

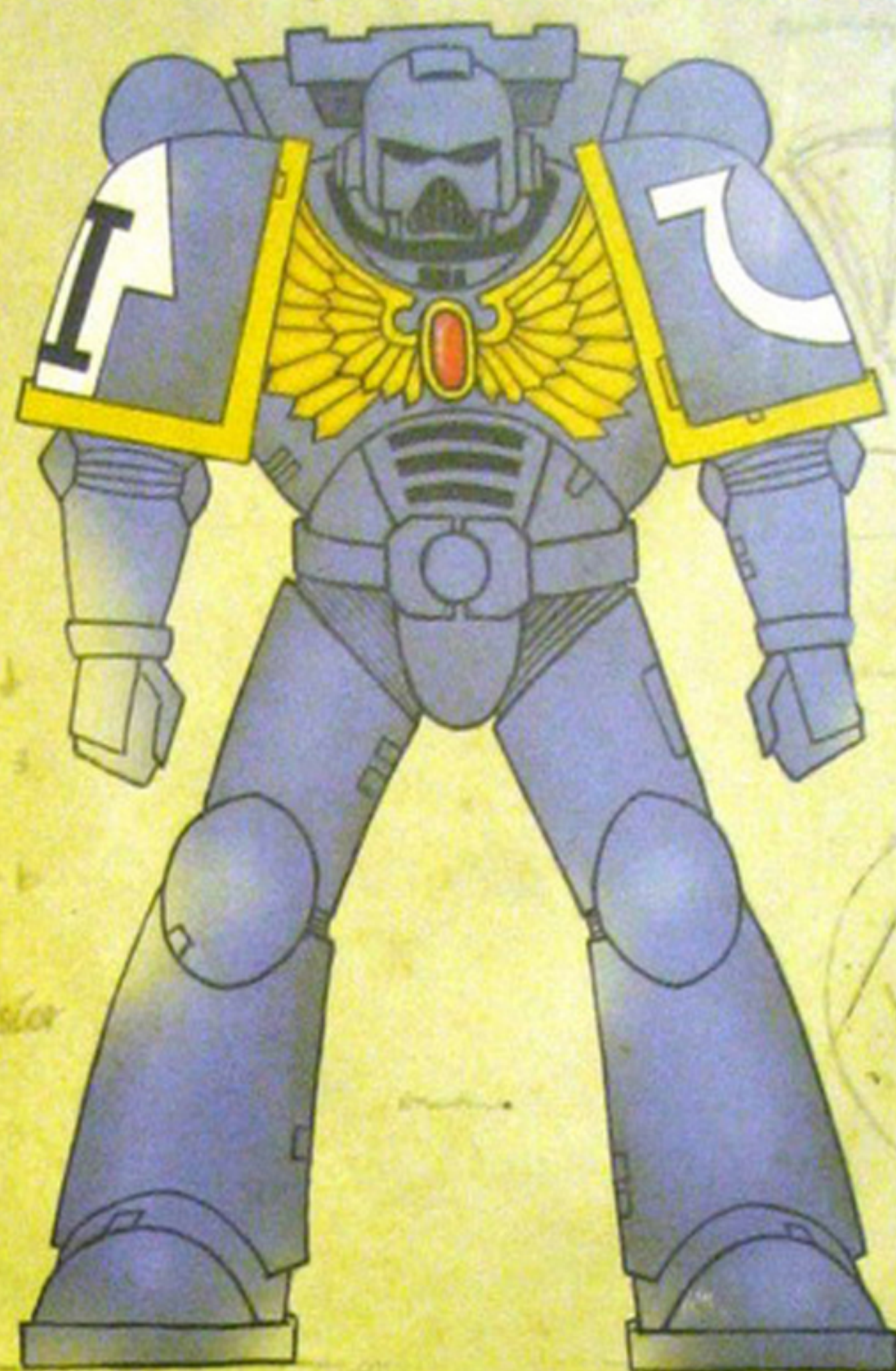
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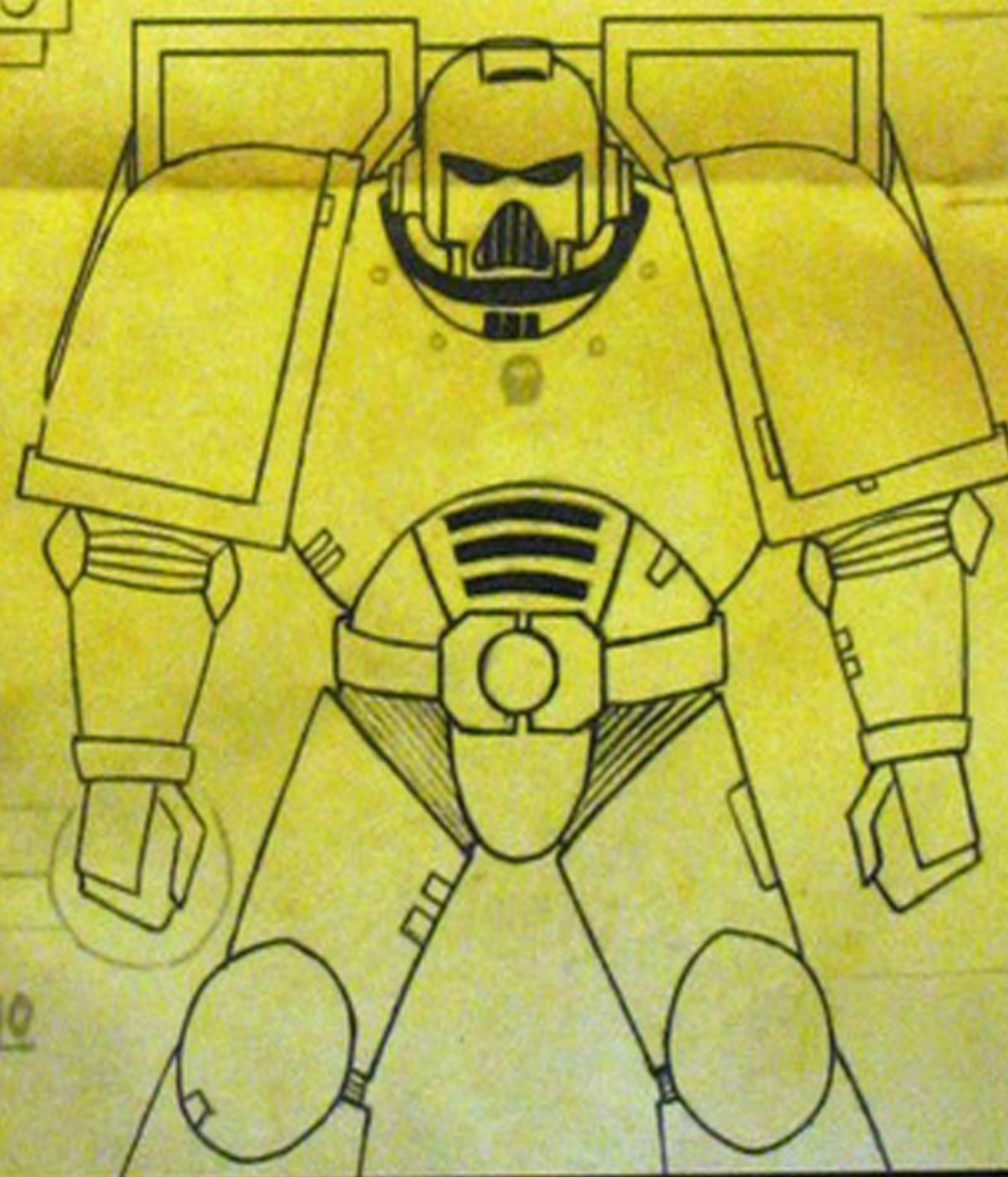
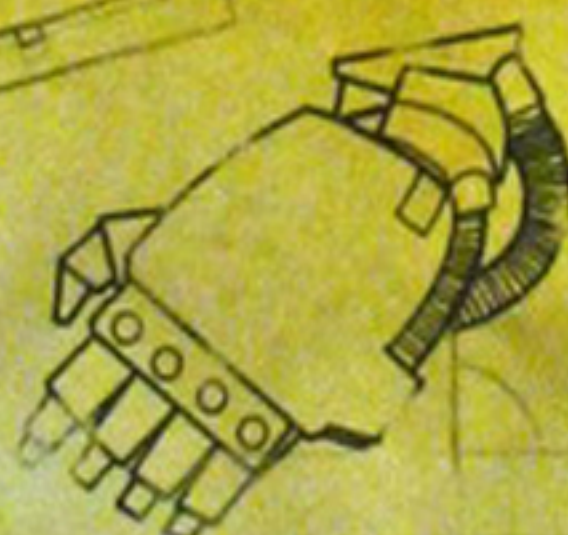
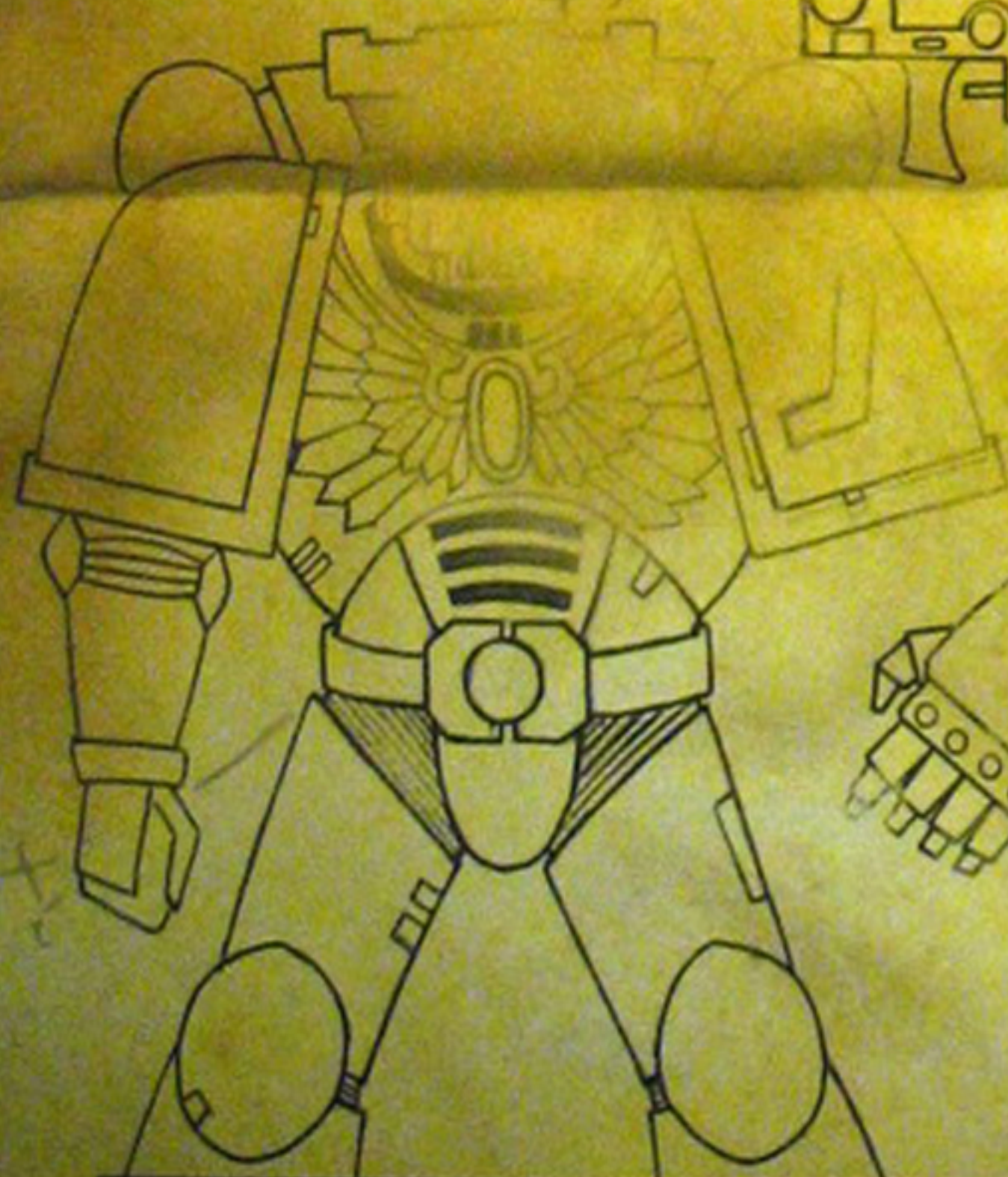
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# INSIGNIUM ASTARTES

THE UNIFORMS & REGALIA OF THE SPACE MARINES







# INSIGNIUM ASTARTES

THE UNIFORMS & REGALIA OF THE SPACE MARINES



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*A Black Library Publication*

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*Thanks to Jes Goodwin, Rick Priestley, Andy Chambers  
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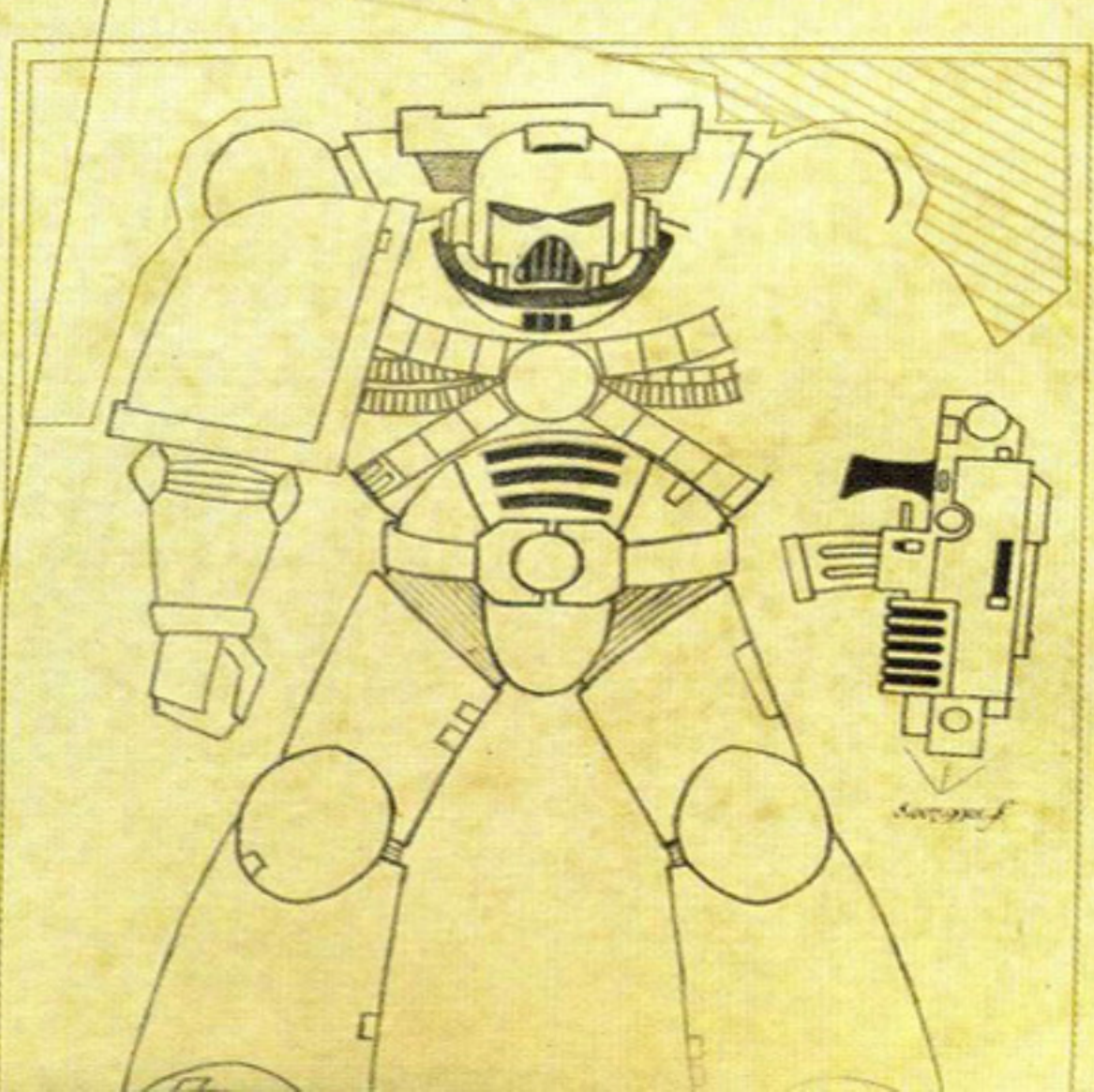
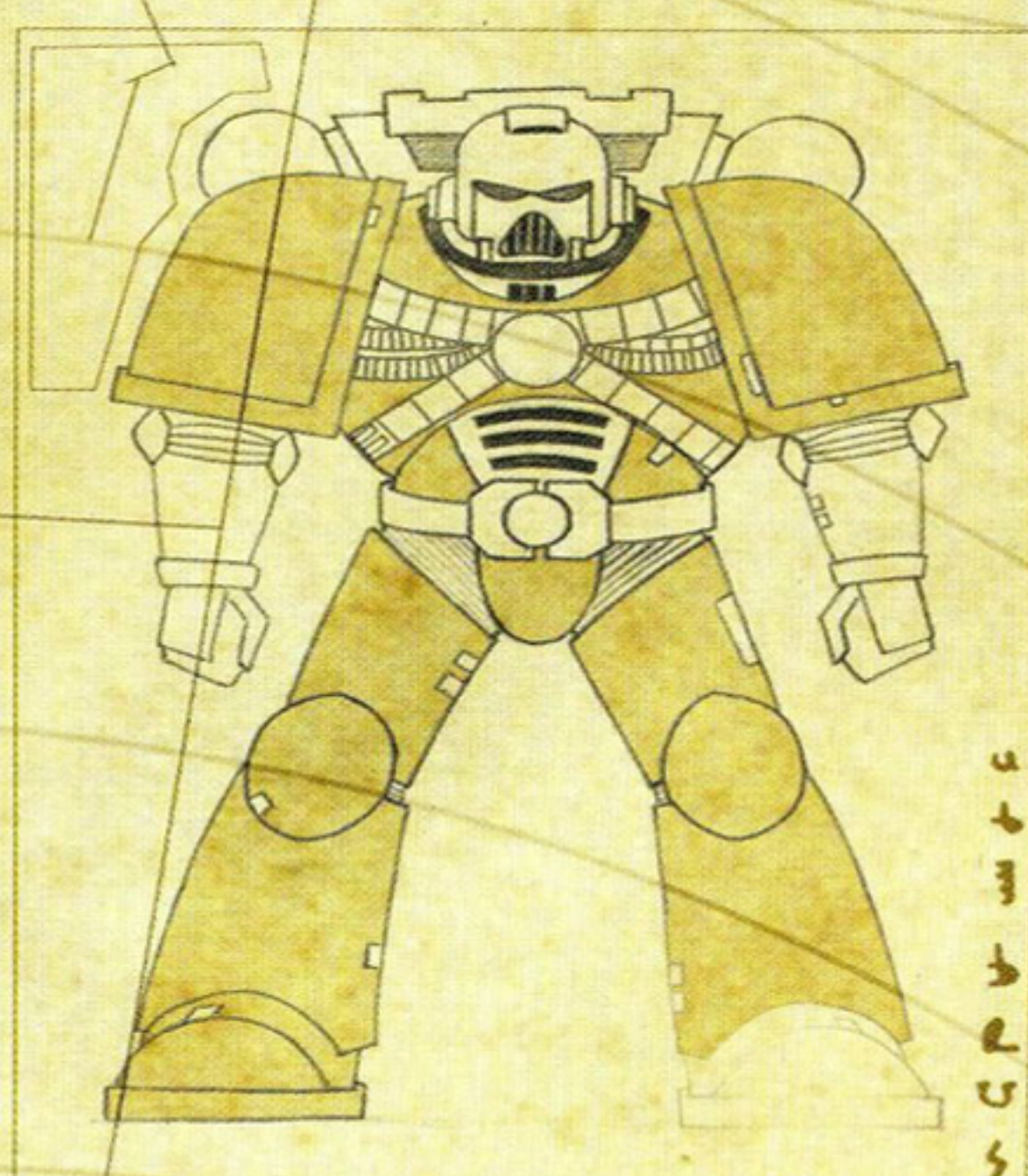
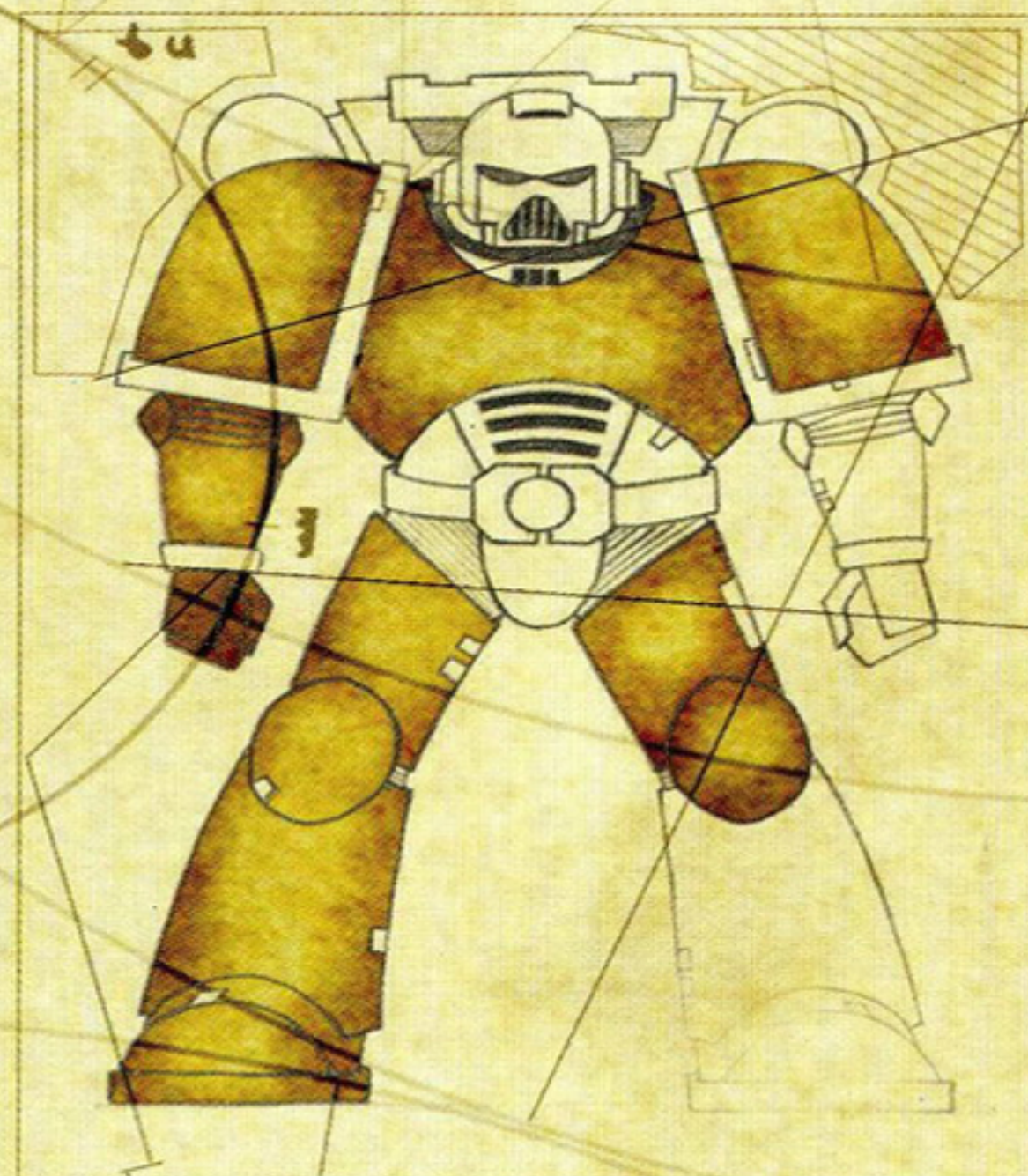
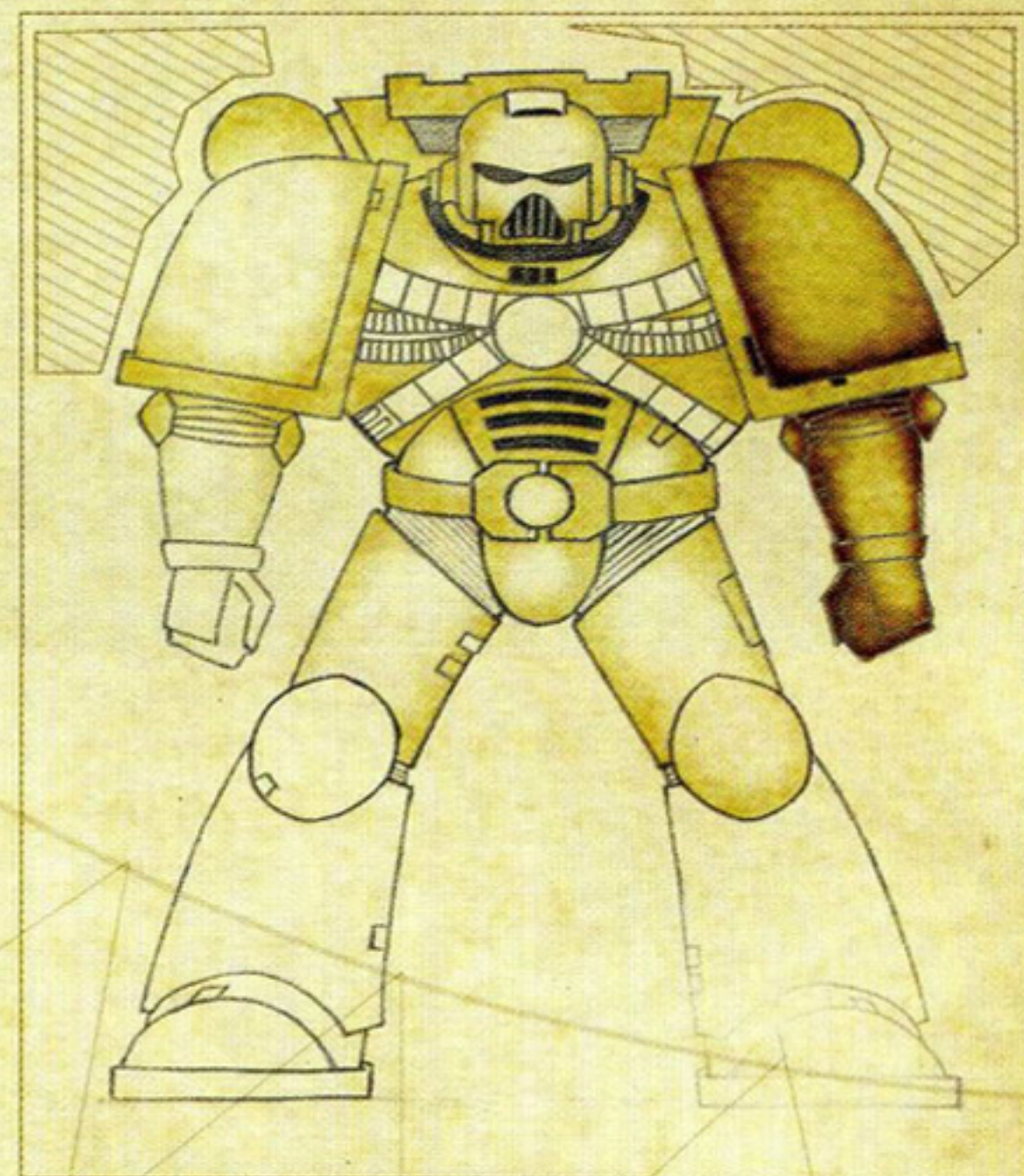
# INTRODUCTION

Since the very first version of the Warhammer 40,000 tabletop battlegame was published in 1987 it has been the elite super-warriors known as the Space Marines who have most captured the imagination of those who play the game or read about the fictional world described therein. There is something both admirable and threatening about these macabre 'altered' human warriors, and their heroically tragic role in the fictional history of the Warhammer 40,000 universe, coupled with their incredible heraldic costumes has ensured their popularity. Today this is as high as ever as more people are introduced to the Warhammer 40,000 game and Games Workshop develops new opportunities to showcase the Space Marines' unique appeal.

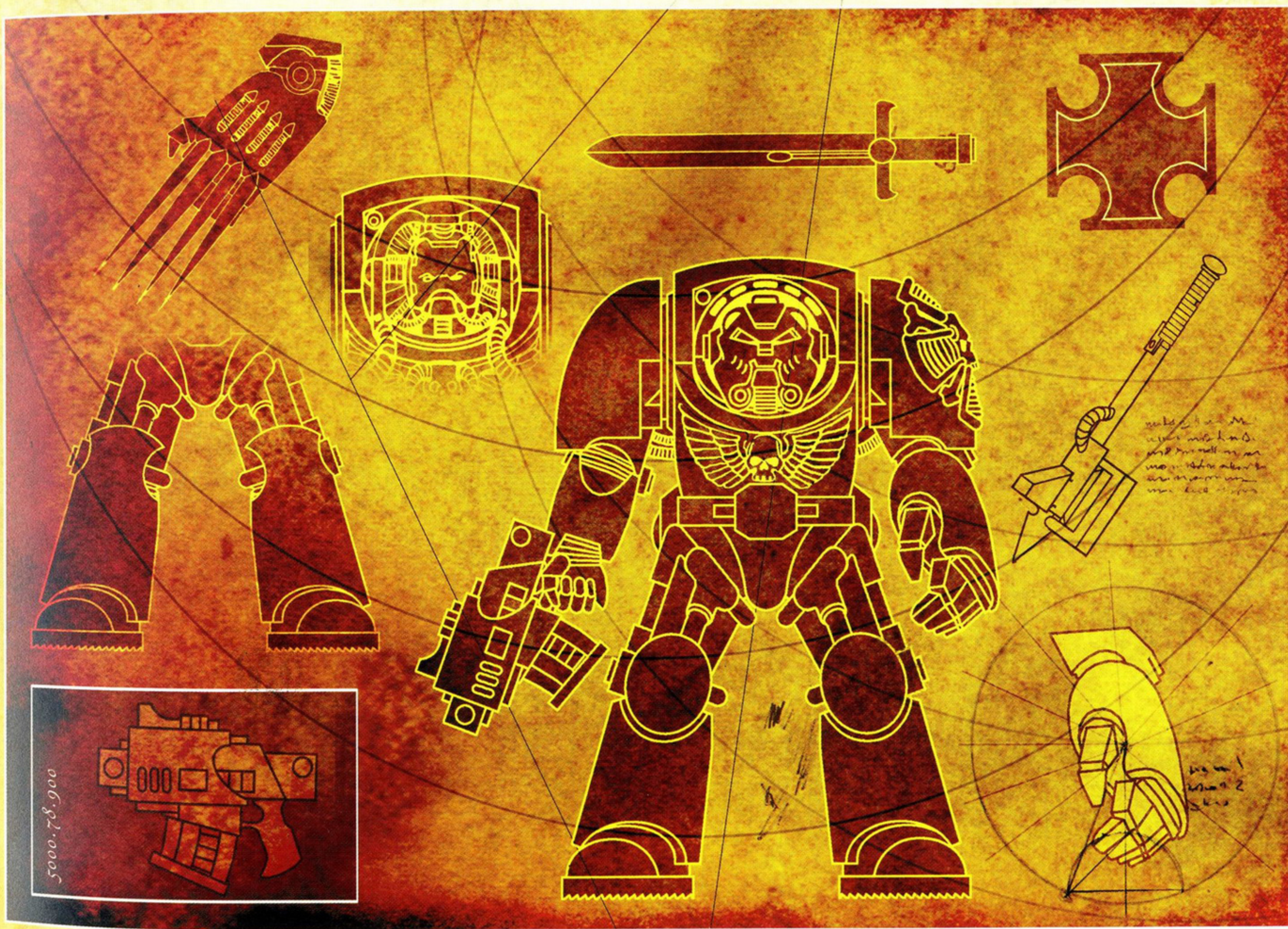
Warhammer 40,000 is set in a grim far future. It is a time of unrelenting war as humanity strives to survive in the face of myriad threats. Warmongering aliens, bloodthirsty daemons and misguided heretics threaten it at every turn. The Imperium of Mankind is humanity's last hope and the martial forces of the Emperor of Earth its only defence. Foremost amongst those defenders are the Space Marines, the Adeptus Astartes, the Emperor's finest warriors.

Created in legend over ten thousand years ago, the Space Marines have been at the forefront of the endless struggle to survive. A single Space Marine is a formidable foe. He has been surgically and psychologically adapted to be the perfect human warrior and endowed with the best weapons and armour the Imperium can manufacture. He fights with a thousand or so brother Marines who comprise a regiment or Chapter as they are known. This relatively tiny military unit packs a mighty punch and throughout the galaxy the Space Marines are justly feared. There are estimated to be a thousand Chapters of Space Marines currently active across the vast tracts of the Imperium, however only the High Lords of Terra know for sure the exact number and status of these warriors. Space Marines are warrior monks utterly devoted and single minded in their duty, armed with the most powerful weapon of all: an unshakeable faith in the righteousness of their mission and in the Emperor.

Insignium Astartes focuses on the uniforms and heraldry of these incredible future warriors. As we shall see each of the Chapters has a unique heraldic pattern of armour and markings. Each Chapter follows ancient traditions and rules that govern these patterns and colour schemes, and this book will hopefully provide an insight into some of these traditions. This will be particularly useful to miniature modellers and tabletop gamers as they seek to recreate Space Marines for their model collections, displays and miniature armies but will also interest all those who have ever been fascinated with humanity's greatest champions.









# SPACE MARINES

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

Roboute Guilliman, Codex Astartes

Created first on earth in the thirtieth millennium and intended to spearhead the forces of humanity in the great reconquest of the galaxy known as the First Crusade, the Space Marines have become the Imperium's finest warriors and its most identifiable defenders.

Pictured here is a standard trooper. Though he would be considered a mighty warrior for any other army, among the Space Marines he is merely one of a thousand Battle-Brothers that make up a Space Marine Chapter. Each Marine represents the culmination of thousands of man-hours of training, development and equipment. Recruited from the most promising youths of martial societies all around the Imperium, a Marine is biologically engineered to make him stronger, faster and tougher than any normal human ever could be, able to endure the harshest conditions without concern.

## Gene-seed

Part of this engineering takes the form of the implantation of new organs, and the Codex Astartes lists no less than nineteen different organs that are implanted as part of a Space Marine's development. These include such obvious enhancements as a secondary heart and a multi-lung as well as obscure, but no less important, additions such as the Ossmodula which strengthens and enlarges a marine's skeletal structure (even to the extent of fusing solid the ribcage). These implants are cultured from genetic material known as gene-seed, the genetic inheritance of a Chapter that is shared by each one of its marines, both past and present. In this way, every marine has an inextricable link to his Battle-Brothers and the Chapter's history.

## Recruitment

Each Chapter has its own methods of recruiting young warriors to fill its ranks. Many are based on a single home world and recruit solely from that populace, setting trials and tests for prospective candidates to weed out all but the strongest and the most faithful. These worlds are often technologically backward with strong militaristic societies, where male children who show potential are pushed harder and harder in order that they may one day have a chance to join the ranks of the star warriors.

It is always a great honour for a family to have a son chosen by the Space Marines, even for societies with little conception of the greater galaxy beyond their world. The Space Wolves are an example of this. The Wolf Priests of the Space Wolves scour the warring, Dark Age tribes of their home world of Fenris for their strongest and bravest youths, while Ultramarines traditionally draw their candidates from the elite training barracks of a whole group of planetary systems known collectively as Ultramar, the realm of the Ultramarines.

Other Chapters have no one single home world and travel the galaxy in gigantic fleets of battleships, recruiting either from a regular series of worlds or from the war zones to which they are assigned. The Black Templars are one such example of a fleet-based chapter.

Once recruited, these youths become neophytes and begin their regimen of training and biological enhancement. Successful completion of this course is by no means assured, nor even is survival. Astartes training pulls no punches, and the surgical procedures have degenerated into arcane rituals. Those few who ultimately go on to prove themselves worthy will become initiates of the Chapter and become available for limited active duty, most often as a member of a scouting company, but this varies from Chapter to Chapter.

## Arms & Armour

### Boltgun

The boltgun or bolter is the codex issue armament for Space Marines. It is a short, compact weapon that fires a missile or bolt substantially larger than a

bullet. The bolt contains an armour piercing tip, an explosive and a mass reactive detonator, causing the bolt to detonate after it has pierced armour, blowing the target apart from the inside. Its destructive power and limited effective range suits the Space Marines' typical shock or close support role on the battlefield.

Boltguns are made in limited quantities and to the highest standards using the most costly materials. Even bolts are expensive to make and cannot be easily fabricated outside of specialised workshops.

Boltguns require constant attention and regular expert maintenance if they are to work properly. Each marine is scrupulous in his attention to his weapons as not only do they allow him to carry out his duty on the battlefield but they are also a symbol of his position as a chosen of the Emperor. Marines do not so much as service their arms as they do venerate them. Master-crafted bolters are treasured artefacts and some have been maintained by Space Marine Chapters for hundreds or thousands of years.

The boltgun's smaller cousin, the bolt pistol, functions in a similar manner and is used as a sidearm by officers and assault squads where the reduced range is more than compensated for by its manoeuvrability in close-quarter combat.

Conversely, the heavy bolter and the storm bolter are heavier versions of the same principle. The heavy bolter is used as an anti-infantry support weapon by Tactical and Devastator squads, while the Storm Bolter is the standard sidearm of Terminator squads.

## Power armour

This enclosing suit of armour is worn almost exclusively by the Space Marines. It is made from thick ceramite plates and would be heavy and cumbersome but for electrically motivated fibre bundles implanted in the armour that replicate the movements of the wearer and supplement his considerable strength still further. The last implant of each marine is known as the Black Carapace which is a layer inserted beneath the skin itself fitted with neural sensors and transfusion points. These artificial plug-in points mesh with features integral to the powered armour allowing it to function; without the carapace the armour would be worse than useless. Power armour is therefore the most distinctive feature of a marine and is therefore the true mark of the Adeptus Astartes.

There are other older types of power armour in service which are very different in their design. Some Space Marine Chapters use only a single type of armour while others (especially those who have existed since the dawn of the Imperium) have a large store of previous designs and make use of them.

Many of the older variants have special associations for particular Chapters and may be worn by ceremonial guards or by elite units. Other Space Marine Chapters are less formal in their use of armour, mixing various types into their fighting units with little or no regard for conformity. The degree of uniformity within a Space Marine Chapter varies a great deal and is often determined by historical precedent or tradition, but even where the same armour is issued, the heavy degree of personalisation and ornamentation instinctive to all marines means that no two sets will be identical.

## Terminator armour

Developed from sealed environment suits used inside the high-pressure castings of plasma reactor shields and the holds of bulk chemical carriers, Terminator armour was designed to give the maximum protection possible in the most lethal of combat environments. The armour is massively bulky and contains a full exo-skeleton arrangement of fibre bundles and adamantium rods to support the heavy gauge plasteel and ceramite plates that form the outer carapace. They are extremely valuable and often very old, kept in a highly secure Chapter armoury and maintained and repaired religiously. Only the most experienced veterans of the Chapter (often the First Company) will ever have the chance to wear it and only then in situations where its deployment is justified, typically in deadly short-range firefights in cramped hive cities, the breach of a siege or against lethal aliens in labyrinthine space hulks.



# SPACE MARINE CHAPTERS

In the wake of the Horus Heresy the newly formed ruling council of the Imperium, the High Lords of Terra, set about rebuilding and repairing the damage wrought during this terrible civil war. In most need of reorganising and restructuring were the devastated Space Marine Legions as these great armies had borne the brunt of the treachery done by the Warmaster Horus and his traitors. The High Lords tasked the Ultramarines Primarch Roboute Guilliman with the job of reordering the Imperial military forces. His first duty was to revise the organisation of the Space Marines and to codify their institutions, doctrines and armorials. His conclusions became the almost mythic book known as the Codex Astartes, a work so important its contents still form the basis of Space Marine organisation and tactics ten thousand years after it was originally compiled.

The original twenty Space Marine Legions were vast armies numbering thousands of warriors amongst their ranks. During the Horus Heresy this was both a great blessing and a great curse when half of their commanders were corrupted by Horus and threw themselves and their warriors behind his unholy insurrection. The ensuing civil war that erupted between these titanic forces nearly destroyed the Imperium. After the traitors of Horus and been defeated and banished the High Lords of Terra decreed that never again should so many Space Marines fall under the sway of one man, however noble his intent. Thus it was that Roboute embarked on the creation of the Space Marine Chapter. The exact means and timescale of his efforts are lost to memory or record, the result however was that each of the Legions was split into a number of Chapters of roughly a thousand fighting Marines. There is some debate among scholars as to whether the older Legions were already subdivided into Chapters but there is no record of this prior to their reorganisation.

As the old Legions were divided into new Chapters they each adopted new names, badges and colours with only one of the new Chapters retaining the old Legion name and iconography. This was known as the Second Founding of Space Marines. It is not known exactly how many Chapters were created at this time as the Imperial records are incomplete or vague. Most of the new Chapters were derived from the Ultramarines Legion, presumably because it was the largest of the loyal Legions. The Apocrypha of Skaros records that twenty three Chapters were created from the Ultramarines Legion but does not name them. There have been further foundings since then so that by the 41st Millennium there are reputed to be a thousand or more Chapters of Space Marines.

The vast majority of the newly created Chapters took up the Codex Astartes and its doctrines as their guiding law. These Chapters were and are

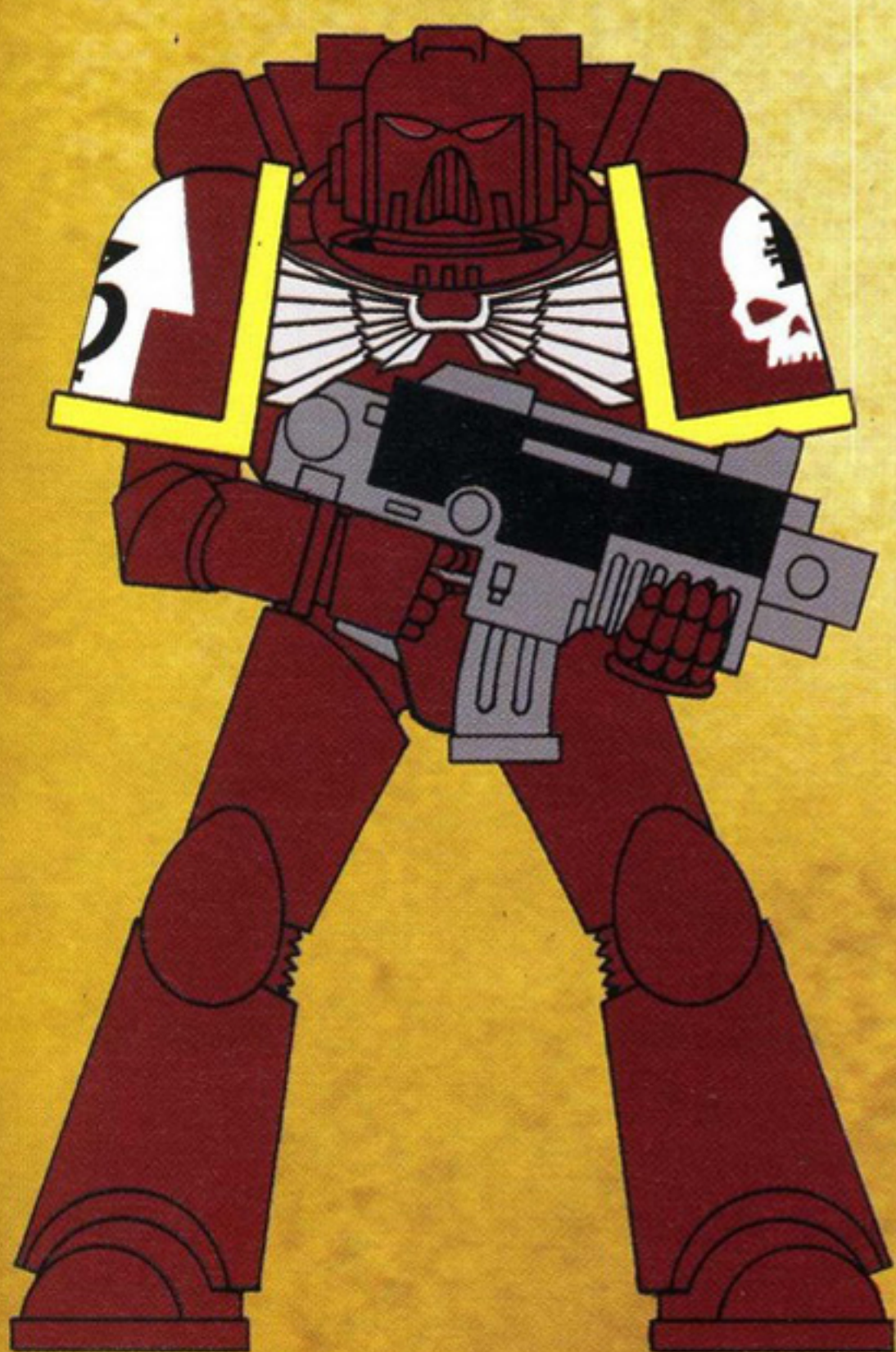
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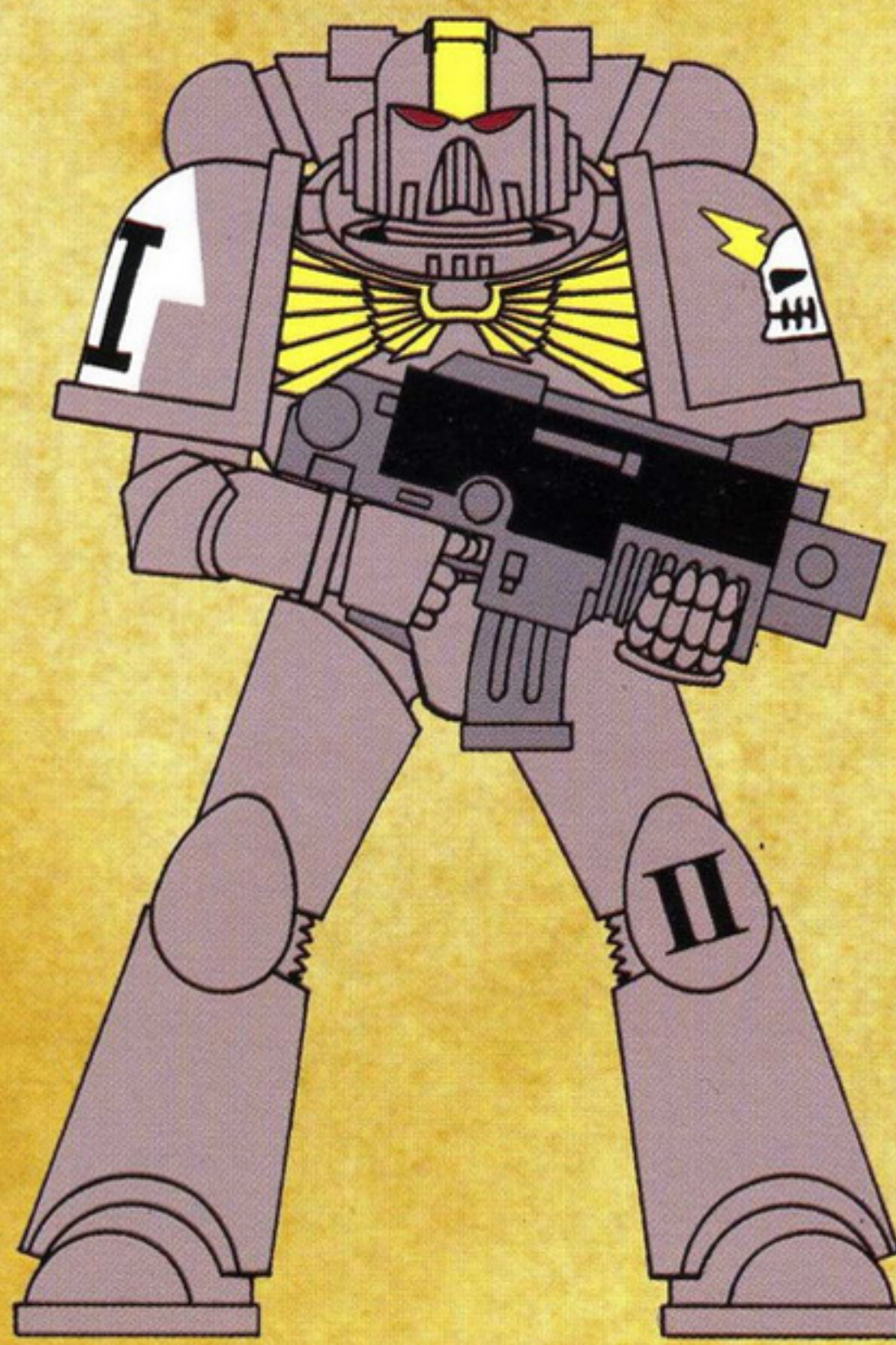
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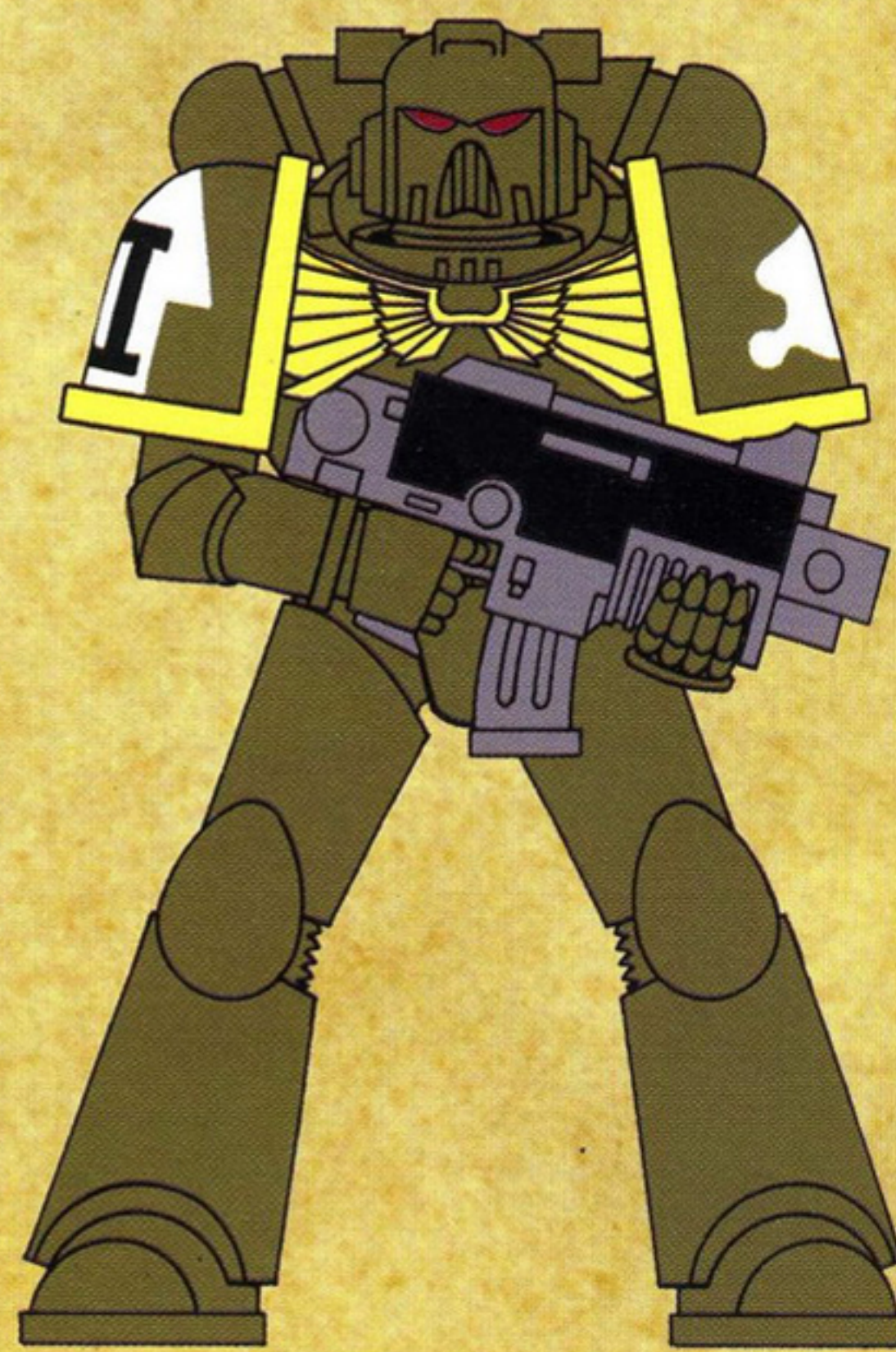
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*Red Hunters Chapter*



*Revilers Chapter*



*Dark Eagles Chapter*



# SPACE MARINE CHAPTERS

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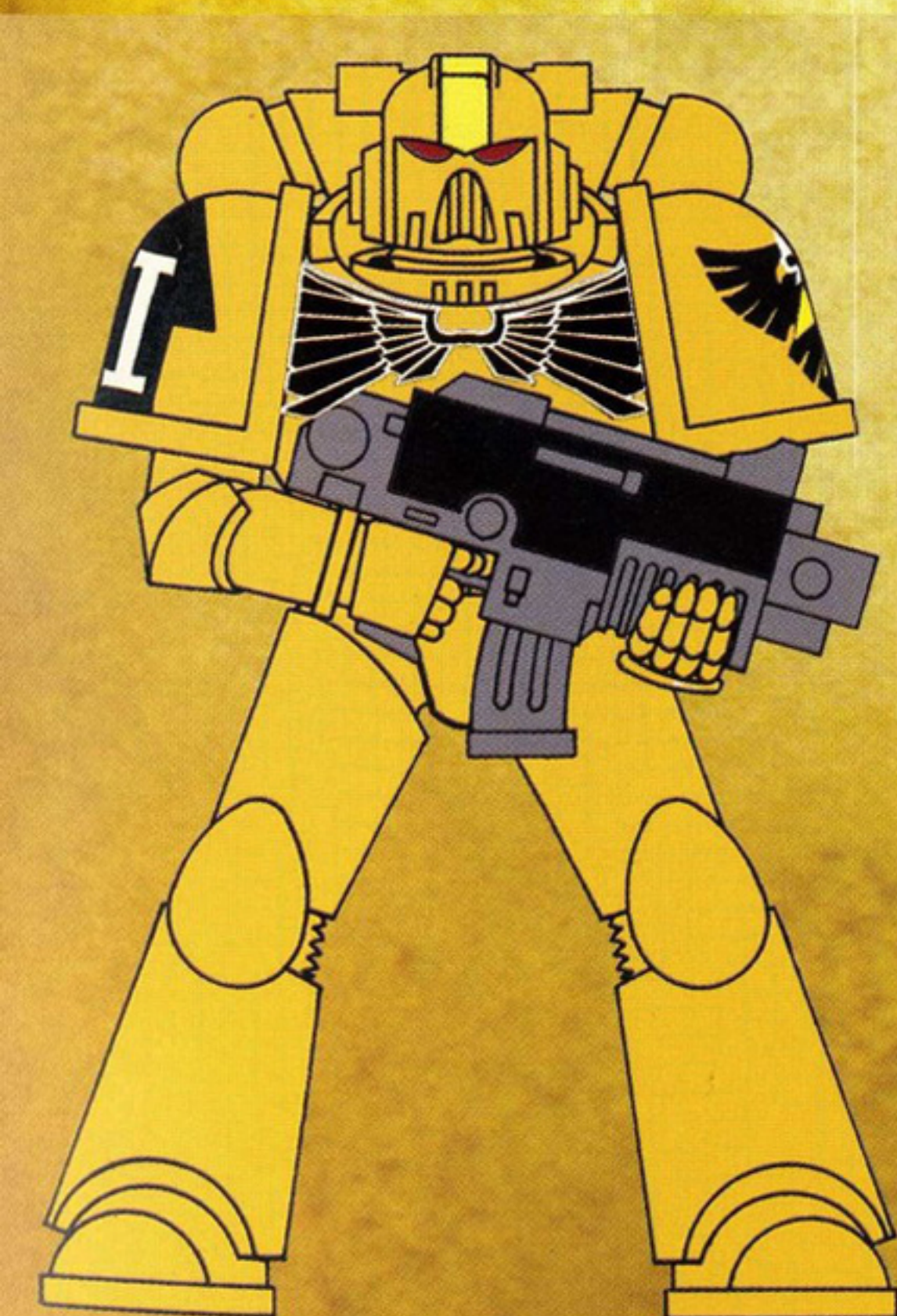
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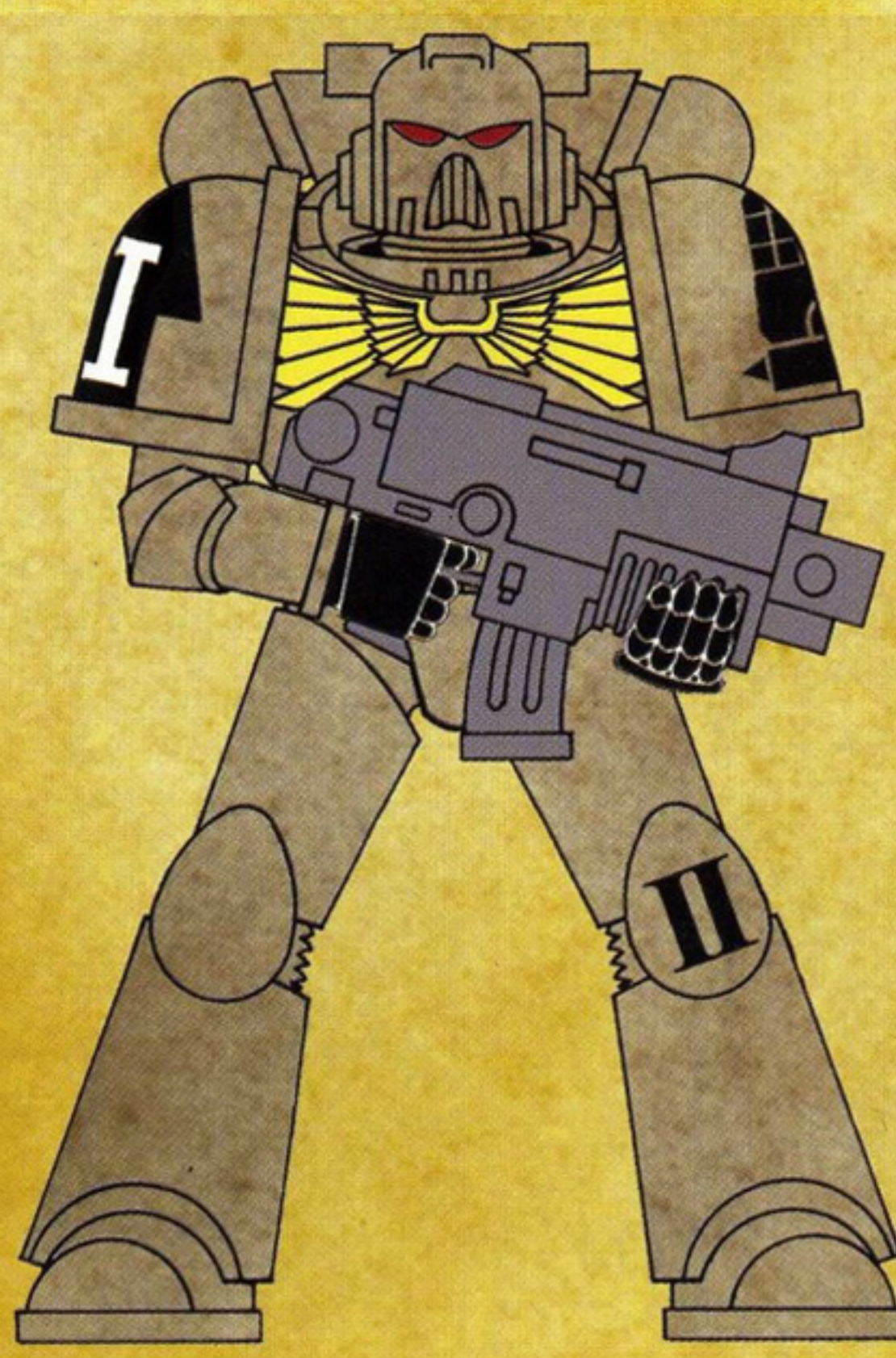
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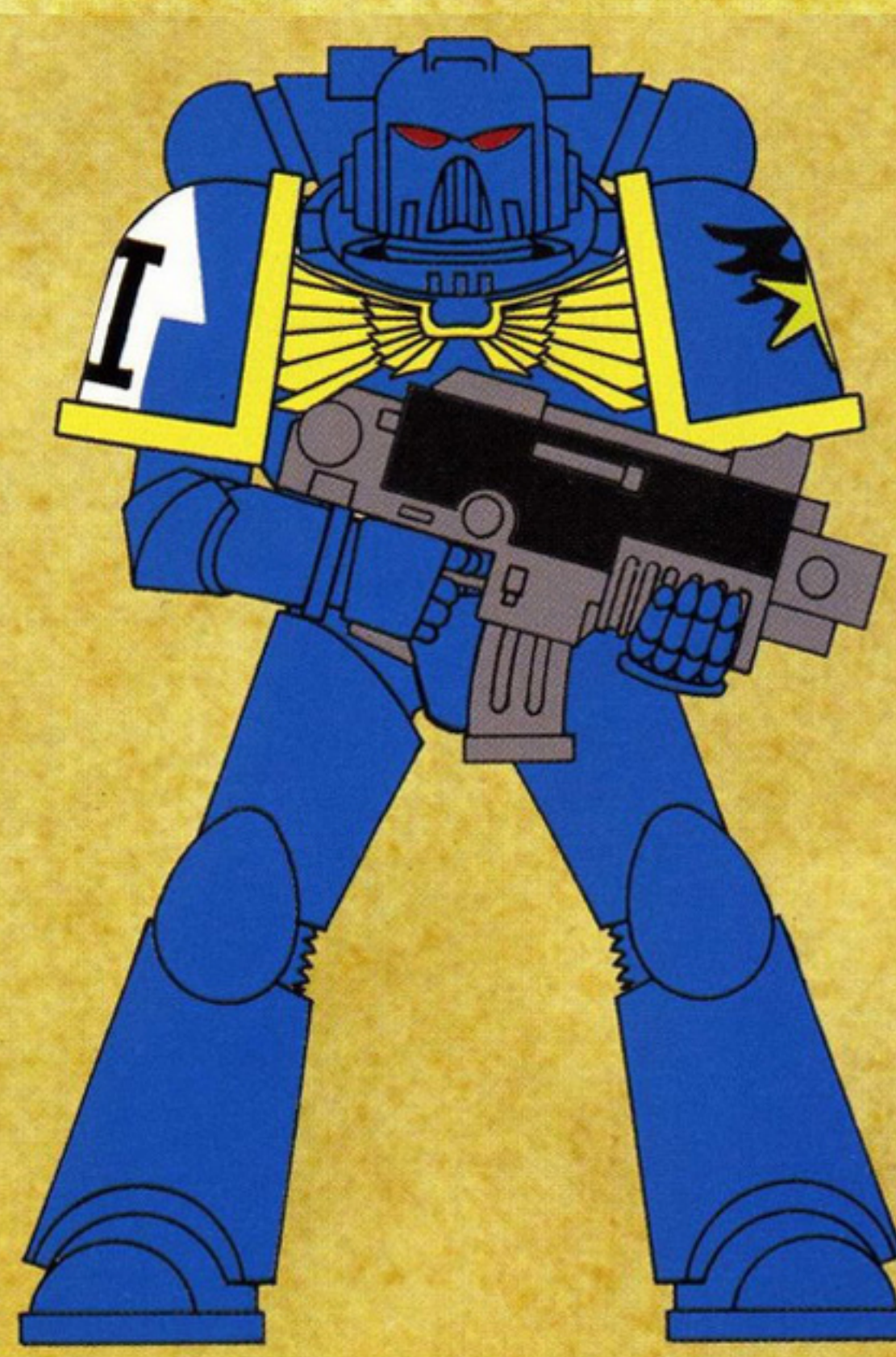
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*Doom Warriors Chapter*



*Dark Hands Chapter*



*Herald's of Ultramar Chapter*



# SPACE MARINE CHAPTERS

identical. Furthermore, the work is constantly being reanalysed and reinterpreted. The original prose style of Roboute is at best archaic and in some cases almost unintelligible. This has led to many varied interpretations over the centuries and to many situations where two entirely different doctrines have been legitimately claimed as 'official Codex' at the same time.

## Primogenitor Chapters

The Primogenitors are the Chapters created from the old Ultramarines Legion during the Second Founding. There are conflicting records as to exactly how many Primogenitor or 'First Born' Chapters were created at this time. However all of these Chapters venerate Roboute Guilliman, the Primarch of the Ultramarines, and their own founding father and patron. All of them are also strict adherents of the Codex Astartes.

Known Primogenitor Chapters are: Eagle Warriors, Silver Eagles, Doom Eagles, Novamarines, Patriarchs of Ulixis, White Consuls, Black Consuls, Libators, Inceptors, Praetors of Orpheus, Genesis Chapter and the Aurora Chapter. It is believed that there were a further eleven or more Primogenitors but the names of these have been lost in the passing of time and no other 41st Millennium Chapters claim the honour.

## CHAPTER ICONS



*Ultramarines*



*Black Templars*



*Red Wolves*



*Warrior Adept*



*Eagle Warriors*



*Aurora Chapter*



*Raven Guards*



*Mentors Chapter*



*Omega Chapter*



*Brazen Claw Chapter*



*Dark Hands*



*Imperial Fists*



*Storm Giants*



*Red Hunters*



*Revilers*



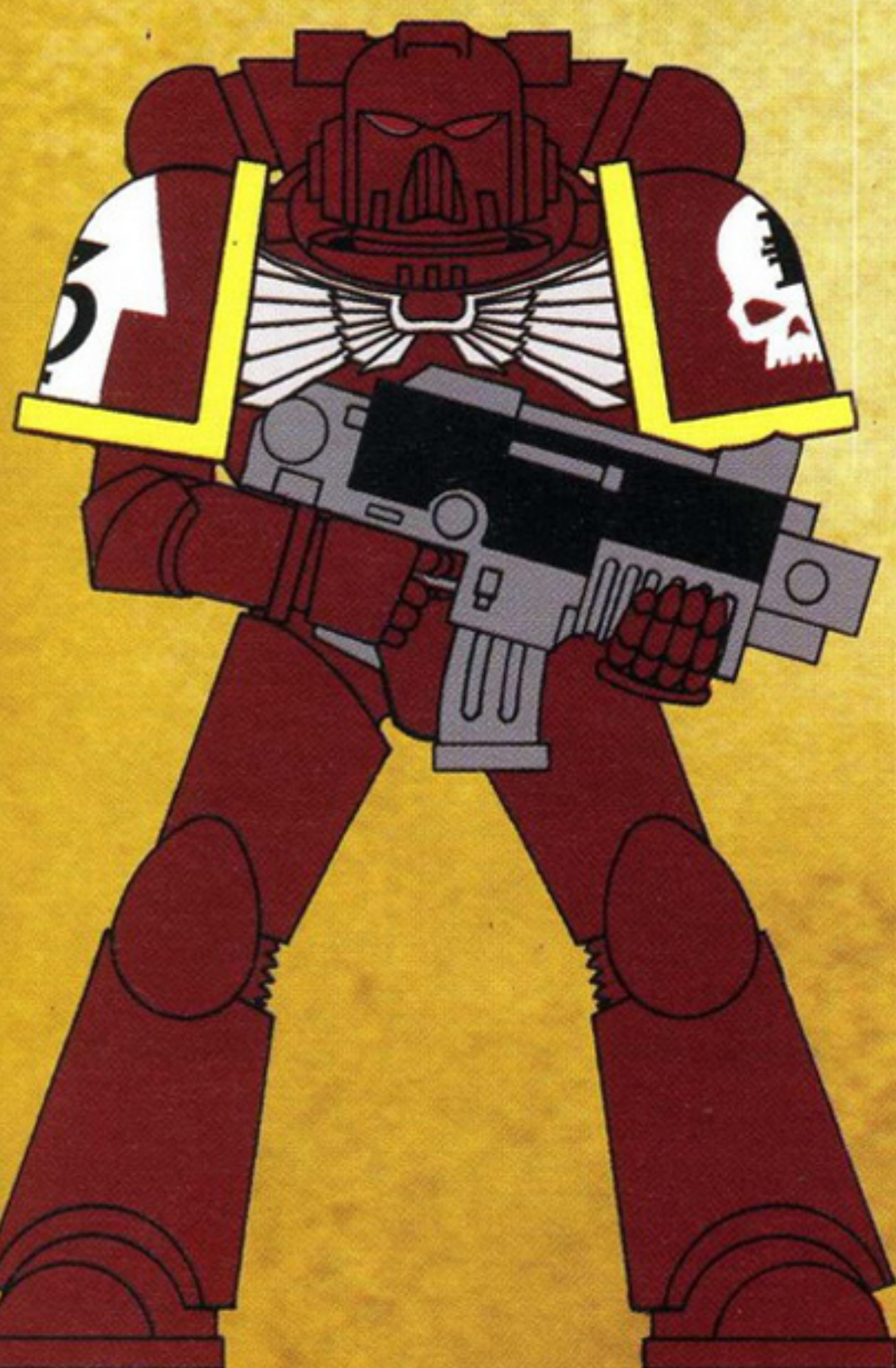
*Doom Warriors*



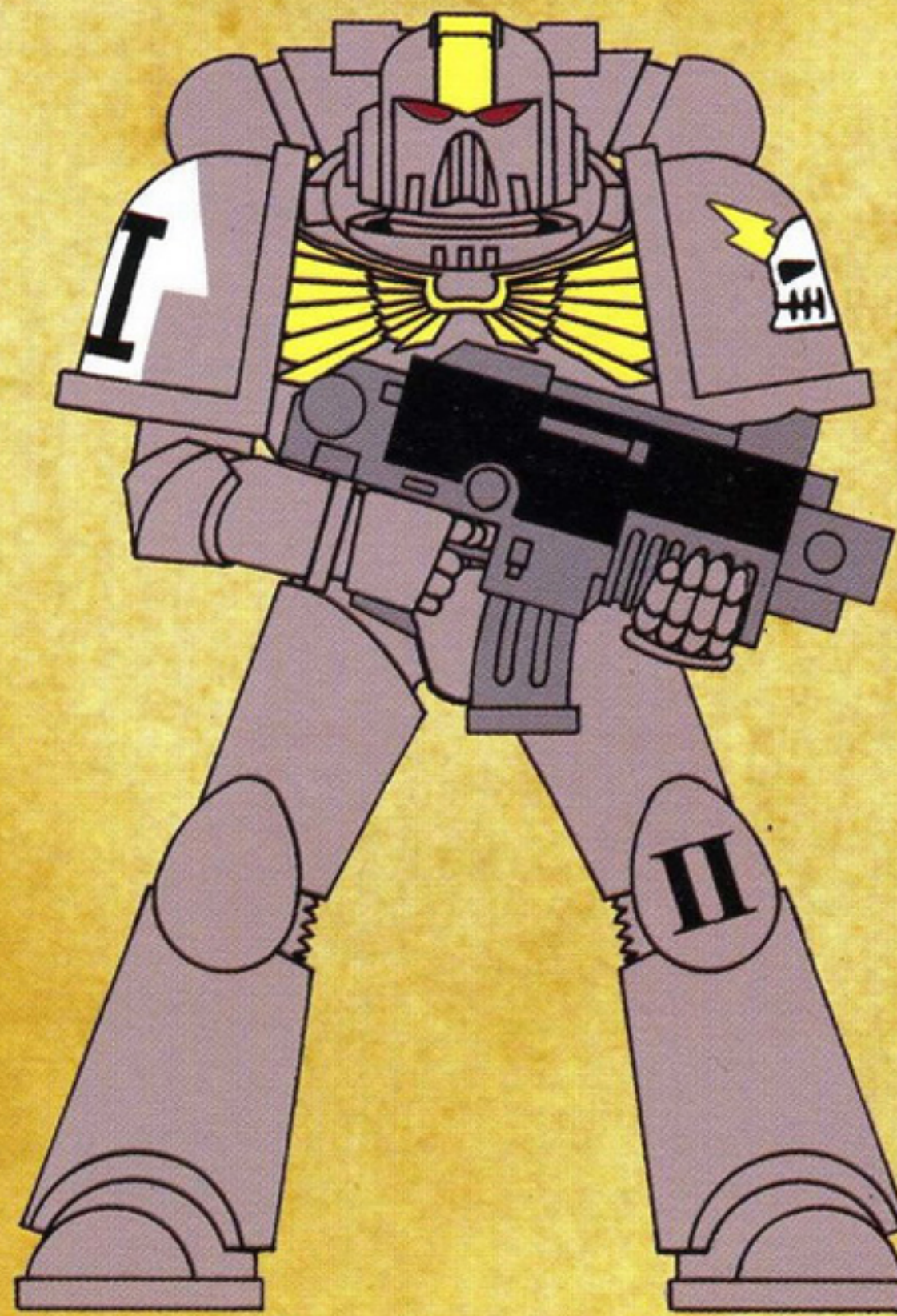
*Storm Lords*



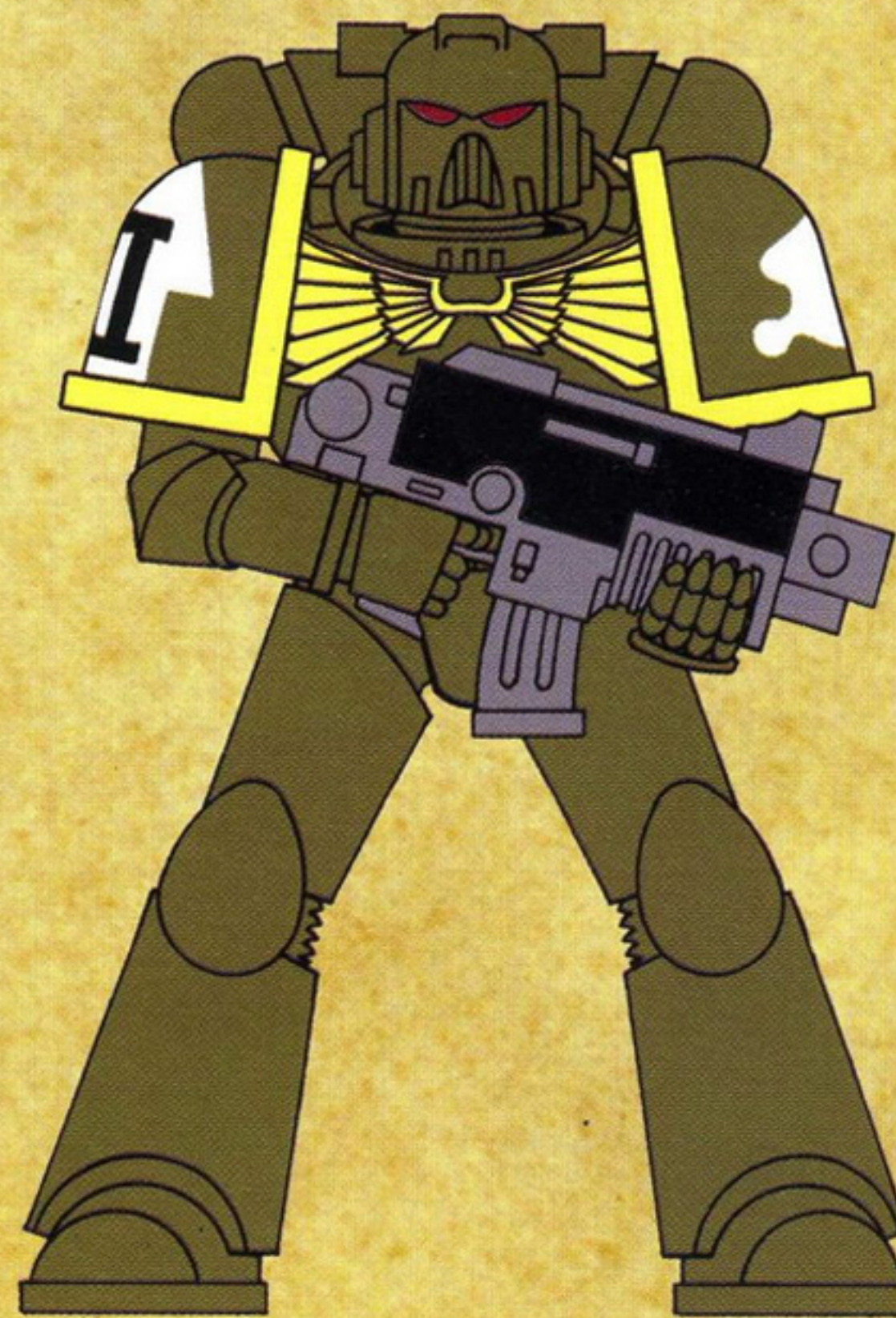
*Novamarines*



*Red Hunters Chapter*



*Revilers Chapter*



*Dark Eagles Chapter*



# CHAPTER ORGANISATION

The Codex Astartes has a large section devoted to the organisation of a Space Marine Chapter. It states that a Chapter should consist of ten fighting companies each numbering a hundred Space Marines. Each Company consists of ten squads of ten warriors of which one is a Sergeant. In addition to the squads each Company has its own Captain, Chaplain, Apothecary and Standard Bearer.

Every Company is also expected to maintain and crew a number of vehicles, in particular ubiquitous Rhino and Razorback armoured transports, for the officers and squads. Most Companies will also have some Dreadnoughts attached to bolster the fighting capability of the unit.

In theory, the actual number of combatants in a Company can exceed the notional one hundred Space Marines noted by the Codex. However in practice the Companies are rarely at full strength as constant battle takes its toll and replacements are not always available to fill the ranks.

The Codex stipulates that a Chapter should reserve one of its Companies for its most experienced warriors and that they should be exclusively trained in the use of Terminator armour. Although the Codex is not clear about which Company this should be, the First Company is invariably chosen for this honour. The Company can be deployed as Veteran Squads or as Terminator Squads. This is the Chapter's most awesome combat element and it is rare for the entire Company to be fielded en masse. Most often the elite units of Veteran and Terminator Squads are attached to the other Companies or formed into smaller task forces for special operations.

Of the remaining Companies the Codex states that eight shall be divided into the 'Companies of Battle' and the 'Companies of Reserve'. Again the ancient tome is not clear about how many of each type of Company there should be or rather the various copies of the Codex do not agree on this point. In some versions the Companies are referred to as 'Companies of the First Line' and 'Companies of the Second Line' and in others as the 'Companies of the Van' and 'Companies of the Rear'. Traditionally, however, the Codex Chapters organise the eight main units into four Battle Companies and four Reserve Companies.

Battle Companies comprise a mix of squad designations, usually six Tactical Squads, two Assault Squads and two Devastator Squads. This can vary however and some Chapters may organise include more or less Assault and Devastator Squads but never more than the number of Tactical Squads in the Company. The Battle Companies form the main battle lines and generally bear the brunt of the fighting. A single Battle Company acts as the core of a battlefield formation that may include attached elements from the Veteran, Scout and Reserve Companies as well as armoured units from the Chapter's Armoury. The Battle Company Captains are incredibly adept at incorporating these ancillary troops into their formations and maximising their effectiveness. This flexibility and adaptability gives the Space Marines a great advantage and means that they are able to meet almost any threat and react quickly and efficiently.

The Reserve Companies are comprised entirely of squads of the same designation. Two of the Reserve Companies are Tactical Companies each of ten Tactical Squads. These are intended to act as a general reserve for the Chapter and may be used to reinforce the main line, launch diversionary attacks or counter enemy manoeuvres. In addition, one of the Companies is also trained to fight as Bike Squadrons and the other is trained to fight from Land Speeders. This increases the flexibility of the reserve and provides the Chapter with mass light vehicle formations if required. Elements of the Tactical Reserve may be seconded to the main Battle Companies to act as reinforcements.

One of the Reserve Companies is an Assault Company comprising of ten Assault Squads. This is the Chapter's most mobile unit and is deployed in situations where a lot of hand-to-hand combat is anticipated or where speed of deployment is advantageous. The entire Company may be equipped with jump packs.

The last Reserve Company is the Devastator Company. This unit comprises ten Devastator Squads. The Devastator Company is used to anchor defence points and to provide long range fire support. It is also useful in countering enemy armoured vehicles formations.

The Reserve Companies also provide the Battle Companies with a source of ready replacements for casualties. This enables the Chapter to keep its main line at full fighting strength as fully trained and experienced Space Marines are readily available to the main line Squads.

The last or tenth Company is referred to in the Codex as the Scout Company. In some Chapters this Company acts as a training battalion since their Scouts are generally younger, less experienced warriors who are in the process of becoming fully fledged Space Marines. However, in other Chapters the Scout Company includes troops who are every bit as experienced as their more armoured brethren in the main Companies. Notwithstanding this all of the Tenth Company's squads are armed and armoured as Scouts. There is no formal size for a Scout Company as the rate of recruitment to a Chapter is not fixed. Scouts are relatively lightly armed and armoured and have a variety of combat roles. They provide the main line Companies with recon capability and can infiltrate the enemy lines, sabotaging supply lines and disrupting communications.

A Space Marine Chapter also includes the Headquarters. This section of the Chapter contains all of the higher command officers and specialist support staff. These may be assigned to fight with a Company in battle. The Headquarters includes the important Armoury and Librarius divisions.

The Headquarters officers include the Chapter Master and a number of other Marines of various ranks and responsibilities. Not all of these are combatants and also included will be aged or infirm officers whose roles are to oversee recruiting, training and general administration. Some of the specific officer 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, the Commander of Recruits and the Commander of the Watch. Some of these are honorific titles bestowed on the most experienced of the Company Captains. It is perfectly possible therefore that the Captain of a Battle Company may also have the rank of Commander of the Watch for example. In addition to these officers the Headquarters includes a host of non-Marine human serfs who perform as non-combatant administrators and workers.

The Armoury comprises all of the Chapter's Techmarines and Servitors. The Techmarines are responsible for maintaining all of the Chapter's wargear and war machines. This includes the Chapter's armoured vehicles, transports and the various ships of the Fleet. They oversee the work of the Artificers, yet more non-combatant human serfs of the Chapter. The Artificers fabricate, maintain and repair weapons, armour and banners for the Chapter. They are particularly adept at modifying wargear to incorporate badges, icons and other honours.

The Librarius is the home of the psychic Librarians. The Chief Librarian reports directly to the Master of the Chapter and is considered to be one of the highest ranking Marines in the Chapter. The Librarians have many duties within the organisation. Apart from their vital battlefield role they are also responsible for communications and have a large staff of non-combatant Astropaths (inter-stellar communications) and other low level psychic helpers.





# CHAPTER ORGANISATION

## ARMOURY

Techmarines  
Servitors

## HEADQUARTERS STAFF

Master of the Chapter  
Senior officers  
Administrative staff  
Support personnel

## LIBRARIUS

Chief Librarian  
Epistolaries  
Codiciers  
Lexicaniums

## VETERANS

### 1st (VETERAN) COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
10 Terminator  
or  
10 Veteran

**Support:**  
Dreadnoughts  
Rhinos  
Land Raiders



## BATTLE COMPANIES

### 2nd COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
6 Tactical  
2 Assault  
2 Devastator

**Support:**  
Dreadnoughts  
Rhinos  
Land Speeders  
Bikes



### 3rd COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
6 Tactical  
2 Assault  
2 Devastator

**Support:**  
Dreadnoughts  
Rhinos  
Land Speeders  
Bikes



### 4th COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
6 Tactical  
2 Assault  
2 Devastator

**Support:**  
Dreadnoughts  
Rhinos  
Land Speeders  
Bikes



### 5th COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
6 Tactical  
2 Assault  
2 Devastator

**Support:**  
Dreadnoughts  
Rhinos  
Land Speeders  
Bikes



## RESERVE COMPANIES

### 6th COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
10 Tactical

**Support:**  
Dreadnoughts  
Rhinos  
Bikes



### 7th COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
10 Tactical

**Support:**  
Dreadnoughts  
Rhinos  
Land Speeders



### 8th COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
10 Assault

**Support:**  
Dreadnoughts  
Rhinos  
Land Speeders  
Bikes



### 9th COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
10 Devastator

**Support:**  
Dreadnoughts  
Rhinos



## SCOUTS

### 10th (SCOUT) COMPANY

Captain  
Chaplain  
Apothecary

**Squads:**  
Scouts

**Support:**  
Bikes



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



## CODEX CHAPTER SQUAD BADGES

The following pages show the tactical shoulder pad markings for each of the squads within a typical M41 (41st Millennium) Codex Chapter. These markings are displayed on the right shoulder pad of the Marines' armour. In this example the rims of the shoulder pads display the Company colour. The white tactical symbols indicate the designation of the Squad and the numerals simply refer to the Squad number within the Company.

The Codex provides for a number of variations on this basic system and also suggests that each Chapter periodically revise its tactical markings in order to confound the enemy. This has led to many differences between the many Codex Chapters. It also explains why it is that some Chapters have varied their appearance over the course of millennia. In fact some Scholars within the Adeptus Administratum use the changes in the Ultramarines iconography as a means of dating ancient files and monuments. The Ultramarines are particularly useful for this because they are the most documented Chapter in the history of the Imperium. Even so their records are not complete or are vague and this leads to much speculation within scholarly circles about the exact dates for events in the distant past.

## ULTRAMARINES COMPANY BANNERS

A Chapter's Company standards are possibly the most revered of all of their artefacts. On this and the following pages are displayed the Company Banners of the Ultramarines Chapter (M41).

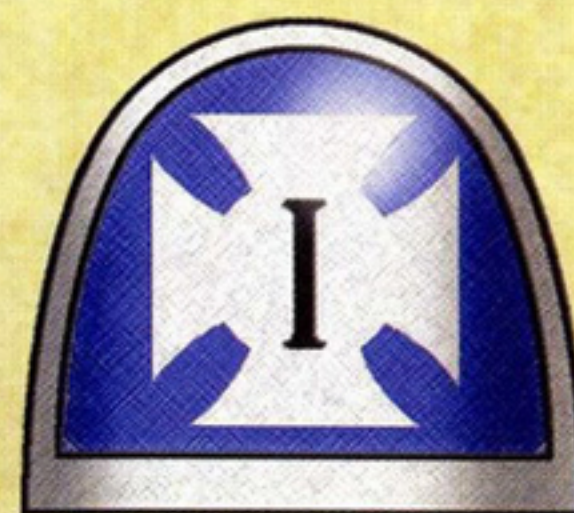
### 1ST COMPANY



The banner of the 1st Company combines a Crux Terminatus design with an Imperial eagle and Ultramarines Chapter symbol.

### 1ST COMPANY (VETERANS)

This Company comprises the elite veteran's of the Chapter. They can fight as either Veteran Squads or as Terminator Squads. The Veteran Squad tactical symbol is a graphic representation of the Crux Terminatus.

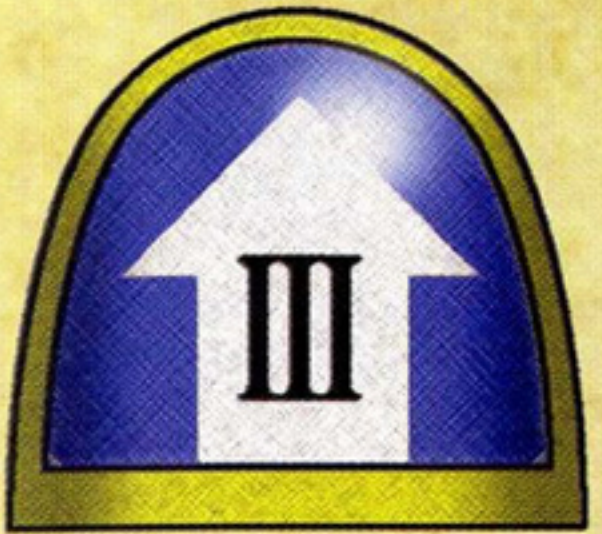


### 1ST COMPANY (TERMINATORS)

The left shoulder pad of Terminator armour carries the large stone tactical badge known as the Crux Terminatus. The Chapter symbol is therefore displayed on the right pad. A number differentiates each of the squads.







## 2ND BATTLE COMPANY

This shows the classic division of the Battle Company into six Tactical, two Assault and two Devastator Squads.

Traditionally the Tactical Squads are numbered one to six, the Assault Squads as seven and eight and the Devastators as nine and ten.



## 3RD BATTLE COMPANY

The Tactical Squad symbol is shown as a large white vertical arrow. This is but one of a number of different symbols noted in the Codex as being suitable to designate a Tactical Squad.



## ULTRAMARINES COMPANY BANNERS

### 2ND COMPANY



This banner is very typical of a Space Marine Company banner. Its design includes the Chapter symbol and a number of very common imperial motifs including the double-headed eagle, laurel wreath, skull and name scroll. These elements occur time and again on Space Marine banners.

### 3RD COMPANY



This banner is the newest in the Chapter having been relatively recently awarded to the Company for heroic actions during the First Tyrannic War. The banner incorporates a Tyranid Warrior trophy head to mark the famous victory.



# ULTRAMARINES COMPANY BANNERS

## 4TH COMPANY



This banner displays the heraldic iron gauntlet badge of Captain Idaeus the current commander of the 4th Company. It is a great honour for the Chapter Master to sanction the use of personal motifs and this shows Idaeus to be a mighty hero of the Ultramarines.

## 5TH COMPANY



The Captain of the 5th Company of the Ultramarines bears the rank of Master of the Marches and this banner displays his badges of office, an Imperial eagle grasping a laurel wreath with skull pendant. The Master of the Marches is one of the many honorific titles for officers within the Chapter's Headquarters staff.

## 4TH BATTLE COMPANY

The Assault Squad symbol is shown as crossed double-headed arrows. This marking is derived from an ancient crossed swords badge that is still in use by some Chapters.

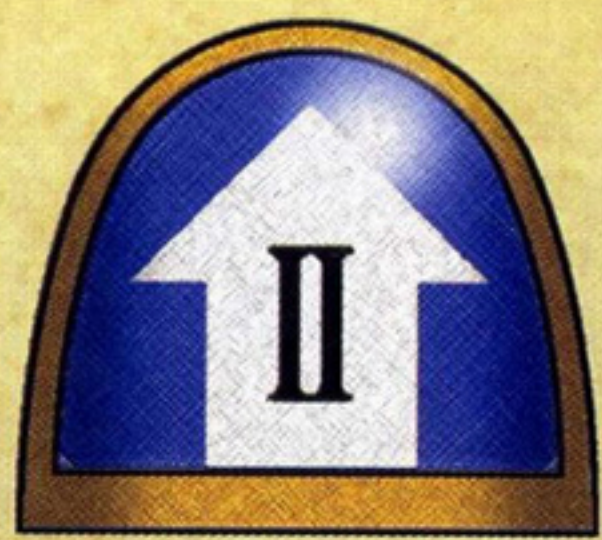


## 5TH BATTLE COMPANY

Devastator Squads are designated by the inverted 'v' sign. Again this is but one of a number of different markings described in the Codex Astartes.







## 6TH RESERVE COMPANY

The 6th Company may be deployed as Tactical Squads or as Bike Squadrons or some combination of the two. Individual Squads may be attached to the Battle Companies to bolster their fighting strength.



## 7TH RESERVE COMPANY

The 7th Company may be deployed as Tactical Squads or as Land Speeder Squadrons or some combination of the two. These Squads and Squadrons might be required to fight with other companies.



## ULTRAMARINES COMPANY BANNERS

### 6TH COMPANY



This banner commemorates the role of the Company in the Gerio Sector. The 6th Company has a prominent role in the patrol sweeps of Ultramar and neighbouring sectors. The Company fought for a year and a day to foil the ork incursion into the forge worlds of Cassillus and Protean and has constantly impressed Lord Macragge with its resilience and fortitude.

### 7TH COMPANY



The 7th Company of the Ultramarines are known within as the 'Defenders of Caeserean'. The Company successfully defended the Imperial Capital of Caeserean IV against the heretic army of Korus the Defiler. Legend has it that the Ultramarines were outnumbered by a thousand to one and yet refused to give up one building to the Chaos horde.



# ULTRAMARINES COMPANY BANNERS

## 8TH COMPANY



This is a newly fabricated banner to mark the reformation of the 8th Company. The Company had suffered hellish losses during the Alutian Wars such that mass recruitment was required to bring the Company back to fighting strength. The replacement squads completed their training on Gava II in record time.

## 9TH COMPANY



The banner celebrates the 9th Company's status as the Devastator Reserve and carries a traditional Ultramar design of explosion and lightning bolts.

## 8TH RESERVE COMPANY

This is a powerful close combat formation as it comprises ten Assault Squads of trained hand-to-hand fighters. These warriors can also fight as Bike or Land Speeder Squadrons.



## 9TH RESERVE COMPANY

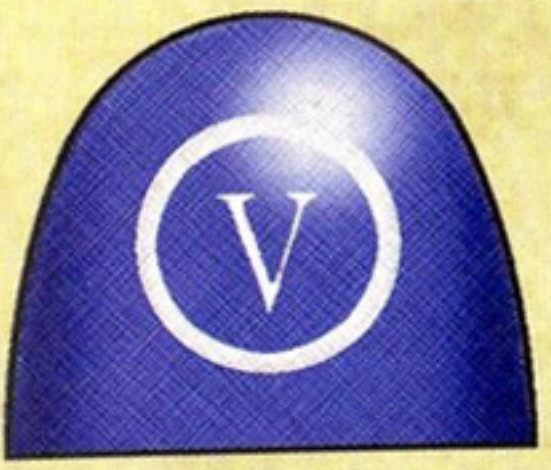
This Company contains the largest concentration of heavy weapons in the Chapter. The ten Devastator Squads are most often deployed to secure and reinforce battlefield objectives.





## 10TH COMPANY (SCOUTS)

Space Marine Scouts can be deployed as Scout Squads or as Scout Bike Squadrons. There is no fixed number of Squads in the Scout Company.



## CHAPTER BANNERS

The Chapter Banner is the most sacred artefact belonging to the Chapter. The banner itself is likely to be very old and is only ever carried into battle by the appropriately named Chapter's Ancient. The banner is as individual as the Chapter itself and there are few rules to govern its design. The Codex limits comment on the Chapter Banner to simply saying that the standard should carry the colours and icon of the Chapter and should display such honours as the Chapter Master deems worthy.

It is quite likely that a Chapter will in fact own a number of Chapter Banners although one, and only one, will be in use at any given time. This battle standard will have been consecrated by the Chapter's senior Chaplain and dedicated to the heroes of the Chapter past, present and future. In battle the banner will inspire the Marines to superhuman feats of martial prowess and woe betide the enemy that threatens this holiest of relics.

Eventually however a banner will age or be damaged beyond repair and it will then be retired to grace the great hall of the Chapter's Fortress-Monastery. Furthermore new Chapter banners may be fabricated to mark great victories or to honour mighty heroes who have fallen in battle. For a Chapter with a long history like the Ultramarines there will be dozens of these venerable and venerated flags each one carefully preserved and honoured by the Space Marines.



Some examples of Ultramarines Chapter Banners. These are just a few of the many hundreds of honoured banners hanging in the Great Hall of Ultramar on Macragge.

This particular Ultramarines standard is a good example of a Space Marine Chapter Banner. Its lavish design celebrates the Ultramarines legendary campaign and victory over the Tyranids of Hive Fleet Behemoth in the First Tyrannic War.



# TACTICAL SQUAD

Tactical Squads are the most common type of squad and form the mainstay of a Space Marine Chapter. This spread illustrates the 3rd Tactical Squad of the Ultramarines 2nd Company. The Company colour is yellow and is used for the shoulder pad edging. The Squad number in black overwrites the white tactical symbol on the right shoulder pad. All of the Marines are shown wearing identical armour for the sake of clarity; in reality the squad could be wearing a mix of different helmet and armour designs.

A Sergeant, a Marine who has undergone additional special training in leadership and tactics, leads the squad. He has the option to use a variety of weapons in battle, most Sergeants opting for a bolt pistol and chainsword. The Sergeant may have fought enough battles to qualify as a Veteran. Such Veterans are often promoted to special command duties or transferred to the First Company. The Sergeant's badge of rank is a red skull displayed on the left shoulder pad and a red helmet. Veteran Sergeants have a red helmet with a white stripe running front to back along the centre of the helm.

In addition to the Sergeant, the Squad comprises of up to nine other Battle-Brothers. These are armed with the Space Marines traditional weapon: the bolt gun. Space Marines have access to all manner of weaponry but it is with the bolt gun that they feel most comfortable and with which they have had the most training. Bolters are icons to the Marines and feature prominently in the monumental and armorial art of the Chapter. Each weapon is well cared for. It is blessed and prayed for before combat and cleaned and serviced afterwards.

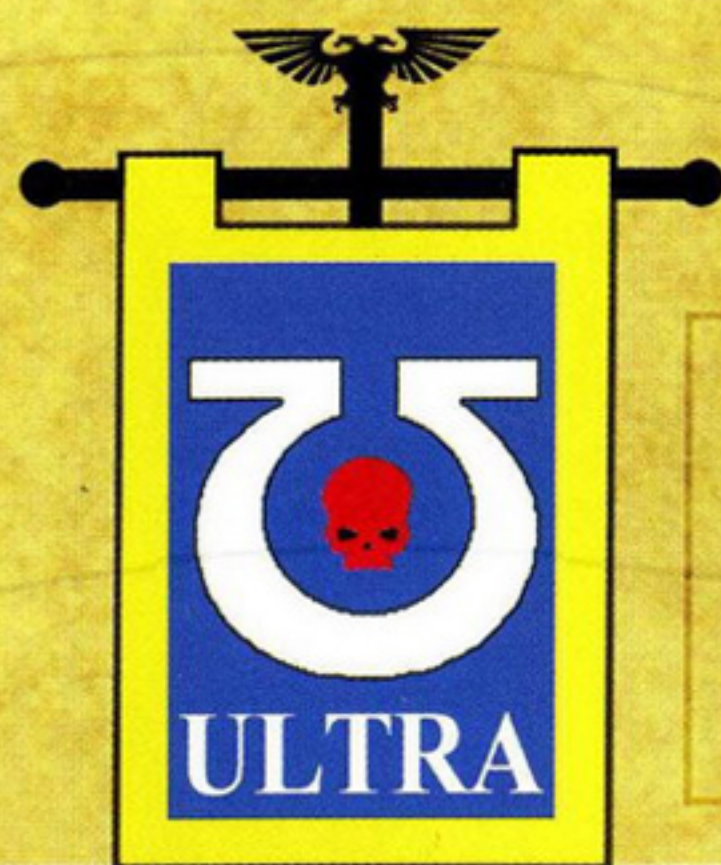
Two of the Battle-Brothers may be chosen to carry other weapons into combat. One Marine may be designated as Heavy Weapon Trooper and will carry one of the three types of heavy weapons available to the Squad. These are the Heavy Bolter, the Lascannon and the Missile Launcher. These options dramatically improve the tactical flexibility of the Squad and improve its chances of success in a wide variety of situations. This is equally true of the Special Weapon Trooper who may be chosen to carry one of the following weapons: Flamer, Meltagun or Plasma gun.

The whole Squad will also usually carry grenades of which the most common issue are Frag grenades (wide area, fragmentation blast) or Krak grenades (tightly focused, armour piercing blast). Other grenade types are occasionally used on special missions but are generally restricted to officers and squad leaders.

Some of the Battle-Brothers may have fought enough battles to earn Veteran status. These Marines may continue to serve with the Tactical Squad for a short time but eventually they will be promoted to special duties (see Command Squad) or advanced to the First Veteran Company. In this way the ranks of the elite company are replenished. Veterans wear white helmets.

Space Marines are versatile fighters and the Tactical Squad exploits this, able to fulfil a wide variety of roles. The Tactical Squad has proven to be extremely effective in whatever combat situation it has encountered.

The Sergeant may choose to display his back banner. This acts as a rallying point for the Squad and also helps other officers and Squad leaders to identify the Squad in battle. The banner displays the Chapter icon, the Sergeant's red skull rank badge and is trimmed in the company colour.



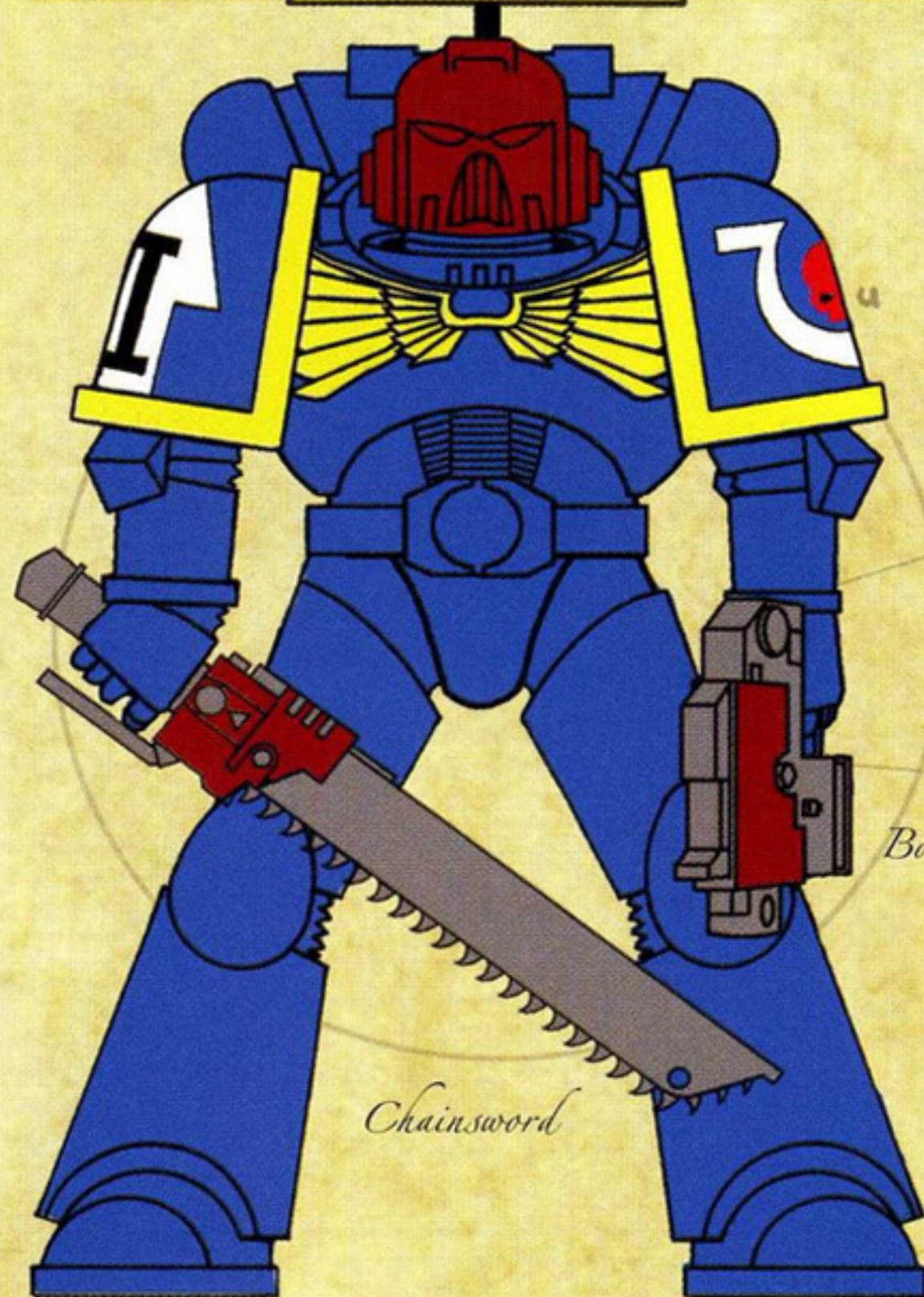
All ranks



Battle-brother

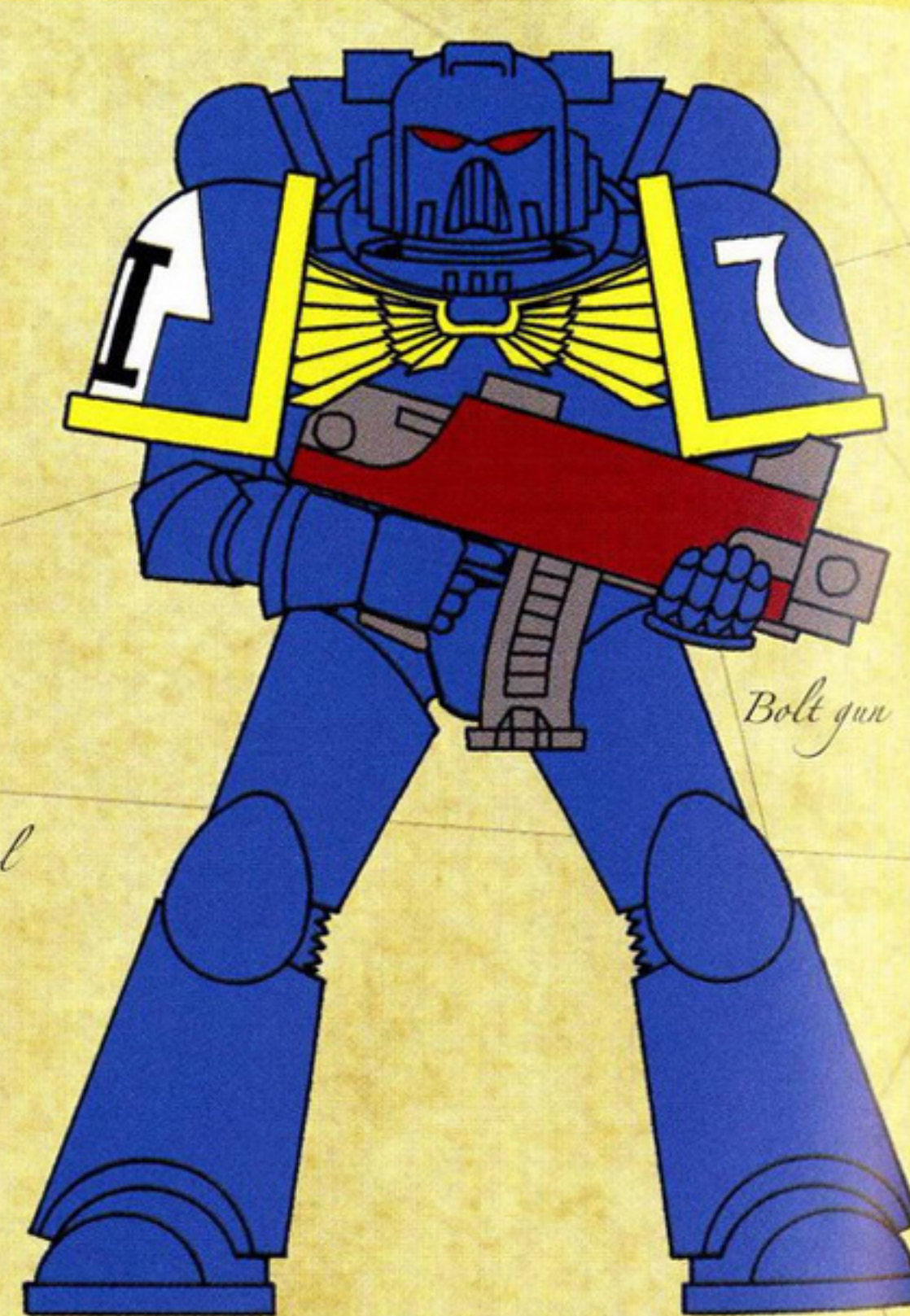


Sergeant

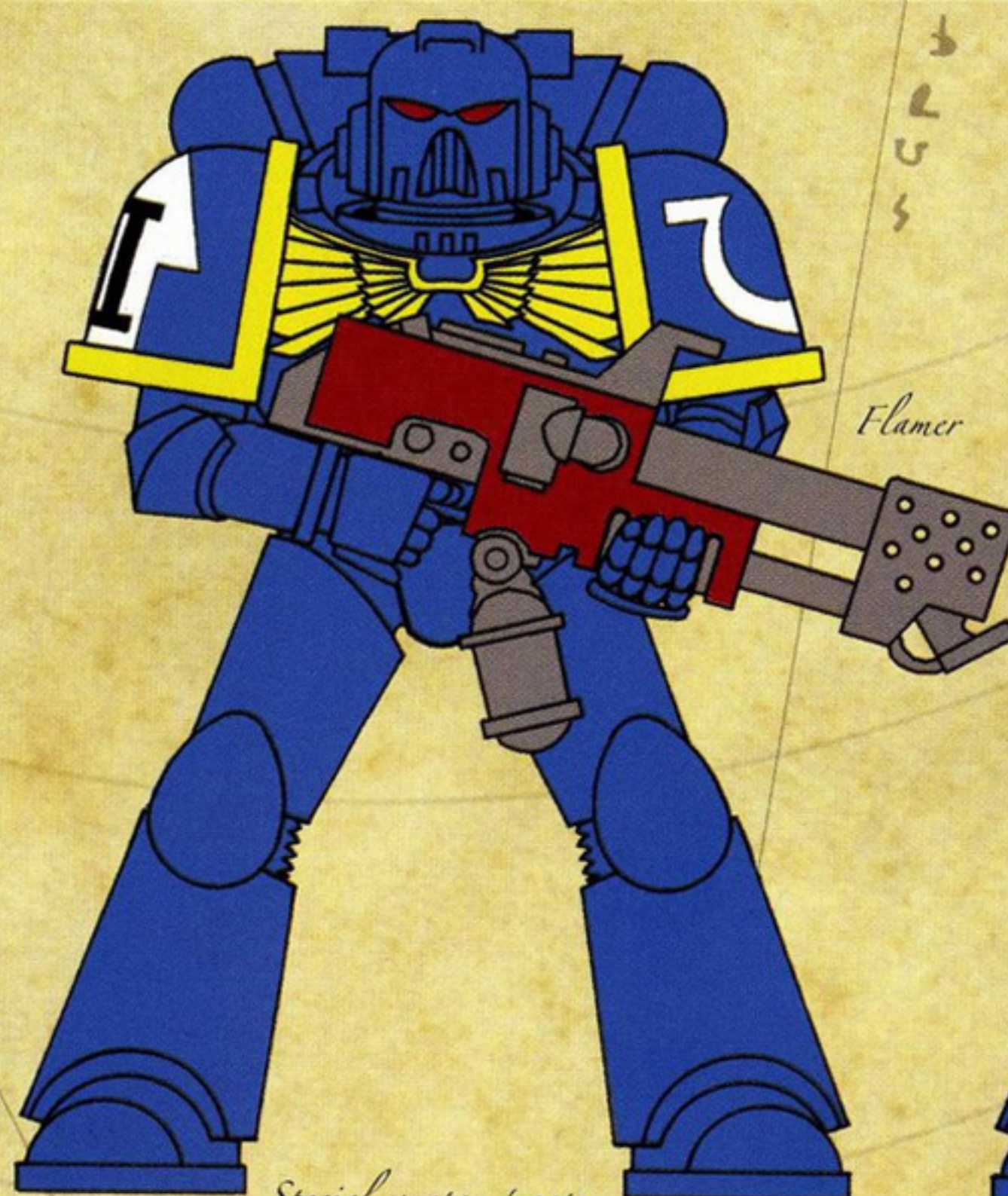


Chainsword

Squad Sergeant

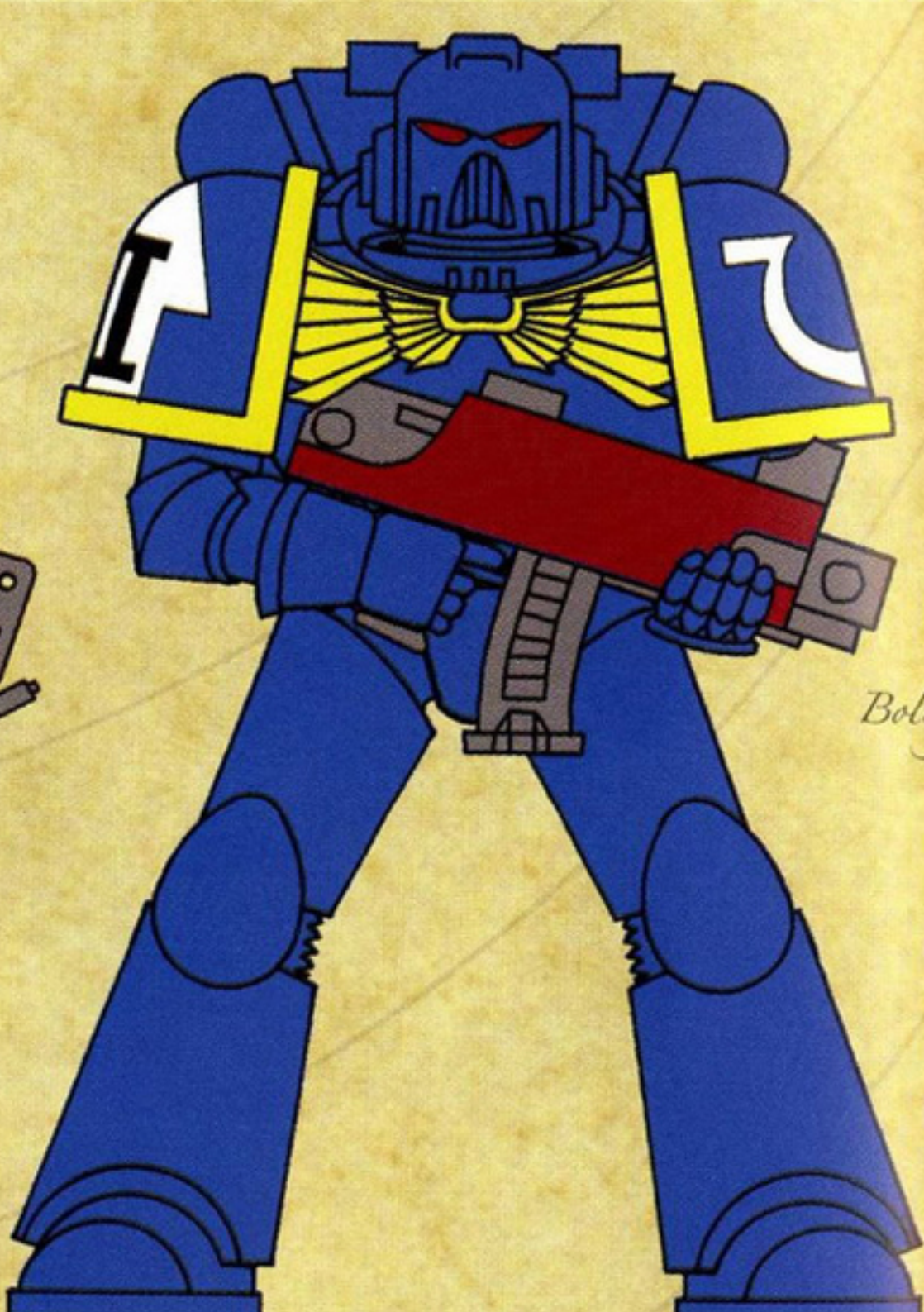


Bolt gun

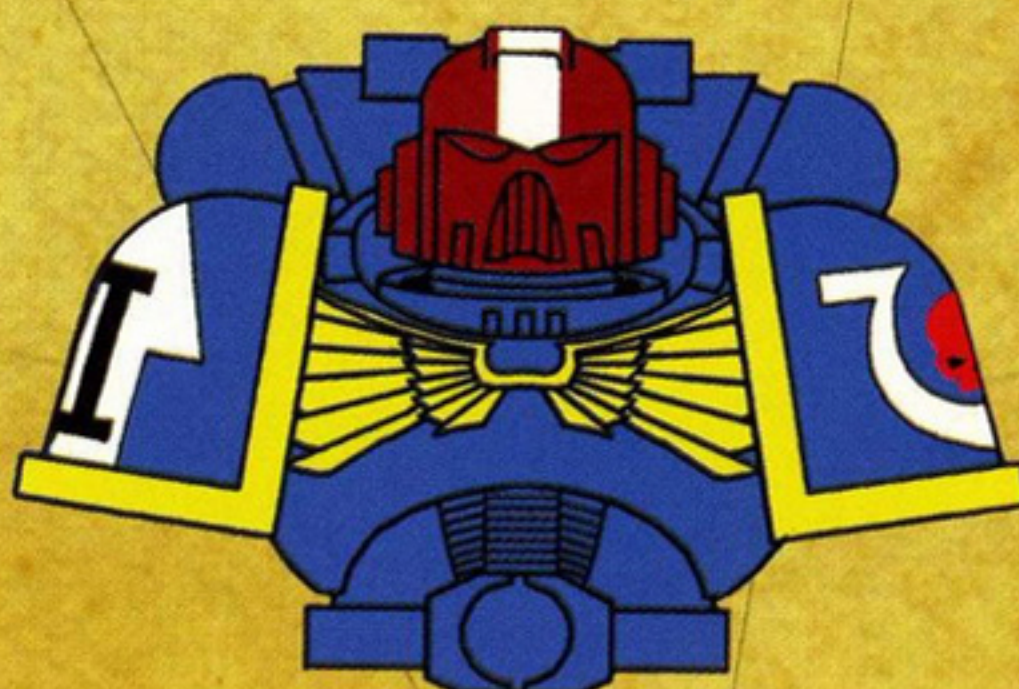


Flamer

Special weapon trooper



Bolt gun



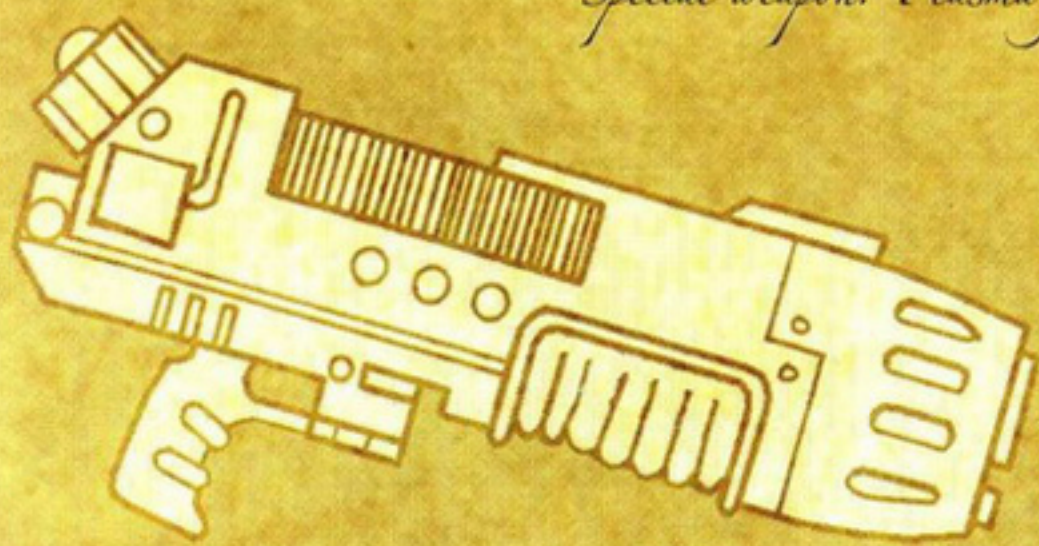
Veteran Sergeant variant: note white stripe



Veteran variant: note white helmet



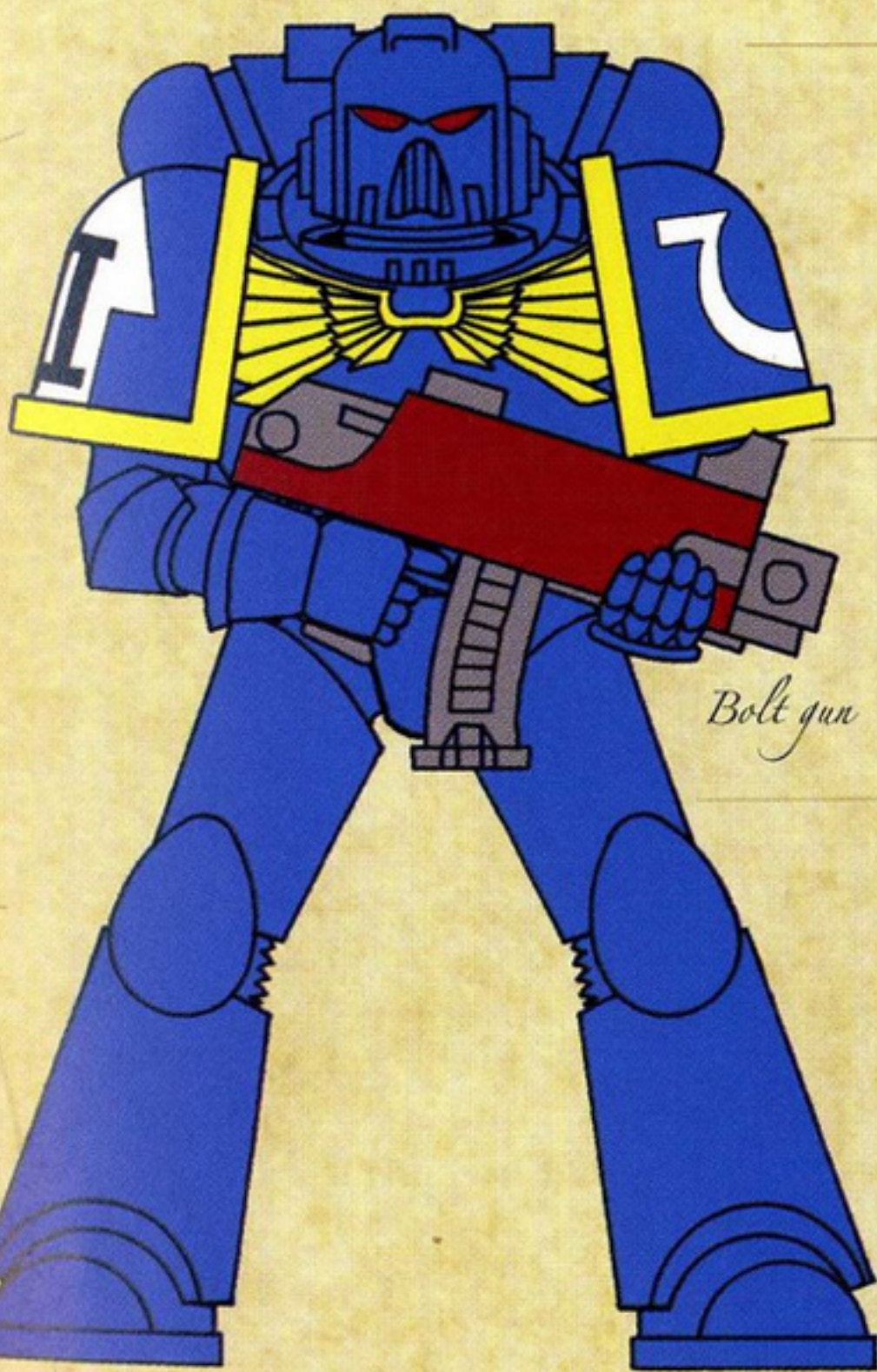
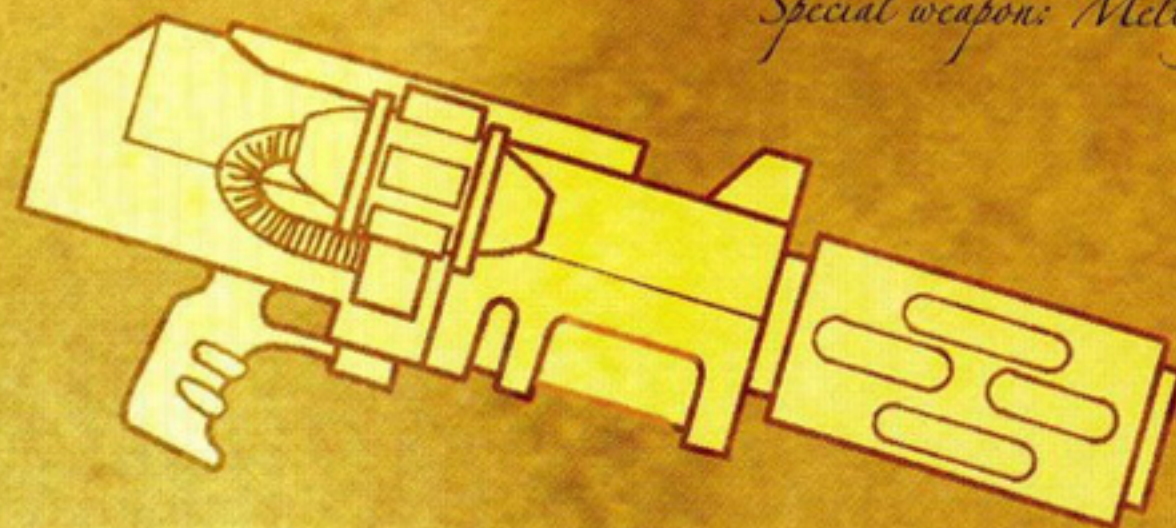
*Special weapon: Plasma gun*



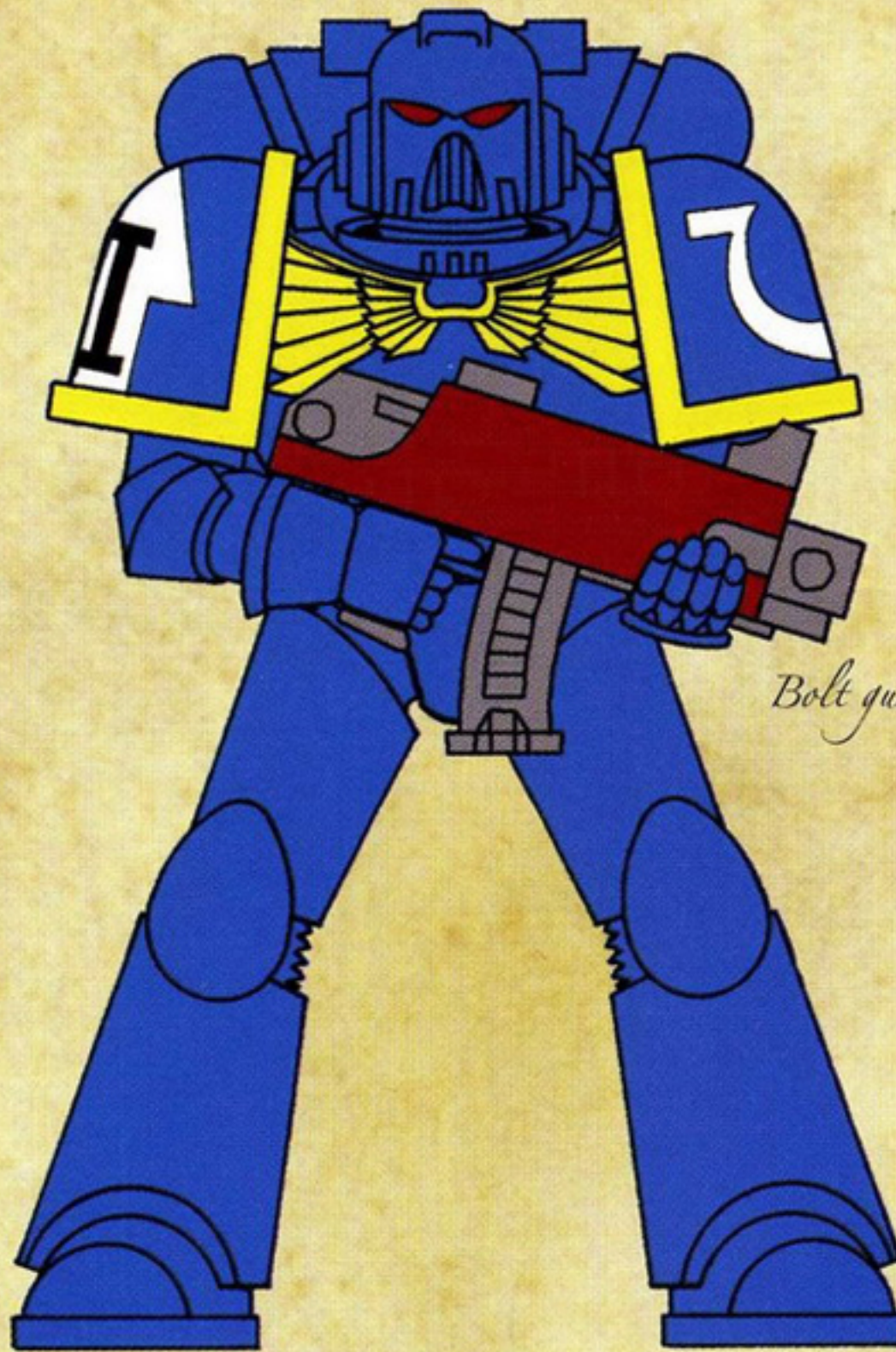
#### *SPECIAL WEAPONS*

The Flamer is useful for clearing obstacles of enemy troops and can be deadly in confined areas. The Plasma gun is a medium range armour-cracking weapon useful against foes with a preponderance of body armour. The Meltagun is particularly effective against armoured vehicles although it has a very short range.

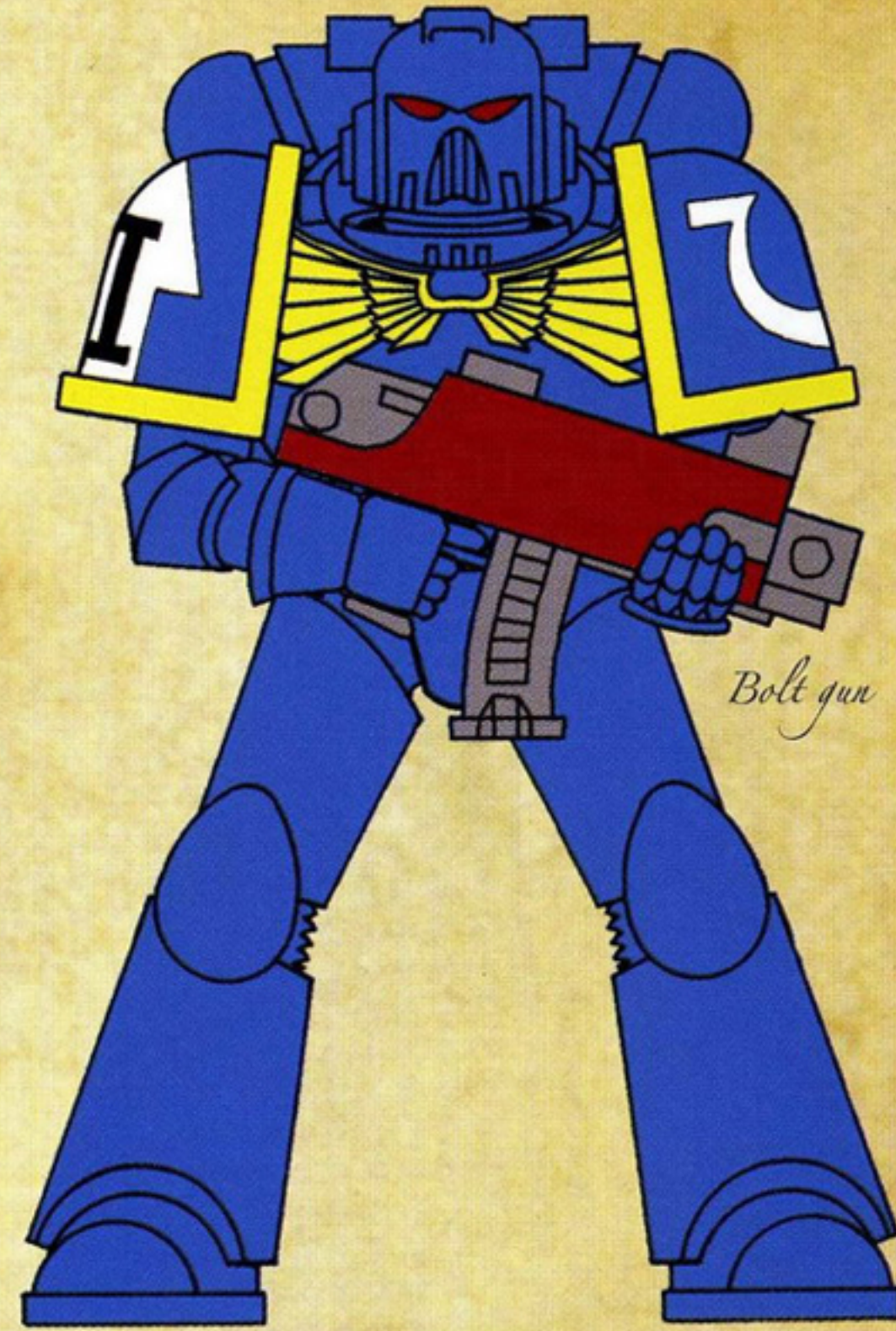
*Special weapons: Meltagun*



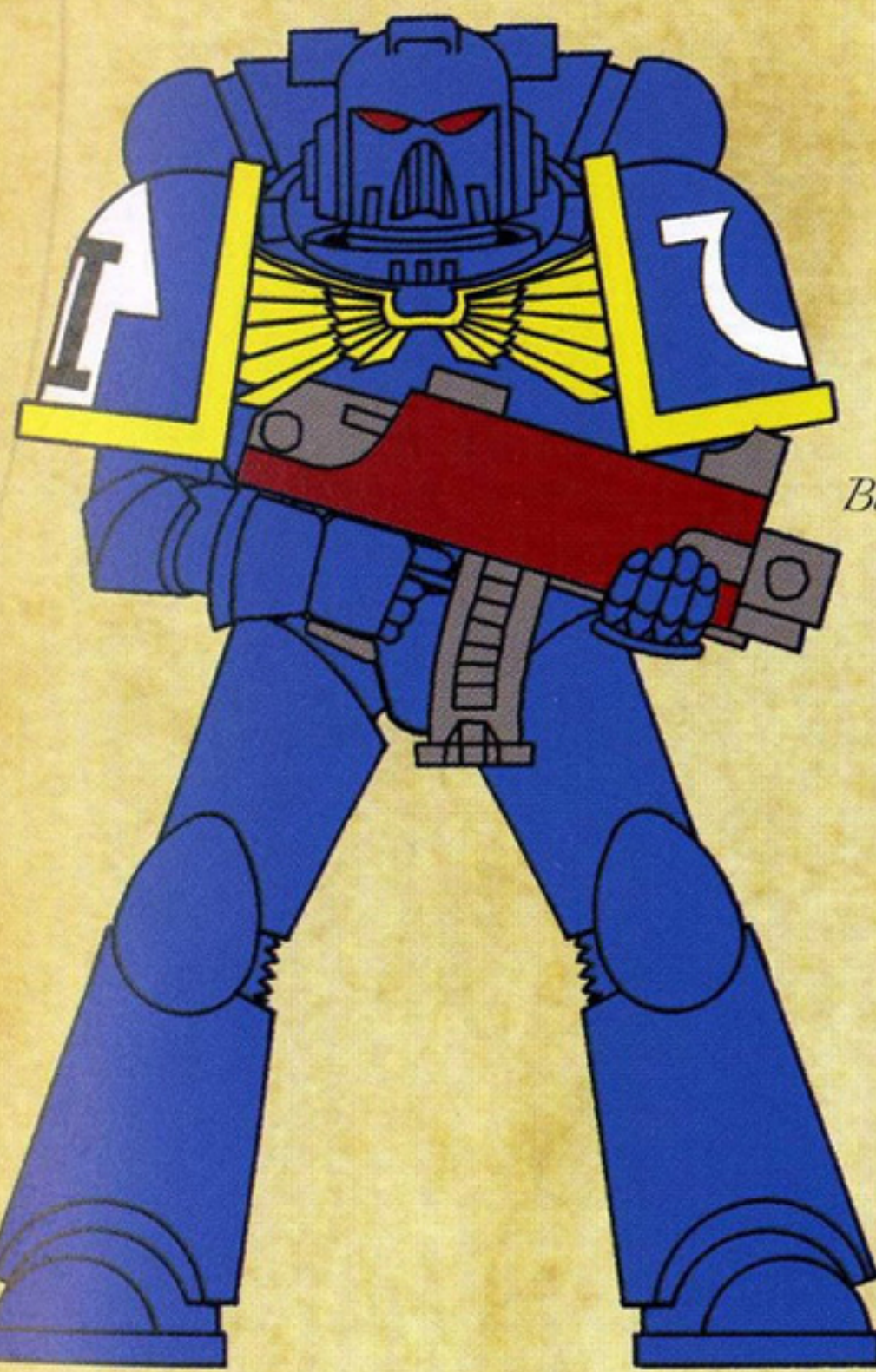
*Bolt gun*



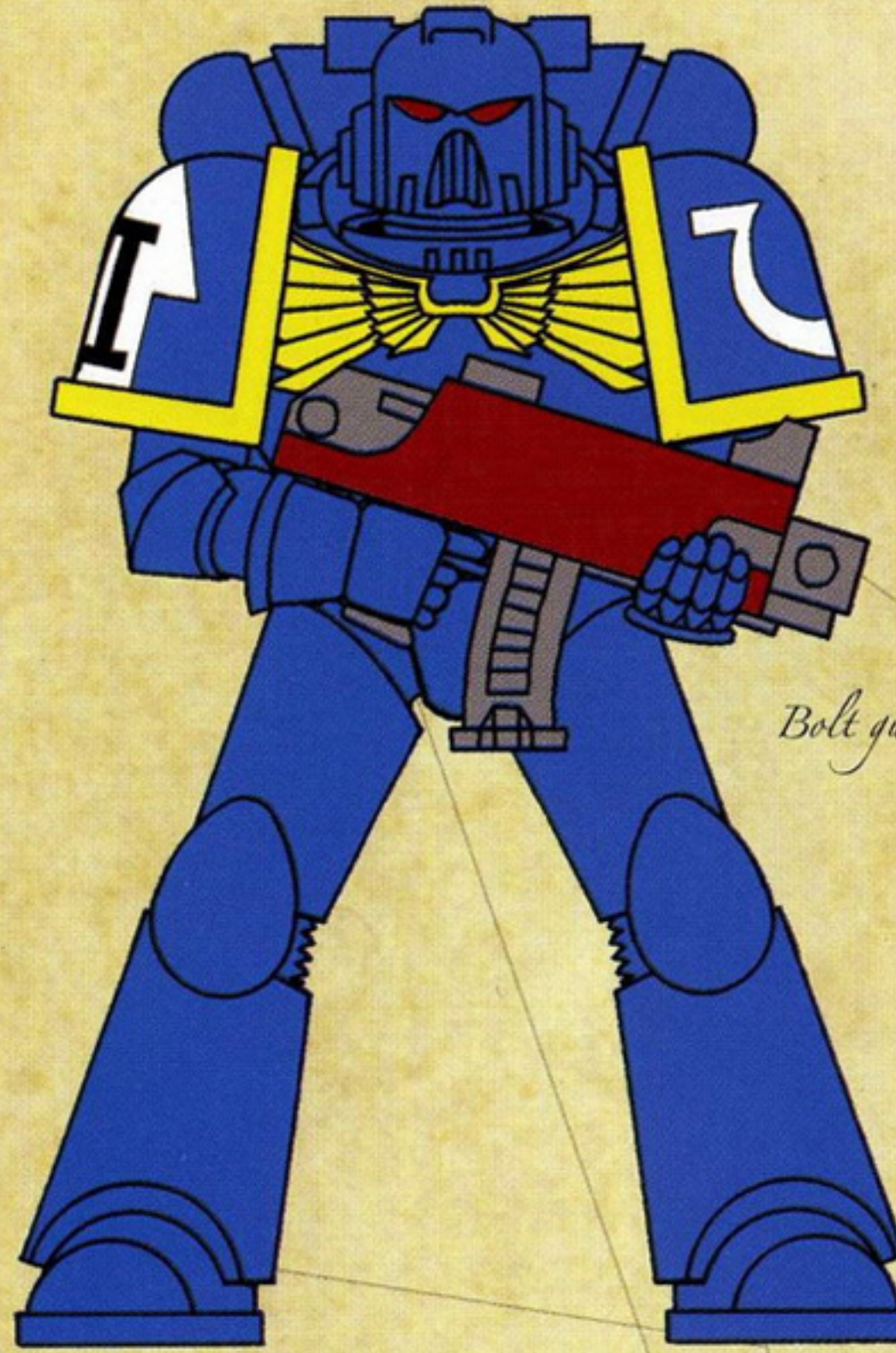
*Bolt gun*



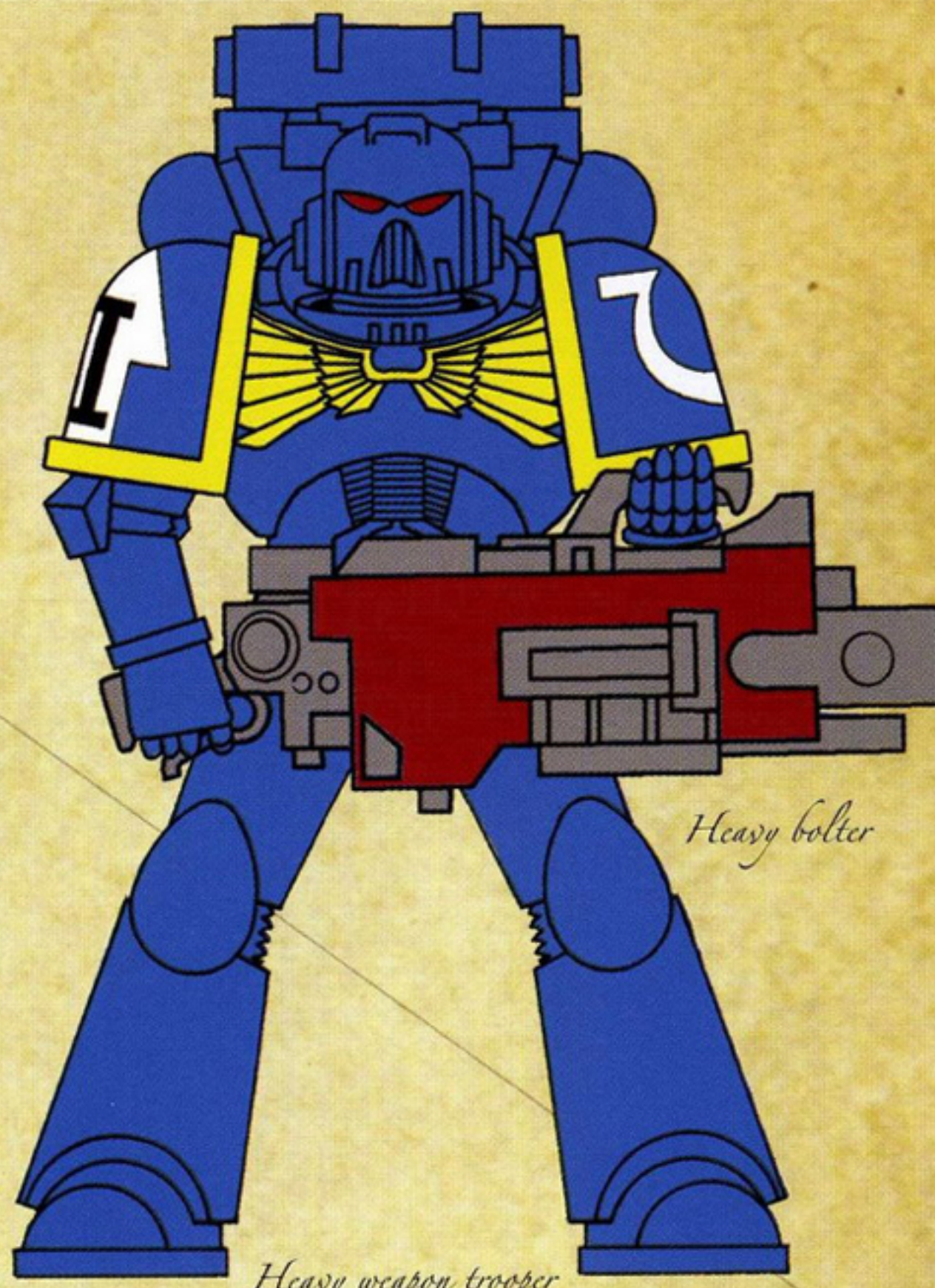
*Bolt gun*



*Bolt gun*

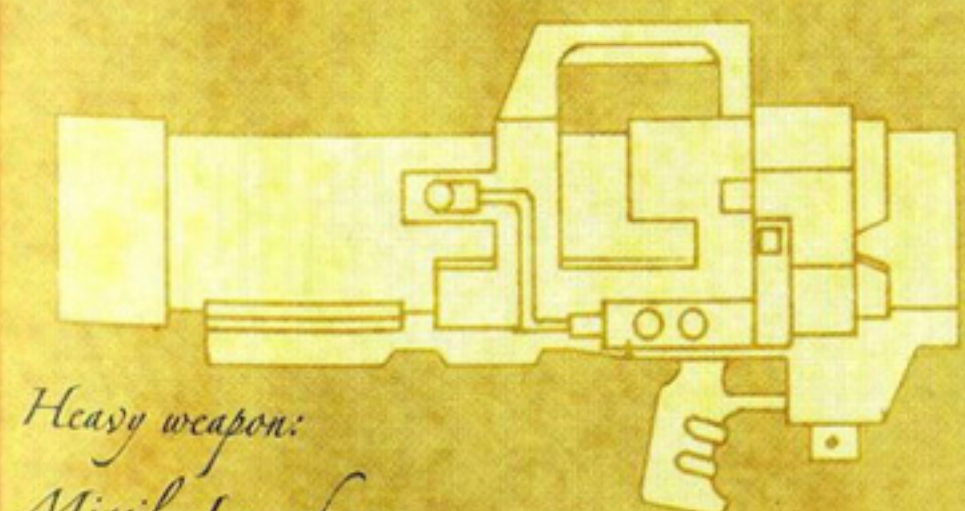


*Bolt gun*



*Heavy bolter*

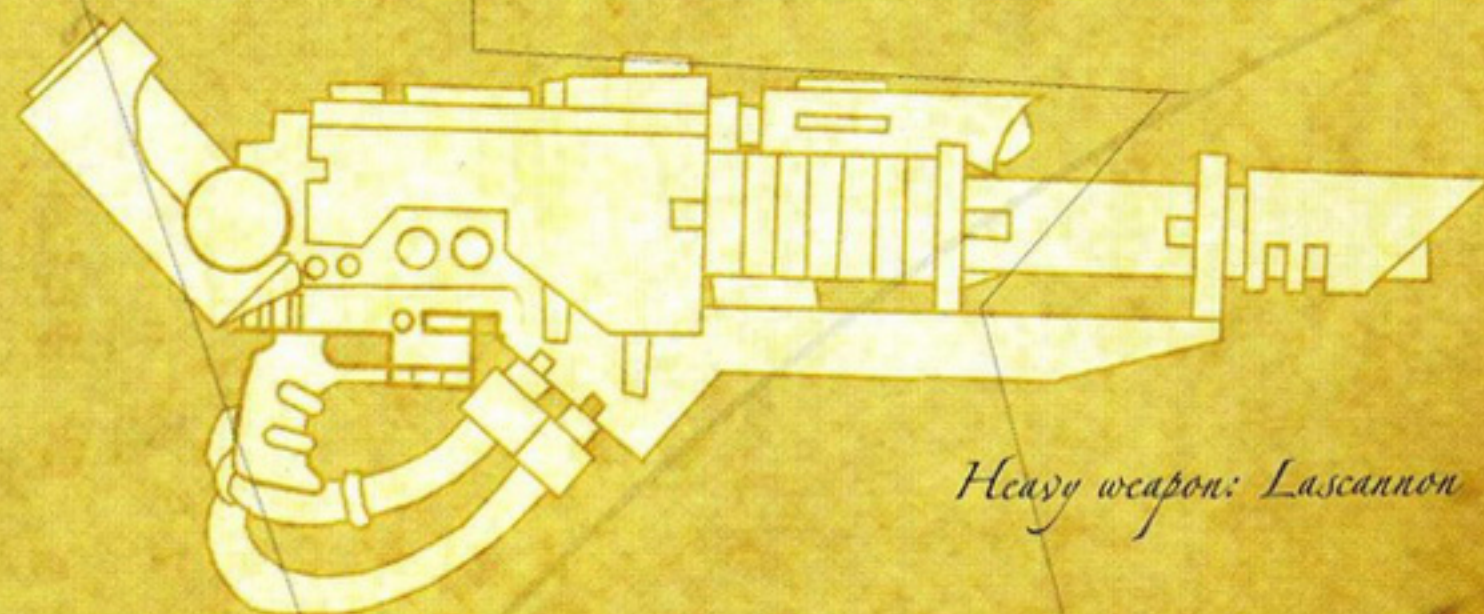
*Heavy weapon trooper*



*Heavy weapon:  
Missile Launcher*

#### *HEAVY WEAPONS*

The three Heavy Weapons options are available to a Tactical Squad. The Heavy Bolter is an anti-personnel weapon with limited use against armoured troops or vehicles. The Lascannon is an awesome anti-tank gun. The Missile Launcher offers a multi-role use, able to load and fire various different types of missile.



*Heavy weapon: Lascannon*



# ASSAULT SQUAD

Assault Squads are the Space Marines' hand-to-hand combat specialist units. Marines are powerful fighters able to best almost any opponent in the bloody close-quarters fighting that is such a prominent feature of warfare in the 41st Millennium. The squad illustrated is the 7th Assault Squad of the Ultramarines 2nd Company. The shoulder pad trims are in the company colour of yellow. Each of the Marines wears the crossed arrows Assault badge on their right shoulder pad. This is overwritten with the squad number in black.

Each Assault Squad consists of up to ten battle-brothers of whom one will be the unit leader or Sergeant. All of the Marines in the Squad excel at close quarters fighting having received additional specialist training and having had plenty of experience.

The Sergeant is a Marine who has undergone additional special training in leadership and tactics. He may have fought enough battles to qualify as a Veteran. Such warriors are often promoted to special command duties or transferred to the 1st Company. Veteran Sergeants are highly valued by the Company Captain as they improve the capabilities of the Squads under his command. The Sergeant's badge of rank is a red skull displayed on the left shoulder pad and he is further distinguished by his red helmet. Veteran Sergeants wear a red helmet with a white stripe.

All of the Squad fight with a weapon in each hand, usually this is a pistol and sword combination but is not uncommon for them to use mauls, axes, power fists and other more exotic close combat weapons. Individual Chapters favour particular weapons for their Assault Squads but the majority stick to the classic pairing of bolt pistol and chainsword. The whole Squad will also carry Frag grenades (wide area, fragmentation blast) and/or Krak grenades (tightly focused, armour piercing blast). Other grenade types are occasionally used on special missions but are generally restricted to officers and squad leaders.

Some of the Marines may have fought enough battles to earn Veteran status. They may continue to serve with the Assault Squad for a short time but eventually they will be promoted to special duties (see Command Squad) or advanced to the 1st Veteran Company. In this way the ranks of the elite company are replenished. In the Ultramarines Chapter Veterans are distinguished by their white helmets.

The Assault Squad's role in battle is to strike hard and fast at vulnerable points in the enemy's formation and overwhelm their opponents in the ensuing melee. Jump packs give the Squad incredible speed and manoeuvrability and the Assault Marines are experts in using them. However the Assault Squads can also fight as bike or land speeder squadrons or indeed be deployed from just about any of the Marines' transport vehicles. This all-round proficiency gives a commanding officer great flexibility in deciding how, when and where to use the awesome fighting power of his Assault Squads.

The badge of rank for an Ultramarines Sergeant is a red skull. This is displayed on his left shoulder pad in combination with the Chapter symbol. In addition the Sergeant wears a red helmet. Veteran Sergeants wear a red helmet with a broad white stripe. These markings are not used by all of the Codex Chapters. Some Chapters use the red skull badge but may display it on the Marine's helmet or kneepad. Other commonly used Sergeant's badges include laurel wreaths, stripes and name scrolls.



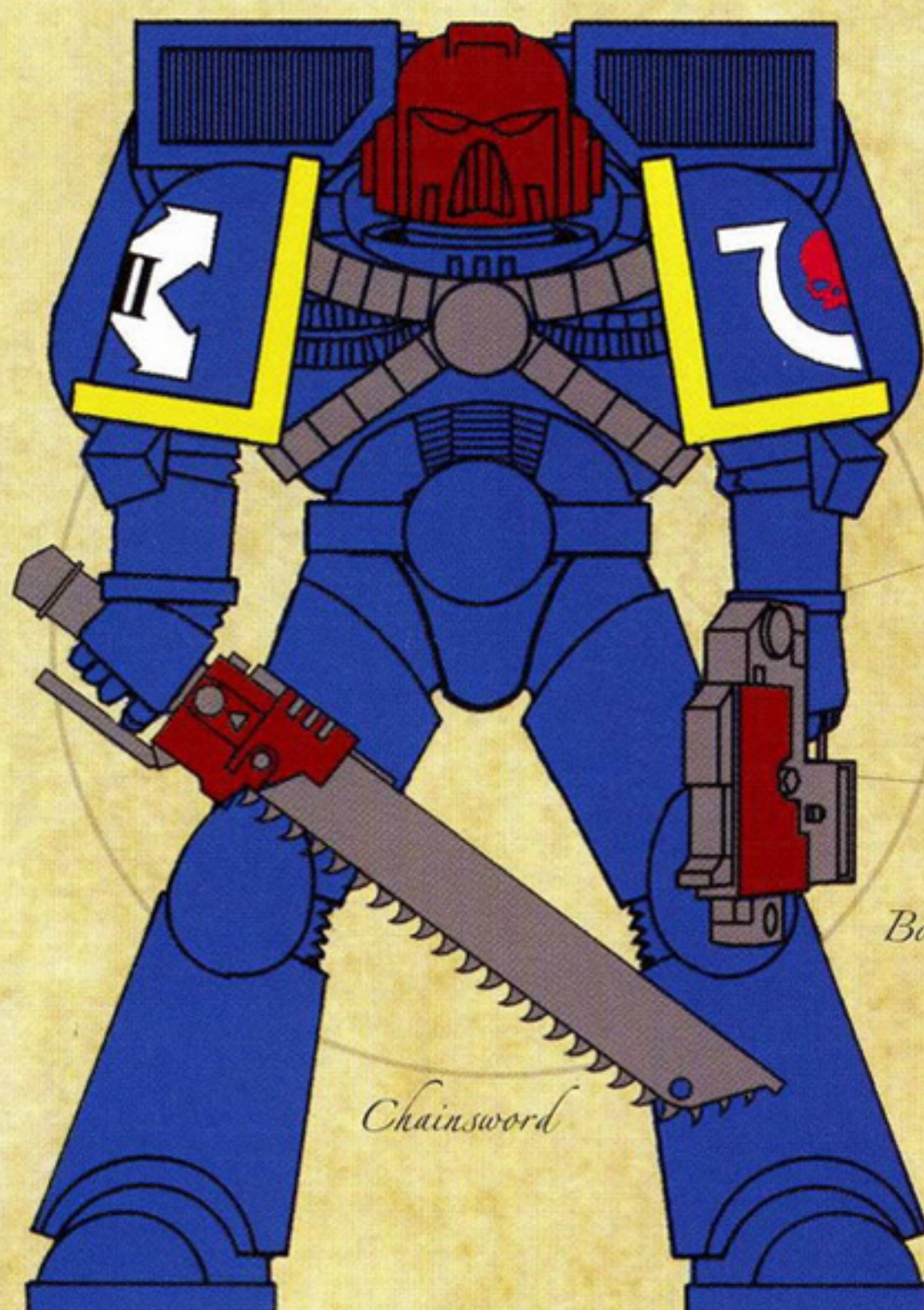
*All ranks*



*Battle-brothers*



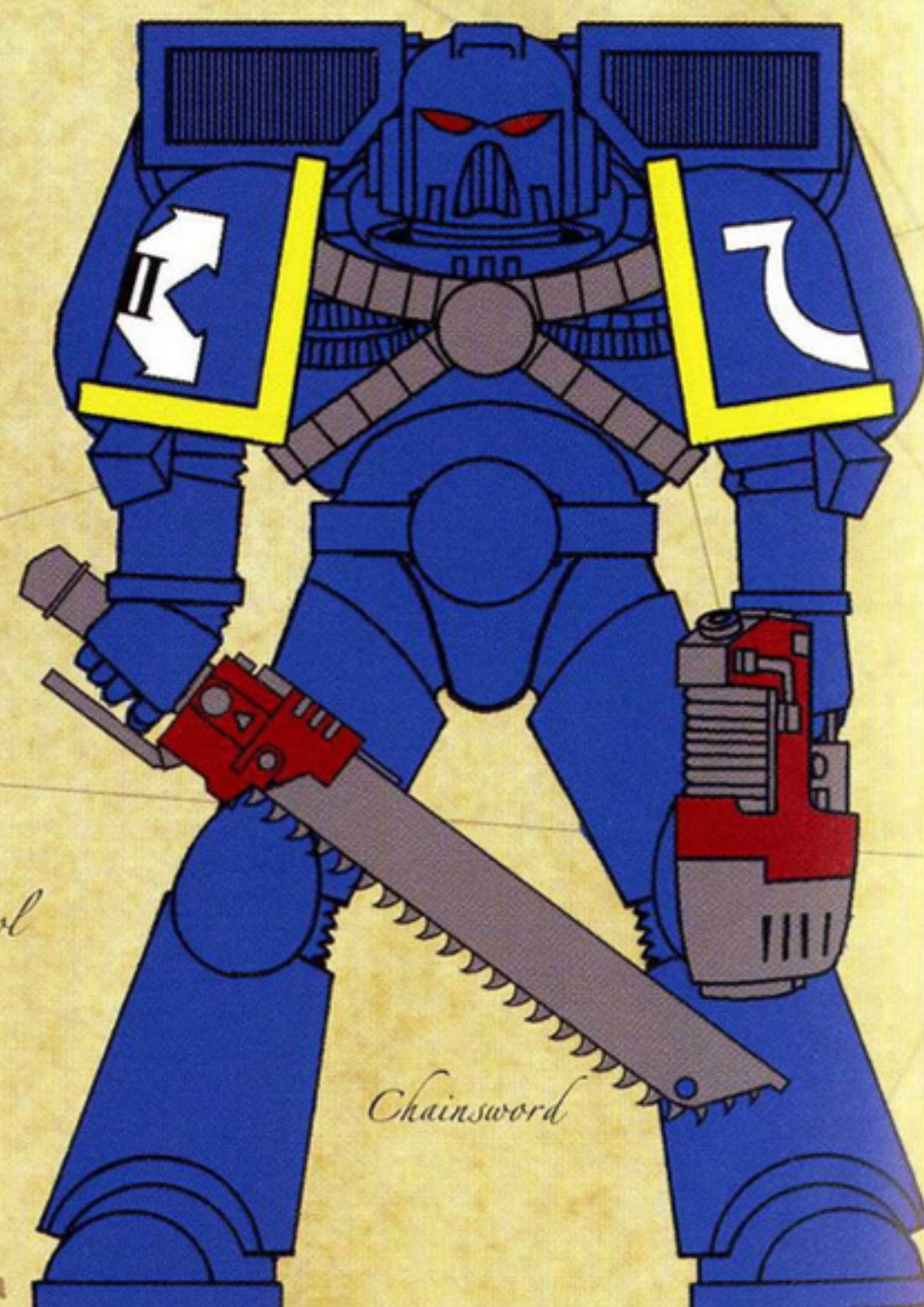
*Sergeant*



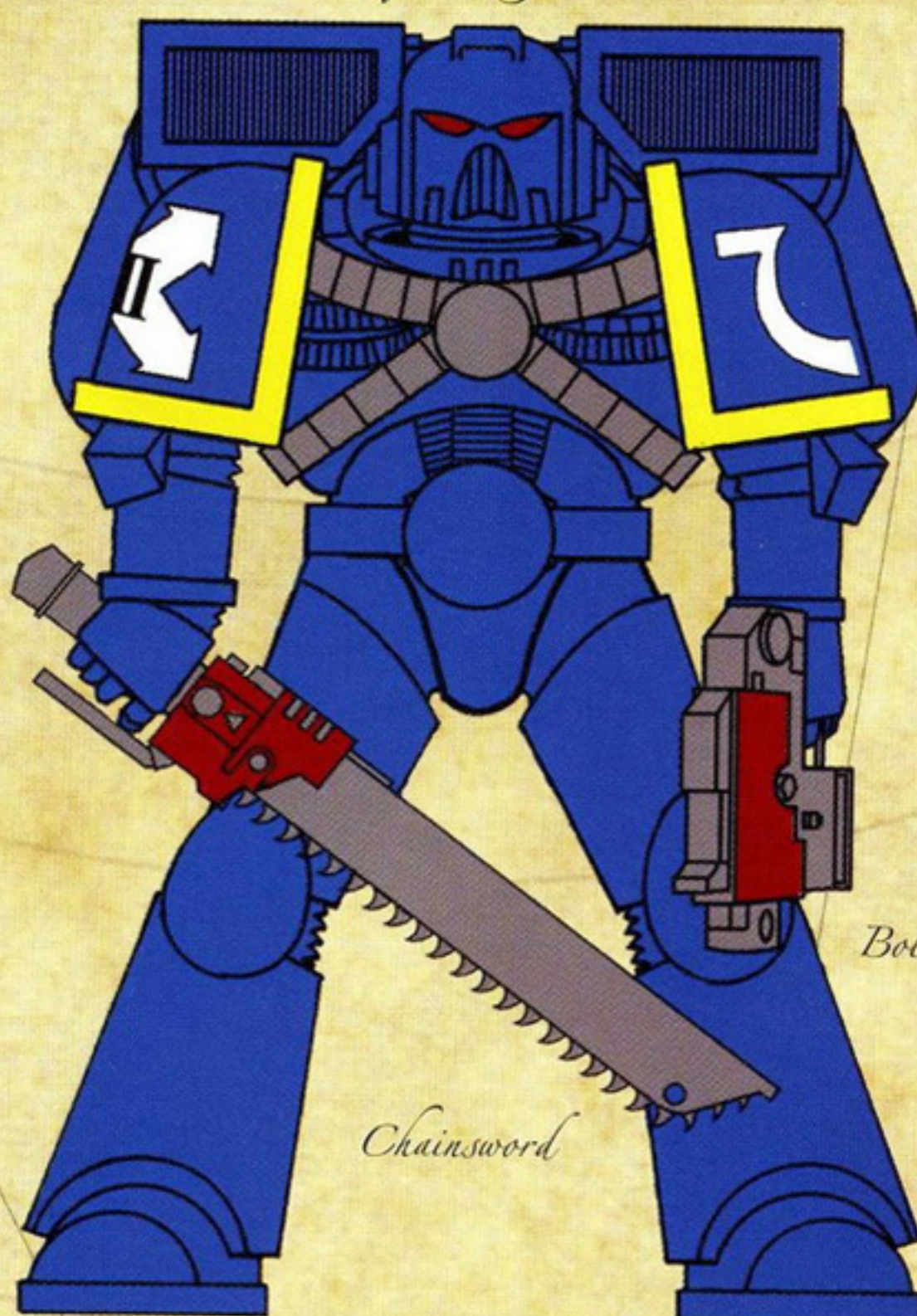
*Chainsword*

*Bolt pistol*

*Squad Sergeant*

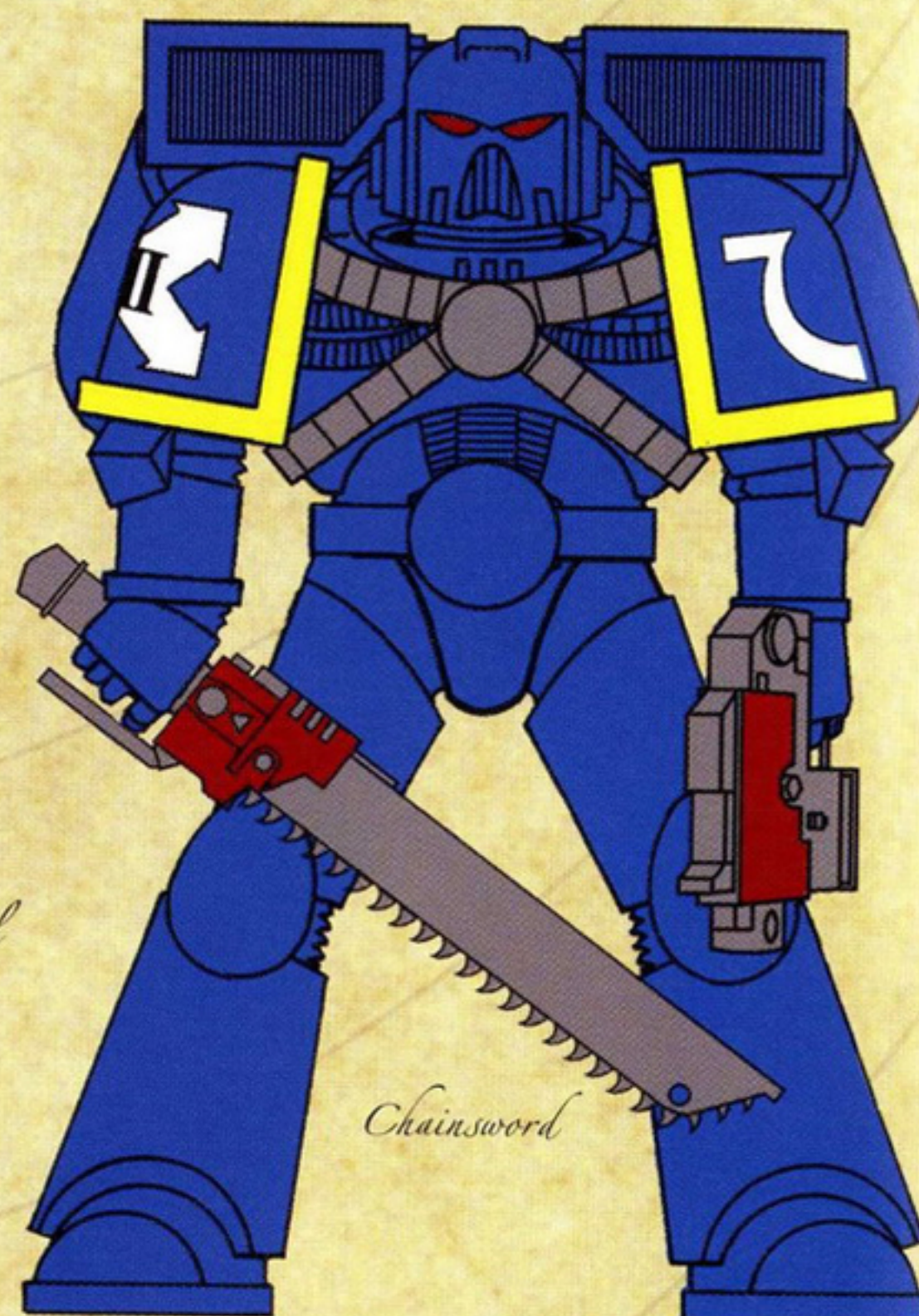


*Chainsword*

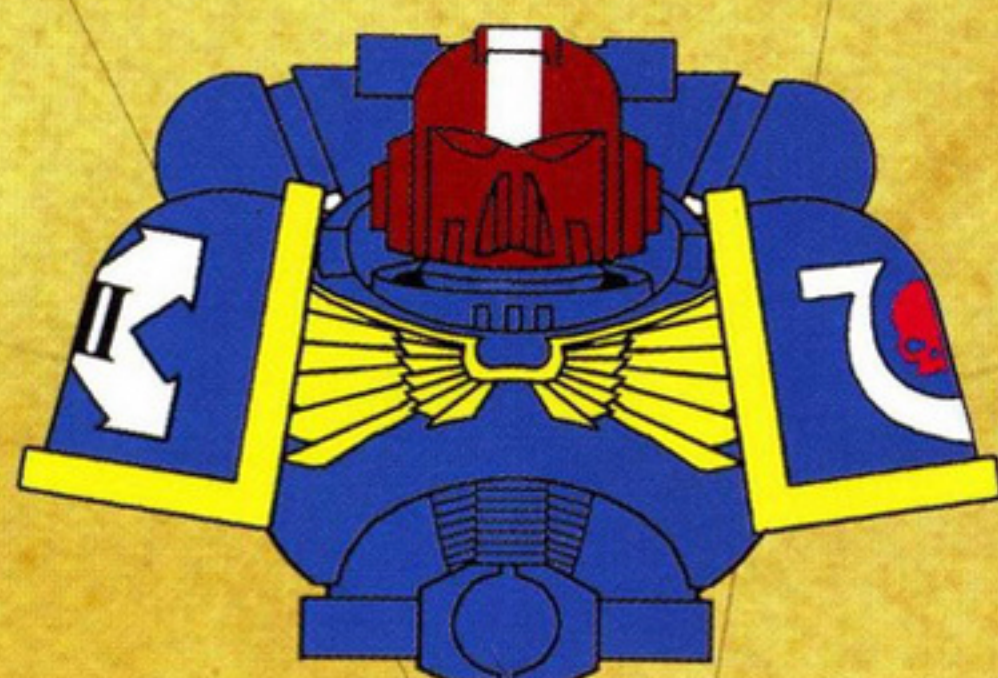


*Chainsword*

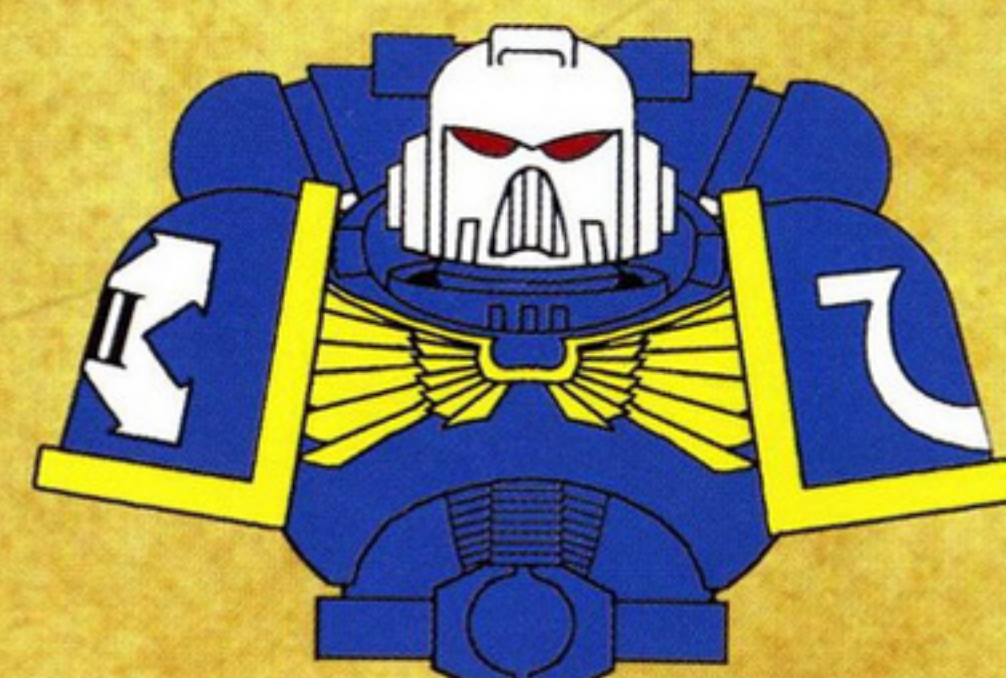
*Bolt pistol*



*Chainsword*



*Veteran Sergeant variant: note white stripe*

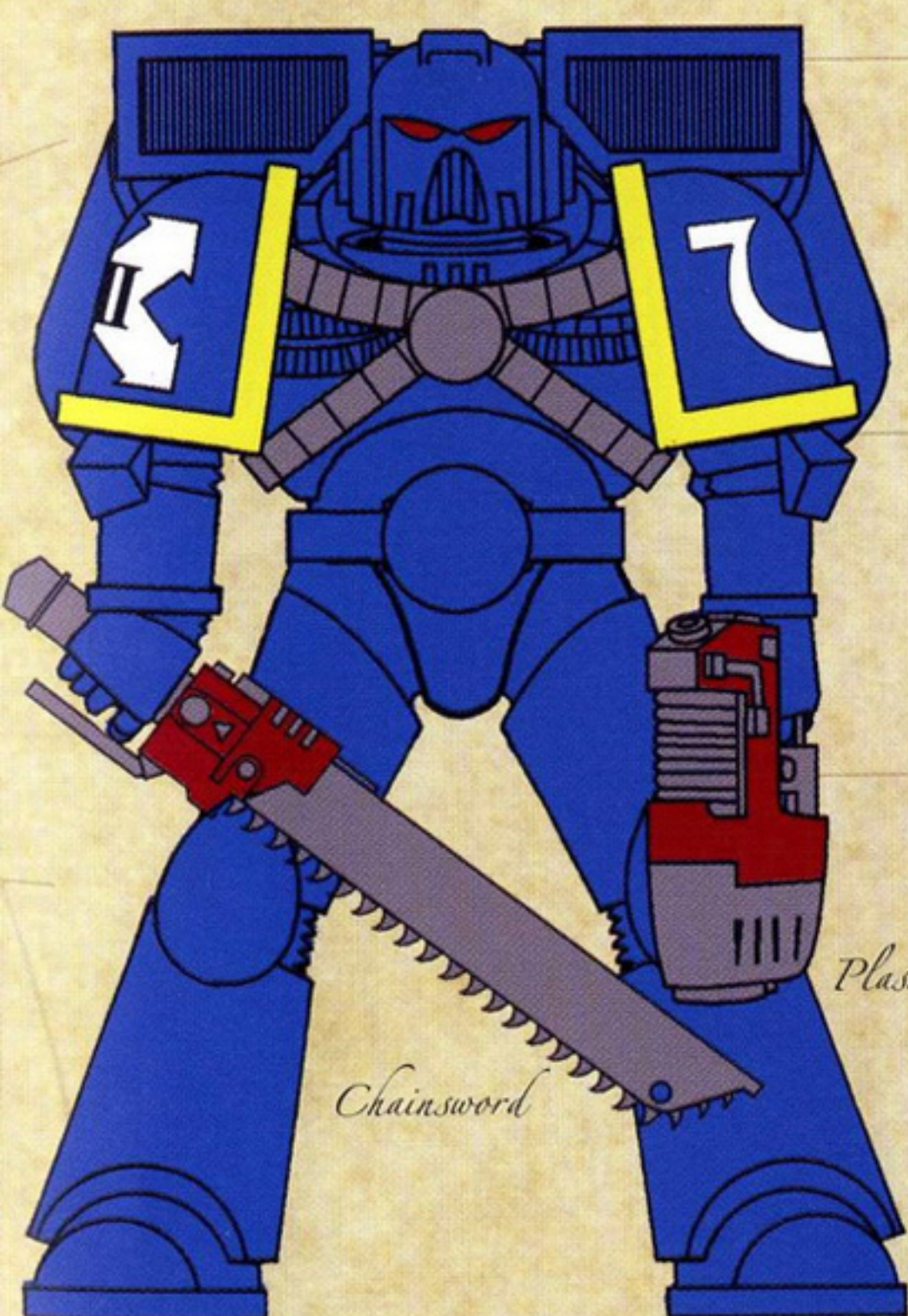
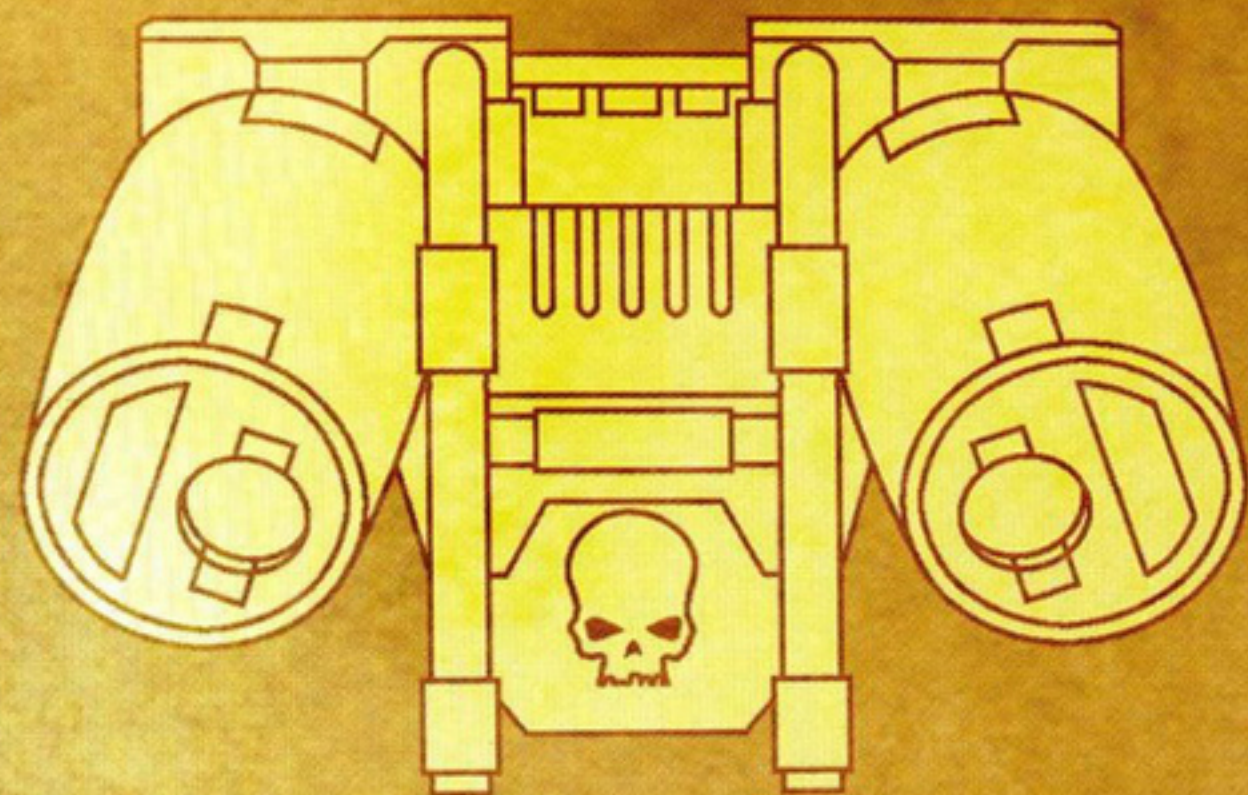
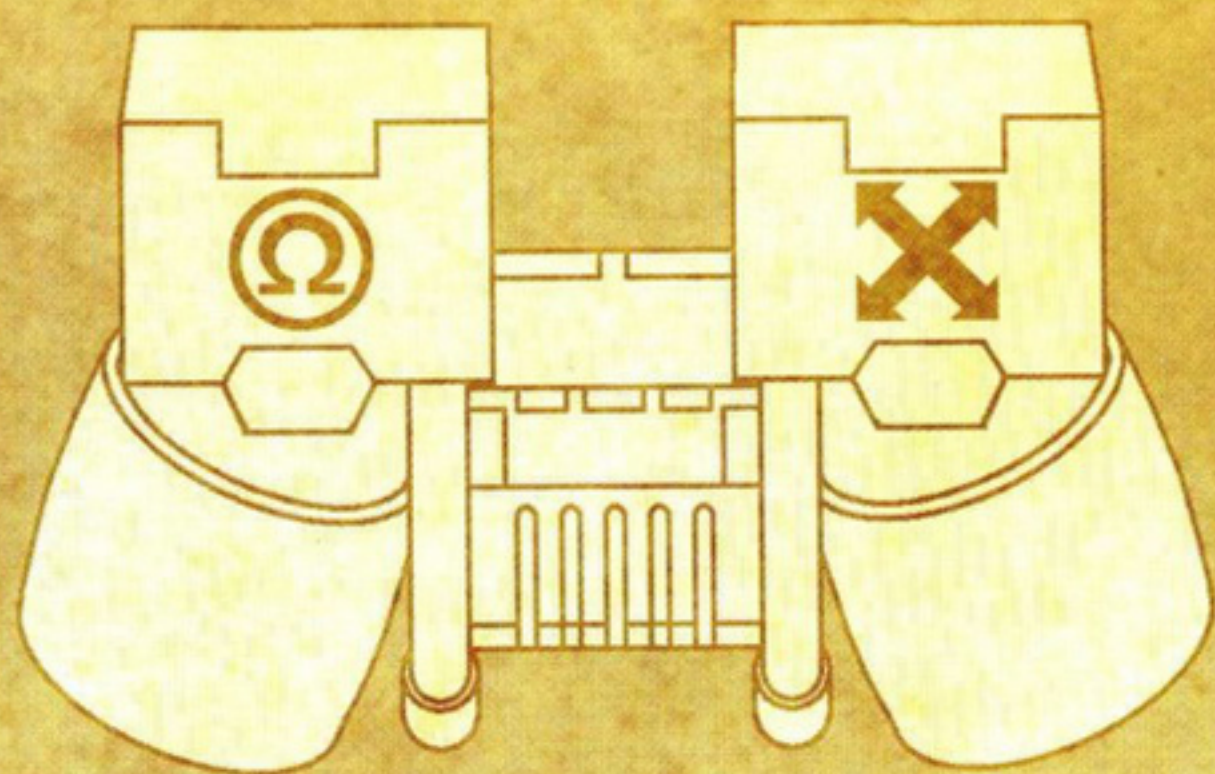


*Veteran variant: note white helmet*



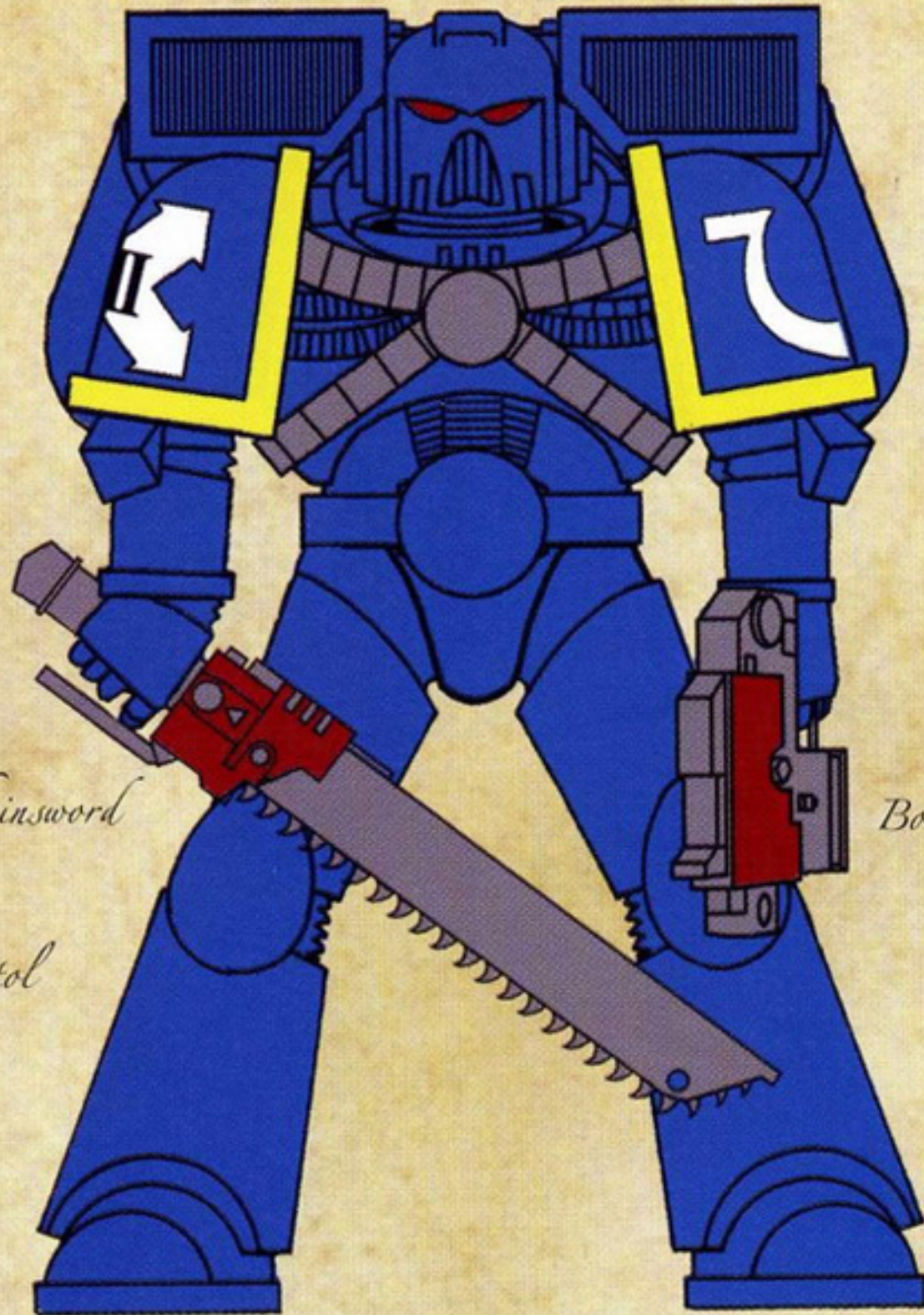
# SPACE MARINE JUMP PACK

The Space Marine jump pack is essentially a pair of powerful jet turbines with gyroscopic stabilisers and flight control devices. This gives the wearer a limited flight capability. This does not allow for any complex aerial manoeuvres but does enable the Marine to make penetrating leaps into enemy lines or be deployed from low-flying Thunderhawk gunships. This particular jump pack design is one that has served the needs of the Assault Squads for many centuries.



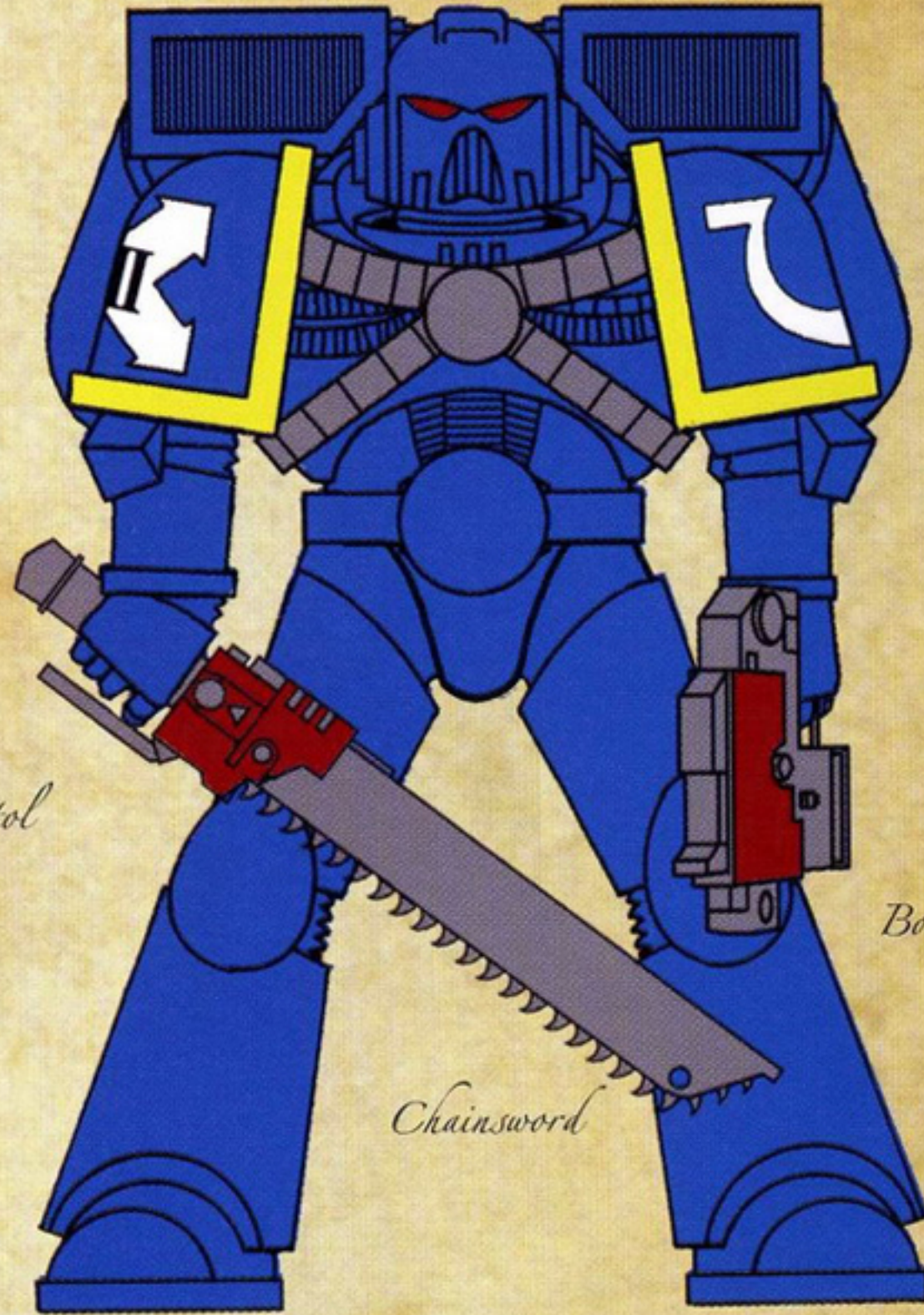
Chainsword

Plasma pistol



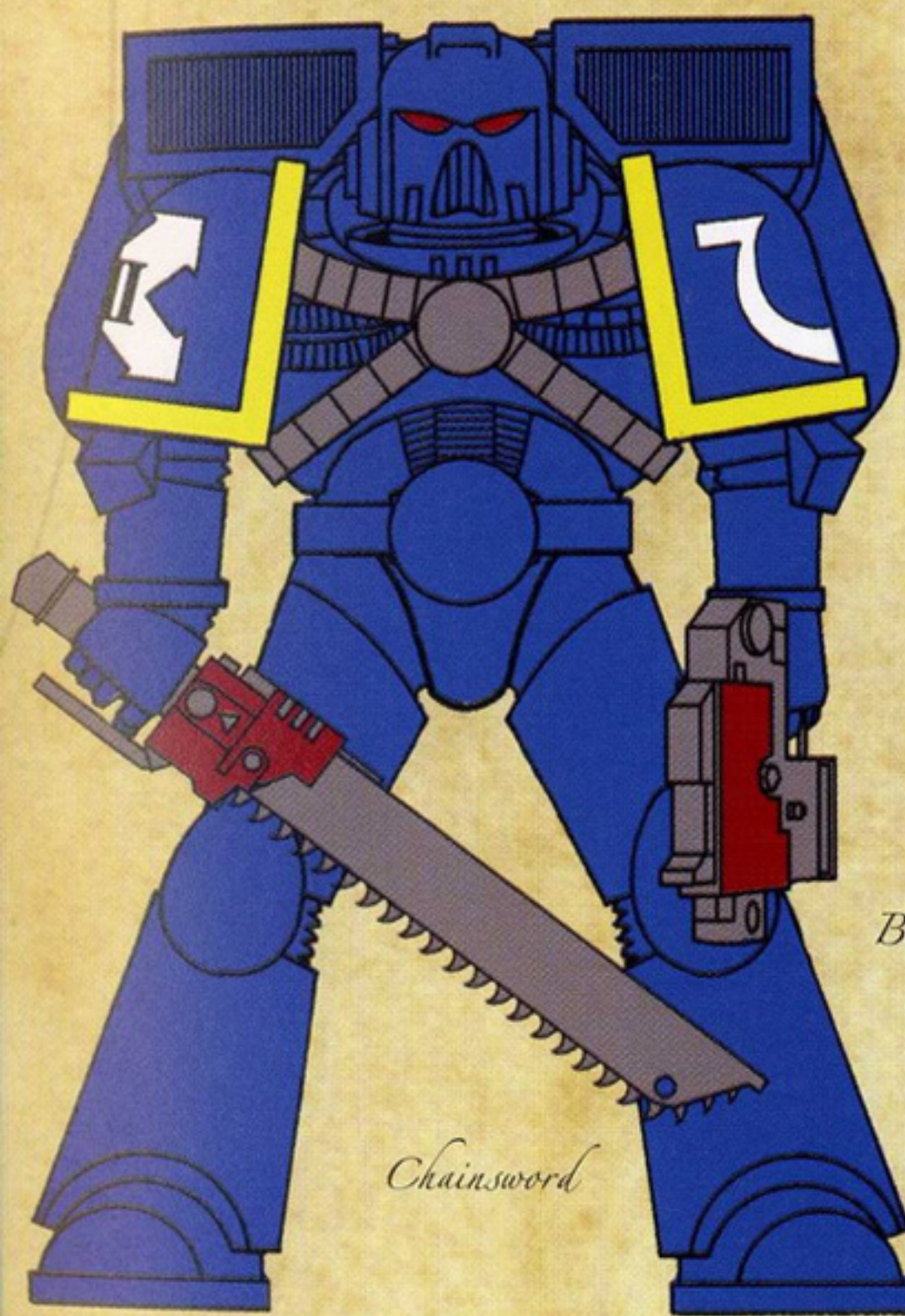
Chainsword

Bolt pistol



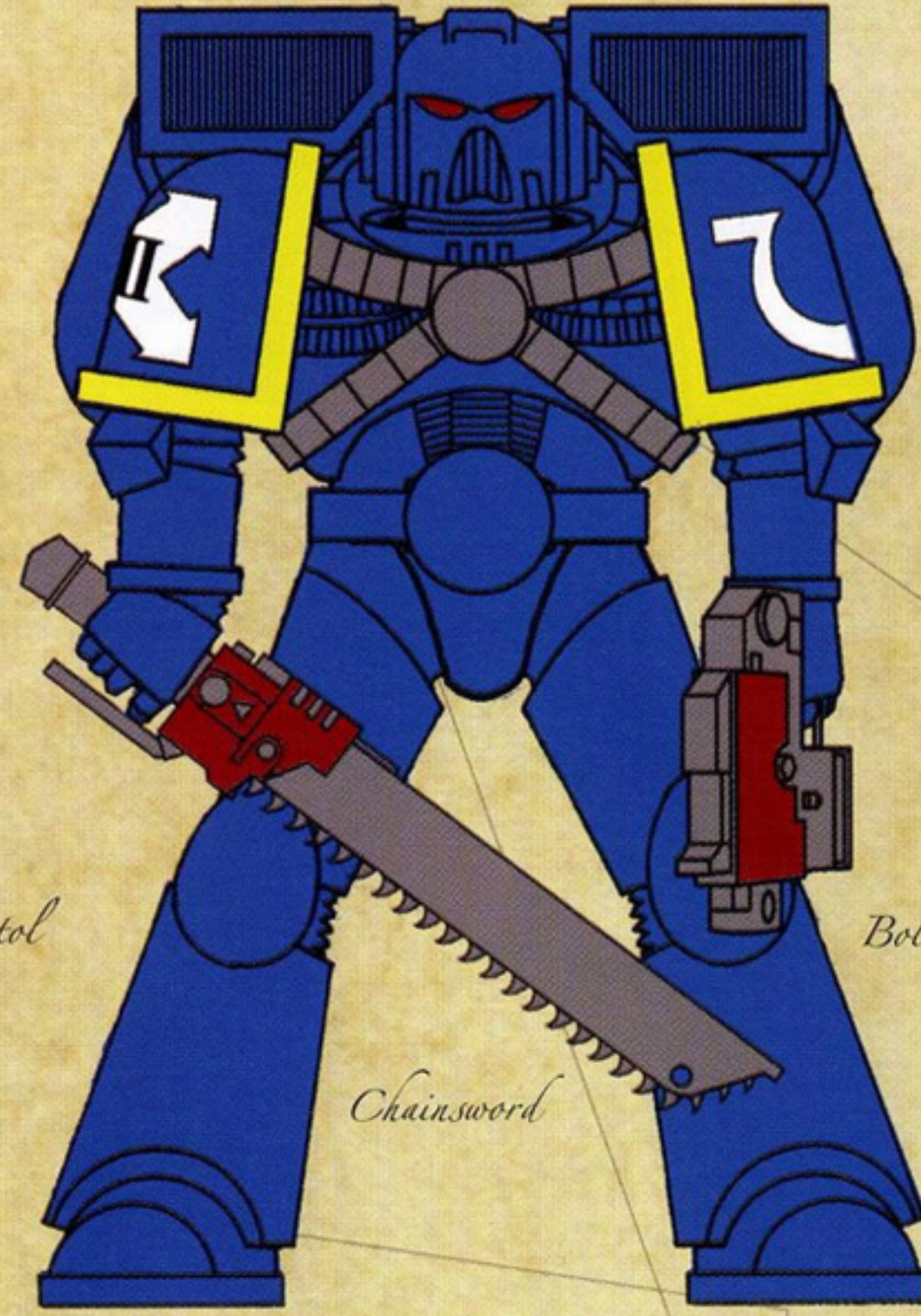
Bolt pistol

Chainsword



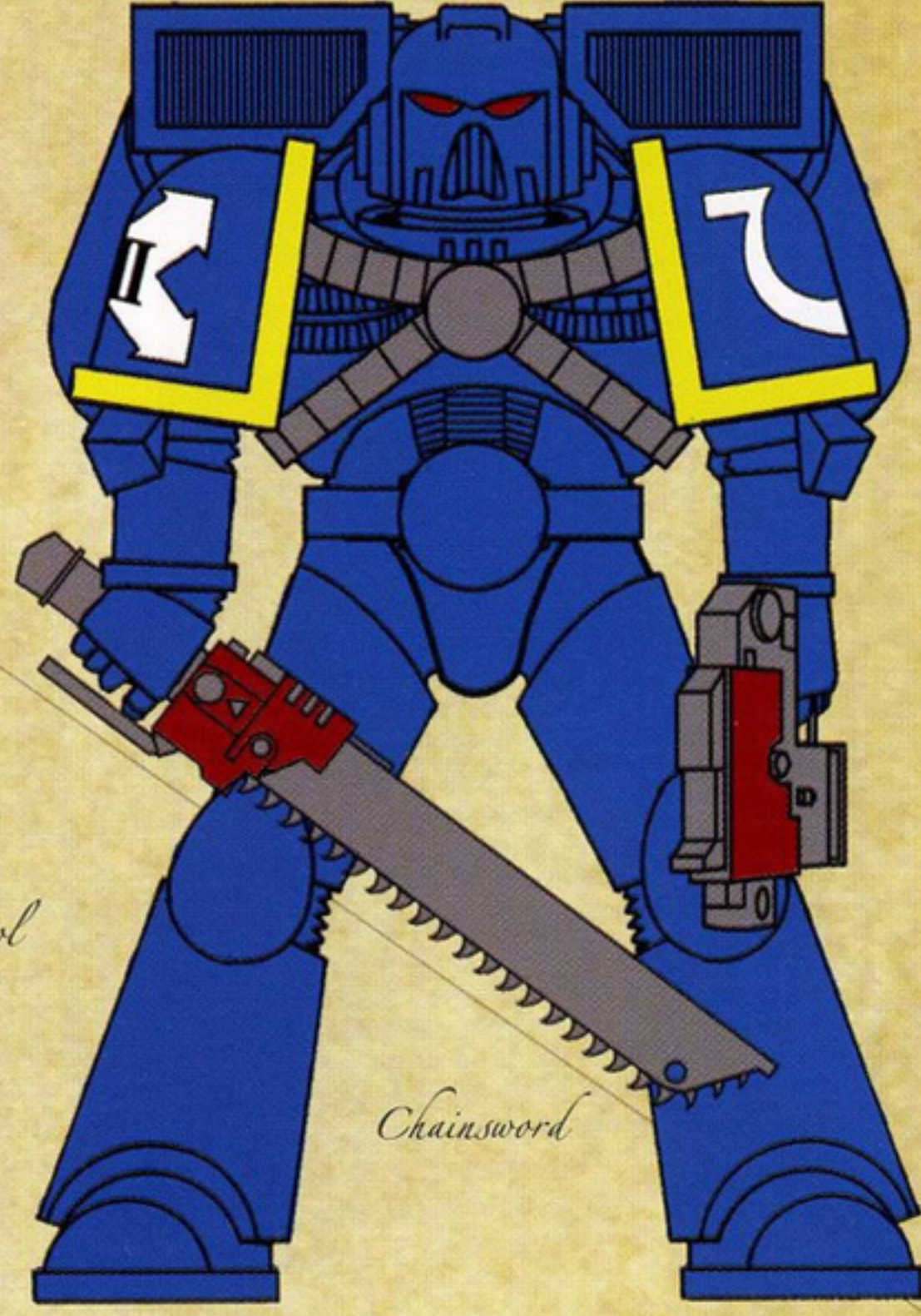
Chainsword

Bolt pistol

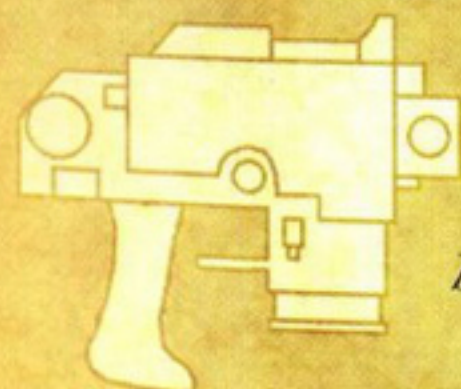


Chainsword

Bolt pistol



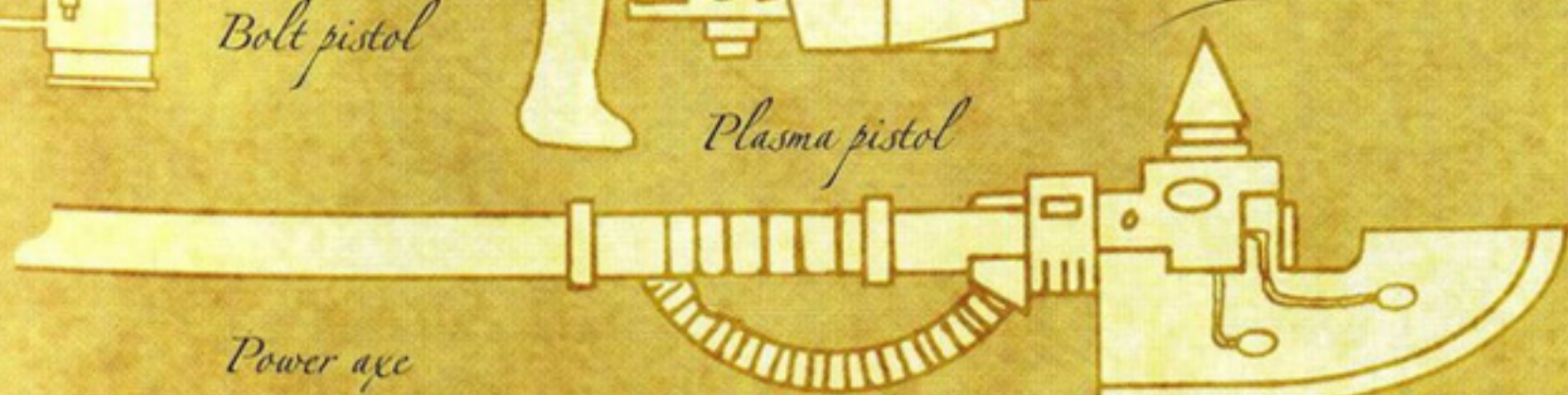
Chainsword



Bolt pistol



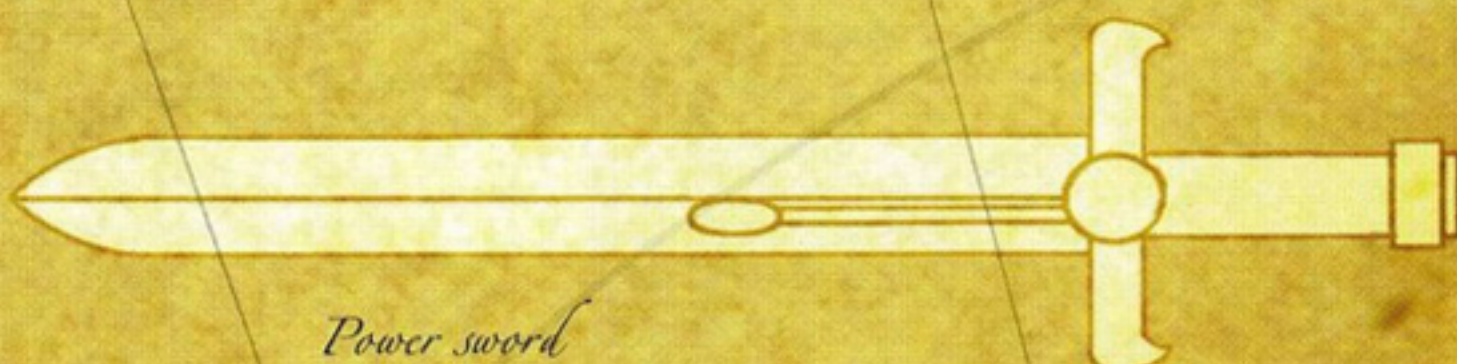
Plasma pistol



Power axe



Chain sword



Power sword



# DEVASTATOR SQUAD

This spread illustrates a typical Devastator unit, the 9th Squad of the Ultramarines 2nd Company. The Chapter icon is displayed on the left shoulder pad and the tactical designation markings are displayed on the left shoulder pad. The tactical markings consist of an inverted white 'V' and a black squad number, in this case IX. The shoulder pad rims are in yellow (for the 2nd Company). The chest eagle is metallic gold or brass.

The Devastator squad consists of a Sergeant and up to nine Battle-Brothers of who four are designated as Heavy Weapons troopers. The Sergeant will be a Marine who has received extra training to equip him for his leadership role. Devastator Sergeants are also experts with all types of Marine Heavy Weapons although they fight with the standard Sergeant's weapons of pistol and close-combat weapon. This expertise means that the Sergeant can get the fullest tactical advantage from the weaponry he has at his command. Space Marines rely on the tactical acumen of individual Sergeants to avoid the need for complex command structures and communication networks.

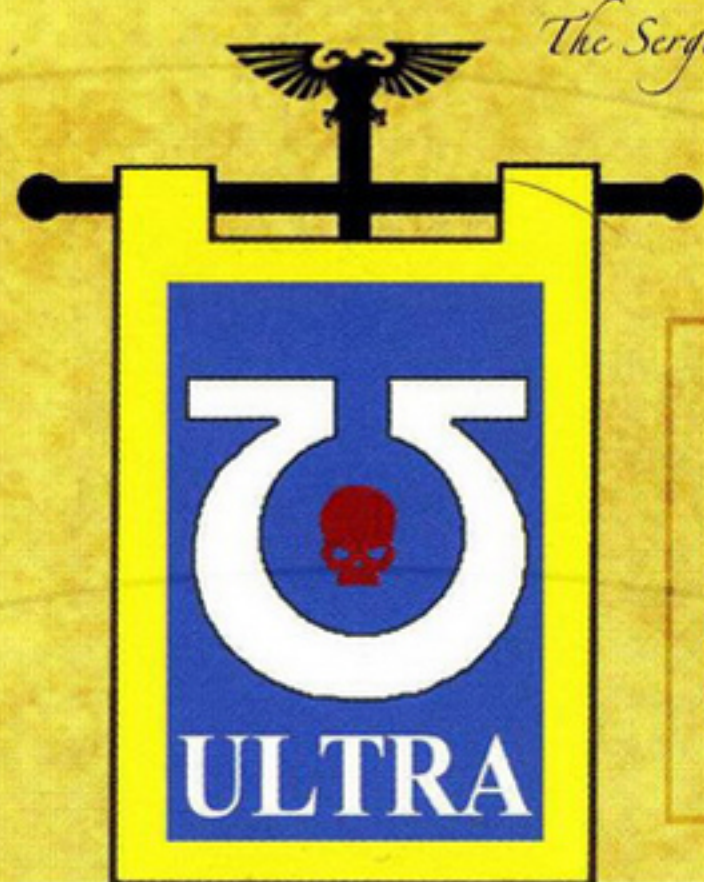
The Battle-Brothers of a Devastator Squad fall into two groups. The first of these are the Heavy Weapons troopers. There may be as many as four Heavy Weapons troopers in the Squad. These Marines are armed with Heavy Bolters, Missile Launchers, Lascannons, Multi-Meltas or Plasma Cannons. These awesome weapons provide the squad with a host of alternative deployments and tactical uses. Inevitably the Devastator Squads are most commonly used to counter enemy armour or to penetrate defence points. They can also be used to provide fire support for infantry advances and to pin the enemy with suppressing fire.

The remaining Battle-Brothers are armed with Bolt guns. Their role is to protect the Heavy Weapons troopers, add supporting fire when engaging the enemy at close range and to act as battlefield replacements for the Heavy Weapons troopers if they are casualties. All of the Marines in the Squad are fully trained with all of the weapon types and it only takes moments for them to swap weapons, backpacks and other equipment if necessary. The Bolt gun armed marines also carry additional ammunition and battery packs for the Squad's Heavy Weapons.

Devastator Squads are often provided with armoured transports; usually Rhinos but sometimes Razorbacks. This enables the Squad to be quickly advanced on the battlefield or rapidly redeployed to a new sector of fighting. Razorbacks offer additional heavy weapon support to the Squad.

Some of the Battle-Brothers may have fought enough battles to earn Veteran status. These Marines may continue to serve with the Squad for a short time but eventually they will be given special duties (see Command Squad) or promoted to the 1st Company. In this way the ranks of the elite company are replenished. Veteran Battle-Brothers have white helmets, Veteran Sergeants wear a white-striped red helmet.

The Sergeant's banner displays the Chapter icon, the Sergeant's rank badge and is trimmed in the company colour. Sergeant banners may also display personal and squad honours. Name scrolls may appear frequently on Veteran Sergeants' banners for example.



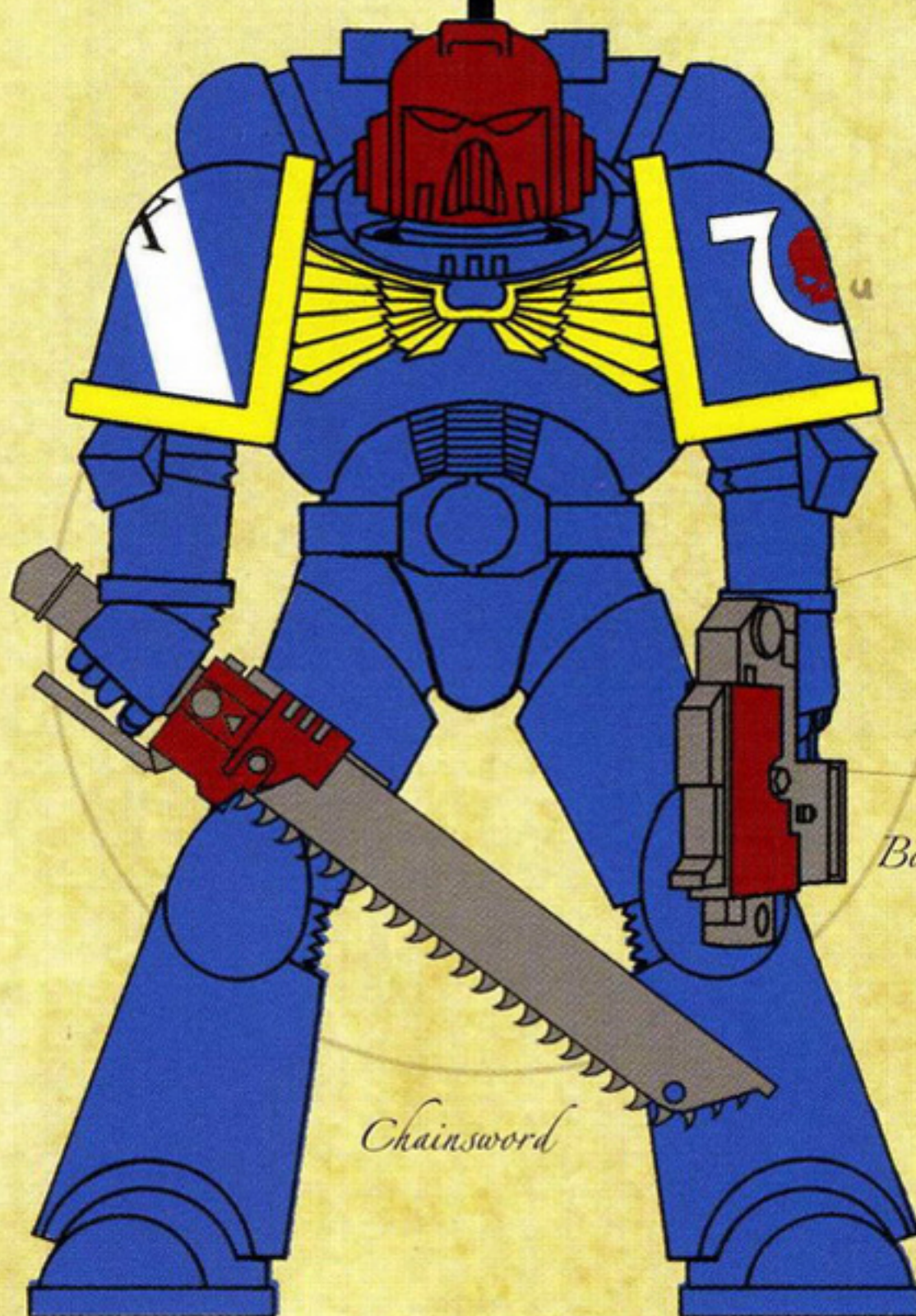
All ranks



Battle-brothers

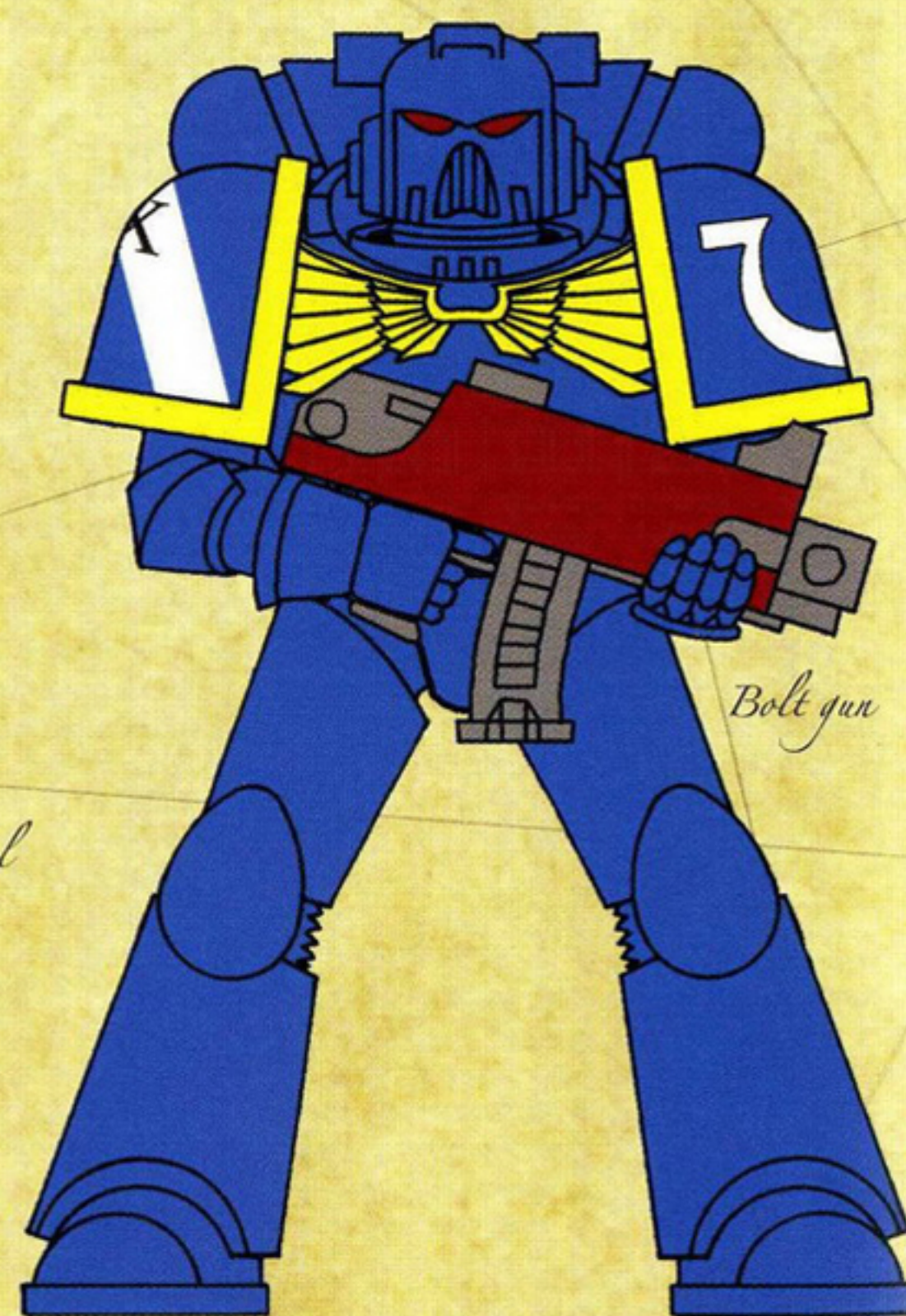


Sergeant

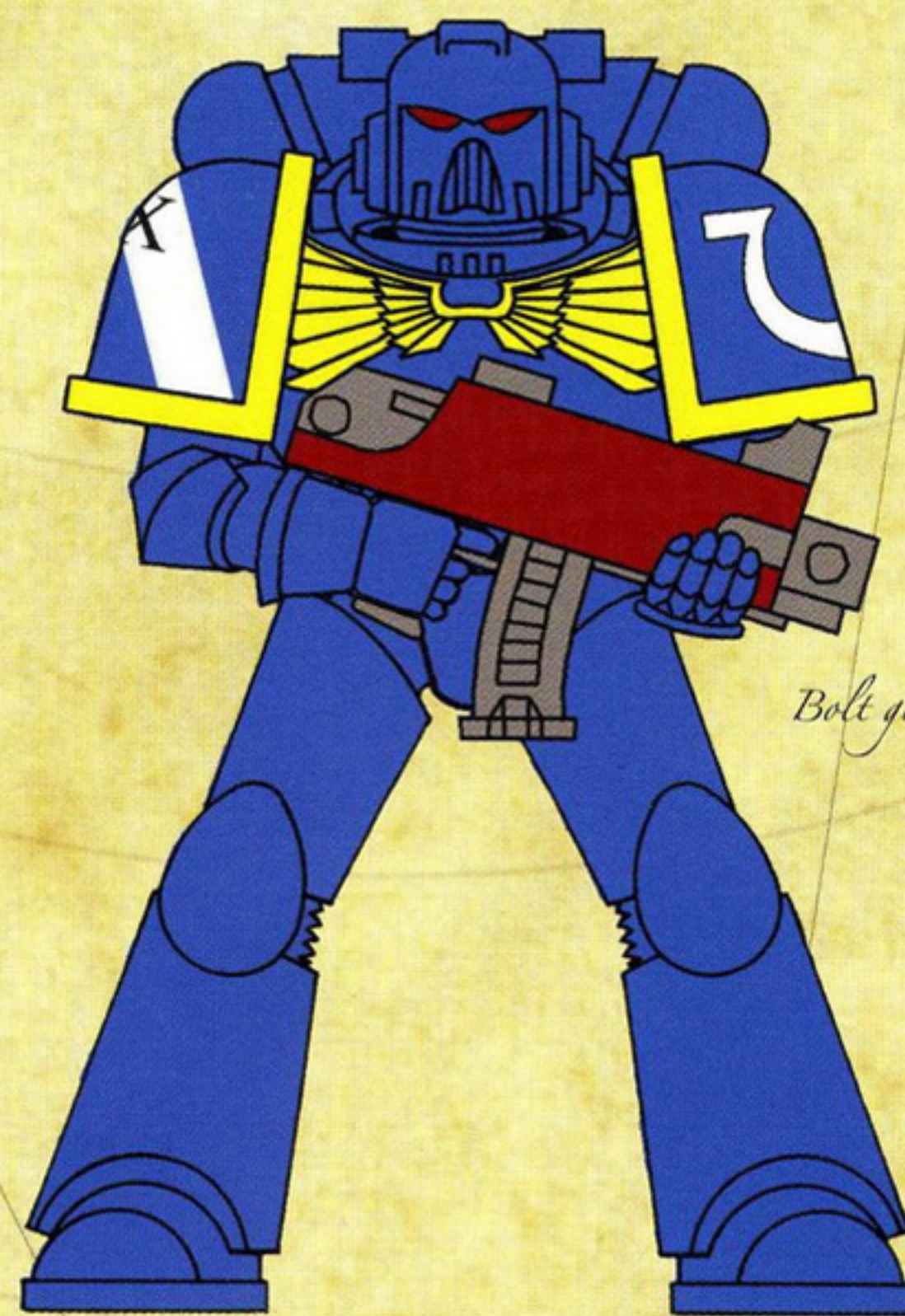


Chainsword

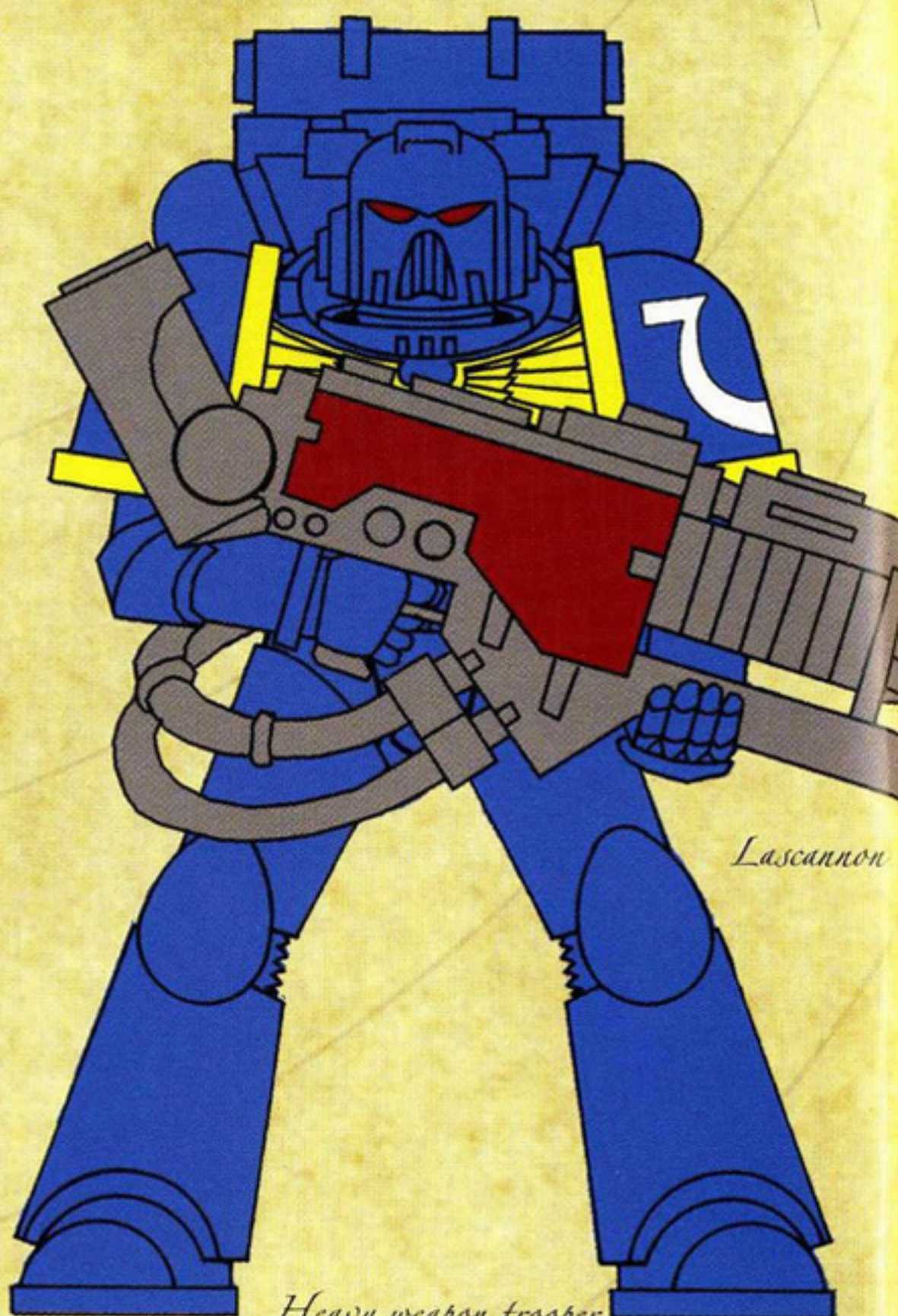
Bolt pistol



Bolt gun

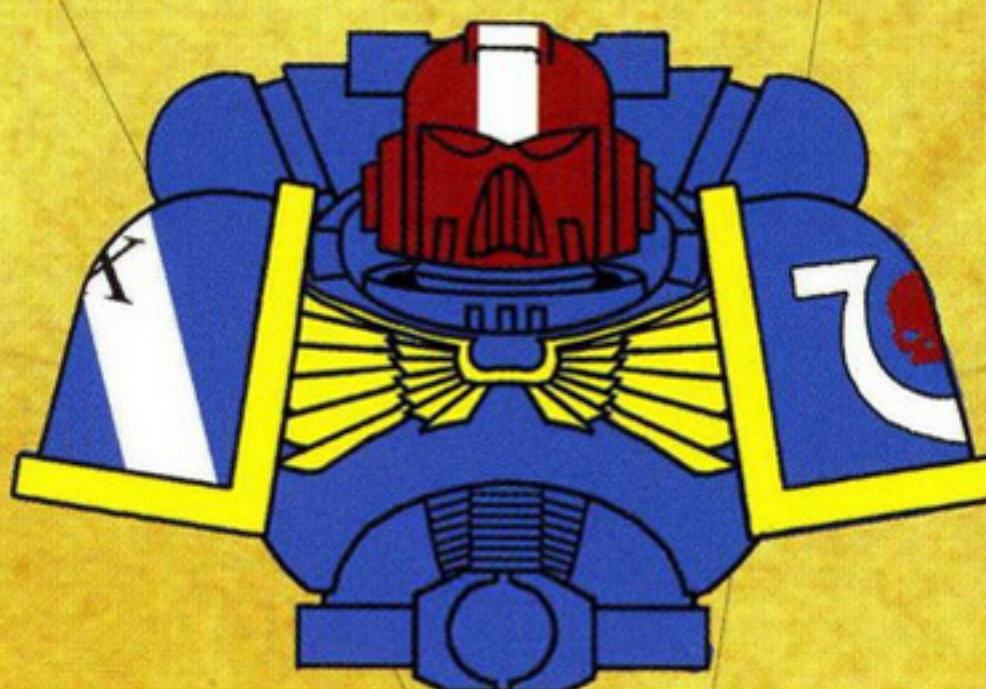


Bolt gun



Lascannon

Heavy weapon trooper



Veteran Sergeant variant

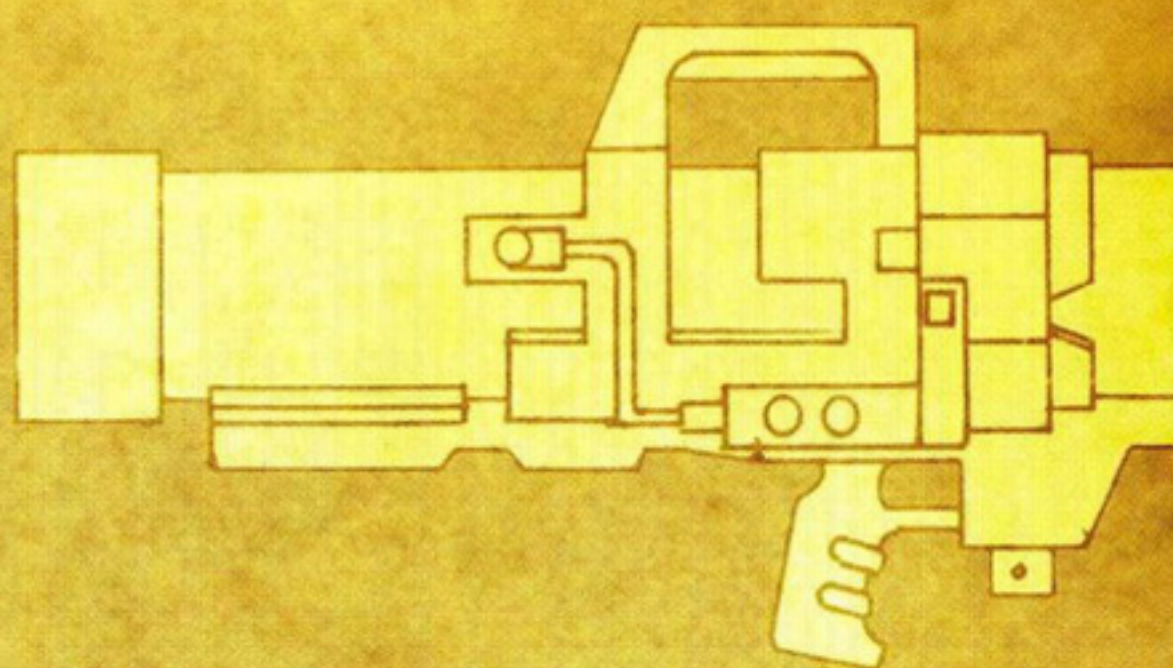


Veteran variant



## HEAVY WEAPONS

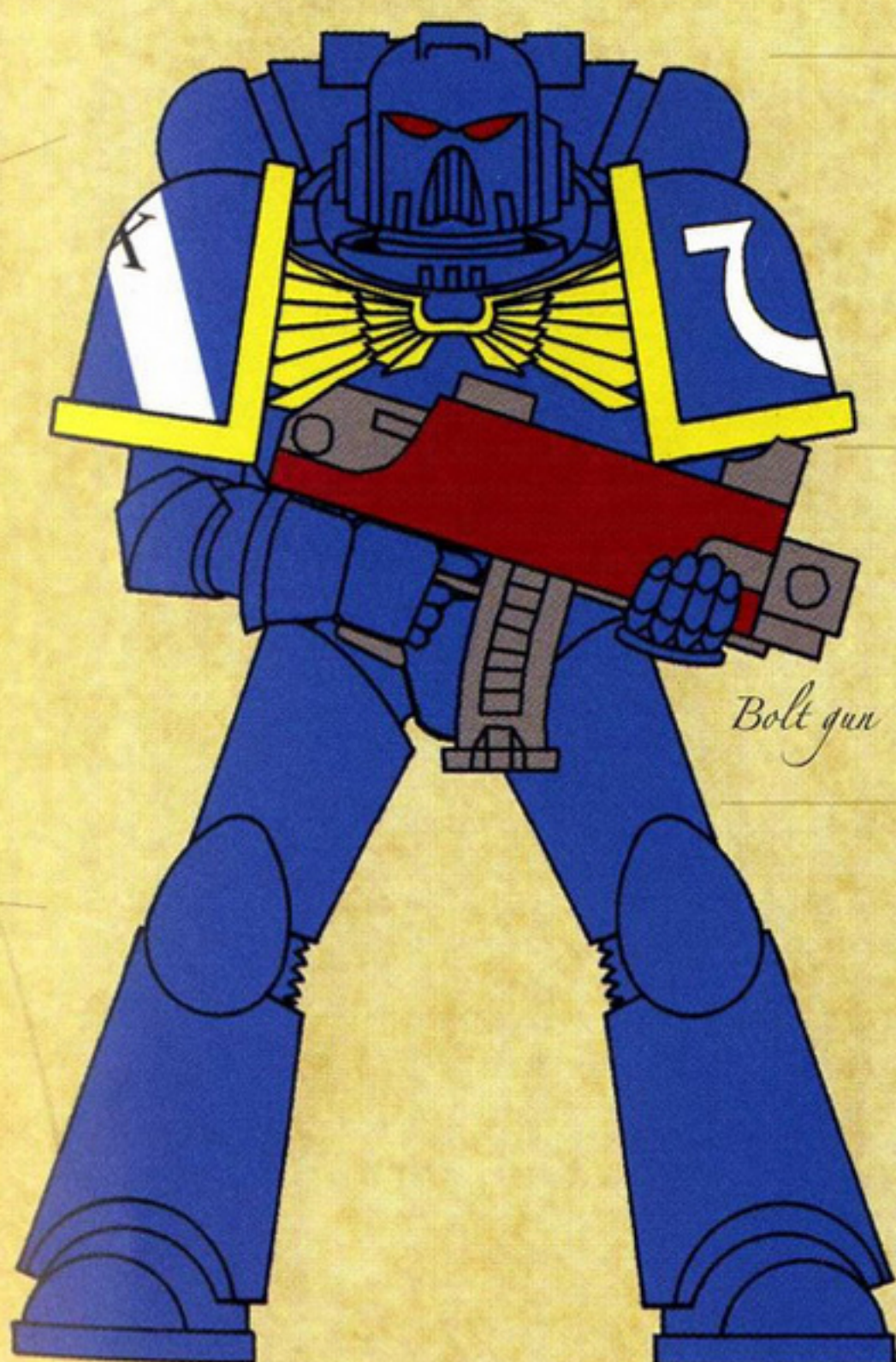
Devastator Squads have access to more types of Heavy Weapons than the other Squad types. In addition to the familiar Heavy Bolters, Lascannons and Missile Launchers they can also field the more exotic Multi-Meltas and Plasma Cannons. The latter fires a ball of superheated plasma that explodes on impact making it exceptionally powerful against multiple targets. The Multi-melta is a short range anti-tank weapon, its thermal blast able to melt through even the toughest armour.



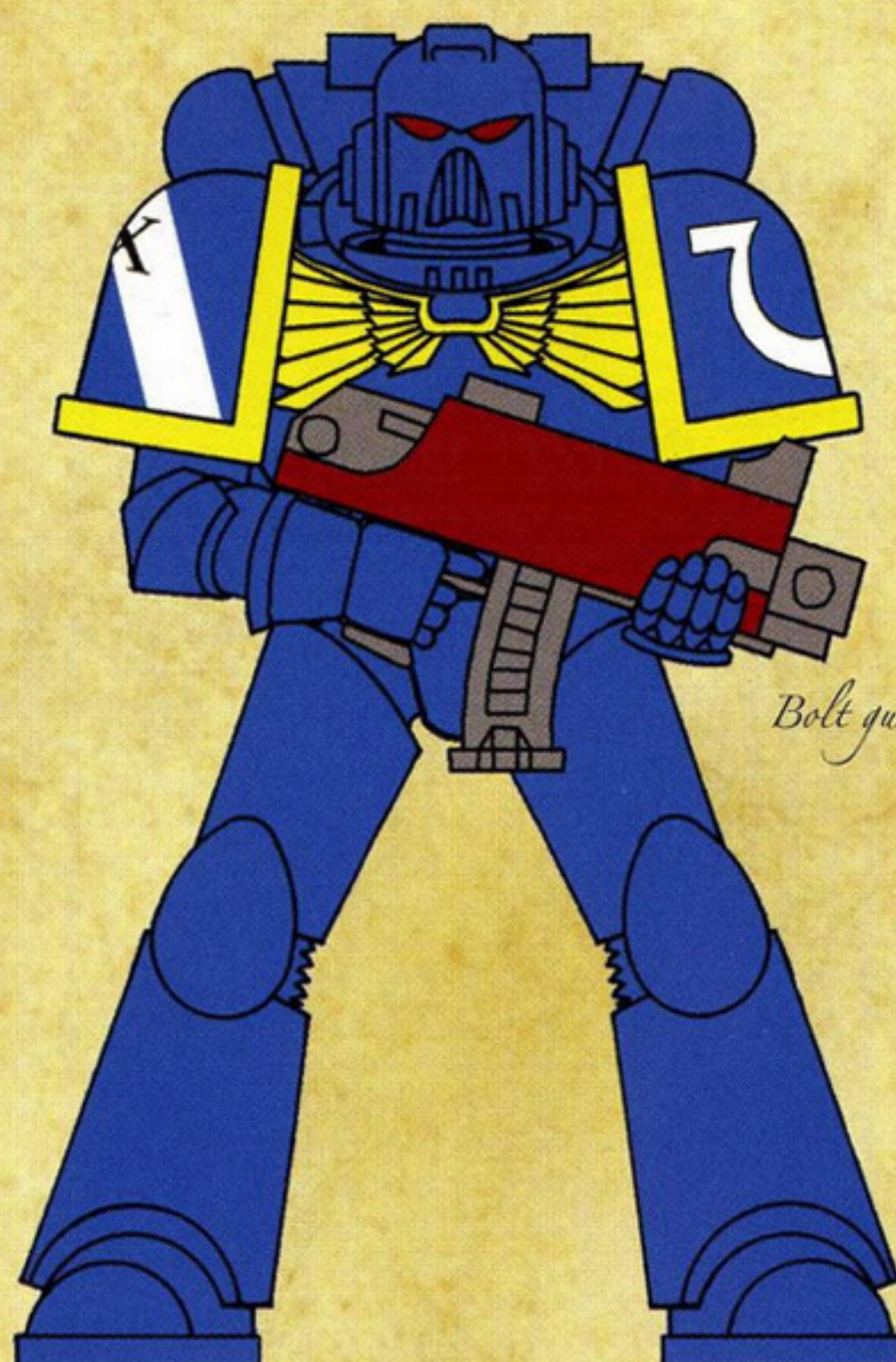
### MISSILES

The Missile Launcher can fire two different types of missile. Frag missiles give effective fire against enemy infantry whilst Krak missiles are more useful against armoured targets. The missiles are relatively small and a Marine can easily carry sufficient of both types to take full advantage of this dual tactical use in a battle.

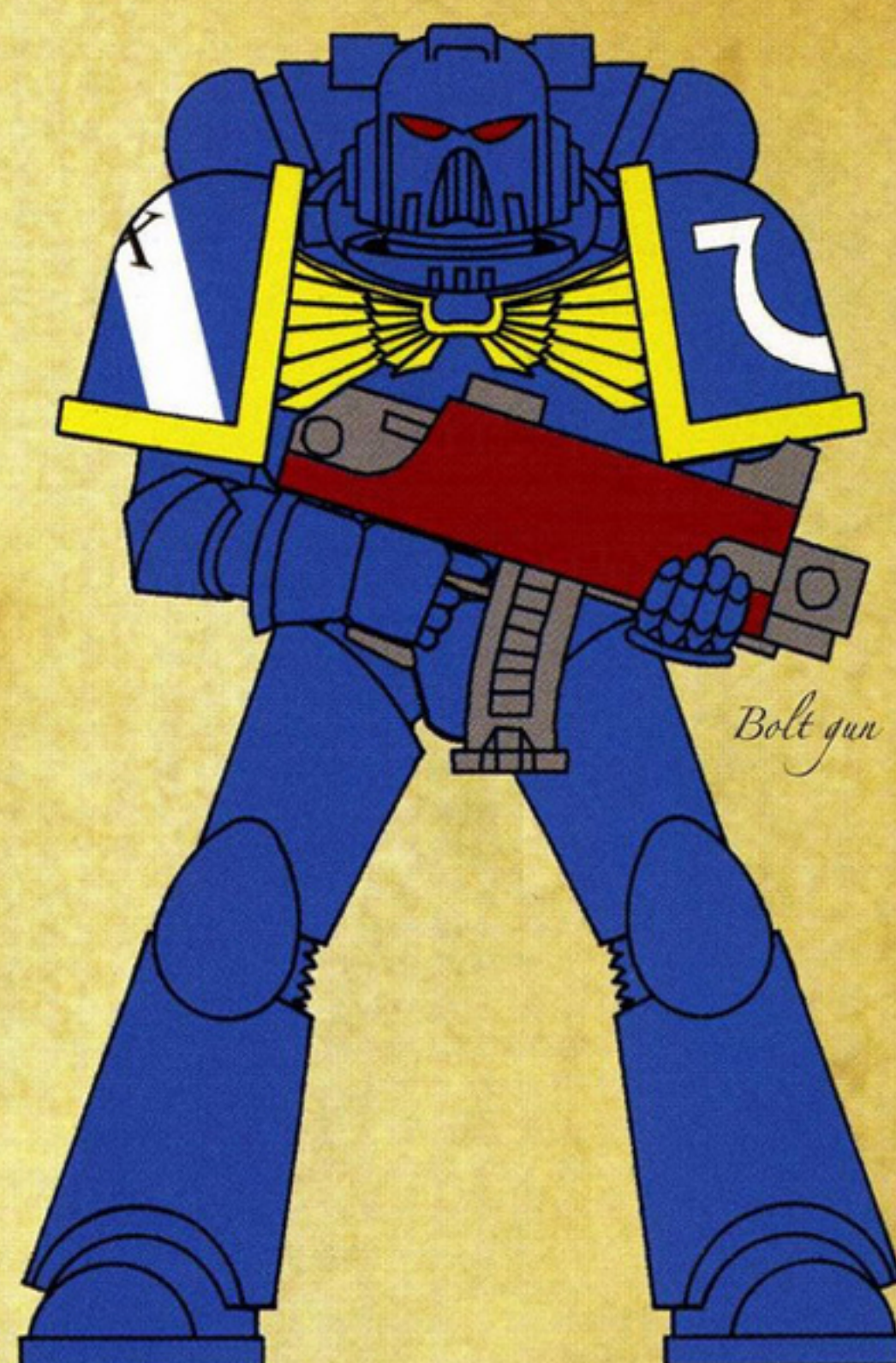
1/32.6



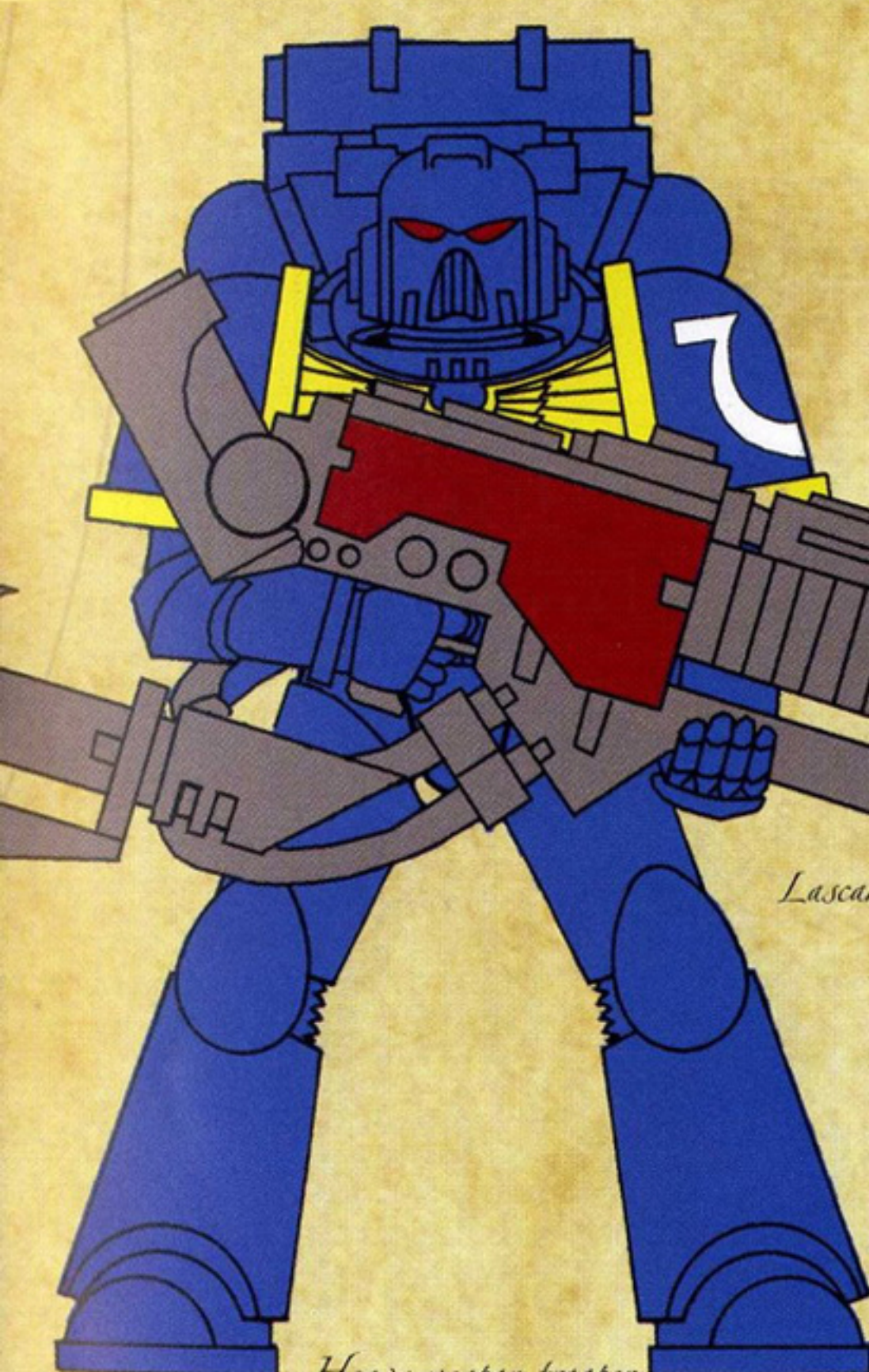
Bolt gun



Bolt gun

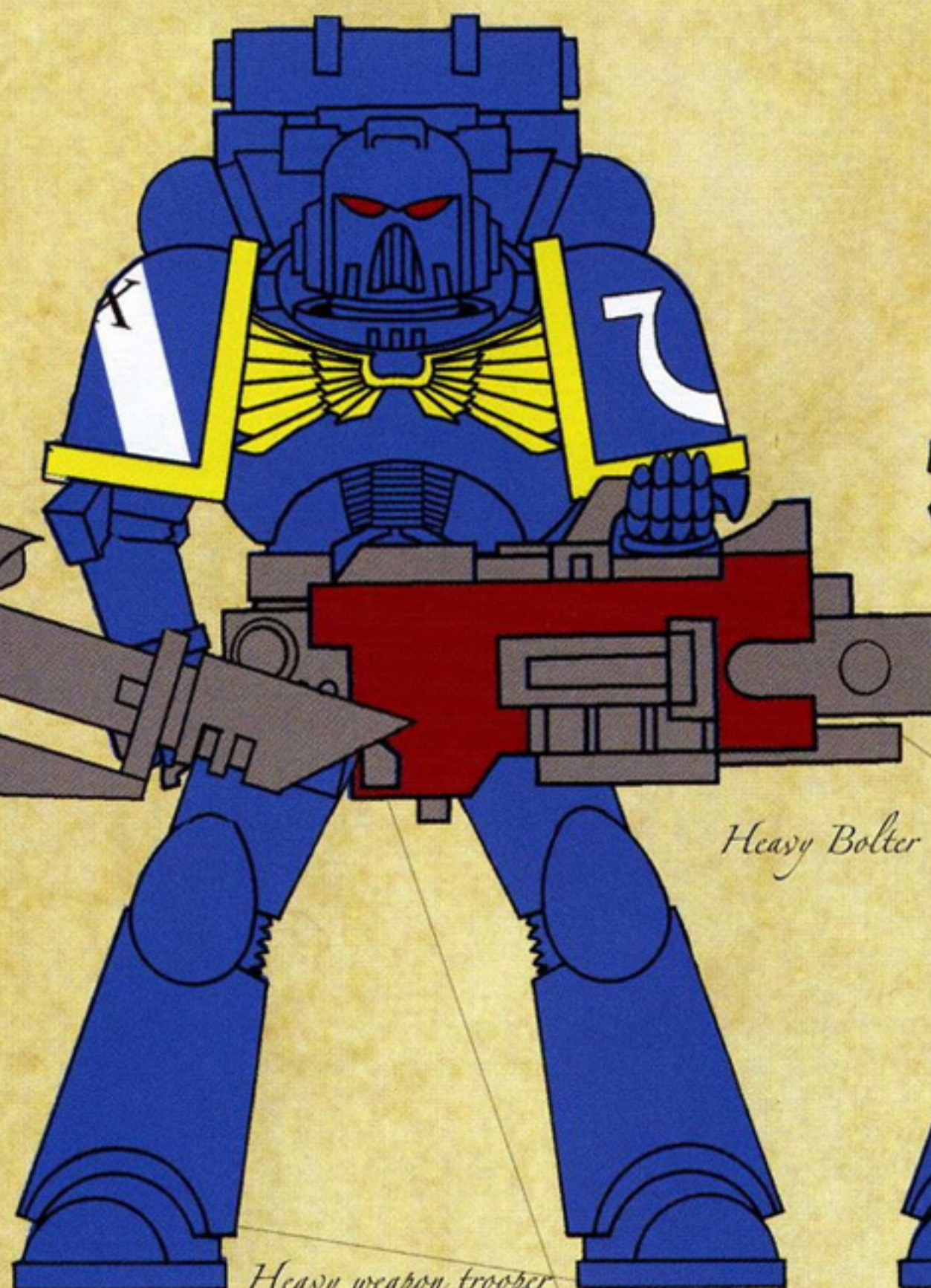


Bolt gun



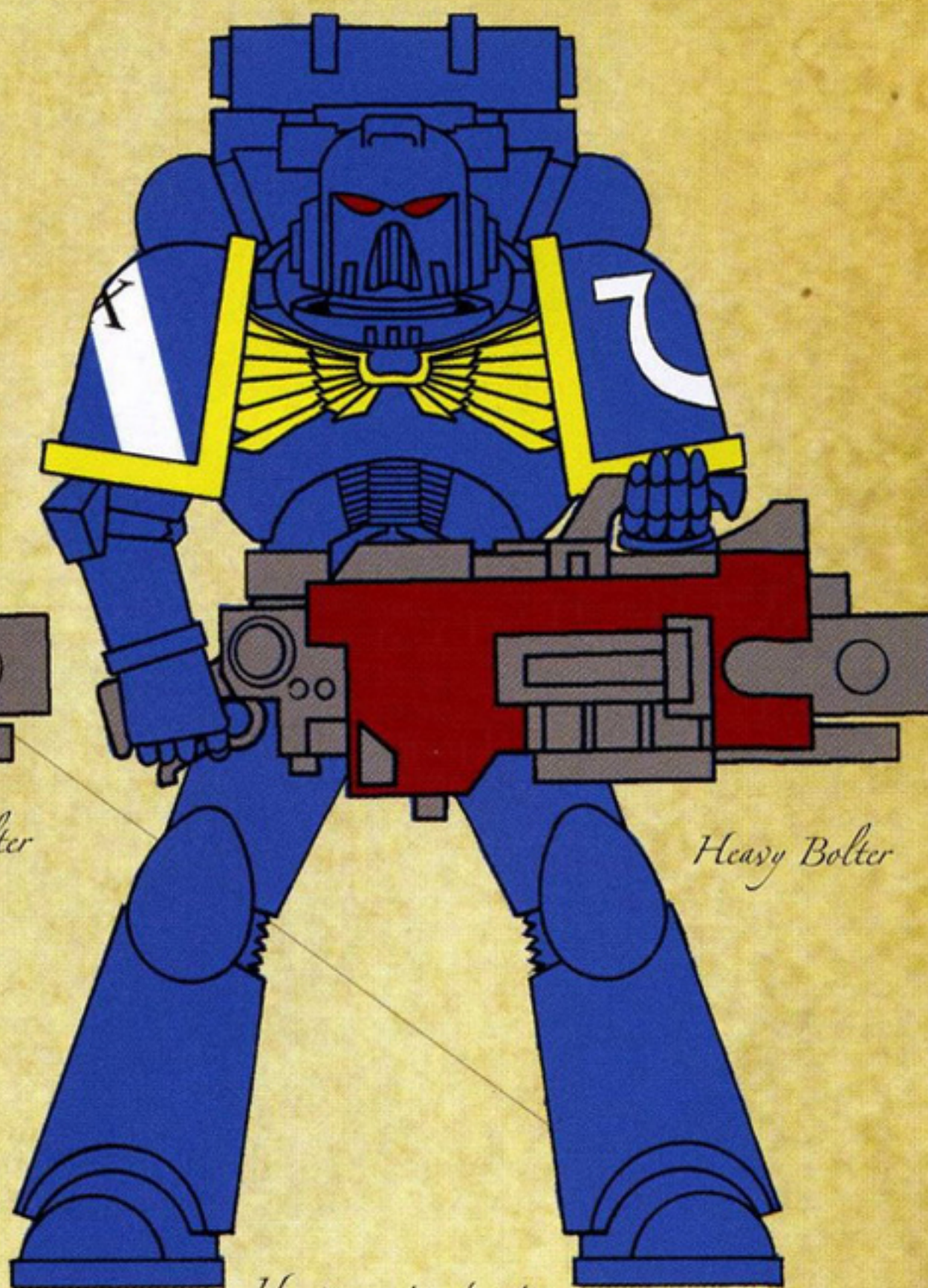
Lascannon

Heavy weapon trooper



Heavy Bolter

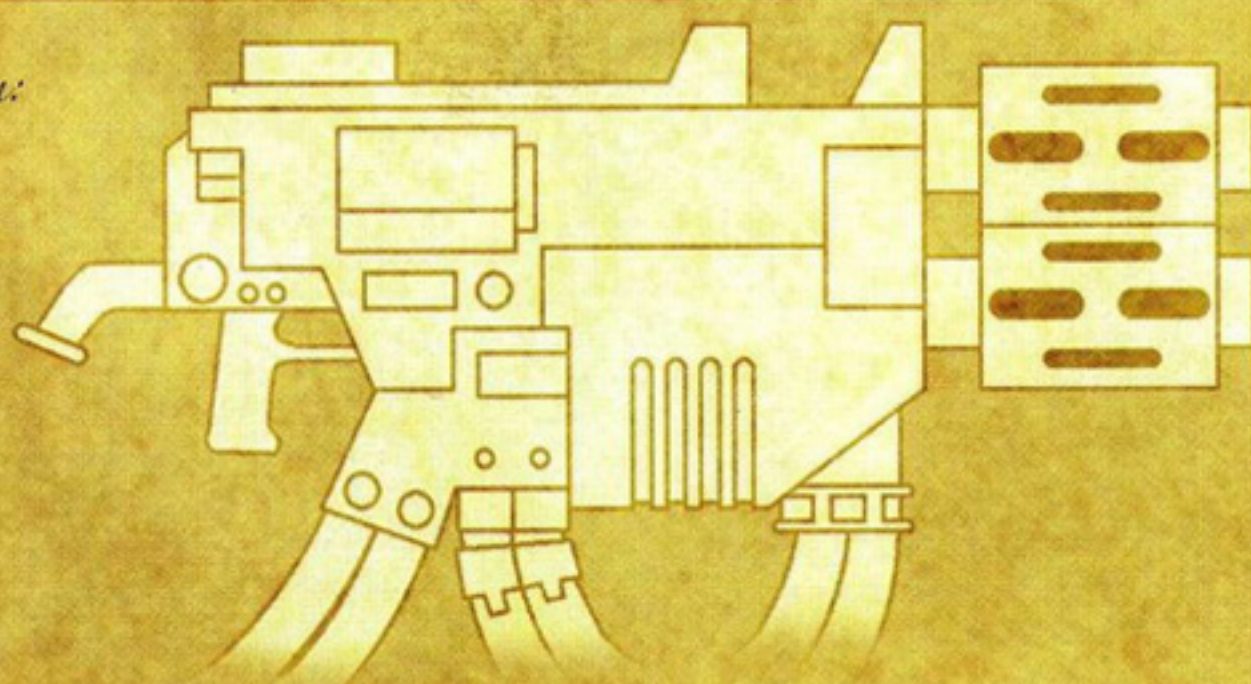
Heavy weapon trooper



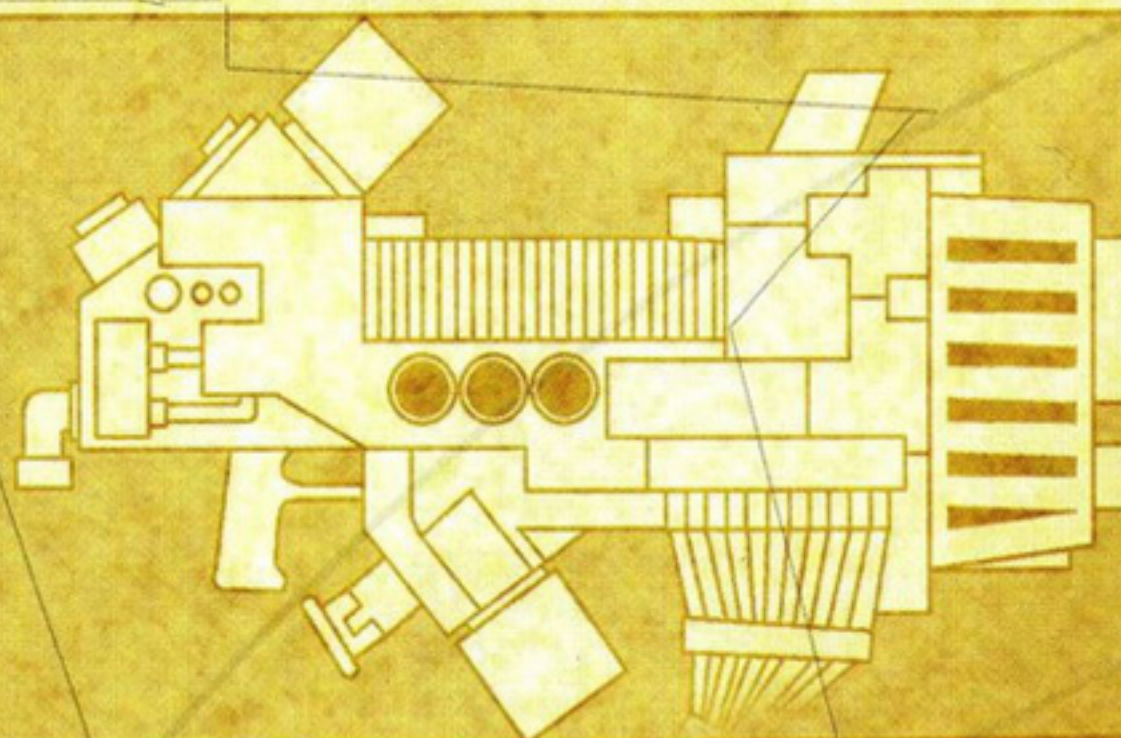
Heavy Bolter

Heavy weapon trooper

Heavy Weapon:  
Multi-melta



Heavy Weapon:  
Plasma Cannon





# COMMAND SQUAD

The Codex Astartes states that the Chapter Master should make proper provision for the protection of important heroes on the battlefield, recognising as it does the importance of the Chapter's Officers, Standard Bearers, Apothecaries and other specialists. Most Codex Chapters therefore organise Command Squads to act in the role of bodyguard to these warriors.

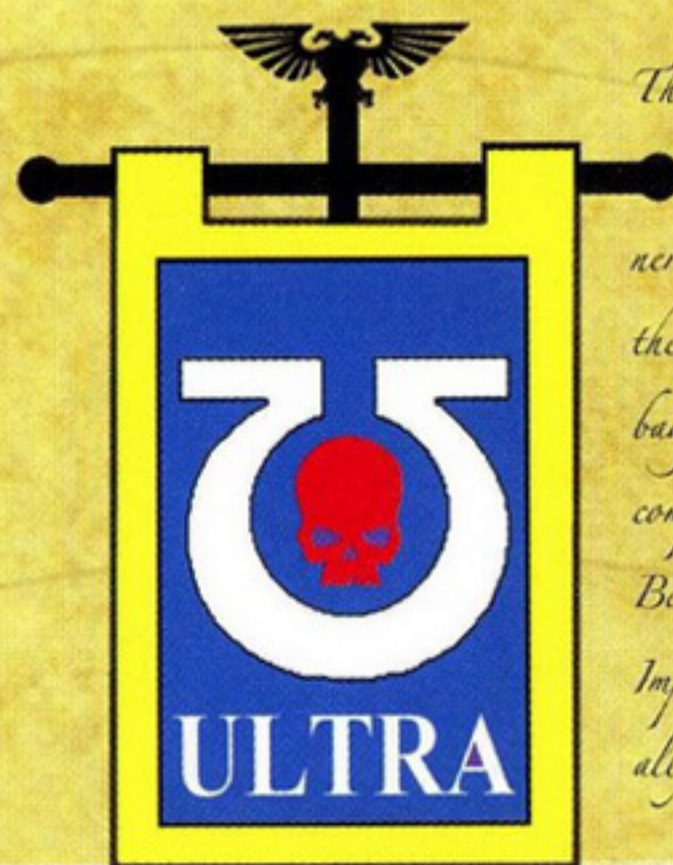
The Command Squads are not a codified part of the Company organisation rather they are approved yet ad hoc units. As such they can vary in size and composition but they rarely comprise more than ten Marines and normally consist of between five and ten warriors. In the Battle and Reserve Companies these Marines are veterans drawn from the ranks of the Company's Tactical, Assault and Devastator Squads who have not yet been promoted to the 1st Company. The number of marines in a Command Squad will vary according to the availability of such veterans and to the tactical situation the Chapter encounters.

The Command Squad is more flexible than most of the other squad types in that up to two of the Marines may be designated as Special Weapons Troopers or as Heavy Weapon Troopers. This is in part due to the availability of specifically trained Marines and in part due to differing tactical needs.

The mix of supreme individual warriors and highly experienced veteran Space Marine Battle-Brothers makes Command Squads a particularly powerful fighting force and many a battle has been won by their timely intervention or clever deployment.

## COMPANY STANDARD BEARER

The Company Standard Bearer is a hand picked veteran with many years of combat experience. He will have been chosen for this honourable duty because of his bravery and steadfastness in battle. He is a very capable warrior who can be discounted when assessing the fighting strength of the Company. Note that the Standard Bearer has his own shoulder pad markings as befits his officer status within the Chapter.



*The Sergeant may display his back banner. The banner displays the Chapter icon, the Sergeant's red skull rank badge and is trimmed in the company colour. The Standard Bearer's rank badge is the Imperial Laurel honour, usually combined with a skull.*



*Veteran*



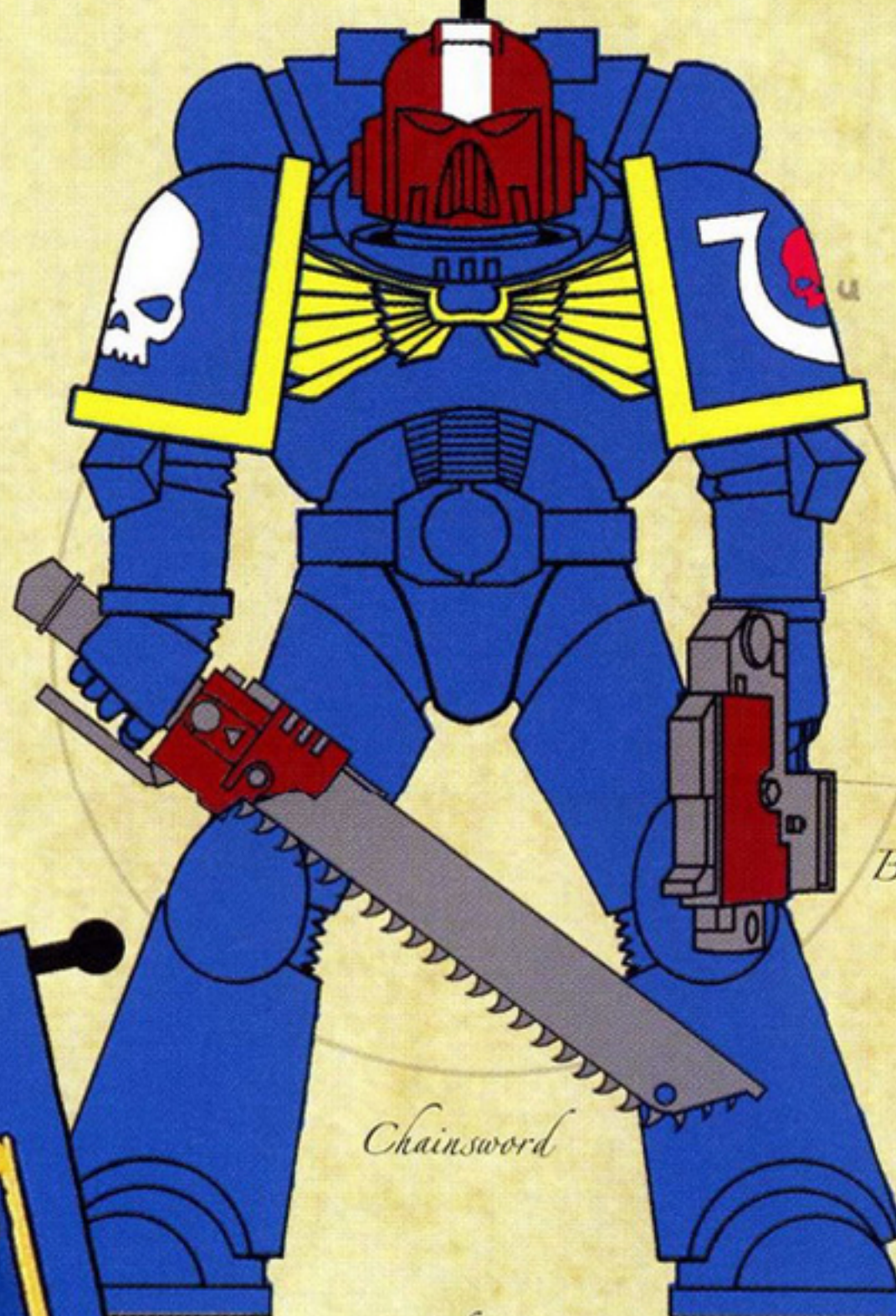
*Standard Bearer*



*All Ranks*

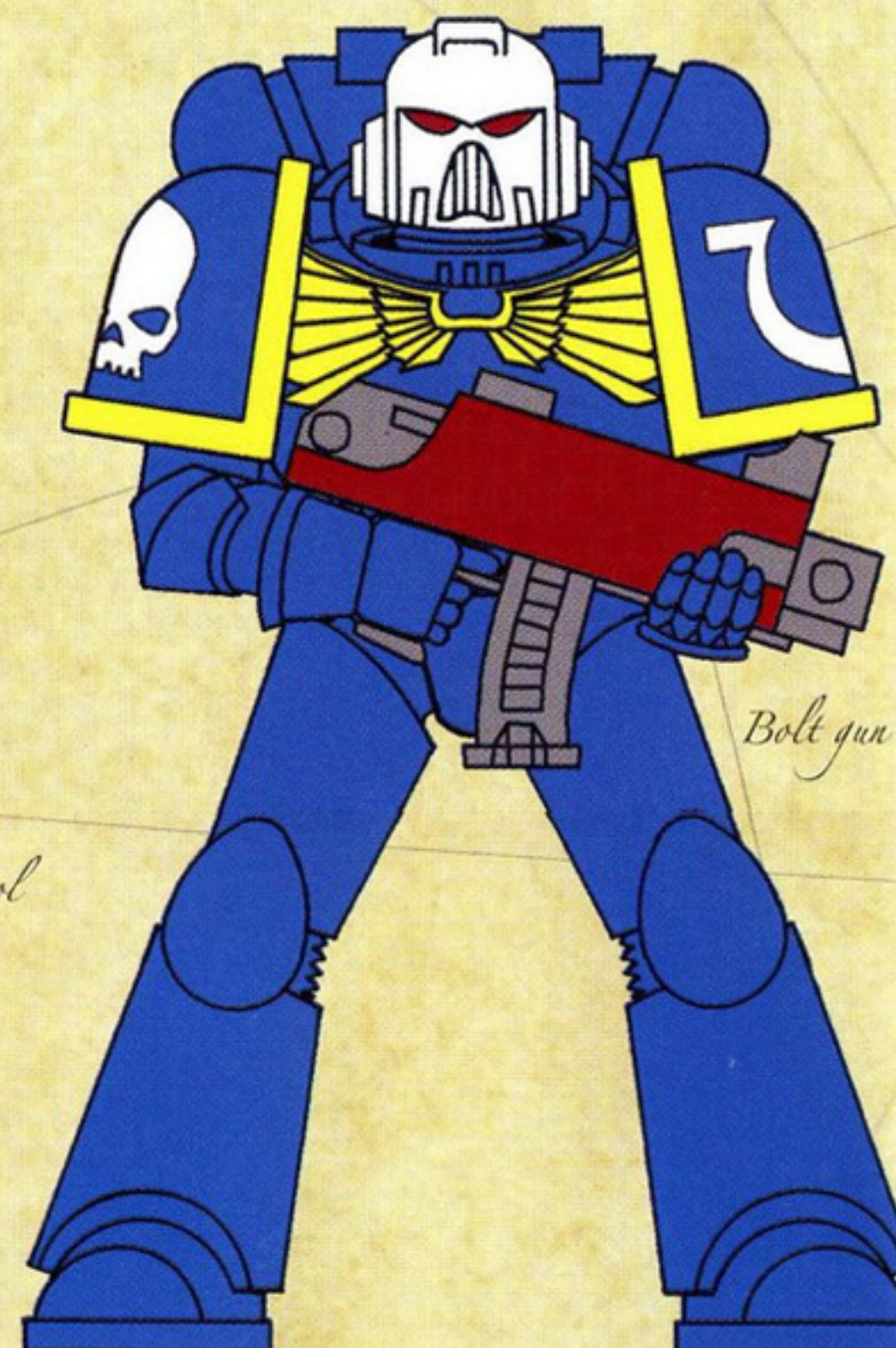


*Sergeant*



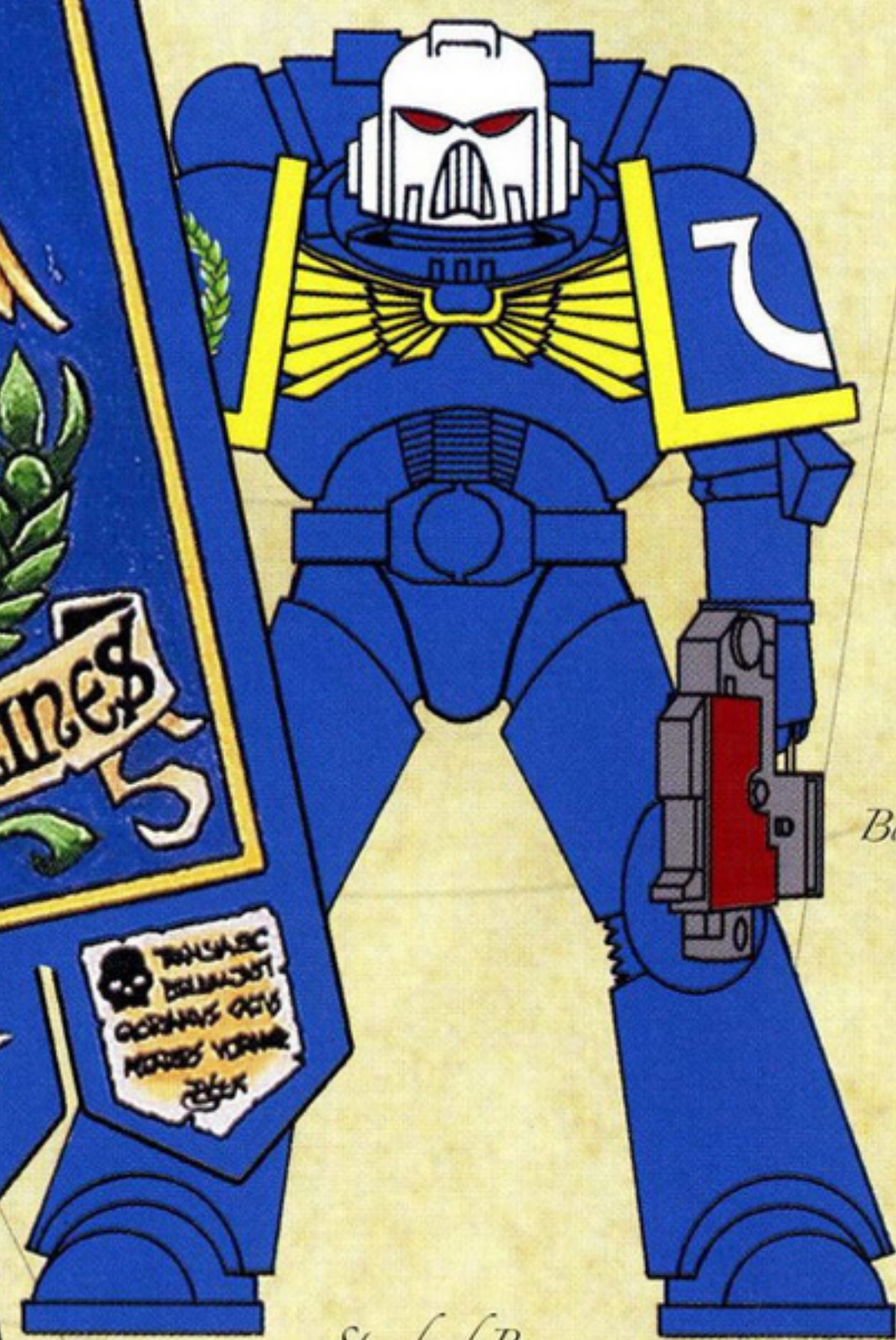
*Chainsword*

*Squad Sergeant*



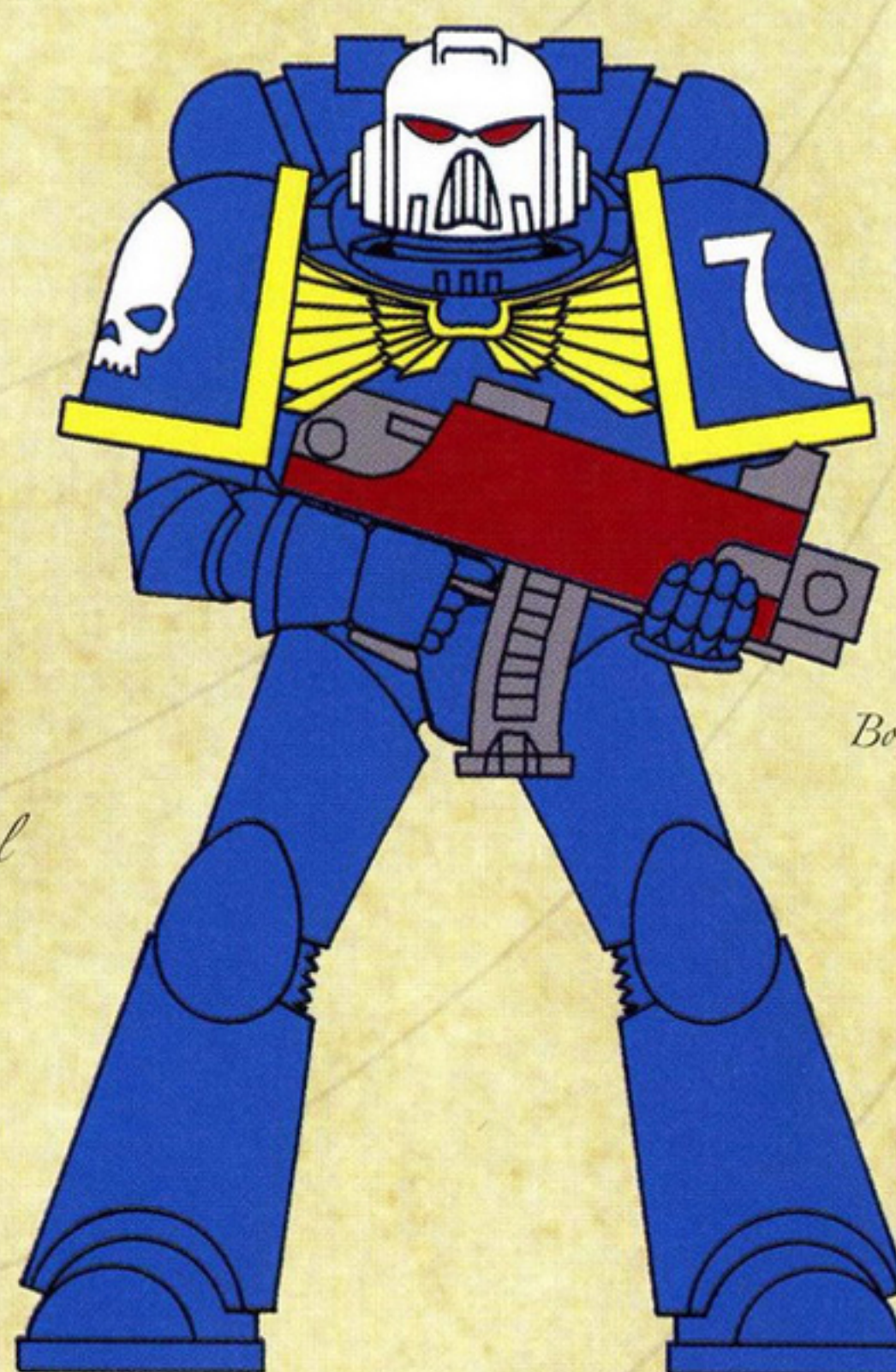
*Bolt gun*

*Bolt pistol*



*Bolt pistol*

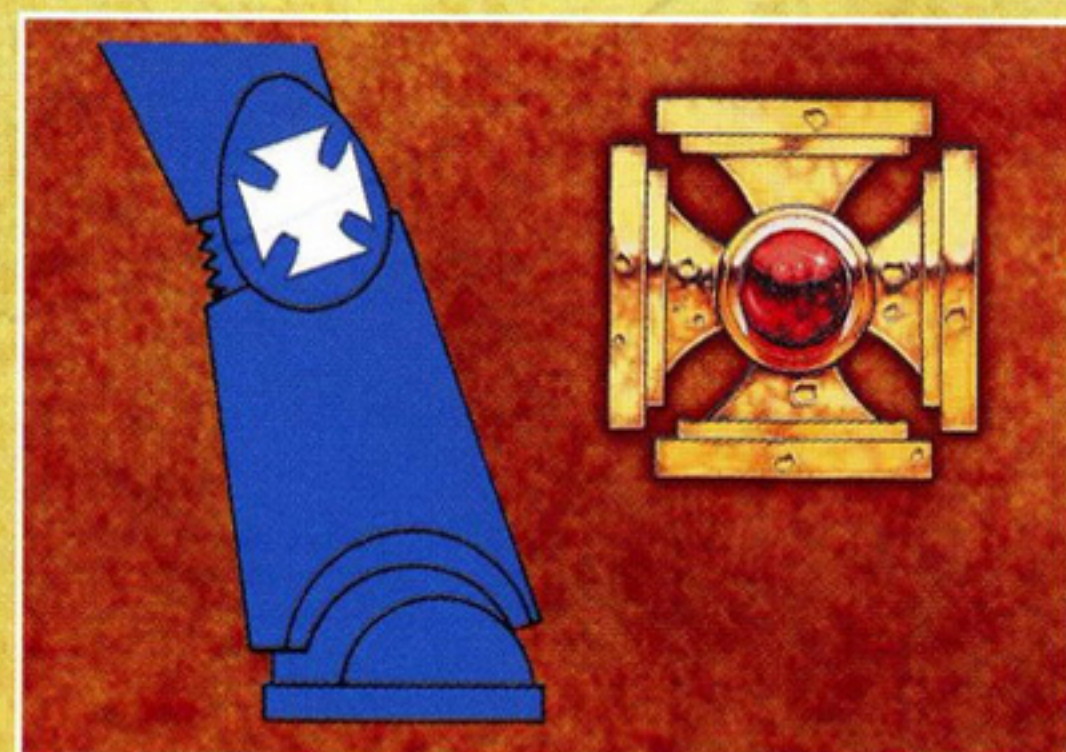
*Standard Bearer*



*Bolt gun*

## TERMINATOR HONOURS

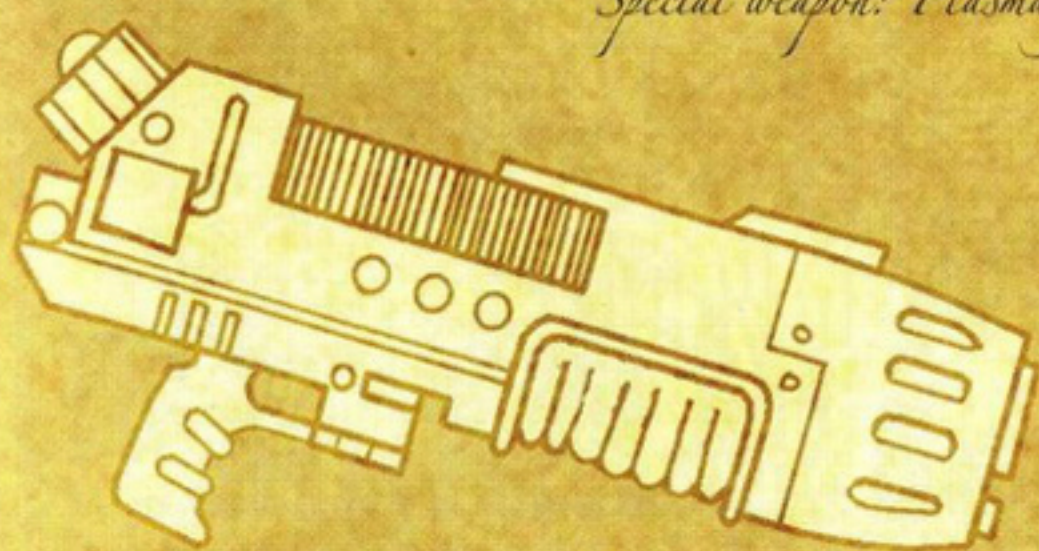
1st Company Veterans have been trained in the use of Terminator armour are entitled to wear the crus terminatus honour badge. Of course this great stone badge is fixed to the left shoulder armour of the actual Terminator suit. If the Marine is not fighting in a Terminator suit he will carry and display a small metal version of the crus. This may be worn as a badge or a hanger. Supplementing this badge will be various painted or stencilled crus on the Marine's armour. Collectively these markings are known as Terminator Honours.





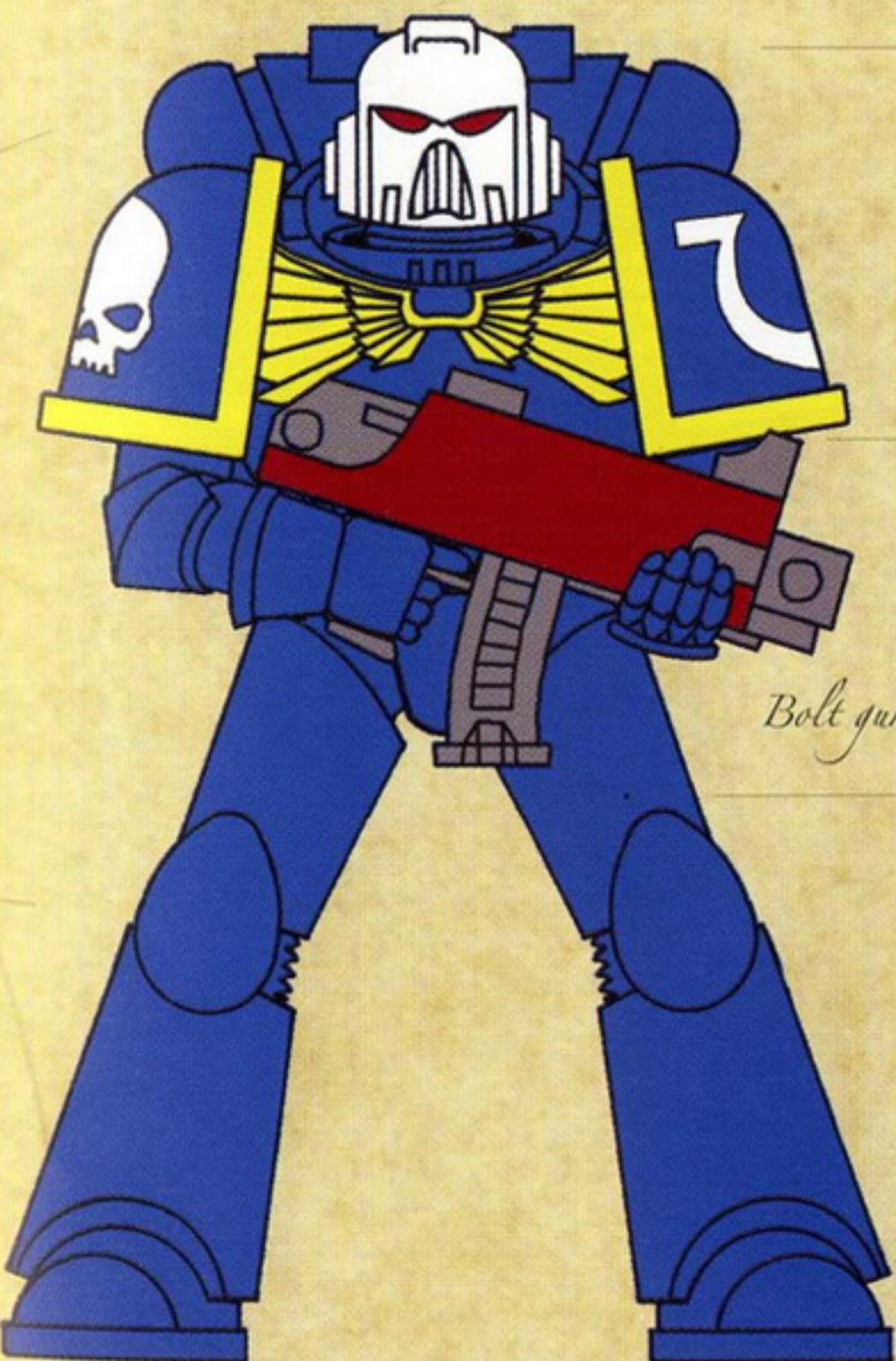
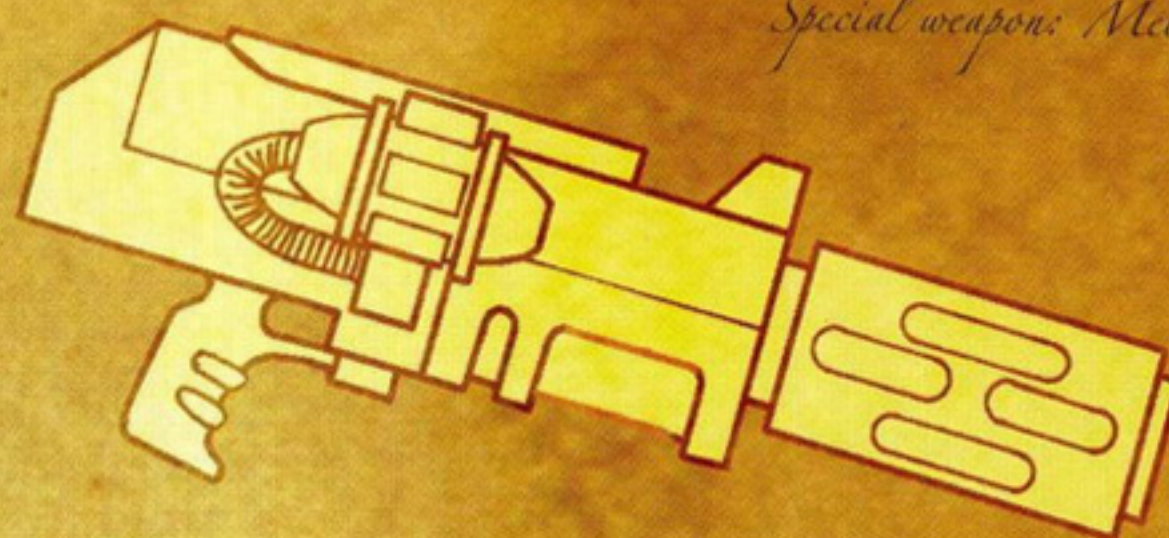
# SPECIAL WEAPONS

Special weapon: Plasma gun

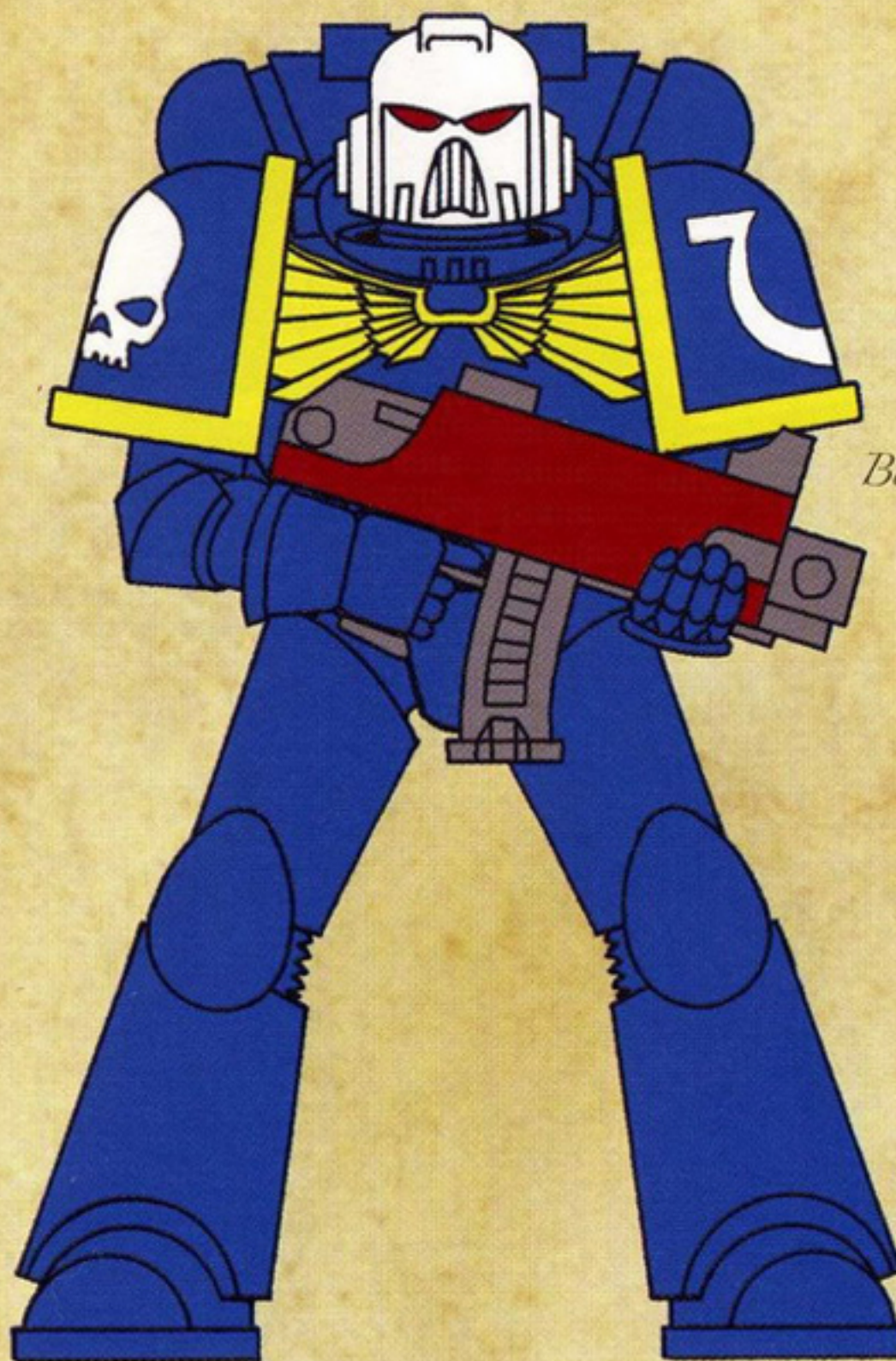


The Flamer is useful for clearing obstacles of enemy troops and can be deadly in confined areas. The Plasma gun is a medium range armour-cracking weapon. The Meltagun is particularly effective against armoured vehicles although it has a very short range.

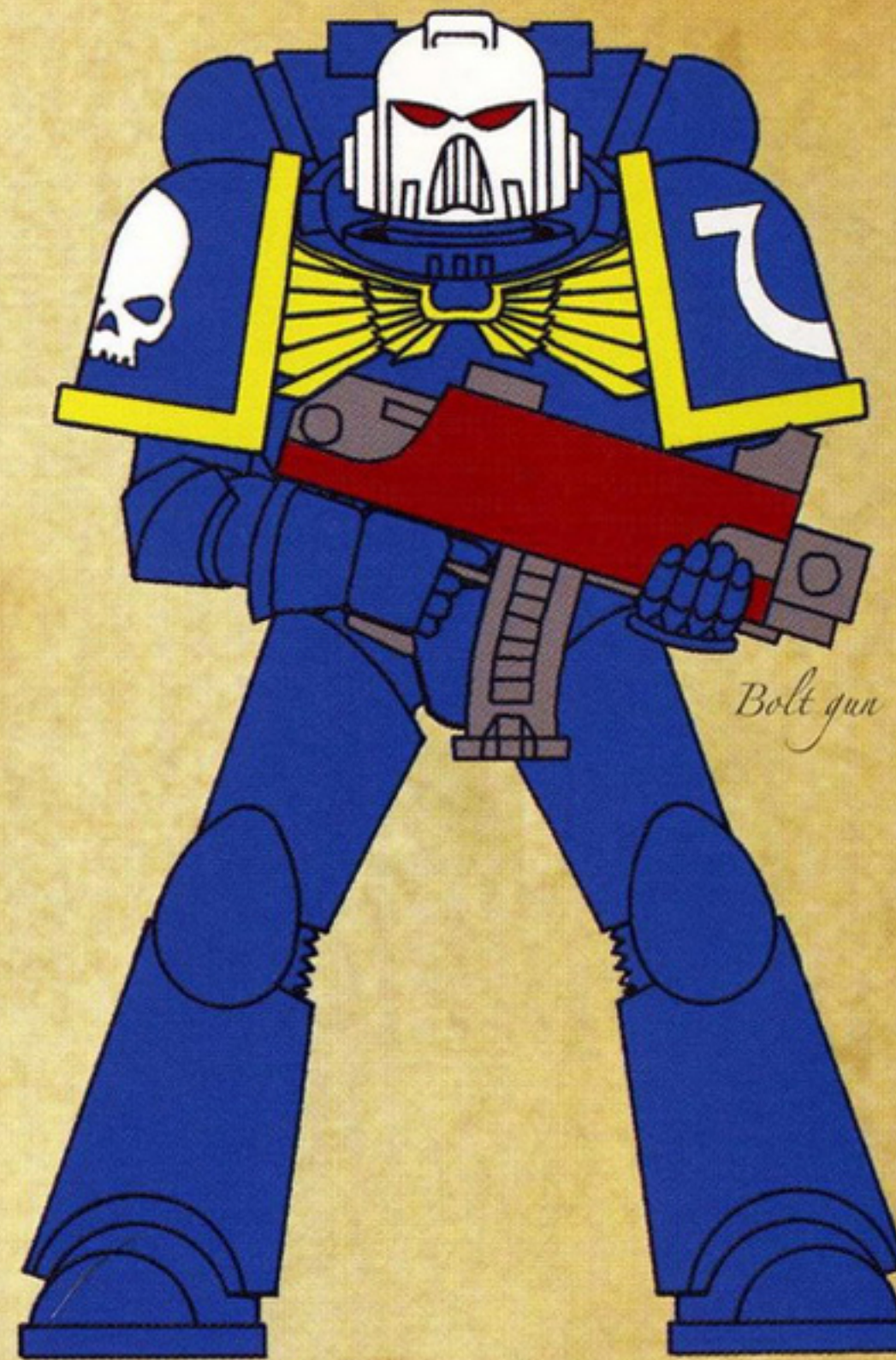
Special weapons: Meltagun



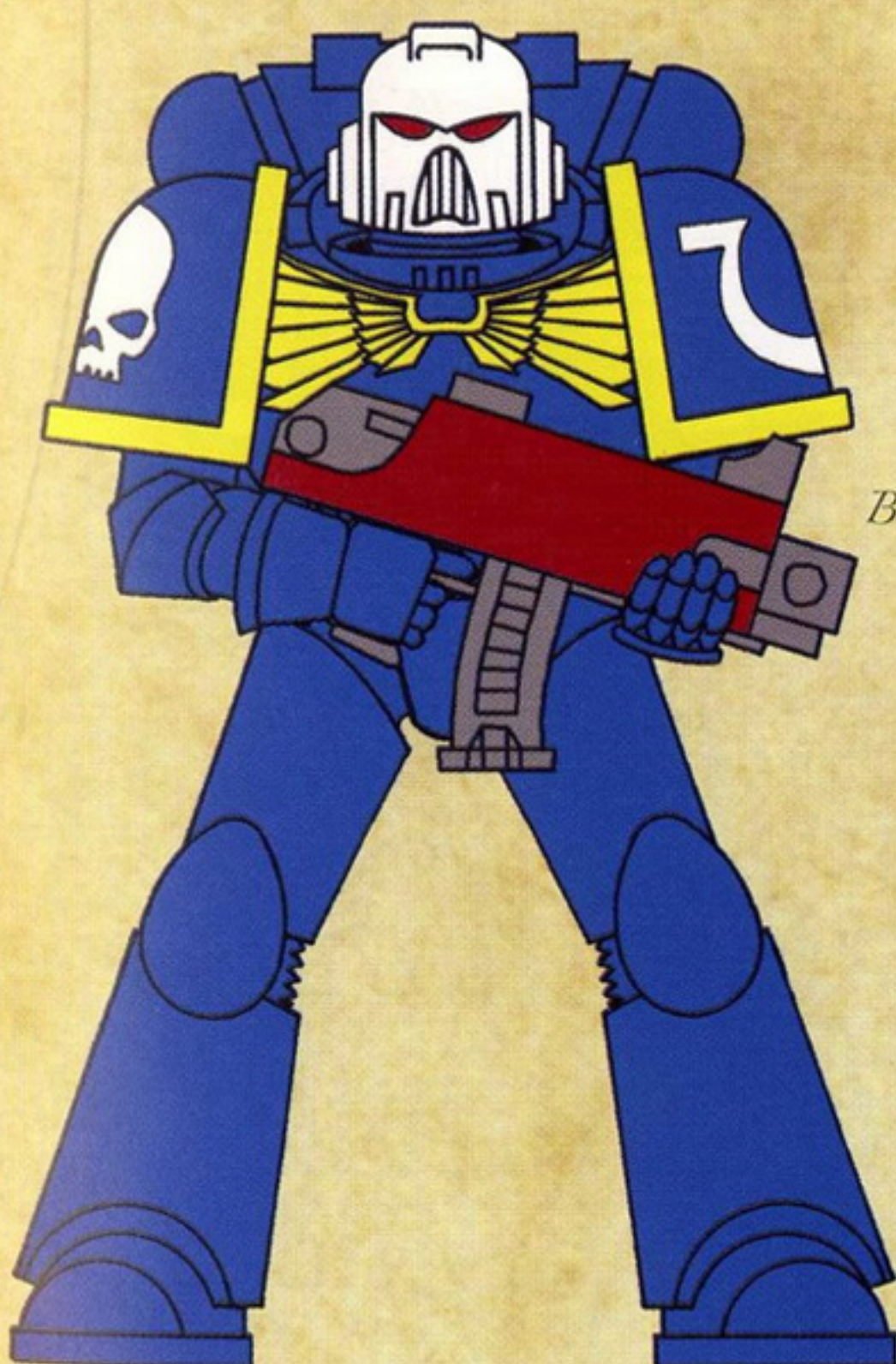
Bolt gun



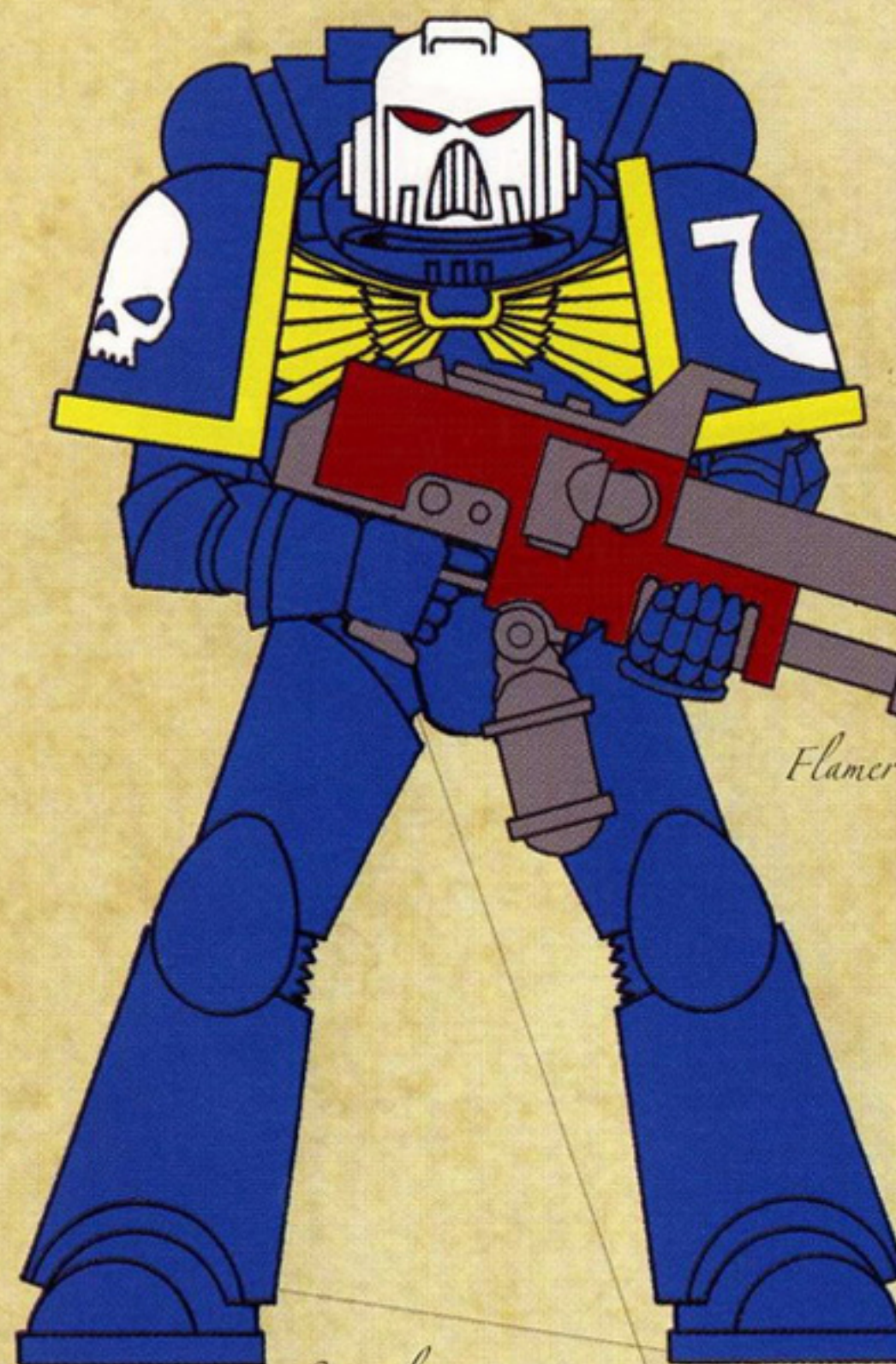
Bolt gun



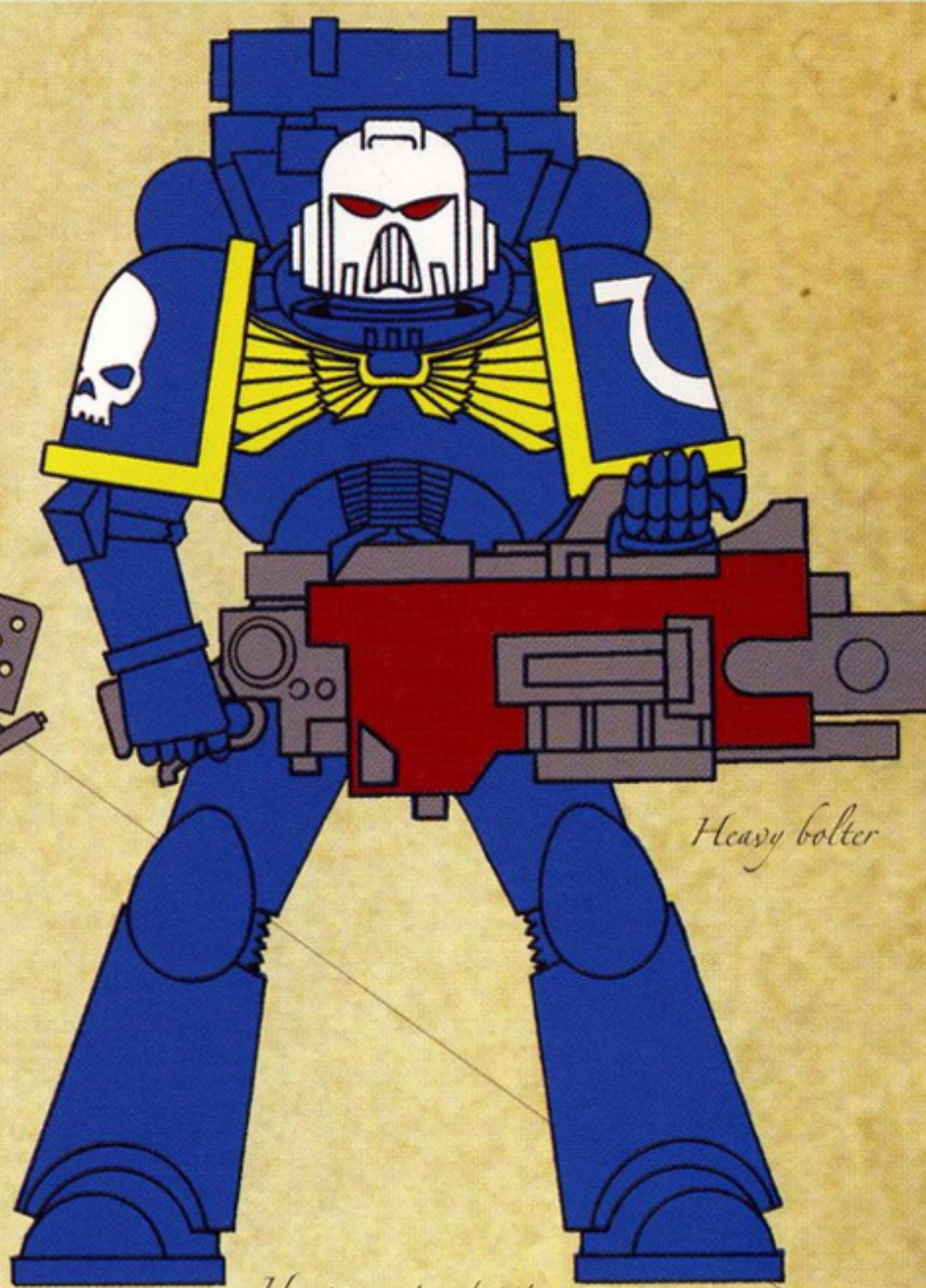
Bolt gun



Bolt gun



Flamer



Heavy bolter

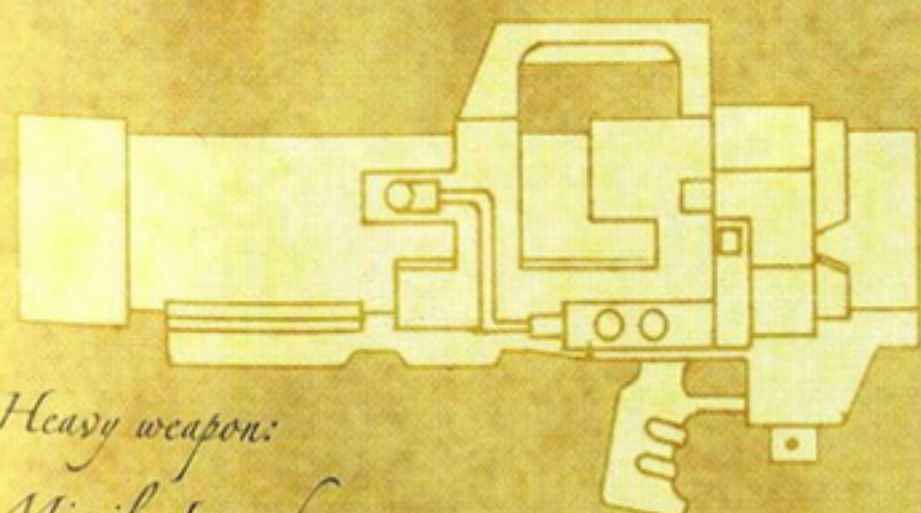
Special weapon trooper

Heavy weapon trooper

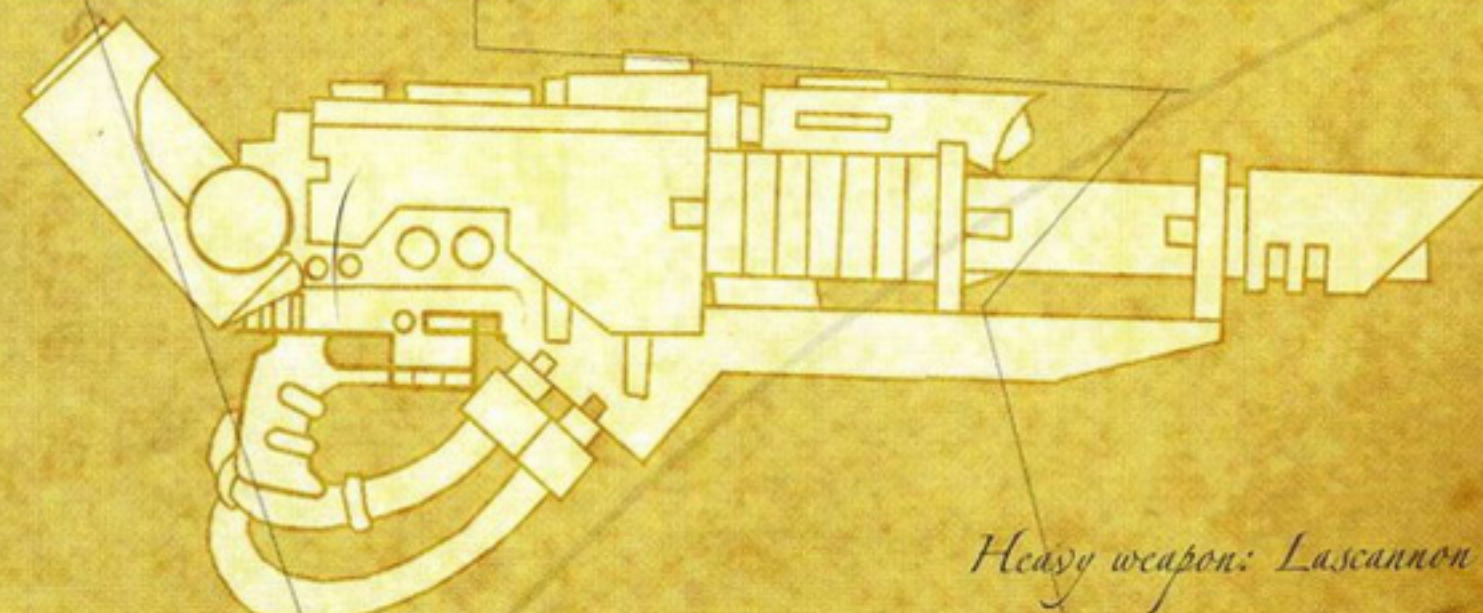
## HEAVY WEAPONS

The Heavy Bolter is an anti-personnel weapon with limited use against vehicles. The Lascannon is an awesome anti-tank gun and there are few war machines able to withstand its lancing beam.

Heavy weapon: Missile Launcher



The Missile Launcher offers multi-role use. Shooting Frag missiles it gives effective supporting fire against enemy troops. Shooting Krak missiles it is able to offer some support against enemy armour.



Heavy weapon: Lascannon



# VETERAN SQUAD

Veteran Squads are exclusively a part of the First Company of the Chapter. This spread illustrates Squad no 6 of the Ultramarines First Company. The shoulder pad rims are white: the Company colour. All of the Marines wear the white helmet of an Ultramarines veteran while the Sergeant has the broad white stripe marking on his red helmet to denote his veteran status. The Veteran Squad white tactical symbol is based on the *crux terminatus*. There are many variations of this symbol and the Codex not only approves the use of these variants but also encourages the Master of the Chapter to regularly change the symbol to confound the Chapter's foes.

All of the Battle-Brothers and the squad leader Sergeant are Veterans, vastly experienced Space Marine warriors who have undoubtedly seen many combats and, of course, survived. All of these Marines would have been recruited from within the ranks of the Chapter's Battle and Reserve Companies. The Sergeant will have received special leadership training to fully equip him for his additional command responsibilities although any of the Battle-Brothers is capable of leading the Squad should the Sergeant be taken out of action.

All of the Marines are illustrated wearing the exact same armour. This is simply a convention used for the purposes of clarity. Of all Marines, Veterans are most likely to have a mix of armour styles and configurations within their ranks. Space Marine power armour is individually produced, with each suit adapted to its wearer. Each Marine treasures his suit and repairs and maintains it religiously. Furthermore, in their careers Veterans are likely to have acquired an extensive personal catalogue of honours and blessings. These will be displayed on the Marine's armour enhancing its customised look.

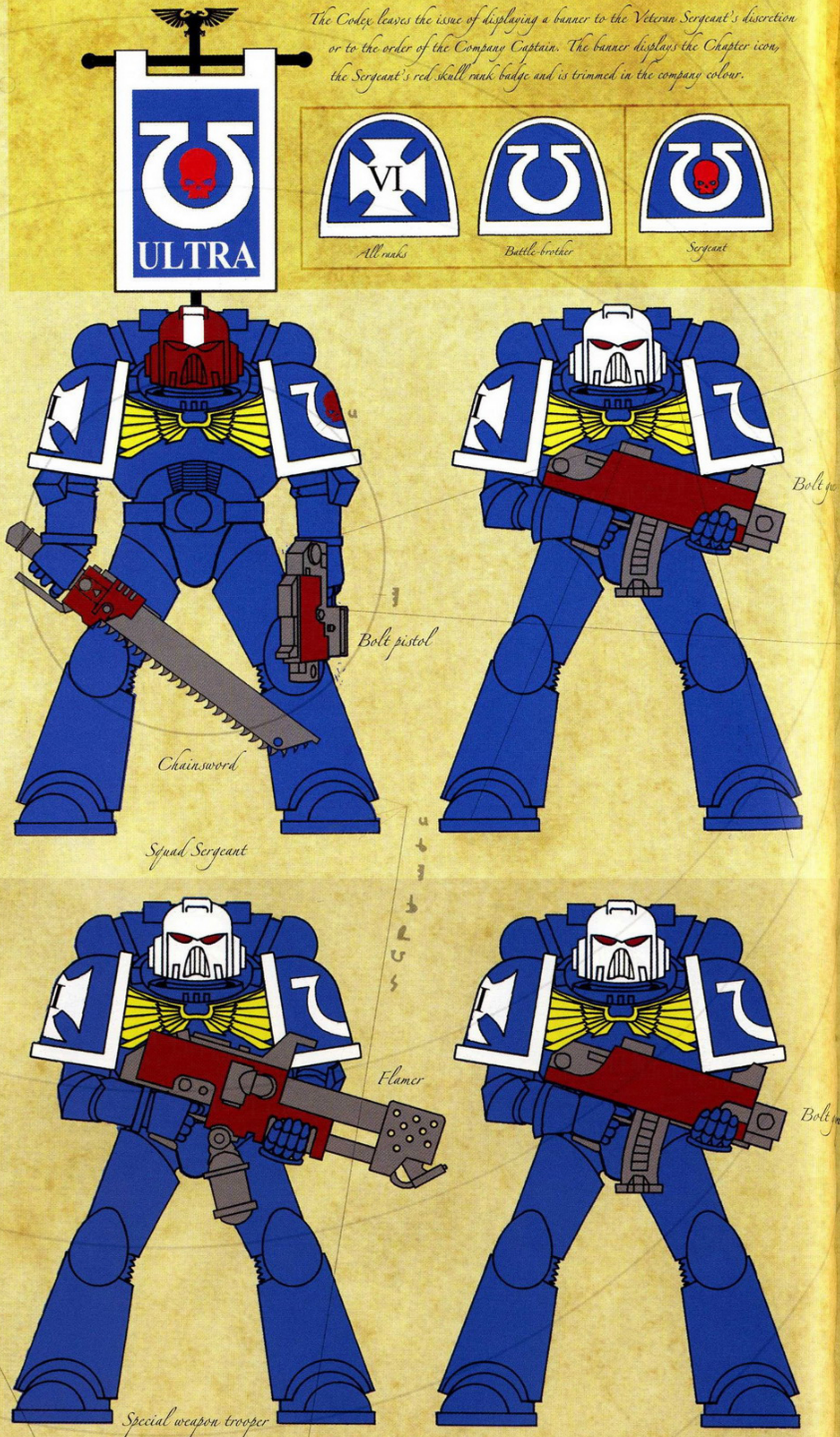
As in the Tactical Squad two of the Battle-Brothers may be chosen to carry other weapons into combat. One Marine may be designated as Heavy Weapon Trooper and will carry one of the three types of heavy weapons available to the Squad: the Heavy Bolter, the Lascannon or the Missile Launcher. These options dramatically improve the tactical flexibility of the Squad and improve its chances of success in a wide variety of situations. This is equally true of the Special Weapon Trooper who may be chosen to carry one of the following weapons: Flamer, Meltagun or Plasma gun.

The whole Squad will also usually carry grenades of which by far the most common types are Frag grenades (wide area, fragmentation blast) or Krak grenades (tightly focused, armour piercing blast). Other grenade types are occasionally used on special missions but are generally restricted to officers and squad leaders.

Veteran Squads are often provided with armoured transports; usually Rhinos (armoured personnel carriers) but sometimes Razorbacks (Rhino carriers with a cupola mounted heavy weapon). This enables the Squad to advance quickly on the battlefield or rapidly redeploy to a new sector of fighting.

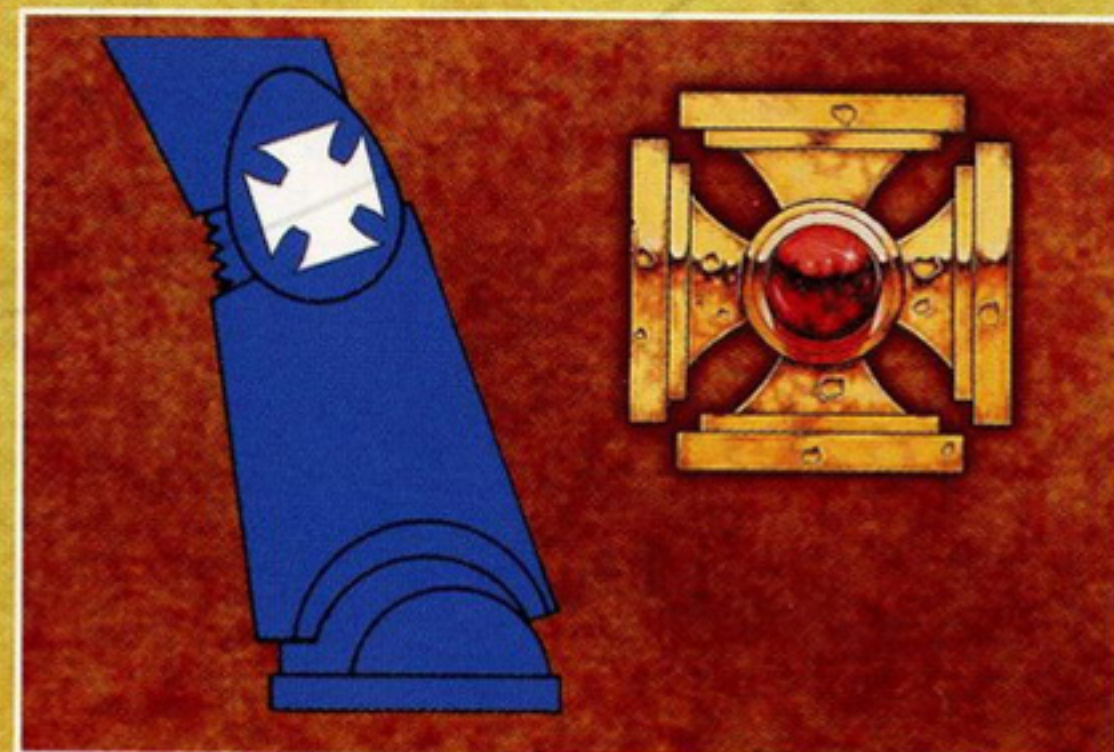
Veterans are exceptional warriors, even by Space Marine standards. They excel at all forms of combat and are supplied with the best equipment. They are normally at the forefront of the fighting, leading by example, inspiring the troops around them with their determination, fortitude and skill in battle.

The Codex leaves the issue of displaying a banner to the Veteran Sergeant's discretion or to the order of the Company Captain. The banner displays the Chapter icon, the Sergeant's red skull rank badge and is trimmed in the company colour.



## TERMINATOR HONOURS

Those Veterans who have been trained in the use of Terminator armour are entitled to wear the *crux terminatus* honour badge. Of course this great stone badge is fixed to the left shoulder armour of the actual Terminator suit. If the Marine is not fighting in a Terminator suit he will carry and display a small metal version of the *crux*. Supplementing this badge will be various painted or stencilled *crux* on the Marine's armour. Collectively these markings are known as Terminator Honours.





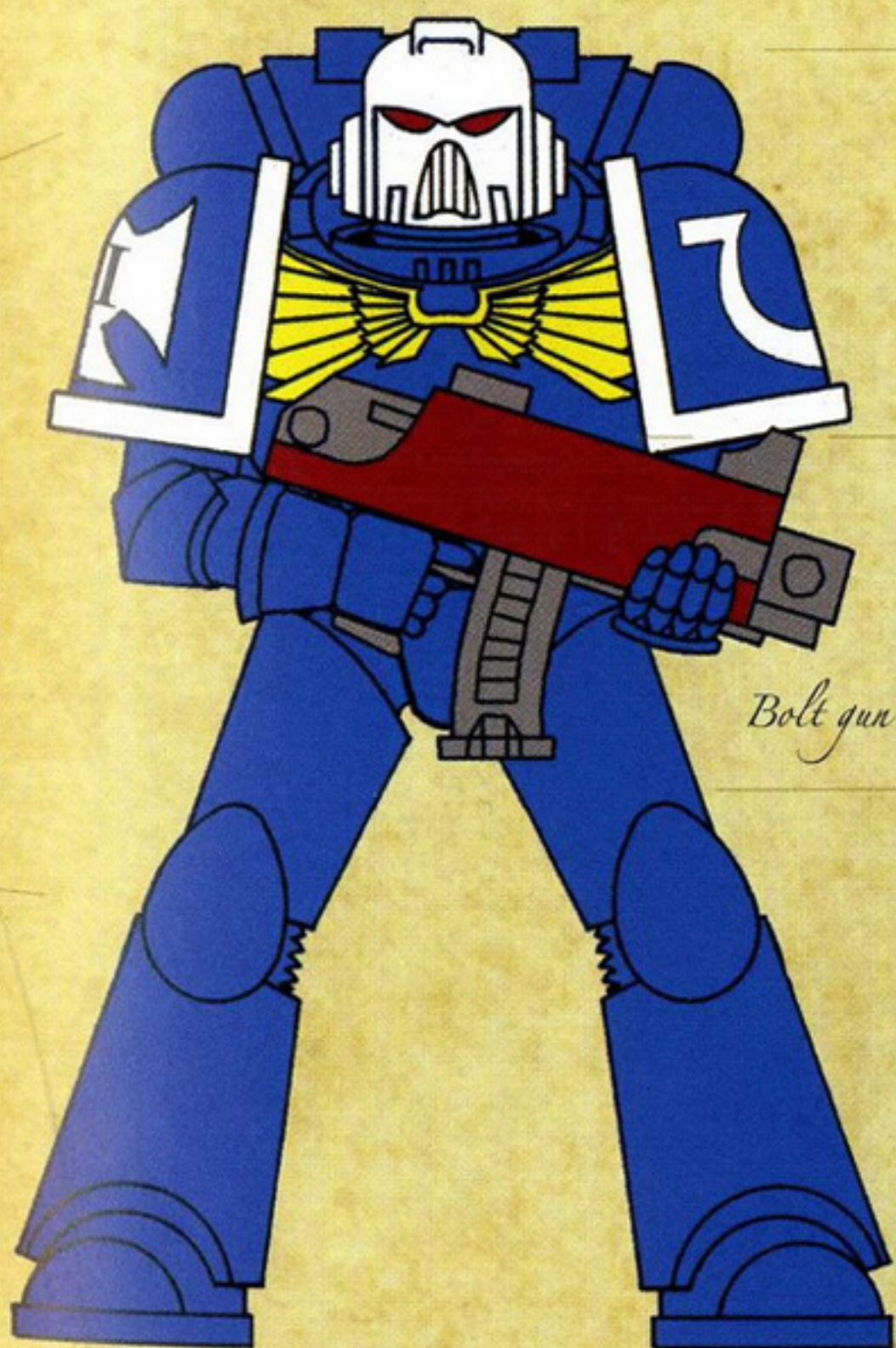
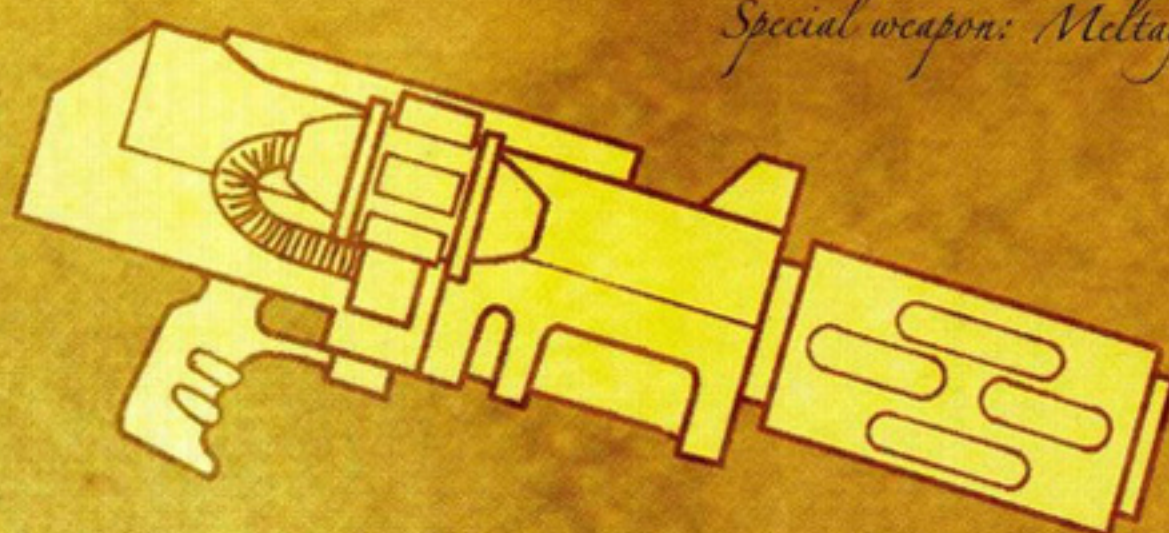
Special weapon: Plasma gun



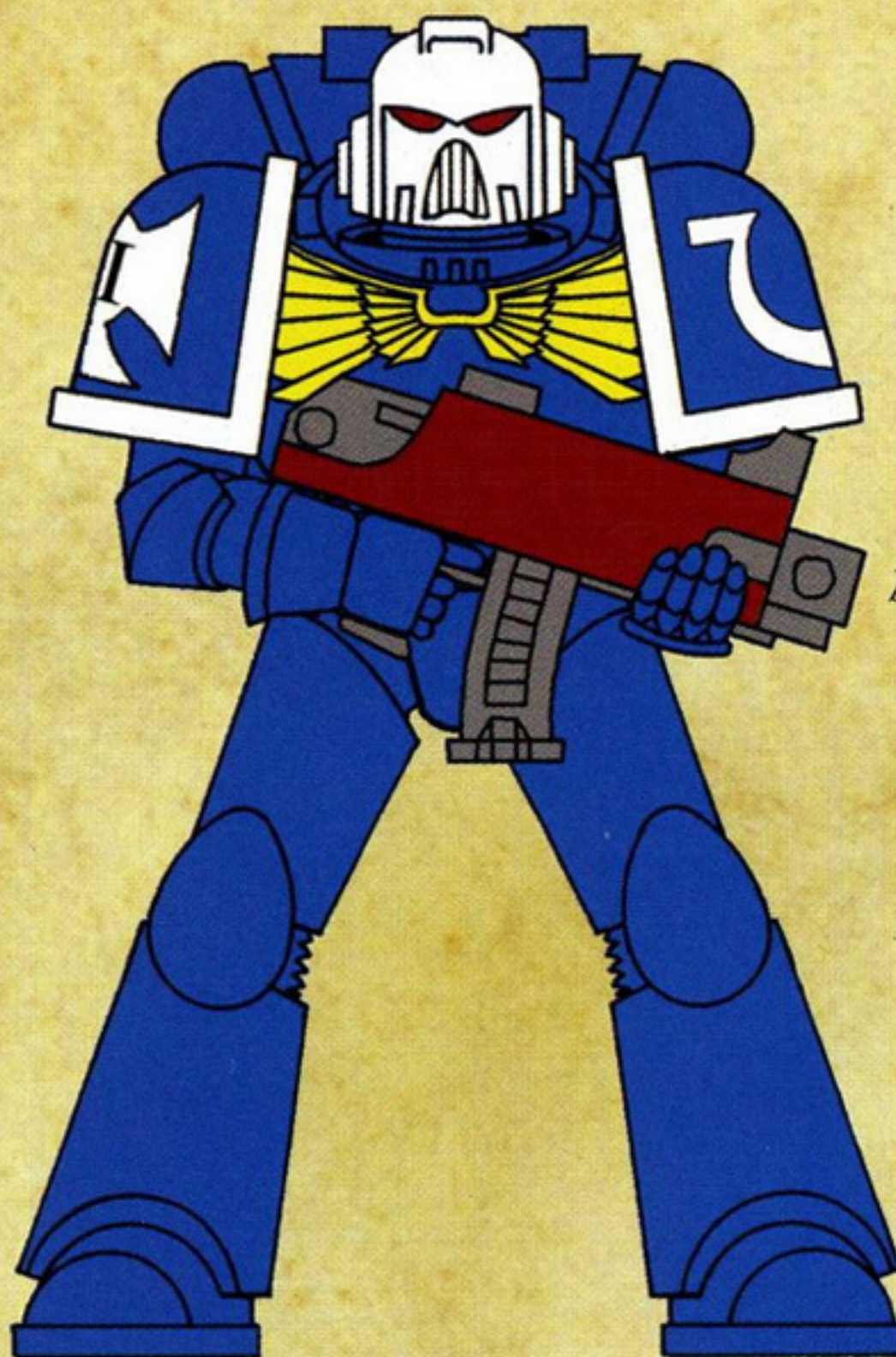
#### SPECIAL WEAPONS

The Flamer is useful for clearing obstacles of enemy troops and can be deadly in confined areas. The Plasma gun is a medium range armour-cracking weapon useful against foes with a preponderance of body armour. The Meltagun is particularly effective against armoured vehicles although it has a very short range.

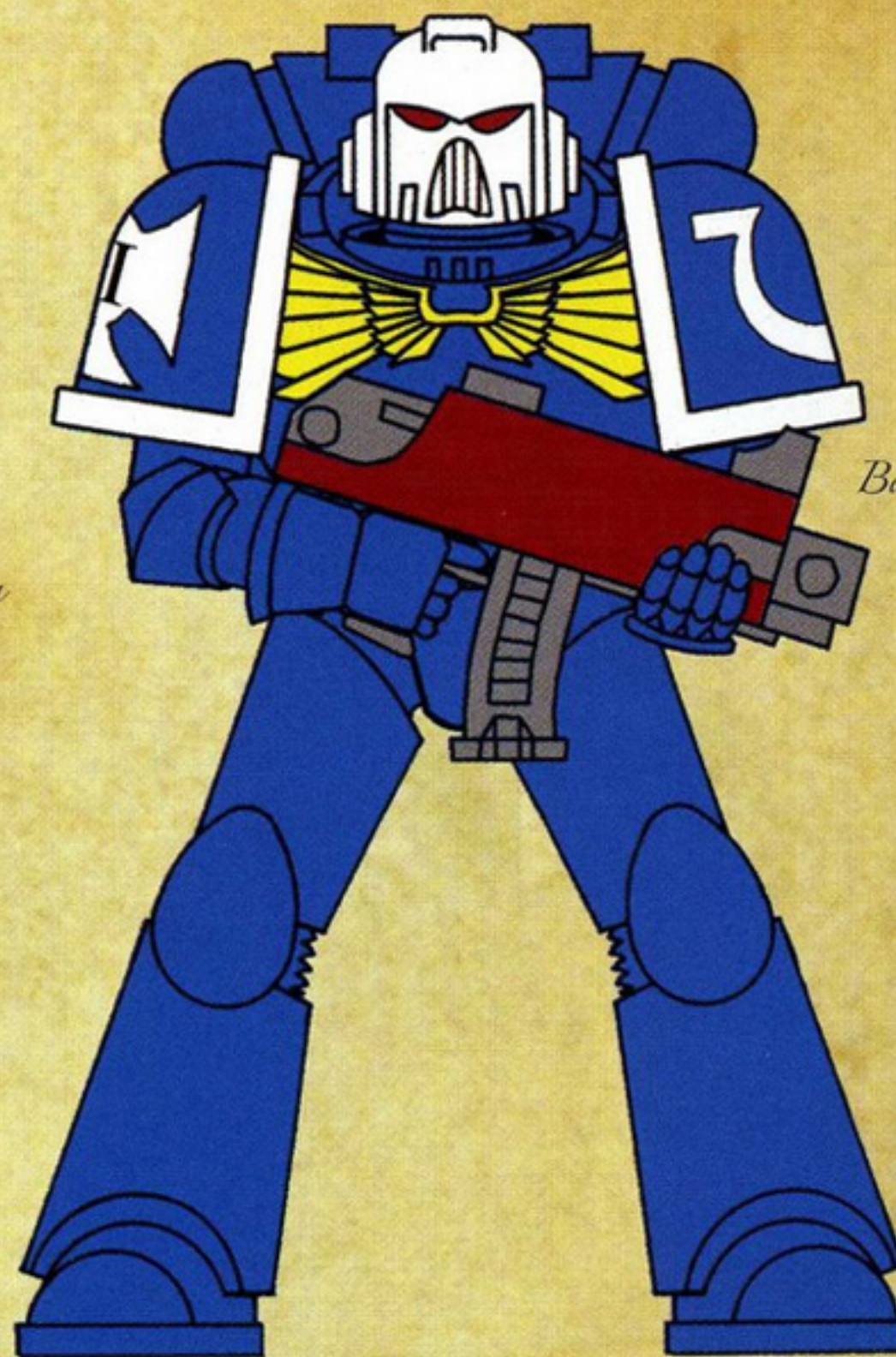
Special weapon: Meltagun



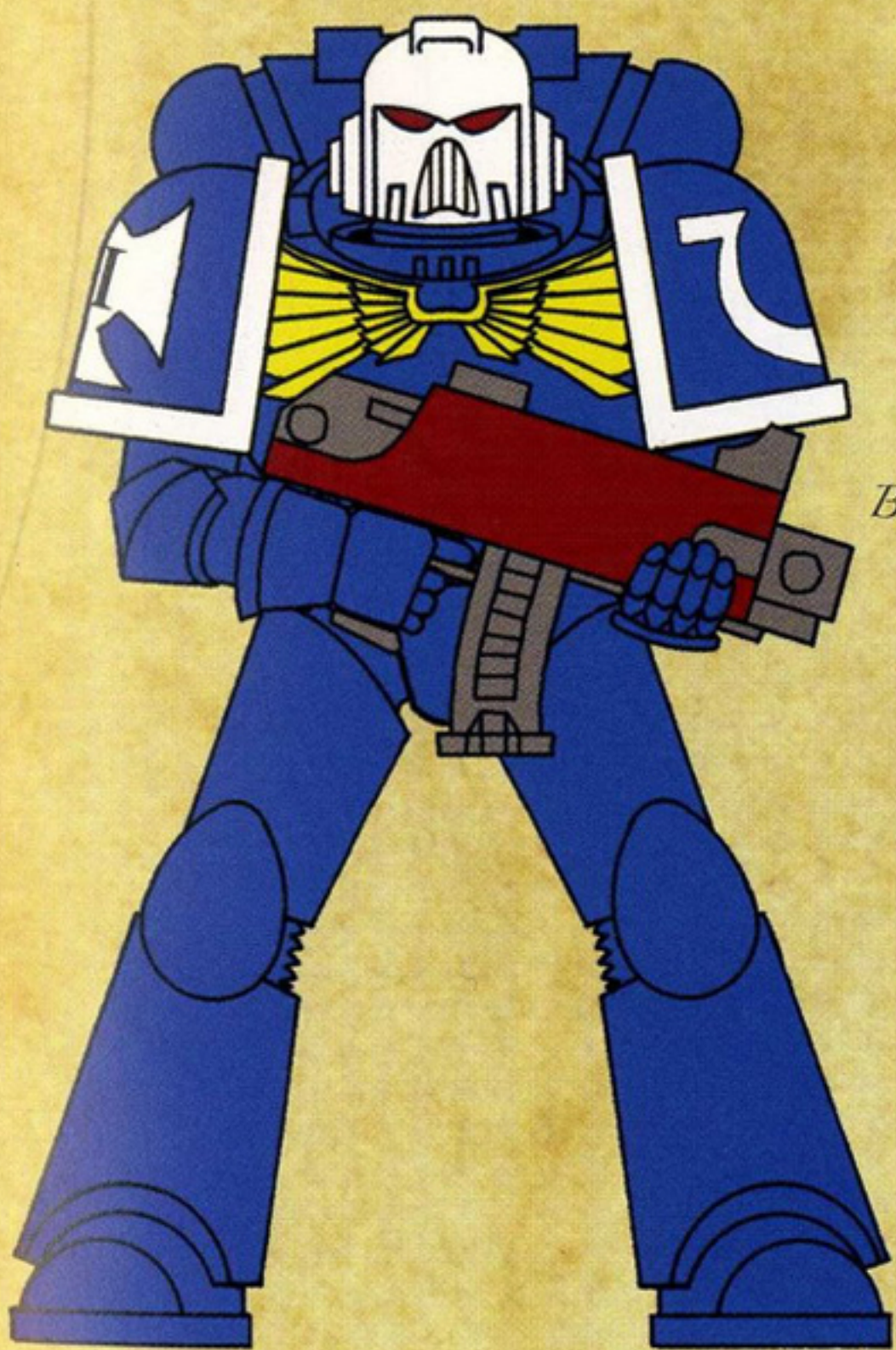
Bolt gun



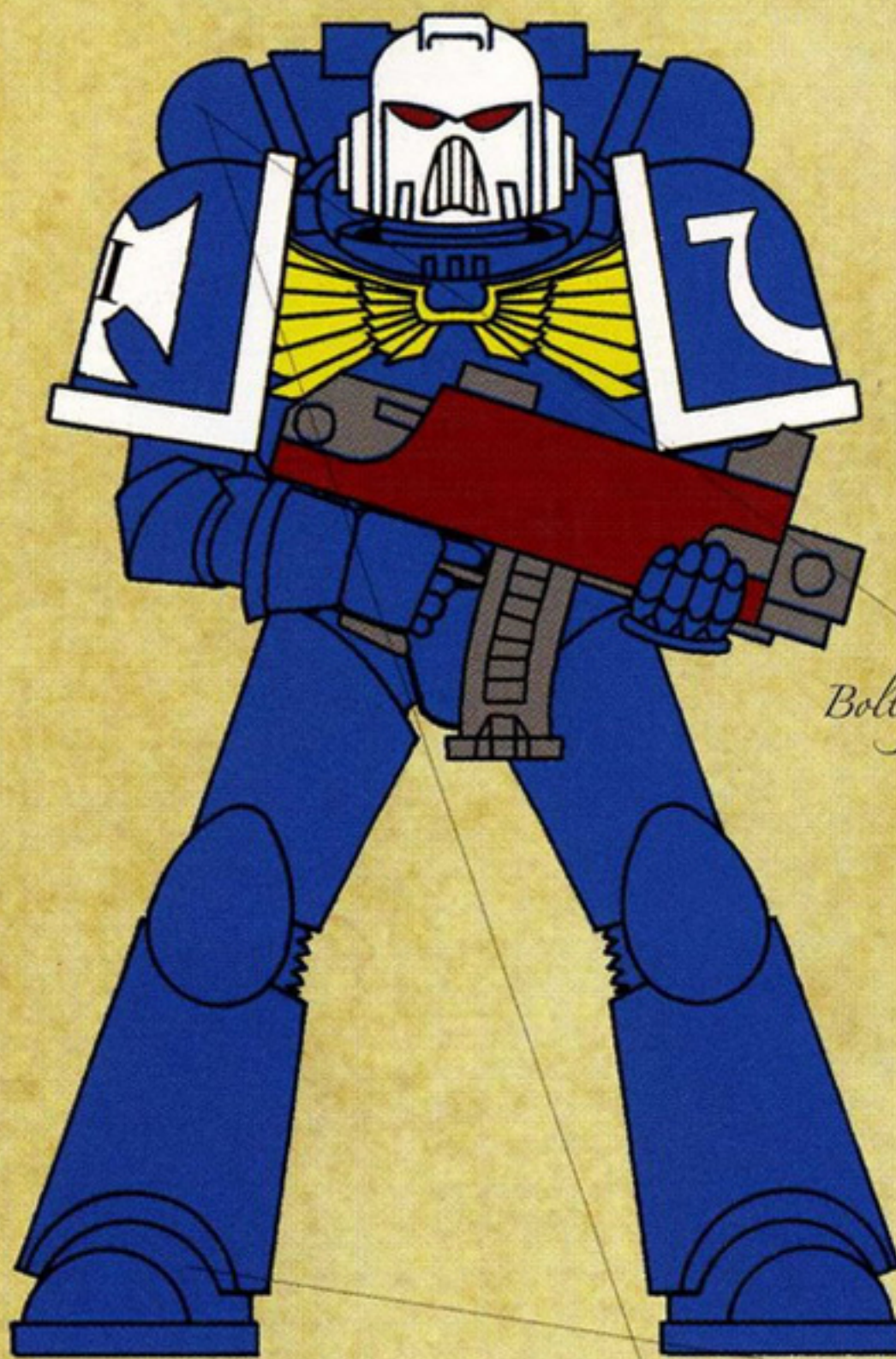
Bolt gun



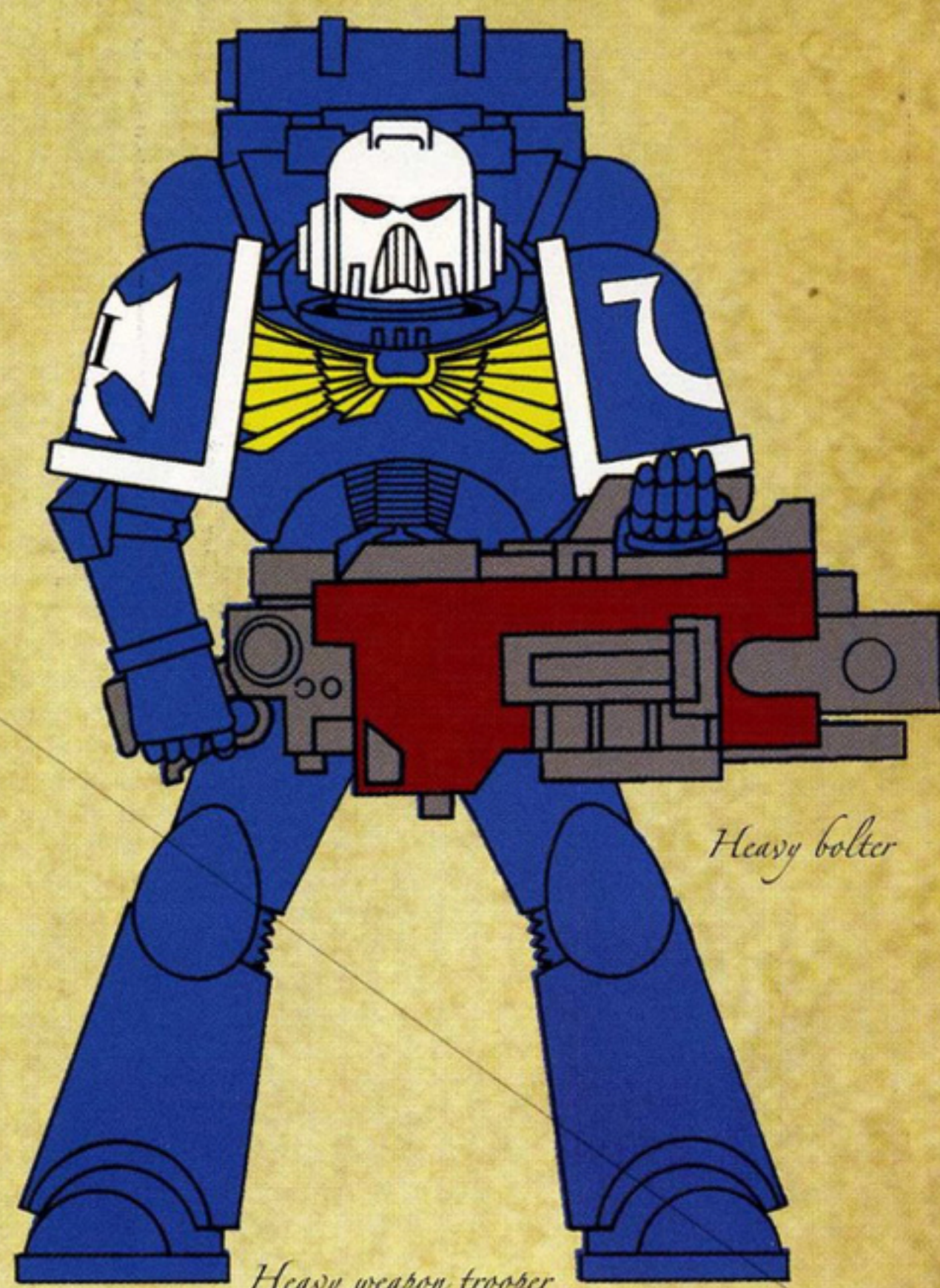
Bolt gun



Bolt gun

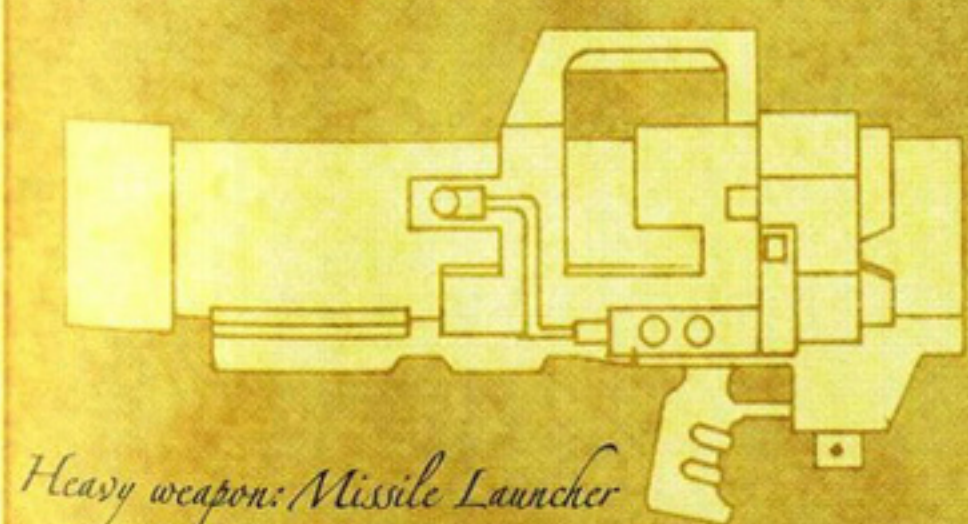


Bolt gun



Heavy bolter

Heavy weapon trooper

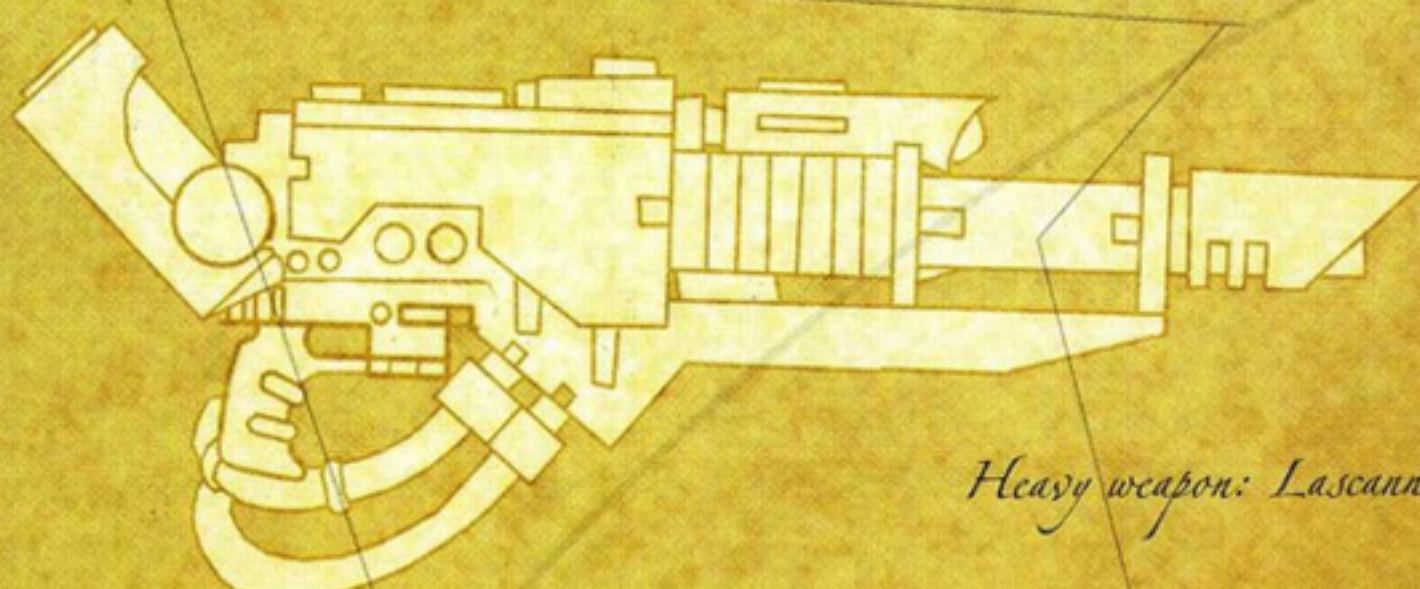


Heavy weapon: Missile Launcher

#### HEAVY WEAPONS

The Heavy Bolter is an anti-personnel weapon with limited use against armoured troops or vehicles. The Lascannon is an awesome anti-tank gun with few war machines able to withstand its lancing beam. The Missile Launcher offers a multi-role

use, able to load and fire various different types of missile. Frag missiles provide effective anti-infantry support, whereas Krak missiles add a vital tank-busting capability to the Squad.



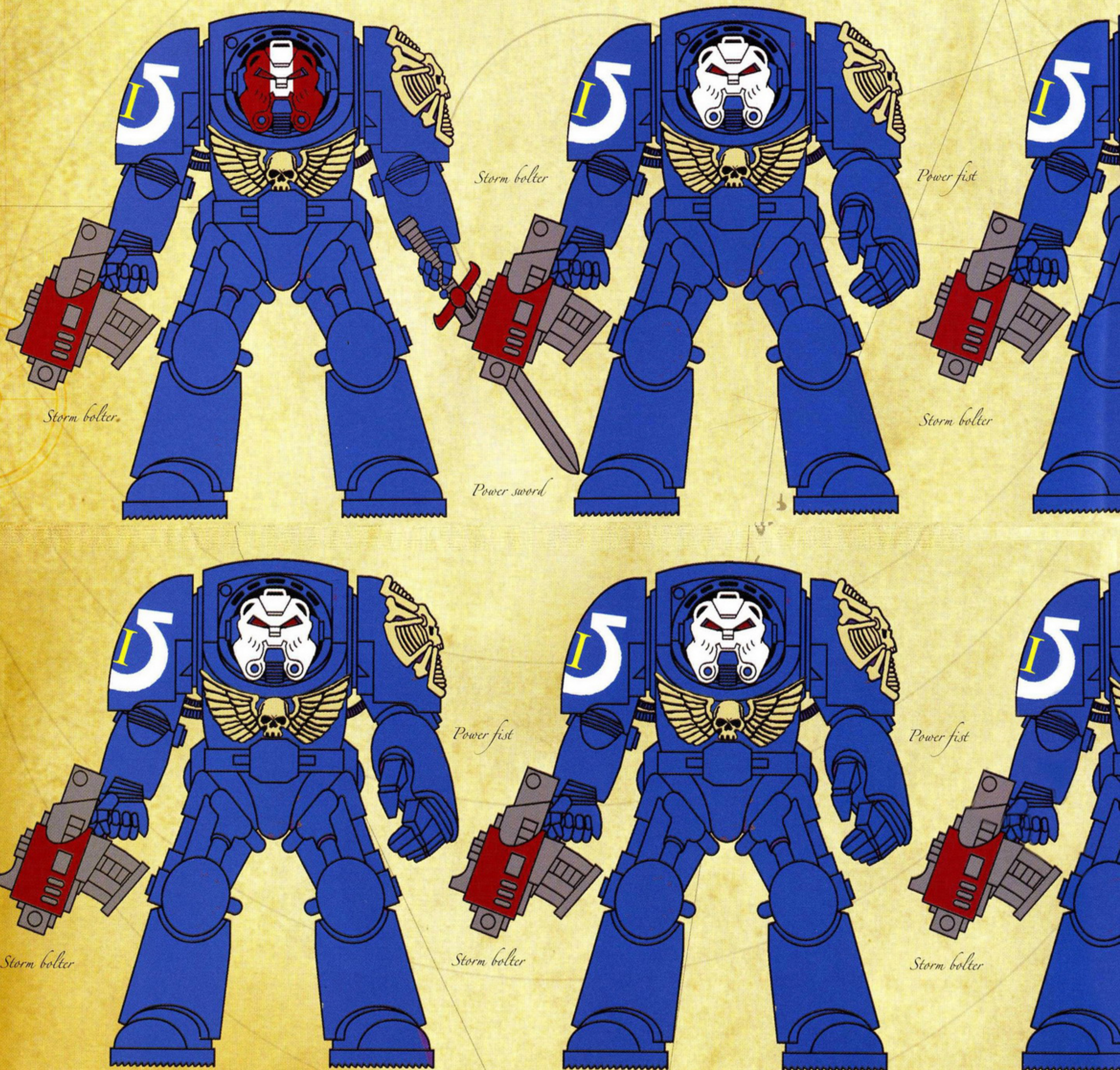
Heavy weapon: Lascannon



# TERMINATOR SQUAD

The 1st Company of a Space Marine Chapter is the elite company of Veterans. These vastly experienced warriors have access to the very best of the Chapter's weaponry and equipment and are the first to be supplied with any new or modified wargear. They are also the only Space Marine troops to wear Terminator Armour. These powerful armoured suits are a physical embodiment of the Chapter's fighting spirit and history. The brother Marines regard every one of these suits as a holy artefact.

Terminator Squads consists of a Sergeant and up to nine Brother-Marines. The Sergeant is normally equipped with a Power Sword and Storm Bolter, the Brother-Marines with Power Fists and Storm Bolters. The Squad also has access to Chainfists, Assault Cannons, Heavy Flamers and Cyclone Missile Launchers. Alternatively Terminator Squads may be equipped for close assault with Thunder Hammers, Storm Shields and Lightning Claws replacing their Storm Bolters and Power Fists.



The Terminator Squads are identified in a couple of different ways. Each Squad within the 1st Company is numbered as in the other Companies. This number is usually displayed on the right shoulder pad combined with the Chapter icon but can be shown on the knee pads or helmets. Additionally each of the Terminator Squads is known by its Sergeant's name and this is displayed on the Sergeant's back banner. So Sergeant Gaius leads Terminator Squad Gaius. This practice can extend to other Companies and Squads but is usually associated with Marines of Veteran or other honoured status.

The left shoulder pad of the Terminator suit carries the large solid stone icon known as the Crux Terminatus. This doubles as a tactical symbol and as a revered honour badge. Each Crux is reputed to have bound within its core a tiny fragment of the battle armour worn by the Emperor during his epic duel with Horus the Arch-Traitor ten thousand years ago. The design of this ancient badge can vary considerably, even within a single unit or Chapter. Sergeants' and officers' Crux tend to be more elaborate and finely detailed than those worn by normal Battle-Brothers.

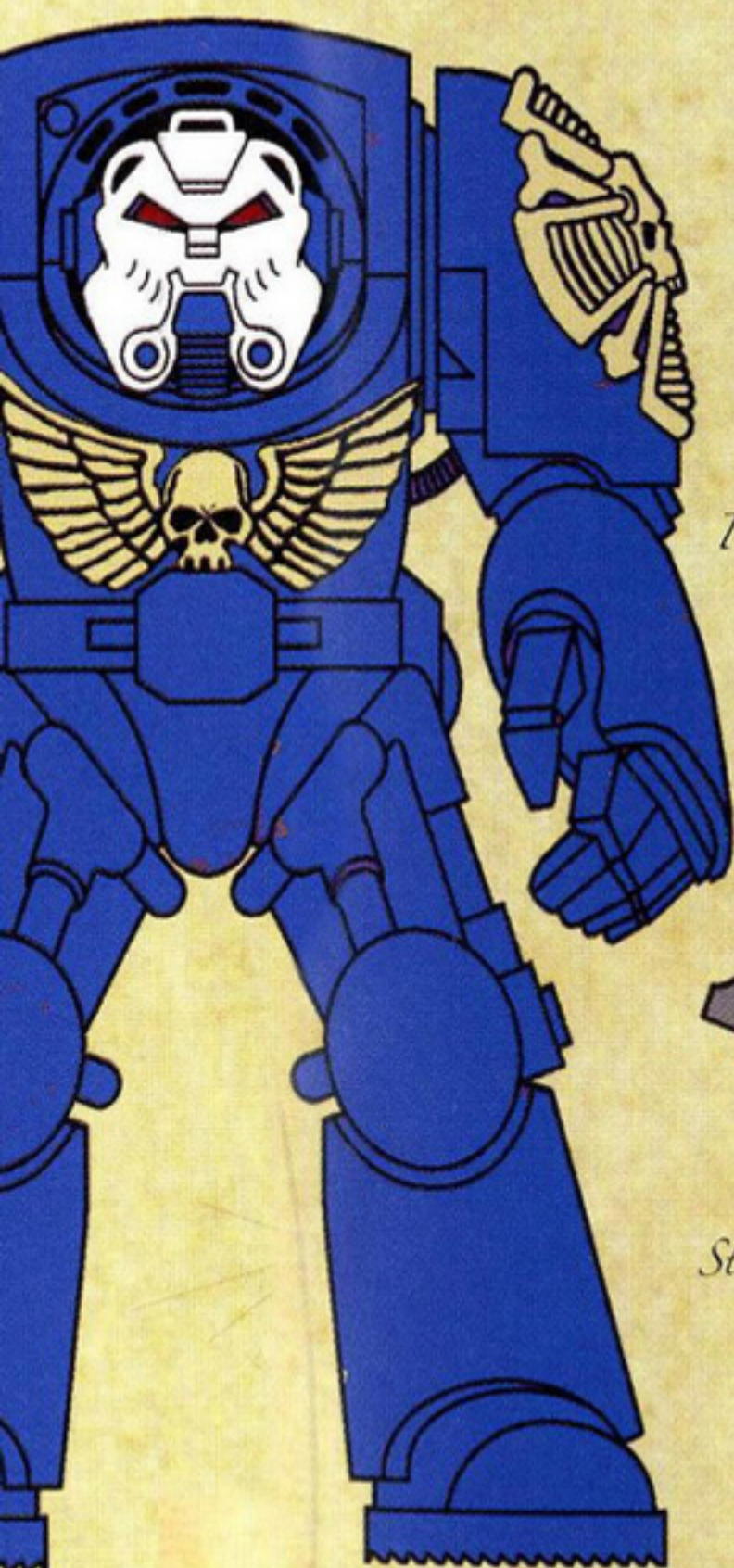




*Examples of Sergeants' backbanners*

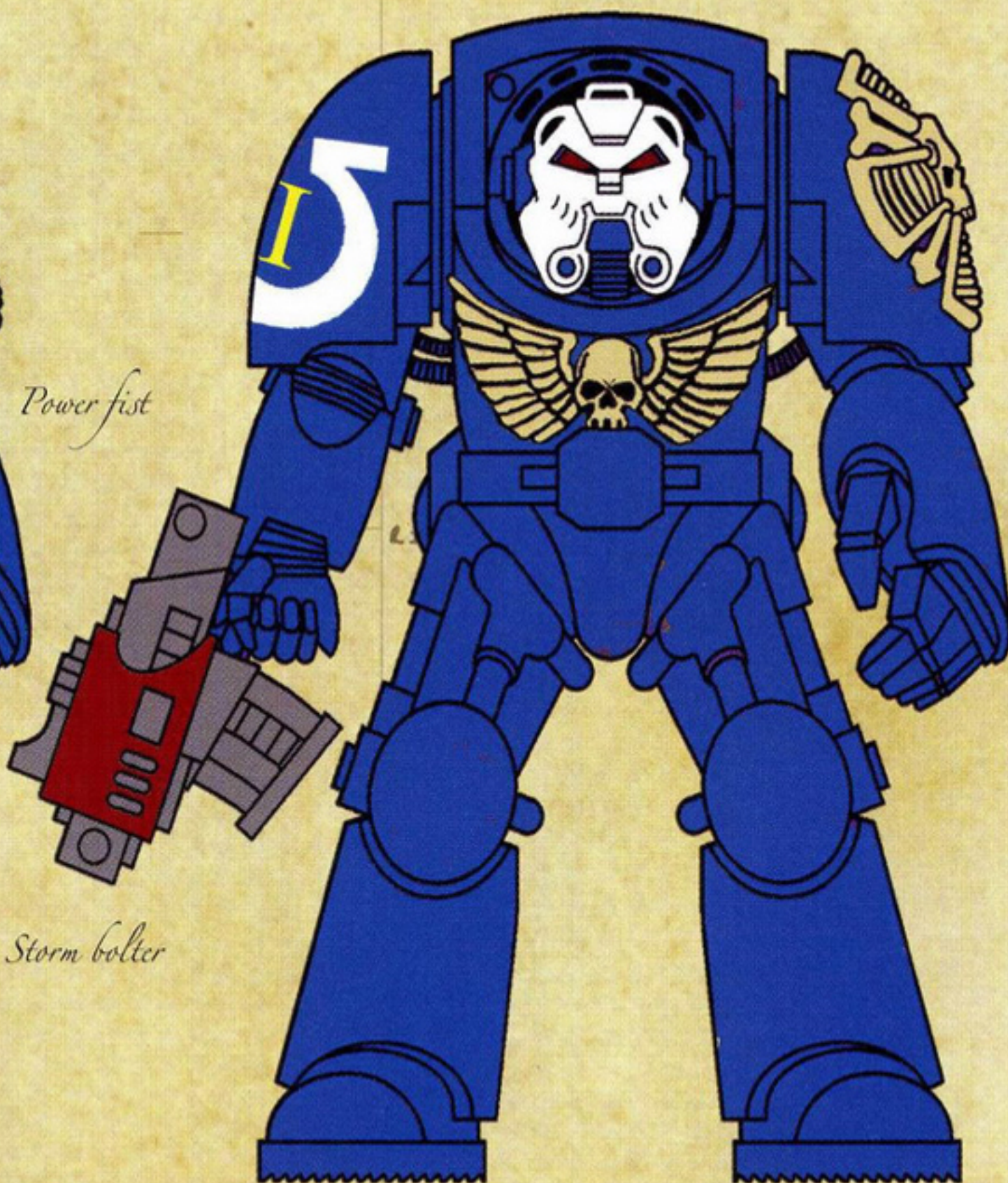


*Examples of the Crux Terminatus*



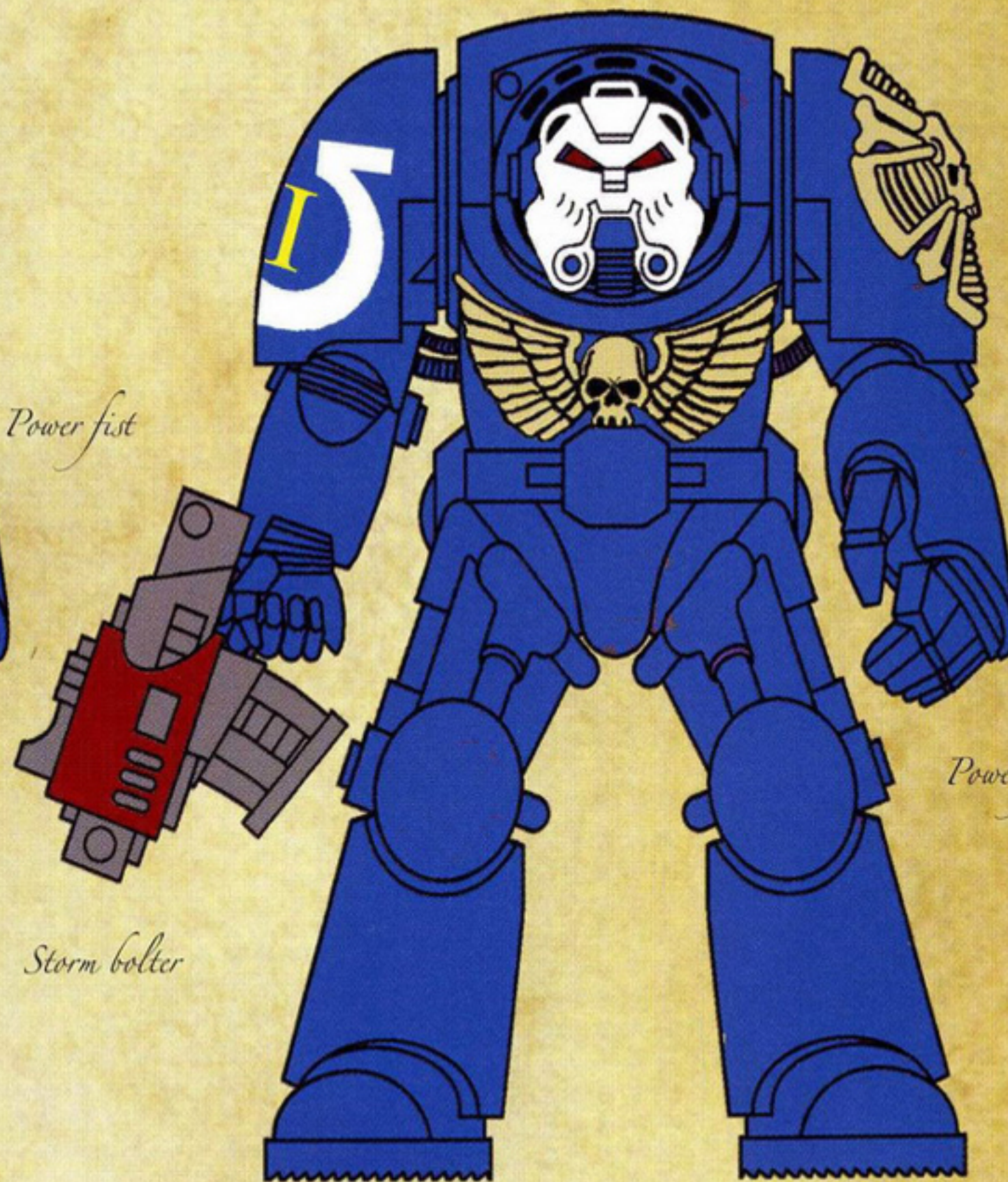
*Power fist*

*Storm bolter*

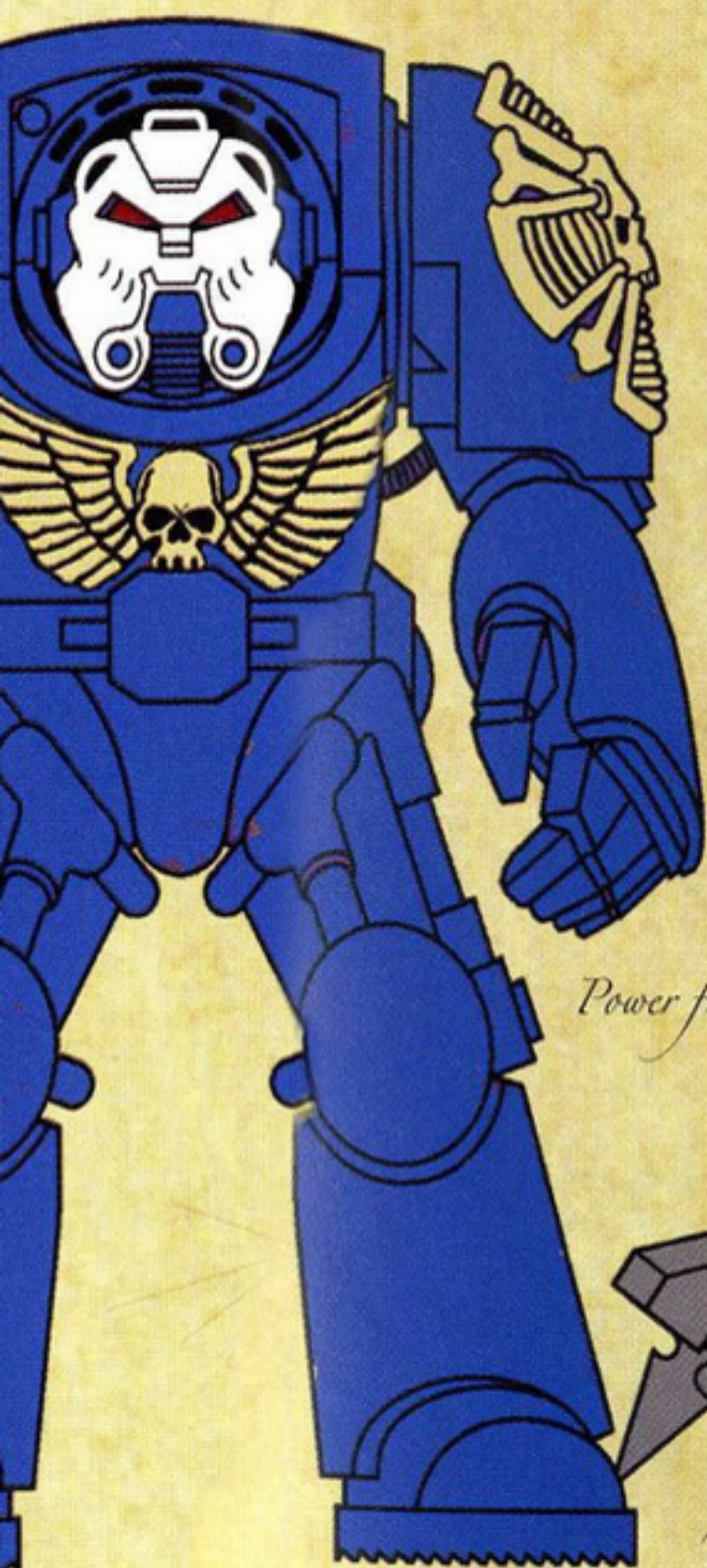


*Power fist*

*Storm bolter*

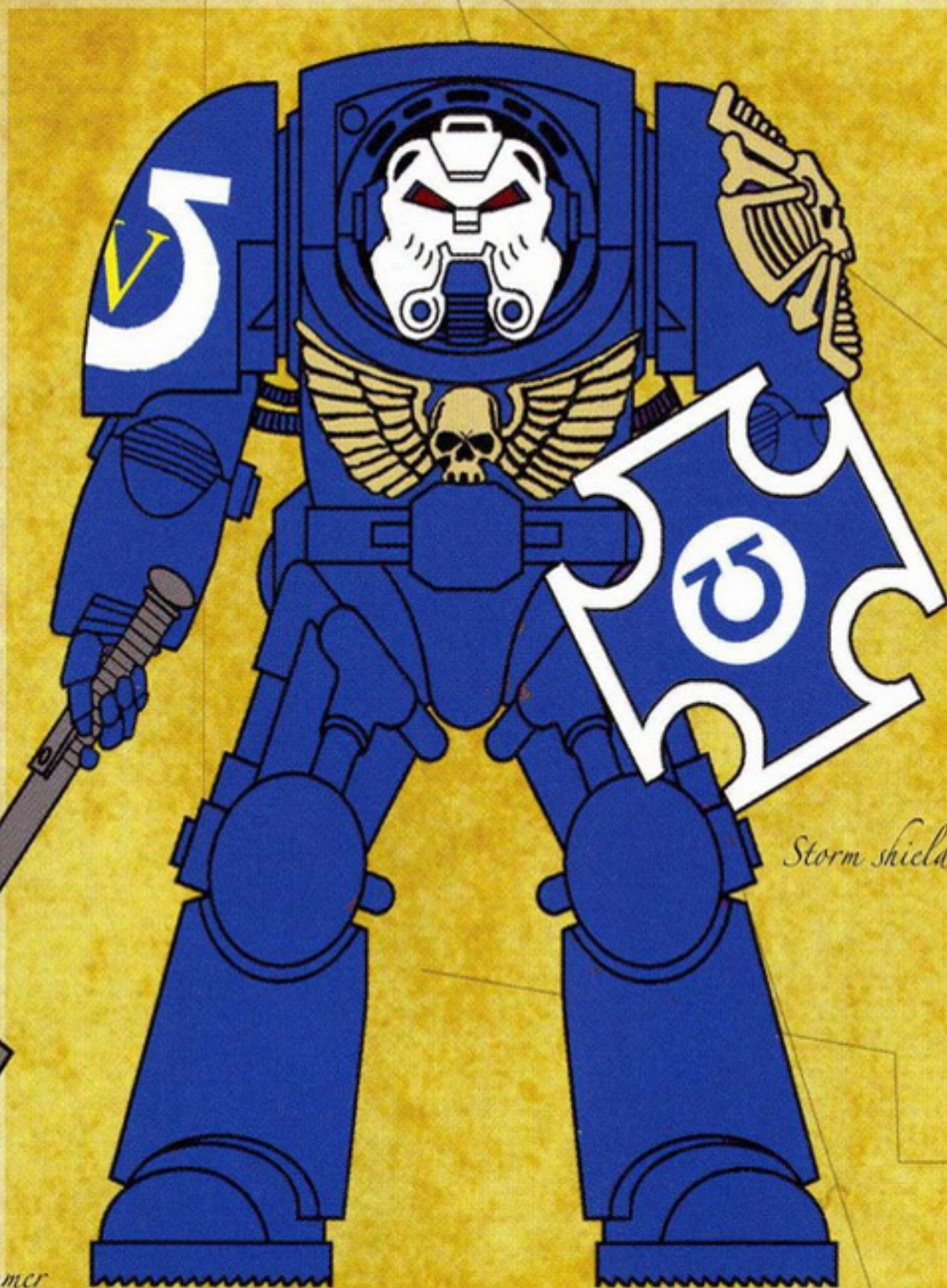


*Power fist*



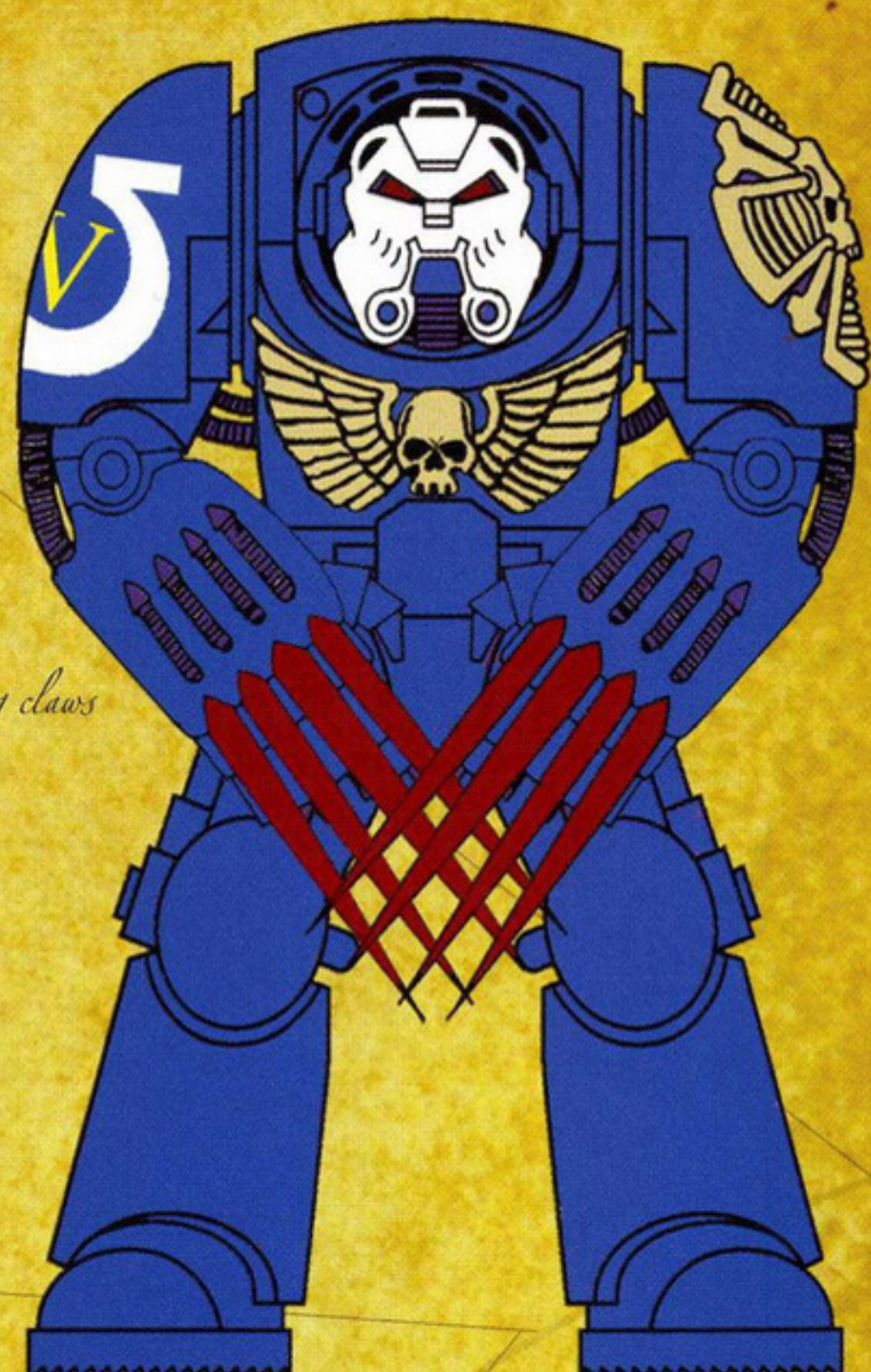
*Power fist*

*Thunder hammer*



*Storm shield*

*Lightning claws*



*Terminators of Squad Calidus (Ultramarines 5th Terminator Squad) equipped for close assault.*

Terminator suits are revered artifacts of the Chapter and, as such are likely to be festooned with all manner of battle honour or other mark of distinction. The suit as much as the Marine inside carries these honours, it being quite common for old suits to be recycled for use by newly appointed Veterans. In this case the new wearer of the armour regards it as very auspicious if the suit has already proved its worth in battle.

Typical honour badges seen on Terminator armour include skull badges, name scrolls, Imperial Laurels, Iron Halos, Purity Seals and miniature versions of the Crux. These badges may appear on just about any part of the suit. In addition to this individual sections of armour may be decorated with bold patterns, Chapter icons or even fully painted scenes of some ancient heroic action or legendary character from the Chapter's dim and distant past.



# SCOUT SQUAD

The 10th Company of a Codex Chapter consists entirely of Scout Squads. This spread illustrates the 2nd Scout Squad of the Ultramarines 10th Company. Each Squad consists of a Scout Sergeant and up to nine Space Marine Scouts. There is no theoretical limit on how many Scout Squads there may be in the Company. However in practice there are rarely more than ten. The Squad number in white is shown on the right shoulder pad. Scouts do not show any Company badge, colour or number. The 10th Company does not have a battle standard or a Company Banner.

Scouts are basically Space Marines wearing a lighter version of the Space Marine armour. The armour is not as strong a defence as the standard power armour but it is far less restrictive to movement and almost completely silent in operation. This makes it an ideal uniform for troops whose primary goal on the battlefield is to avoid detection. Scouts are employed in all kinds of reconnaissance, infiltration and other subterfuge. They are rightly valued for their ability to strike deep into enemy lines without being seen and for the resultant confusion and terror this can cause.

Scouts are physically the same as other Space Marines but in many Chapters the 10th Company has a vital role as a training battalion and new recruits are inducted into the Scouts before graduating to the Battle and Reserve Companies. In other Chapters the individual Companies have a responsibility for this training and the 10th Company includes many Marines with decades of experience.

A Scout Squad comprises a Scout Sergeant and up to nine other ranks or Battle-Brothers. These warriors are armed with a variety of different weapons. Bolt guns, sniper rifles, combat shotguns are all commonly employed but the most favoured armament is a bolt pistol and knife combination. Sergeants invariably carry a chainsword, almost as much a badge of rank as a weapon.

Scout Squads also have access to a number of different heavy weapons and one of the Scouts within the Squad may be armed with a Heavy Bolter, Autocannon or Missile Launcher. These are normally only used if the mission requires it. In most circumstances and missions the Scouts prefer to sacrifice firepower for stealth and speed.

The whole Squad will also usually carry grenades of which by far the most common types are Frag grenades (wide area, fragmentation blast) or Krak grenades (tightly focused, armour piercing blast). Other grenade types are occasionally used on special missions but are generally restricted to officers and squad leaders.

Scout Squads are also trained to fight as Bike Squadrons. This provides a highly mobile support for Scouts operating behind enemy lines.

*Scout Sergeants are Marines who have received special training in leadership and in Scout operations. They fight in the same light armour as the other Scouts. The Sergeant may have fought enough battles to qualify as a Veteran. Such Veterans are often promoted to special command duties or transferred to the 1st Company. In the Ultramarines the Sergeant's badge of rank is a red skull displayed on the left shoulder pad.*



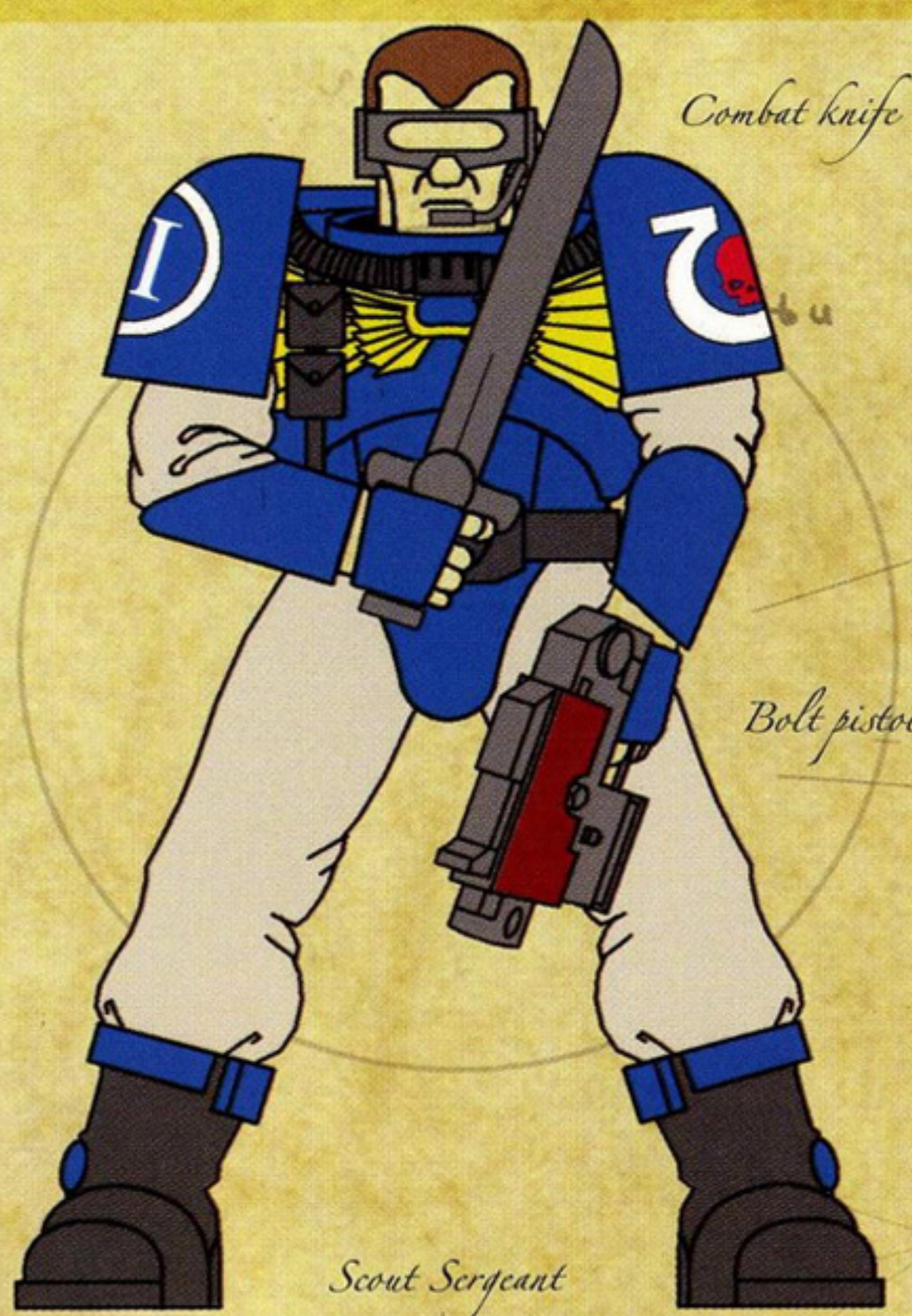
*All ranks*



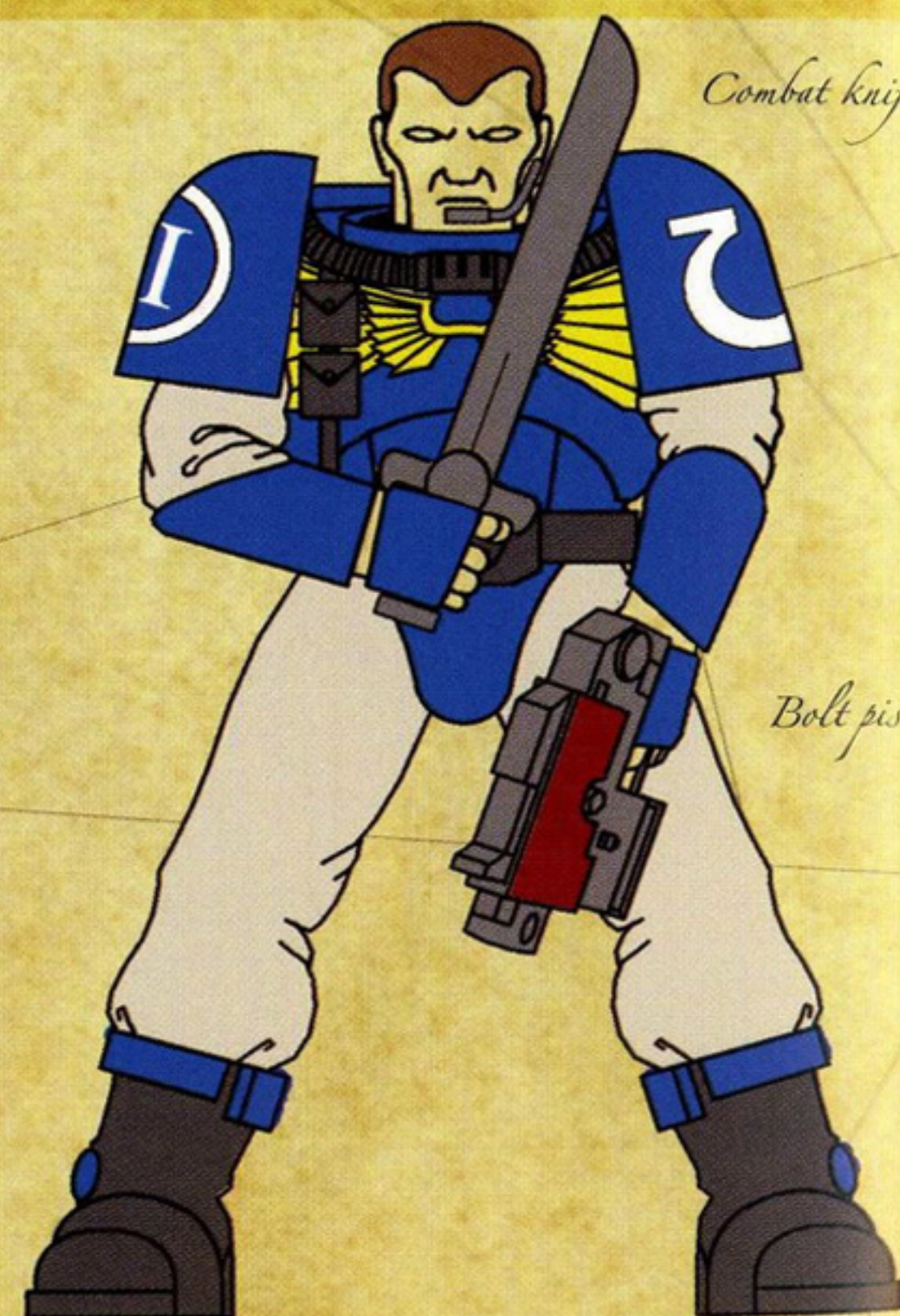
*Scout*



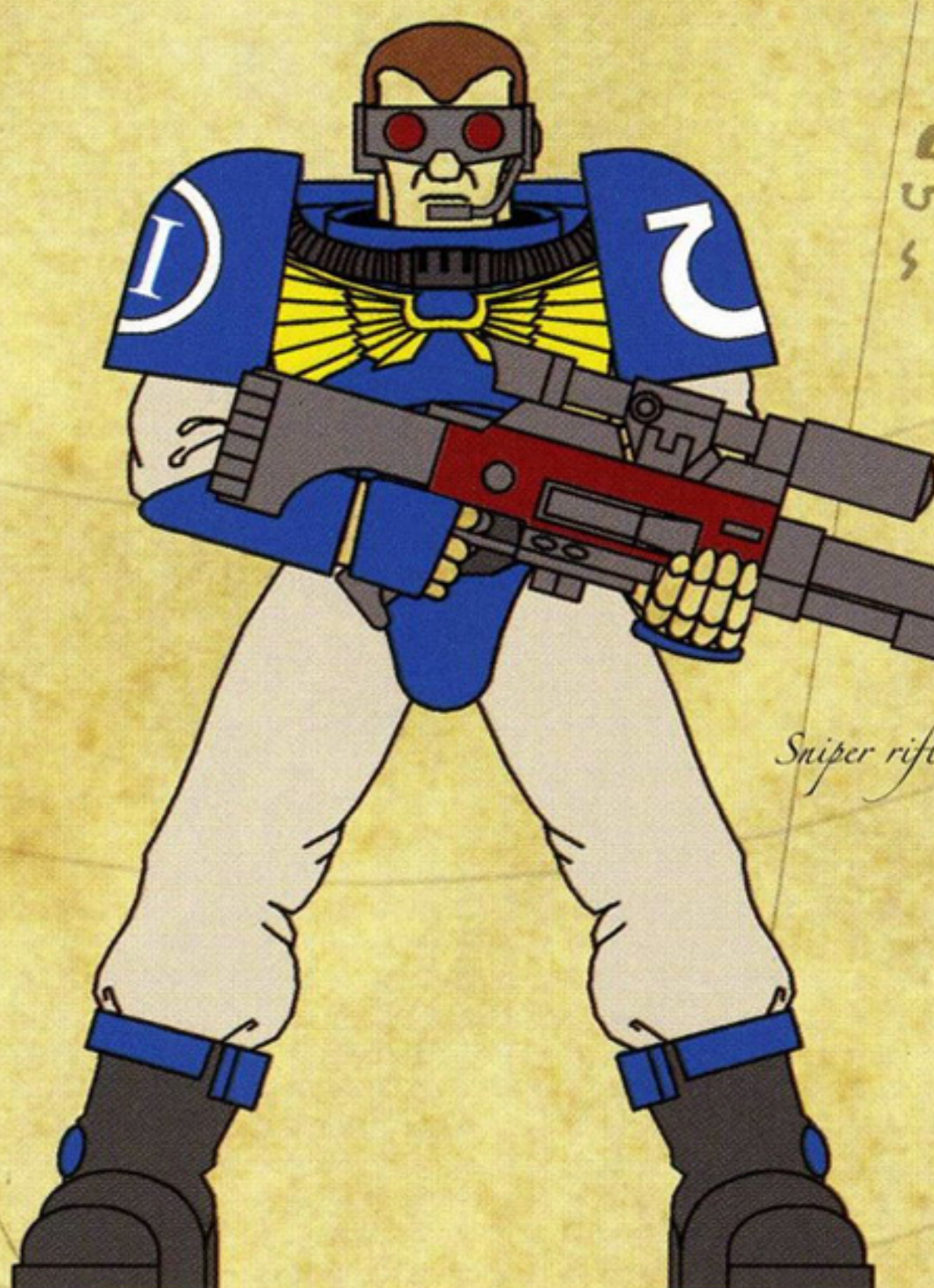
*Sergeant*



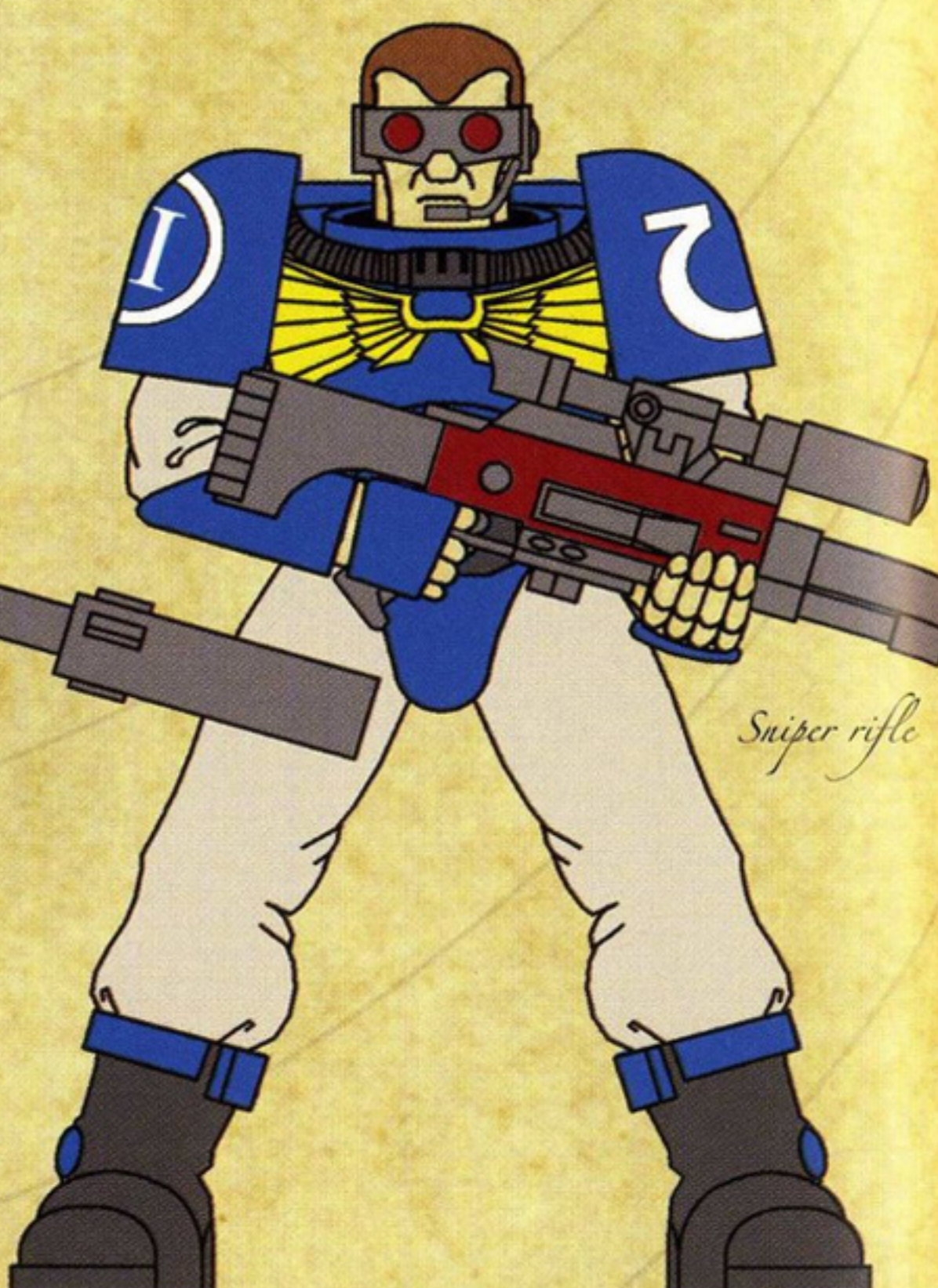
*Scout Sergeant*



*Bolt pistol*



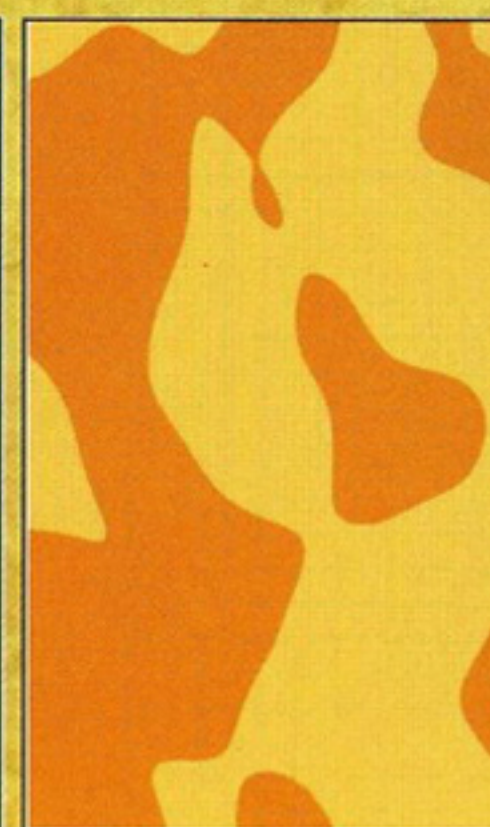
*Sniper rifle*



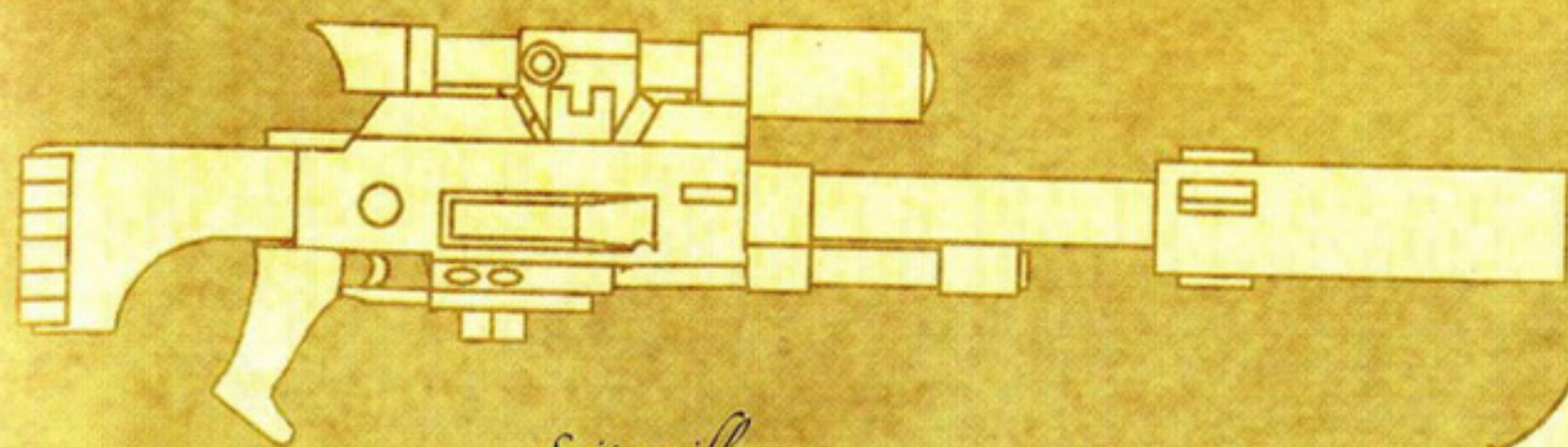
*Sniper rifle*

## CAMOUFLAGE

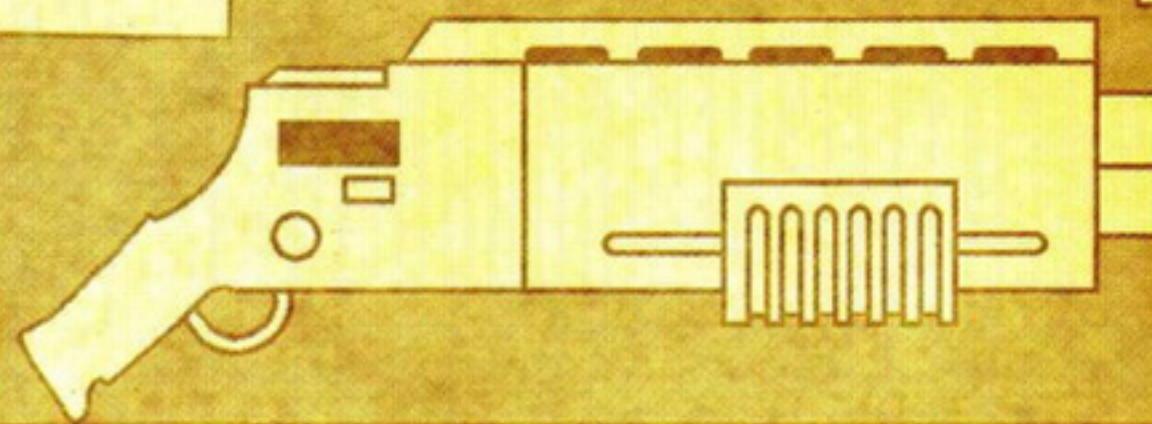
*In addition to the uniform shown here Scouts also employ a huge variety of camouflage schemes. These may be applied to the armoured sections and fatigues of the Scout outfit as well as on capes worn over the armour if the mission demands. Furthermore the Scouts are experts at covert warfare and will take account of the local conditions when kitting up for a mission.*



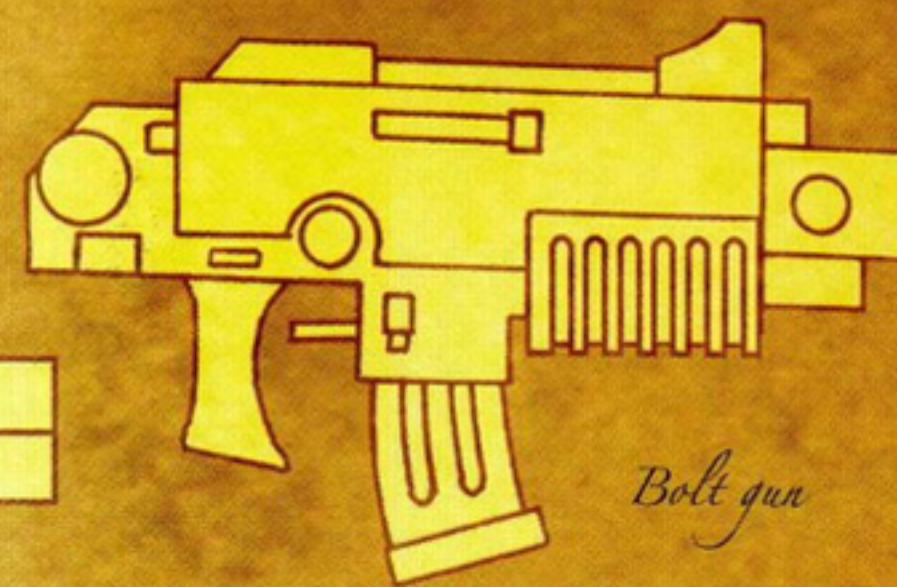




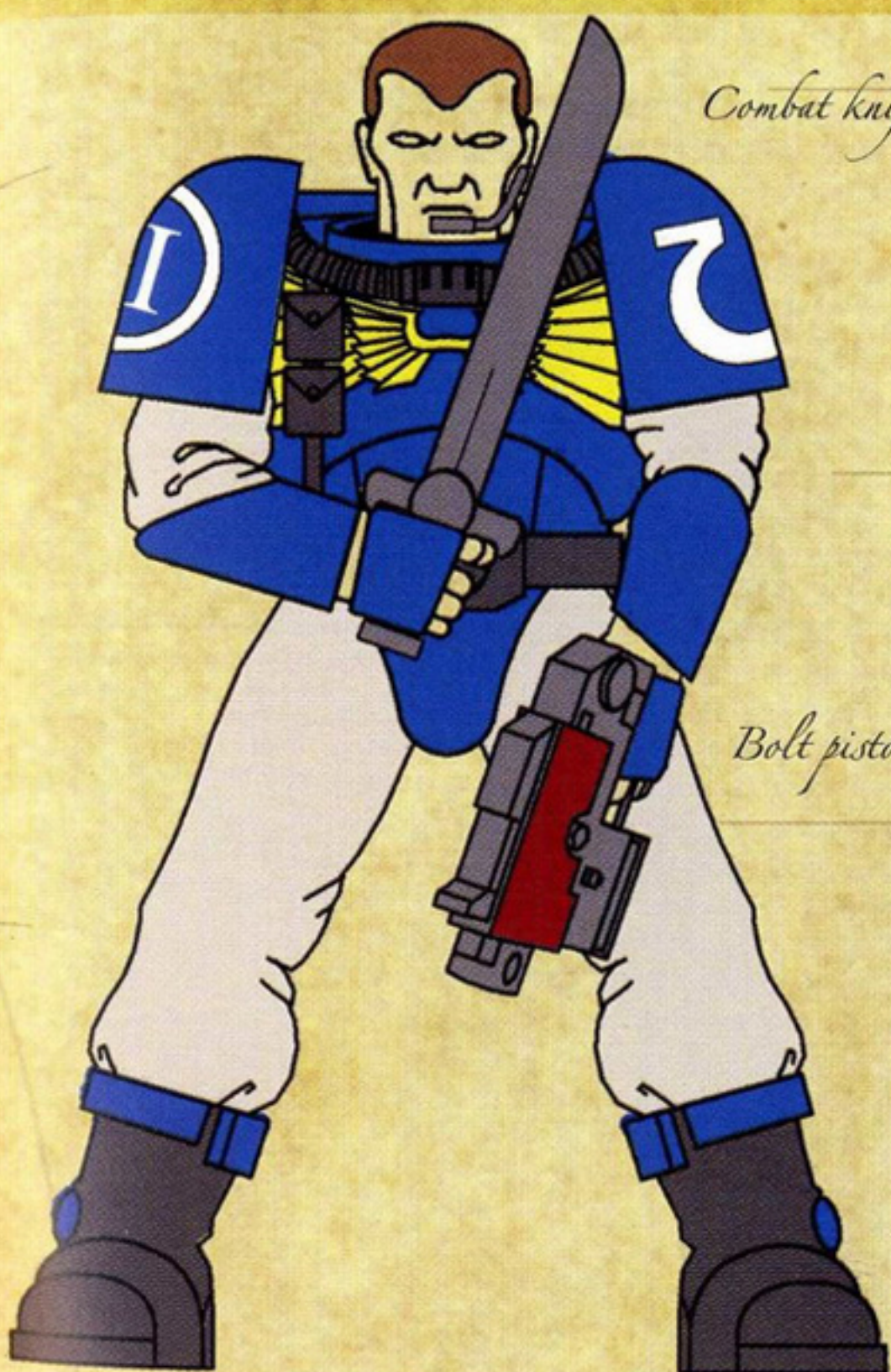
*Sniper rifle*



*Shotgun*

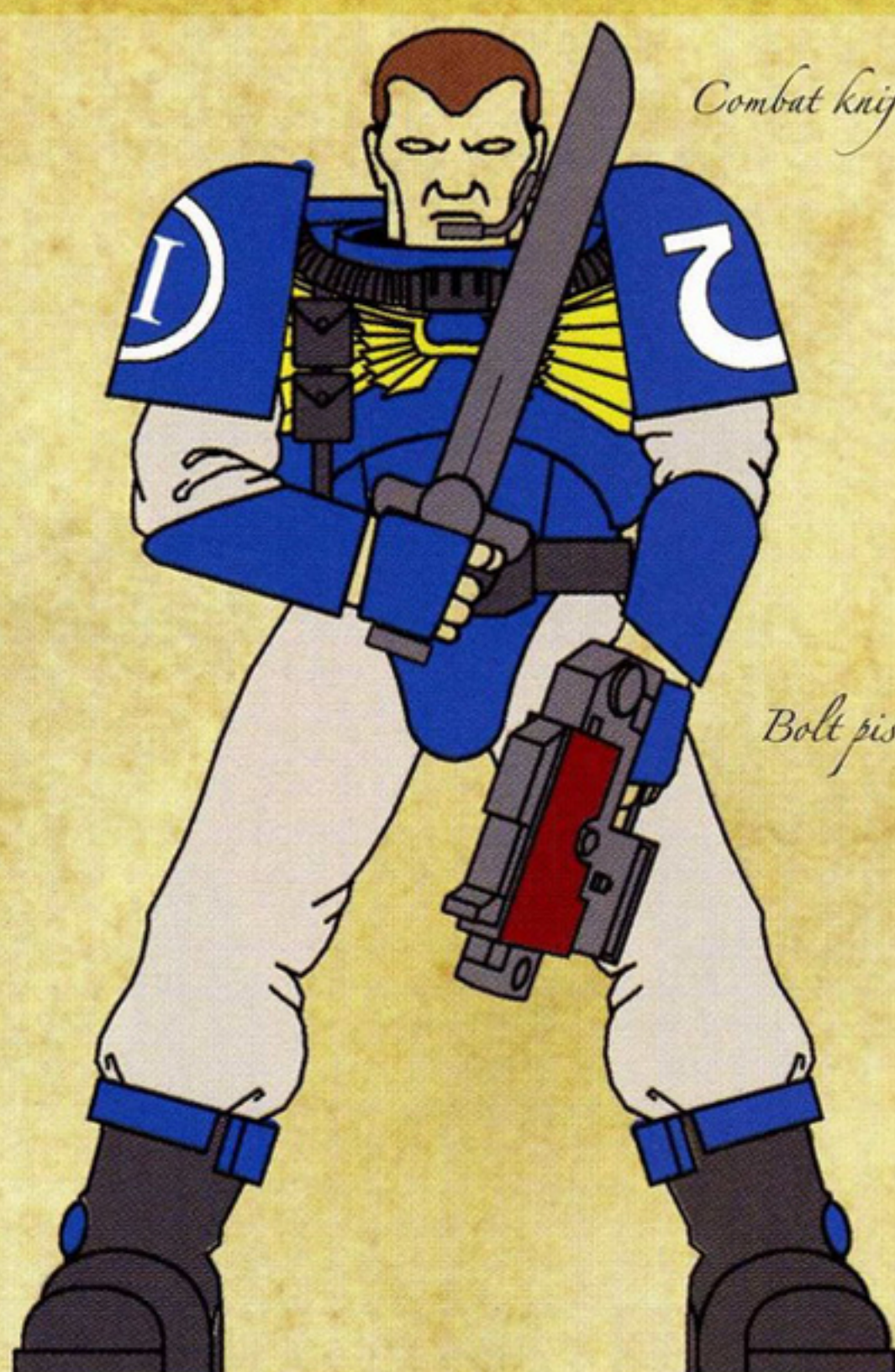


*Bolt gun*



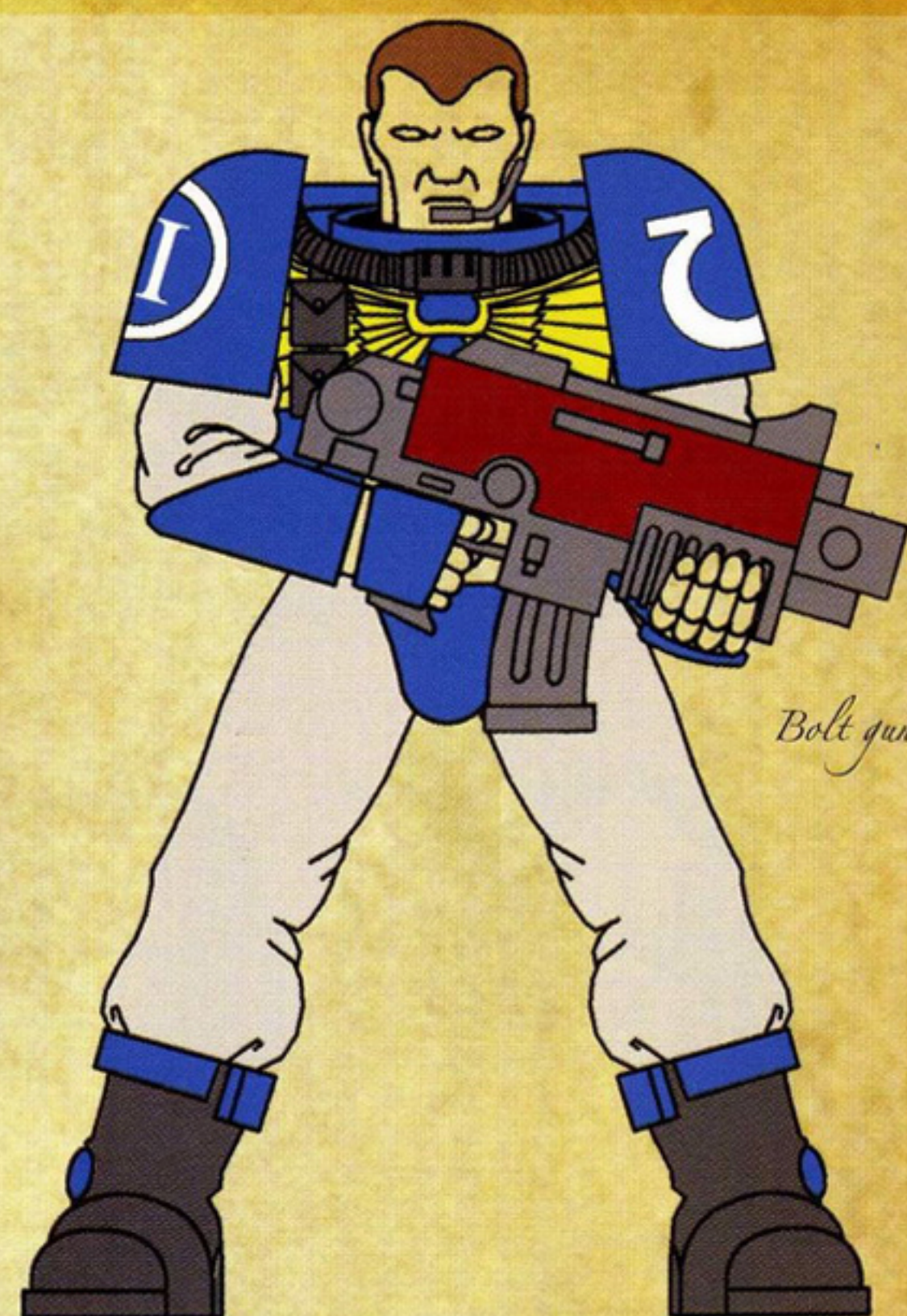
*Combat knife*

*Bolt pistol*

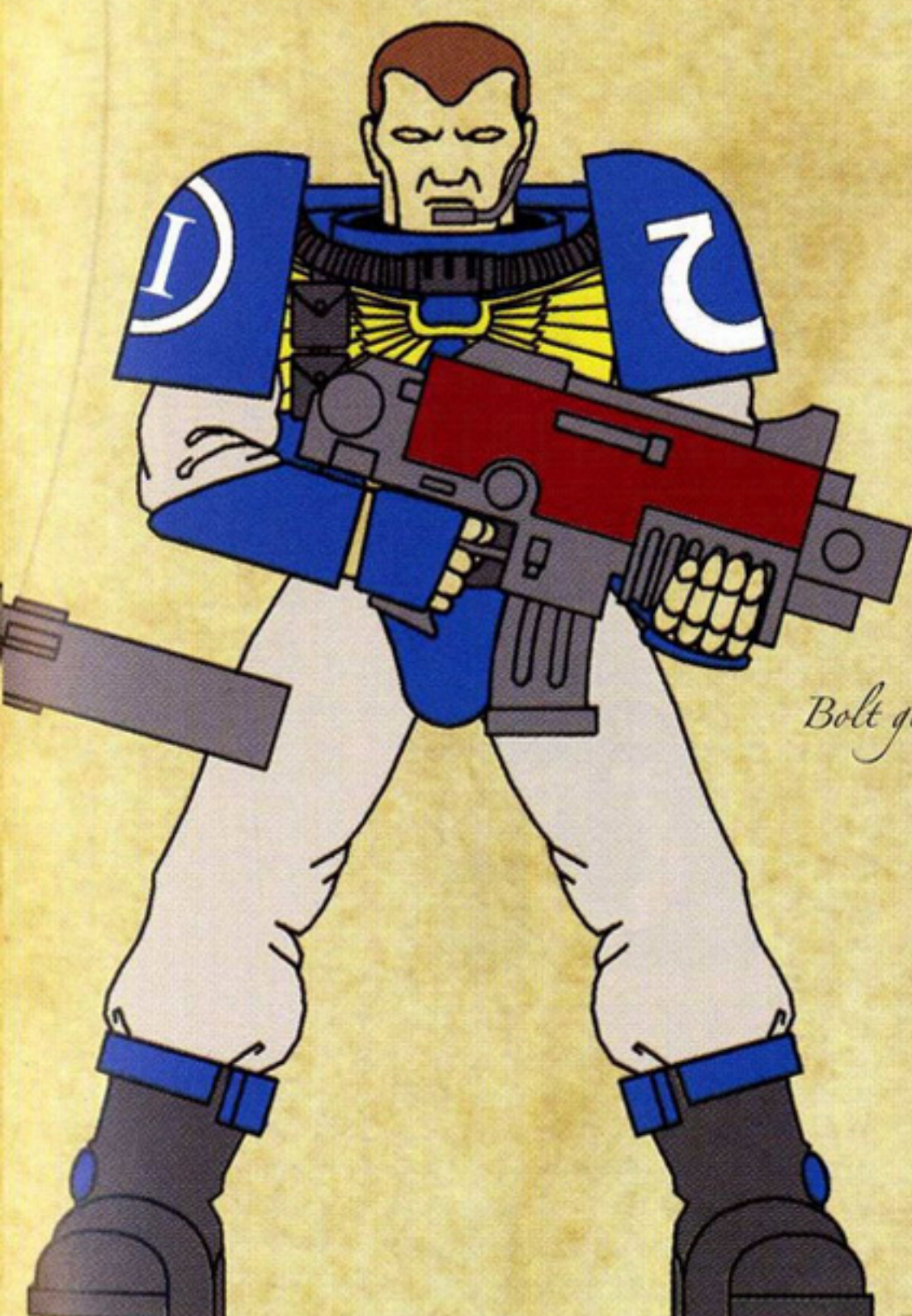


*Combat knife*

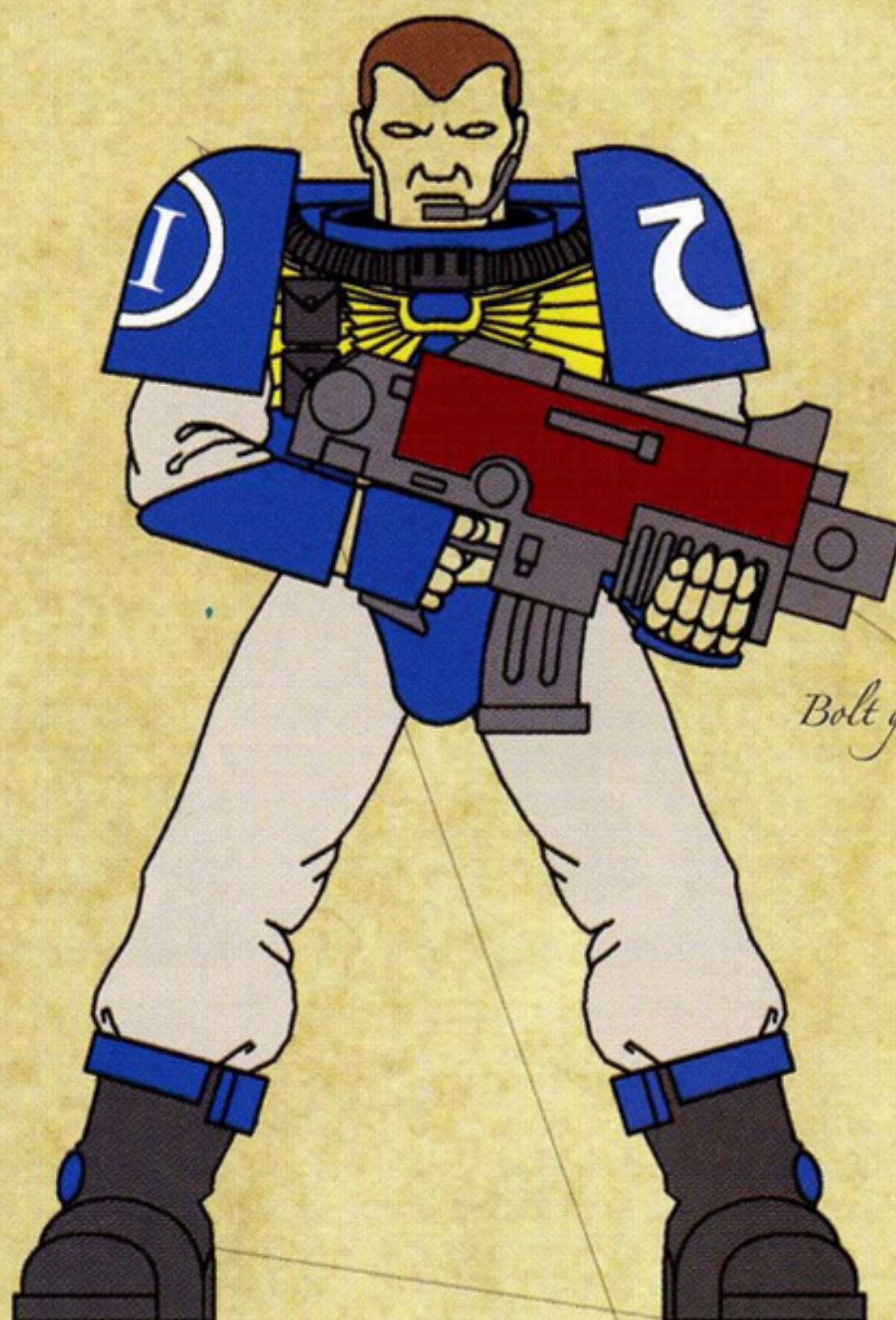
*Bolt pistol*



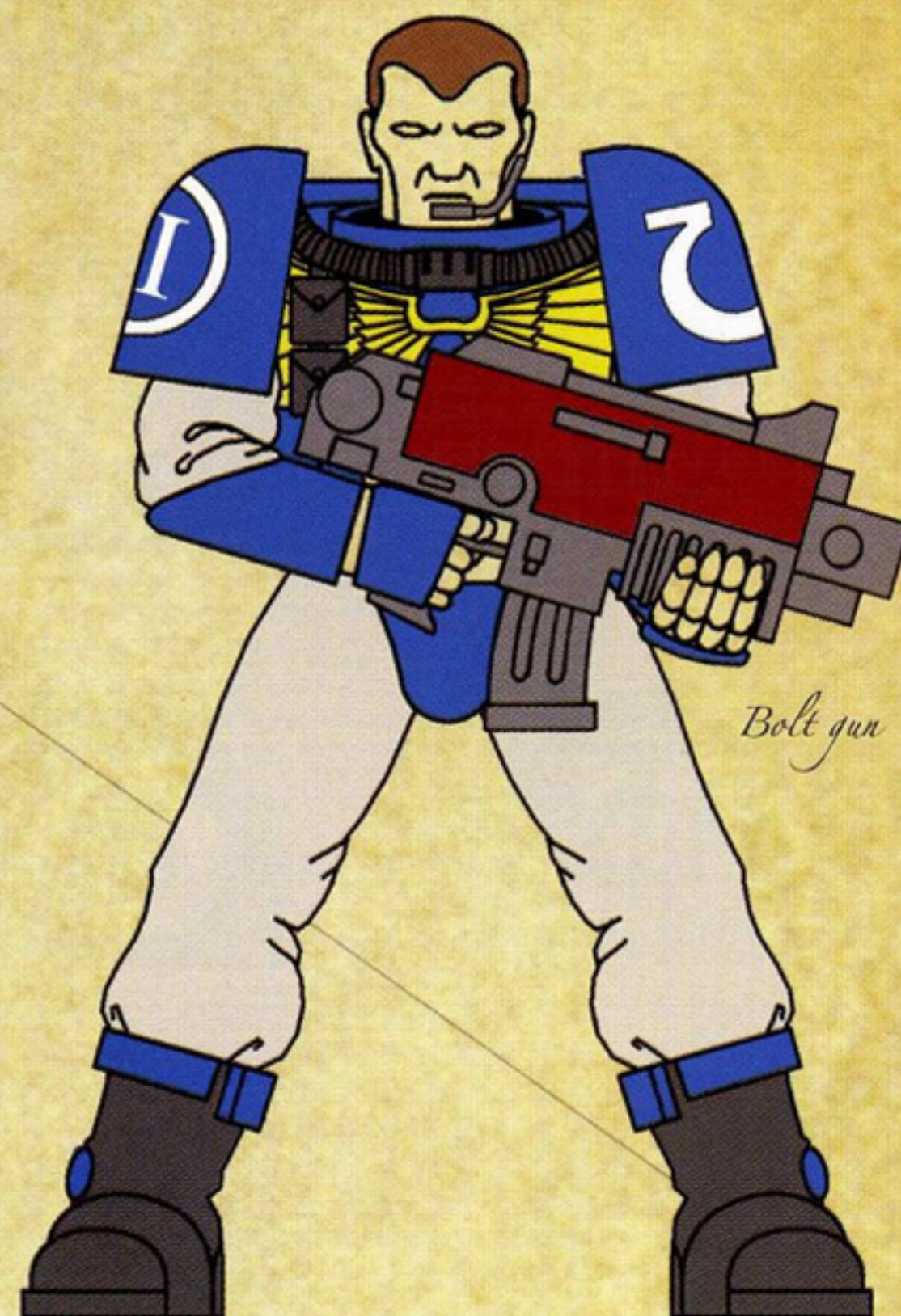
*Bolt gun*



*Bolt gun*

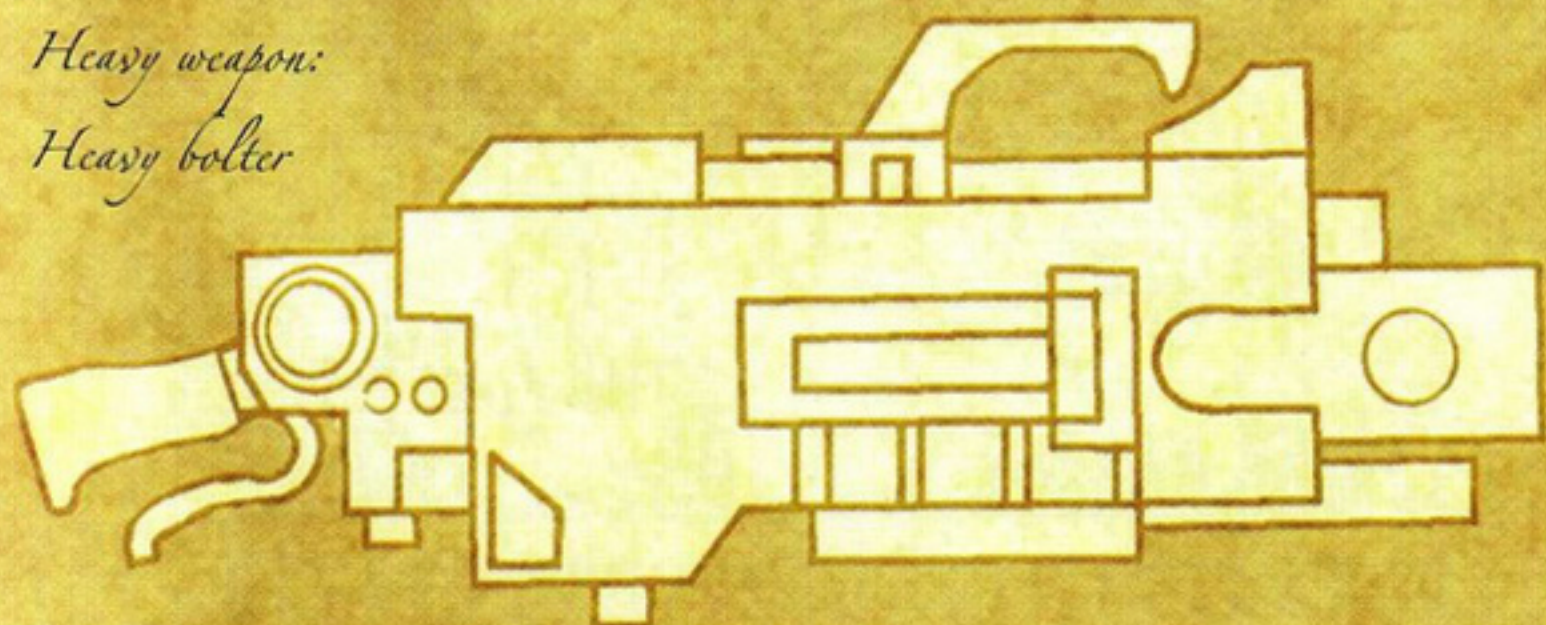


*Bolt gun*

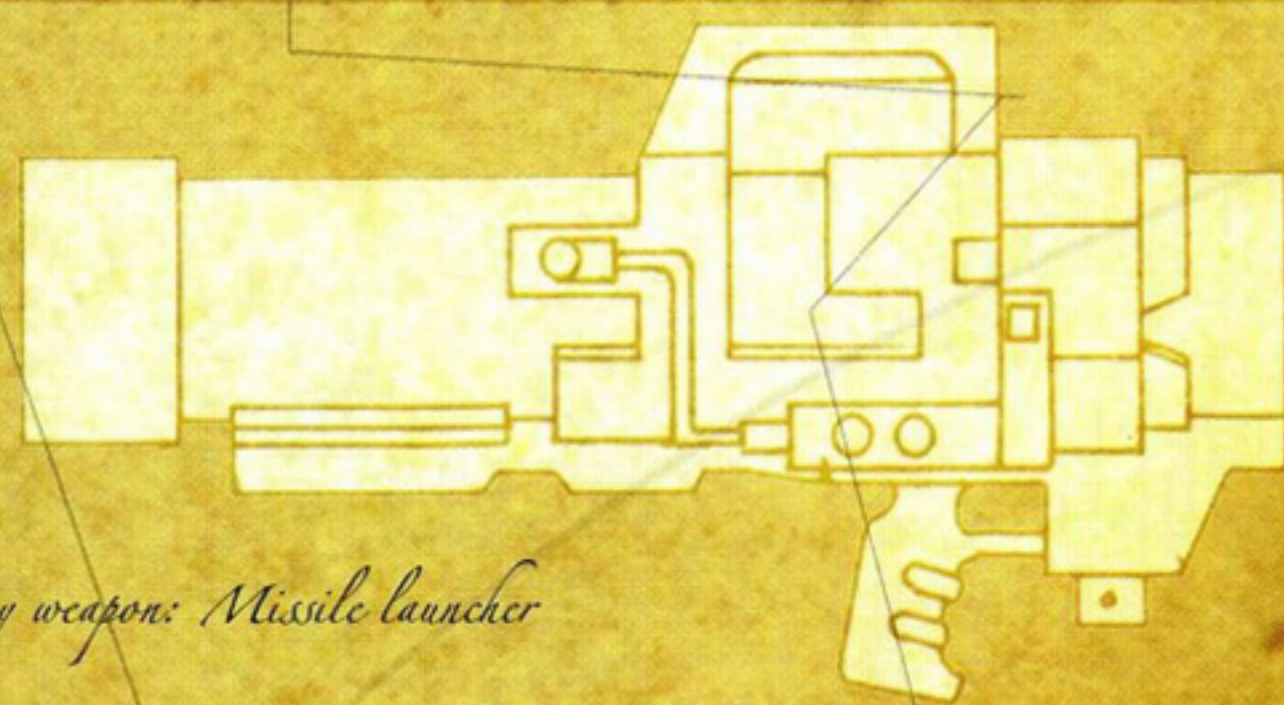


*Bolt gun*

*Heavy weapon:  
Heavy bolter*



*Heavy weapon: Missile launcher*





# BADGE VARIANTS

This section illustrates some of the hundreds of variant systems for squad markings recommended for use by Space Marine Chapters in the Codex Astartes. These include markings for use on older designs of power armour. At the time the Codex was compiled by Roboute Guilliman many Space Marines would still have been equipped with armour that predated the Horus Heresy. Many of these older suits lacked reinforcing rims on the shoulder pads or space to display a Chapter icon on the Marine's left pad.



*Tactical*



*Assault*



*Devastator*



*Veteran*



*Command*



*Tactical*



*Assault*



*Devastator*



*Veteran*



*Command*



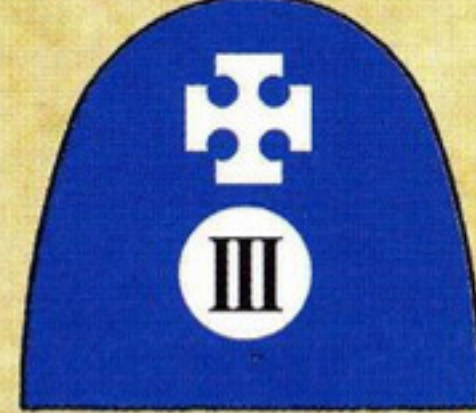
*Tactical*



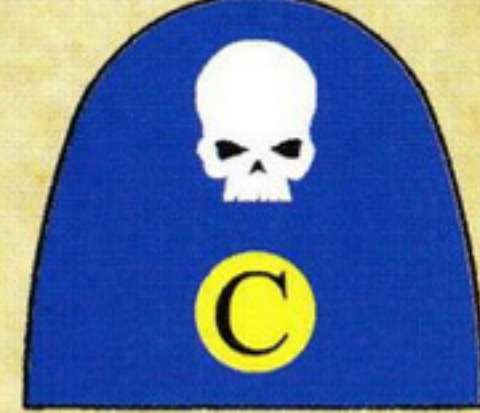
*Assault*



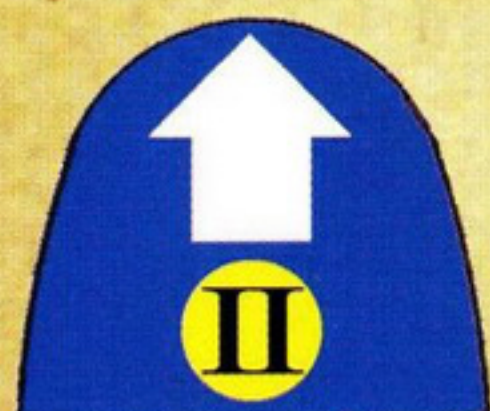
*Devastator*



*Veteran*



*Command*



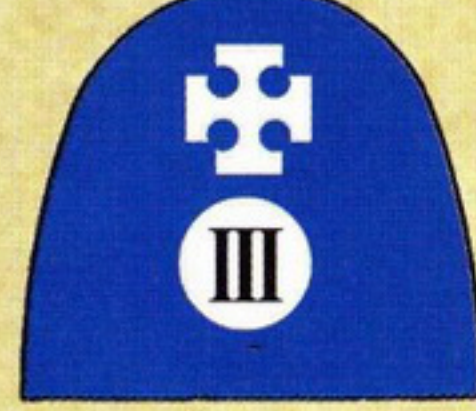
*Tactical*



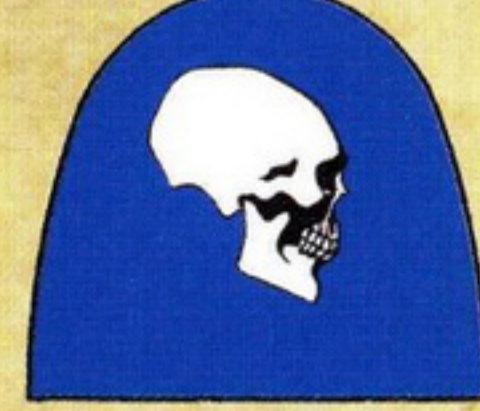
*Assault*



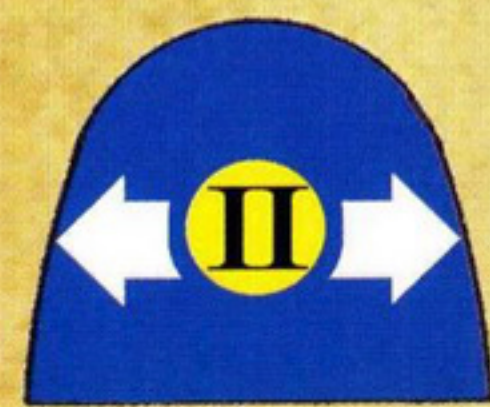
*Devastator*



*Veteran*



*Command*



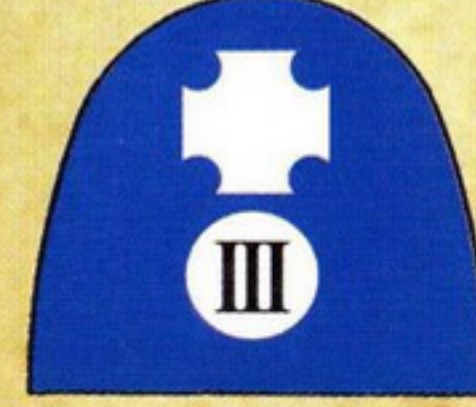
*Tactical*



*Assault*



*Devastator*



*Veteran*



*Command*



*Tactical*



*Assault*



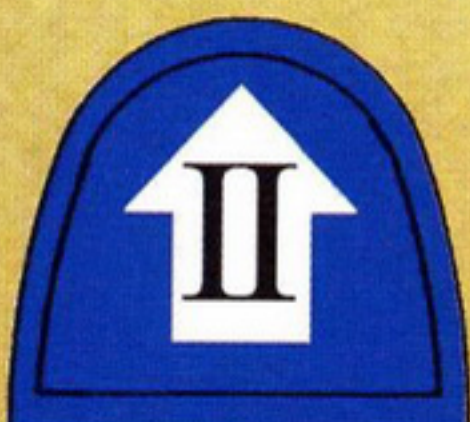
*Devastator*



*Veteran*



*Command*



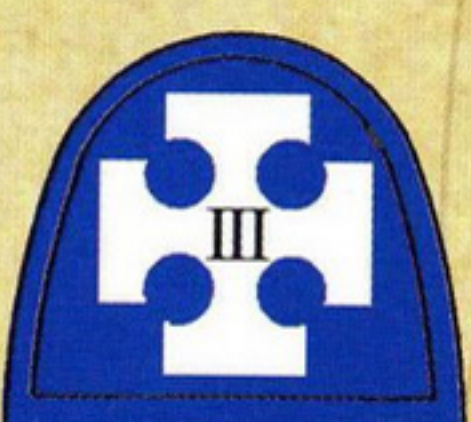
*Tactical*



*Assault*



*Devastator*



*Veteran*



*Command*



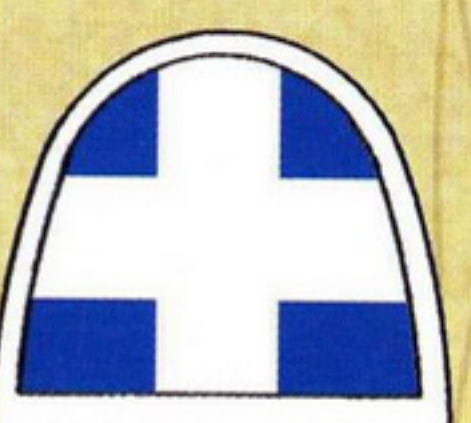
*Tactical*



*Assault*



*Devastator*



*Veteran*



*Command*

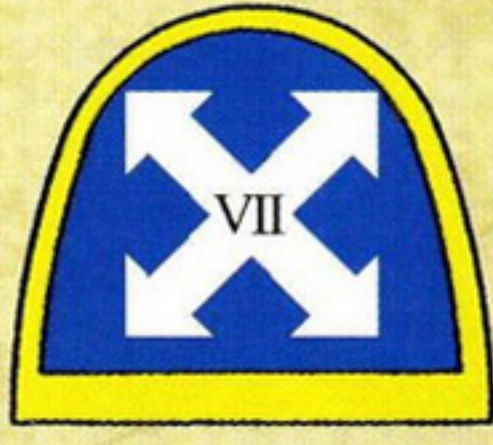


# BADGE VARIANTS

In all cases the examples shown illustrate the markings for the 2nd Tactical Squad, 7th Assault Squad, 9th Devastator Squad and a Command Squad of the 2nd Company and for the 3rd Veterans Squad of the 1st Company of the Ultramarines. The 2nd Company colour is yellow and the 1st Company colour is white. Command Squads are temporary units formed on an ad hoc basis and are not therefore numbered.



*Tactical*



*Assault*



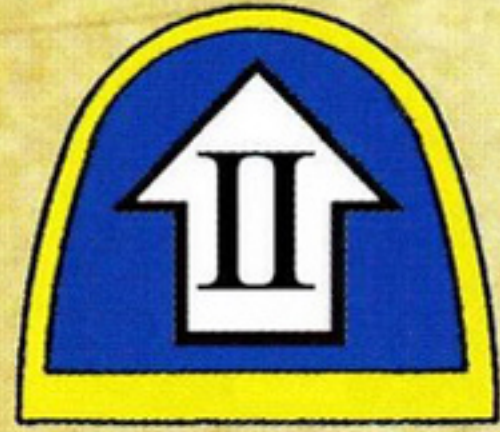
*Devastator*



*Veteran*



*Command*



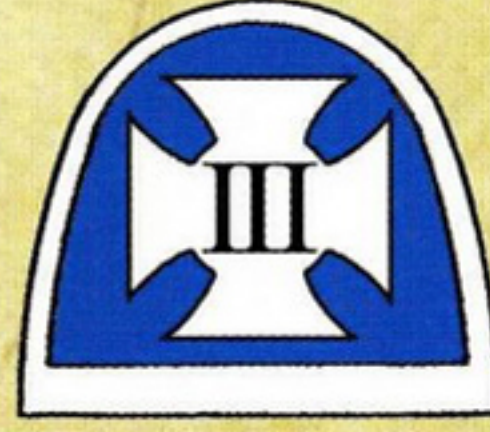
*Tactical*



*Assault*



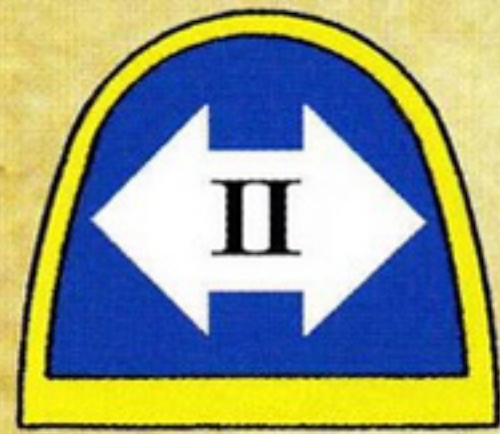
*Devastator*



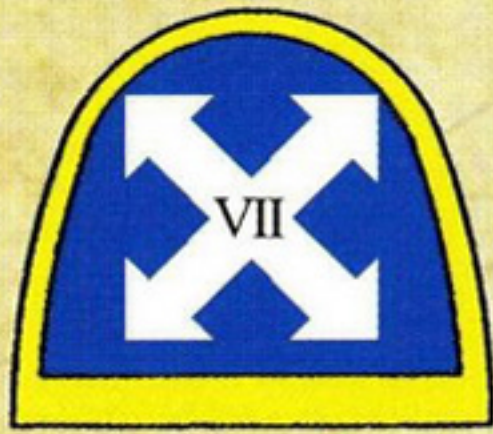
*Veteran*



*Command*



*Tactical*



*Assault*



*Devastator*



*Veteran*



*Command*



*Tactical*



*Assault*



*Devastator*



*Veteran*



*Command*



*Tactical*



*Assault*



*Devastator*



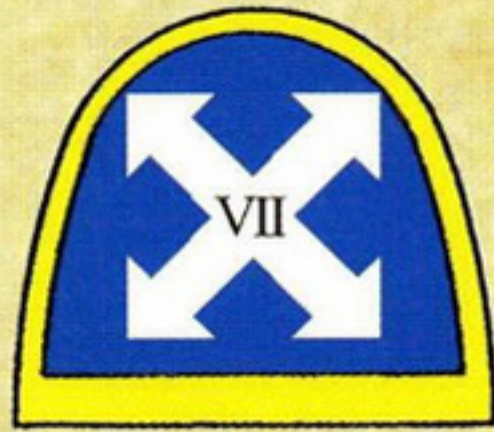
*Veteran*



*Command*



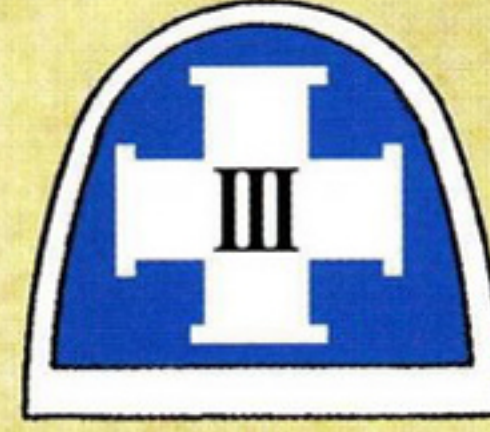
*Tactical*



*Assault*



*Devastator*



*Veteran*



*Command*



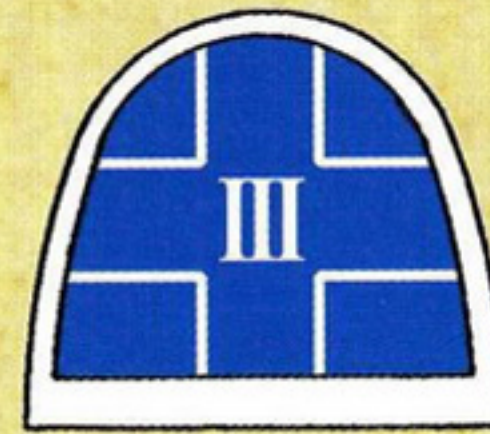
*Tactical*



*Assault*



*Devastator*



*Veteran*



*Command*



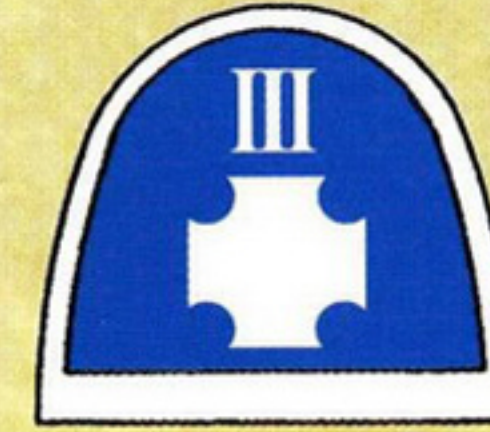
*Tactical*



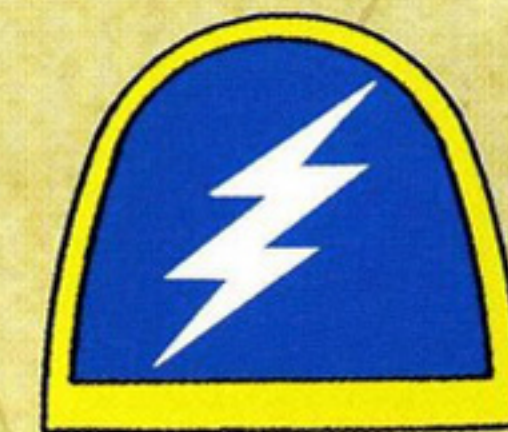
*Assault*



*Devastator*



*Veteran*



*Command*



# BADGE VARIANTS

*Space Marines hold their Chapter's history and traditions in very high regard. This tends to make them very conservative and unwont to change. This is particularly true of the way they approach their badges and markings. However the Codex instructs the Chapter Master to frequently review such matters and to periodically revise the system employed. This means that most, if not all, of the variant systems shown here will have been employed at some point in the long history of the Ultramarines Chapter.*



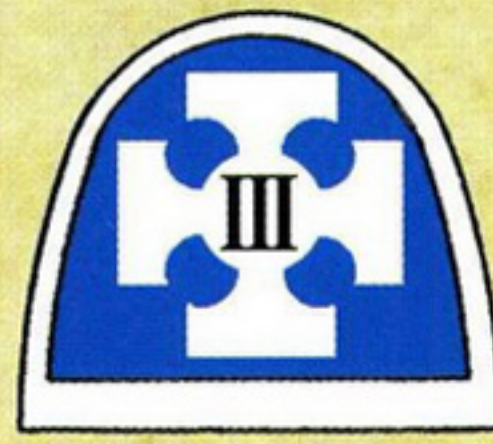
*Tactical*



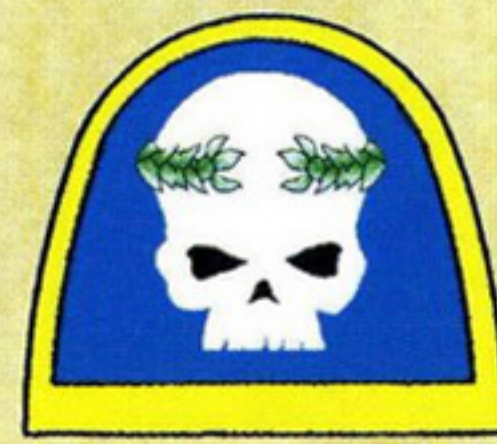
*Assault*



*Devastator*



*Veteran*



*Command*



*Tactical*



*Assault*



*Devastator*



*Veteran*



*Command*



*Tactical*



*Assault*



*Devastator*



*Veteran*



*Command*



*Tactical*



*Assault*



*Devastator*



*Veteran*



*Command*



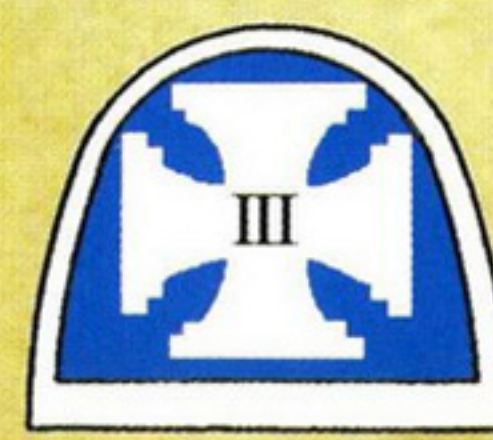
*Tactical*



*Assault*



*Devastator*



*Veteran*



*Command*



*Tactical*



*Assault*



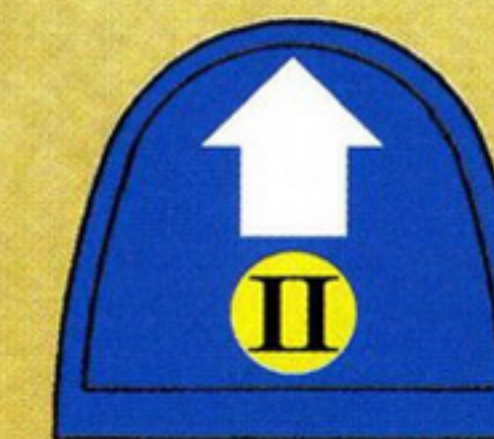
*Devastator*



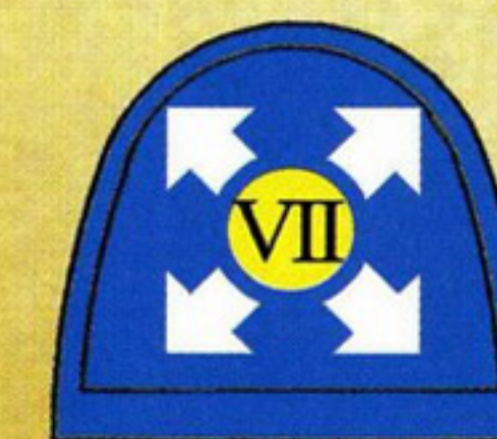
*Veteran*



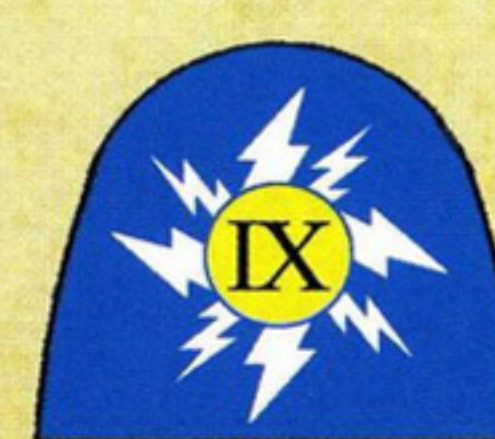
*Command*



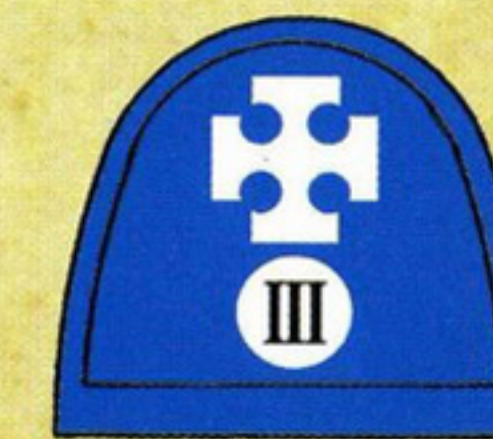
*Tactical*



*Assault*



*Devastator*



*Veteran*



*Command*



*Tactical*



*Assault*



*Devastator*



*Veteran*



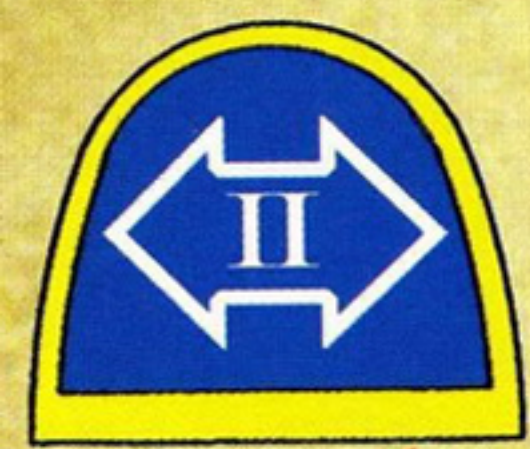
*Command*



# BADGE VARIANTS



*Although these pages show designs for the Ultramarines Chapter these selfsame systems are, or have been, used by all of the Codex Chapters. It is relatively easy to extrapolate the details of the markings for units in the other Companies and those for other Codex Chapters. Furthermore these markings are the basis on which nearly all Space Marine Chapters have devised their own badging and identification systems.*



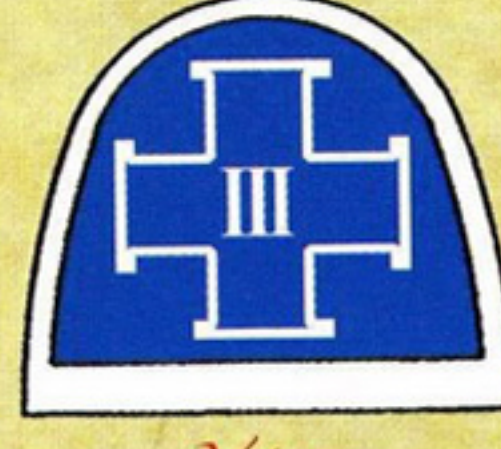
*Tactical*



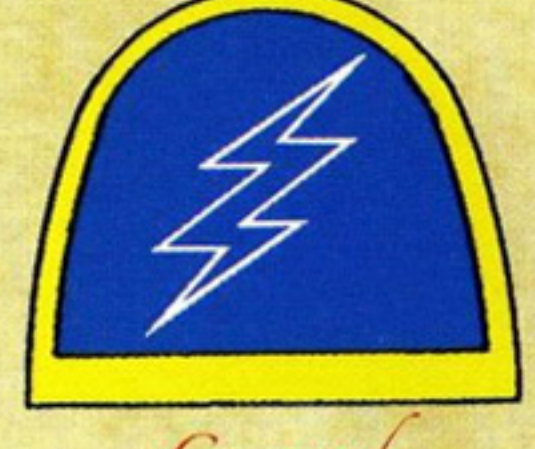
*Assault*



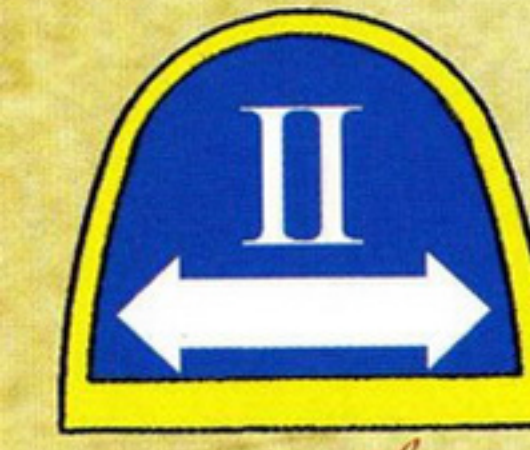
*Devastator*



*Veteran*



*Command*



*Tactical*



*Assault*



*Devastator*



*Veteran*



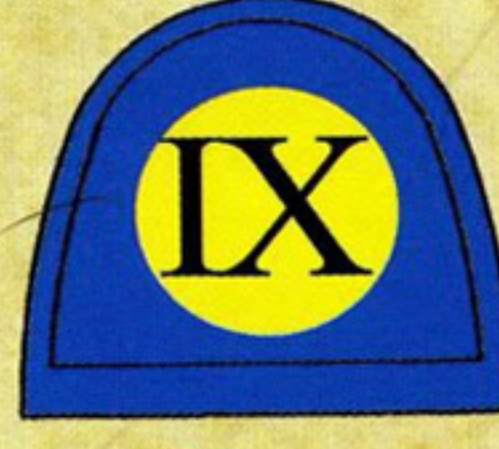
*Command*



*Tactical*



*Assault*



*Devastator*



*Veteran*



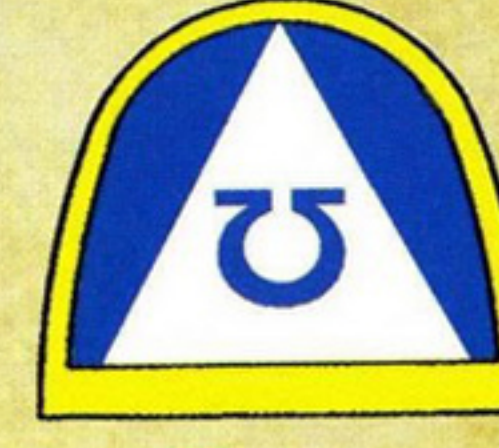
*Command*



*Tactical*



*Assault*



*Devastator*



*Veteran*



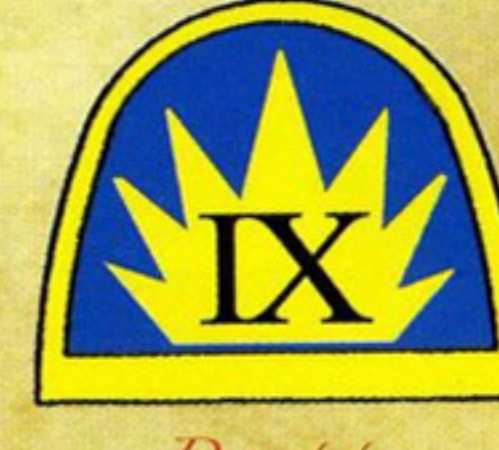
*Command*



*Tactical*



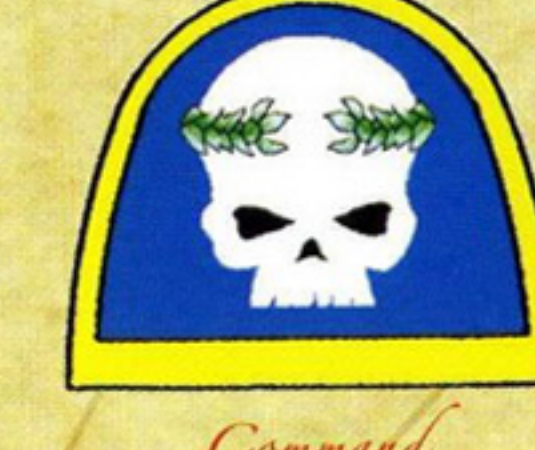
*Assault*



*Devastator*



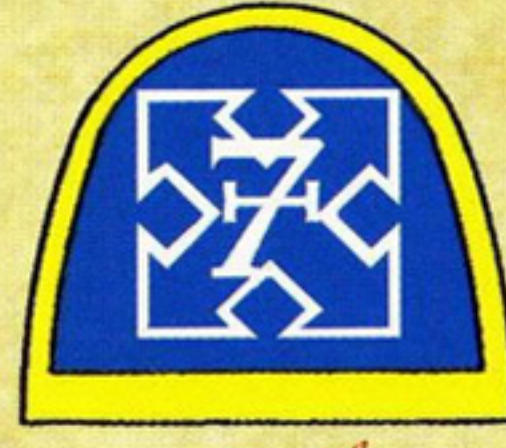
*Veteran*



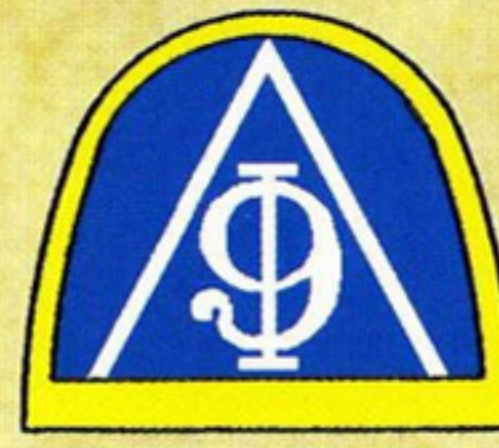
*Command*



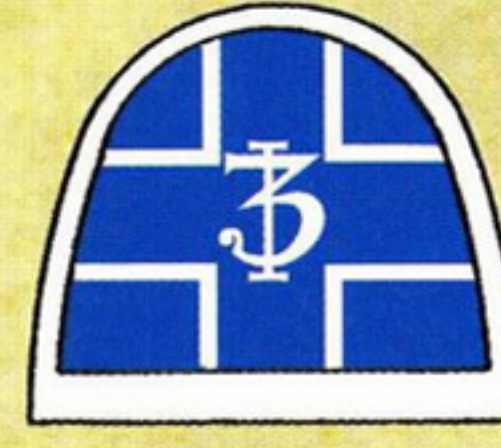
*Tactical*



*Assault*



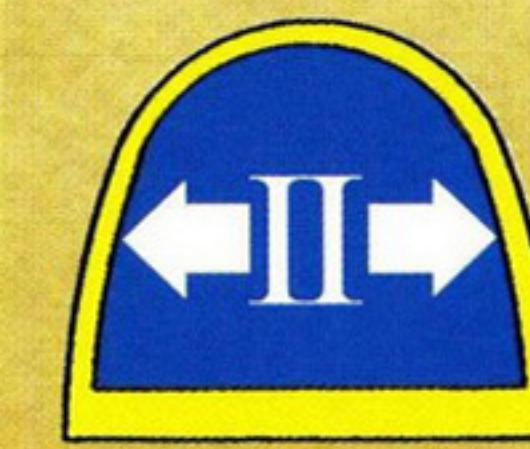
*Devastator*



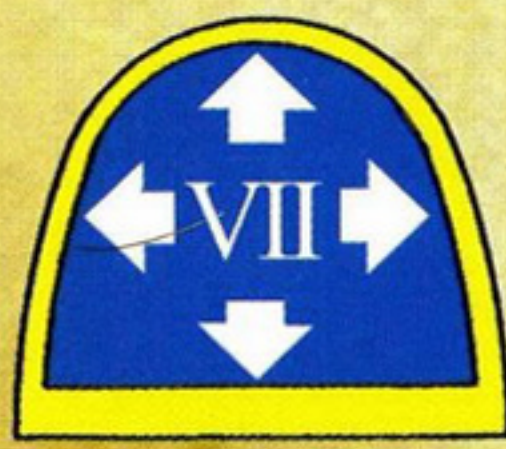
*Veteran*



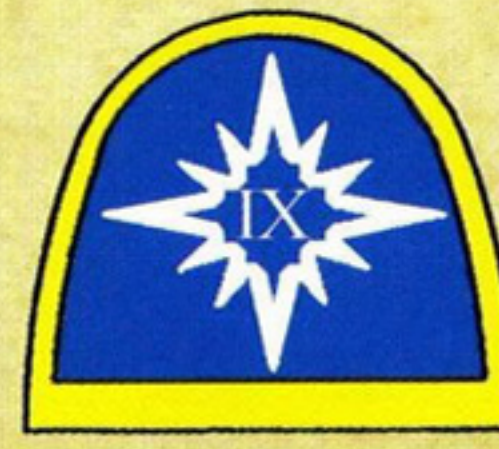
*Command*



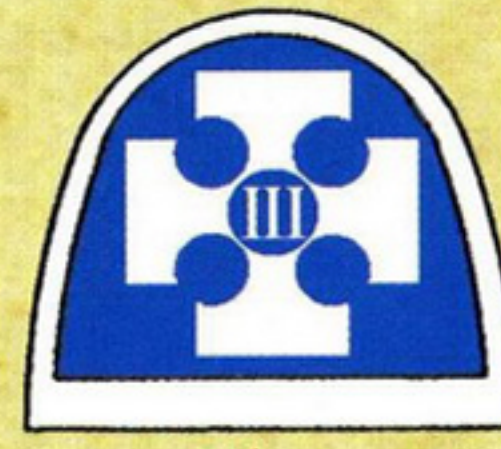
*Tactical*



*Assault*



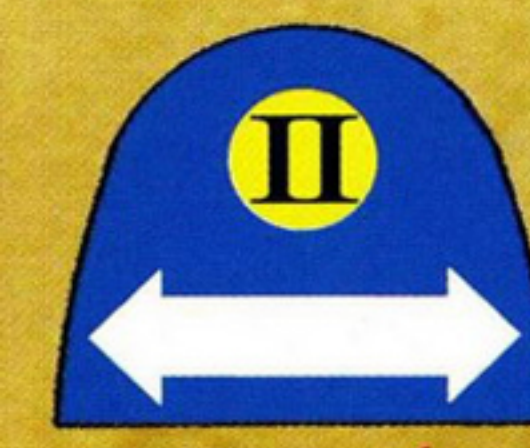
*Devastator*



*Veteran*



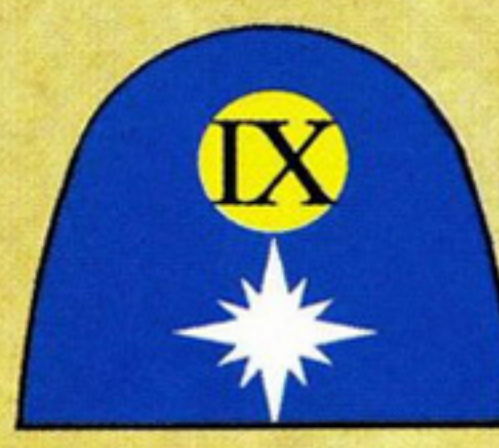
*Command*



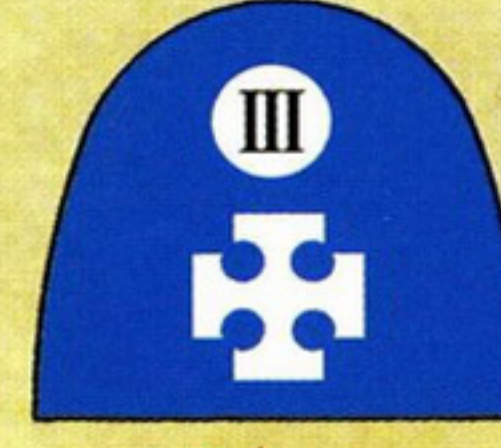
*Tactical*



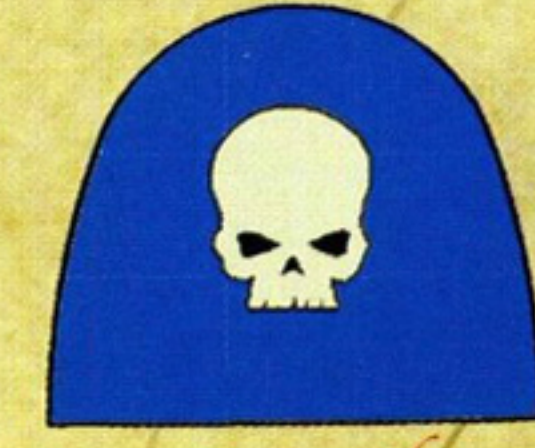
*Assault*



*Devastator*



*Veteran*



*Command*



# BADGE VARIANTS

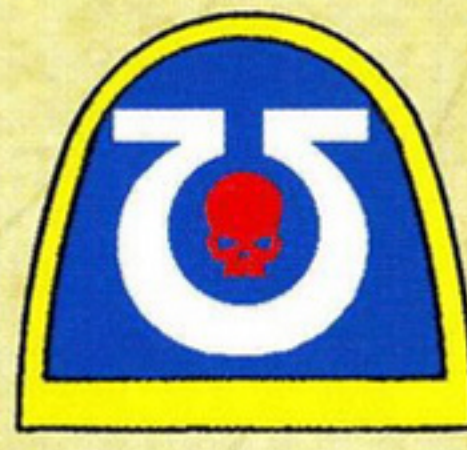
## *Ultramarines Chapter Variants and other Chapters*



*I*



*II*



*III*



*IV*



*V*



*VI*



*VII*



*VIII*



*IX*



*X*



*XI*



*XII*



*XIII*



*XIV*



*XV*

The basic Chapter icon can be displayed in a number of different ways. Here are some examples of some of the different designs used by the Ultramarines. Some of these are archaic forms that date back to the time of the Horus Heresy when the Ultramarines were a Legion numbering thousands of warriors. It may be that these variants had a specific use at that time to differentiate the component sections of the older larger organisation. When the Space Marine Legions were split into Chapters of a thousand warriors there was no need for variant icons. However the variant icons retain use and value as honour marks within the Chapter. Shoulder pads i to viii are all very common forms that frequently appear as variation within the Ultramarines to this day. The variants i, iv, v, vi and viii appear within individual squads and may be a form of minor honour badge. Variant iii is the classic squad sergeant's rank badge for the Ultramarines. Variant ix is the original form of the Chapter icon only appearing when Marines on performing ceremonial duties. Variant xiv is a solid silver variant restricted to officers. The other variants all appear as honorific badges on the shoulder pads of decorated veterans and other Marines of high status within the Chapter.



*XVI*



*XVII*



*XVIII*



*XIX*



*XX*



*XXI*



*XXII*



*XXIII*



*XXIV*



*XXV*



*XXVI*



*XXVII*



*XXVIII*



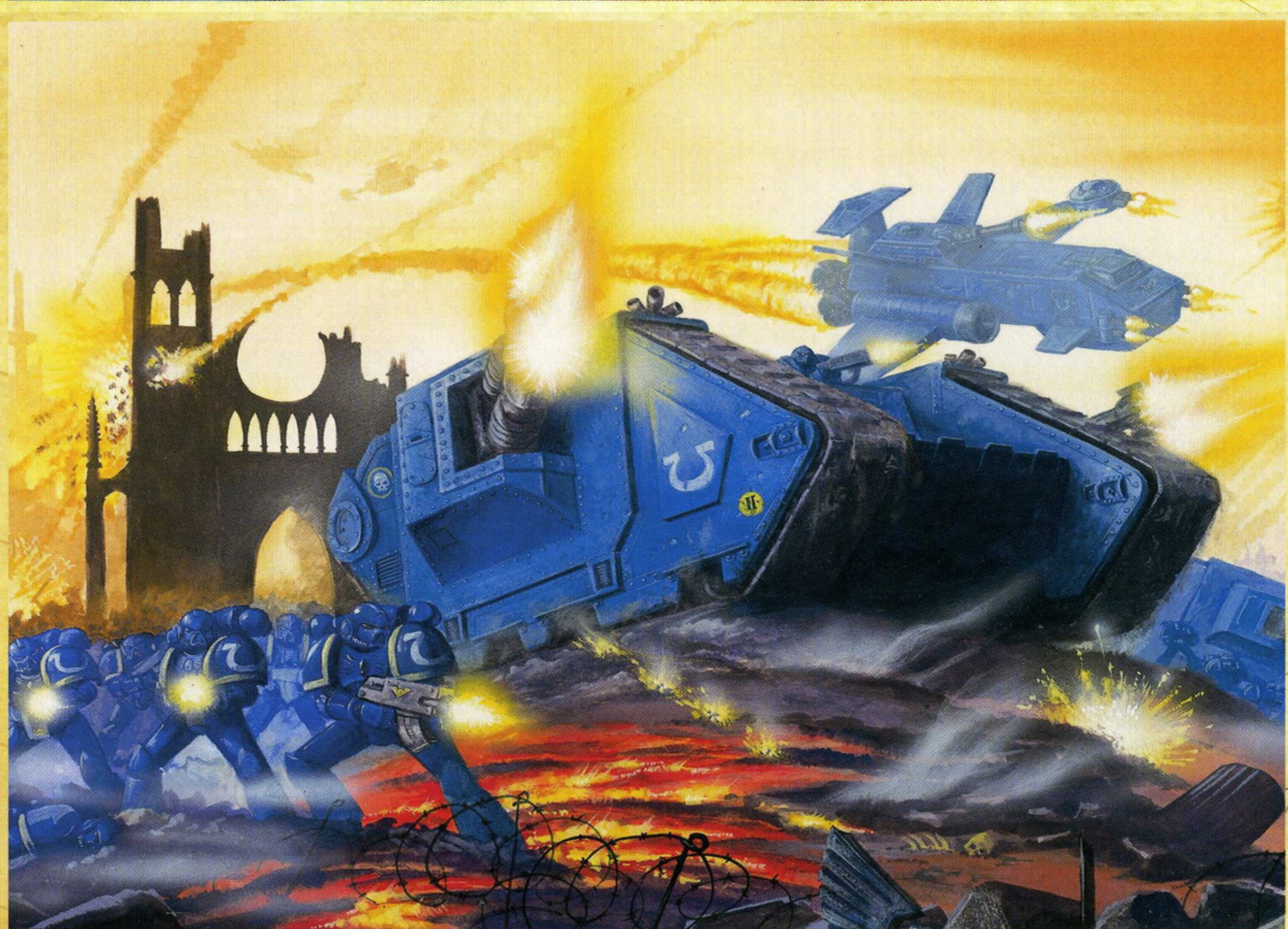
*XXIX*



*XXX*

Space Marine Chapter badges or icons are of very mixed origin. Many are iterations of common Imperial icons, such as the eagle, eagle wings, skulls and armoured fists. At a Chapter's Founding the newly assigned Chapter Master must name his regiment and choose its heraldry. There are strict rules to govern this process. The Codex Astartes provides the Chapter Master with a roll of approved naming elements and also forbids the use of certain names. New leaders are careful to try to avoid duplicating the name, icon and livery of an existing Chapter. However this is more difficult than may be imagined. There are approximately a thousand Chapters spread across the galaxy and only the priests of the Adeptus Terra on Earth have anything approaching a complete catalogue of these units and their heraldry. Many new Chapter Masters therefore create new heraldries to avoid any possible duplication. Over the millennia this has led to a vast proliferation of icons and liveries.







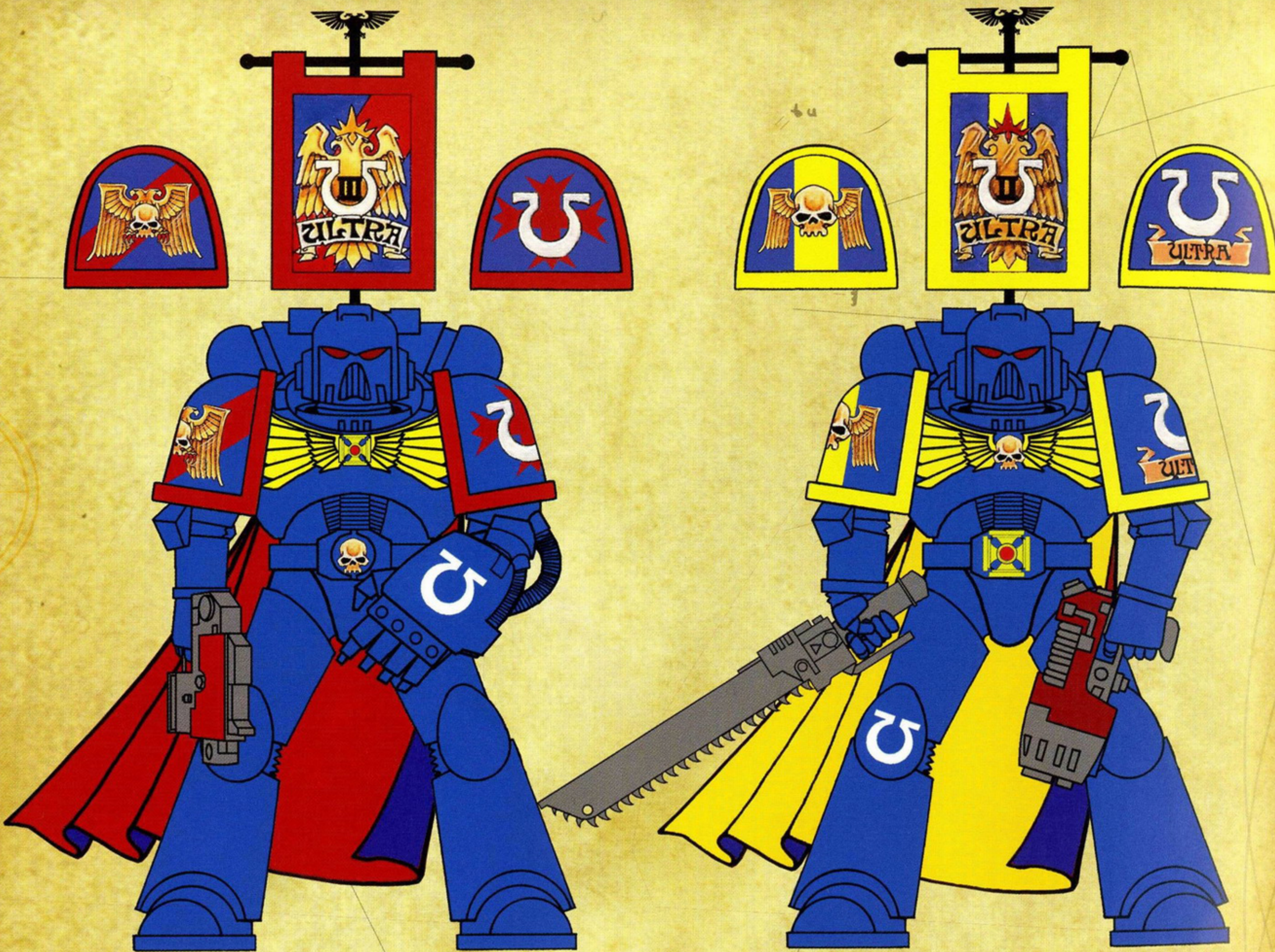
# CAPTAINS

An officer with the rank of Captain commands every Space Marine Company. The Captain will be a stalwart veteran of thousands of battles. Over the decades and in some case centuries of war the Captain will have accrued a vast store of knowledge and experience of fighting, tactics and leadership. Space Marine Captains are first and foremost warriors expected to lead from the

front and they are powerful enough for their personal combat prowess to be able to affect the outcome of a battle involving thousands of combatants. They lead by example and command their troops with absolute authority. Space Marine troops venerate their leaders and consider promotion to Captain as the pinnacle of achievement and service.

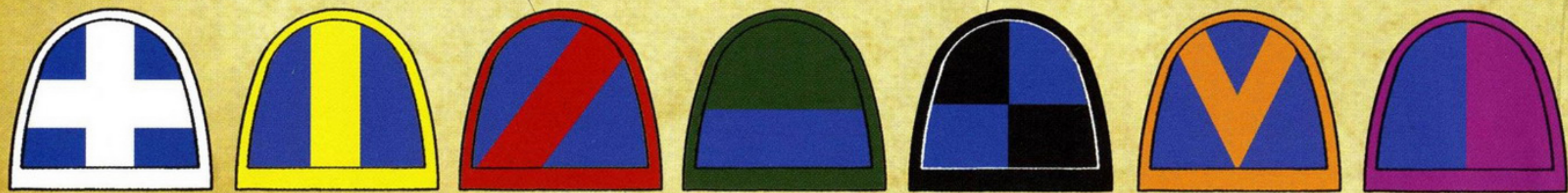
Captains are proud and terrible warriors but eventually their combat skills fade, either through age or injury. These Captains continue to serve the Chapter as members of the Headquarters officer cadre. Here they use their incredible experience and knowledge to manage recruitment, training and administration. They also serve as Chiefs of Staff to the Chapter Master offering insight on matters of strategy, tactics and the general business of war. The Chapter Master himself will have once been a Company Captain and in theory he still holds the rank.

There are many other titular ranks within the Chapter. These include Commander of the Watch, Commander of the Arsenal, the Master's Secretarius, Lord of the Household, Commander of the Fleet, Chief of Ordinance and Commander of the Watch. A Captain may be



*Captain of the Ultramarines 3rd Company*

*Captain of the Ultramarines 2nd Company*



These shoulder pads show the basic Company heraldries. These had their origin in the days when Space Marines were organised into Legions, formations many times larger than the current Chapter. It may have been that these patterns were originally used to differentiate between the sub-units of those vast regiments. These heraldries now form the basic liveries for the Company Captains and are displayed on the Captain's right shoulder pad and back banner. Veteran Captains are unlikely to display such markings as their personal honours and merit awards will supplant the basic design.

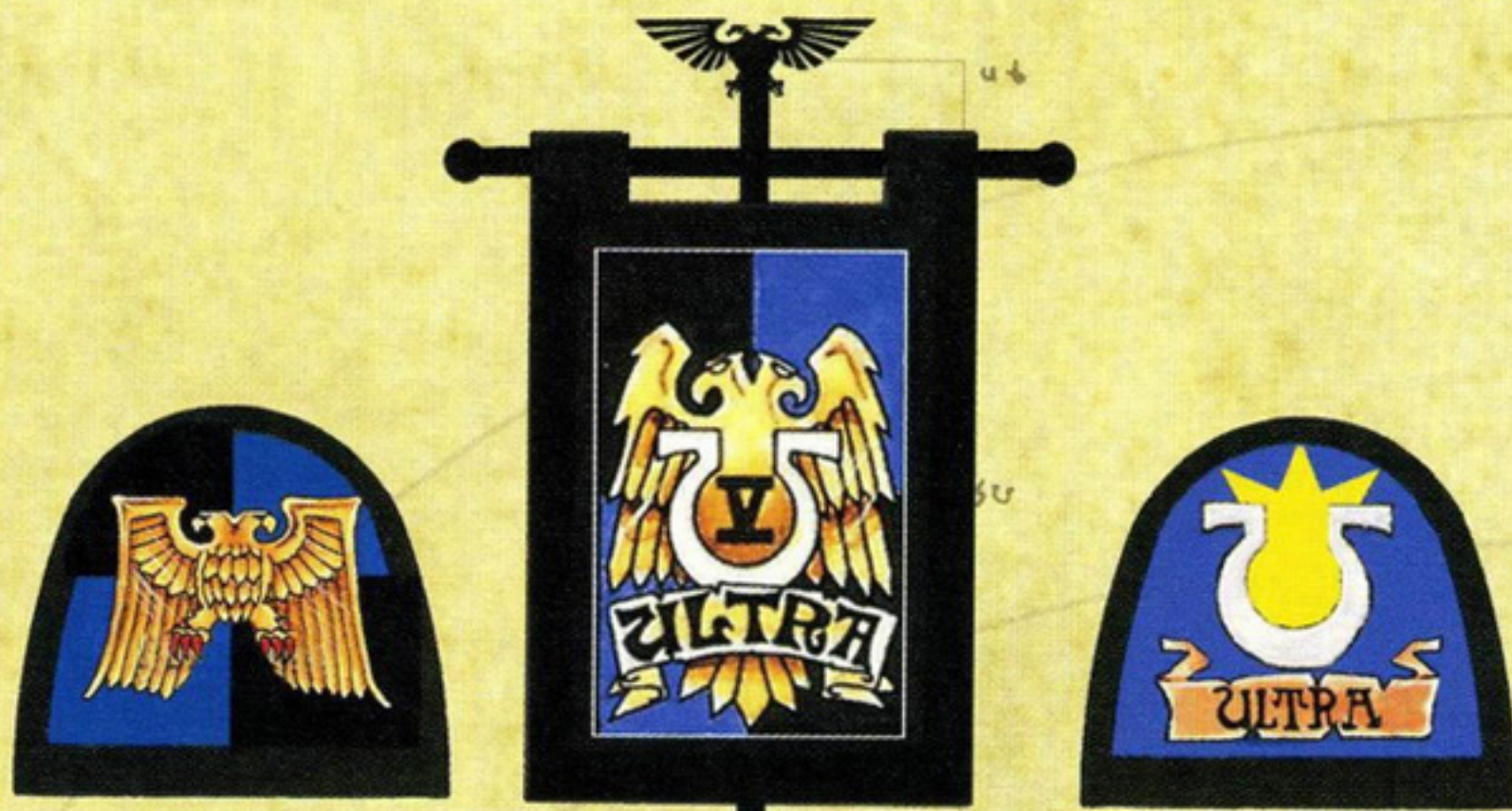




honoured with such a title in addition to his commissioned rank. Many of these honorific titles carry with them important duties and responsibilities.

Captains wear power armour or Terminator armour decorated in the Chapter livery. Their badge of rank is the Company heraldry. In its most basic form this is simply the Company colour displayed on their right shoulder pad. This pattern also forms the basis of the Captain's banner and may even appear on the hull of any personal vehicles. Captains wear the Chapter icon on their left shoulder pad.

Space Marines are proud of their achievements and Captains no less so. Over the many years of battle the Captain will have won innumerable honours and distinctions. Furthermore their wargear will have damaged and repaired or replaced a hundred times or more. Each honour adds a new element to the Captain's livery. Each repair provides the Chapter's Artificers with an opportunity to embellish his armour or weapons with decoration and devotions. In this way the basic rank markings are superseded by a mass of details and decoration. Space Marine Captains therefore have a unique heraldry and very individual appearance.



*Captain of the Ultramarines 5th Company*



*There are almost no limits to the ways in which an experienced Captain may have his armour and weapons customised to record his achievements and honours. Many of these decorations will be the honour badges shown here or variants of these icons.*

## ULTRAMARINES CAPTAINS' BANNERS

These illustrate the basic designs for the banners of the Ultramarines Captains. They demonstrate how the traditional Company heraldries are combined with the Chapter icon and an Imperial Eagle motif. Other Chapters will have similar basic designs for their Captains' banners. Over many years of service a Captain will earn many honours and distinctions. Some of these honours will be displayed on his banner and may eventually completely replace the basic design shown here.



*1st Company*



*2nd Company*



*3rd Company*



*4th Company*



*5th Company*



*6th Company*



*7th Company*



*8th Company*



*9th Company*



*10th Company*

### TYPICAL ULTRAMARINES NAMES

Titus	Gaius	Corpus	Fennias	Helicanus
Agrippa	Tiberius	Sicarius	Helixus	Solinus
Vespasian	Galatian	Agemman	Marneus	Cossos
Fabius	Abraxus	Ardias	Cassius	Varius
Icarus	Laertes	Epathus	Typhon	Telion
Lucius	Crassus	Ixion	Cornelus	Varus
Strabo	Andronicus	Numitor	Altarion	Chronus
Coriolanus	Romulus	Sinon	Octavian	Lamentius
Scipio	Calidus	Antilochus	Elanias	Preator
Tacitus	Tribinus	Octavius	Epheus	Hyrclion
Omegus	Invictus	Severian	Maneus	Probis
Trajan	Venatus	Caesar	Tirus	Tercon
Orion	Signatus	Tigurius	Bellanus	Phraetus
Valius	Idaeus	Helveticus	Primus	Eleus
Atavian	Maximus	Vandius	Flavian	Daceus



# CHAPLAINS

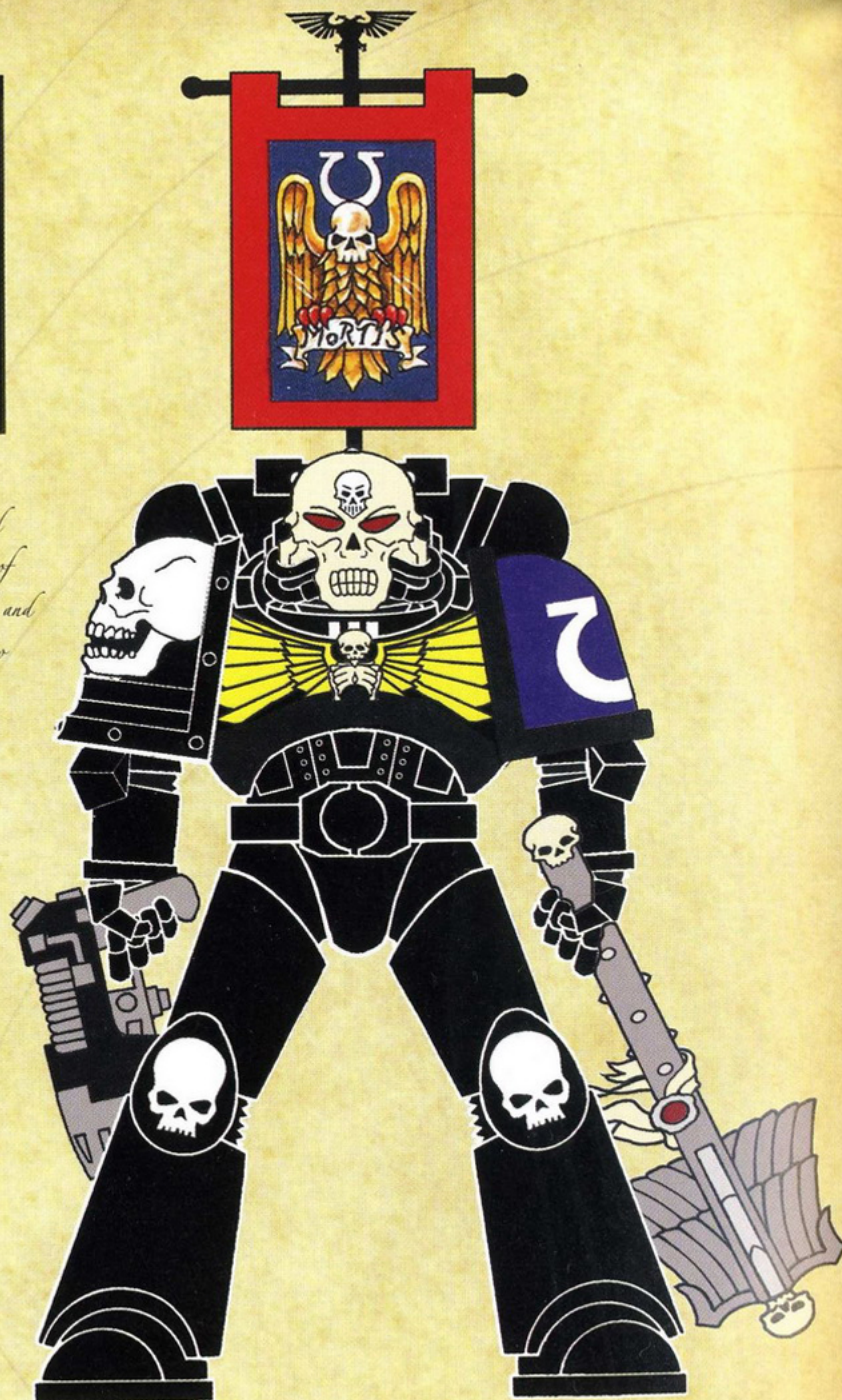
Space Marines are not simply mighty warriors they are also devout followers of the Emperor. They regard their mission to defend humanity against the myriad foes that threaten it as a holy one and they have absolute faith in the the Emperor. The first Space Marine Chapters were founded centuries before the development of the Imperial Cult and the dominion of the Adeptus Ministorum. This has led to each Chapter evolving it own unique religious practices and priests. These are the Chaplains who administer the rites of their Chapter and perform the ancient ceremonies of worship and devotion.

Chaplains have a vital role in the initiation of new recruits to the Chapter and in the constant affirmation of faith within the ranks of the Marines. Chaplains are amongst the most powerful of all the Space Marines. They accompany their brother Marines into war, chanting liturgies of battle, urging their fellows onwards with righteous zeal. They are invariably found in the thickest of the battle, exhorting their comrades to even greater acts of bravery.



*Chaplain of 2nd Company Ultramarines.*

*A Chaplain's banner is as individual as his armour and wargear. Common elements of Chaplain banners are skulls and Chapter icons and most show Company affiliation.*



*Chaplain of 3rd Company Ultramarines.*

*Every Company has its own Chaplain. He acts as a leader in both devotions and battle. The Chaplain is more than capable of commanding the Marines in combat and is second only to the Company Captain in rank.*

*Chaplains wear black armour with Chapter icon and heraldry displayed on the left shoulder pad. Their badge of office is a white skull that generally appears on the right shoulder pad. Beyond this there is almost nothing else about their appearance that is standard. Each and every Chaplain is by definition a hero of the Chapter and will have fought in thousands of actions. Although they eschew personal honours their ancient suits of power armour are a realisation of the faith and victories of the Chapter, each one a revered artefact in its own right. Over the centuries the Chapter's artificers have constantly embellished these suits to glorify the Emperor and show the devotion of the Chaplain and his brethren.*





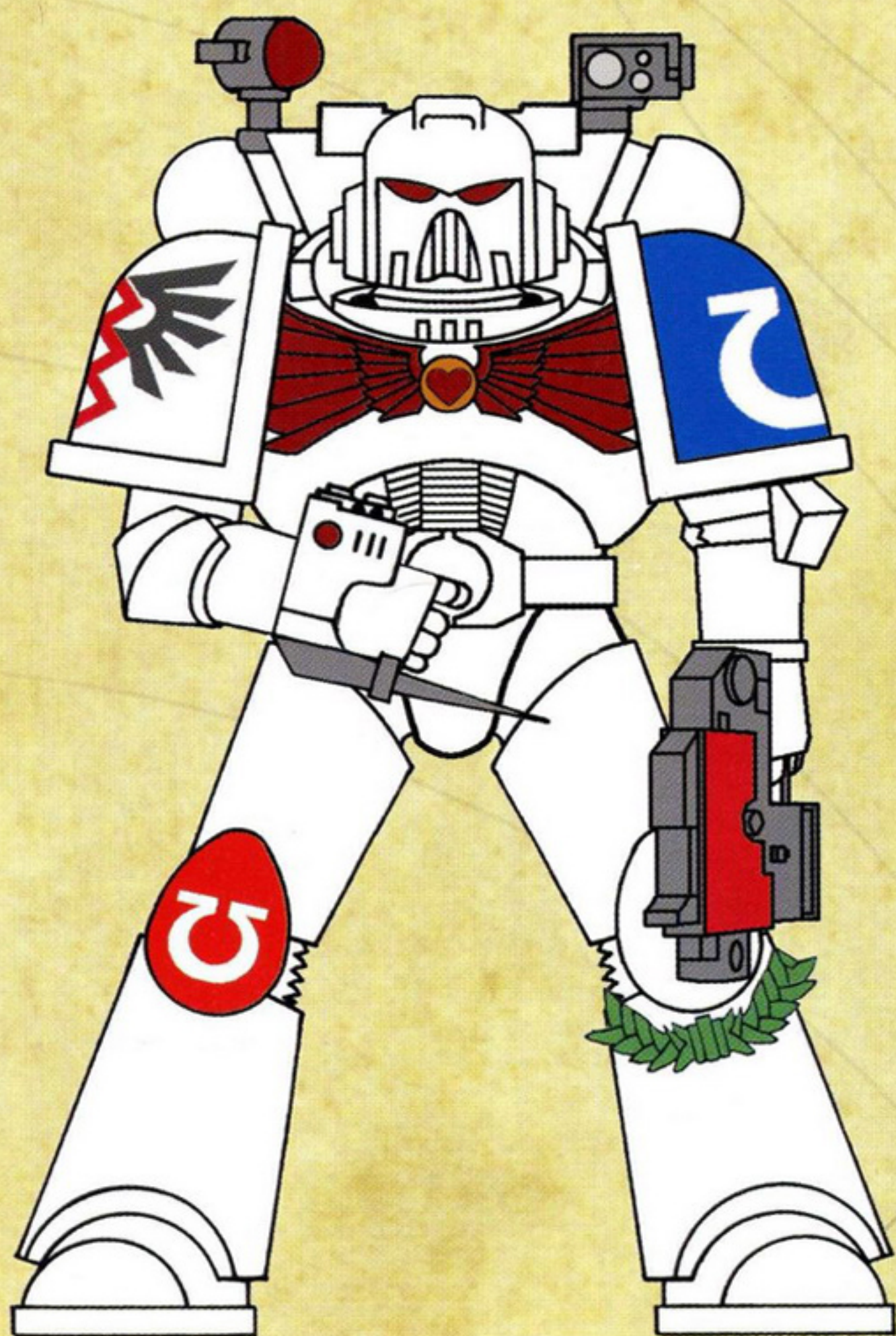
# APOTHECARIES

The Apothecarion is the Chapter's medical and bio-engineering department. It is staffed by the Chapter's medics or Apothecaries. These are Marines who are trained to undertake the routine medical and surgical duties needed to keep the warriors in peak fighting condition. They are also the keepers of the Chapter's biological legacy, the banks of stored gene-seed. The source of this gene-seed is the Space Marines themselves. Each one carries replicating organ implants called the progenoids. These amazing organs absorb genetic information from the Marine's body. If a Marine dies the progenoids can be removed and the Apothecaries are able to use the information stored within to create new implants. These new implants are essential to the creation of new Marines.

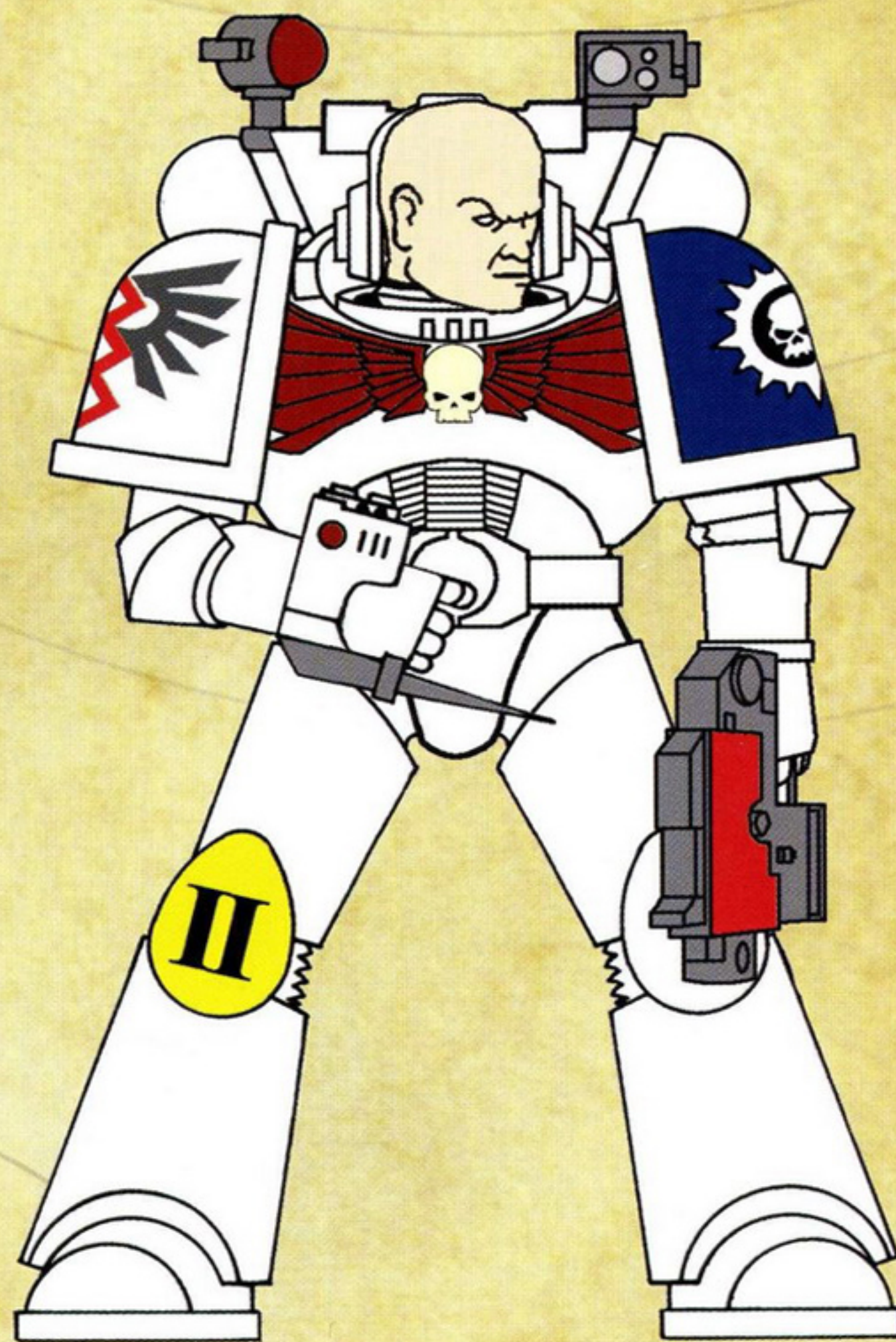
The life of the Chapter is wholly dependent on the skills of the Apothecaries to collect the progenoids and bio-engineer new recruits.

Space Marines rarely go into battle without an Apothecary since if a Marine dies and his body is lost or destroyed then his valuable gene-seed is lost to the Chapter as well. If a brother Marine falls in battle the Apothecary can administer immediate aid, binding wounds or performing emergency surgery so that the Marine can fight on. Failing that the Apothecary can at least ensure that the Marine's death is not totally in vain by collecting his gene-seed and returning it to the bio-vaults, ultimately to be recycled in the form of a new warrior.

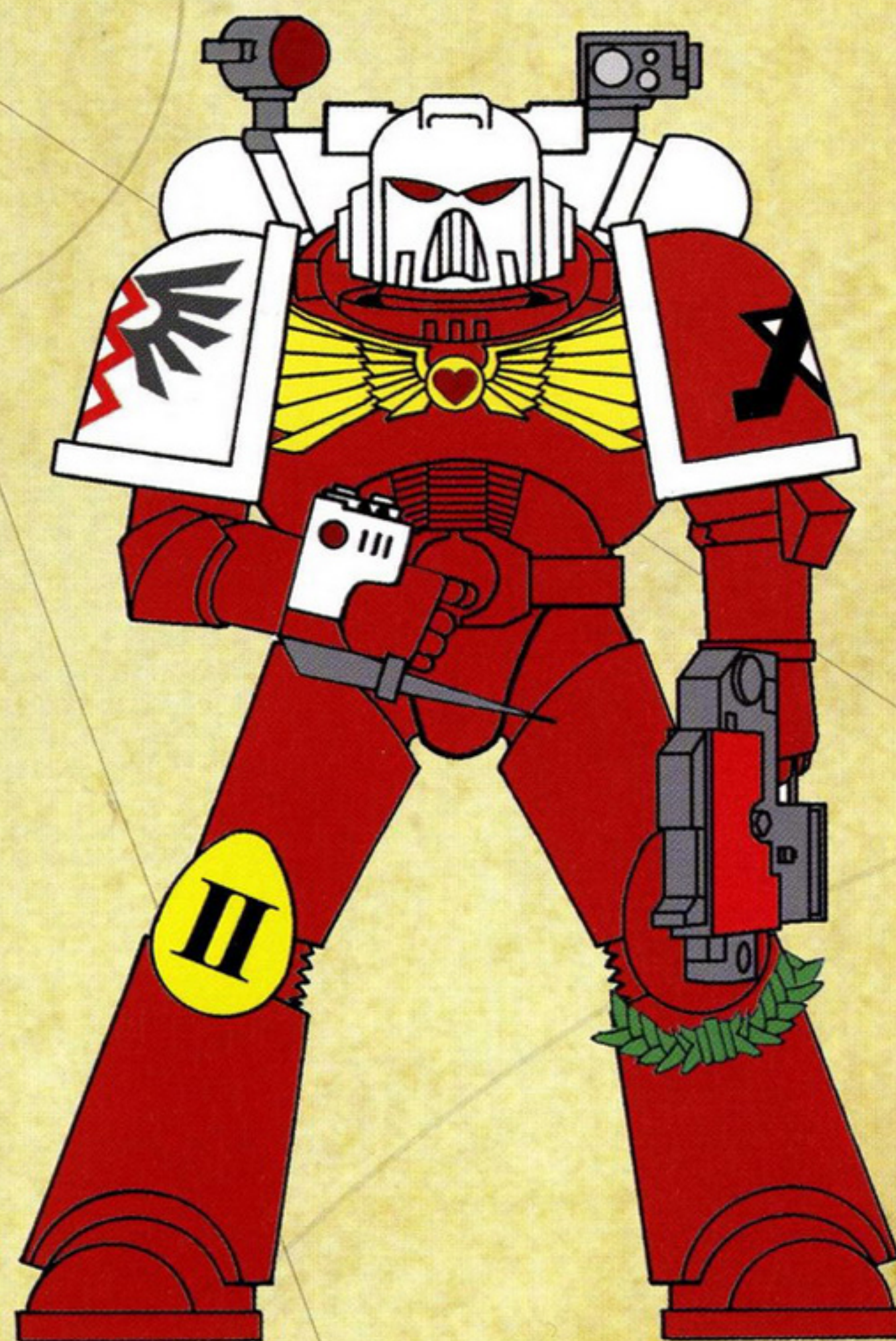
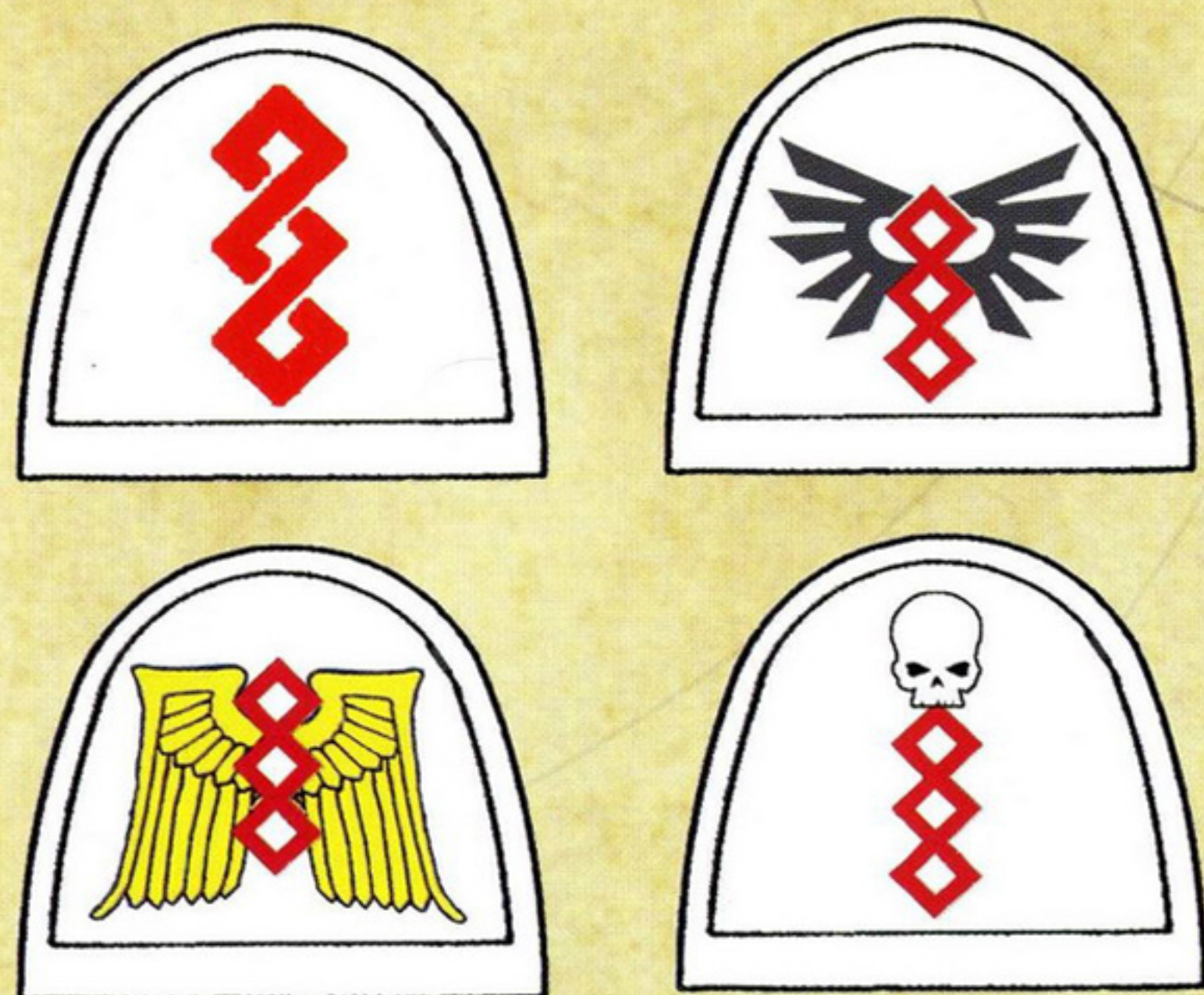
Each Company has an Apothecary. Additional Apothecaries staff the Apothecarion although these rarely take to the field of battle. Their duties are concerned with the maintenance of the bio-vaults, training and research.



*Apothecary of 3rd Company Ultramarines.*



*Apothecary of 2nd Company Novamarines.*



*Apothecary of 2nd Company Genesis Chapter.*

The standard uniform for an Apothecary is a white suit of power armour. Chapter heraldry is displayed on the Apothecary's left shoulder pad. The right shoulder pad displays the Prime Helix icon of the Apothecarion. Company badges are worn on the knee pads or leg armour. A number of variants of the Helix are shown here, any of which may be worn by an Apothecary. In some Chapters the Apothecary's white uniform is combined with the Chapter's standard heraldry but usually the helmet, back pack (or medi-pack) and shoulder pads will be white.



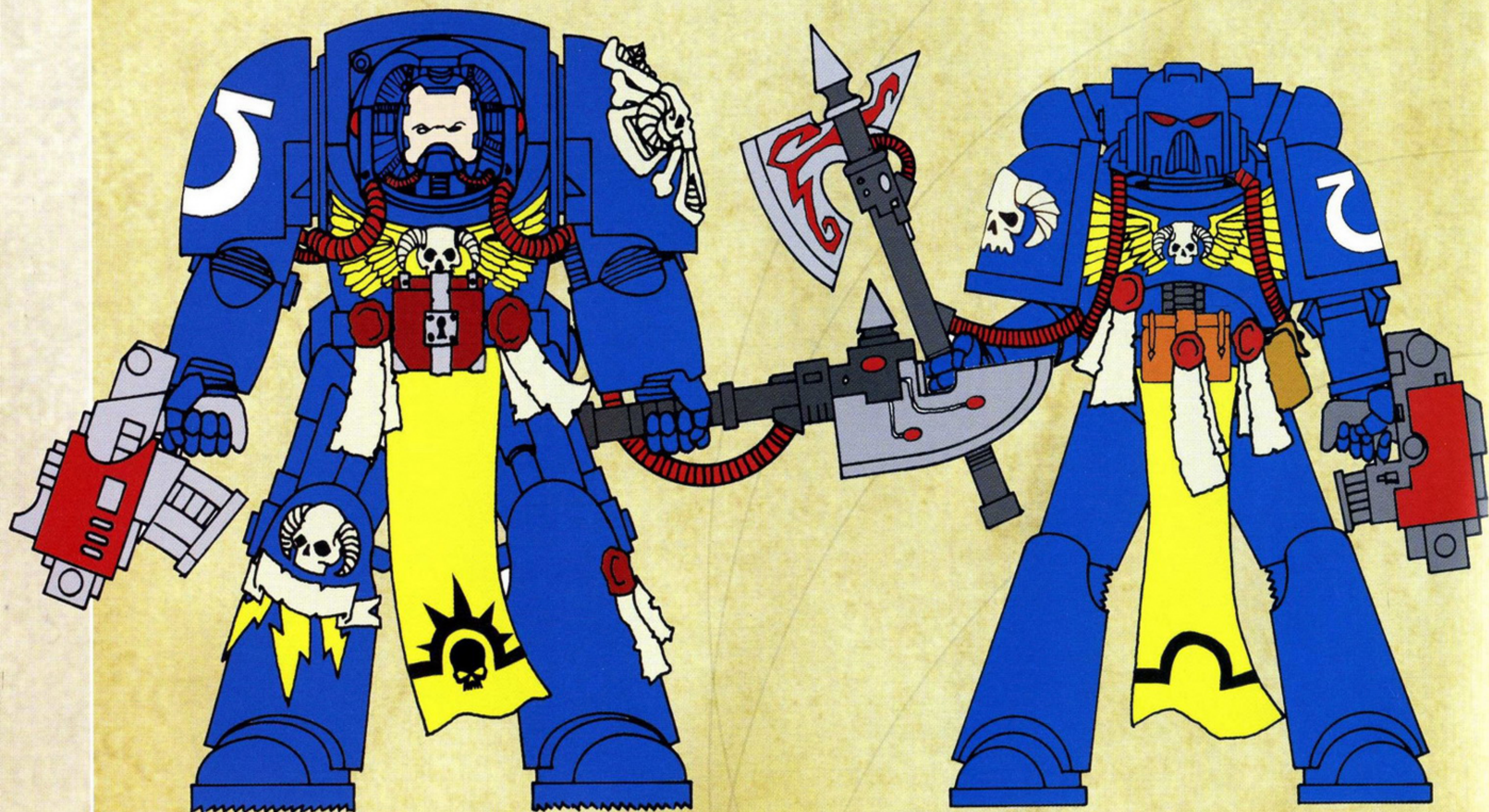
# LIBRARIANS

The Librarians are organised separately from

the Companies of the Chapter. They form the Librarius part of the Chapter Headquarters. Within its cloisters the Librarians perform their sacred and arcane duties. These are the Chapter's psykers and have many responsibilities including interstellar communication, auguries, testing new recruits for psychic abilities and protecting the Chapter from psychic assault. They are also trained to use their awesome powers on the battlefield, attacking foes with blasts of pure thought as well as sensing enemy movements and predicting the ebb and flow of the battle. The Librarians are the ultimate warrior mystics endowed with powers and abilities that set them apart from their brothers.

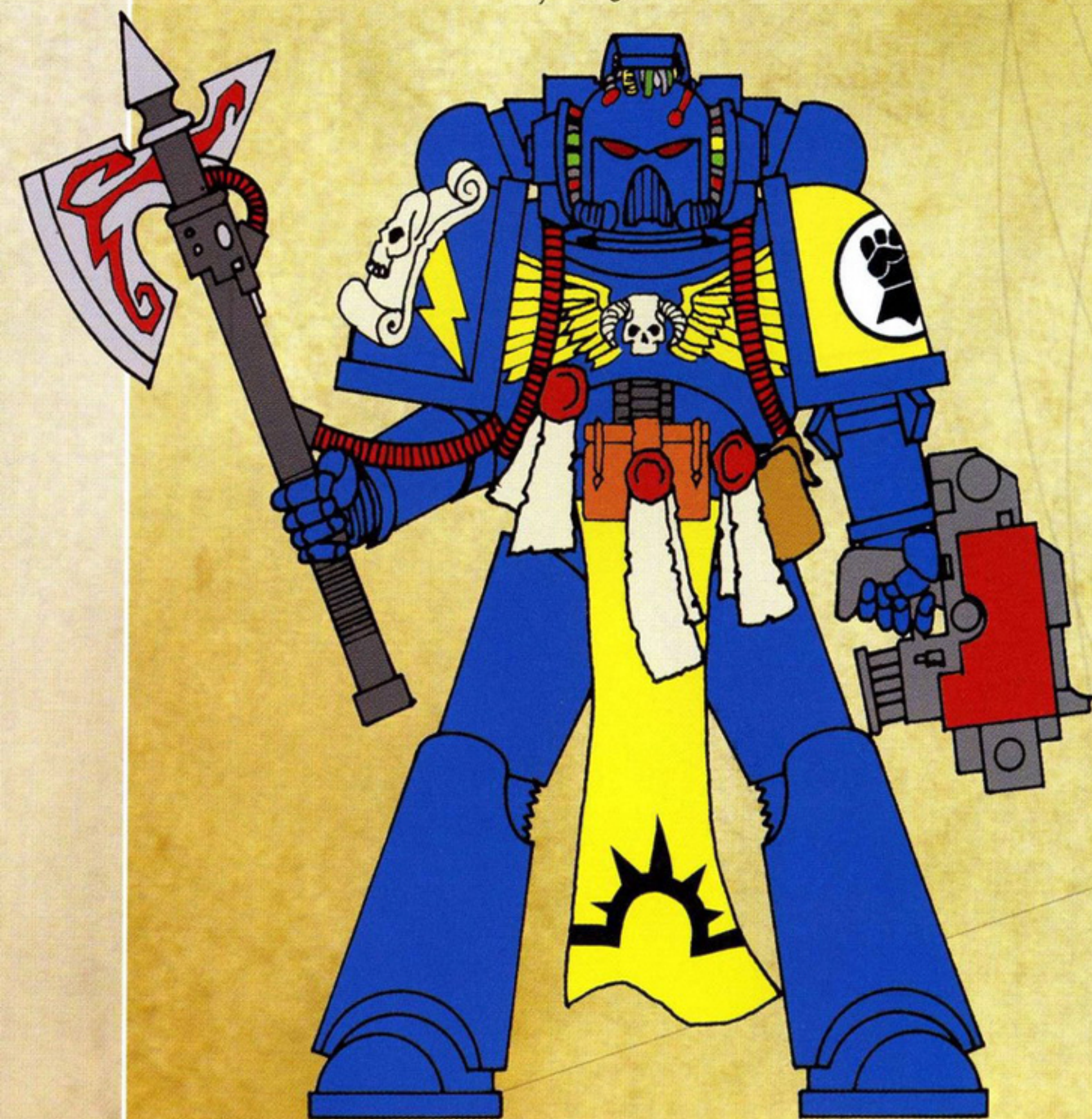
The Codex has strict guidelines for the uniforms, behaviour and tactics of the Librarians. Librarians of all Codex Chapters wear blue armour with golden yellow tabards or robes. They are ranked by talent and experience, graduating from Lexicanium (novitiate rank) through Codicier to Epistolary. At the head of the Librarius sits the Chief Librarian who answers directly to the Chapter Master and is one of the leading officers of the Chapter. The Chief Librarian bears the rank and badges of Senior Epistolary.

Librarians perform an heroic role on the field of battle and have many honours bestowed on them by the Chief Librarian and their Marine brothers. Their armour, weaponry and banners are frequently embellished by the Chapter's artificers to proudly display these honours and means that no two Librarians are likely to look the same.



*Ultramarines Epistolary in Terminator armour*

*Ultramarines Lexicanium*



*Imperial Fists Codicier*



*Lexicanium*



*Codicier*



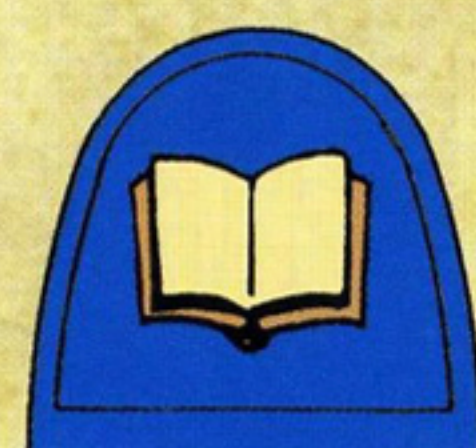
*Epistolary*



*Lexicanium*



*Codicier*



*Epistolary*

Arcane symbols are used for the Librarian rank badges and decorate their back banners. These are references to the ancient rituals that bind the psyker to the Emperor and to his Chapter. The scrolls and books are symbols of the protective wards and mental disciplines that give the Marine the fortitude to face the perils of the Warp and remain unscathed by the horrors within. These banners show the Ultramarines variants of the traditional designs. Other Chapters simply substitute their own Chapter icon in place of that of the Ultramarines. The tabards carry additional rank markings.



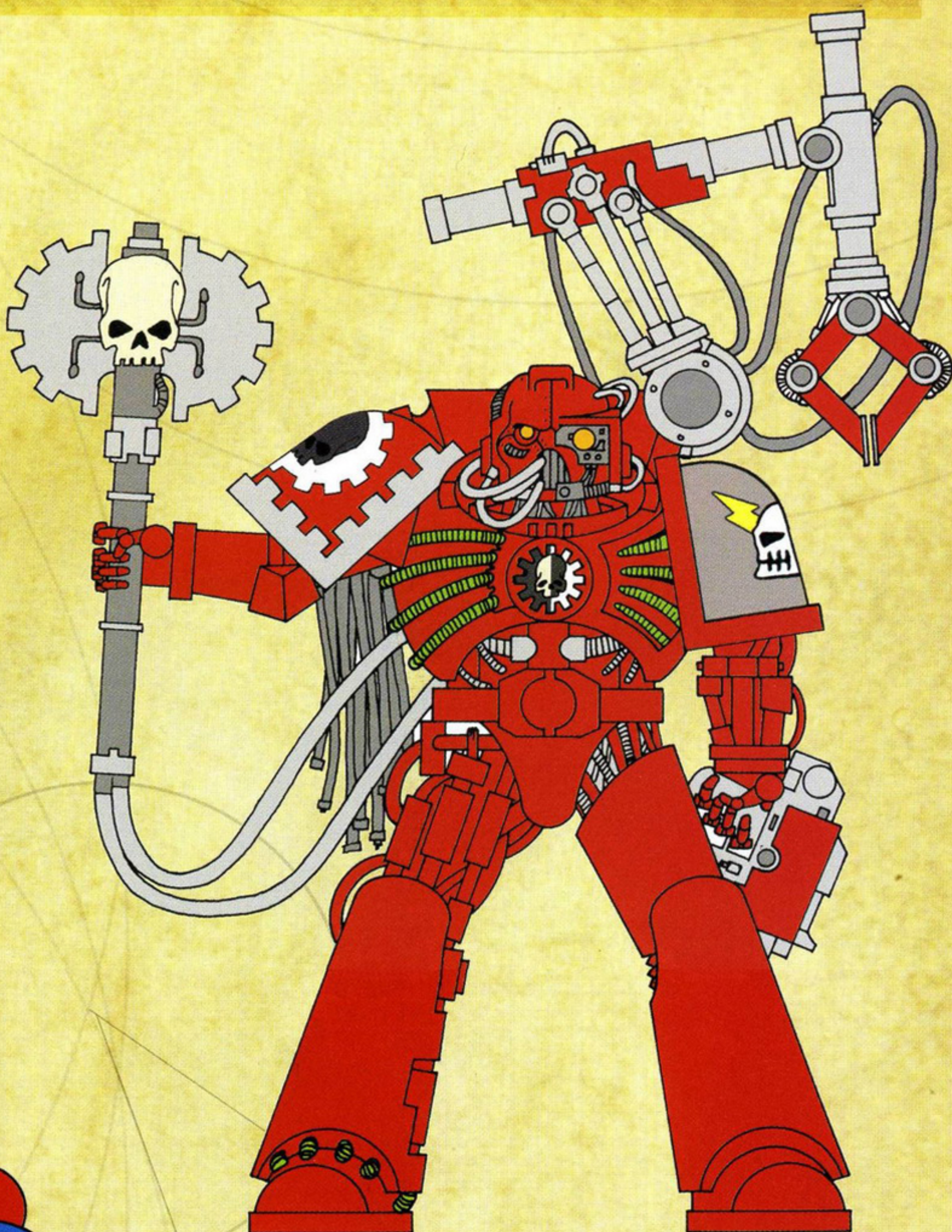
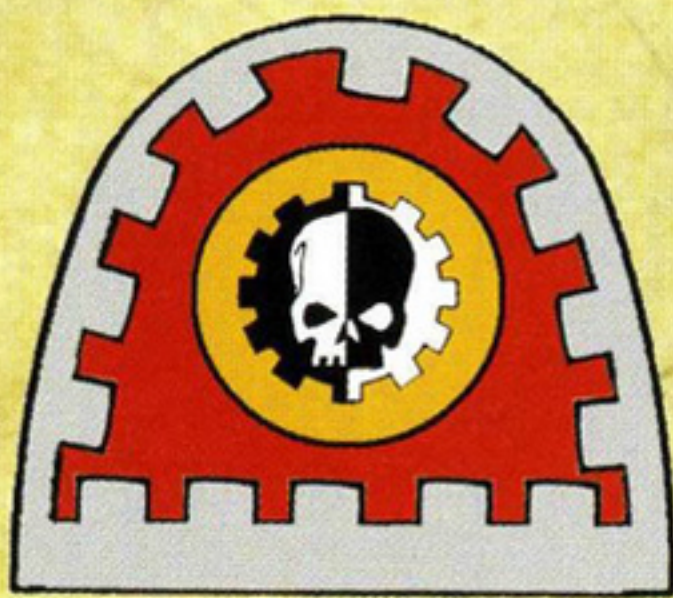
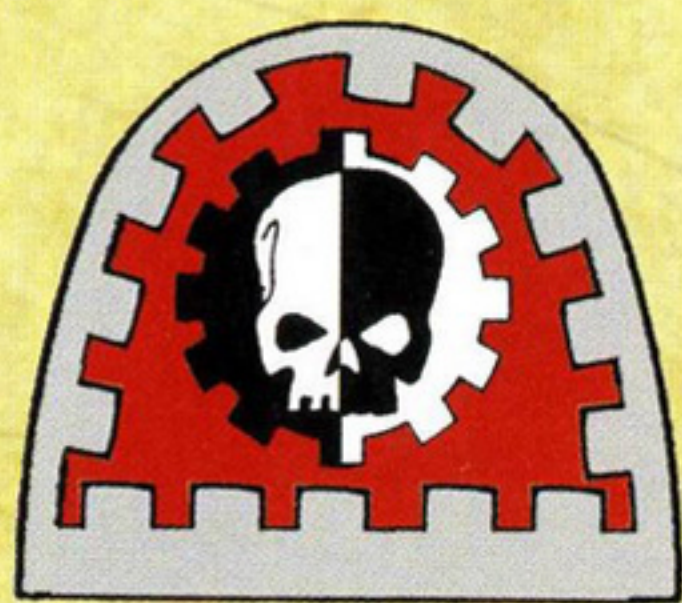
# TECHMARINES

Every Chapter sends a number of its young warriors to Mars where they are trained by the Tech-Priests of the Adeptus Mechanicus. These Marines are inducted into the rites and disciplines of the Machine Mysteries, the secret workings of the Tech-Priests. Once the Marines have completed their training they are no longer simply Space Marines but have also become Tech-Priests and devotees of the Cult of the Machine God. They are skilled in the arcane sciences and dark secrets of technology.

Techmarines do not join the individual Companies but form a separate organisation within the Chapter. This is the Armoury and within its mysterious halls

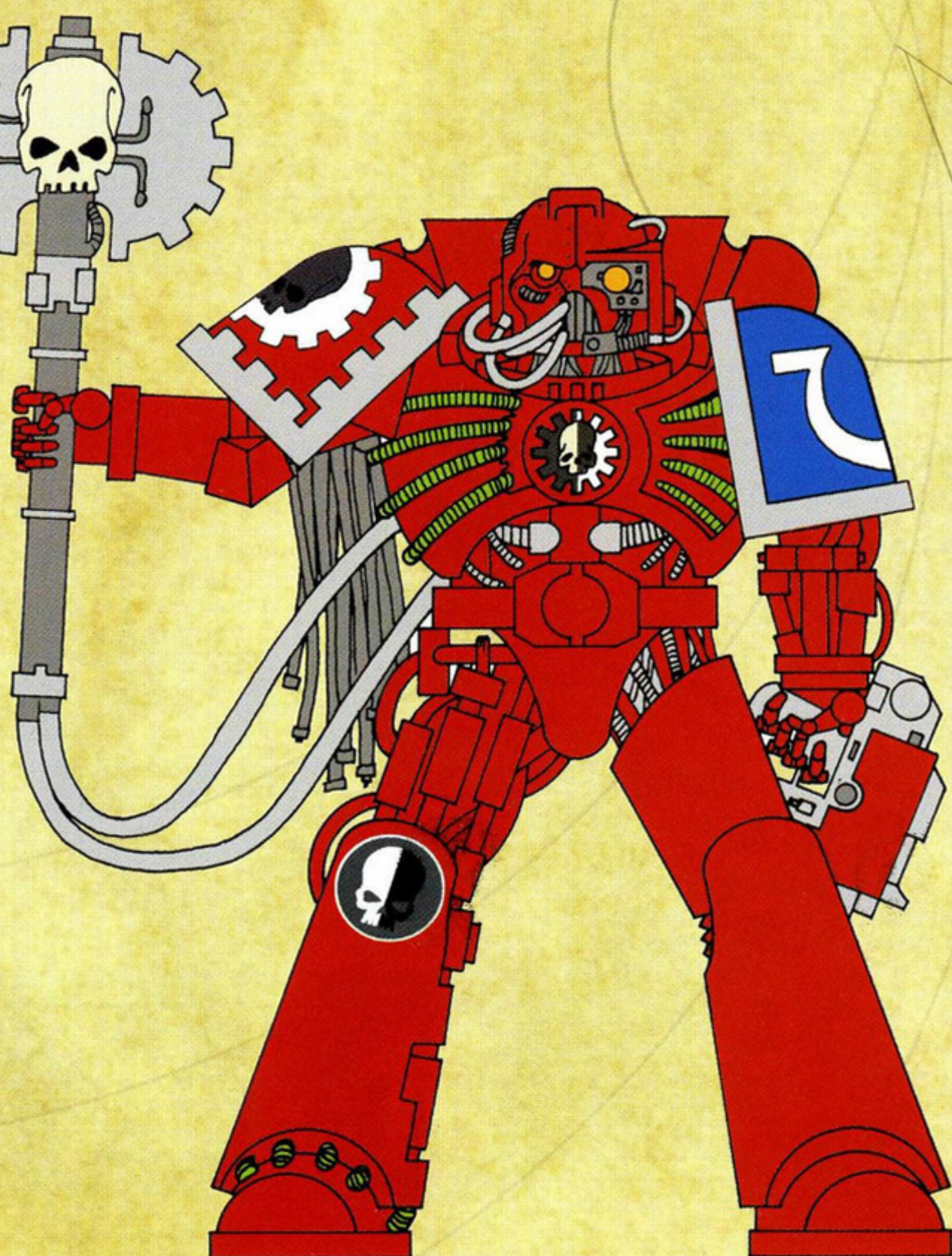
and workshops they constantly work on building and maintaining the Marines' wargear and machines. To their fellow Marines they are mysterious and unsettling figures possessed of disturbing and obscure knowledge and skills.

On the battlefield individual Techmarines are assigned to separate detachments and are tasked with numerous duties. They are capable of effecting battlefield repairs of broken or damaged wargear and are also able to offer observations of the enemy's technology to the commander. They also analyse and record the performance of wargear in battle in order to assess potential improvements that can be made for future conflicts. Lastly they are doughty warriors whose combat effectiveness has proved its worth many times over.



*Revilers Techmarine*

*The Techmarine's uniform and insignia is unusual since it bears only modest reference to the Chapter. All Techmarines, irrespective of Chapter, wear red power armour. Chapter affiliation is displayed on a suitably decorated shoulder pad and the suit will display the Machina Opus badges of a Tech-Priest but otherwise their armour is free of unit, tactical or organisational markings. If there are ranks within the Armoury only the Techmarines are aware of them, and they are habitually secretive of such matters.*



*Ultramarines Techmarine*



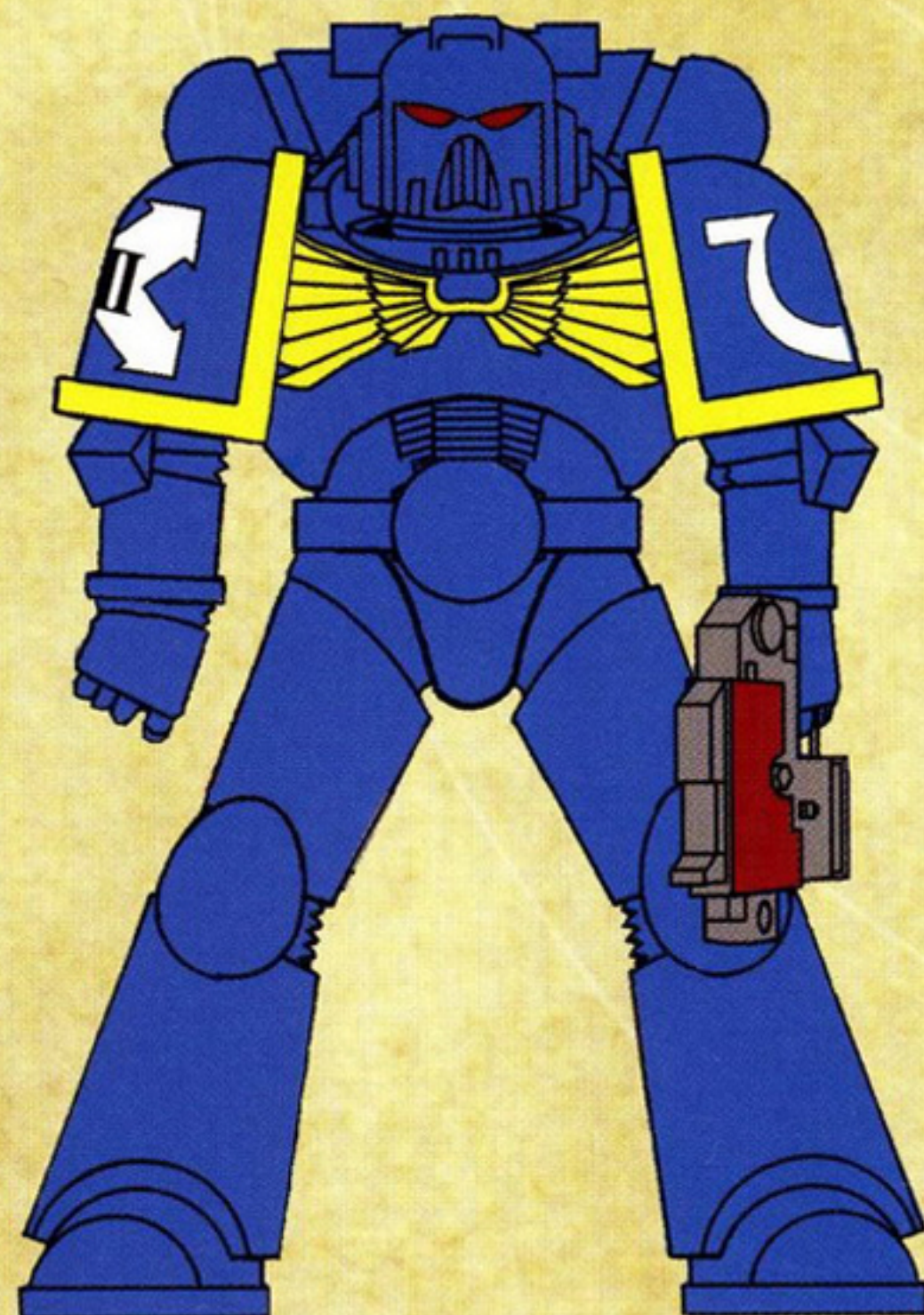


# BIKE

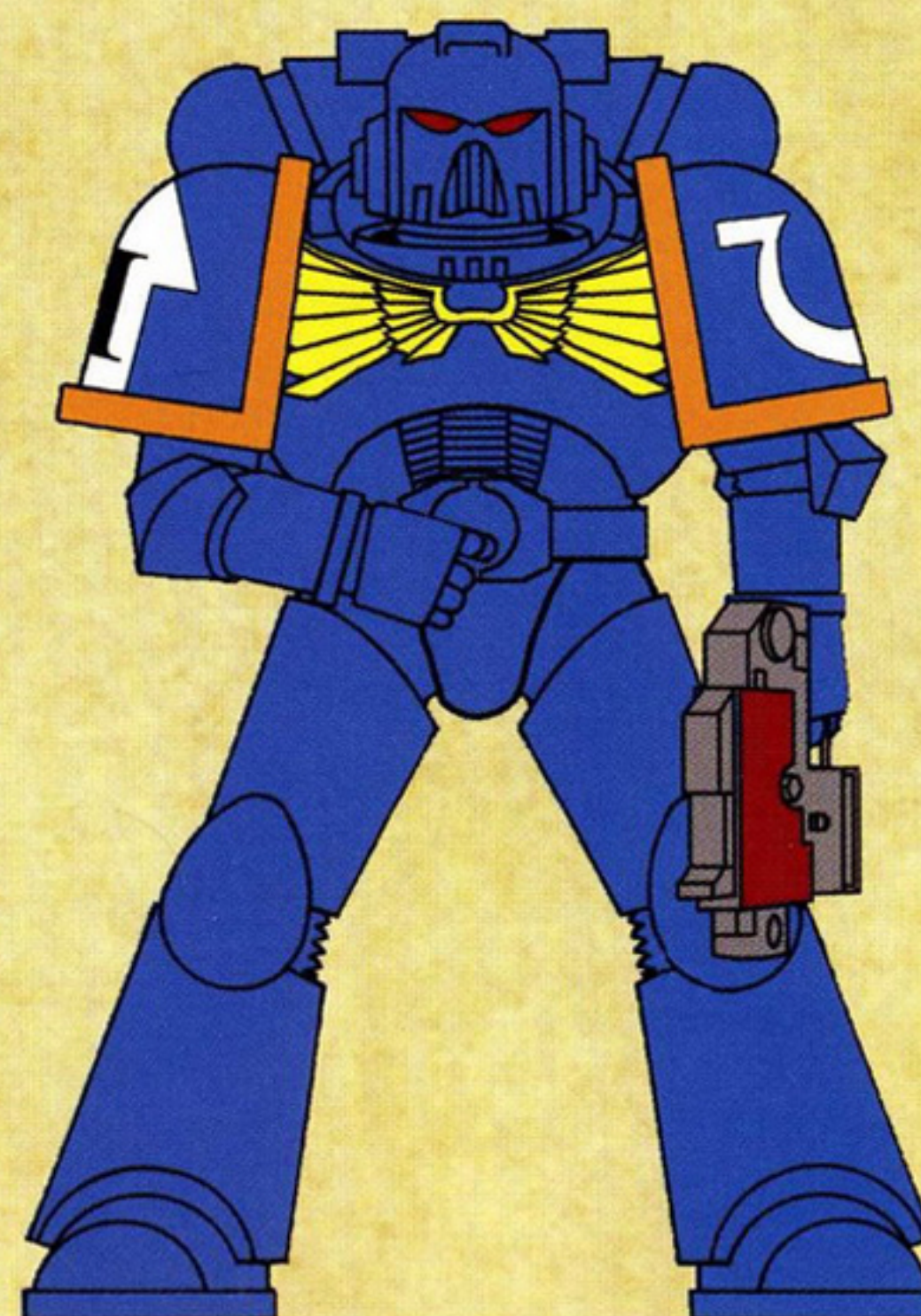
All of a Chapter's Assault Marines, Scouts and the entire 6th Reserve Company are trained to fight as Bike Squadrons. These units are supplied with the ubiquitous Space Marine Bike. This robust machine is powerful enough to carry a fully armoured Space Marine rider and sports twin-linked bolt guns. The Bike Squadrons can be reinforced with Attack Bikes, modified Bikes with a two-man crew and a pintel mounted heavy weapon (a heavy bolter or multi-melta).

The Marine riders retain their normal Squad markings even whilst deployed as Bike Squadrons. The Bikes will display Chapter, Squad and tactical markings and may fly pennants or flags showing additional Squad and Chapter badges. Sergeants do not display their back banners when leading Bike Squadrons.

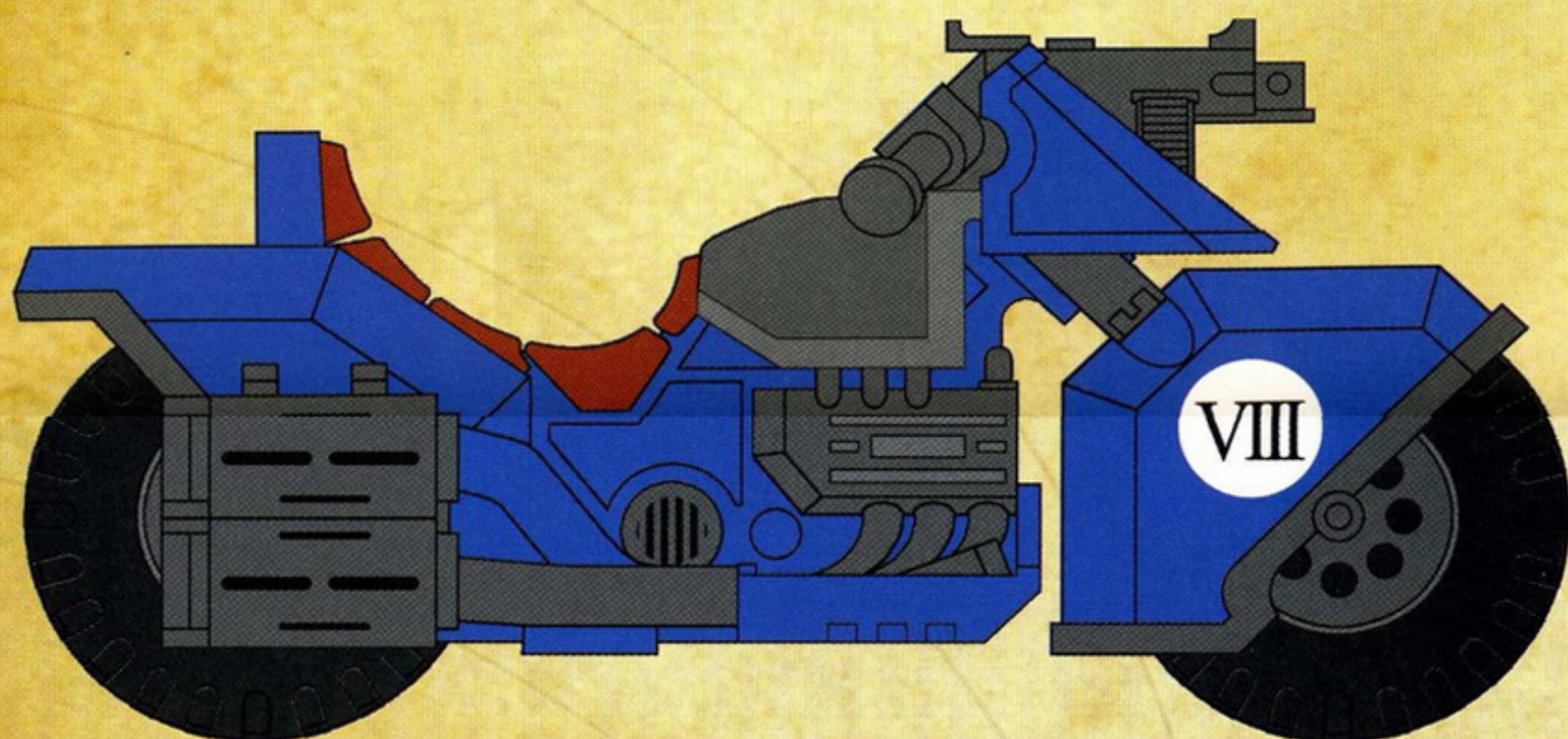
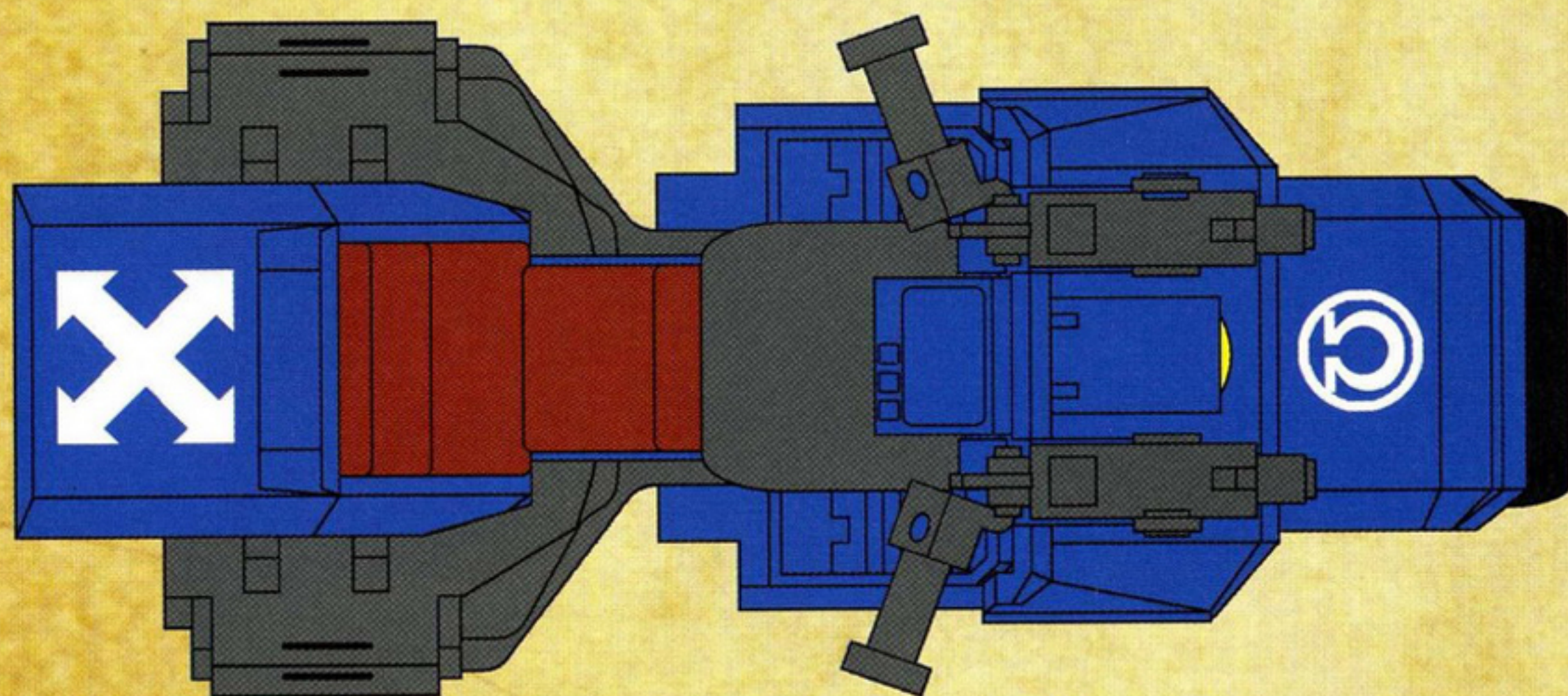
Bike Squadrons are often used for reconnaissance missions into enemy territory. When deployed as part of a larger battleforce, their speed and hitting power gives the Commander extra attack options. Attack bikes can be used to reinforce Bike Squadrons or fielded as Squadrons of their own. Attack Bike Squadrons can be deadly as their mobility enables them to hunt down enemy tanks and destroy them before the enemy can return fire.



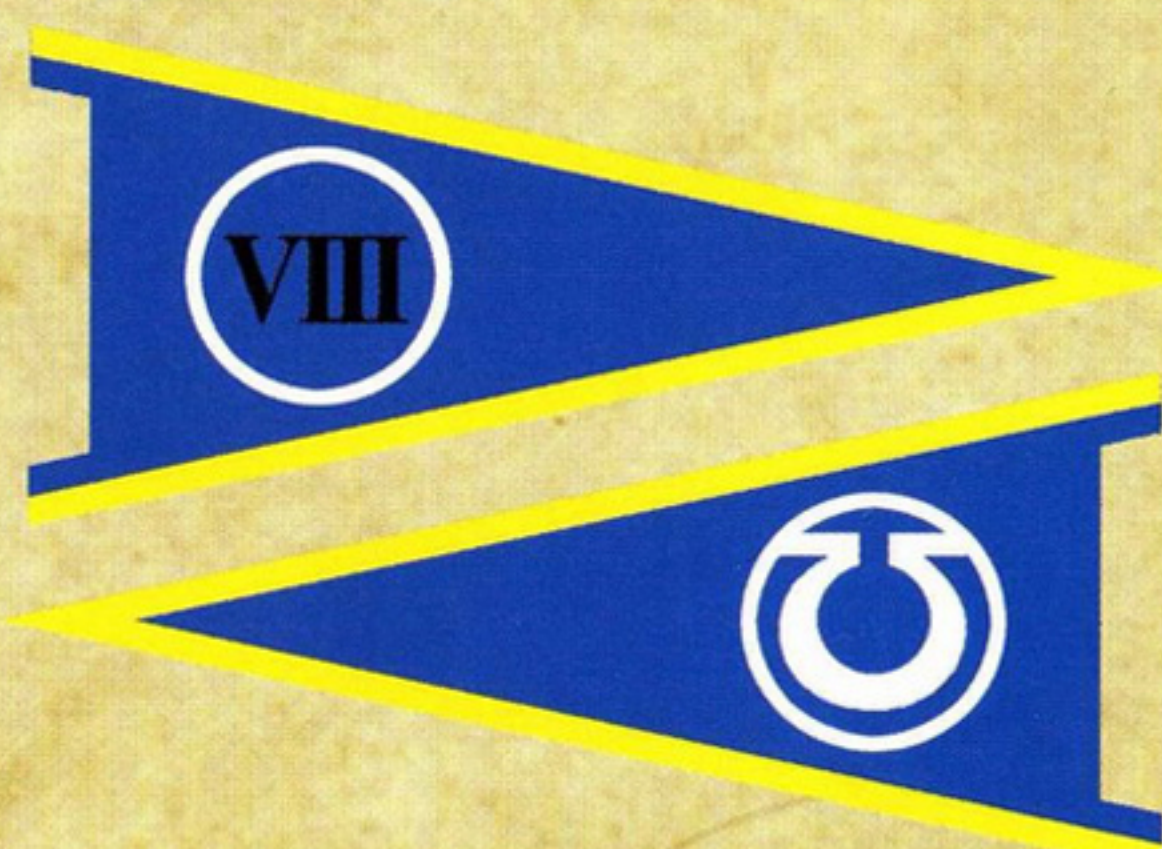
*Assault Marine of the 2nd Company.*



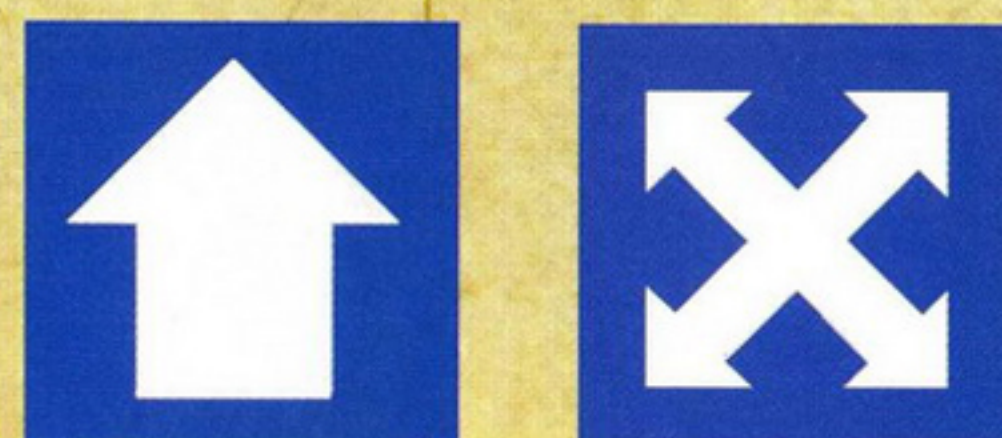
*Tactical Marine of the 6th Company.*



*Squad numbers appear on front cowling and pennant.*



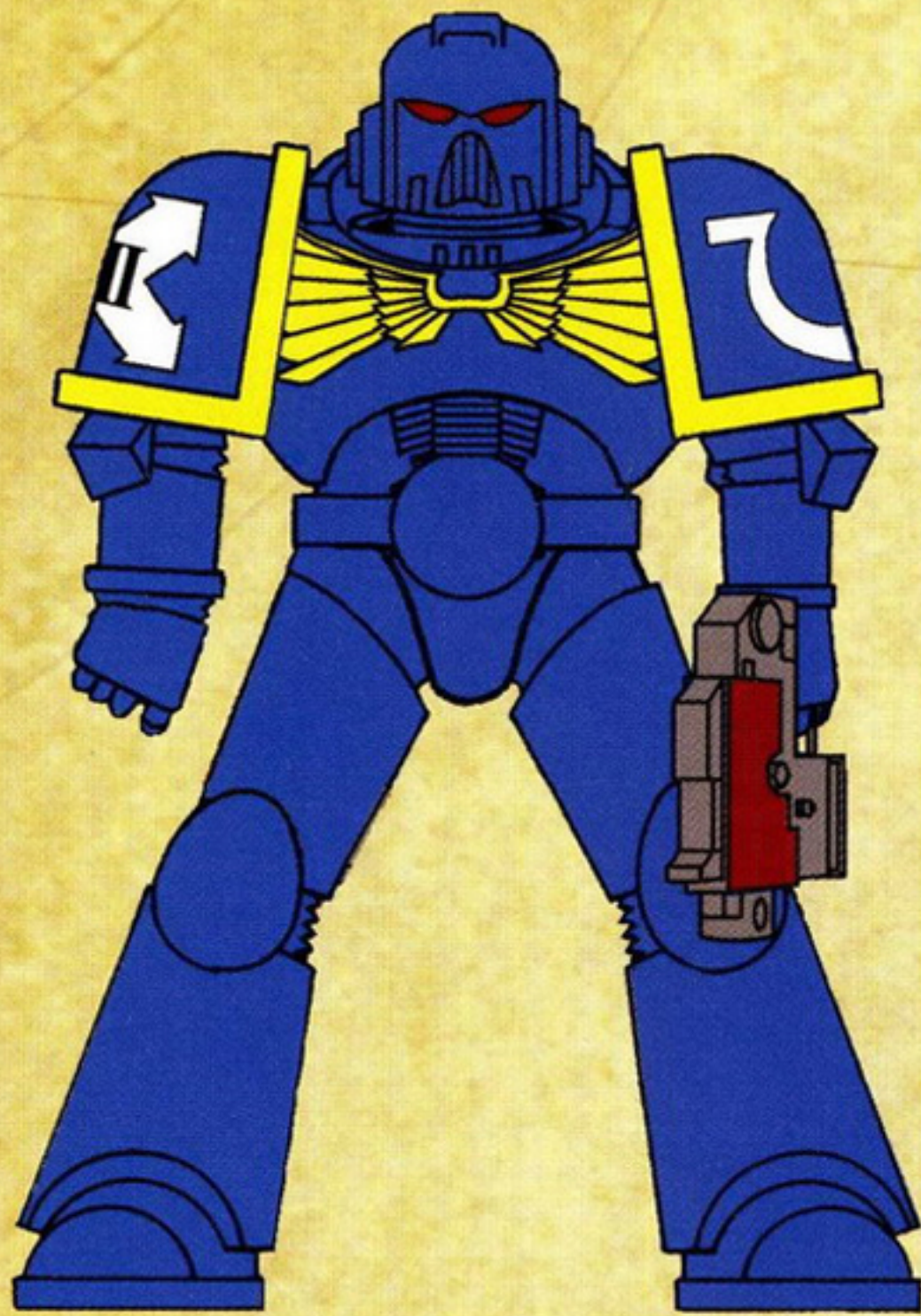
*Pennants are edged in Company colour.*



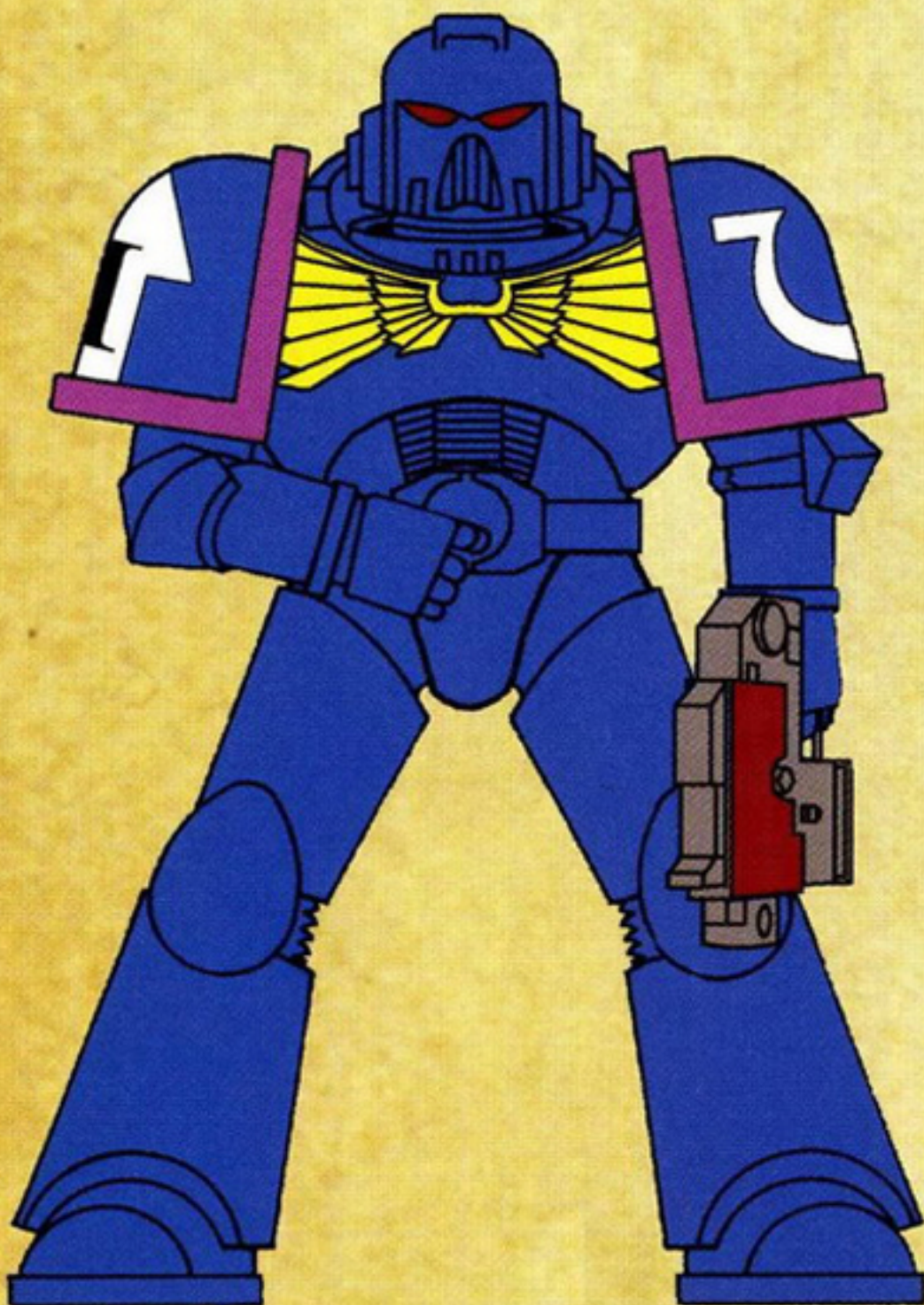
*Tactical markings.*



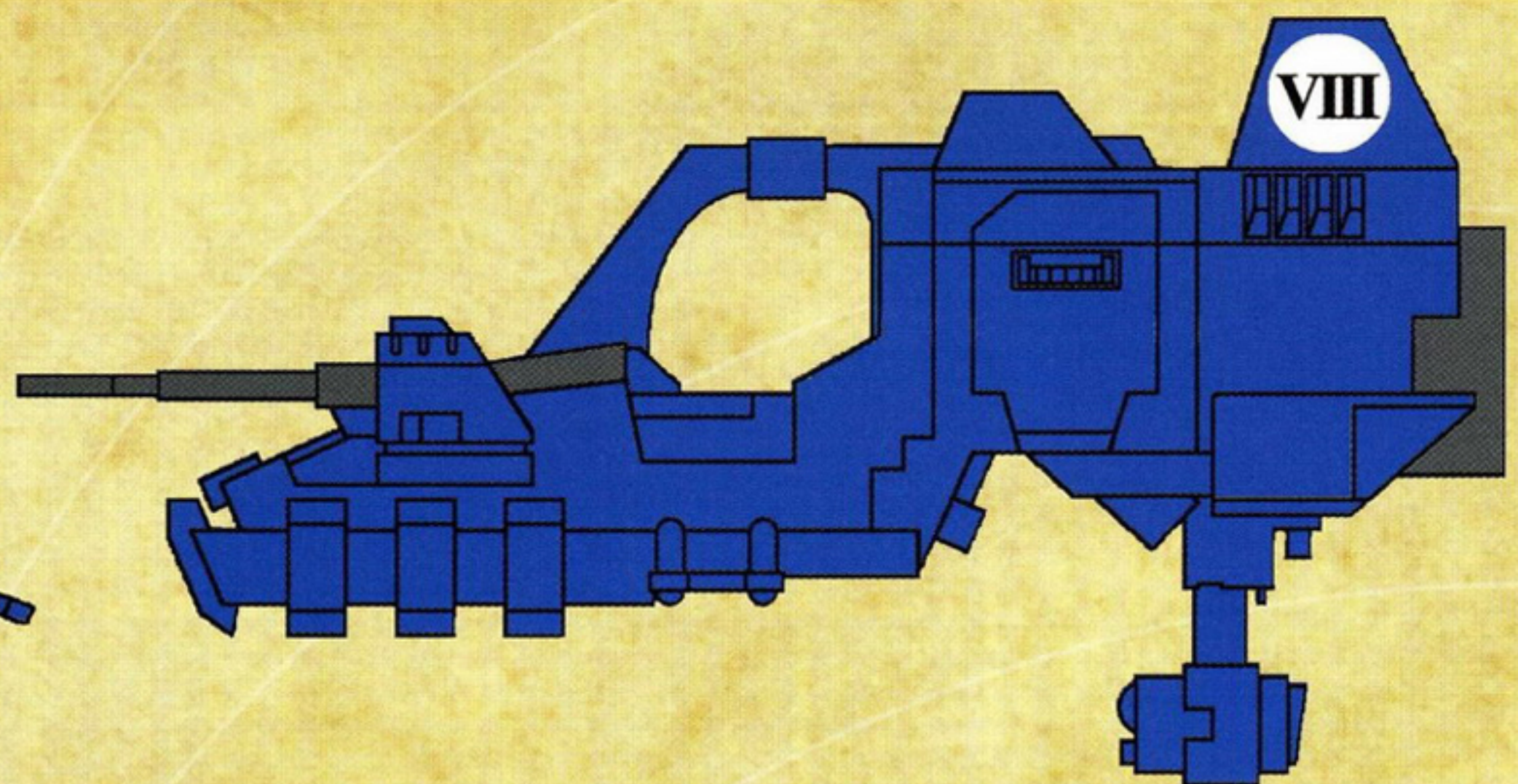
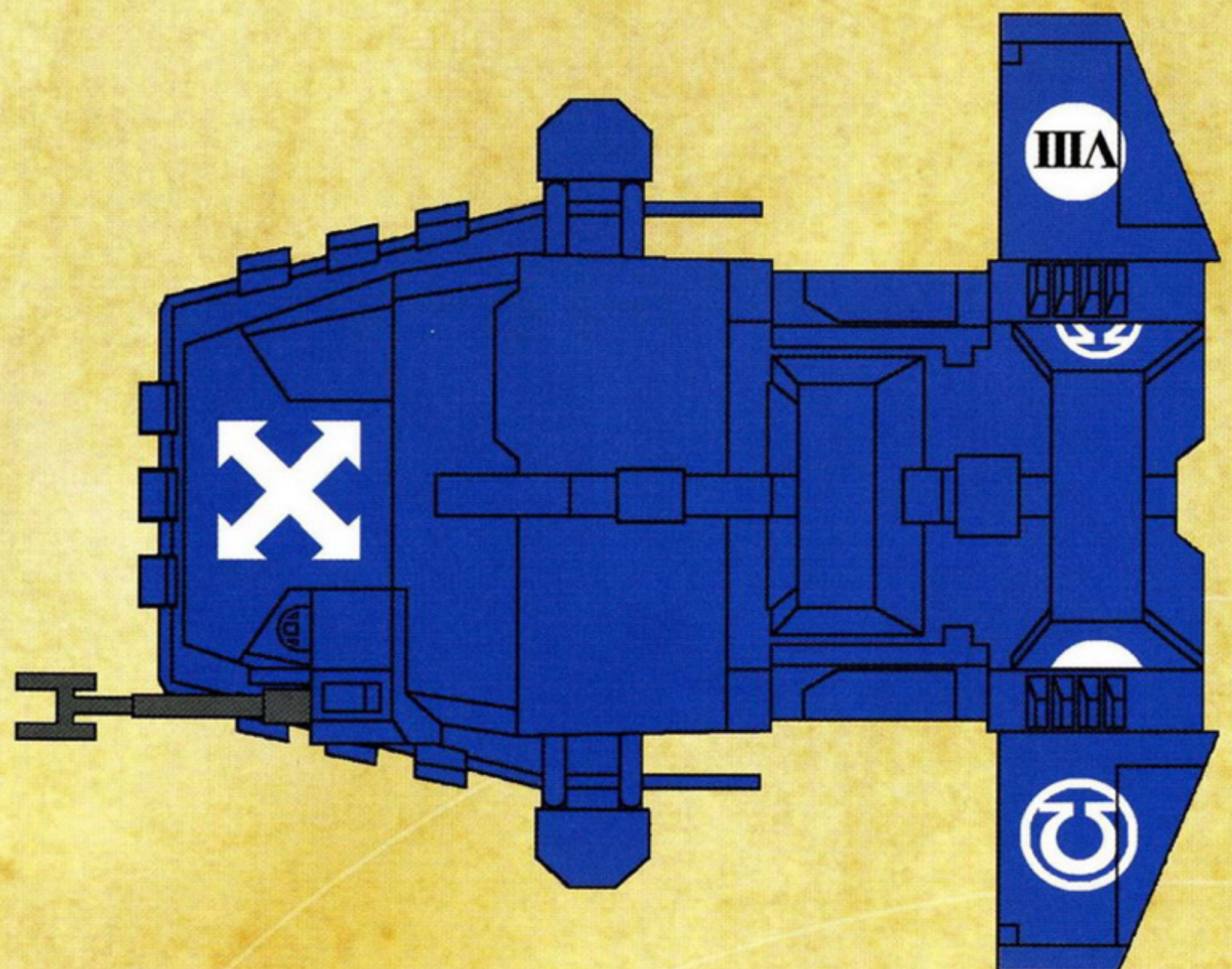
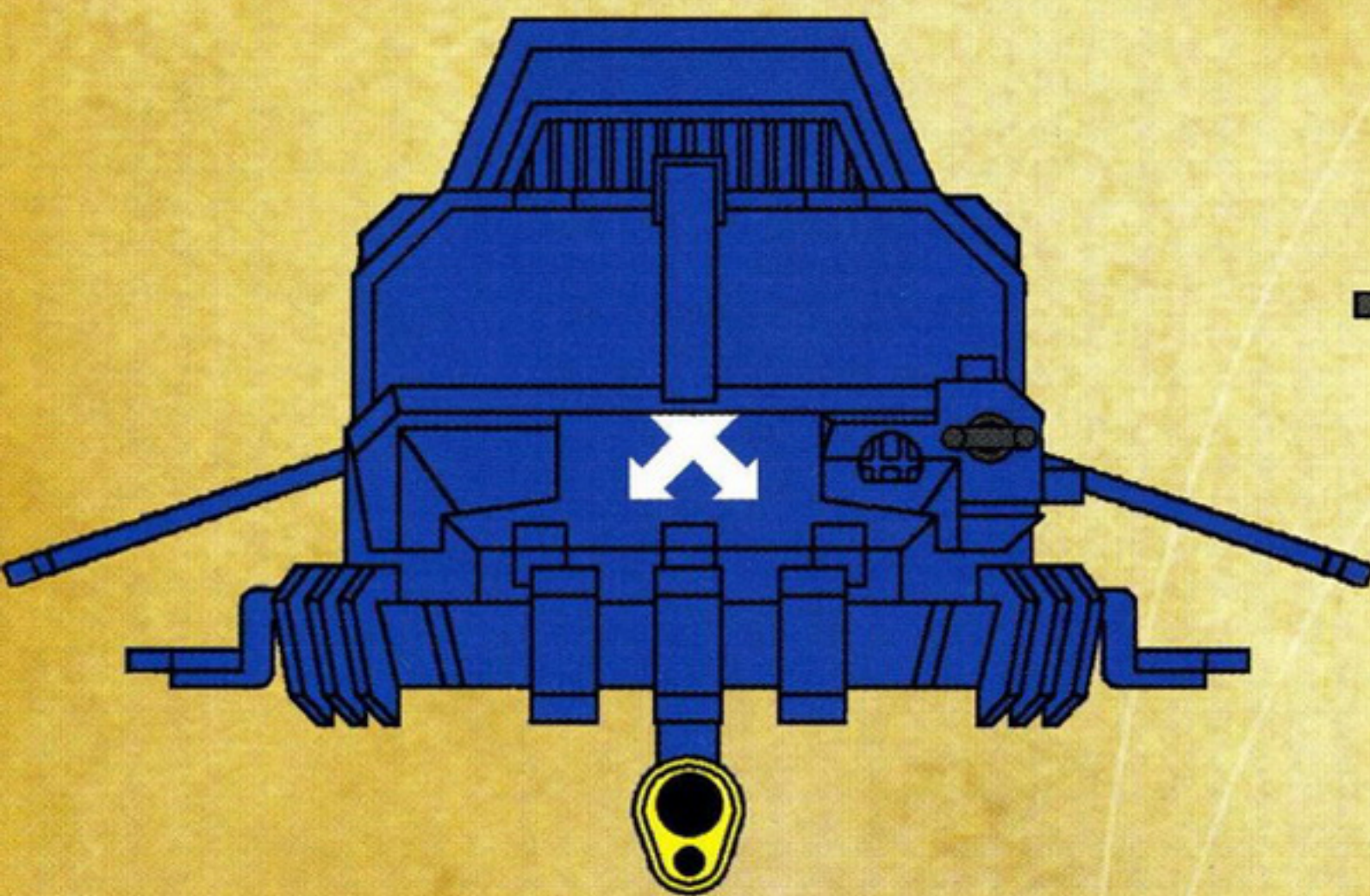
# LAND SPEEDER



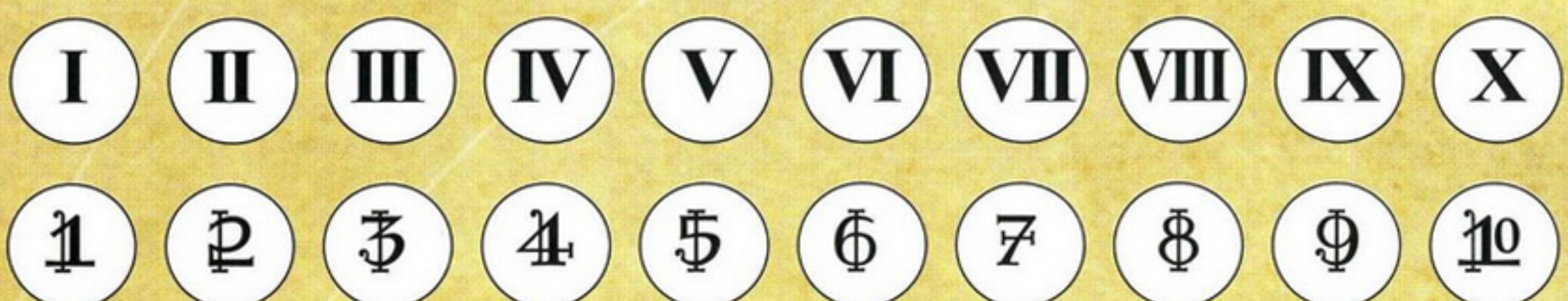
*Assault Marine of the 2nd Company.*



*Tactical Marine of the 7th Company.*



*Tactical markings.*



*Squad identification badges.*

A Land Speeder is a light armoured vehicle powered with anti-gravitic motors that enable it to fly at low altitudes. It has a crew of two, a pilot and a gunner. The gunner fires a pintel mounted heavy weapon, usually a heavy bolter. A Chapter's Assault Marines and the entire 7th Reserve Company are trained to fight as Land Speeder Squadrons. This includes crewing the more heavily armed variants such as the Land Speeder Tornado and Typhoon.

The Marine crews for these war machines retain their normal squad markings. Sergeants do not display back banners whilst crewing Land Speeders. The Land Speeder will display Chapter, Squad and tactical markings.

Land Speeders are renowned for their speed and mobility on the battlefield. They have many uses to the Space Marine Commander. A Land Speeder can quickly outflank enemy positions and use heavy bolter fire to destroy enemy infantry. When armed with the multi-melta the Land Speeder becomes a tank hunter. The up-armed variants offer even more options and firepower.



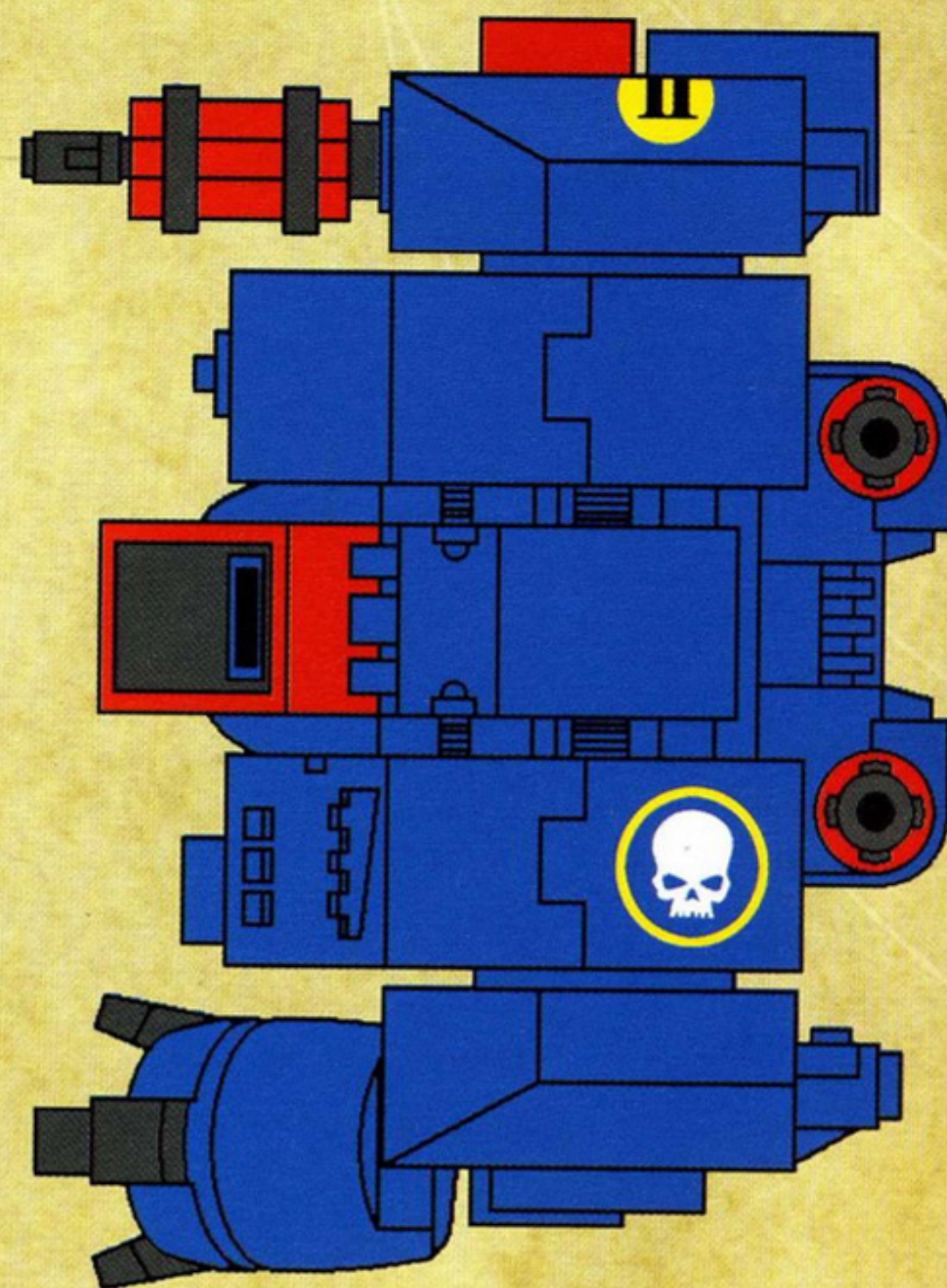
# DREADNOUGHT

Every Company within the Chapter, with the exception of the Scout Company, has a small number of Dreadnoughts. Not only are these venerable and mighty warriors an important part of the Company's fighting strength, they are also a living embodiment of its history and traditions. Every Dreadnought is assigned an identification number although this is quite superfluous as each one is a famous hero of the Chapter and even raw recruits know the names and histories of all of the Chapter's Dreadnoughts.

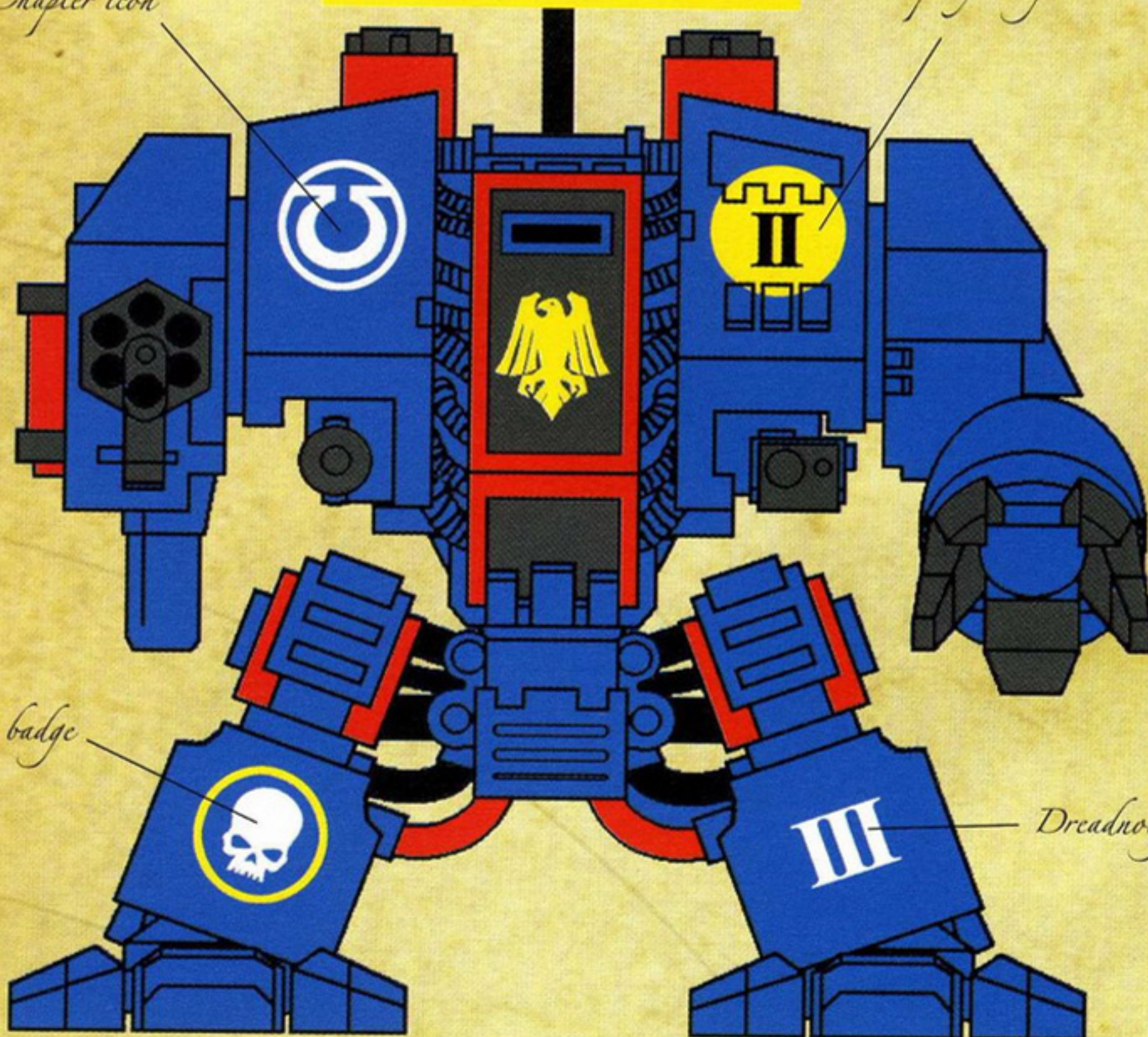


*Chapter icon*

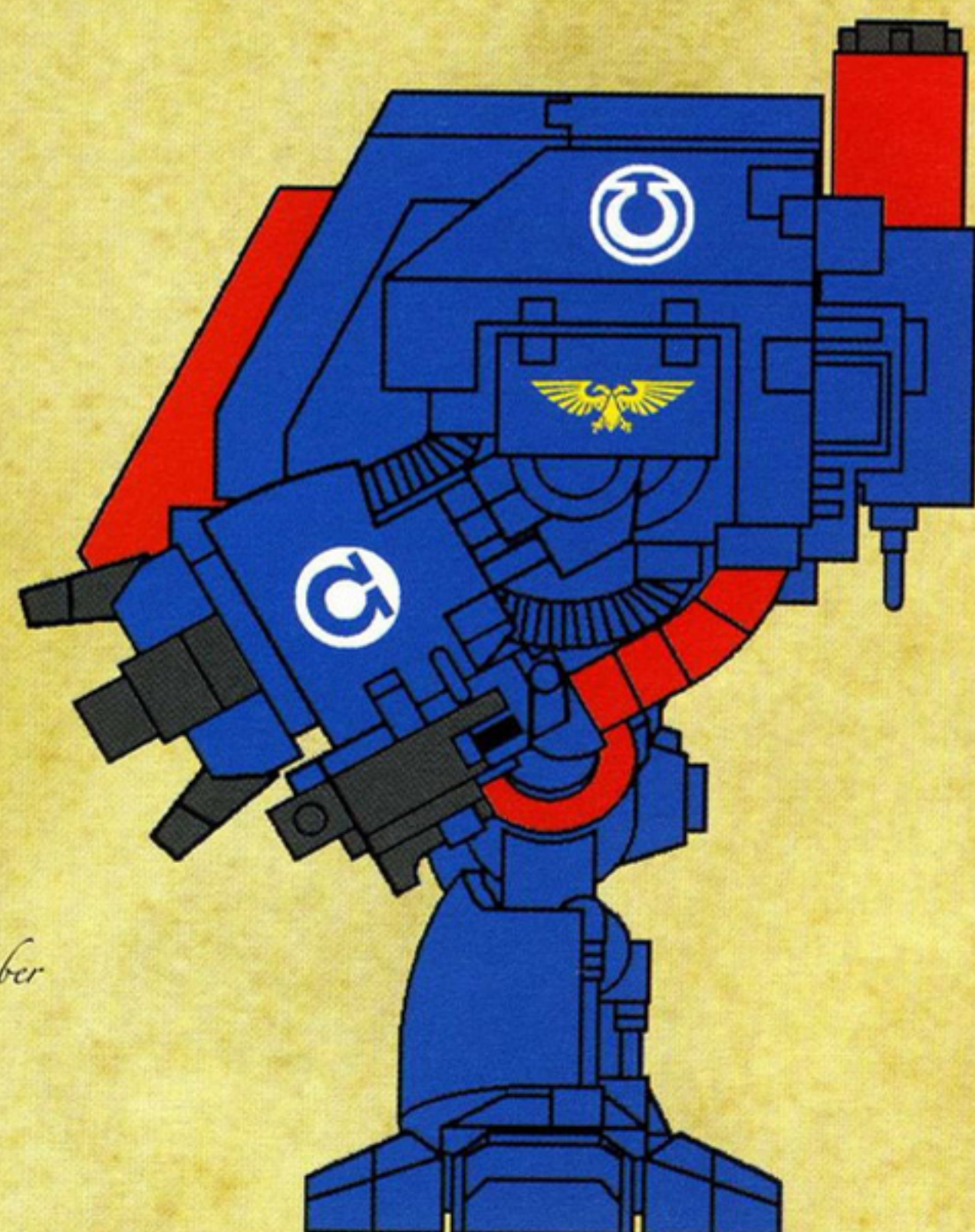
*Company badge*



*Army badge*



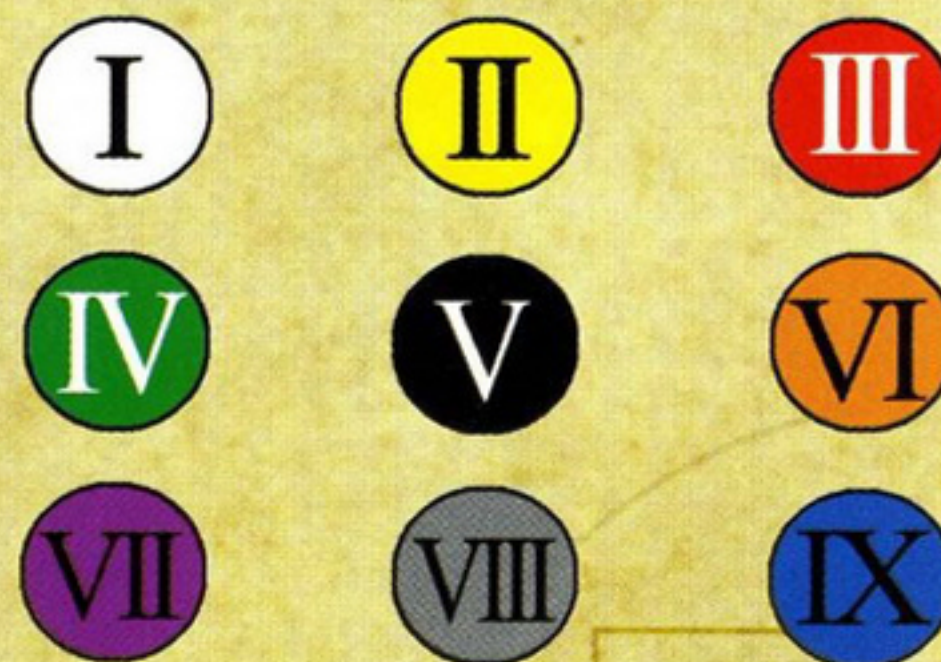
*Dreadnought number*



*1st Dreadnought of the 3rd company.*

*2nd Dreadnought of the 1st company.*

*3rd Dreadnought of the 2nd company.*



Each Dreadnought displays the badge of his Company and bears a banner bordered in the Company colour. The Company badge simply displays the Company number and colour code. The banner also shows the Dreadnought's identification number and usually bears a motto or name scroll.



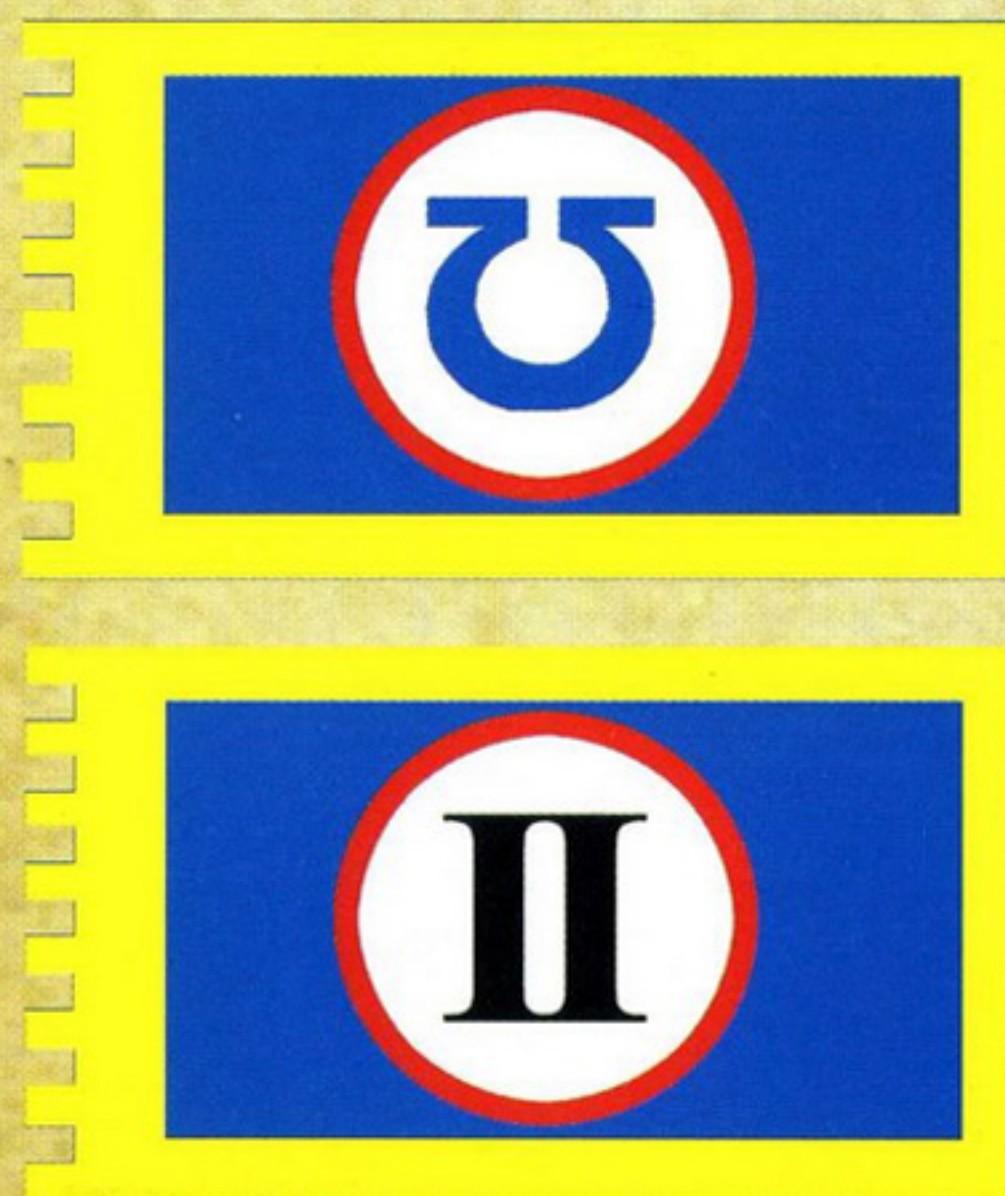
# RHINO & RAZORBACK

All of the Companies, with the exception of the Scout Company, maintain a pool of transport vehicles. The most common of these are the Rhino and its up-gunned variant the Razorback. A Rhino can transport a full squad of ten Marines and all of their equipment. Razorbacks sacrifice some transport capability in exchange for a heavy weapon armed turret.

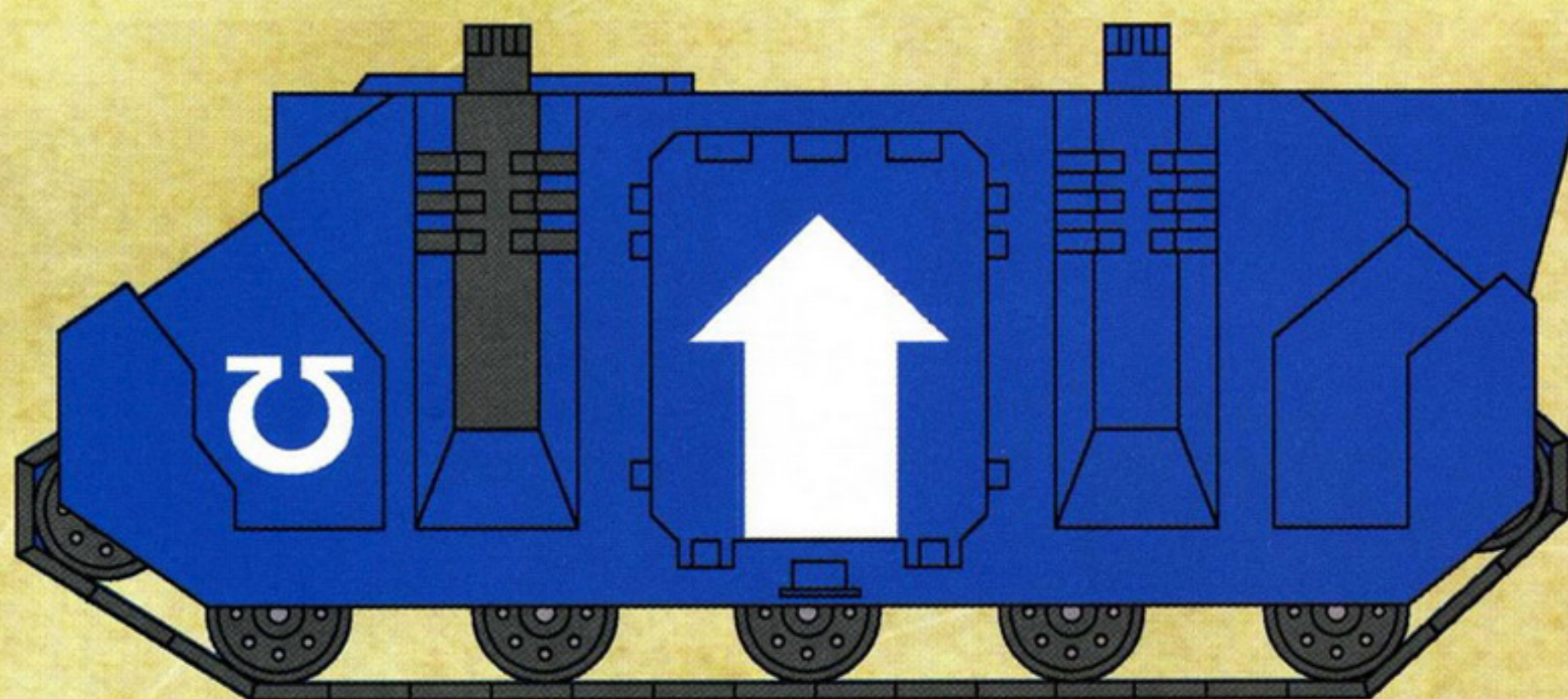
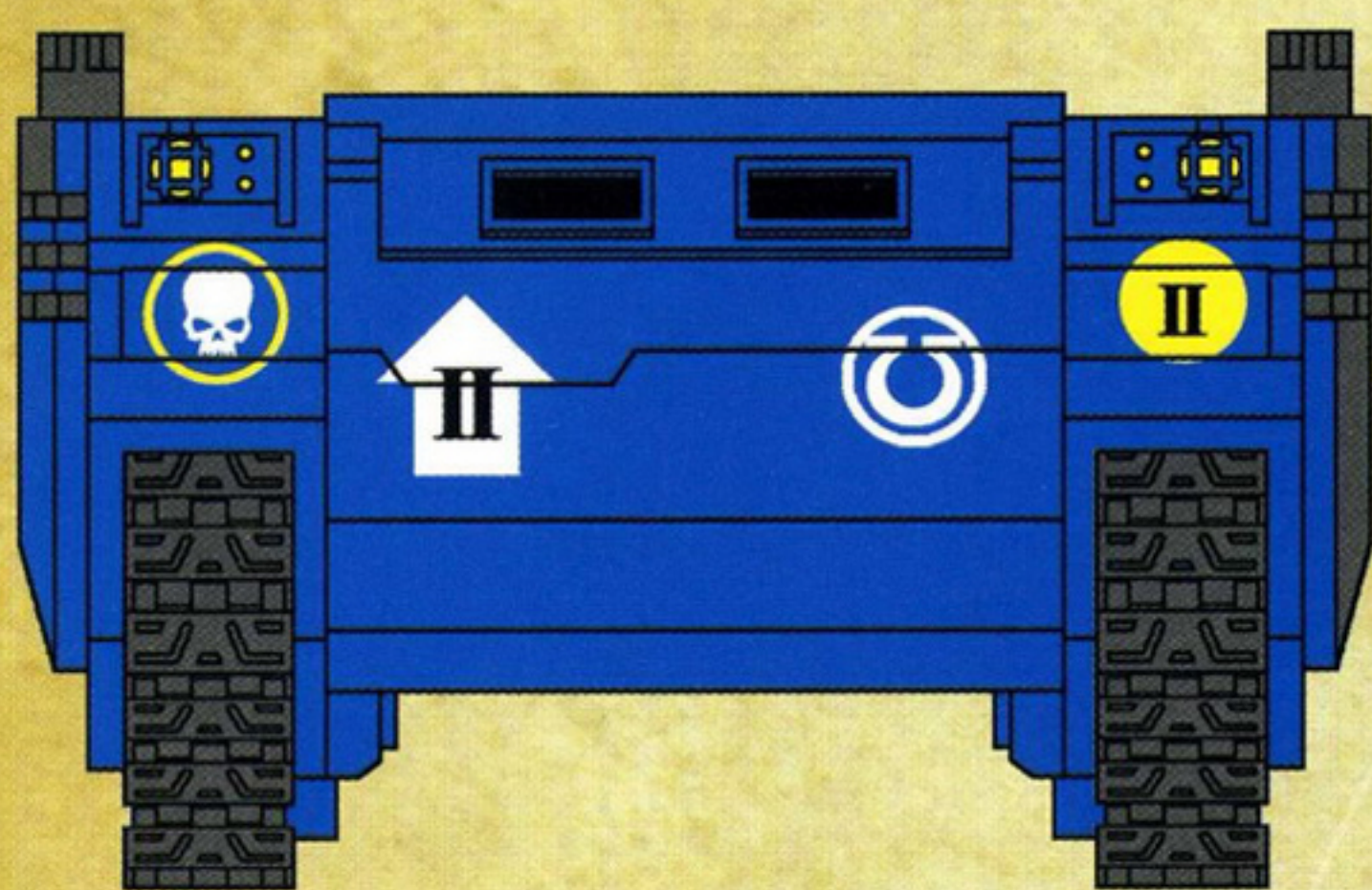
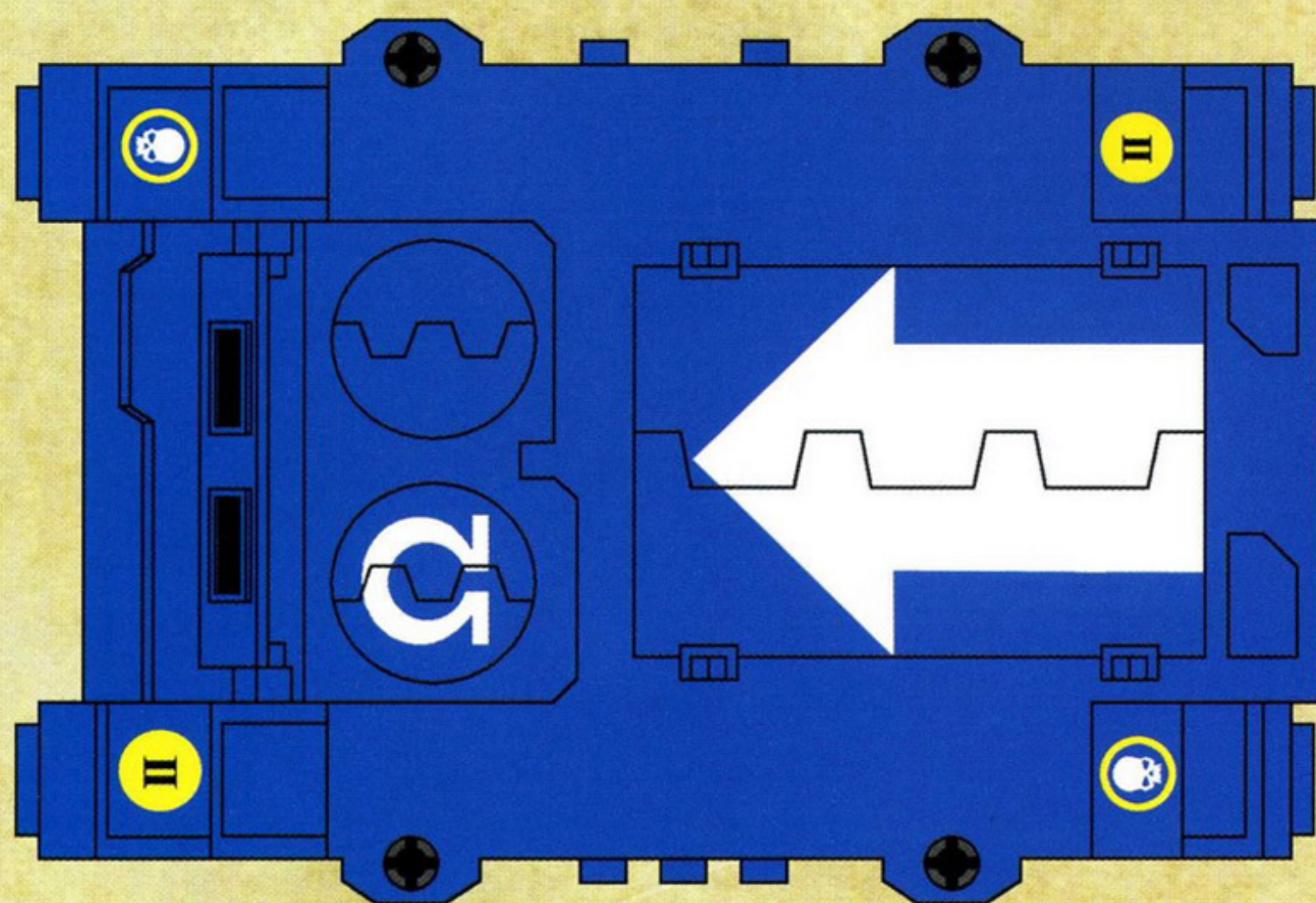
The vehicles carry the same heraldry and organisational markings as the squads that ride in them. Chapter icons, Company badges, tactical and squad identification are all displayed on the hull of the armoured vehicle. In addition the Rhino or Razorback may display honour badges and Chapter mottos. Rhinos and Razorbacks are also assigned to the Chapter's officers and specialists in which case they display pertinent rank and honours.

Rhinos and Razorbacks may also display recognition flags showing Chapter, Company and squad information. These flags may also display the usual honours and name scrolls common to the Chapter.

The Codex Astartes has many pages devoted to regulations for the markings and heraldry of a Chapter's war machines and armoured vehicles. Chapter Masters are provided with strict rules to apply. However the Codex also warns against complacency and the danger that enemy intelligence can pose. Because of this the Codex offers many variants and alternative markings – including a number of camouflage patterns suitable for operations in jungles, deserts, snow and other alien environments.



*Typical recognition flags showing Chapter, Company and squad information.*



*Squad number badges*



*Veteran*



*Devastators*



*Command*



*Tactical*



*Company badges*

*This shows the typical badges used on Space Marine transport vehicles. The exact placement and application of these varies according to the Codex Astartes. Chapters Masters are encouraged to periodically review their markings so as to prevent any enemy becoming too familiar with the system employed.*



# LAND RAIDER & PREDATOR



*Predator Battle Tank 'Gladius'. This vehicle was commissioned following the loss of the Ultramarines' entire 1st Company at the Battle of Macragge. Its custodians are stalwart veterans promoted from the elite of the Chapter's vehicle crews, and 'Gladius' has earned the honour of being permanently attached to the rebuilt 1st Company.*

In addition to the various squads of Space Marines each Chapter also has at its disposal a wide range of armoured fighting machines. These machines are the responsibility of the Master of the Forge, the Chapter's most senior Techmarine. Bikes, Land Speeders and troop transports are available to Marine commanders at Company and Squad level. Heavier tanks and more specialised war machines are held in a central pool and can be fielded as individual attachments to a Company or detachment or as separately commanded Squadrons and Brigades.

A typical Chapter may own several hundred main battle tanks such as the Predator and Land Raider. More usually a Chapter will number twenty to thirty Predators and as many Land Raiders amongst its available war machines.

The Predator is a relatively light tank used primarily as a mobile firebase to support infantry actions. Up-gunned versions of the tank, like the Predator Annihilator and Destructor, are also available to the Chapter and these provide the Marine commanders with even more firepower and more tactical options.



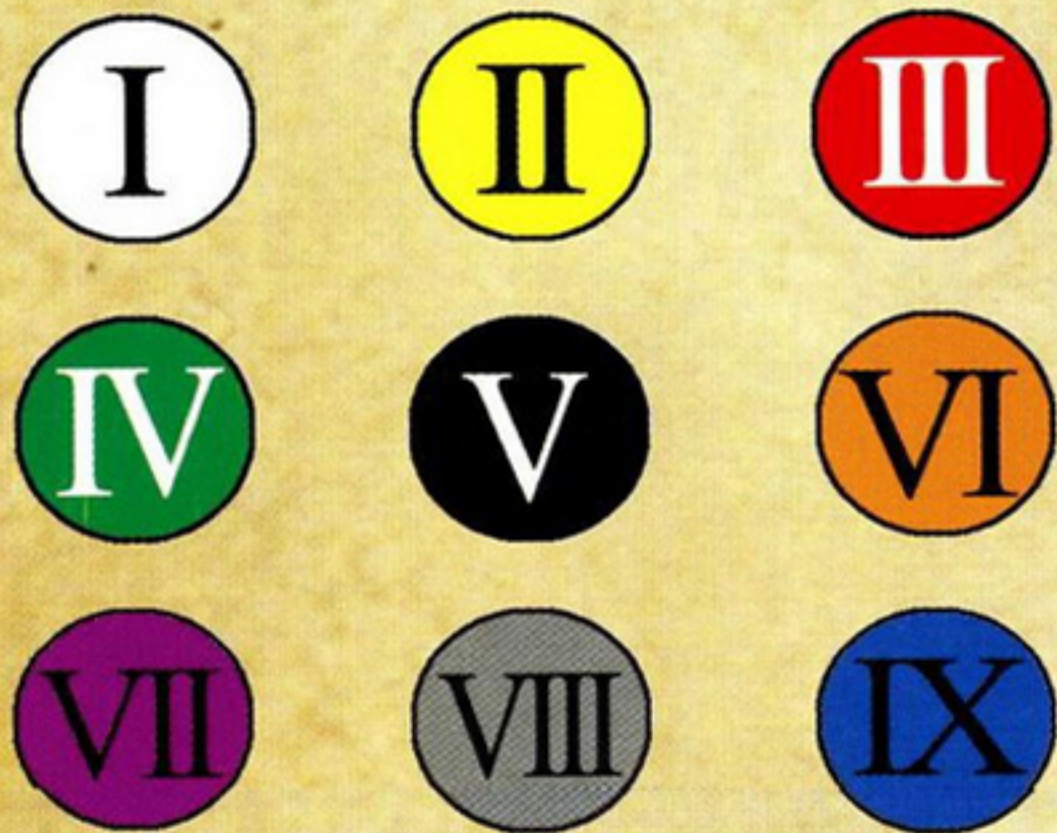


# LAND RAIDER

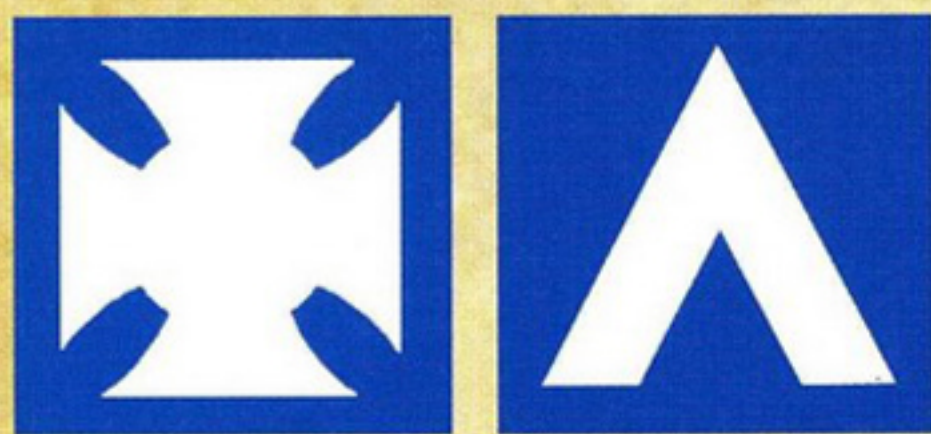
Land Raiders are all-purpose heavy war machines. They have capacity to transport a full squad of ten Marines and their gear and carry a range of powerful heavy weapons. The most common variant of the Land Raider has twin-linked Lascannons mounted in its side sponsons and turret mounted twin-linked heavy bolters. Land Raiders are available to the 1st Company as a transport because the vehicle is large enough to carry bulky Terminators into battle.

Space Marine war machines are generally painted in the livery of the Chapter and carry the usual Chapter icon and unit markings. A small roundel shows the Company number and colour if the vehicle is attached to a particular Company.

Separate tanks Squadrons or Brigades may be distinguished by numbers or names painted onto the hulls and turrets of the tanks. Vehicles acting as transports will show tactical and Squad markings.



*Company badges*



*Veteran*

*Devastators*

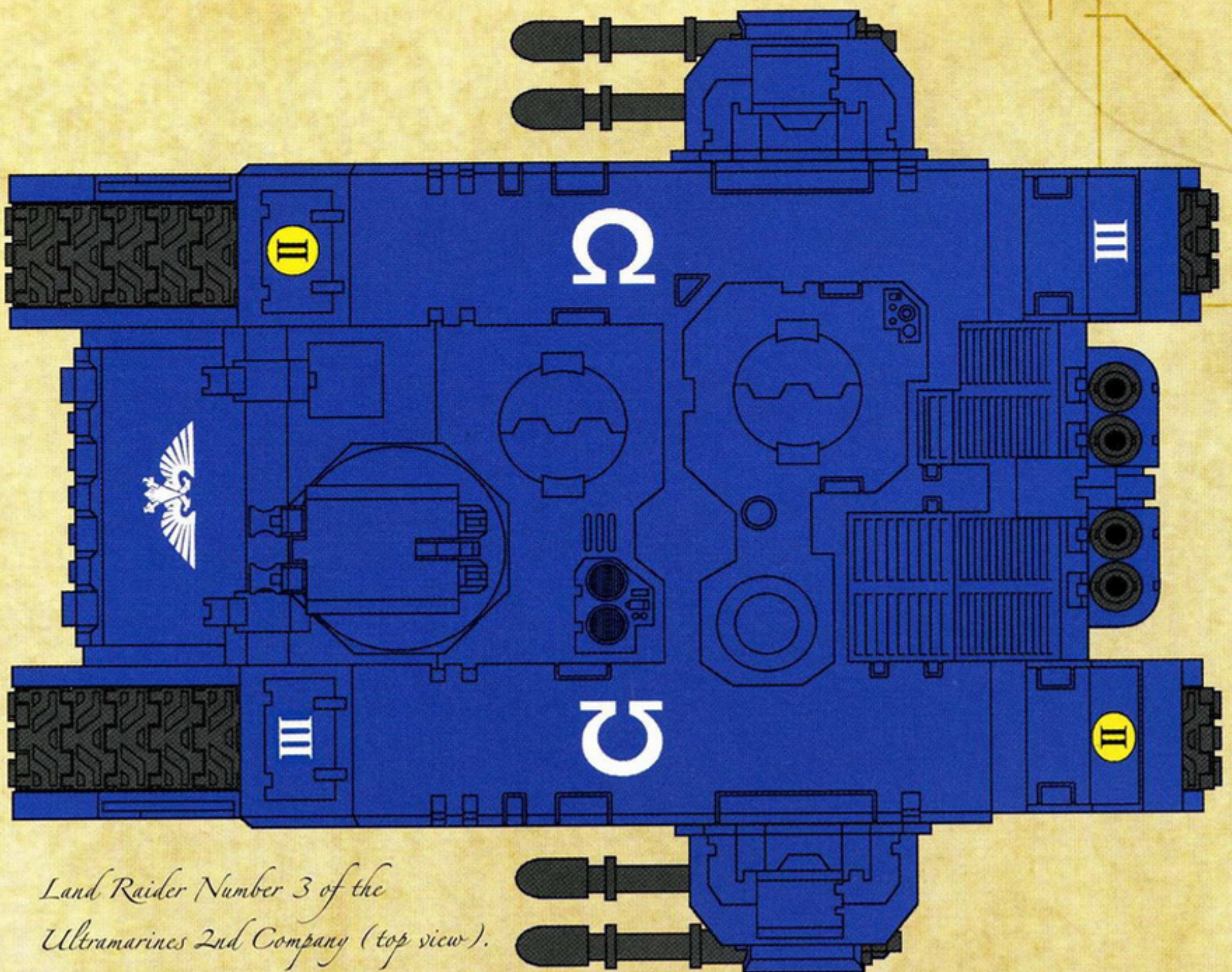


*Command*

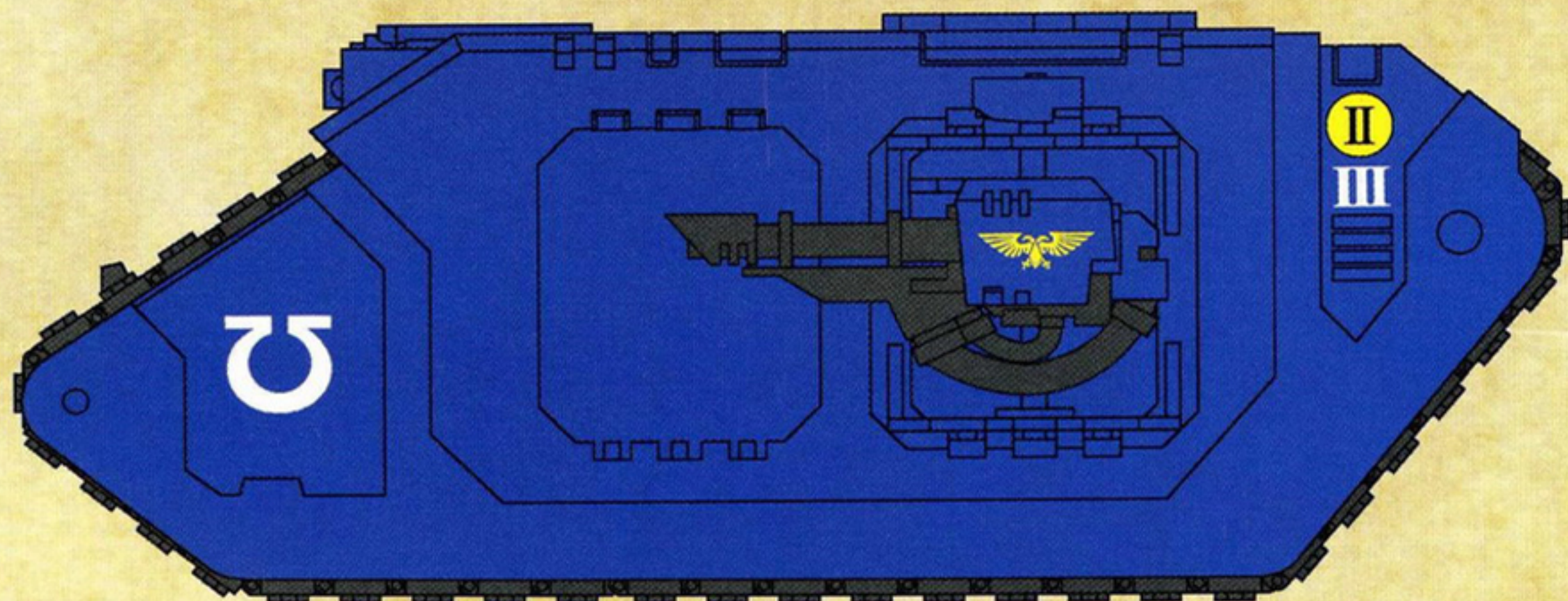
*Tactical*



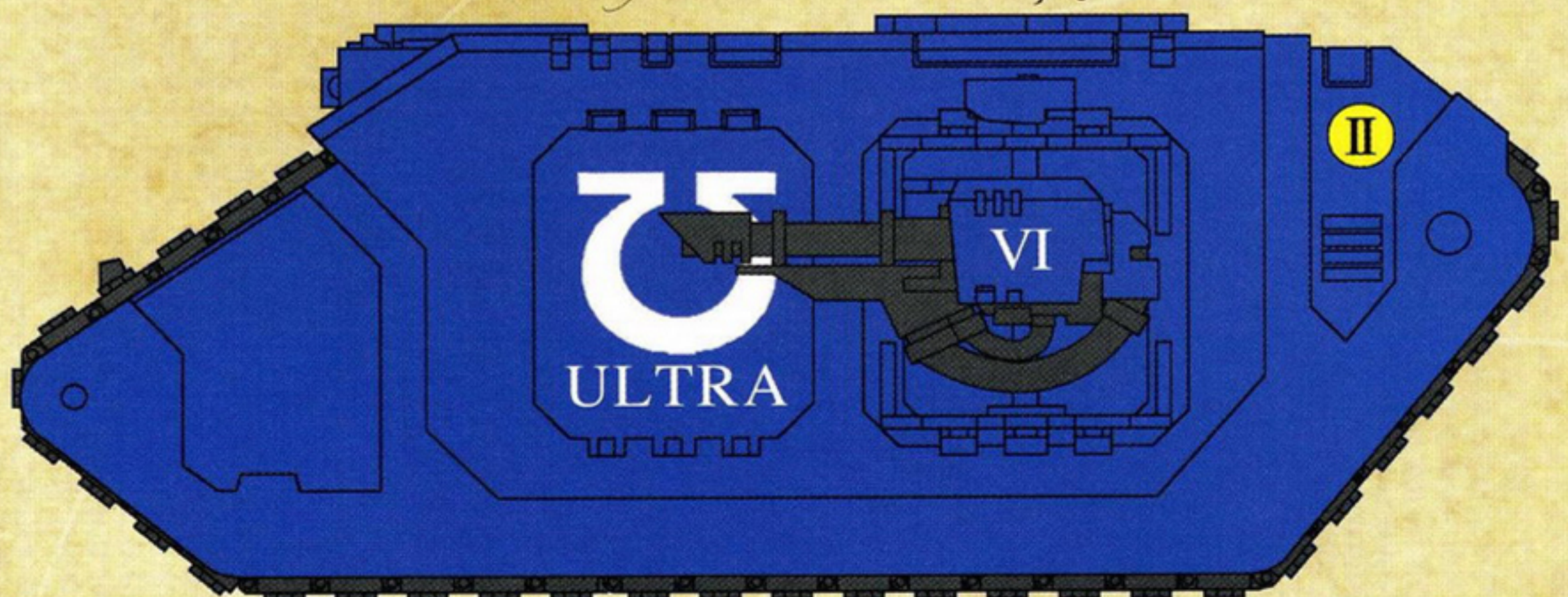
*Squad number badges*



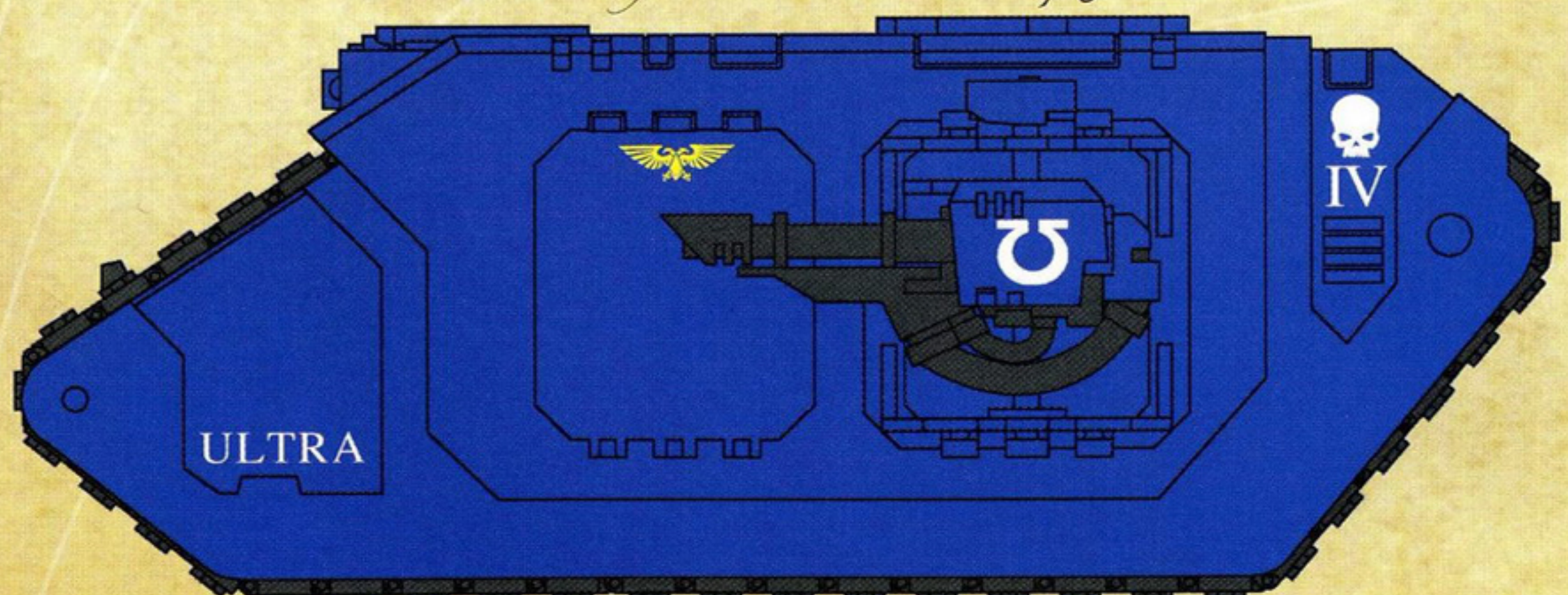
*Land Raider Number 3 of the Ultramarines 2nd Company (top view).*



*Land Raider Number 3 of the Ultramarines 2nd Company (side view).*



*Land Raider Number 6 of the Ultramarines 2nd Company (side view).*



*Land Raider Number 4 of the Ultramarines 3rd Company (Company badge not displayed on hull sides).*











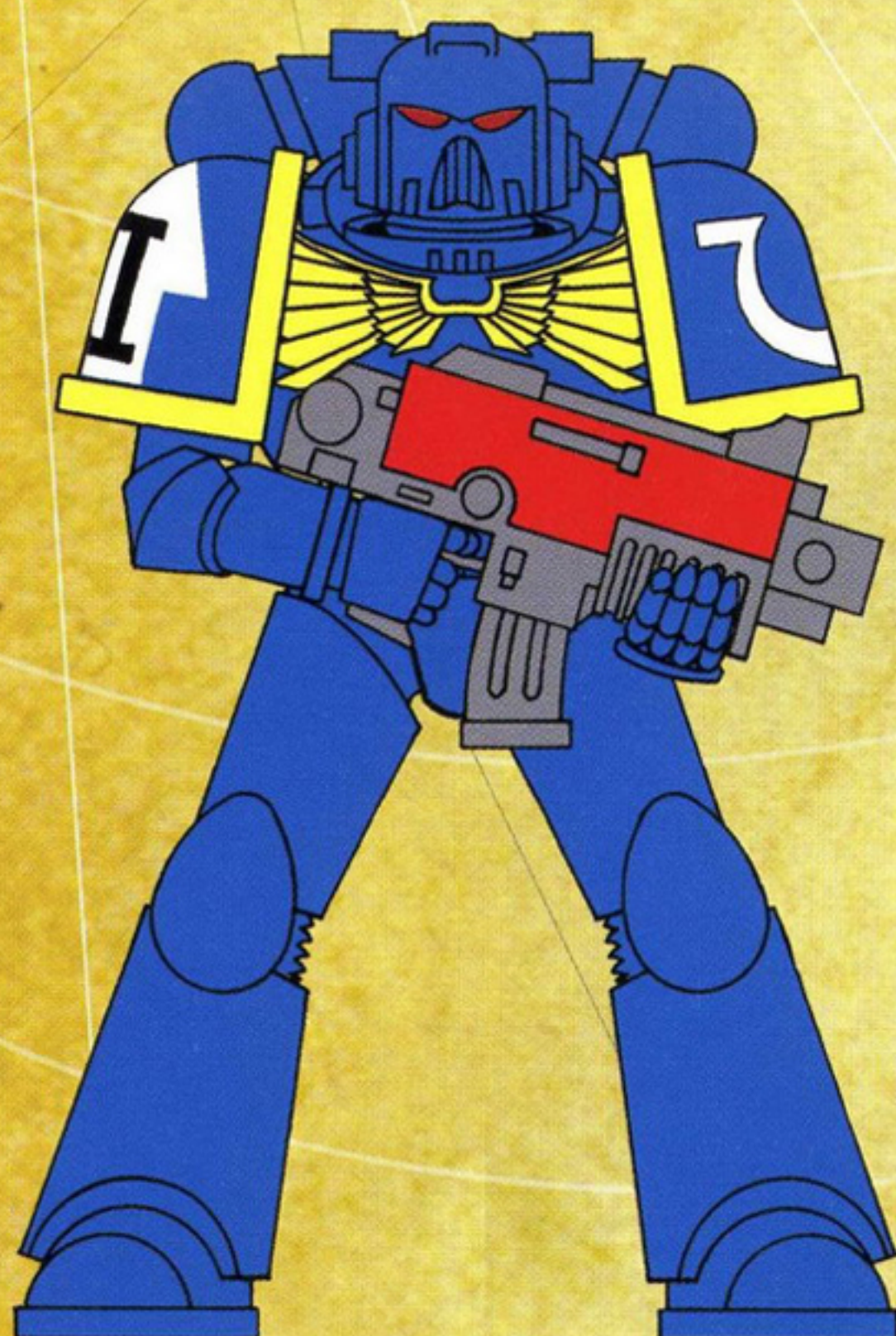
# CODEx CHAPTERS

This section shows a selection of Space Marine Chapters that are, or have been at some stage during their existence, described as Codex Chapters. Some of these Chapters are venerable orders having a history that dates back to the dawn of the Imperium, others are more recent additions to the ranks of the Adeptus Astartes. This selection is by no means a complete record of all the Codex Chapters. Even though there are relatively few Codex Chapters amongst the thousand or so Chapters currently active across the Imperium some Imperial scholars reckon there to be well over a hundred of them and there may be as many as two to three hundred in truth.

The term 'Codex Chapter' is not an official Imperial name for these regiments but over the millennia it has become a common way of describing a Chapter that follows the teachings and traditions of Robute Guilliman's Codex Astartes. Some of these Chapters have always followed the rules laid down in the great

book, the Ultramarines Chapter being the most obvious example. Other Chapters may have followed the prescriptions of the Codex for a period and then devolved to some system of their own devising. In some cases Chapters have taken to the Codex later in life having previously followed some other system of organisation and heraldry. This is particularly common if a Chapter has been all but annihilated and has had to have been subsequently rebuilt.

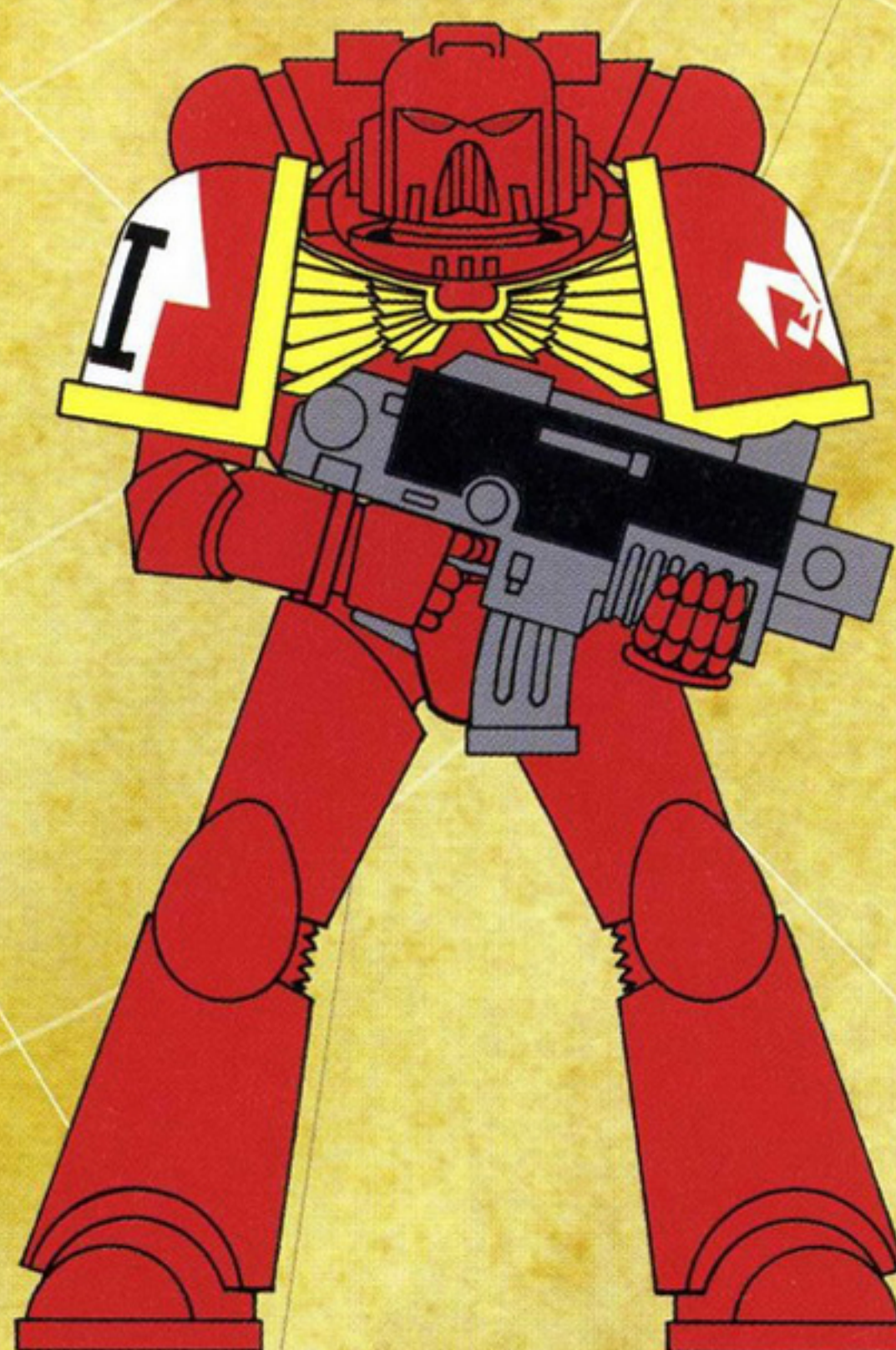
Each of the examples illustrated shows a brother-marine of the 3rd Squad (Tactical), 2nd Company. This makes it simple to compare the different Chapters and to work out details of other Squads and Companies by simply cross-referencing with the Ultramarines information presented elsewhere in this book. Where appropriate the individual diagrams have notes highlighting significant variations from the Ultramarines heraldry.



ULTRA-MARINES CHAPTER

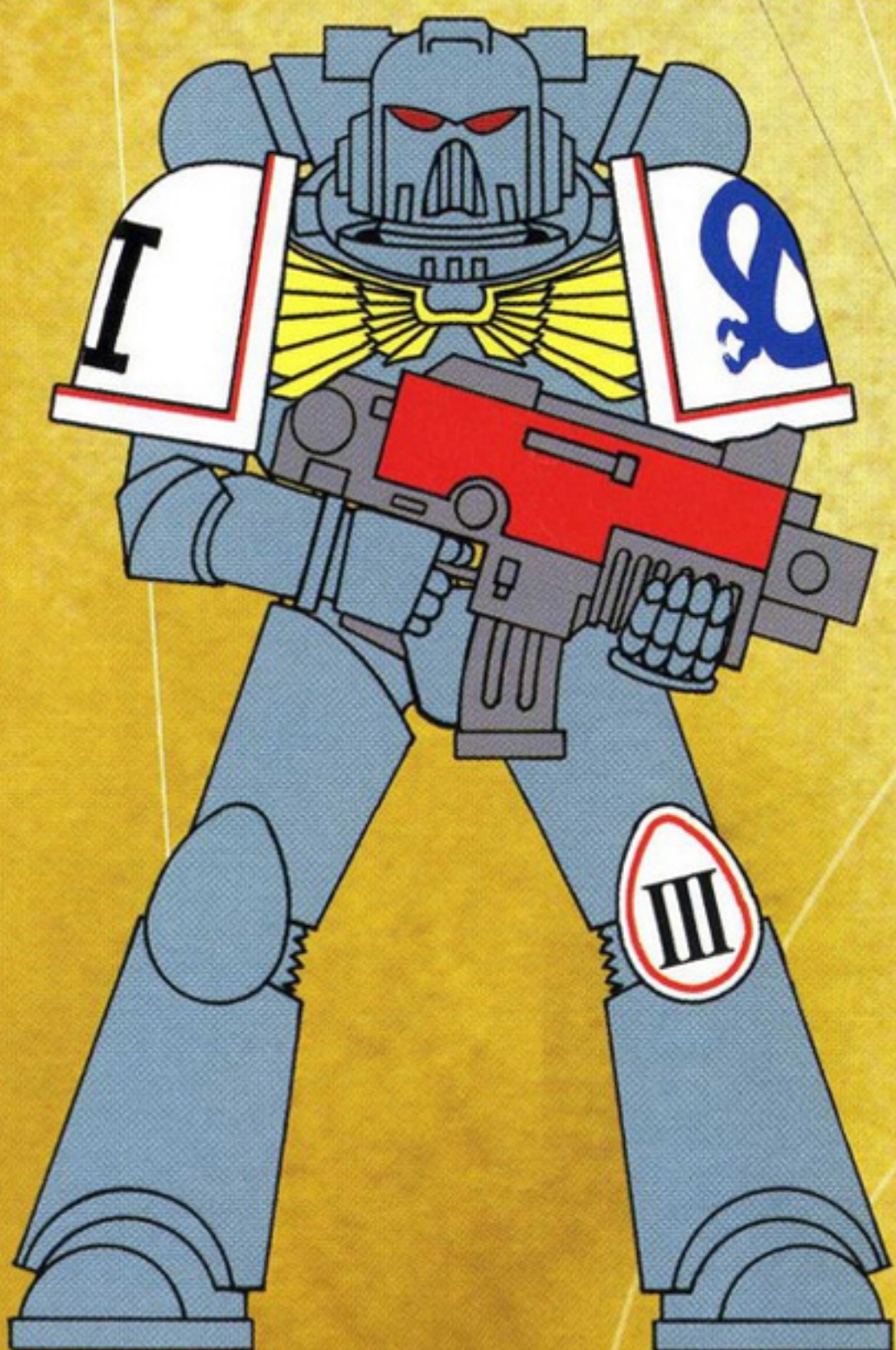


(Right shoulder pad.)



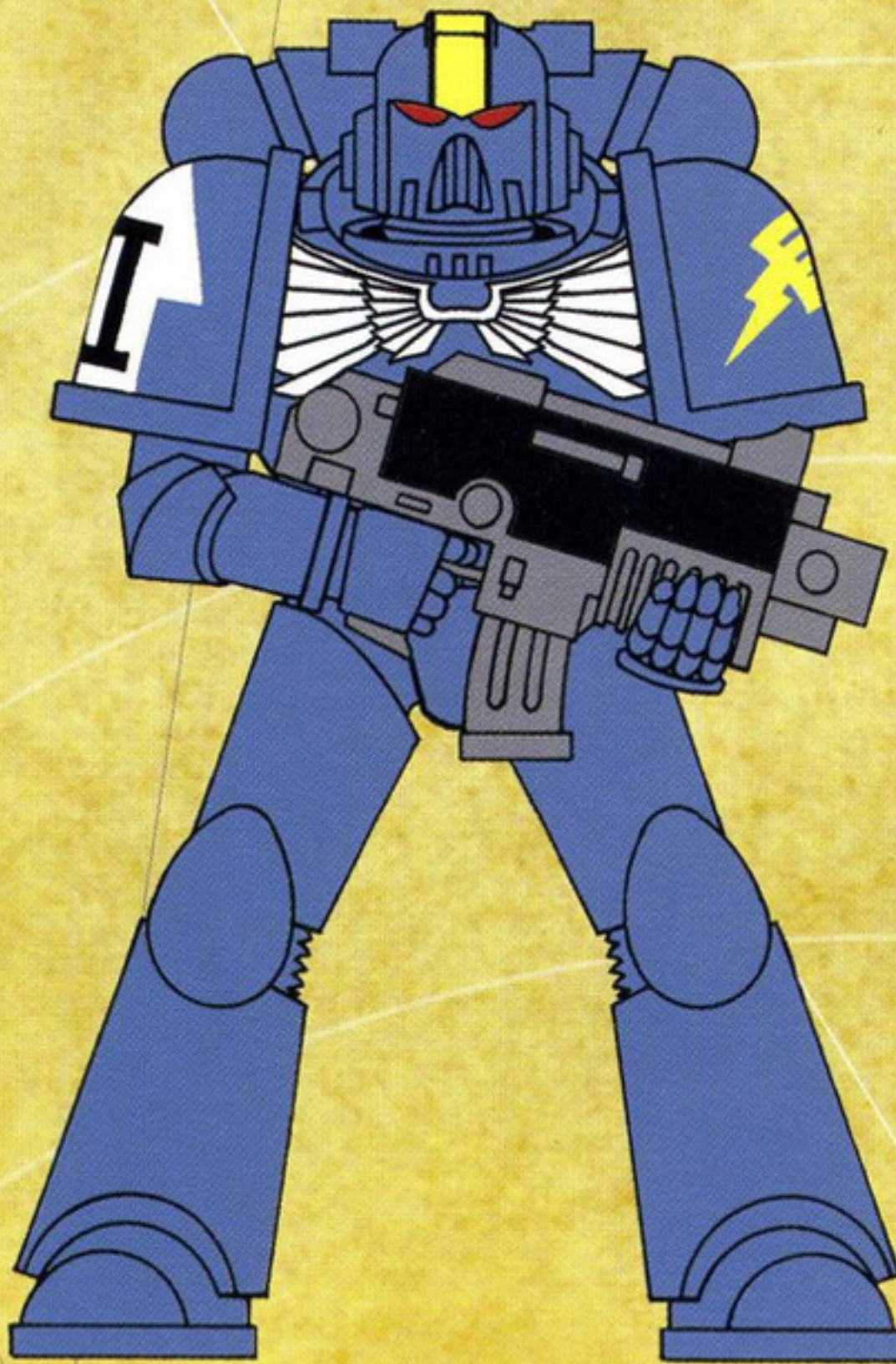
RED TEMPLARS CHAPTER

Shoulder pad rims denote company.



IRON SNAKES CHAPTER

Company number displayed on left kneepad.

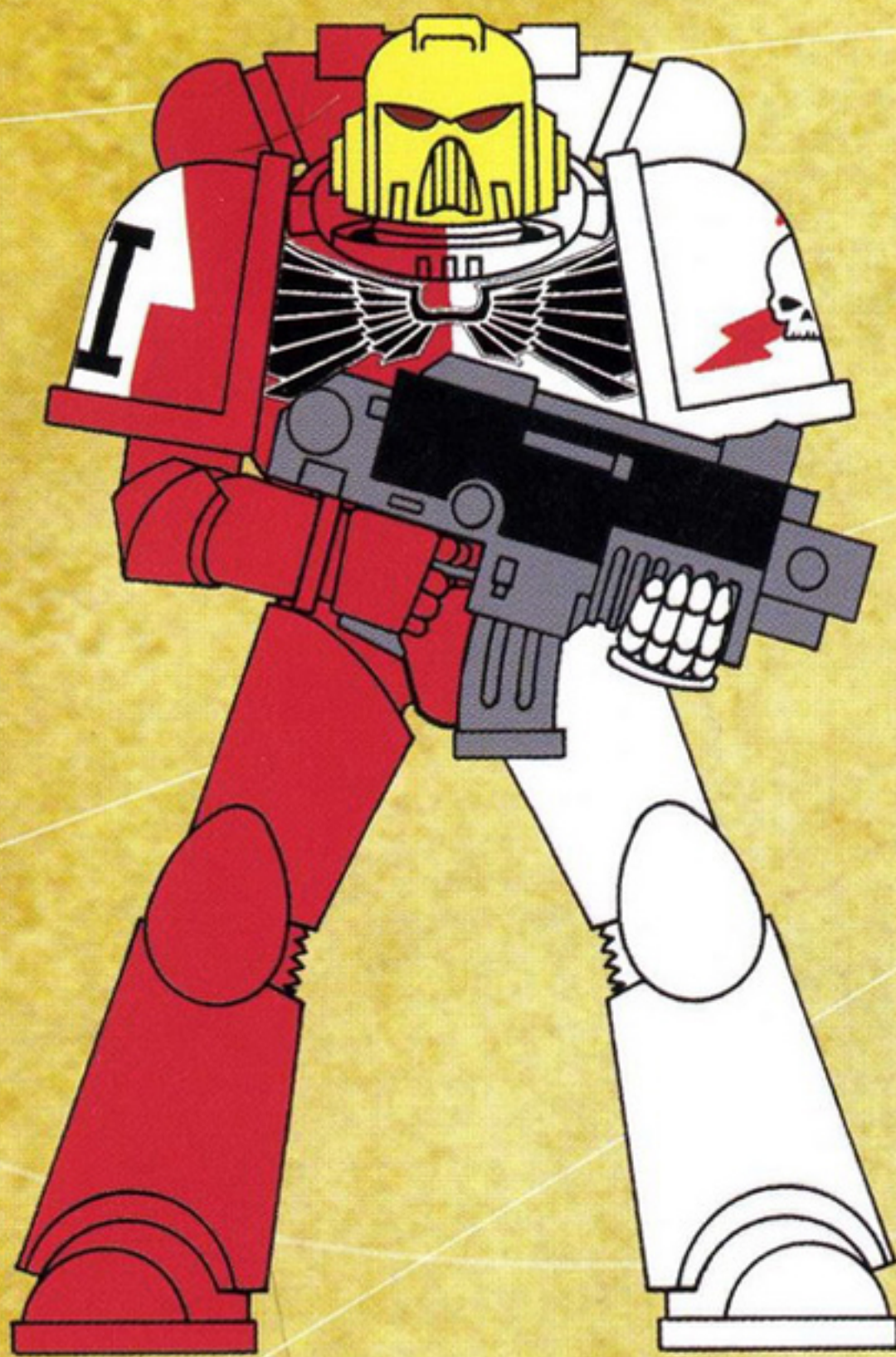


DEATH STRIKE CHAPTER

Helmet stripe denotes Company colour.

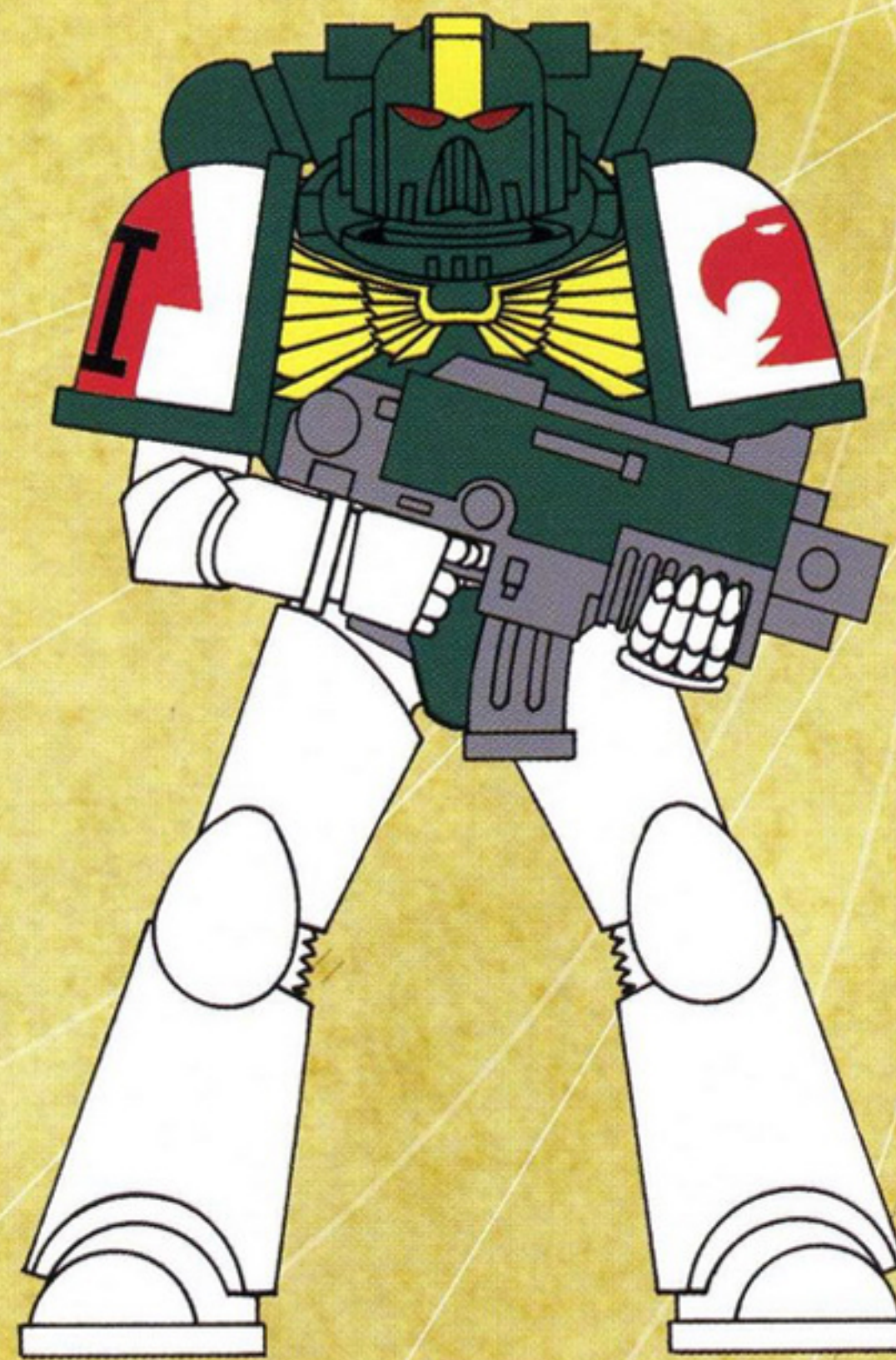


# OTHER CODEX CHAPTERS



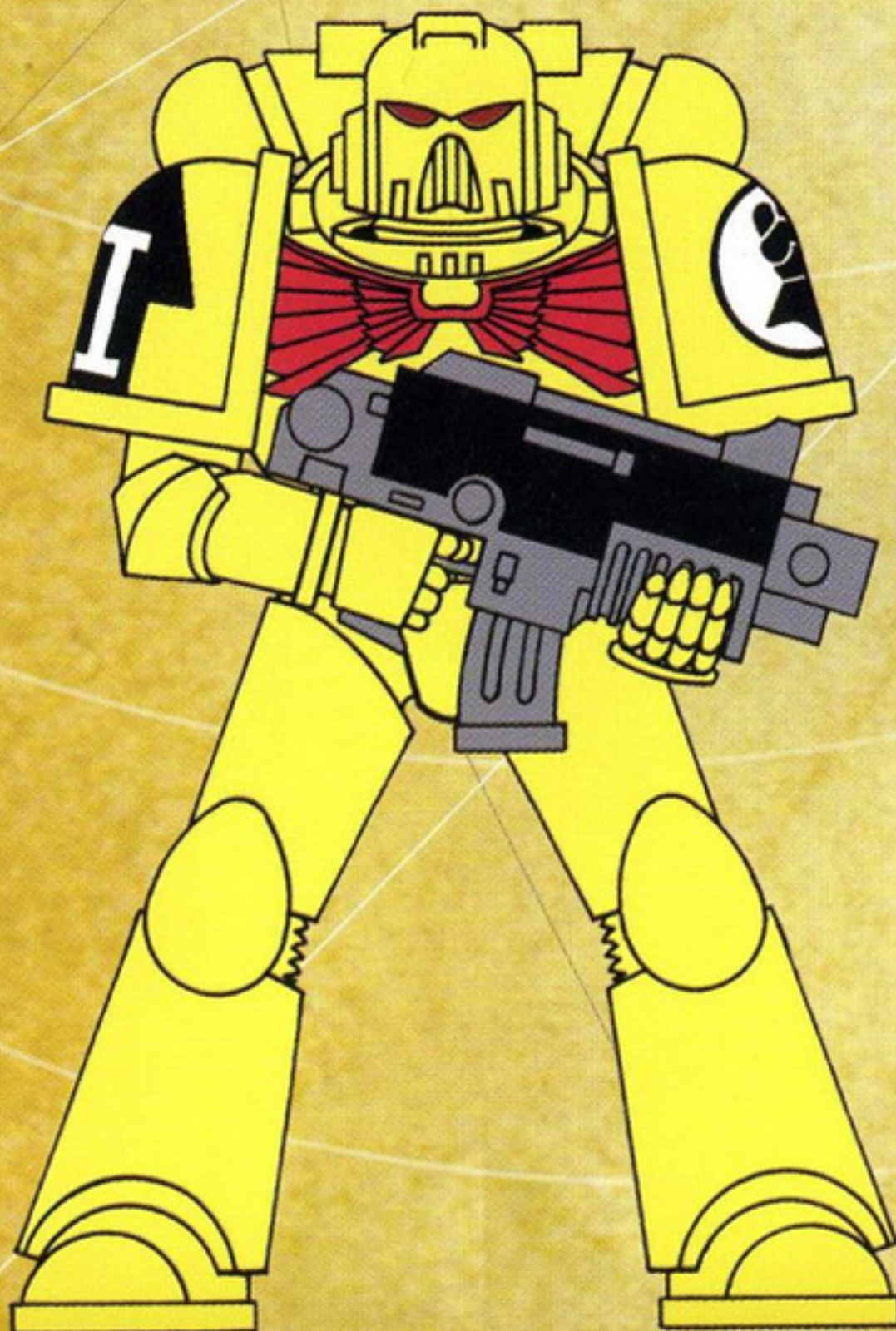
## STORM LORDS CHAPTER

Helmet displays Company colour.



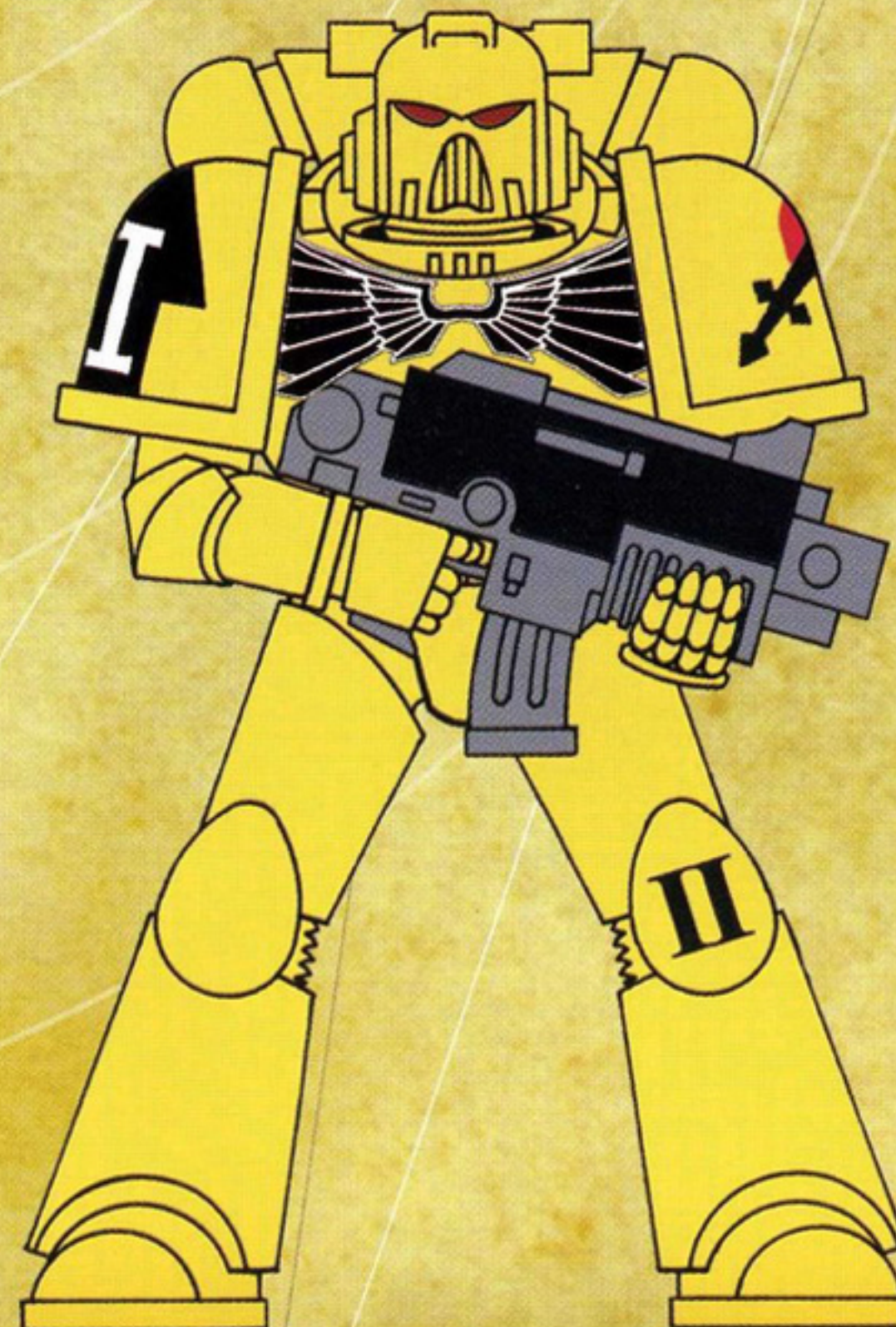
## MENTORS CHAPTER

Helmet stripe denotes Company colour.



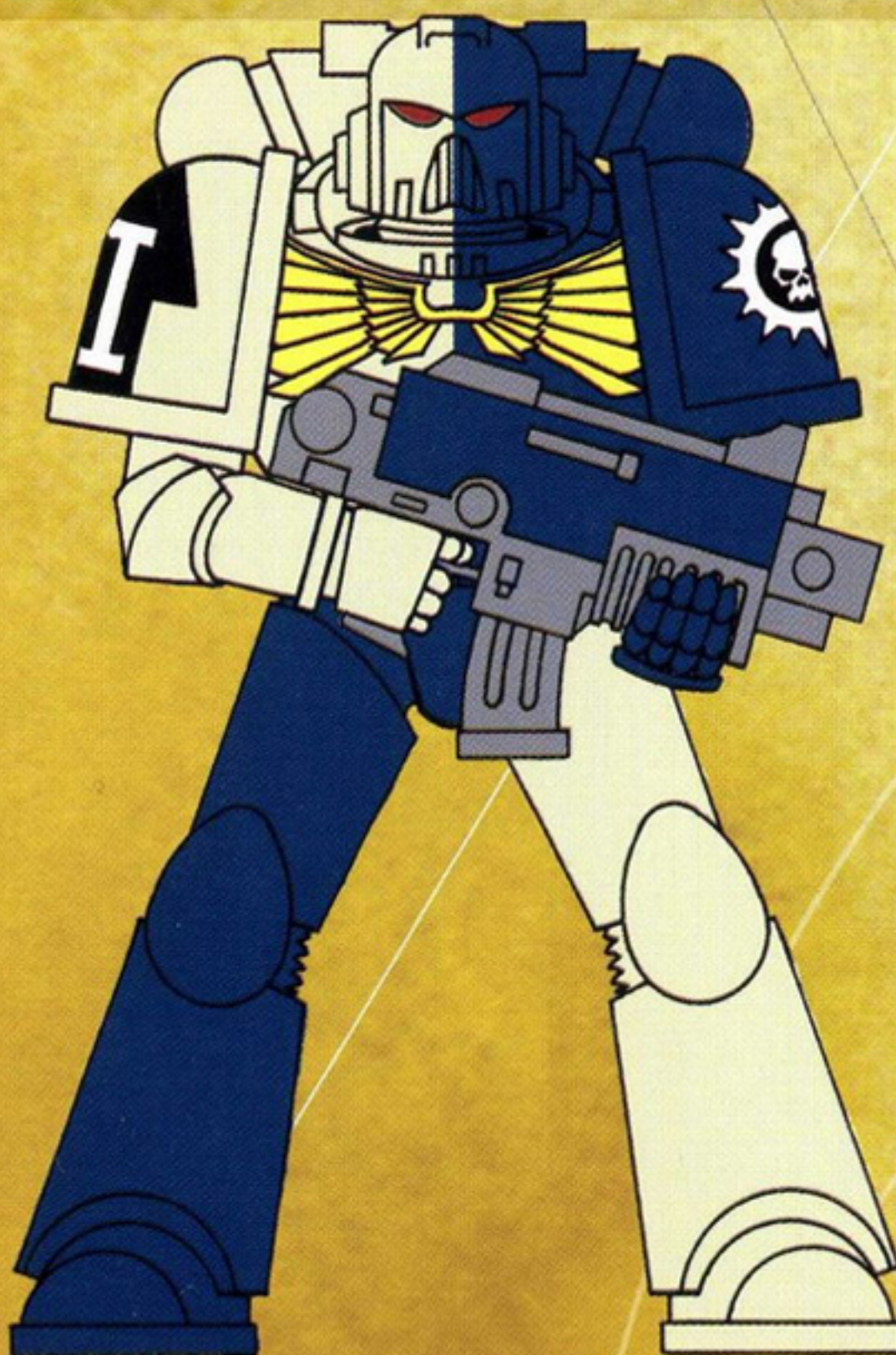
## IMPERIAL FISTS CHAPTER

Shoulder pad rims show Company colour.



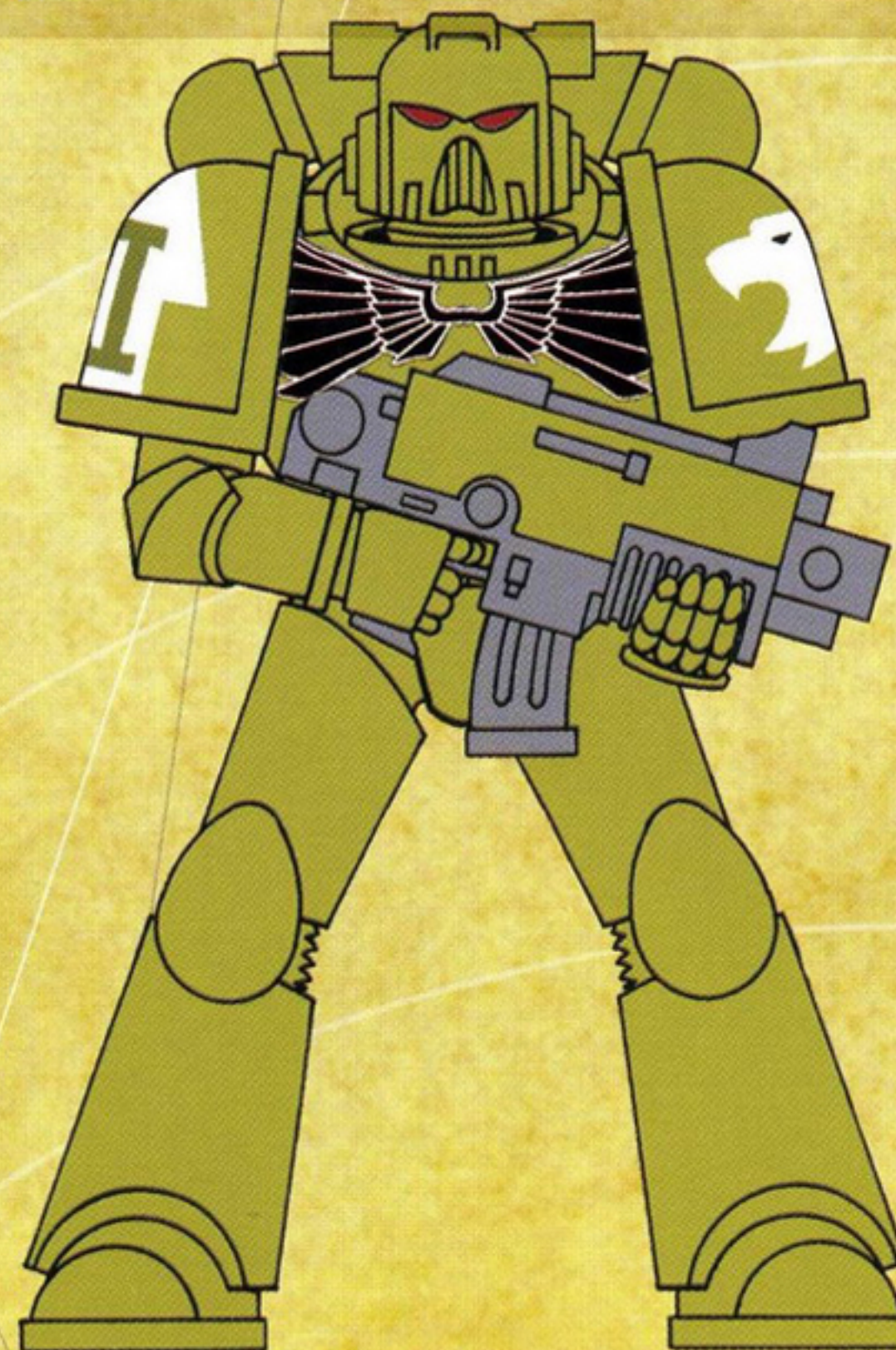
## MARAUDERS CHAPTER

Company number displayed on left kneepad.



## NOVAMARINES CHAPTER

No Company markings displayed.

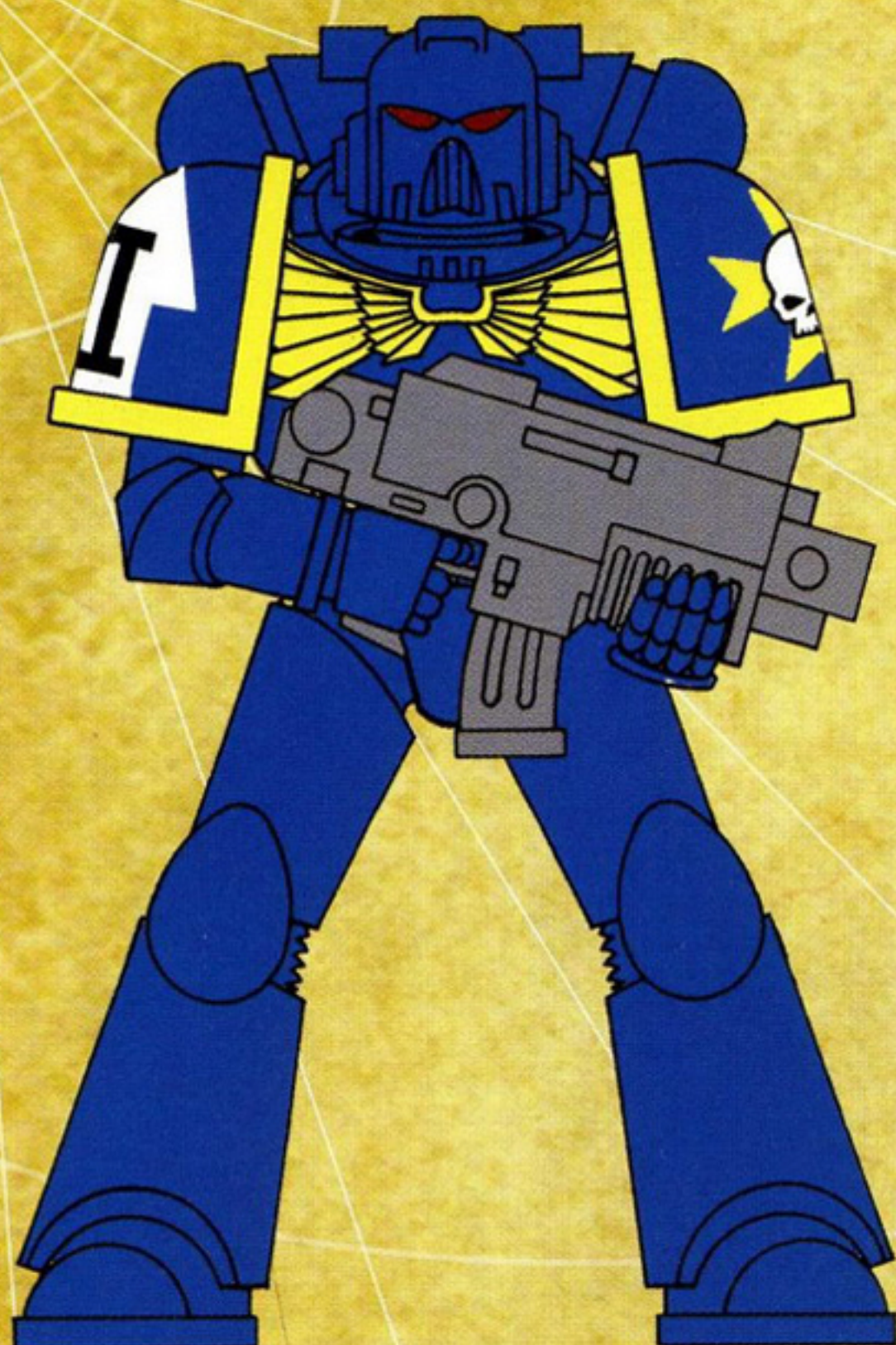


## RAPTORS CHAPTER

No Company markings displayed.

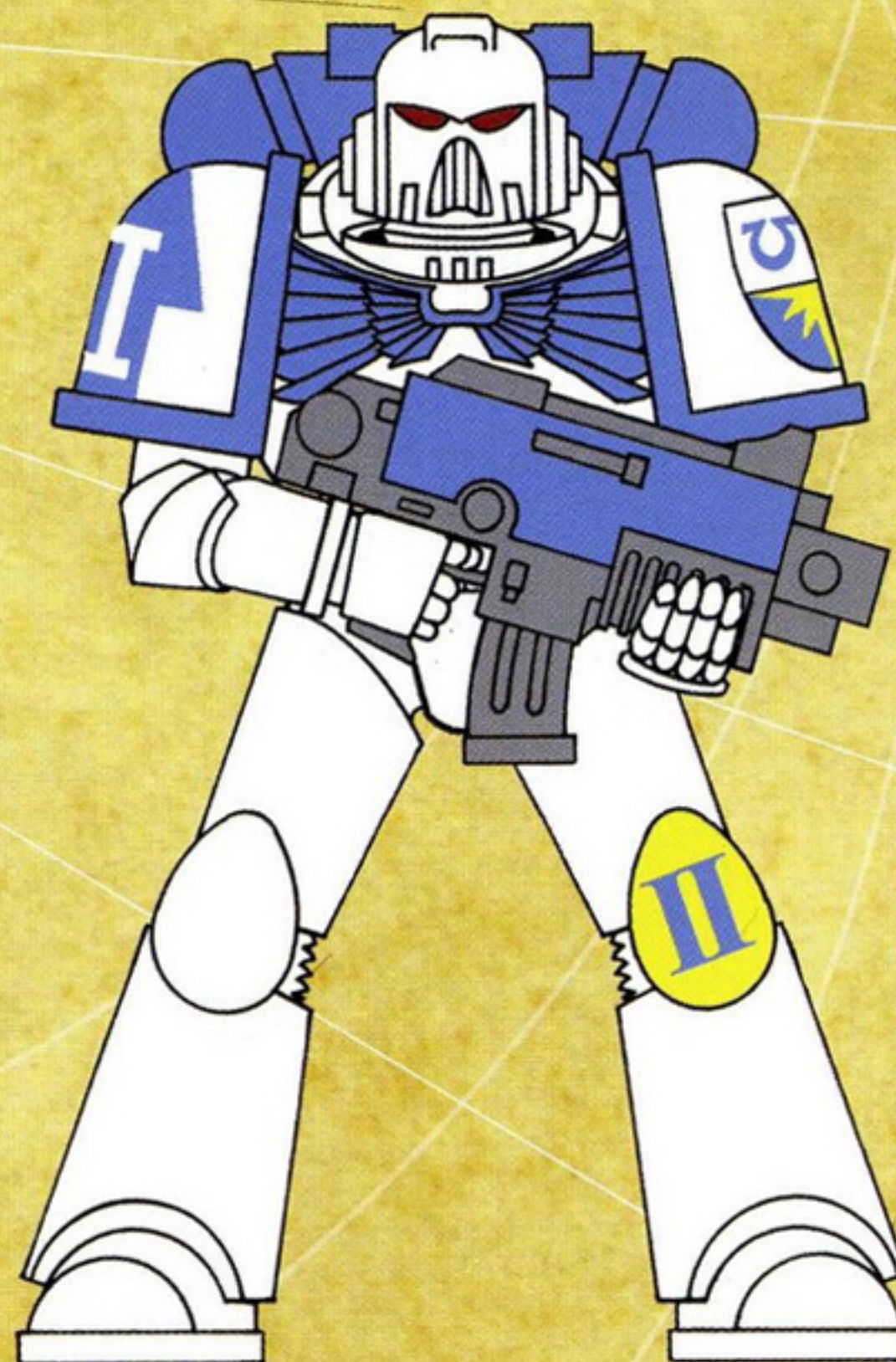


# OTHER CODEX CHAPTERS



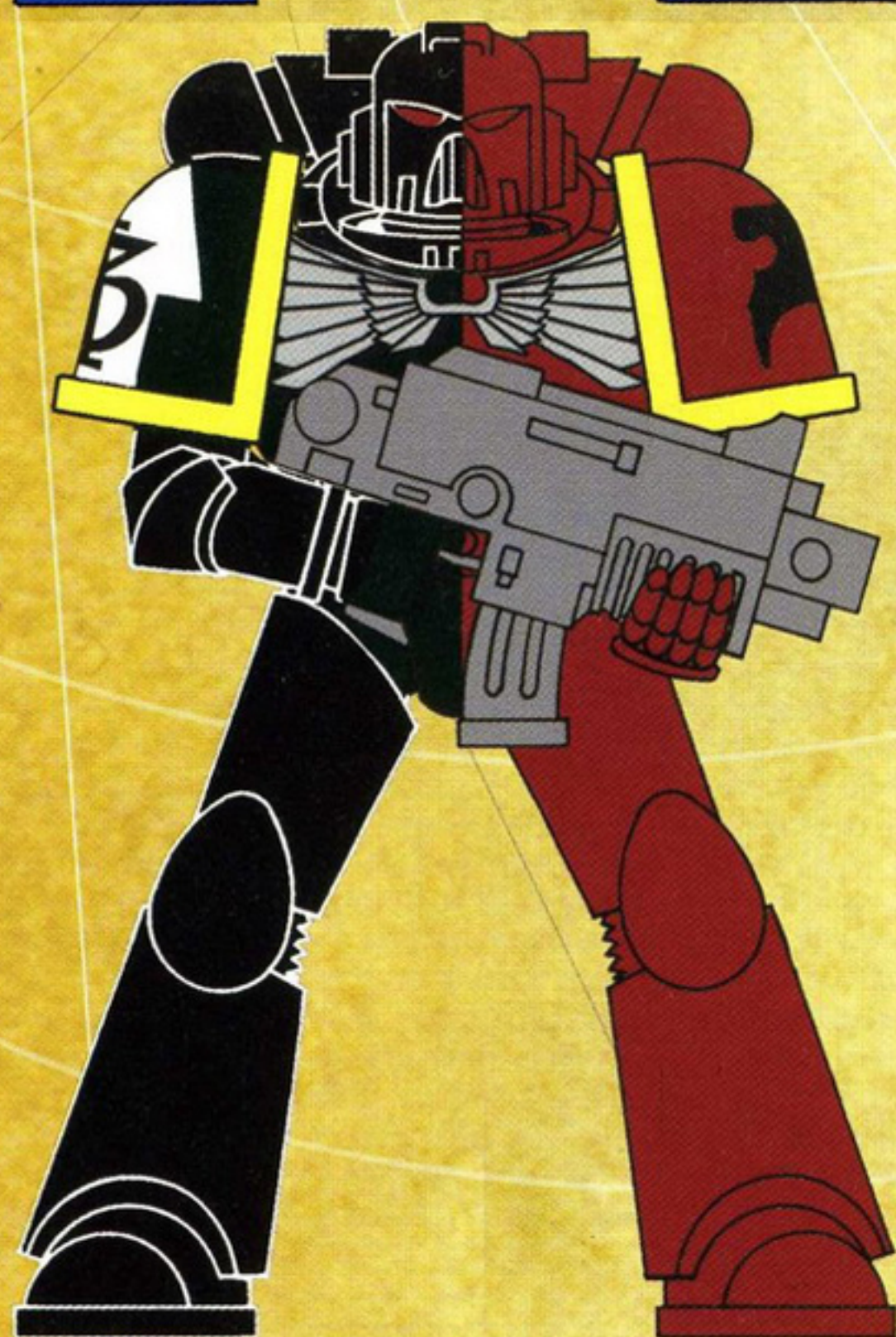
## IMPERIAL PALADINS CHAPTER

Shoulder pad  
edges display  
Company colour.



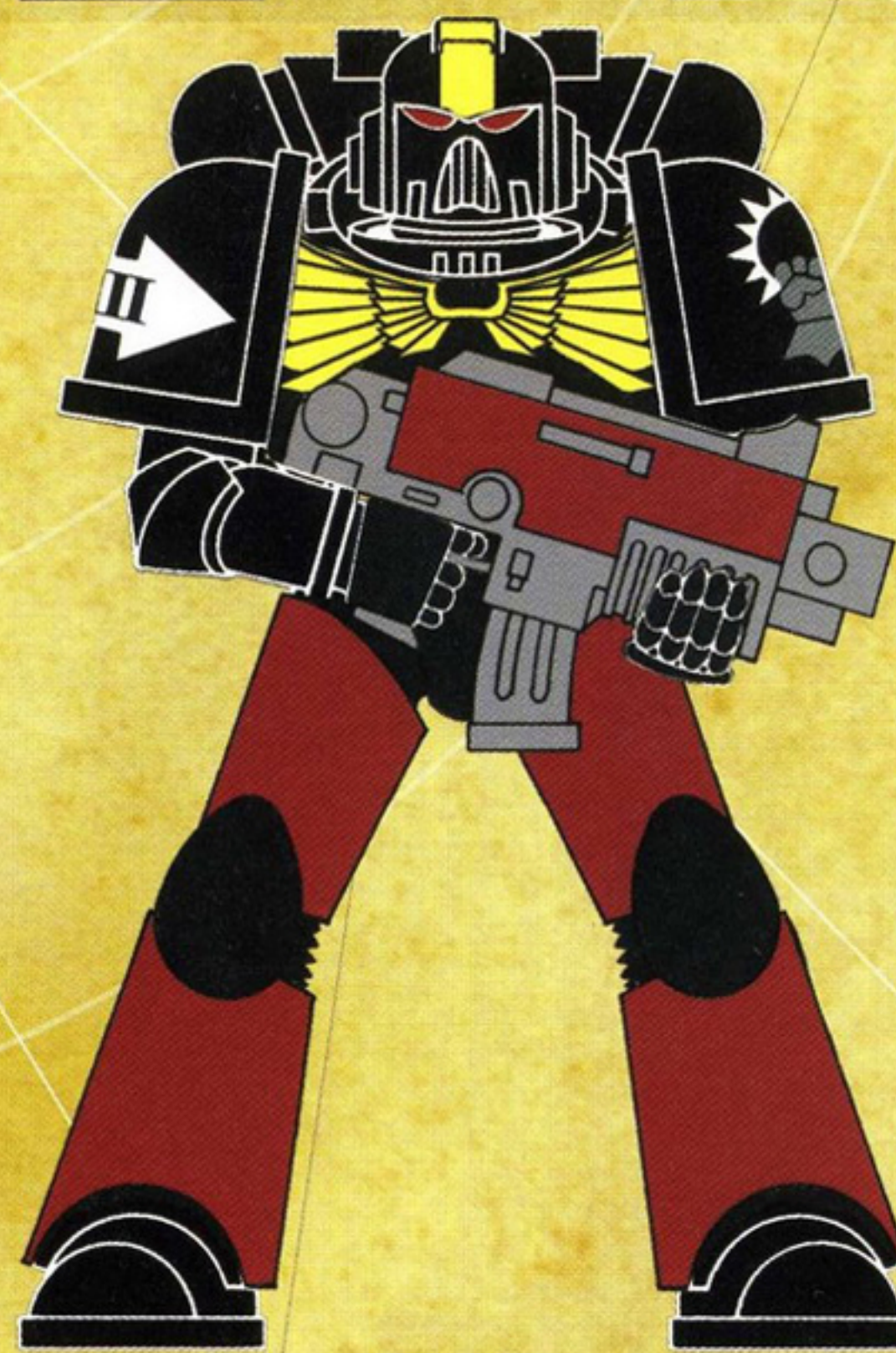
## PRAETORS OF ORPHEUS CHAPTER

Left kneepad  
carries Company  
colour and  
number.



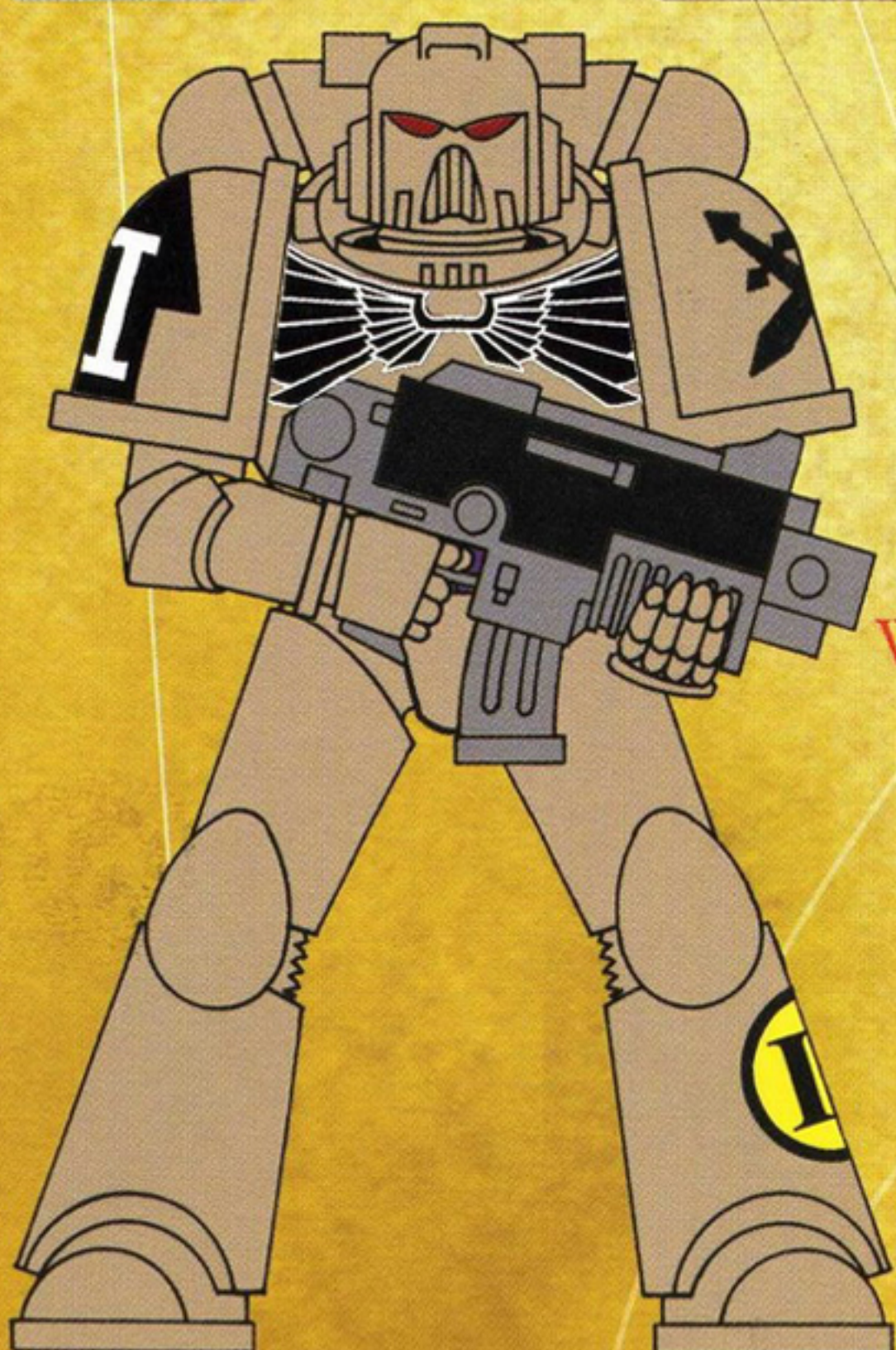
## BLACK WINGS CHAPTER

Shoulder pad  
edges display  
Company colour.



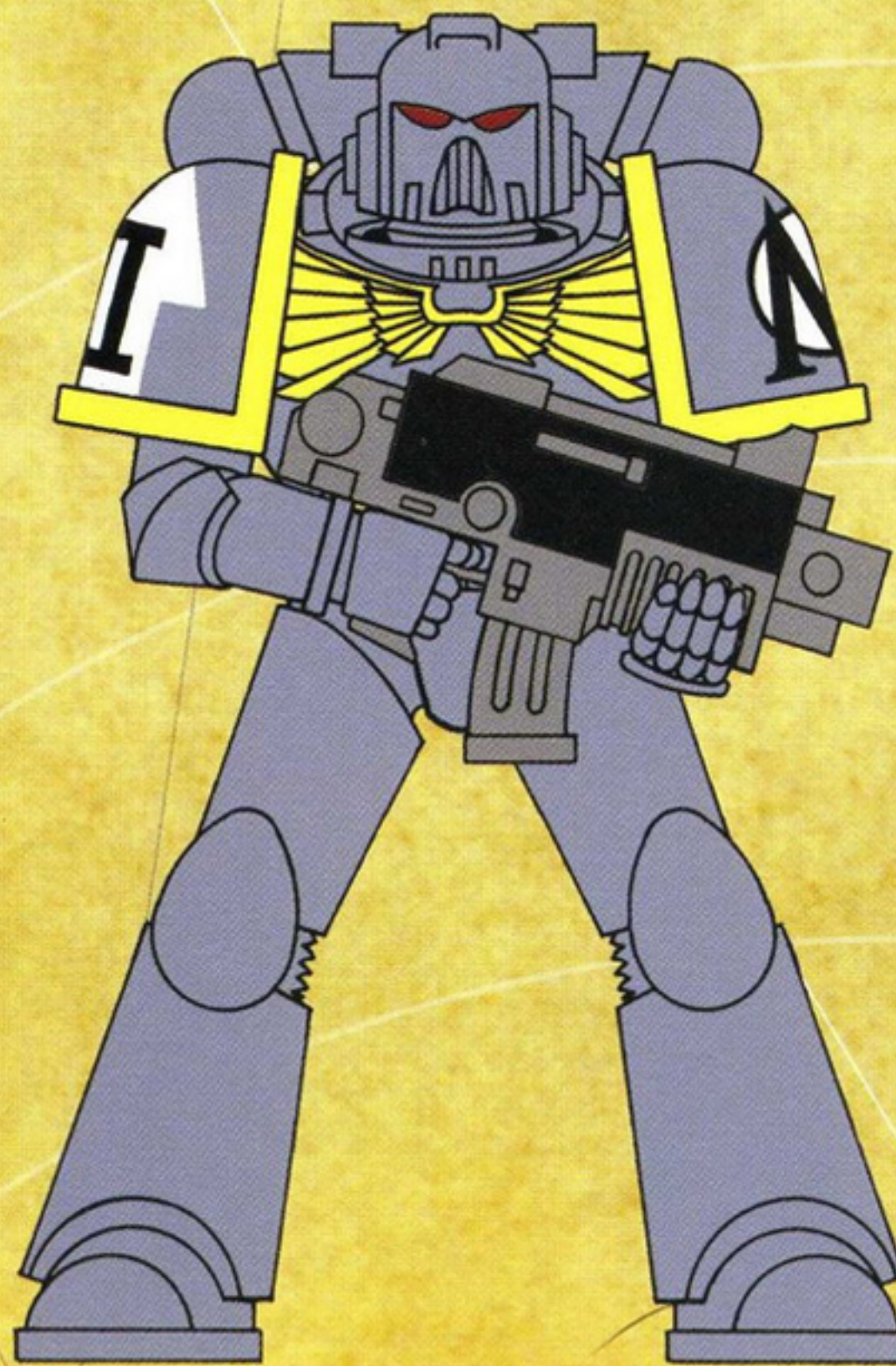
## IRON LORDS CHAPTER

Company colour  
displayed as  
helmet stripe.



## EMPEROR'S WARBRINGERS CHAPTER

Left lower greave  
displays Company  
badge and number.

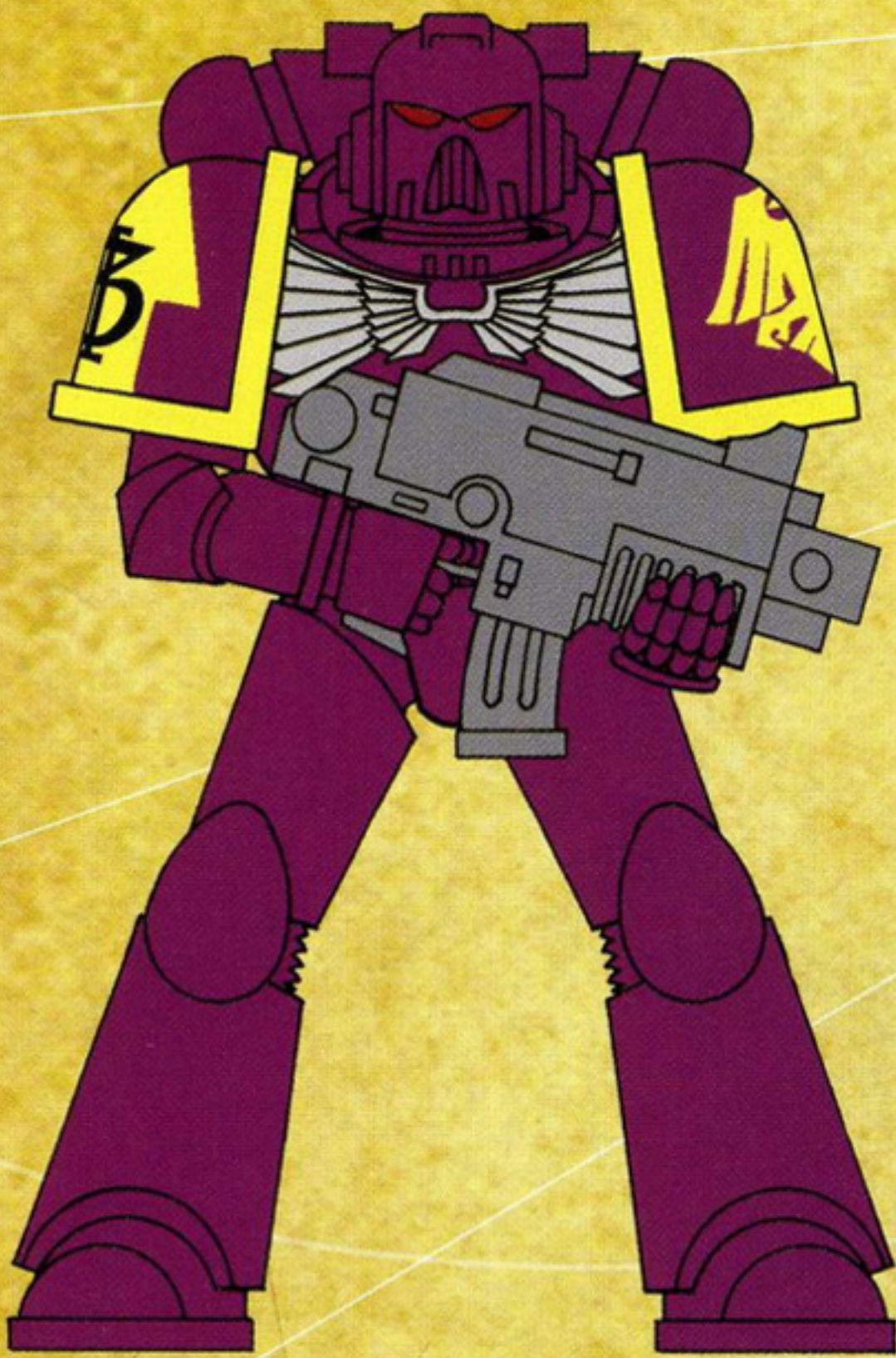


## BROTHERHOOD OF A THOUSAND CHAPTER

Shoulder pad  
edges display  
Company colour.

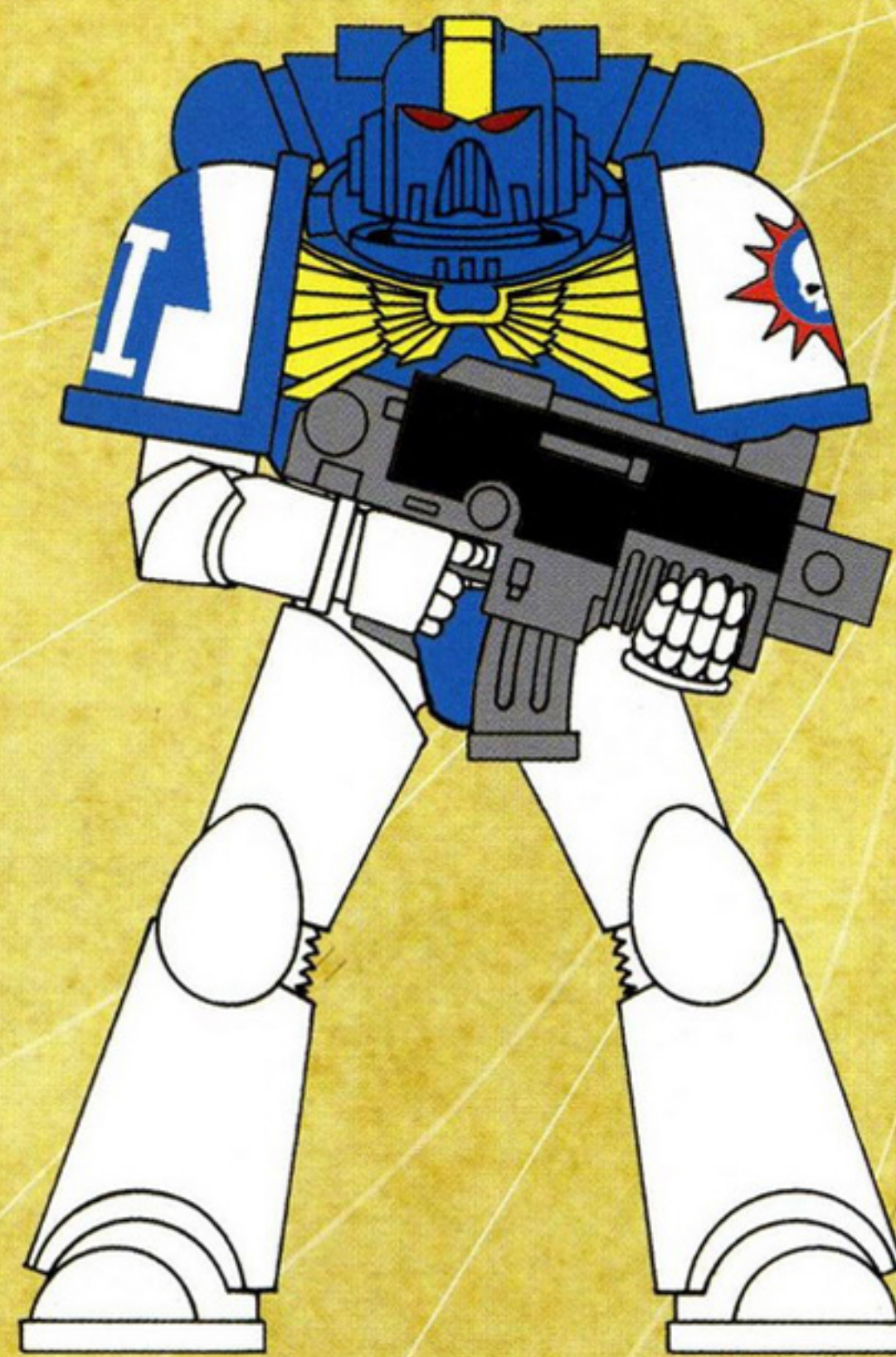


# OTHER CODEX CHAPTERS



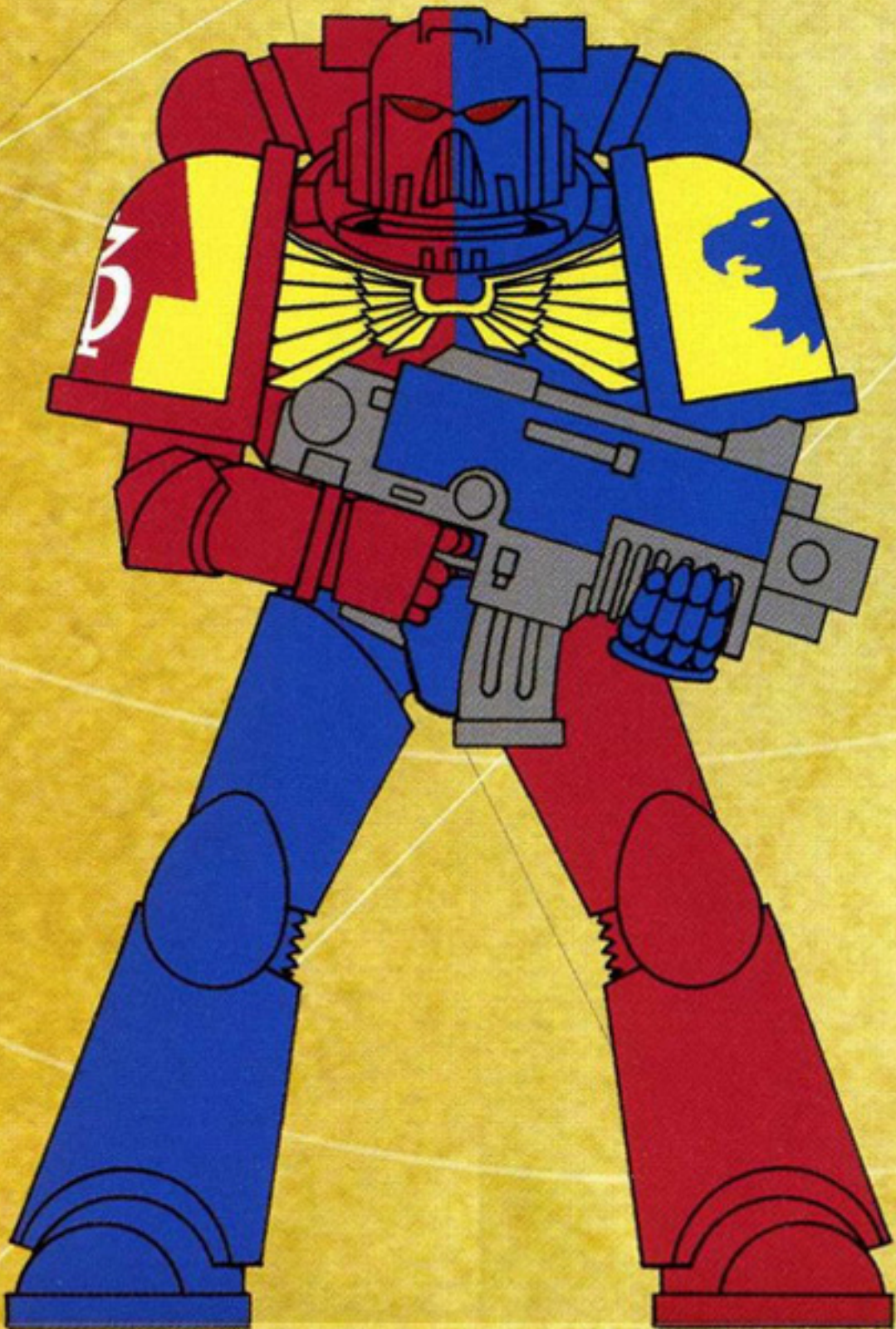
## HAWK LORDS CHAPTER

Shoulder pad edges display Company colour.



## META-MARINES CHAPTER

Helmet stripe displays Company colour.



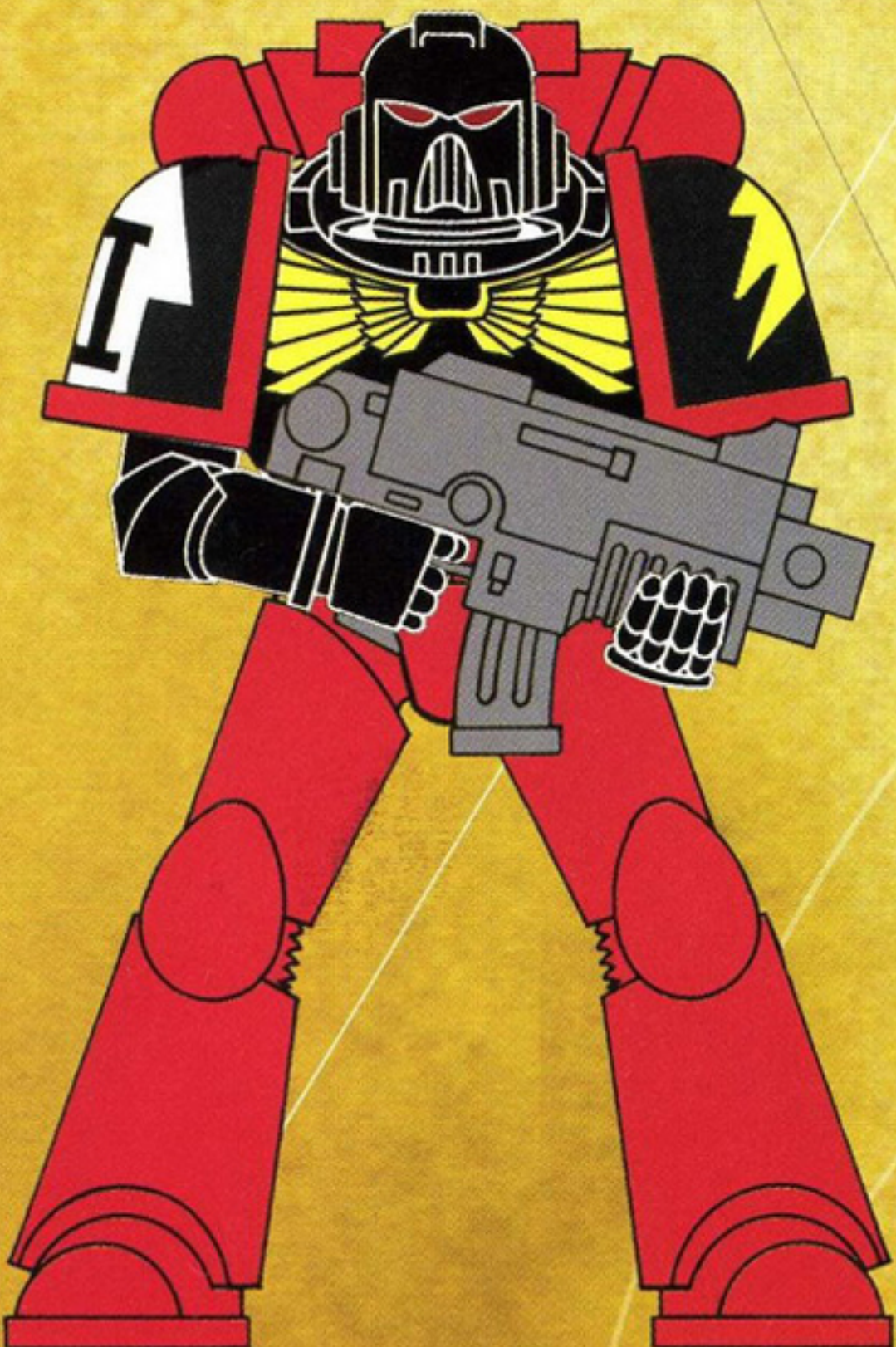
## WARRIOR ADEPTS CHAPTER

Shoulder pad displays Company colour.



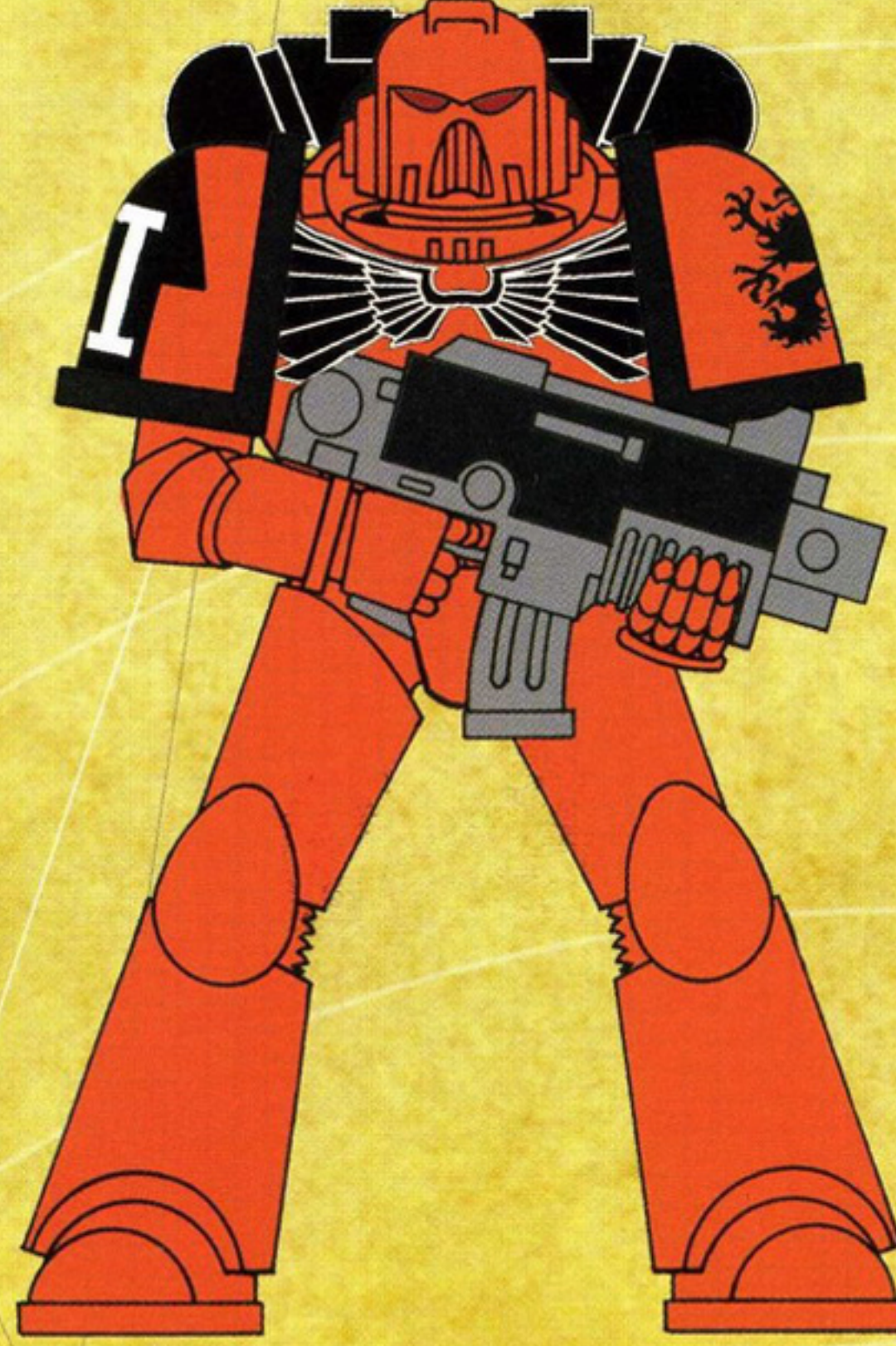
## WARMONGERS CHAPTER

Shoulder pad edges display Company colour.



## STORM CALLERS CHAPTER

Chest eagle displays Company colour.

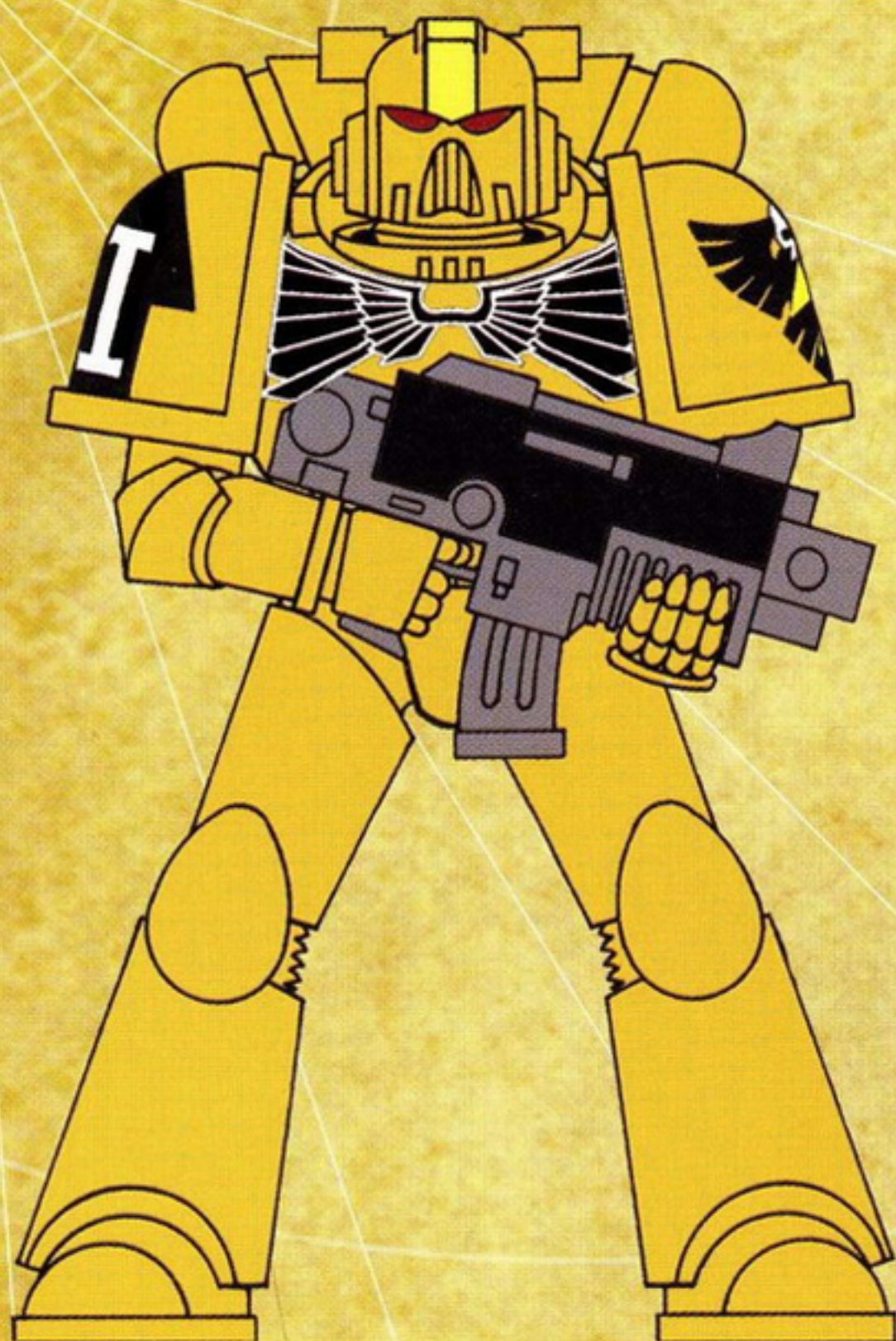


## KNIGHTS OF GRYPHONNE CHAPTER

No Company markings displayed.

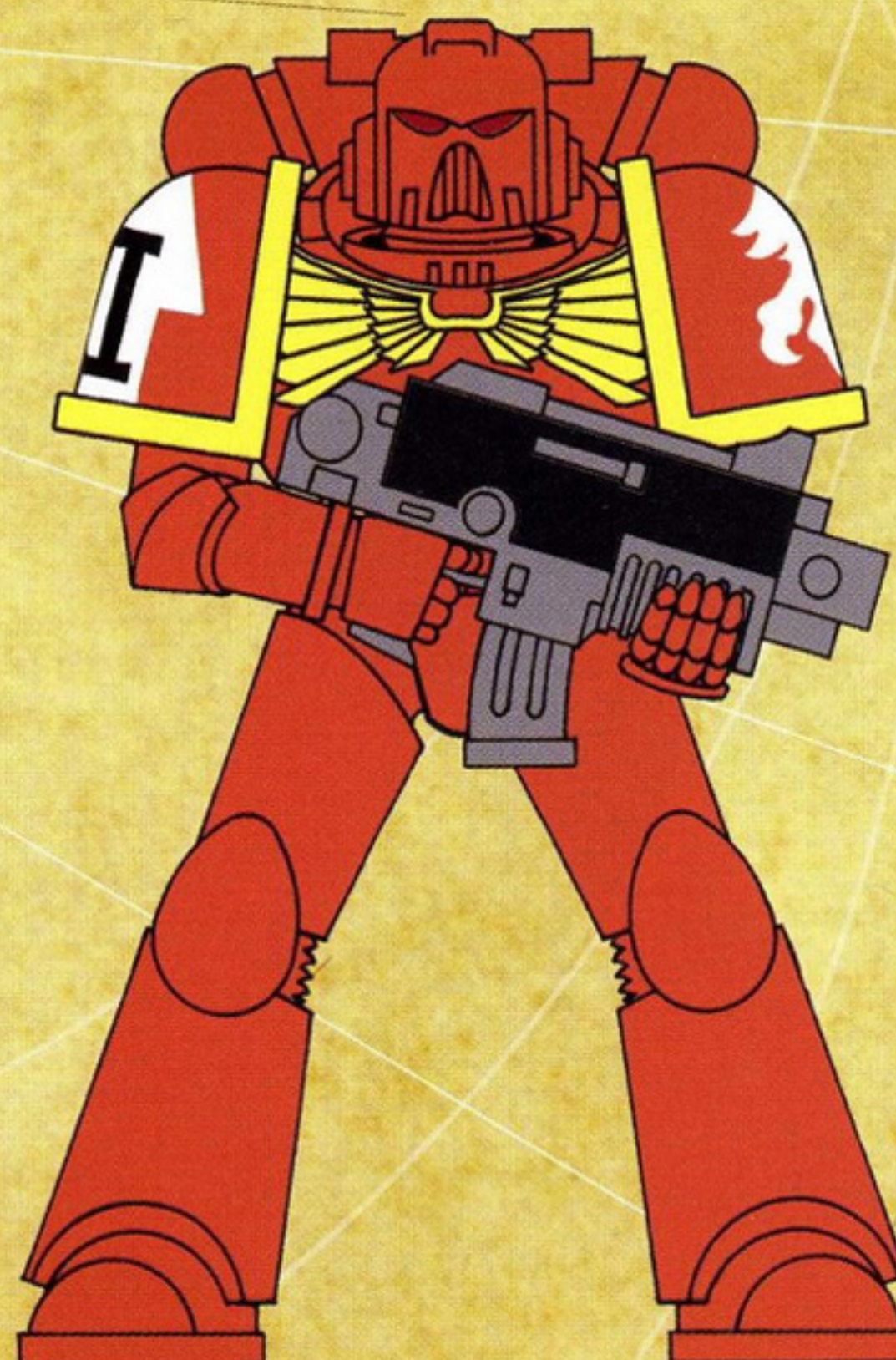


# OTHER CODEX CHAPTERS



## DOOM WARRIORS CHAPTER

Helmet stripe  
displays Company  
colour.



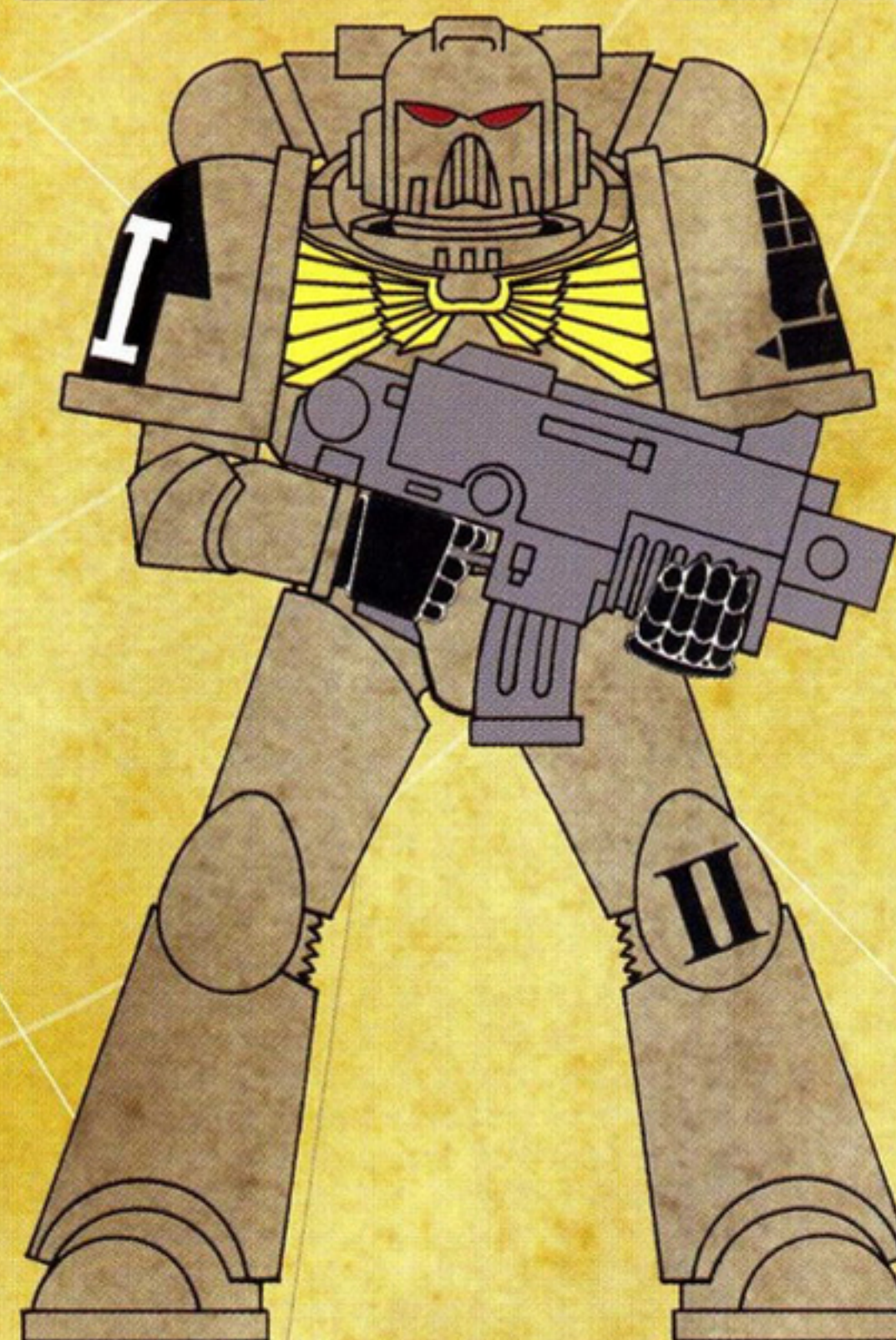
## IMPERIAL TALONS CHAPTER

Shoulder pad trim  
displays Company  
colour.



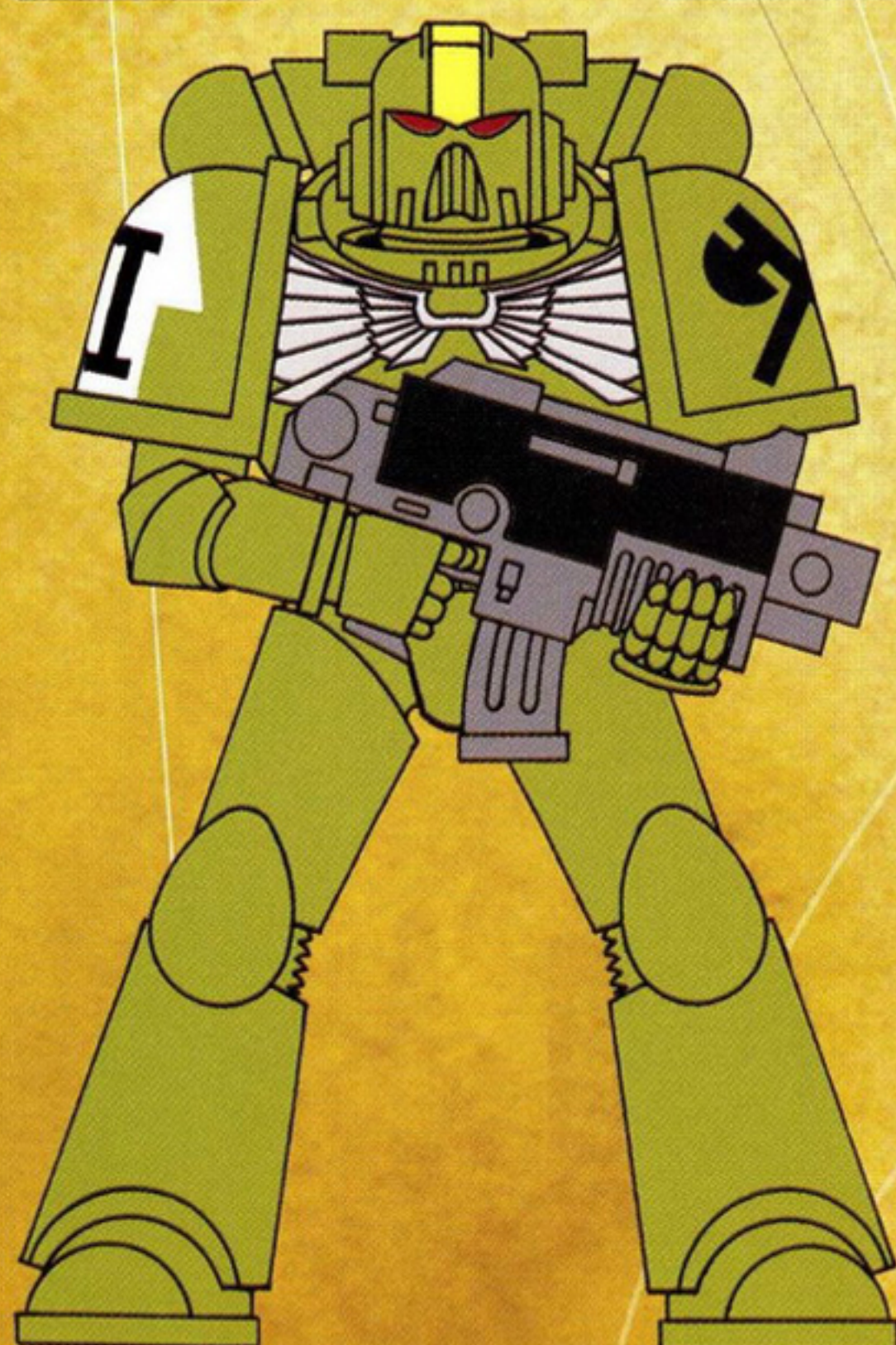
## DEATH KNIGHTS CHAPTER

Shoulder pad trim  
displays Company  
colour.



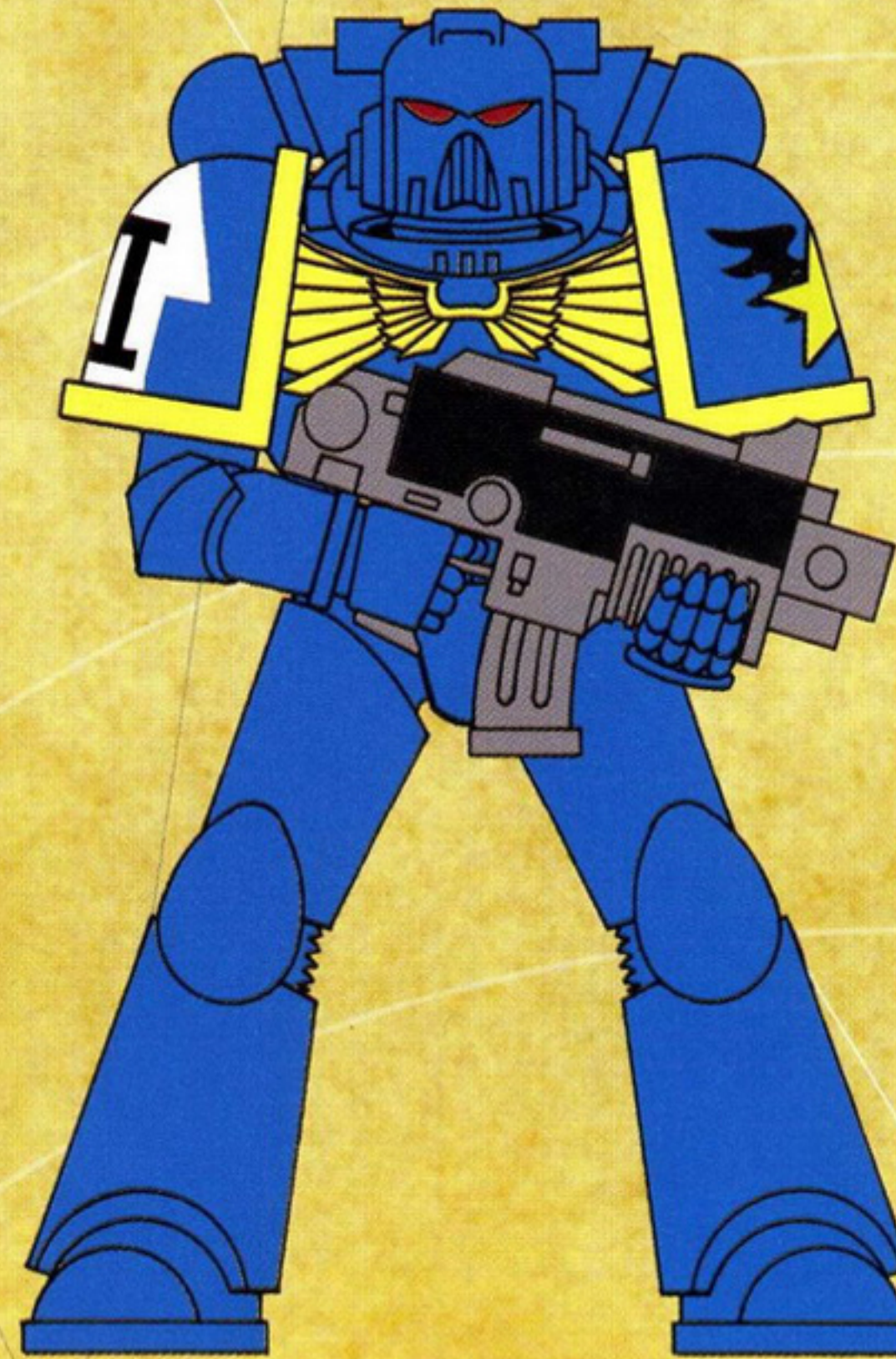
## DARK HANDS CHAPTER

Company number  
displayed on left  
kneepad.



## WAR BEARERS CHAPTER

Helmet stripe  
displays Company  
colour.

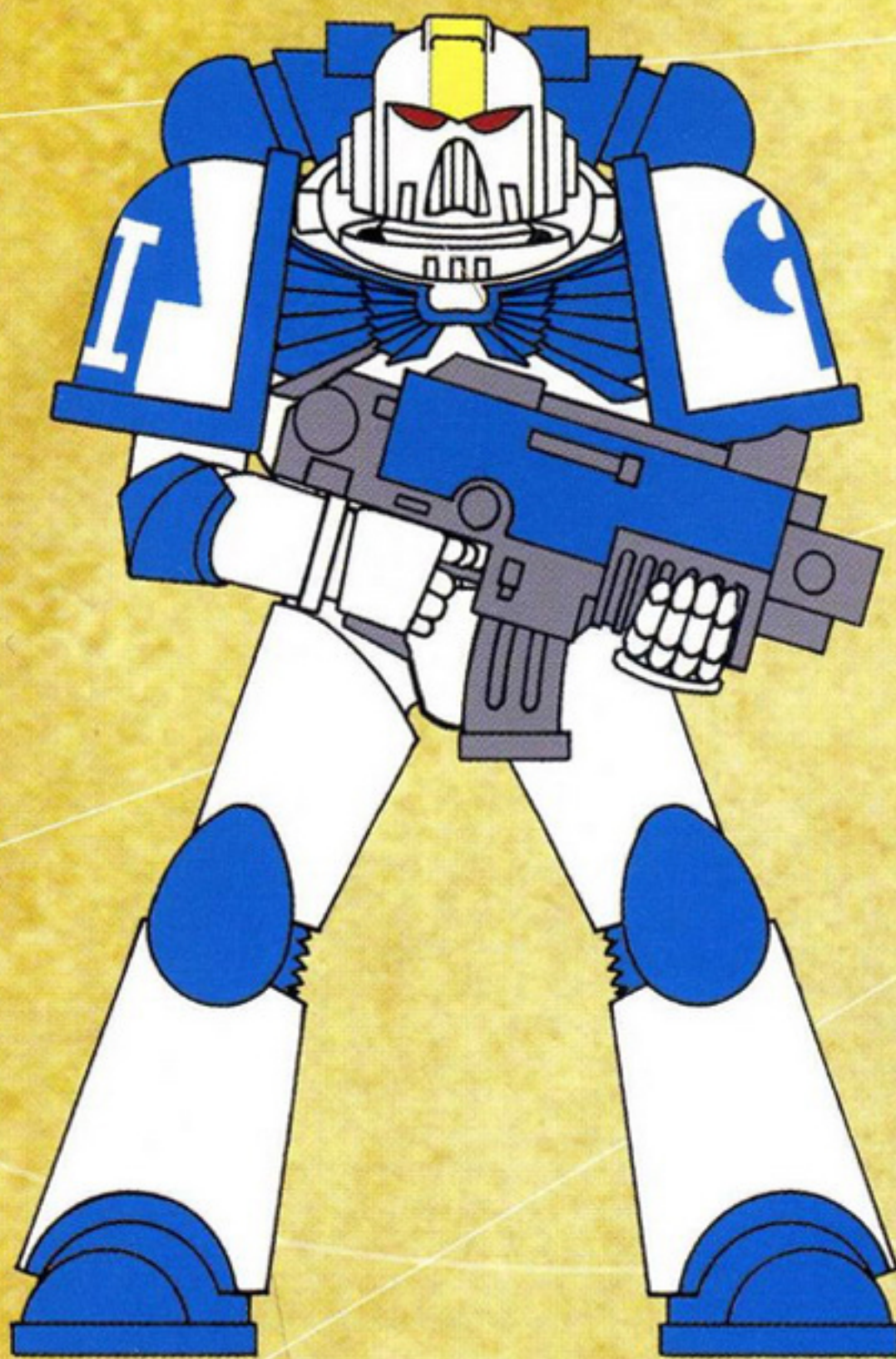


## HERALDS OF ULTRAMAR CHAPTER

Shoulder pad trims  
display Company  
colour.

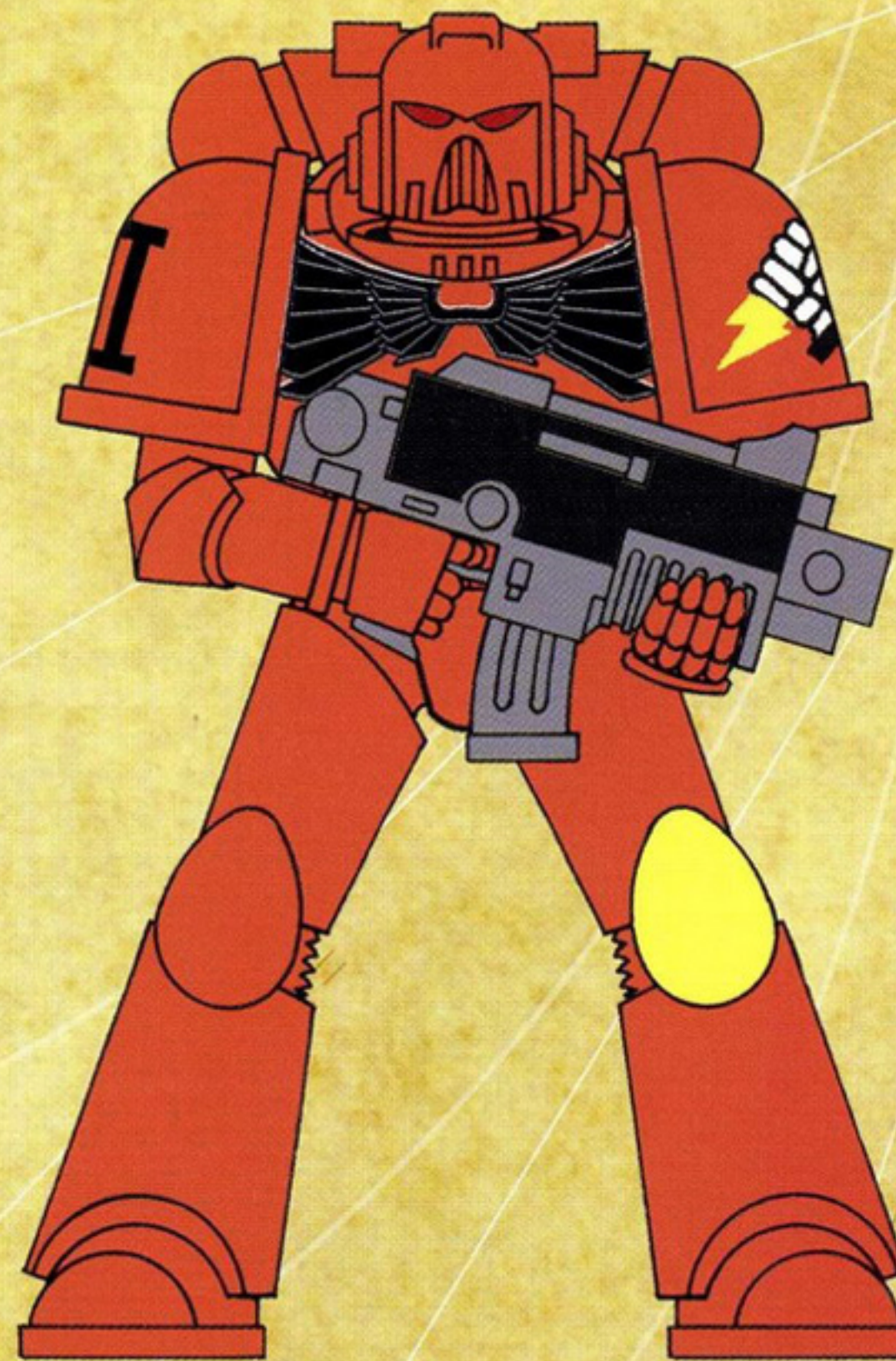


# OTHER CODEX CHAPTERS



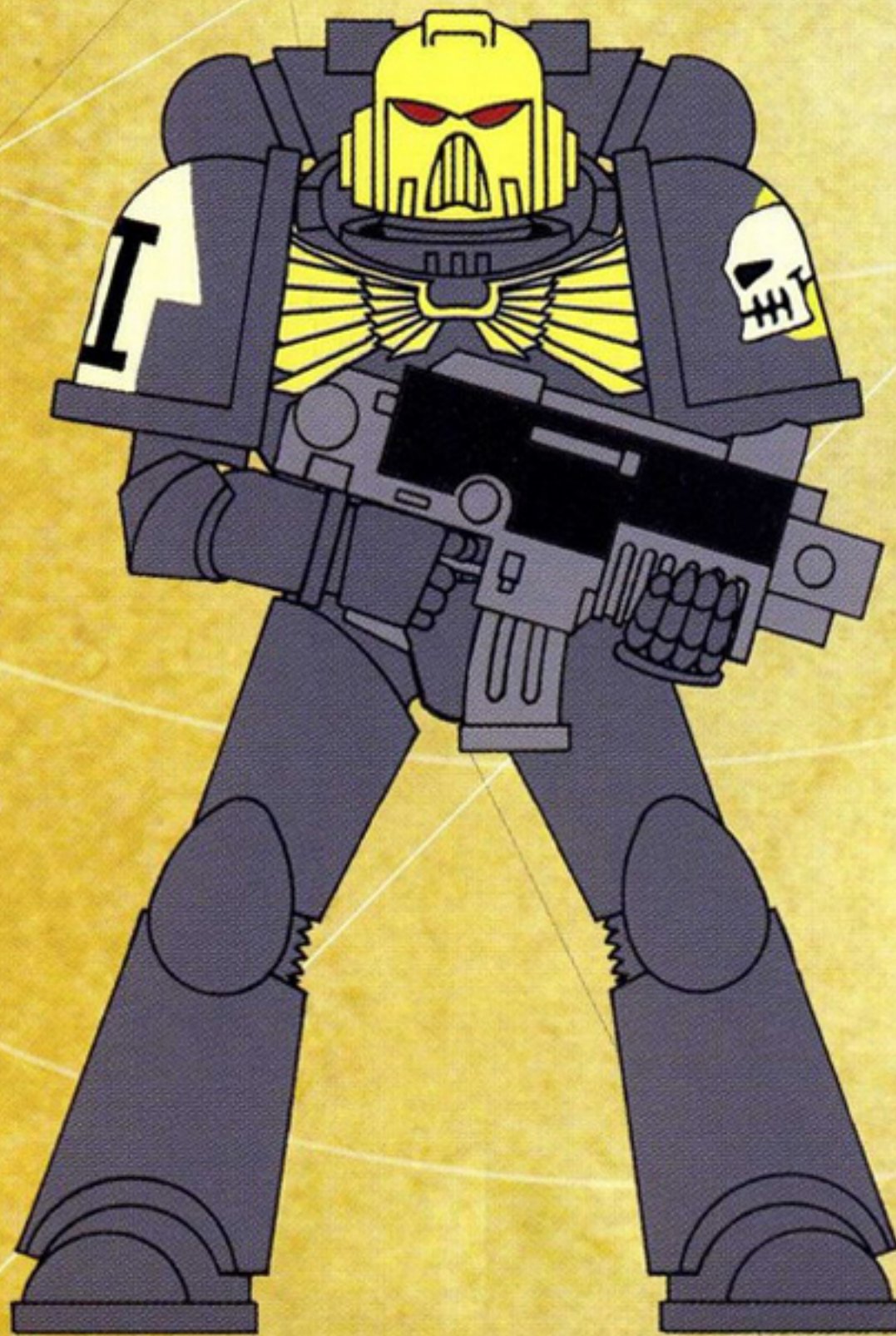
## MASTERS OF PROTELUS CHAPTER

Helmet stripe denotes company.



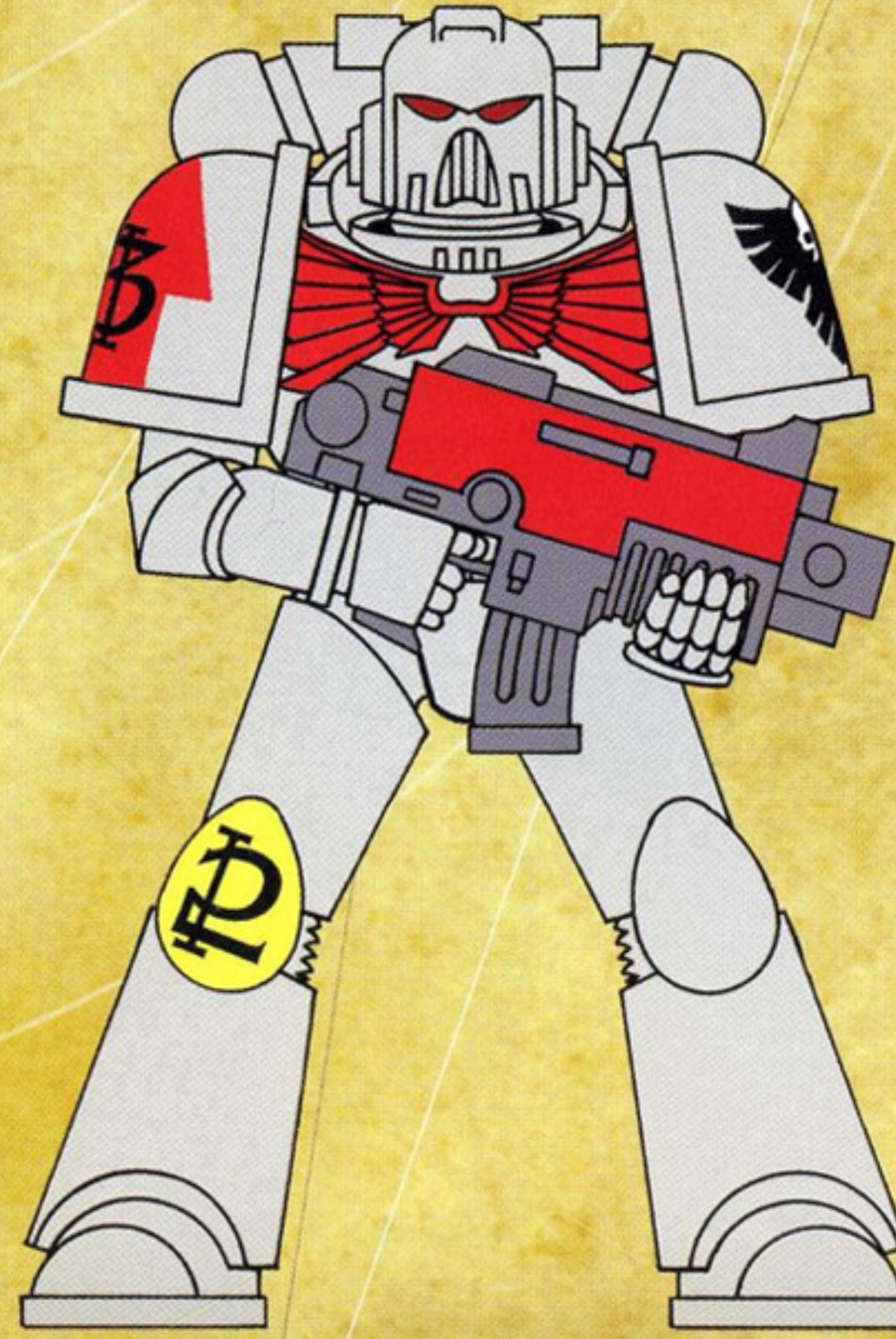
## RAMPAGERS CHAPTER

Left kneepad displays company colour.



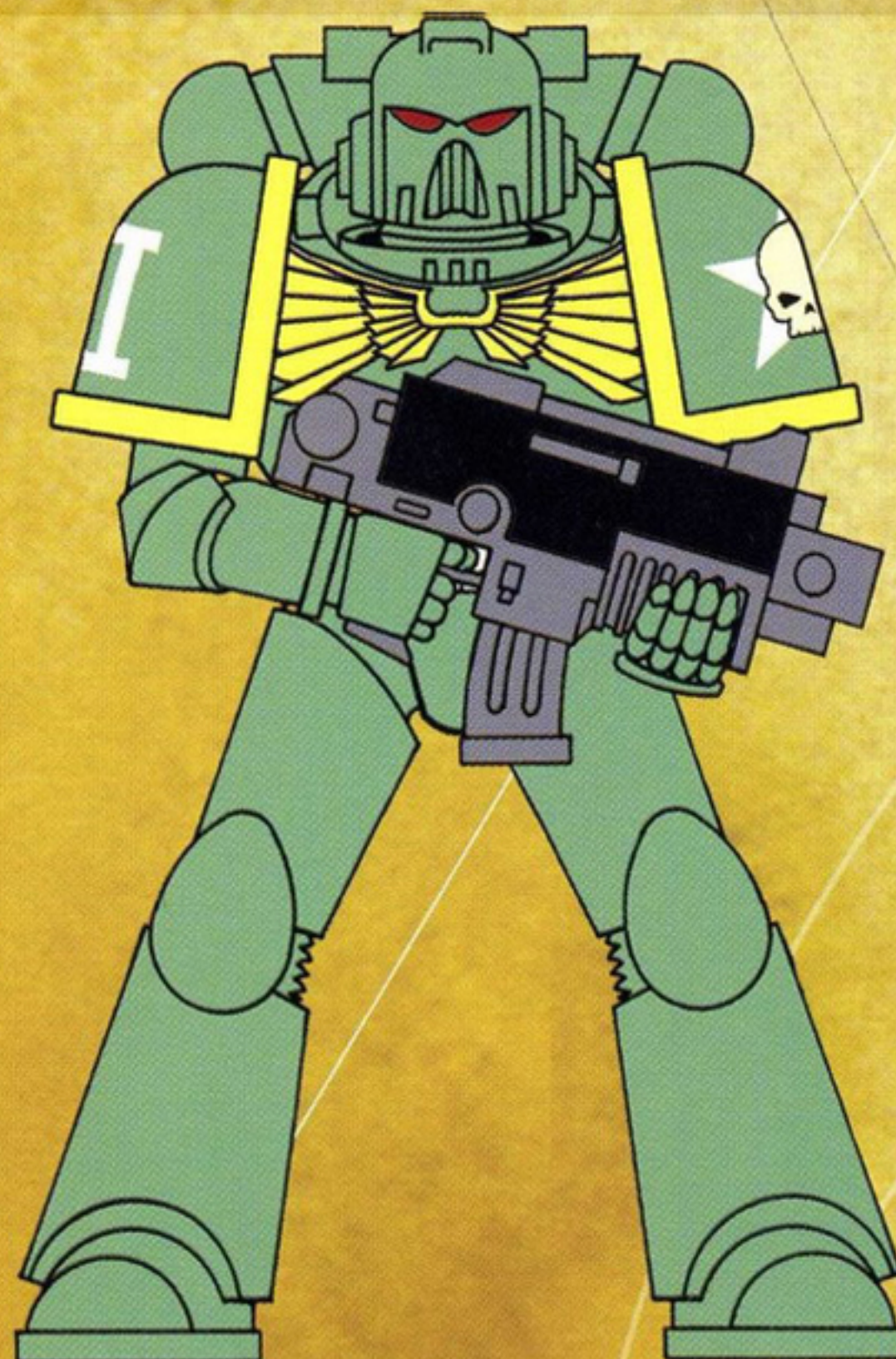
## IMPERIAL HARBINGERS CHAPTER

Helmet displays Company colour.



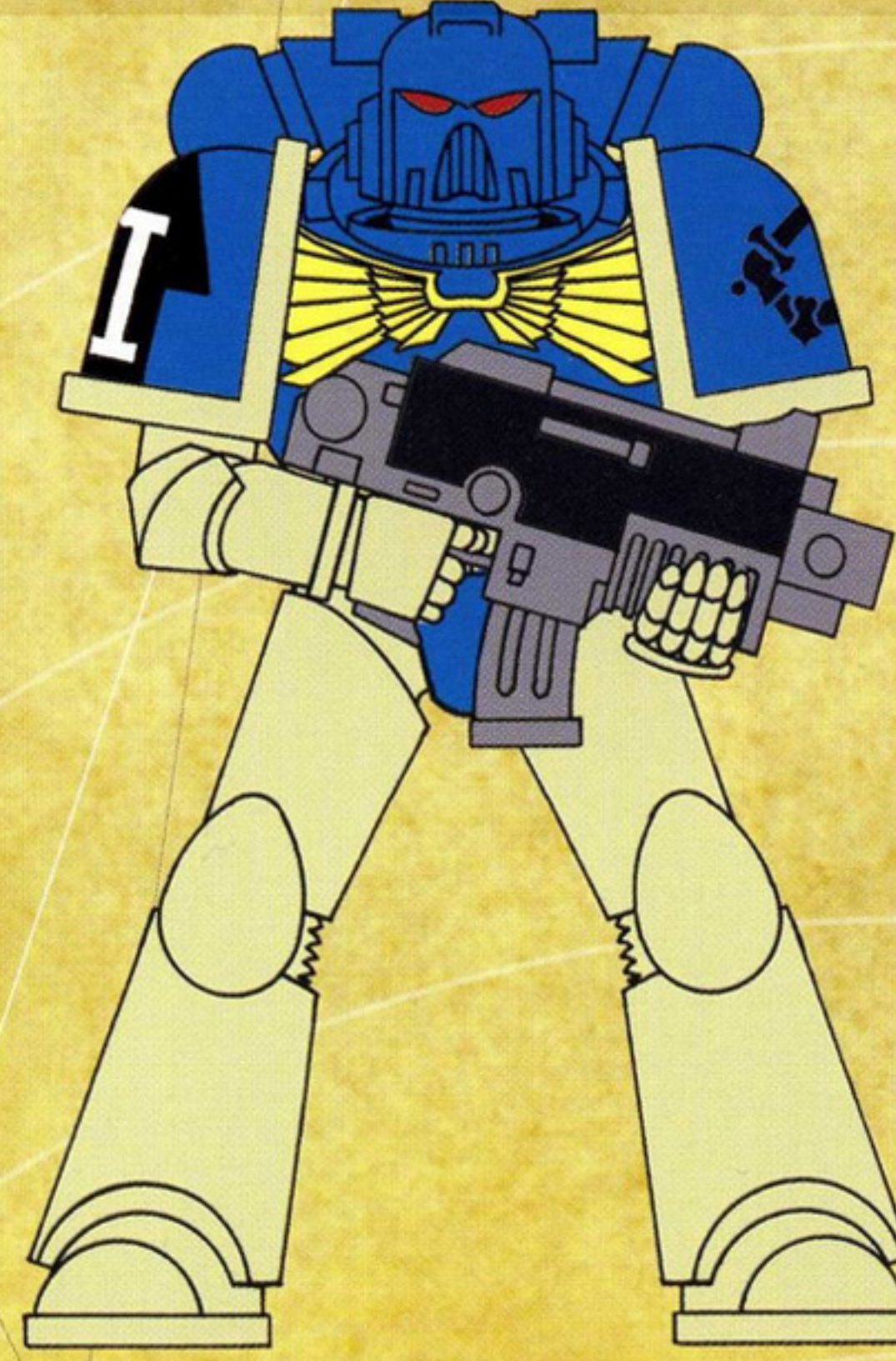
## DOOM EAGLES CHAPTER

Right kneepad displays company colour and number. (Armour is silver.)



## INVADERS CHAPTER

Company colour is displayed on shoulder pad trims.

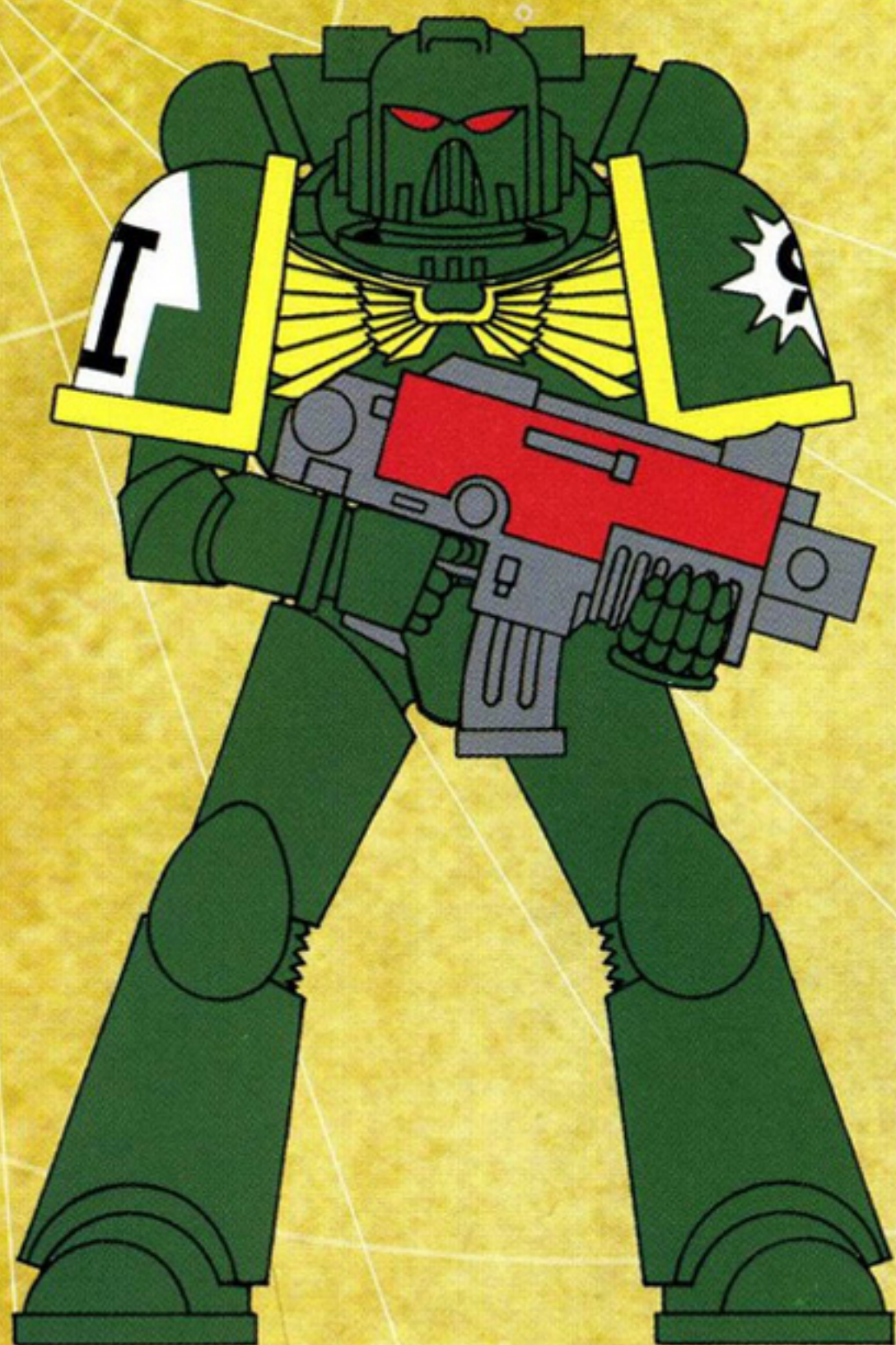


## IMPERIAL CASTELLANS CHAPTER

Chest eagle displays company colour.



# OTHER CODEX CHAPTERS



## AURORA CHAPTER

Shoulder pad trim  
shows Company  
colour.



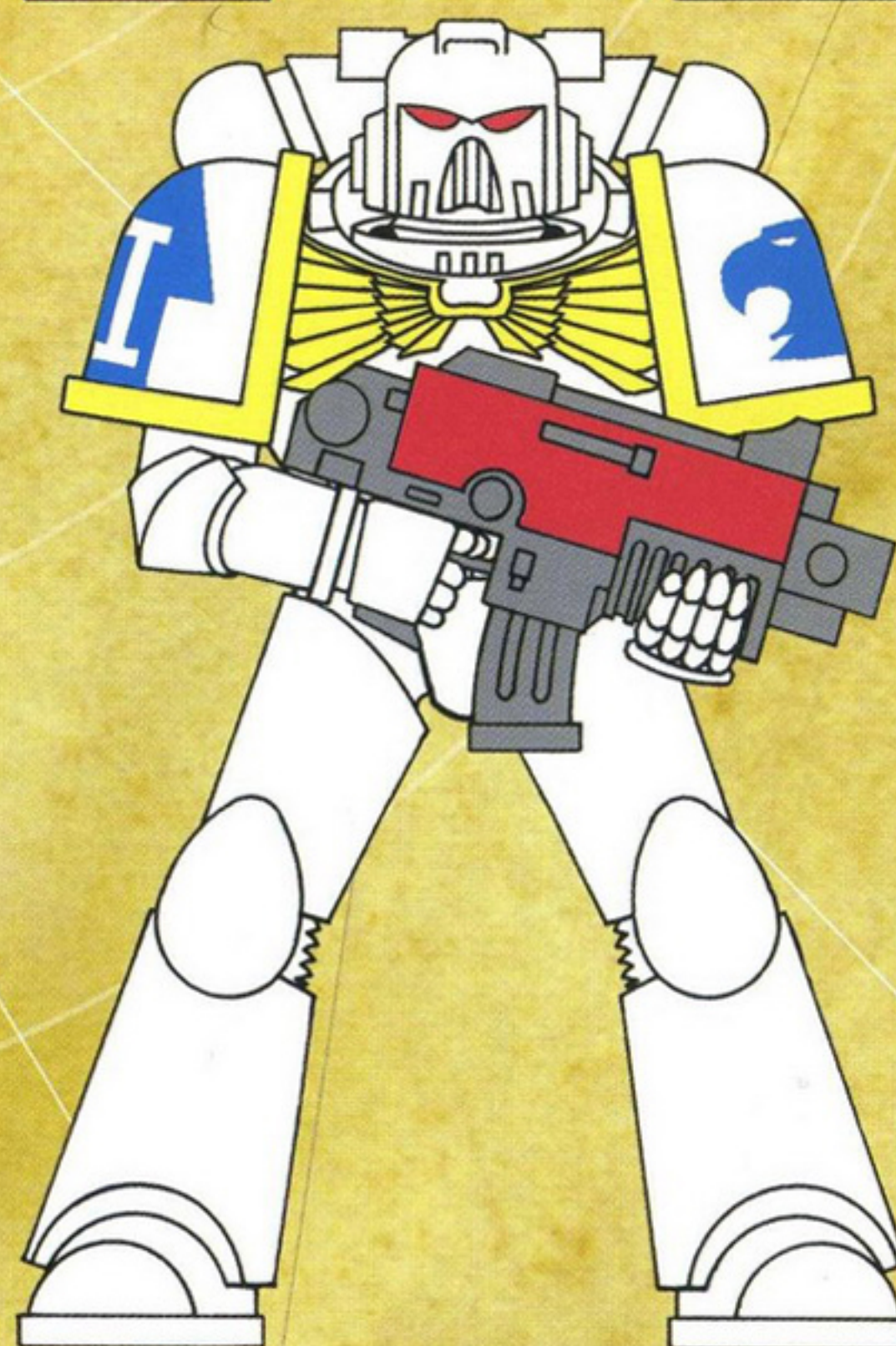
## GENESIS CHAPTER

Shoulder pad trim  
shows Company  
colour.



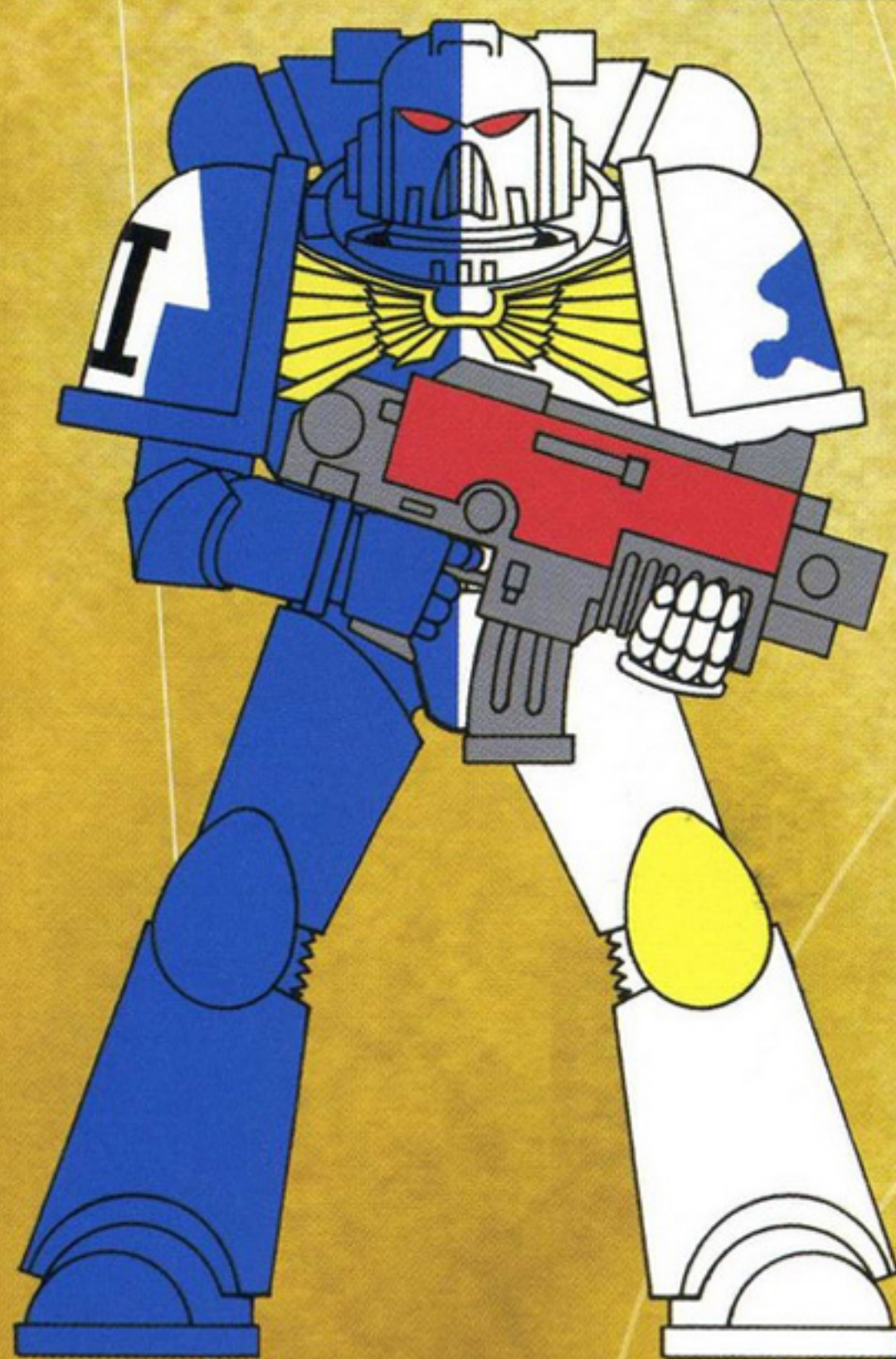
## BLACK CONSULS CHAPTER

Shoulder pad trim  
shows Company  
colour.



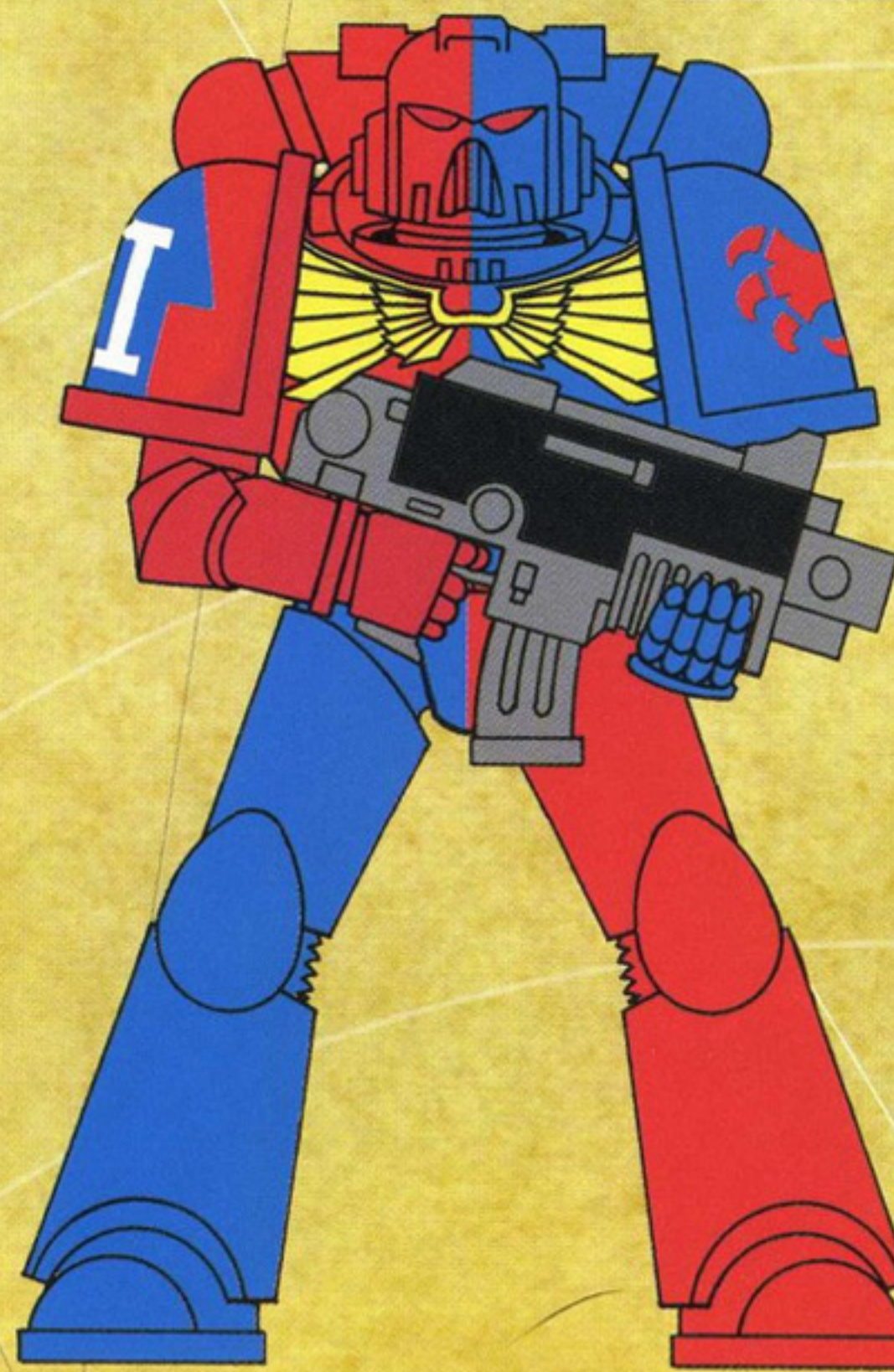
## WHITE CONSULS CHAPTER

Shoulder pad trim  
shows Company  
colour.



## EAGLE WARRIORS CHAPTER

Left knee pad  
displays Company  
colour.

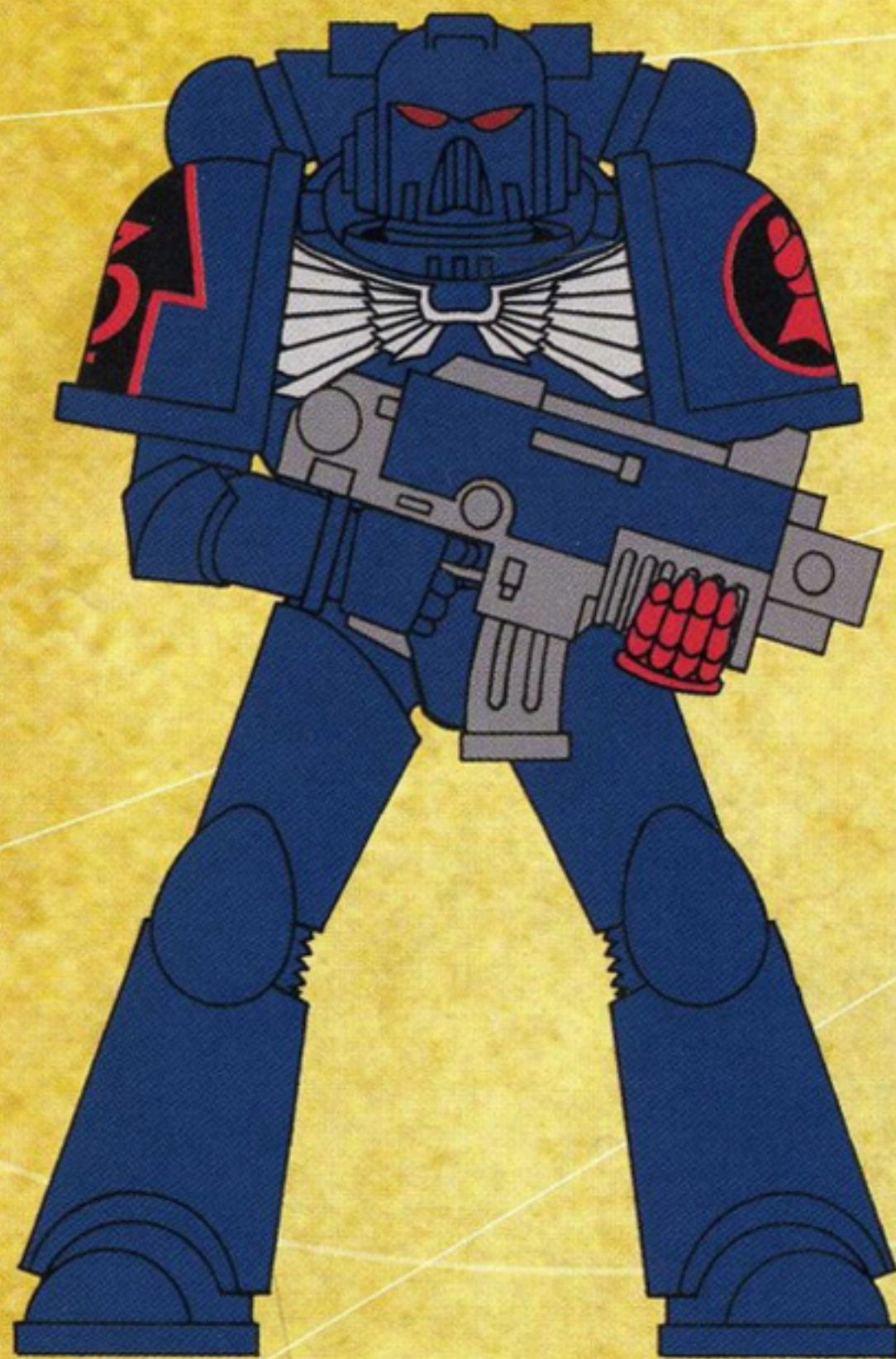


## BRAZEN CLAW CHAPTER

Chest eagle  
displays Company  
colour.

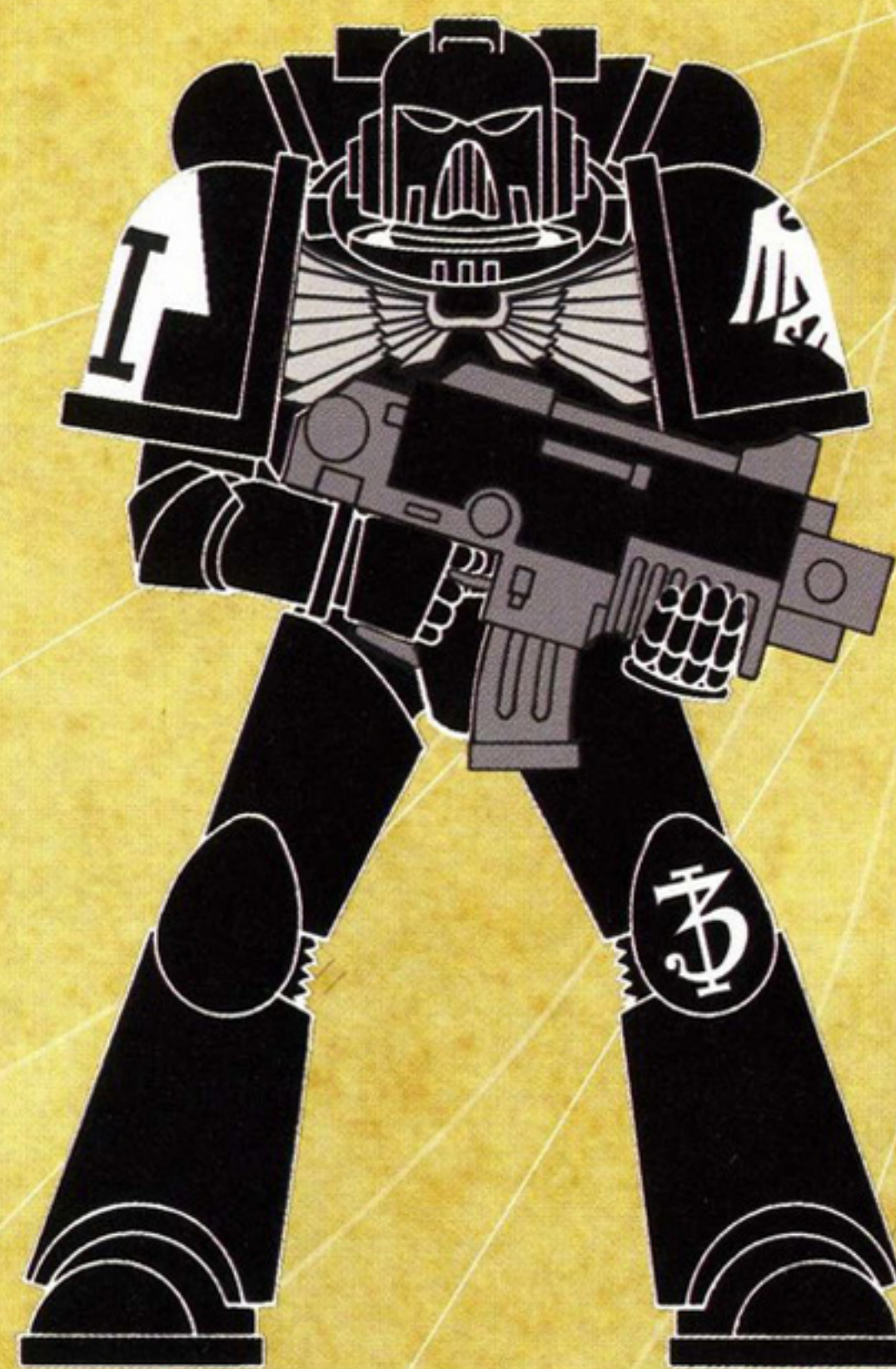


# OTHER CODEX CHAPTERS



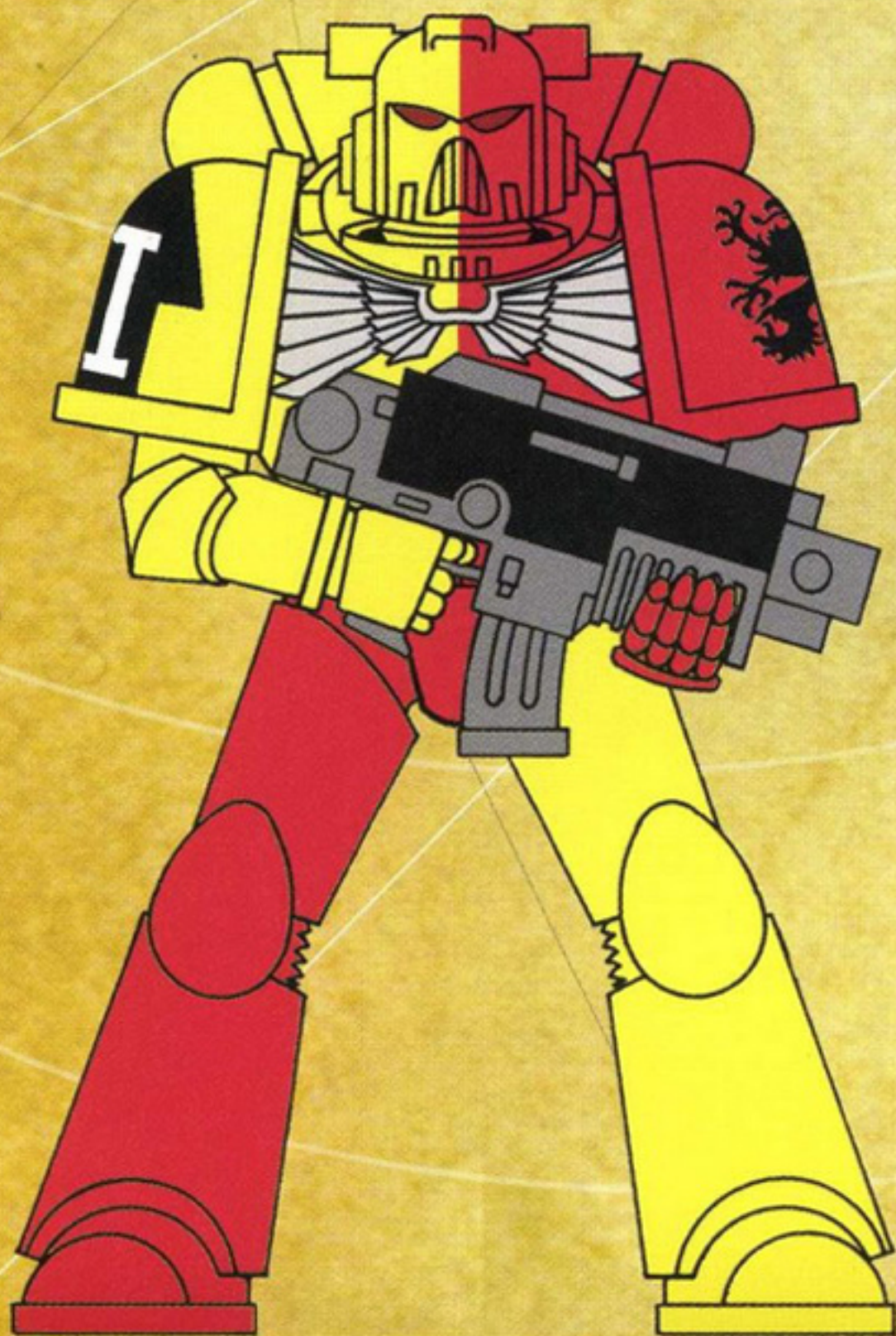
## CRIMSON FISTS CHAPTER

No Company  
markings  
displayed.



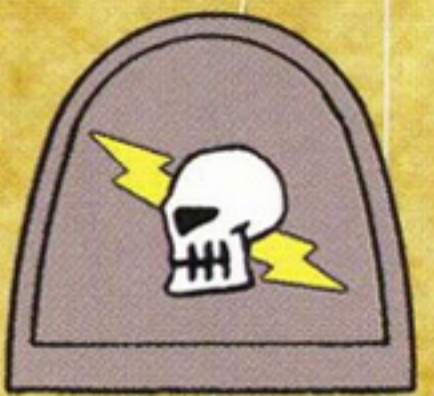
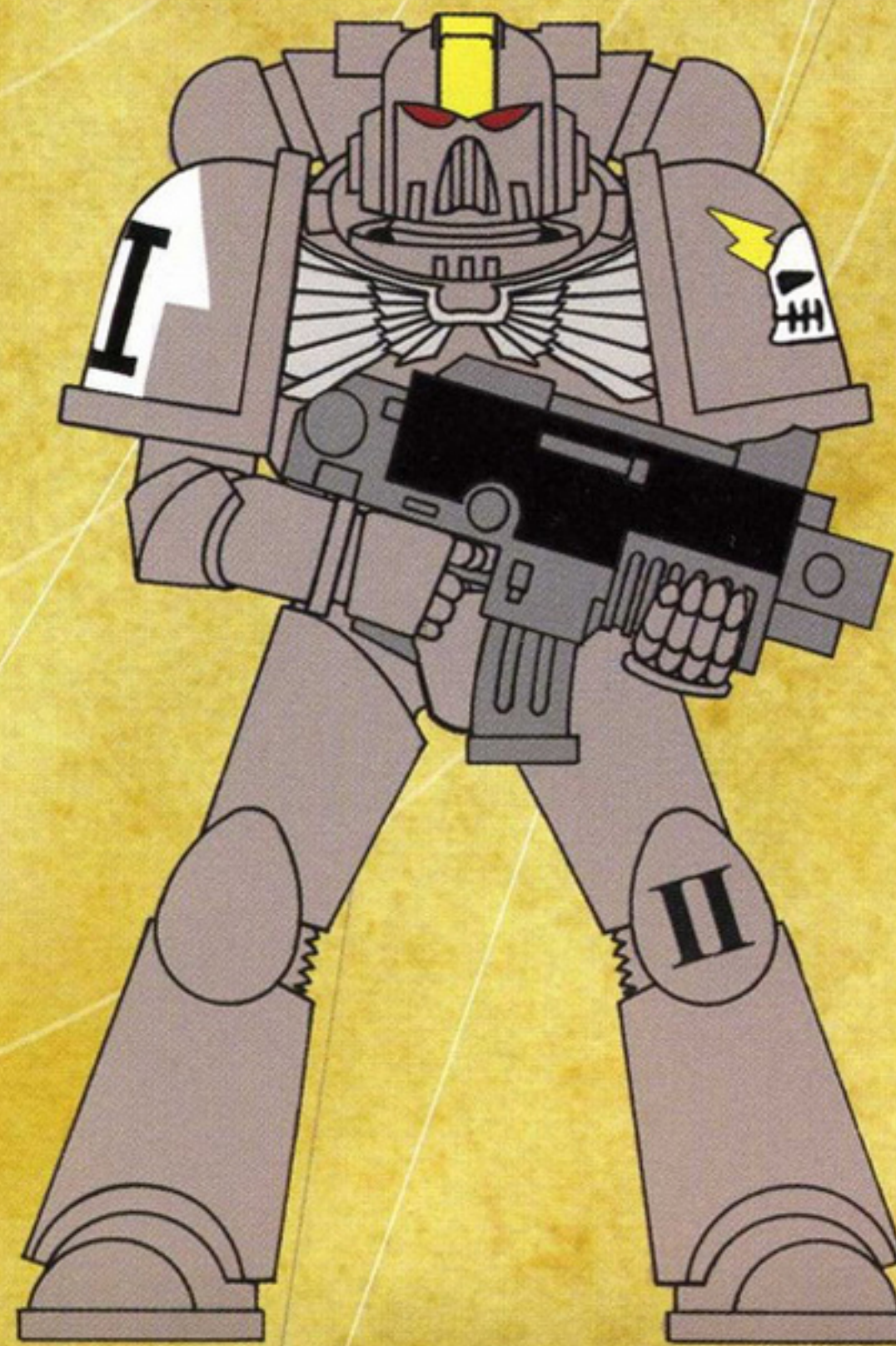
## RAVEN GUARD CHAPTER

Left kneepad  
displays Company  
number.



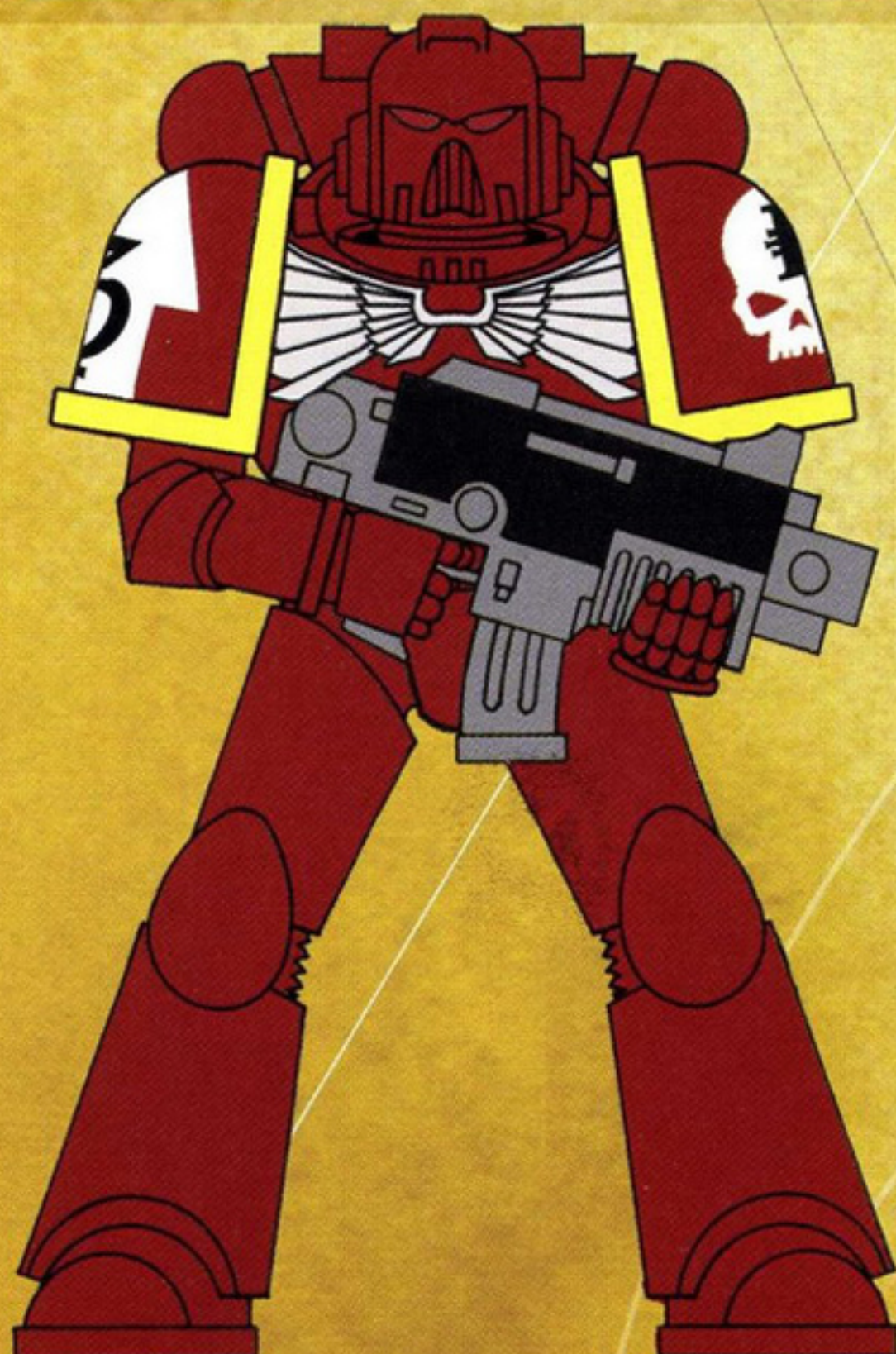
## HOWLING GRIFFONS CHAPTER

No Company  
markings  
displayed.



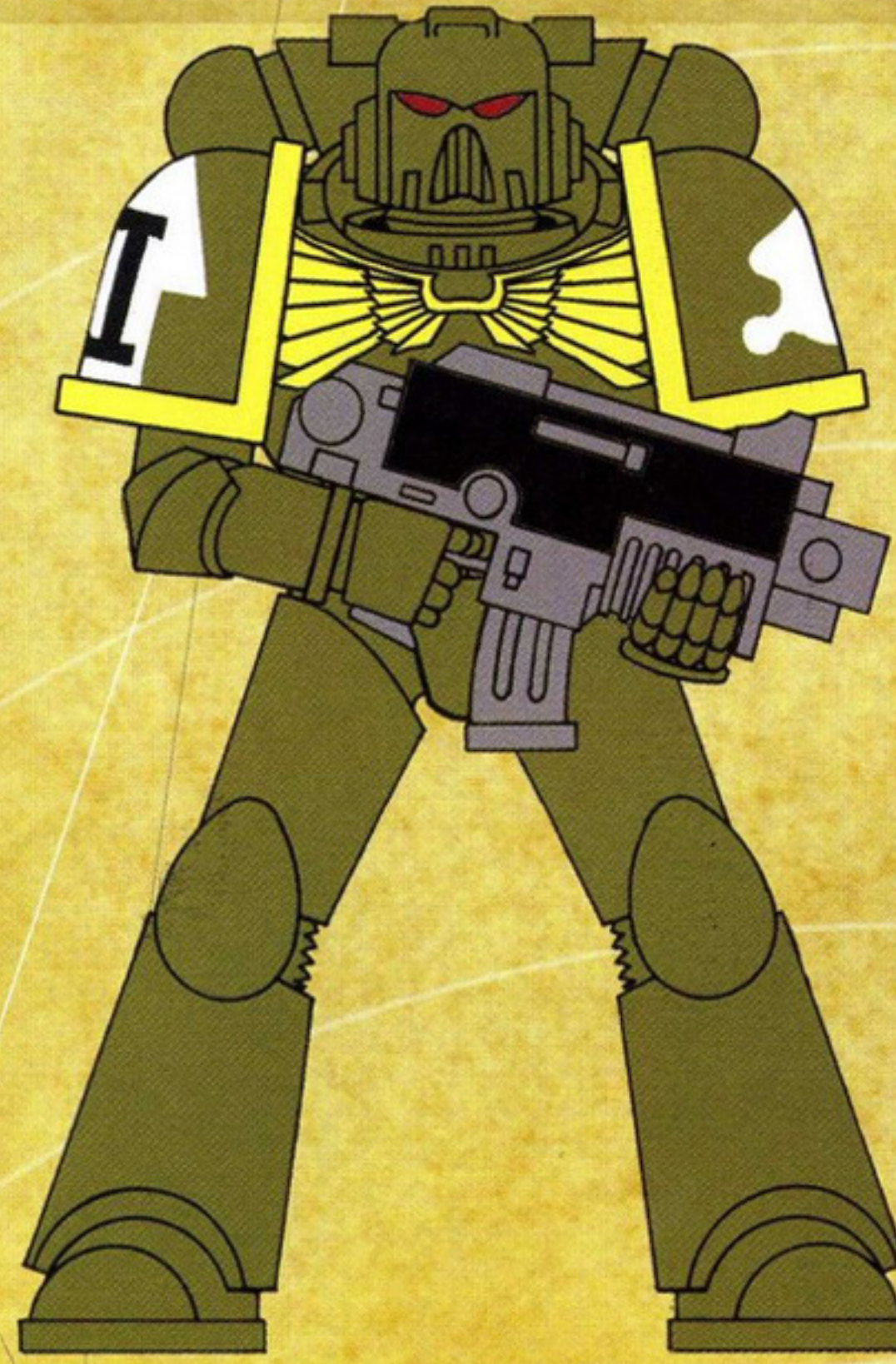
## REVILERS CHAPTER

Helmet stripe  
displays Company  
colour.)



## RED HUNTERS CHAPTER

Shoulder pad trim  
shows Company  
colour.

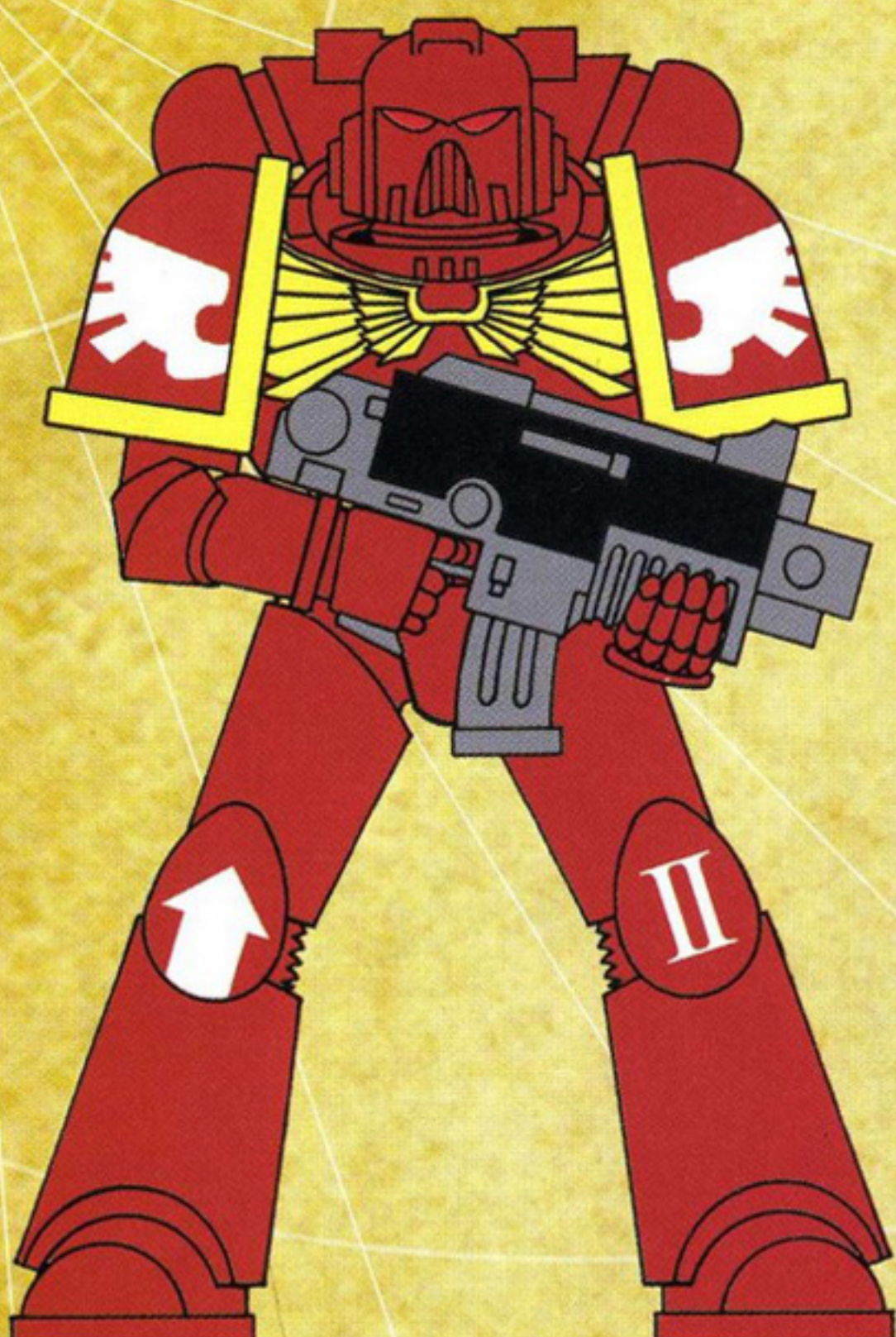


## DARK EAGLES CHAPTER

Shoulder pad trim  
shows Company  
colour.

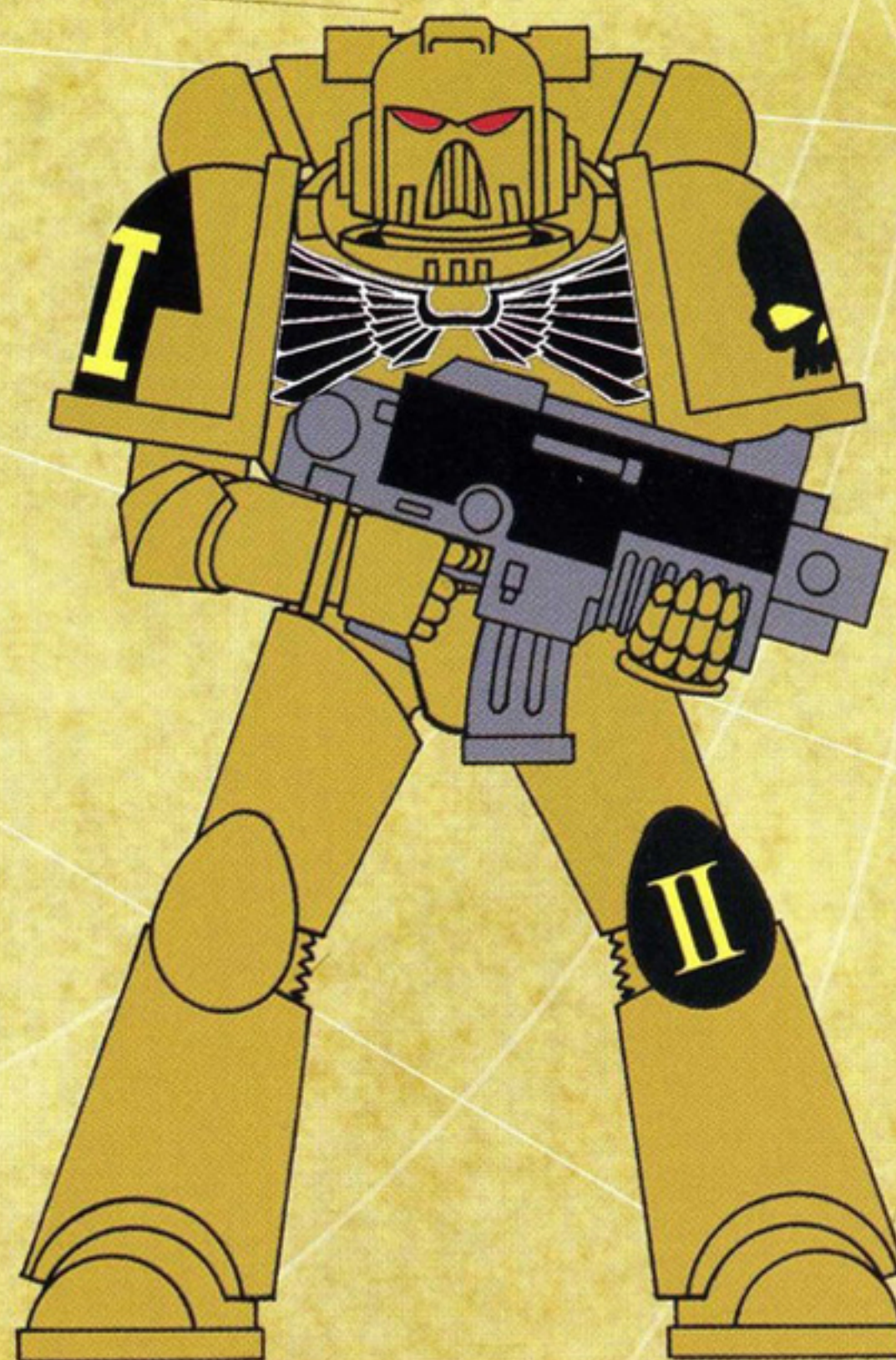


# OTHER CODEX CHAPTERS



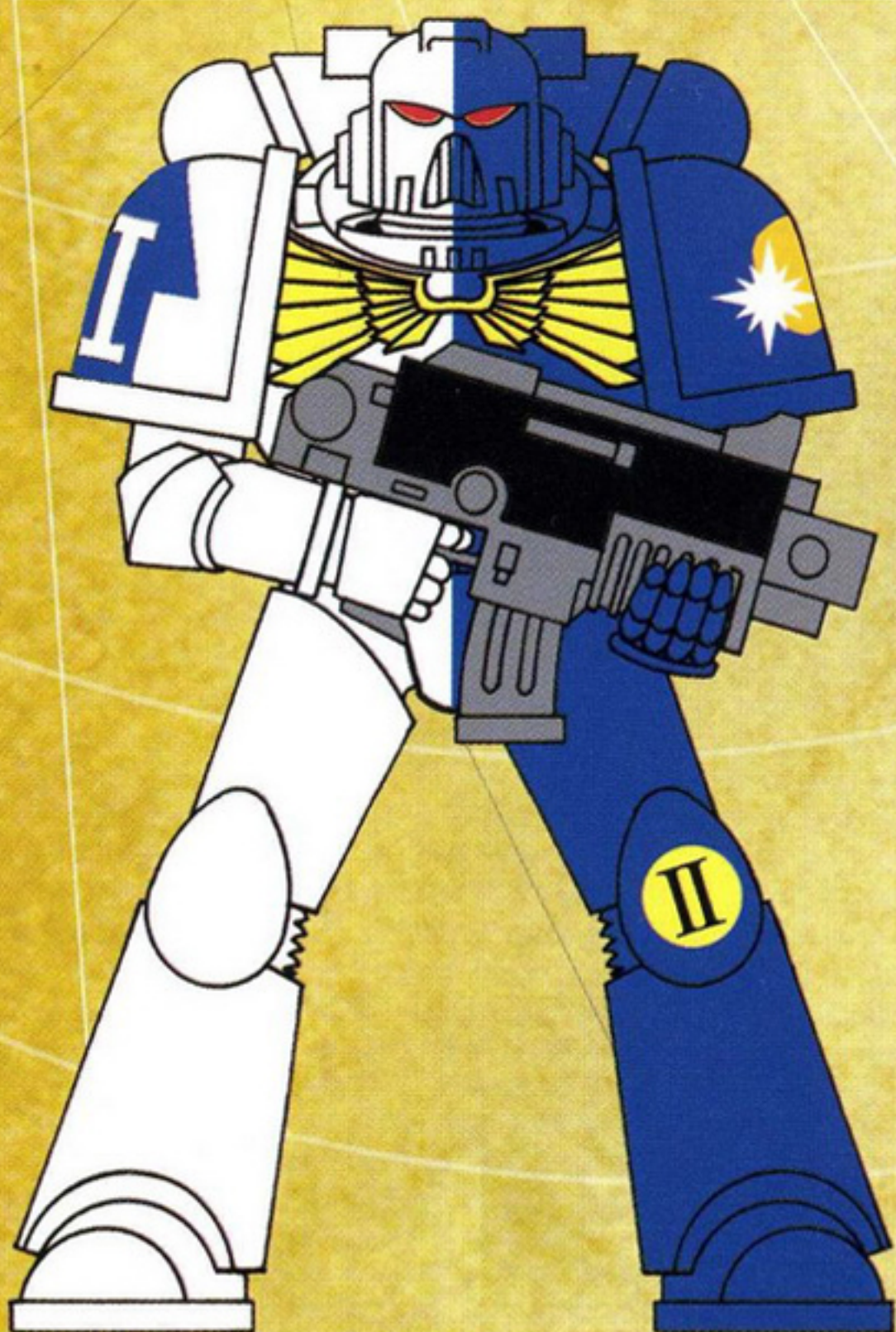
## EMPEROR'S HAWKS CHAPTER

Company number  
displayed on left  
knee.



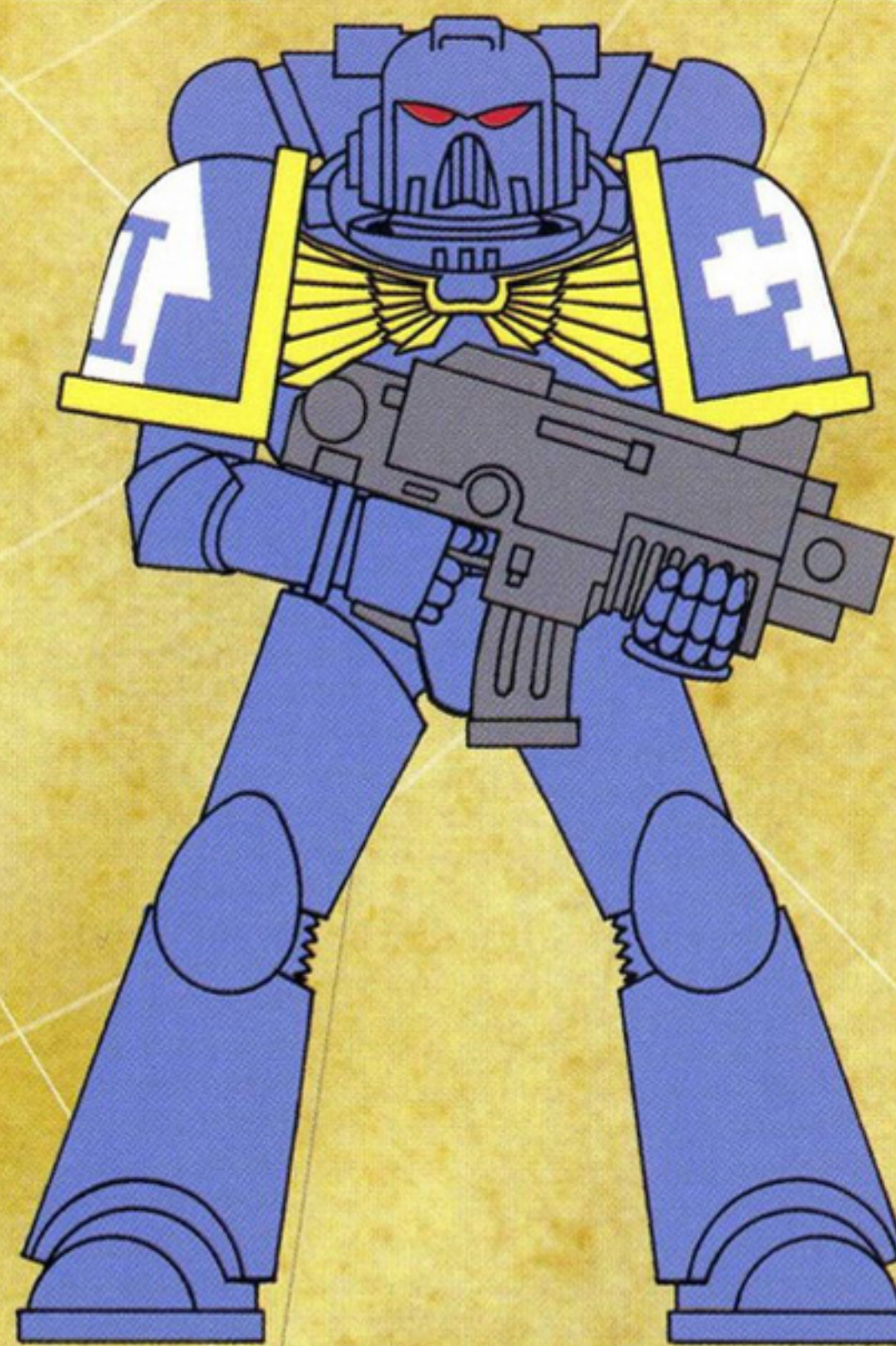
## SKULL BEARERS CHAPTER

Company badge on  
left kneepad.



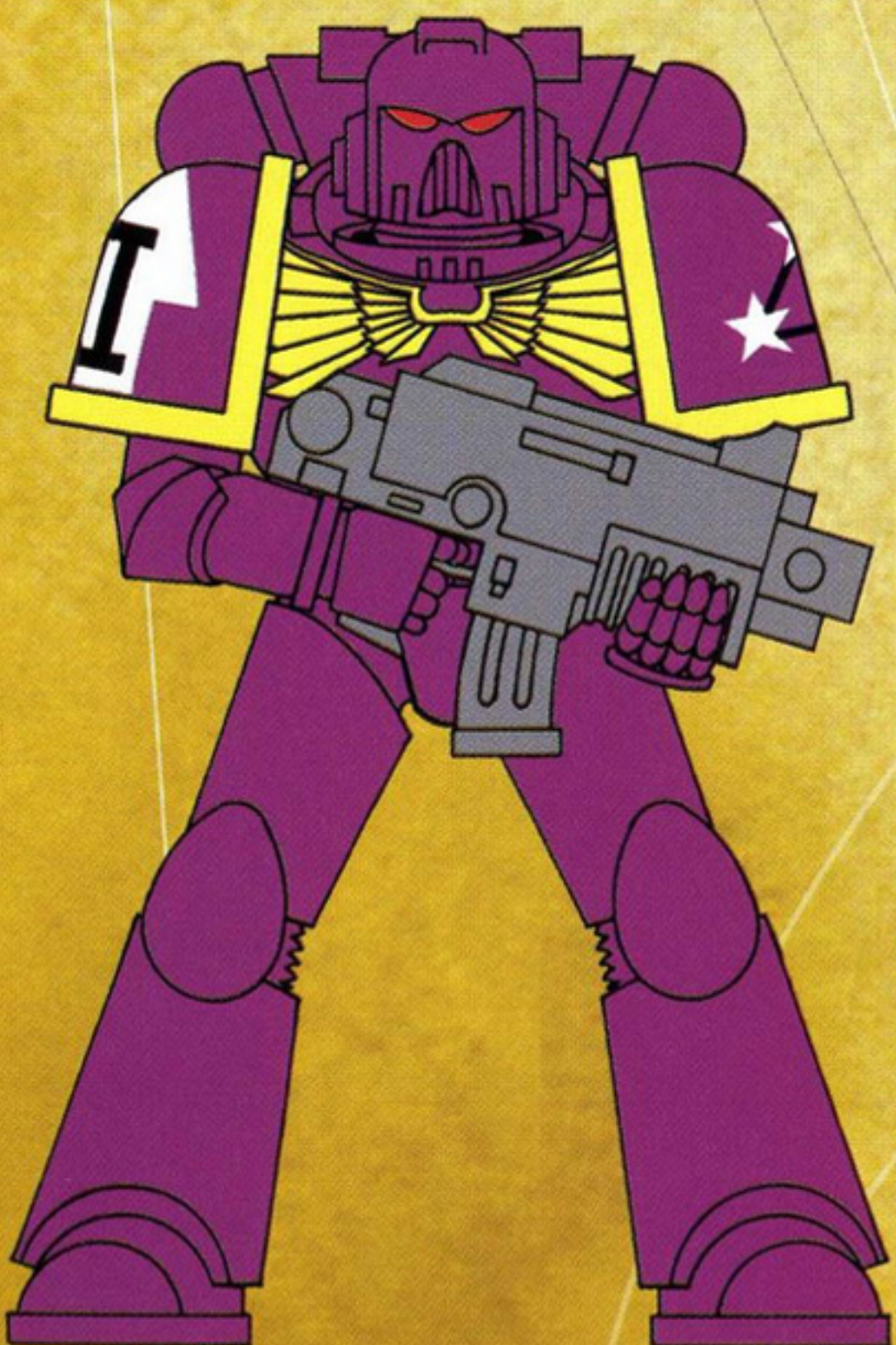
## MARINES ERRANT CHAPTER

Left knee displays  
Company badge.



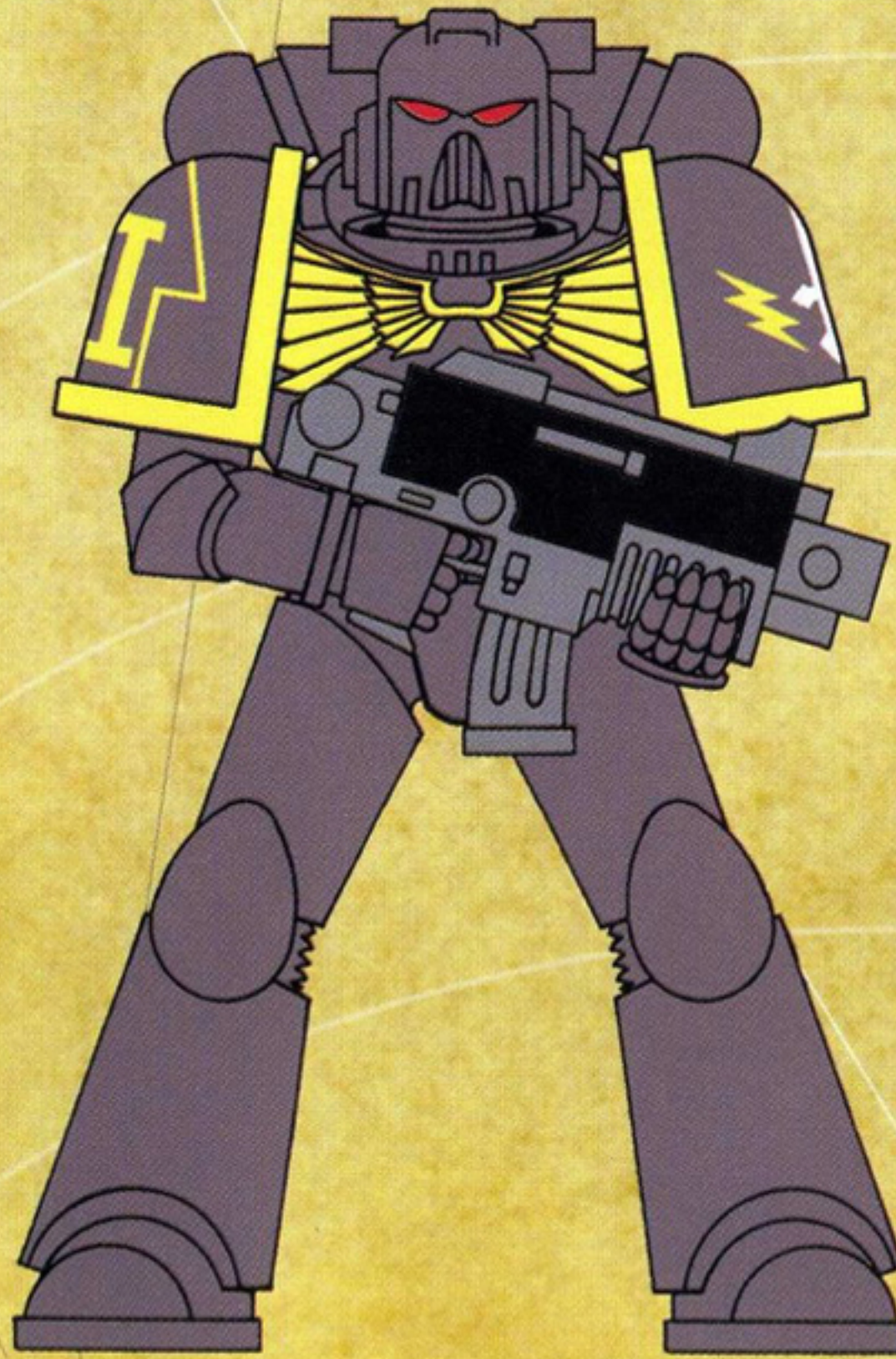
## AVENGING SONS CHAPTER

Shoulder pad edges  
display Company  
colour.



## IMPERIAL STARS CHAPTER

Shoulder pad edges  
display Company  
colour.

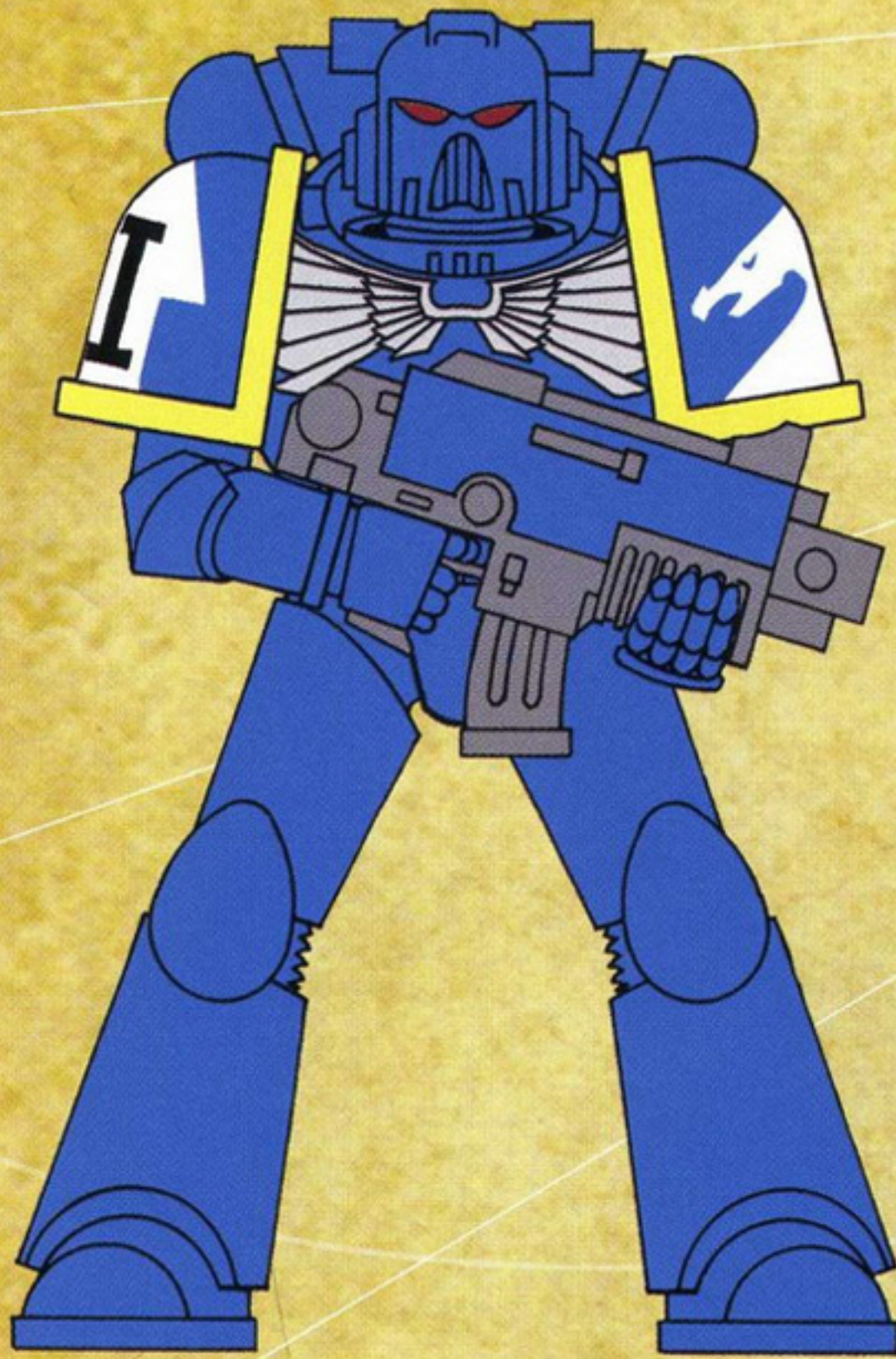


## STORM WARRIORS CHAPTER

Shoulder pad trim  
displays Company  
colour.

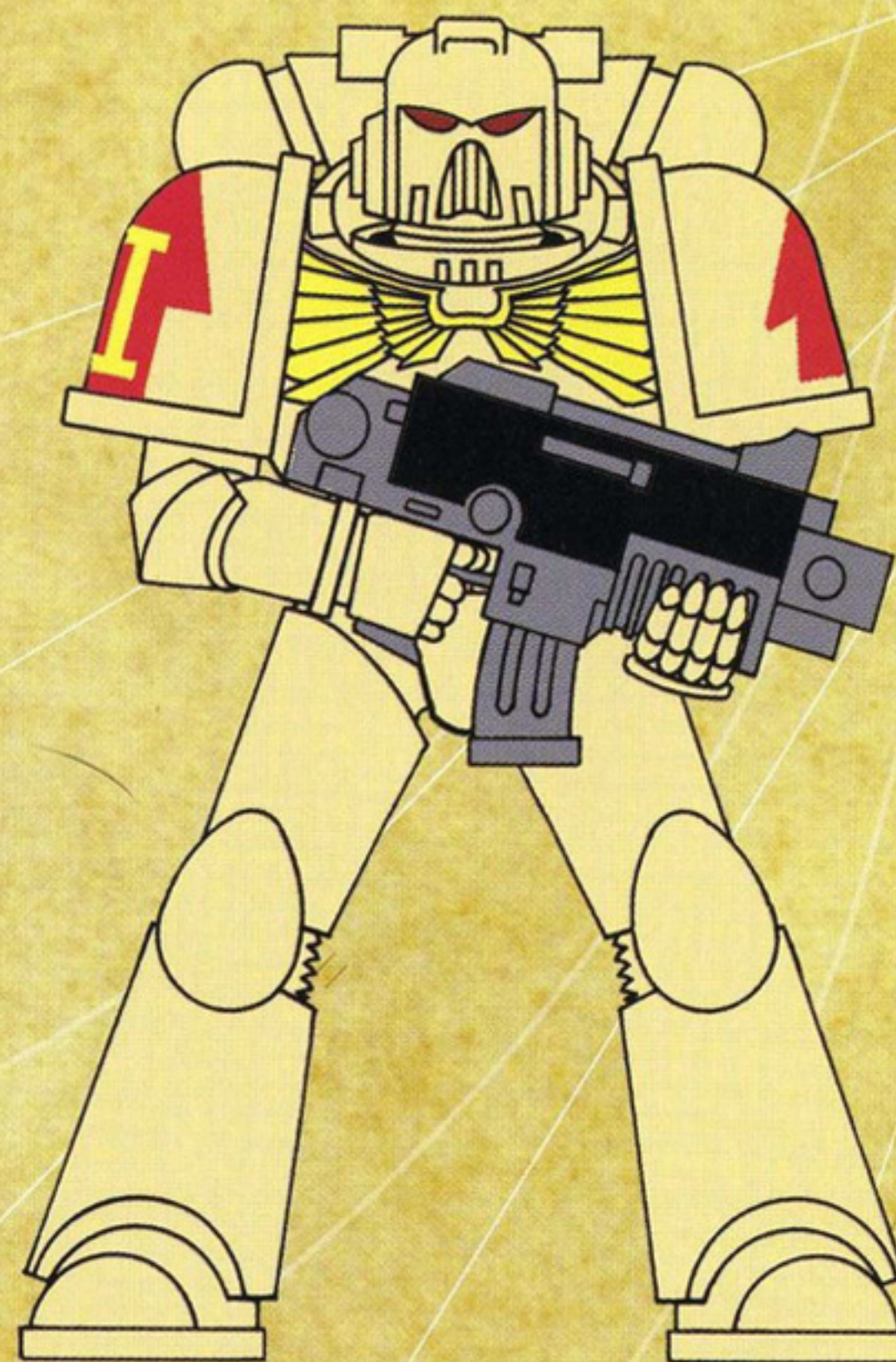


# OTHER CODEX CHAPTERS



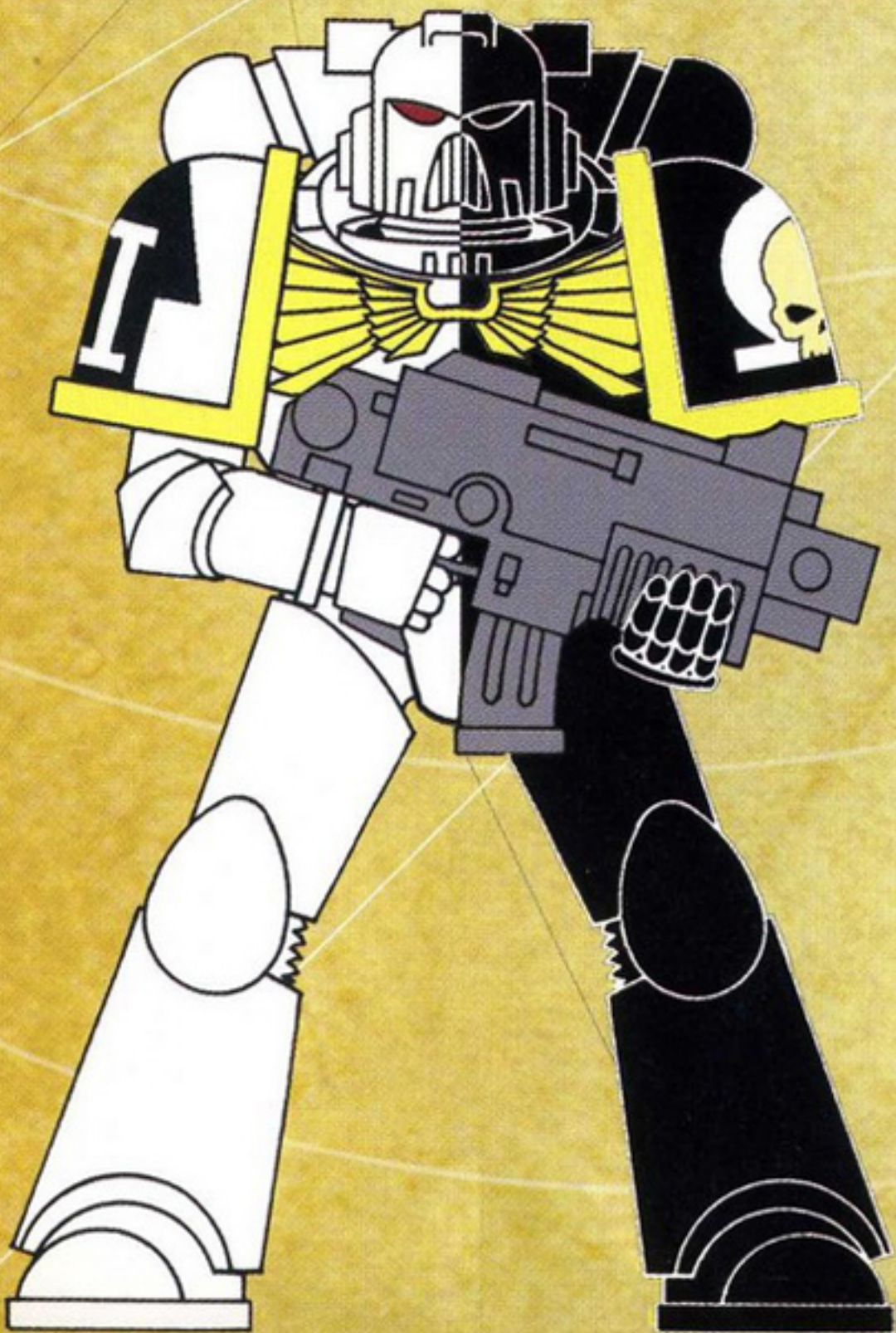
## STAR DRAGONS CHAPTER

Shoulder pad rims  
display Company  
colour.



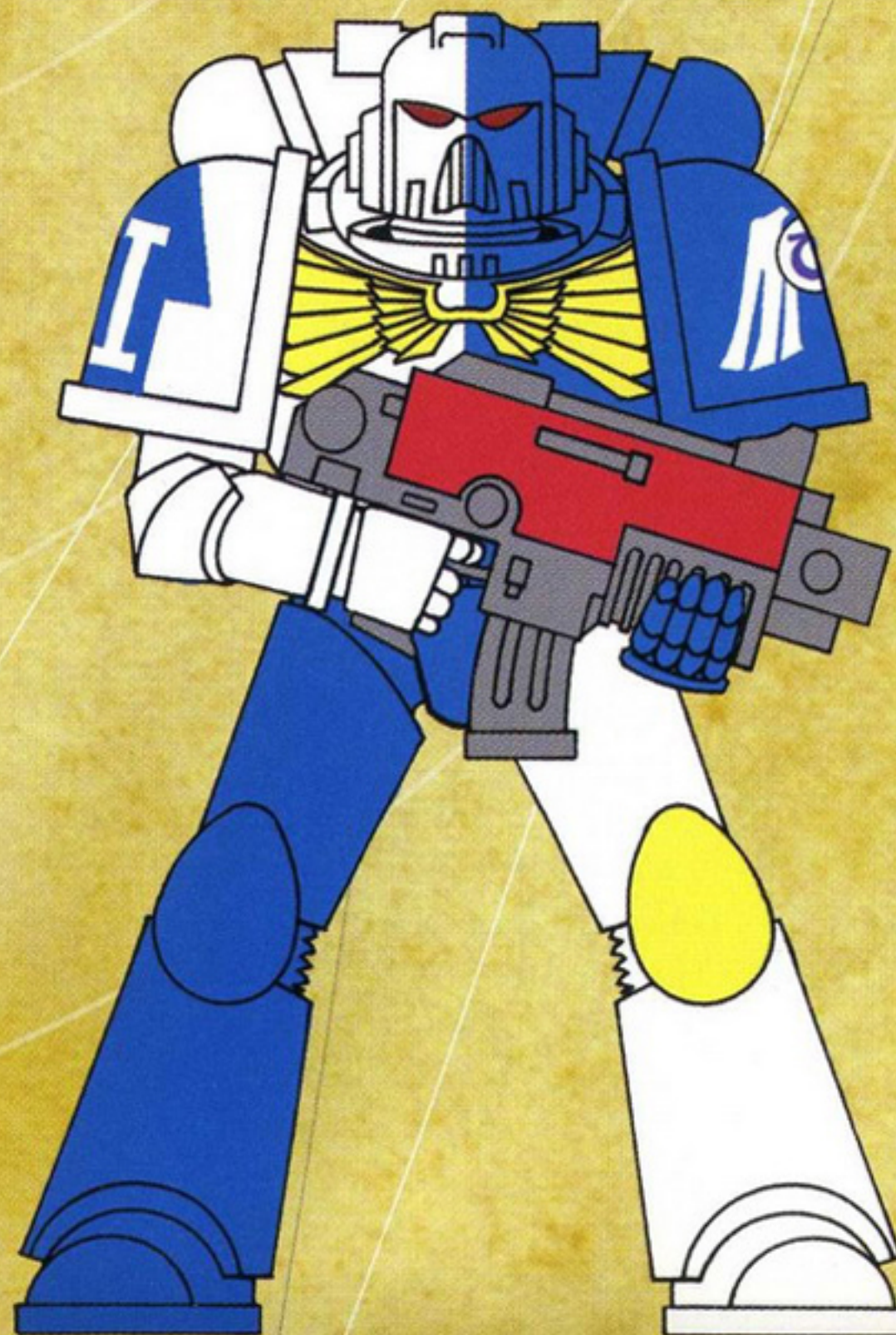
## STORM GIANTS CHAPTER

No Company  
marking displayed.



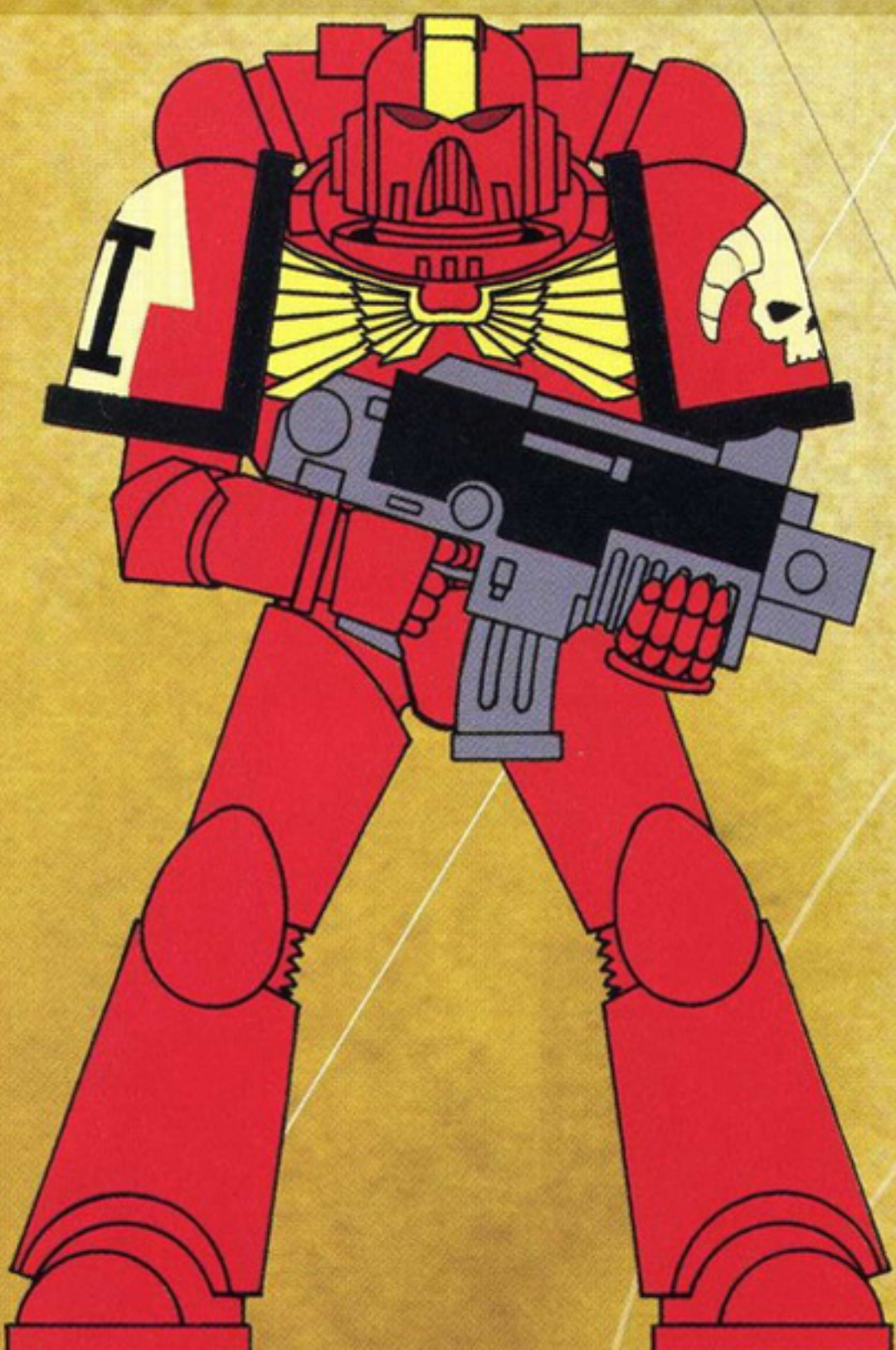
## OMEGA MARINES CHAPTER

Shoulder pad trims  
and chest eagle  
display Company  
colour.



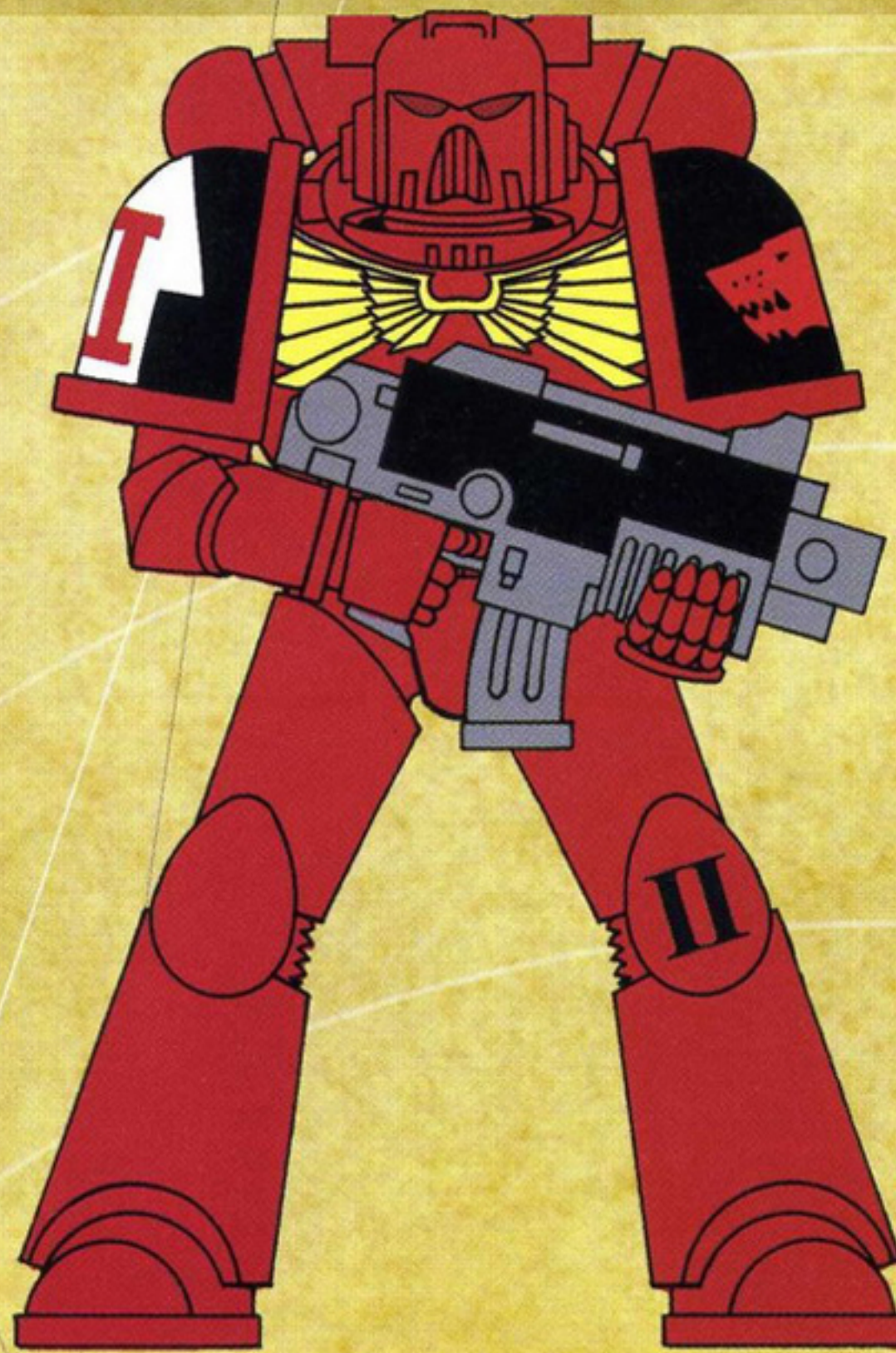
## SONS OF GUILLIMAN CHAPTER

Company colour  
displayed on left  
kneepad.



## EXORCISTS CHAPTER

Helmet stripe  
displays Company  
colour.



## RED WOLVES CHAPTER

Left knee shows  
Company number.



# HONOUR BADGES

## THE IRON HALO

A Marine who demonstrates exceptional initiative will be awarded the Iron Halo. This badge has its origins in the earliest days of the Imperium. It is either painted or etched onto a Marine's armour and coloured red. It also appears as an element of many Chapter and Company banner designs, presumably recording occasions when the Company or Chapter has demonstrated initiative beyond expectation.

## THE MARKSMAN'S HONOUR

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

## THE IRON SKULL

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

## IMPERIAL LAUREL

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

## PURITY SEAL

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

## SKULL AND MOTTO

In addition to the specific badge of the Iron Skull there are many other icons and emblems which incorporate the skull. As honours these often have a multitude of uses and meanings. Often combined with simple mottoes the skull honour can be seen on shoulder pads, helmets, kneepads and even on bolter cases and vehicles. The human skull is an image that has close associations with the Emperor of Humanity himself and is of special importance to the Chapter's Chaplains.

## THE IMPERIALIS

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

## MACHINA OPUS

This is the mark of a Tech-Priest Adept. It is awarded to each Techmarine as he completes his mysterious training with the Adeptus Mechanicus on Mars. Bearers of the Machina Opus are accorded great respect by the Tech-Priests and are allowed free passage through the Ring of Iron and into the great workshops of the Martian Hive. Only the Chapter's Techmarines and their equipment are permitted to display this icon.

## THE CRUX TERMINATUS

Only the honoured veterans of a Space Marine Chapter fight in suits of Terminator armour and wear this badge. The symbol has various forms and designs and within each badge is bound a tiny fragment of the suit of armour worn by the Emperor during his climatic battle with the arch-traitor Horus over 10,000 years ago. Smaller representations of the crux are frequently worn by the veterans when they fight in power armour.

## THE PRIME HELIX

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

## SERVICE STUDS

These are small metal rivets that are attached directly to the Marines' cranium to record years of service. A single stud records 10, 50 or 100 years of service depending on its design and the Chapter traditions. The awarding of service studs is described in the Codex but is not set out as an official requirement or regulation of the Chapter. In recent centuries the awarding of service studs has been on the decline and fewer Chapters continue the practice.

## TATTOOS

These are not official Chapter honours but traditional markings derived from the Chapter's ancient practices. Some tattoos may even be vestiges of pre-Space Marine tribal markings or gang affiliations. Space Marines are recruited from hundreds of different human cultures so it is no surprise to see this reflected in some Marines retaining the tattoos, scarification or warpaint of their homeworld.



# ARMY BADGES & FIELD SIGNS

Space Marines do not always fight alone and often find themselves going into battle alongside other Imperial forces. The mass ranks of the Imperial Guard form the major portion of any allied contingent and include huge tank divisions as well as enormous numbers of foot troops. Other Imperial organisations can and do supply warriors and war machines to the war effort. These include the mighty titan war machines of the Adeptus Mechanicus, the warrior nuns of the Adepta Sororitas and a host of other units and individuals.

When an army of the Imperium goes to war it is standard practice for the Imperial Commander or general to choose a symbol to act as a campaign badge in accordance with the regulations set down in the Codex. This "field sign" is known as the Army Badge and serves to identify all the troops and equipment that are operating under his command and helps them recognise friendly units on the battlefield. The Army Badge is painted onto Space Marine armour and Imperial Guard tank alike. Cloth patches may be sewn onto Imperial Guard fatigues. Huge versions of the badge will be stencilled onto the gigantic armour plates of Titans. Each time the badge is applied the

recipient receives a blessing from the Company Chaplain if a Space Marine or from an attached member of the Imperial Ecclesiarchy if serving in one of the other Imperial forces.

The design of an Army Badge is deliberately quite straightforward. Usually it consists of a simple geometric shape overlaid with a motif or it might be a simple stencilled icon. The Army Badge must be instantly recognisable if it is to function as a battlefield identification. Space Marines generally apply the Army Badge to their right leg greave.

The Army Badge is only used for the duration of a single campaign. Once this is over the various forces that comprise the Imperial Army are dispersed and the Army Badge is either removed or replaced. If a squad, regiment or indeed an individual warrior has performed exceptionally in the campaign, the Army Badge may be incorporated onto their armour, uniform or heraldry as a permanent honour. This is particularly true of banners and standards and many of the lavish designs seen on Chapter, Company and personality banners are, in part, derived from the Army Badges of previous campaigns.



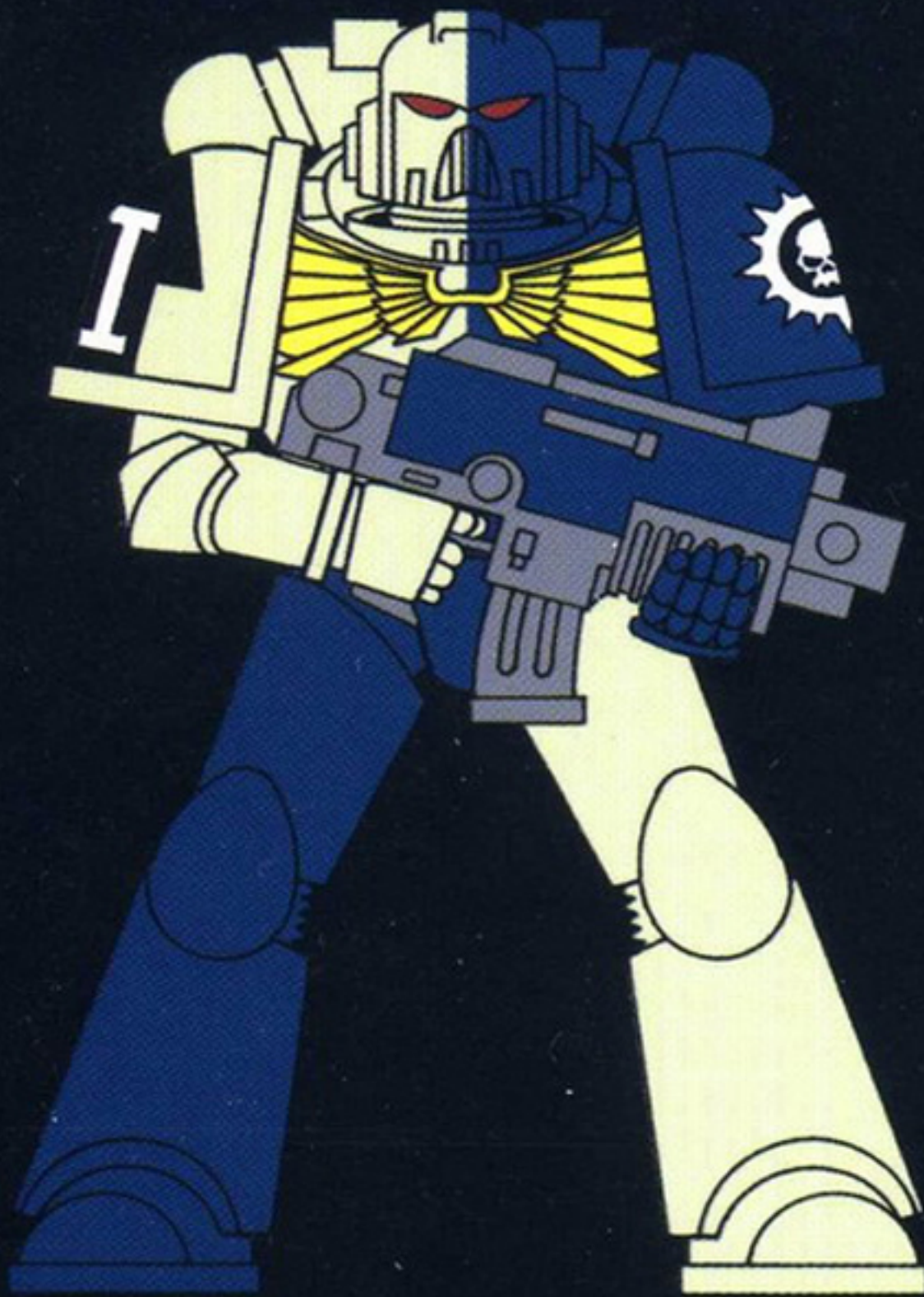




*They shall be my finest warriors, these men who give themselves to me.  
Like clay I shall mould them and in the furnace of war I shall forge them.  
They will be of iron will and steely muscle.  
In great armour shall I clad them and with the mightiest guns shall they be armed.  
They will be untouched by plague or disease, no sickness will blight them.  
They will have tactics, strategies and machines such that no foe will best them in battle.  
They are my bulwark against the Terror.  
They are the Defenders of Humanity.  
They are my Space Marines...  
...and they shall know no fear.*

Space Marines are incredibly popular and so it will be no surprise to discover that there is plenty of additional reading material about these mighty warriors of the dark future. For those interested in the Warhammer 40,000 tabletop battle game there are a range of gaming manuals featuring Space Marines available from Games Workshop with new titles being released every few months. At the time of going to press the range includes: Codex Space Marines, Codex Dark Angels, Codex Blood Angels, Codex Space Wolves, Codex Armageddon (featuring the Salamanders and Black Templars Chapters) and Index Astartes (featuring Chapters of the First Founding). In addition, Games Workshop's monthly gaming magazine White Dwarf regularly carries articles about Space Marines. These books and magazines contain invaluable advice for modellers and collectors. Meanwhile, the Black Library has released a number of novels starring Space Marines notably the Space Wolf novels (Space Wolf, Ragnar's Claw and Grey Hunter) by William King and Nightbringer, an Ultramarines novel by Graham McNeill. New novels are being released all the time. For more news and information about Space Marines and associated products check out the Games Workshop and Black Library websites regularly.





**T**his incredibly detailed sourcebook is the most comprehensive account to date of the colours and insignia of the Codex chapters, including unit markings, chapter organisation, vehicle markings and special troop types. Taking the Ultramarines chapter as its prime example, *Insignium Astartes* closely examines the elite super-warriors known as Space Marines and explains the significance, history and complexities of their incredible heraldic costumes – making this book a must for anyone with an interest in humanity's greatest champions.

**A**s one of Games Workshop's longest serving employees, Alan Merrett has held many important posts over the years – from being in charge of miniatures design, the production studio, the Golden Demon awards and the Black Library – to his current position overseeing the development of Games Workshop's wealth of intellectual property. Underpinning all these key roles has been his complete enthusiasm for the model soldier – an enthusiasm which has resulted in Alan being one of the driving forces behind Games Workshop's imagery.

**N**eil Hodgson is another veteran Games Workshop employee – having worked for the company for over ten years. Starting off as a miniature painter, his artistic talents were soon noticed and his illustrations now regularly grace the pages of a whole host of Games Workshop products, from *Index Astartes* to *White Dwarf*.