnoughts were ready. There were another nine Dreadnoughts led by Brother Weylands of the Omega Marines, all armed with power claws and a mixture of shorter ranged assault cannons, multi-meltas and heavy bolters. Behind them stood Brother Damos' Dreadnoughts on a rampart of earth and sundered concrete so they could see over the front line. Both ranks opened fire together and for seven long minutes they stood thirty metres from the Orks, firing non-stop into the tightly packed mass of machines. Then the front rank ceased fire, its weaponry white hot, and thundered into close combat. The Orks were tightly packed in the roadway, the sustained fire had given them no chance to press forward and the Killer Kans at the back blocked their retreat. The Ork force was irretrievably entangled, some machines lifted off the ground by the press, unable to move, the front five ranks a smoking ruin. The Space Marine Dreadnoughts cut into them, Brother Weylands leading the way, climbing up over the destroyed Dreadnoughts until he was striding over the packed hulls of still operable machines, alternatively crushing them with stamps and punches. Where a power weapon reared up at him a swift multi-melta shot silenced it.

It had been a bold attack by Judrog's Dreadnoughts but, unsupported and caught at a complete disadvantage, they were helpless. It is testament to their ferocity and fighting spirit that not one Ork machine fled.

The final reserve destroyed, Judrog had no choice but to withdraw. Rearmed Thunderhawks were beginning their attack runs and ammunition was becoming scarce. The defeat would cost Judrog dearly but there was no celebration in the Marine lines. Of the seventeen ancient Dreadnoughts committed to battle, seven had been utterly destroyed with the loss of over 9,000 years of battle experience and loyal service. The Battle at Gate IX remains their testament.

Bjorn the Fell-Handed: The First Battle of The Fang

Some of the most ancient Dreadnoughts in the Imperium are those of the Space Wolves Chapter. These venerable warriors have fought the enemies of the Emperor for many centuries or, in some cases, even millennia. Perhaps the most renowned of these is Bjorn the Fell-Handed, a warrior so incredibly ancient that he walked beneath the same skies

BROTHER DAMOS OF THE ANGELS PORPHYR

Brother Damos commanded the 9th Company of the Angels Porphyry, a stalwart veteran of three centuries of battle. His Devastator squads were the very model of efficient fire support and wherever his men fought, the armoured might of the enemy would be wary. It was during the Scouring of Hume as he led his men in the defence of Hill 236 that a surprise attack on the Space Marines' position by rebel Marauder bombers caught him in the open as he moved between his linked bunkers. By all rights the bombardment should have killed Damos, but when the attack was over, his brother Space Marines found that the bloody shreds of his body still drew breath. He demanded the chance to fight on, and thus his remains were placed in stasis and transported back to the Chapter's fortress monastery where he was implanted within the armoured sarcophagus of a Dreadnought. For three thousand years he has remained entombed within his armoured body and, as he did in life, Damos provides a solid anchor of fire support for his brothers, guiding the deployment and firing of the Chapter's Devastators.

as the Primarch Leman Russ himself. He was the first Great Wolf of the Chapter following the disappearance of Russ and led the first Great Hunt to find him.

Bjorn's time as Great Wolf was to be short-lived, however. The Saga of the Fell-Handed tells of his mortal wounding in battle as he led the Space Wolves in the rescue of their kin from the Dreadsun Fortress. His attack was successful, but left Bjorn crippled and on the brink of death. Not even the formidable skills of the Wolf Priests could save him and Bjorn's last whispered words as a creature of flesh and blood were that he be placed within the armoured sarcophagus of a Dreadnought. And for the next five hundred years, Bjorn continued to fight for his beloved Chapter, tearing apart the enemies of the Emperor with the lightning claw that had been his favoured weapon while he still walked as a man. On Algol Nine he destroyed the daemon Thran'saba and in Quaran's deserts he slew the Ork Warlord Makrima. The rogue psyker Vornalan died by Bjorn's hand and thus bloody rebellion on Thranx was averted.

But even flesh and steel cannot live forever. The long years of war began to take their toll and Bjorn took to spending longer periods in dormant slumber in the vaulted stasis chambers below the Halls of the Great Wolf. In honour of such a loyal and courageous warrior, the Chapter's Iron Priests allow him his rest, and lovingly maintain his adamantium shell. Once every thousand years, Bjorn awakes and speaks to the Rune Priests, regaling them with sagas long forgotten, testing them on their knowledge of the ancient legends to ensure that the ways of Russ are still being followed. Only in times of dire need would the Iron Priests even consider waking Bjorn, on one such occasion being the First Battle of the Fang.

The circumstances leading to the First Battle of the Fang and Bjorn's part therein form a cautionary tale that warns of the danger of trusting visions granted by Chaos. Magnus the Red, cyclopean Primarch of the Thousand Sons, had carried a burning hatred of the sons of Russ ever since they

MORIAR THE CHOSEN



On the corpse-strewn fields of Glamorga, Captain Moriar of the Blood Angels fell in battle, grievously wounded unto death and beyond even the lore of the Chapter's Sanguinary Priests. At a loss to save his mortal remains, his flesh was interred within the armoured shell of the Dreadnought constructed by the master artificer, Brother Morleo. Moriar is not the first to inhabit this magnificent machine and will no doubt not be the last. Upon regaining his senses, it became clear that Moriar's battle fury had not abated and his psyche was wracked with visions of Sanguinius. The

Black Rage consumed him, but Moriar survived its ravages and continues to fight alongside his battle brothers in the forefront of every assault. It is rumoured that the Red Thirst has claimed Moriar and that the Chapter's armourers have modified his Dreadnought in order that he may drink deeply of this vital fluid of life.

destroyed his home world of Prospero in the dark days of the Great Betrayal. Magnus' followers attacked worlds near Fenris, slaughtering whole populations and laying waste to entire planets in a campaign of terror lasting many years. The Great Wolf Harek Ironhelm sought in vain to engage Magnus in battle, but was chasing shadows as his enemy eluded him at every turn. As more worlds were ravaged, Harek's desire to slay Magnus grew to become an obsession and his quest took him deep into the Eye of Terror, eventually leading him to the world of Gangava. Here he believed that he had found the Thousand Son's secret base and fell upon the world with fire and steel. But Harek had been deceived – the forces present upon Gangava were merely an elaborate ruse executed by Magnus, and as he led the bulk of his Chapter's strength against the allied Chaos forces on Gangava, the Thousand Sons themselves appeared in orbit around Fenris and launched an all-out assault on the home of the Space Wolves, the Fang.

The Fang's defences consisted of a skeleton force of Space Wolves and thralls and its fall seemed assured. Only the most courageous leader could have had any hope of saving the Fang and thus it was decreed that Bjorn the Fell-Handed would be woken from his millennial slumbers to lead the defenders in this most desperate hour.

Bjorn took charge of the Space Wolves, one of the few rare instances where a Dreadnought has commanded a Space Marine force. Bjorn's courage and wisdom in battle were an example to all, and for forty days and forty nights Magnus' warriors could not breach the Fang's defences. Bjorn had fought on Prospero many centuries ago as a Blood Claw and had lost none of the savagery that these hot-blooded young warriors are famed for. He was ceaseless in his determination to withstand the enemy at the gates and his defence of the Fang is regarded as a masterpiece in the art of leadership and military organisation. He planned daring

sallies into the ranks of the Thousand Sons and in the midnight dark of the tunnels beneath the Fang he led desperate defences, rallying Space Marines and thralls time and time again as they were forced further and further within their home. Collapsing tunnels as they went, the defenders killed hundreds of enemy warriors, leading them into Bjorn's carefully prepared fire traps and giant cave-ins.

Eventually a pack of Wolf Scouts, led by Haakon Blackwing, were able to breach the ring which Magnus had thrown around Fenris and carried word of the battle to the Great Wolf. Harek's anger and shame were terrible to behold and he immediately returned to Fenris with the full might of the Chapter. Howling Space Wolves descended from orbit and fell upon the Thousand Sons, driving them completely from the Fang. On its lower slopes, Harek and Magnus finally met in single combat, but Magnus was one of the Primarchs, now elevated to a Daemon Prince by the Powers of Chaos, and was more than a match for Harek. The Great Wolf fell, but with his last breath of life was able to grievously wound Magnus before the Thousand Sons fled from Fenris. It is said that it was Bjorn himself who carried Harek to his final resting place on the Fang's upper slopes. With his work complete, Bjorn then returned to the Hall of the Great Wolf to slumber until the day his Chapter should need him once more.

Ironclaw & Brother Severus of Tarentus: The Battle of Macragge

Brother Severus arrived on Macragge as one of sixteen aspirants who had triumphed in competitive games between Quintarn, Tarentus and Masali. These games are held between the triple worlds each seven years to determine which youths should have the honour of attempting to join the Ultramarines Chapter on Macragge. The games which Severus participated in were noted as particularly spirited and hard-fought on this occasion, with over a third of the participants killed or seriously injured.

The young Severus was accepted by the Ultramarines and successfully completed his training in 356.M41. According to records, Brother Severus's early career in the Scout Company was unremarkable, but once he came to full status as a Brother Marine he was frequently commended for his wisdom and far-sightedness. He received his Marksman Honour while a member of the 6th Company in 358.M41 in combat against Eldar pirates, and an Imperial Laurel in the following year after being wounded in the cleansing of Copul IV. In 362.M41 Brother Severus was promoted to Sergeant in the 3rd Company, commanding a squad through the Siege of Belios and the first Balur Crusade.

When Sergeant Severus and his squad broke through a dangerous Ork encirclement on Balur he was inducted into the prestigious 1st Company, receiving his Terminator honours in 367.M41. The promising career of Brother Sergeant Severus was cut tragically short in 371.M41 when he was critically injured during the Battle of Corinth. Ultramarine Apothecaries used his mortal remains to replace those of Brother Commodus in the Dreadnought Ironclaw which was also damaged on Corinth. Severus adapted well to the transition into the amniotic tomb of a Dreadnought body, retaining all of his former wisdom and battlecraft.

Severus' list of battle honours over the succeeding three centuries grew too long to be listed, culminating in his

eventual return to Corinth on 698.M41 during the seven year Corinthian Crusade. In 745.M41 Brother Severus participated in the Joran retaliation against the alien Tau Empire, but the expedition proved ill-starred and the 3rd Company's Captain, Ardias, was killed shortly before the whole force was withdrawn. Urgent new orders sent the company back to Macragge to defend it from the advance of Hive Fleet Behemoth.

Of the great battle in space over the beleaguered world little can be said here, but the masterful defence by Marneus Calgar, Lord of the Ultramarines, can be read of in other places. In the aftermath it fell to the 3rd Company, under the newly elected Captain Fabian, to recapture the northern polar defence fortress on Macragge itself. Tyranid swarms had penetrated the orbital defences and overrun the sprawling complex of laser silos and bastions. The first landings by the company barely held their ground against the swarms of creatures which emerged from the shattered bunkers and tunnels to oppose them, only being driven back by the combined fire of Devastator squads and Thunderhawk gunships. Captain Fabian summoned three Dreadnoughts; Severus's Ironclaw, Maximus's Victory and Dicloetian's Agrippa to assist his troops in clearing the forbidding underground tunnels.

The twisting, intersecting passages were already subtly altered by the aliens' presence, dripping mucus and resounding with horrifying shrieks and screams. The dead laid everywhere, contorted and mangled by the violence of their passing. More than once, Tyranids hid among the dead before ripping into the advancing Ultramarines from ambush. Casualties mounted and the Space Marines were forced to use flamers to burn their way forward. The Dreadnoughts were moved ever closer to the front of the advance as squads peeled off to guard intersections. Agrippa was leading when a flank attack broke across the company like a wave of razor-fanged destruction. In seconds, two squads were overrun and hacked down by a dozen Tyranids. Agrippa's assault cannon painted the walls with Tyranid ichor as they rushed forward, and Maximus was reduced to trampling them underfoot when his power fist was torn away. But the veteran Dreadnought still held the perimeter against the bio-engineered monstrosities until Severus arrived to crush the survivors.

With his searchlight piercing the darkness, Severus now led the advance of the 3rd Company into Silo 8, the cavernous housing of a giant, ship-killing laser battery. As the last squads cleared the entrance, a nightmarish horde of Tyranid creatures spilled out of the shadows on all sides. A hail of obscene projectiles cut through the Space Marine lines, corroding through armour and flesh wherever they struck. Lithe killing beasts tore into the Ultramarine lines with horrifying ferocity, their scythe-like talons clashing against chainswords and armour as bolters chattered frenziedly. Once again it was Severus that held the line, throwing the creatures back with his steel-strength and crushing power fist. The surviving Ultramarines rallied around the glant fighting machine as it blasted through the aliens' ranks, and the next wave of monstrosities swept down upon them.

A fearsome Hive Tyrant, as massive as a Dreadnought itself, thundered into the Ultramarines with a shriek of fury. Three Brother Marines fell to a single sweep of its claws before Severus charged into the beast. A terrible struggle ensued as the blessed servos and ancient fibre-bundles of Ironclaw were pitted against the preternatural strength of the alien monster's steely sinews. The Tyrant sent Severus reeling with one mighty blow of its claw, but the old Dreadnought recovered and sparks flew as its fist crashed into the creature's carapace. Foul ichor sprayed from the gouting wounds, temporarily blinding Severus' sensors. The beast caught the Dreadnought a terrible blow, tearing through its leg to leave it sprawling helplessly. At this moment Captain Fabian leapt into the fray, knocking aside the creature's claw and evading its scything return swing before blasting it in the head with his plasma pistol until it reared and screamed a final howl of death agony.

With the loss of the Tyrant and the guidance of the hive mind, the Tyranids fell into confusion. The Ultramarine bolter fire cut down the survivors mercilessly as they turned to flee. The 3rd Company was saved and went on to cleanse the polar fortress in its entirety. After the battle, Ironclaw was restored and Severus continues to serve with the 3rd Company to this day. Among the long list of honorifics he has accumulated, the Battle of Macragge remains the proudest, including as it does a share in the first ever accredited kill of a Tyranid Hive Tyrant in close combat.



Index Astartes



PSYKANA LIBRARIUS

Space Marine
Librarians

by Anthony Reynolds

The Librarians of the Space Marine Chapters are mighty warrior-mystics, inspiring figures who wield incredible and devastating powers. They are an integral part of the Adeptus Astartes, outstanding warriors who utilise their psychically enhanced wisdom and knowledge to fulfil the role of oracles and psychic communication within the Space Marine Chapters. Such powers come at a price, however, and only those with the strongest willpower are capable of withstanding the constant pressures that come with psychic awareness. For every successful psyker, there are countless others whose lack of control threatens to doom them to an eternity of torment. Of those psykers whose strength of will enables them to control their powers, the most highly trained and potent are the Librarians of the Adeptus Astartes.

The Insidious Curse of the Psyker

The growing number of psykers within the Imperium is seen by some as the next evolutionary step for Mankind. However, these are the very early, tentative stages, for such an advancement will take countless generations to fully evolve, and the powers of the psyker are not yet refined. Psychic ability is both the greatest boon to Mankind and its most dangerous threat. Without psykers, the entire system of interstellar communication and travel would cease to exist, consequently resulting in the fall of the Imperium. Lacking these powers, the Imperium would become nothing more than a series of scattered and isolated systems. Warp travel is only made possible for Humanity with the guiding light of the Astronomican, a psychic beam stretching 70,000 light years across space from its source on Terra. The pure psychic energy needed for this great undertaking is created by the combined 'voice' of ten thousand specially trained psykers, a soul draining labour that exhausts their life-force within months, leaving them little more than shrivelled husks. This 'voice' is focused and directed by the immortal Emperor, who projects the pure psychic energy into the galaxy. This beacon is vital to the specially trained and psychically attuned Navigators, who require it in order for them to have any possibility of steering a safe path through the turbulent and inconsistent non-reality of warp space.

Those of particular strength of mind, if discovered when young, may be nurtured so that their abilities can benefit Mankind in such ways. The psykers schooled by the Scholastica Psykana generally operate within a particular specialised area, whether it be as Astropaths, trained for interstellar communication within the Adeptus Astra Telepathica, or as Navigators within the Adeptus Astronomicus. The Librarians of the Adeptus Astartes, however, fulfil a much more varied and combat oriented role, and as such they are chosen from amongst those of exceptional ability and skill.

Those with psychic ability draw their power from the turbulent realm of the warp, also known as the Ether, the Immaterium or the Empyrean, as recorded in the Scriptorum Arcanum. This alternate dimension is a twisted reflection of the known physical world, a horrific and constantly shifting domain that defies the accepted laws of the material universe, inhabited by malevolent and predatory astral creatures. When a psyker uses his power, he opens a gateway between the two realms, drawing energy from the warp into himself. If a psyker is unprepared or inexperienced he may inadvertently attract the attentions of daemons, drawing them to him like moths to a

flame. According to the codices of the enigmatic, daemon-hunting Ordo Malleus, these warp-entities are capable of traversing the link the psyker has formed between the two dimensions, assaulting his mind, ripping the very soul from his body and dragging it screaming to an existence of eternal torture within the warp. As such, the twisted realm of the warp is sometimes referred to as the Sea of Souls. A particularly powerful daemon may attempt to force its way into the physical realm by overwhelming the body of the hapless psyker, and from there endeavour to inflict as much psychic and physical suffering as possible on the material world.

Those with a limited degree of psychic ability, but who lack the strength of will to fully control it, are one of the most dangerous forces threatening the Imperium, and they are hunted down without remorse by the Inquisition. As a matter of course, the number of minds considered dangerous far outweigh those that are embraced by the Imperium. Some of those condemned are transported to Terra aboard one of the Black Ships, where their sacrifice may benefit all of Mankind. It is said that their life-force is fed to the insatiable needs of the undying Emperor in order to sustain him, enabling his glorious light to remain indefinitely within the physical realm. Indeed, to be born with psychic ability is a terrible curse, and

Chapter Approved Access Level: 8 seventeen

Librarian
Force Sword



Iron Hands Lexicanium Ranked Librarian

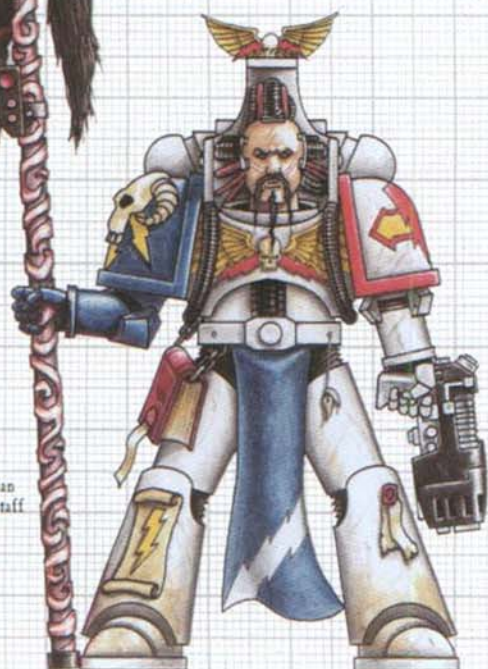
Librarian Psychic Hood



Raven Guard Chief Librarian in Tactical Dreadnought Armour



Librarian
Force Staff



White Scars Librarian 'Storm Seer'

Librarian
Force Axe



Armageddon
Campaign
Marking



Salamanders Codicier Ranked Librarian

Thought for the day: Damnation is Eternal



EZEKIEL, GRAND MASTER OF LIBRARIANS. KEEPER OF THE BOOK OF SALVATION. HOLDER OF THE KEYS

Ezekiel is the present Grand Master of Librarians within the mysterious Dark Angels Chapter. He endures a tremendous burden, being the sole bearer of the darkest and most sinister secrets of this most evasive and insular of Chapters. He determines who may enter the Inner Circle, for he alone can see into the very soul of a man and judge whether he can bear the burden of the knowledge such a position brings. The strength of his will is legendary and he holds the Book of Salvation as a mark of his position. This book lists the names of all those of the Fallen that the Dark Angels have captured over the millennia, and as such is an item of great significance

for the Chapter. The Librarians of the Dark Angels are all members of the Deathwing, and they act as the guardians of the dungeons carved deep within the bowels of the Tower of Angels. Ezekiel was given the title Guardian of the Keys in recognition of the role that he and his brothers fulfil by keeping the dungeons secure. Ezekiel uses his considerable power to aid the Interrogator-Chaplains in their grisly work, invading the minds of the Fallen and undermining their mental resolve. His insidious abilities have driven many foes into insanity as he whispers doubts and confusions directly into their minds. This ability is utilised on the battlefield, worming his way deep into the minds of the enemy and encouraging the growth of their fears, filling them with images of hopelessness and defeat that erode the willpower of even the most disciplined of warriors.

CHIEF LIBRARIAN MEPHISTON, LORD OF DEATH

Mephiston is an awe-inspiring figure, viewed by the Blood Angels with fear and reverence in equal measure. His entrancing eyes penetrate into the very depths of the soul, engaging friend and foe alike with their terrible brilliance. The Blood Angels see him as the spiritual son of their Primarch Sanguinius, and as a great hope for the entire Chapter, for it was he who first overcame the agonising experience of the

Red Thirst. The Blood Angels strive to emulate his courageous strength of will, in the hope that they too will be able to conquer their terrible curse. In the depths of the madness brought on by the Red Thirst, Mephiston re-lived the final agony of his dying Primarch. He arose transcendent from his insanity, suppressing his overwhelming lust for blood through sheer force of will. The mental strength that was needed to survive this ordeal was phenomenal, and he fights a continuing battle to keep it in check.



CHIEF LIBRARIAN TIGURIUS

Chief Librarian Tigurius is the highest ranking of his order within the proud and highly respected Ultramarines Chapter. A fierce and wise warrior-mystic, he attained his exalted position after proving his worth time and again over many years of arduous campaigning, primarily against the savage and brutal Orks. He was one of the few survivors

of the Ork attack on Boros, where he witnessed the mysterious appearance of the black armoured Space Marines known as the Legion of the Damned. His psychic mastery is augmented by the Hood of Hellfire, a uniquely modified psychic hood of ancient design. It is a powerful version of the standard psychic hood, an arcane creation that crackles with barely suppressed energy as it enhances the strength of his devastating mental assaults.



many attempt to hide their powers from detection. Without the correct training, a psyker teeters on the brink of eternal damnation. Entire planetary systems have been brought under daemonic dominion, creating hellish worlds of tortured slaves, due to a single psyker lacking the mental discipline to not use his gifts.

Space Marine Librarians

Space Marine Librarians are amongst the most potent of all of Mankind's psykers, highly talented and trained to the highest levels. A highly trained Librarian can manipulate the energy of the warp in extraordinary ways, and with spectacular effect.

Librarians train their minds and bodies constantly to reinforce their willpower, for the danger involved is great. While the Chapter Apothecaries test the physical gene-structure of potential Space Marines, the Librarians are responsible for testing their psychic ability and willpower. They do this to seek out and nurture those who show talent, but more importantly to weed out those who possess some ability whose untrained minds would endanger the entire Chapter.

Those initiates displaying the required psychic talent and willpower are inducted into the Librarium, where they commence their intensive years of study and development in conjunction with the strict training of their brother Space Marines. These initiates are recruited from a variety of sources, depending on the means and position of the Space Marine home world or Chapter-Fortress. Some Chapters recruit their Librarians solely from amongst those chosen as potential Space Marines, while other Chapters select their number from amongst the most talented and disciplined of young Primaris Psykers of the Scholastica Psykana.

The need for vigilance is never treated lightly, and the Librarians of every Chapter routinely engage the minds of its Space Marines in order to ensure their purity. They are meticulous in their record keeping, chronicling any discovered deviancy for future reference. Space Marines exposed to particular psychic strain and trauma, such as through contact with alien horrors or the warping influence of Chaos, must undergo a series of strict screening and cleansing rituals conducted by the Librarians in order to confirm the integrity of the precious gene-seed. For the Space Marines, gene-seed is the Chapter's life-blood, the most invaluable of possessions, and must be kept pure at all costs. Any trace of perversion or corruption within the gene-seed must be eradicated utterly if the Chapter is to survive.

The Librarium of the Chapter is typically an ancient and immense structure, housing the collective knowledge that the Chapter has acquired over the millennia. Scribes work ceaselessly within its walls, labouring to duplicate the older texts as they are gradually destroyed by time. The Librarians of the Chapter are charged with the upkeep of the Librarium, and it is their responsibility to maintain its integrity. Only they know the full wonders and horrors that are contained within the ancient vellum pages, deeds both heroic and heinous.

Thousand year-old tomes, bound in cracked and faded leather, sit side by side with newer works in an immense and ever expanding collection. Indeed, the Librarium is often enlarged as time passes in order for it to be able to house the perpetually increasing number of volumes held within. Imperial envoys tell fantastical stories of the rare and ancient arcane technologies that reside within a Librarium's hallowed walls, great humming data repositories that store unfathomable amounts of information. The Librarium will often include an archaic catalogue containing countless data crystals, each crystal holding a lifetime of accumulated wisdom. Many Librariums contain a smaller inner Librarius, where the most dangerous and heretical texts are kept. This area is accessible to only a select few of the Chapter's Chief Librarians, as befits the dangerous and blasphemous nature of the texts. Merely glancing at the twisted pages of these dangerous volumes would send most men spiralling deep into insanity, and they can only be viewed under the most controlled conditions and with careful preparations of the mind.

The various official ranks within the Librarians' order serve to describe the particular functions that they perform within the Chapter and within the Librarium itself. The lowest of the battlefield ranks is the Lexicanium, whose job it is to act as record keepers, creating the initial reports that are to be added to the Librarium. These summary accounts chronicle the history of the Chapter, varying in nature from campaign and battle details to the beliefs and philosophies of the Chapter. The next rank of Librarian is that of Codicier, awarded to the older, more experienced Space Marines who critically evaluate the reports of the Lexicaniums, finalising their form for inclusion in the Librarium. The Epistolary stands a level higher still, and is one of those typically turned to when the need arises for psychic communication. This power can be used to project the mind of the Librarian across warp space itself if necessary. This is a similar ability to that

THE RUNE PRIESTS OF THE SPACE WOLVES

The Rune Priests of the Space Wolves are one notable exception to the doctrines of the Codex Astartes, a comment that can be applied to the entire Chapter. [Other particularly noteworthy exceptions include the Librarians of the Crimson Shades, the White Scars and the Novamarines.] While the role that Rune Priests play within the Chapter is not so different from the traditional Codex role, it is in the methods they employ where they differ significantly. They act as record keepers, much like Codex Librarians, though they memorise their histories in great sagas rather than in written form. They act as advisors to the Great Wolf as well, counselling him in times of war. The particular psychic powers and practises they employ, however, are based on those of the traditional shamans of their home world, Fenris, and as such are very different to the Codex form. Young skalds are taught the complex and arcane lore of their people by the older Rune Priests, their methods having remained unchanged for countless centuries. The Rune Priests are independent and ferocious warriors, wise and deliberate in their methods and rituals. They cast runes to predict the ebb and flow of events to come, the runes often carved from the bones or teeth of one of the various totem animals of the Fenrisians. The teeth of the great wolves that prowl the icy world are noted particularly for their power.

The Rune Priest holds a different attitude towards psychic powers than that of the other Codex Space Marine Chapters. Where typical Codex Librarians hold to the belief that their power is a manipulation of the pure essence of the warp, the Rune Priest believes that his power comes from the living energy of Fenris, as well as from within. The innate power of Fenris can be channelled into his totems by the Rune Priest, so that he may always carry this power with him wherever he may be within the galaxy.

used by the Astropaths of the Adeptus Astra Telepathica, who are relatively common throughout the Imperium. However, such is the strength of will of the Librarians that they have no need to undertake the tortuous ritual of Soul Binding that the Astropaths must endure. More commonly, the Epistolary is used to communicate over shorter distances, coordinating attacks and relaying battle orders.

The Chief Librarians are the highest ranking members of their order, and their mastery and control of the mystic arts is awesome to behold. The Chapter and its commanders rely heavily on the council of these most powerful of psykers and, acting within their role as advisors, the Librarians have countless centuries of experience at their disposal. Through a combination of wisdom and considerable psychic powers of premonition, the advice of the Chief Librarians is greatly respected within the Chapter. On the battlefield, however, is where their abilities truly come to

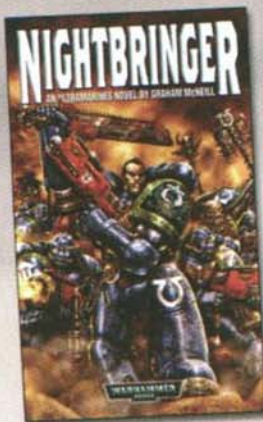
the fore, as their overwhelming psychic powers devastate the armies and defences of their enemies, rending them apart with pure force of will.

The tactical worth of the Librarians is tremendous. The psychic shockwave and turbulence that is created as a ship moves in and out of warp space can be felt by them, and so the actions of an enemy can be effectively anticipated and countered. They are the equal in battlefield prowess of any other Space Marine, and the devastating psychic powers that they wield will often tip the balance in the Chapter's favour in a close fought conflict. The psychic abilities of the Librarians are utilised in various forms on the battlefield. Most directly, the Librarian can channel the power of the warp through his body, striking at the enemy with devastating blasts of concentrated energy. With their powers of prescience, they can sense and predict the movements of the enemy, providing a distinct tactical advantage. Messages and communications can be relayed using the Librarian's considerable psychic powers, and these types of communications have the advantage over more physical forms, such as comm-links, of being completely undetectable to all but the most powerful of psykers.

Arcane Equipment

There is a myriad array of equipment that the Librarians of the Adeptus Astartes make use of to amplify and focus their already considerable psychic powers. The variety of these arcane items is so great that it makes a general classification of them impossible, and their use varies amongst the different Chapters, as well as being dependent on the personal preferences of individual Librarians. Some favour the use of the Emperor's Tarot in predicting the twisting paths of the future, a tool used for divination throughout the Imperium. The psychic hood is an intricately designed helmet, fitted with an array of psychically conductive wires and crystals, which is often used by a Chapter's Librarians. This helmet serves to amplify the psyker's abilities, enabling him to disrupt the flow and manipulation of the warp by others. As such, it is an effective counter to the psychic abilities of rogue and alien psykers. Ritually purified force weapons are utilised by the majority of Librarians. They come in a variety of forms, most generally appearing as swords and axes. Psychically attuned to the mind of its wielder, the force weapon is a potent armament that the psyker uses as a conduit through which his power is channelled. Coiling psychic energy flows around the crystalline matrices etched into the weapon, released on impact in an explosive display of power. The weapons have a colossal force when utilised against creatures of the warp, which are particularly vulnerable to attacks made with the same form of energy that makes up their own warp-spawned forms.



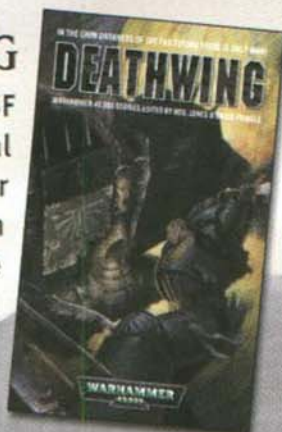


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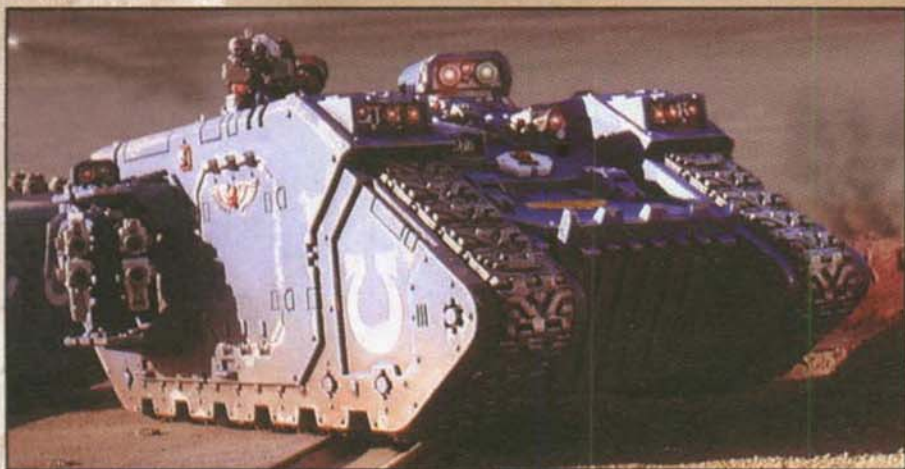
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(resin kit)



Kevin Balchin's Flesh Tearers attack an Ork settlement.



The Salamanders execute a well planned trap for the marauding Dark Eldar.



Index Astartes

Index Astartes is a compilation of articles from White Dwarf magazine. In it are detailed aspects of the Emperor's elite warriors, the mighty Space Marines, and their treacherous brethren, the Chaos Space Marines, in the kind of depth not possible in a normal Codex army book. Amidst these pages you can find tales of heroism and betrayal from the earliest days of the Imperium of Mankind – ancient legends which have been lost to Humanity over long ages of Imperial history. Chapter and Legion histories and colour schemes are detailed, with specific rules and army list variants to help with collecting and gaming using the Space Marine organisations within.

This first Index Astartes compilation includes the following articles:

- The creation of a Space Marine
- The Codex Astartes (Space Marine Chapter organisation)
- The Dark Angels First Founding Chapter
- Emperor's Children Chaos Space Marines
- Iron Warriors Chaos Space Marines
- White Scars First Founding Chapter
- The Flesh Tearers Successor Chapter
- Space Marine Dreadnoughts
- Space Marine Librarians

This is one of a series of supplements for the Warhammer 40,000 game. You will need a copy of Codex: Space Marines, Codex: Chaos Space Marines, Codex: Dark Angels and Codex: Blood Angels to make full use of the additional gaming material presented in this book.

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