WARHAMMER 40,000



CODEX
SPACE MARINES



SPACE MARINES

THE ADEPTUS ASTARTES

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INTRODUCTION

Welcome, formidable warrior of the Adeptus Astartes. You hold in your hands a tome detailing the history, organisation, heraldry and martial prowess of the Emperor's Space Marines. This book will aid you in transforming your collection of Citadel Miniatures into a swift and brutally decisive strike force of the Adeptus Astartes.

The Emperor's finest; the Space Marines; the Angels of Death; the warriors of the Adeptus Astartes go by many names, and all spell annihilation to the enemies of Mankind. Possessed of terrifying speed, strength and resilience, the Space Marines are genetically engineered super-soldiers whose humanity has been sacrificed so that they may unflinchingly stand against those who would see the Imperium fall. They go to war clad in nigh-impenetrable armour. They wield devastating weapons such as the bolt rifle, the chainsword and the onslaught gatling cannon. They are able to speed into battle in armoured tanks and gunships, to drop from the skies on grav-chutes and jump packs or even teleport directly into their enemies' midst. Coupled with their unshakeable resolve, the Adeptus Astartes are the hardest-hitting and most tactically flexible warriors in the Imperium.

Whether you are a veteran collector or are brand new to the Games Workshop hobby, the Space Marines range of Citadel Miniatures offers a wealth of opportunities, enjoyment and satisfaction. In gaming terms, their infantry is tough and adaptable, their vehicles and combat walkers a match for any foe, and their leaders and champions some of the mightiest on the battlefields of the 41st Millennium. Even a single Space Marines model makes for an impressive display piece when built and painted with all of their company markings and Chapter heraldry, and when formed into an army, unified by bold colour schemes and with dynamic poses much in evidence, Space Marines miniatures are a truly formidable sight.

Within this book you will find all the information you need to collect an Adeptus Astartes army and field it on the tabletop.

THE EMPEROR'S FINEST: This section tells of the fabled history of the Space Marines, including some of their most storied Chapters and their successors, as well as uniform guides and illustrated examples of how their forces organise themselves and fight in battle.

INSIGNIUM ASTARTES: Here you will find a showcase of beautifully painted miniatures, containing colour schemes and heraldry examples for many Adeptus Astartes Chapters.

DEFENDERS OF MANKIND: This section includes datasheets, wargear lists and weapon rules for every Space Marines unit, allowing you to field them in your games of Warhammer 40,000.

LEGACY OF THE PRIMARCHS: This section contains points values for matched play games, and provides advanced rules – including Warlord Traits, Stratagems, Relics and psychic powers – that allow you to fully transform your collection of Citadel Miniatures into a swift and deadly army of the Adeptus Astartes.

To play games with your army, you will need a copy of the Warhammer 40,000 rules. To find out more about Warhammer 40,000 or download the free core rules, visit warhammer40000.com.





On the hellish industrial world of Nemendghast, the Ultramarines of Strike Force Shadowspear did battle with the infernal forces of the Black Legion. Though beset upon all sides by heretics, warped mutants and daemonically possessed war engines, the sons of Guilliman fought with valour and determination, completing their mission against the odds and despite catastrophic losses.





THE EMPEROR'S FINEST

The Space Marines are numbered amongst the most elite warriors in the Imperium. Created by the Emperor himself from the genetic material of the demigod Primarchs, the Adeptus Astartes are both more and less than human. Fearless, merciless, utterly relentless, they are the ultimate soldiers for a cruel and terrible age. It is by their might and their sacrifice that the horrors of the galaxy are held at bay, and the darkness of everlasting night driven back time and time again.

The Space Marines – known collectively as the Adeptus Astartes – are genetically engineered post-human warriors. They are substantially stronger, faster, more resilient and more skilful than the unaugmented humans who make up the bulk of their race. Their reactions are swifter, their mental capacity is greater, and they can fight for days without food, water or sleep and experience no notable deterioration in their ability to slaughter the Emperor's foes. Physically taller and broader by far than normal human beings, Space Marines possess unique additional organs that allow them to survive underwater or even – for short periods of time – in the cold vacuum of space, that give them the ability to spit acid, to rapidly heal, to enter a state of suspended animation and many other superhuman abilities besides. Though they have sacrificed their humanity and their chance at a normal life for the privilege, the Space Marines represent the physical and mental pinnacle of Mankind turned solely towards the prosecution of the Imperium's ongoing war for survival.

Space Marines are armed and armoured with some of the finest wargear that the Imperium can produce. They go to battle clad in power armour, whose ceramite plates are fully enclosed and articulated with servos and fibre-bundles that augment the wearer's already prodigious strength. Fed energy from a backpack-borne reactor unit, the suit also incorporates such support systems as hardened vox-comms, visual targeting augmentation, a resilient rebreather to filter out contaminants and toxins, and dispensers that can shunt combat stimms and pain suppressors into the wearer's bloodstream. Power armour is tough enough to shrug off small arms and even light anti-tank weaponry with ease, and its various marks can be further augmented with numerous subsidiary systems to render the Space Marines even more strategically versatile and deadly.

The weapons of the Adeptus Astartes, too, are terrifyingly potent. Their most iconic armaments fire bolts, self-propelled armour-piercing miniature warheads that detonate deep inside their targets to blow them apart. From the compact sidearm known as the bolt pistol to the boltgun, the bolt rifle and the brutal heavy bolter, these weapons find broad usage throughout every Space Marine strike force. These are far from their only means of dealing death, however: high-powered firearms ranging from ferocious plasma pistols to heavy weapons no lesser man could lift; roaring chainswords and crackling power fists, energised blades, devastating thunder hammers and vicious lightning claws; relic weapons from the dawn of the Imperium and potent psychic powers wielded by blade-sharp minds; armoured personnel carriers, anti-gravity battle tanks, unstoppable combat walkers and waves of interceptor craft and gunships; even fleets of fearsomely armed spacecraft designed for orbital assault and blockade breaking; all of these and countless other weapons are at the disposal of the Adeptus Astartes, and they use every one of these tools to its absolute maximum potential.

A THOUSAND CHAPTERS

Space Marines are organised into compact and largely self-reliant forces called Chapters, of which there are approximately a thousand at large within the Imperium today. Some rule over worlds from towering fortress monasteries, while others ply the stars in crusading fleets of warships. Each consists of roughly one thousand combat-ready battle-brothers organised into ten companies and supported by legions of serfs, servitors, helots, scholars, craftsmen and the like. Each Chapter has its own heraldry, its own warrior culture and traditions. However, the vast majority conform to the organisational tenets of the Codex Astartes, the hallowed text laid down by the Ultramarines Primarch Roboute

'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 can 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.'

- The Emperor of Mankind

Guilliman in the wake of the catastrophic civil war known as the Horus Heresy. Some Chapters, such as the Ultramarines and the Imperial Fists, obey the tenets of the Codex Astartes to the letter. Others – like the Space Wolves, the Dark Angels and the Blood Angels – diverge notably, but nearly all Chapters obey at least some of its doctrinal and strategic teachings.

The Space Marine Chapters were not all created at once. Rather, they came into existence by way of a series of Foundings that stretch back to the dawn of the Imperium. The First Founding created vast Legions intended to prosecute the Great Crusade. After the dire events of the Horus Heresy, those Legions that had remained loyal to the Imperium were broken down into Chapters so as to ensure a force as devastating as an entire Space Marine Legion could never again threaten the entire Human race. The dozens of Chapters created at this time were known as the Second Founding, and many still fight proudly on to this day. Subsequent Foundings have been carried out using the genetic material – known as gene-seed – of the Primarchs who sired the Legions, and so, though they came about far later in the Imperium's history, most modern Chapters echo the unique genetic traits of their forebears. The same is true of the mighty Primaris Space Marines, created in secret beneath the surface of Mars by Archmagos Dominus Belisarius Cawl and sent out to reinforce the Chapters during the darkest event in modern Imperial history: the opening of the Great Rift.

ONLY WAR

Space Marines do not fight like conventional armed forces. They hit hard and fast, striking at key strategic targets such as commanders, communication centres, arms caches, shield generators, summoning circles or whatever else is central to the foe's plans. Broken down into elite strike forces tailored specifically for the task at hand, the Space Marines unleash tightly focused devastation against their opponents, often overrunning the enemy's defences before their opponents even realise they are under attack. They sweep aside all opposition, massacre any who stand against them, and withdraw the moment their objective is achieved. By the time the Emperor's enemies grasp the true magnitude of the blow they have suffered, the Space Marines are already assaulting their next target.

Space Marines can fight in the most extreme environments imaginable, be it the heart of an active volcano, the toxin-riddled hell of a poisoned world or even the frozen vacuum of space. It is fortunate for the Imperium that they can, for when the Great Rift tore its way across the heart of the galaxy, a war ten thousand years in the fighting spiralled into something altogether more hellish. The Imperium is assailed as never before, with daemonic legions, bloodthirsty renegades and lunatic cults striking at every single settled planet. Alien empires push ever outwards, their armies battering down the Imperium's defences and overrunning one star system after another. Half of the Emperor's realm has been cut off beyond the rift, left dark and silent as nightmares from the worst imaginings of the Human psyche seek to devour it.

Without the Space Marines, Mankind would already be extinct. Instead, the Adeptus Astartes lead the fight on every front. In the magnificent Indomitus Crusade that brought hundreds of planets back into the Imperial fold, as in countless campaigns, sieges, defences, ambushes and headlong assaults, the Space Marines fight on undaunted to save the Emperor's realm.



Upon the marshalling fields of the Fortress of Hera, the courageous warriors of the Ultramarines Chapter assemble in preparation to strike out against the Emperor's foes once again. So great a gathering of might would make the stars themselves shake with fear.

ANCIENT ORIGINS

During the Age of Technology, Humanity spread across the galaxy. Yet they fell from grace in the most catastrophic fashion imaginable, sentient technologies and uncontrolled psychic mutation claiming world after world. The Long Night followed, a dreadful period of degeneration and barbarism. Mankind teetered upon the brink of extinction. Then came the Emperor.

From the ashes of the Age of Strife arose a leader, the man who would become known as the Emperor. His origins are unknown, but it was on Terra, the cradle of the human race, that he founded an empire that would span the galaxy. From the outset of his campaigns, the Emperor employed genetically engineered warriors, the earliest precursors of the Space Marines. Meanwhile, in vaults far beneath the surface of Terra, the Emperor began the creation of the next generation of super-warriors. These were the Primarchs, twenty extraordinary individuals who would be his generals and conquer tens of thousands of worlds in his name. In the early stages of their development, however, the Emperor's great work was almost undone when the Primarchs vanished, scattered throughout the galaxy by dark and jealous gods.

RECLAIMING THE GALAXY

All was not lost, for the Emperor still had the genetic records of his Primarchs and, from these, he created the Space Marine Legions. At the head of his Legions, the Emperor set out to conquer the galaxy, a mission known as the Great Crusade. World after world was reclaimed, alien oppressors were annihilated, and human civilisation once again flourished. During the Great Crusade, the Space Marine Legions were, one by one, reunited with their lost Primarchs. The planets on which they had been raised, and which they now dominated, became the Legions' new homes. With the Primarchs at the fore, the power of the Space Marines was at its zenith. Nothing could stand in the way of the Emperor's armies, and the dream of a united galaxy was within his grasp. Yet it was to be undone by treachery.

THE GREAT BETRAYAL

Horus, greatest of the Primarchs and trusted Warmaster of the Emperor's armies, cast aside his oaths of loyalty and offered fealty to the Dark Gods of Chaos. Fully half the Primarchs and their Legions sided with Horus, plunging the Imperium into a civil war that set the whole galaxy afire. Brother fought brother and worlds burned. Much of the truth of this bloody age has been lost, obscured by the mists of time or embellished to the point of myth. The traitorous forces of the rebel Warmaster drove all before them until those still loyal to the Master of Mankind stood at bay within the walls of the Emperor's palace upon Terra itself. Blind hate and malice met courage and steel on the blood-slick ramparts of the Emperor's last bastion as the corrupted Primarchs and their Traitor Legions were revealed as the abominations they truly were. The forces of darkness pressed in around the guttering flame of Humanity. In this desperate hour the Emperor and his most trusted warriors took the fight to Horus upon his flagship, facing down the traitor in his inner sanctum. Sanguinius, Primarch of the Blood Angels Legion and once the most trusted of Horus' brothers, was slain by the Warmaster's own hand. The Emperor himself was cast down, broken and wounded almost unto death. But the Master of Mankind struck Horus with the full fury of his unbridled psychic power, destroying the Primarch utterly and breaking his traitorous Legions. The followers of the Ruinous Powers were defeated, but it was victory won at a terrible cost. The brotherhood of the Primarchs was no more. The Emperor's dream lay in ruins. The conflict with Horus had shattered the Emperor's body; his immortal existence was now sustained by the baroque machineries of the Golden Throne. The galactic empire he had forged was all but destroyed and the death toll had spiralled beyond comprehension. Countless planets were left as little more than corpse-haunted wastelands, and many renegades and alien races sought to plunder the reeling worlds of the Emperor.

THE SCOURING

Mankind teetered on the brink of annihilation once again. Its stellar realm had weathered the storm of the Horus Heresy but now stood on the brink of collapse. Without the Emperor's guidance, the greatest leaders and warriors of Mankind came to the fore. Roboute Guilliman, Primarch of the Ultramarines, rallied the loyalists and, together with his Legion, stood as a bulwark against the tide of enemies that sought to deliver the deathblow to the Emperor's dominion. Together with the surviving Primarchs and their Space Marines, Guilliman led the counter-attack that broke the armies of Chaos and drove their remnants to seek safety in the Eye of Terror. Legends tell that Guilliman was everywhere at that time, rallying defenders on one world and leading them to victory before moving on to another. His brother Primarchs, too, were bastions of strength, Jaghatai Khan, Rogal Dorn, Vulkan and Leman Russ driving their enemies before them with vengeful fury. Though the foe circled like vultures, the Space Marines and the last loyal Primarchs drove them off. So began the Age of the Imperium.

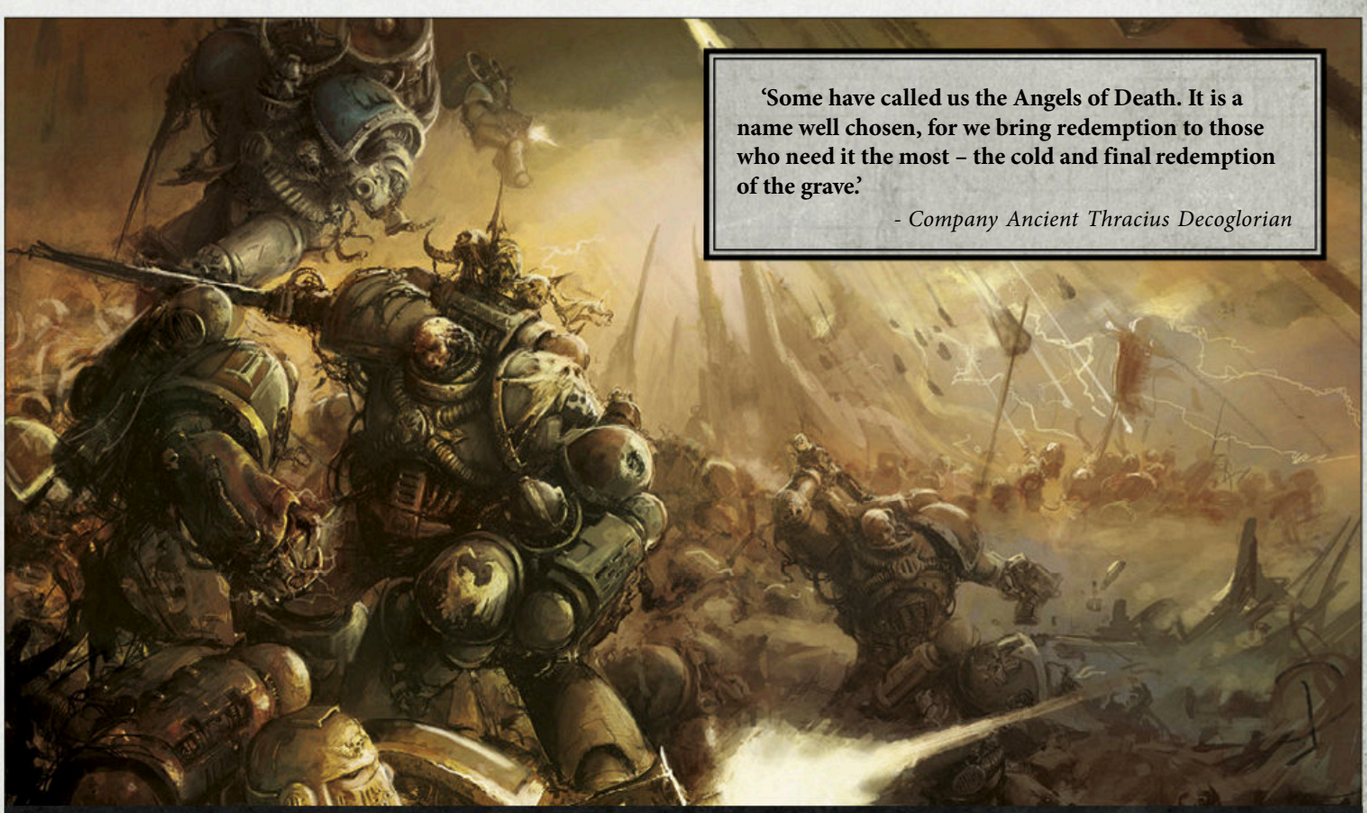
THE CODEX ASTARTES

In the wake of the Horus Heresy, Guilliman sought to ensure such a catastrophe could never happen again. He penned the Codex Astartes, a weighty tome into which all of his logistical and military wisdom was distilled. It prescribed in detail the strategic and tactical doctrines of the Space Marines, including battlefield roles, equipment specifications, uniform markings and command protocols.

Its most lasting and contentious decree, however, was that the existing Space Marine organisations be broken up and reorganised into smaller brotherhoods known as Chapters. This would fragment their strength so the rot of heresy could never again spread so swiftly. Though some of his brother Primarchs initially railed against Guilliman's vision, almost all eventually accepted the necessity of reorganisation for the security of the Imperium. With the Codex's implementation – an event called the Second Founding – each Legion became a single Chapter named for its forebear, plus a number of other new Chapters with their own heraldry and bases of operations. In this way the strength of Mankind's most elite warriors would be spread across the far-flung Empire of Mankind. Never again would one man be able to command the awesome, terrifying power of a Space Marine Legion.

	LEGION	PRIMARCH	WORLD	SECOND FOUNDING CHAPTERS
I	Dark Angels	Lion El'Jonson	{Caliban}	Angels of Absolution, Angels of Redemption, Angels of Vengeance
II	*All Records Expunged from Library*		*Order Origination: UNKNOWN*	
III	Emperor's Children	Fulgrim	{Chemos}	Excommunicate Traitoris
IV	Iron Warriors	Perturabo	{Olympia}	Excommunicate Traitoris
V	White Scars	Jaghatai Khan	Mundus Planus	Marauders, Rampagers, Destroyers, Storm Lords
VI	Space Wolves	Leman Russ	Fenris	Wolf Brothers
VII	Imperial Fists	Rogal Dorn	Terra	Black Templars, Crimson Fists
VIII	Night Lords	Konrad Curze	{Nostramo}	Excommunicate Traitoris
IX	Blood Angels	Sanguinius	Baal	Angels Encarmine, Angels Sanguine, Angels Vermillion, Blood Drinkers, Flesh Tearers
X	Iron Hands	Ferrus Manus	Medusa	Red Talons, Brazen Claws
XI	*All Records Expunged from Library*		*Order Origination: UNKNOWN*	
XII	World Eaters	Angron	No Record	Excommunicate Traitoris
XIII	Ultramarines	Roboute Guilliman	Macragge	Novamarines, Patriarchs of Ulixis, White Consuls, Black Consuls, Libators, Inceptors, Praetors of Orpheus, Genesis Chapter
XIV	Death Guard	Mortarion	{Barbarus}	Excommunicate Traitoris
XV	Thousand Sons	Magnus the Red	{Prospero}	Excommunicate Traitoris
XVI	Luna Wolves	Horus	{Cthonia}	Excommunicate Traitoris
XVII	Word Bearers	Lorgar	{Colchis}	Excommunicate Traitoris
XVIII	Salamanders	Vulkan	Nocturne	None Known
XIX	Raven Guard	Corax	Deliverance	Black Guard, Revilers, Raptors
XX	Alpha Legion	Alpharius	No Record	Excommunicate Traitoris

LEGION: Name of the Legion when founded.
PRIMARCH: Name of the Primarch from which the Legion allegedly drew its gene-seed.
WORLD: Where Legion was based. Worlds in parentheses subsequently destroyed.
SECOND FOUNDING CHAPTERS: Chapters named in the Apocrypha of Davio [M33].
EXCOMMUNICATE TRAITORIS: Those Legions who turned during the Great Heresy as reported in the Grimoire Hereticus [M35].



'Some have called us the Angels of Death. It is a name well chosen, for we bring redemption to those who need it the most – the cold and final redemption of the grave.'

- Company Ancient Thracius Decoglorian

Of those traitors who followed Horus into damnation, many still fight on to this day. The loyal warriors of the Adeptus Astartes meet these hated foes in battle wherever they rear their heads, for they are the arch-enemies of Mankind and must be destroyed.

MAKING OF A SPACE MARINE

It was the Emperor who unlocked the secrets of creating superhumans. Through many trials of alchemy and genetic artifice he created his masterworks, the Primarchs. The genetic material of those legendary beings still shapes the galaxy, used again and again to create warriors that surpass the physical and mental limitations of the human race.

The Space Marines are the elite of the Imperium's armies, and it is said by some that a single member of the Adeptus Astartes upon the battlefield is worth an entire regiment of lesser men. Curators of the Logis Strategos, an obscure branch of the Adeptus Administratum, calculate that during many campaigns, hundreds, if not thousands of foes fall for the loss of a single Space Marine. Yet still the Adeptus Astartes rue such exchanges, for they are few in number and their enemies beyond count. So it is that every Chapter of Space Marines must constantly induct new warriors into its ranks in order to survive.

Most Chapters have recruited from their home world and those nearby since the foundation of their brotherhoods. This explains why so many are based on planets with harsh or deadly environments – the recruiting stock is far stronger where every day is a struggle to survive. Each Chapter has its own trials or tests that a youth must complete to be judged worthy, and many of these are potentially lethal. Trekking across deadly wilds, hunting monstrous beasts, undergoing trials of strength, endurance and wits – all of these are common themes and test not only the aspirants' physical and mental prowess, but also their sheer will to prevail. Aspirants must always be chosen as youths, before they become too mature to accept the foreign genetic substances that must be implanted within them. These are derived from material known as gene-seed, specially grown organ grafts that turn them into Space Marines.

Gene-seed implants are organs that work with an aspirant's own body tissues, stimulating natural abilities such as muscle growth, or creating abilities that are wholly new. Organ implantation goes hand in hand with a harsh routine of physical and spiritual training. This is achieved by means of hypnotic suggestion, prolonged meditation, psychological and spiritual testing, and gradual initiation into the rites and traditions of the Chapter. It is a long and sometimes fatal process that must be done in the correct order. In this way, a Space Marine is engineered and modified to become stronger, faster and tougher than any normal human could ever be, able to endure the harshest conditions without concern.

Gene-seed is a finite resource, for it is a direct delineant of the bio-manipulations that created the Primarchs, a biological inheritance that is shared by every Space Marine – past and present. In a very real sense, the blood of the Primarchs flows through each Space Marine's veins. It is a Chapter's single most valuable resource, for it alone allows the creation of more battle-brothers, and though the science of its creation has been lost, the rituals that allow for its use in creating new Space Marines endure.

PRIMARIS SPACE MARINES

Nearly every Space Marine created since the First Founding possesses nineteen specialised organs derived from their gene-seed. The Primaris Marines – originally engineered by Archmagos Cawl on the orders of Roboute Guilliman – have three more. It was the Sangprimus Portum, a device containing potent genetic material harvested from the Primarchs, that allowed for this breakthrough. Entrusted to Cawl shortly after the Second Founding, this device resulted in a new breed of Adeptus Astartes that were deployed en masse during the Ultima Founding. Though some Chapters were initially resistant or mistrustful of these newcomers, they have swift become a mainstay of many.

SPACE MARINE ORGANS

- **Secondary Heart (The Maintainer):** Boosts blood supply, maintains life functions if primary heart destroyed
- **Ossmodula (The Ironheart):** Strengthens bones, fuses ribs
- **Biscopea (The Forge of Strength):** Releases hormones that massively increase musculature and strength
- **Haemastamen (The Blood Maker):** Improves blood chemistry
- **Larraman's Organ (The Healer):** Enables hyper-rapid clotting to staunch wounds almost instantly
- **Catalepsean Node (The Unsleeping):** Controls circadian rhythms, ensures peak performance without sleep
- **Preomnor (The Neutraliser):** Pre-stomach allowing digestion of poisonous/inedible materials
- **Omophagea (The Remembrancer):** Effects partial memory transfer from consumed flesh/genetic material
- **Multi-lung (The Imbiber):** Breathes toxic air/water/etc.
- **Occulobe (The Eye of Vengeance):** Sharper eyesight and enhanced low-light vision
- **Lyman's Ear (The Sentinel):** Filters sound, enhances balance
- **Sus-an Membrane (The Hibernator):** Allows voluntary state of hibernation
- **Melanochrome (The Skinshield):** Releases photo-chromatic skin pigments to protect against radiation
- **Oolitic Kidney (The Purifier):** Detoxification organ
- **Neuroglottis (The Devourer):** Enhances taste and smell to detect trace toxins, nutrients etc.
- **Mucranoid (The Weaver):** Secretes a waxy substance onto the skin to seal against extreme temperatures and vacuum
- **Betcher's Gland (The Poison Bite):** Modified salivary gland producing acidic poison
- **Progenoids (The Gene-seed):** Two glands, one in neck, one in chest. When extracted and cultured, produces new organs.
- **Interface (The Black Carapace):** Subcutaneous uplink to neural controls of power armour and Terminator armour
- **Sinew Coils (The Steel Within):** Durametallic coil cables woven into sinews to hugely increase strength and durability
- **Magnificat (The Amplifier):** Increases growth, enhances function of other organs, especially biscopea and ossmodula
- **Belisarian Furnace (The Revitaliser):** Dormant gland. When triggered produces hyper-cocktail of combat stimms and enhanced rapid flesh regrowth before falling dormant again.





TOOLS OF WAR

Every bit as crucial as the remarkable genetics of the Space Marines is the wargear they bear into battle. Alongside the blessed bolt weaponry that the Adeptus Astartes wield against their foes, the most iconic examples of this battle-gear are the suits of power armour that clad their superhuman frames.

Space Marines have worn power armour since the days of the Great Crusade. Indeed, the origins of this remarkable technology lie even earlier, in the semi-articulated battle-garb worn by the Emperor's first genetically engineered soldiers, the Thunder Warriors. Fully enclosing and very resilient, power armour is made from thick ceramite plates that would be cumbersome but for the electrically motivated fibre bundles that replicate the movements of the wearer and supplant his strength. The last gene-seed organ to be implanted into a Space Marine is their black carapace; this rests beneath the skin and is fitted with neural sensors and transfusion ports. These plug-in points link the wearer's nervous system to his power armour's mind-impulse controls, turning the suit into a second skin that moves with all the speed and precision of the battle-brother's own body. Without the carapace, Space Marine armour is almost impossible to use. This helps to make it one of the most distinctive features of a battle-brother and the true mark of the Adeptus Astartes.

There are multiple marks of power armour with significantly differing appearances. Some suits were created for particular tasks – Mk III 'Iron' armour, for example, was created for boarding actions and is thus more heavily armoured to the fore than the rear – while others bespeak the bleak necessities of the period of Imperial history in which they were fashioned. The most iconic of this latter type is the heavily studded Mk V 'Heresy' armour, whose entire design is based around the need to rapidly outfit loyalist legionaries during the fraught and uncertain days of the Horus Heresy. Some marks of power armour are especially significant to particular Chapters; the Raven Guard, for example, prize the sleek and aerodynamic Mk VI 'Corvus' armour highly. For thousands of years, the iconic Mk VII 'Aquila' armour was the best known and most ubiquitous design of power armour, but since the Ultima Founding the versatile Mk X armour of the Primaris Space Marines has seen ever more widespread use. Comprising a core exoskeleton that bonds to the Space Marine's black carapace, Mk X armour can be fitted with a wide variety of armour patterns dependent upon what type of squad the wearer will be fighting as part of.

Power armour is maintained by skilled artificers, the most skilled of which are highly celebrated. Examples of their work, and of more ancient armour plating, are preserved with an almost religious fervour, for they carry both the history of the Chapter and the triumphs of those who have worn them. Such pieces are lovingly preserved and engraved, worn across the centuries by high-ranking champions as relic battle-plate.



Bolt pistol



Storm bolter



Boltgun



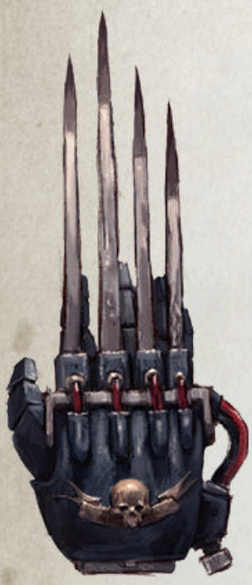
Combi-plasma



Force stave



Bolt rifle



Lightning claw



Chainsword



Power sword



Thunder hammer



Frag grenade, krak grenade and melta bomb



Power fist



Assault bolter



Plasma incinerator

IN MEMORIAM

The life of a Space Marine is one of unending battle, their blood invariably a sacrifice offered up so that Humanity may continue to survive. During their long years, Space Marines advance through their Chapter's companies, gaining new skills and a wealth of experience on their journey. Below is the memoriam record of one such Ultramarines Primaris battle-brother, Gaius Pollandus.

ASPIRANT

Gaius Pollandus was recruited as an aspirant from the stormy world of Talassar. Though the planets the Ultramarines recruit from are more civilised than those of many other Chapters, Pollandus' entire youth was still a brutal struggle. Marked from birth for the Space Marine path, he faced gruelling tests of martial ability, fortitude and mental strength from his earliest years. It was a testament to the young warrior's skill and determination that he was successful.

10TH COMPANY

Soon began Gaius Pollandus' true testing. Implanted with cultured gene-seed organs and subjected to endless rounds of physical and mental conditioning, psycho-indoctrination and spiritual assessment, he endured long months of forging upon the anvil of war. Joining the 10th Company as a neophyte Ultramarine, Pollandus' first mission was amidst the thick jungles of Chorgon II, performing reconnaissance of Ork tribal enclaves. Following this came a campaign on the rebellious world of Thanax, where Pollandus' squad spent long months severing rebel supply chains and demolishing supply dumps in the planet's frozen polar reaches. By this point, the neophyte's body had accepted his gene-seed, and all of his organs – including those unique to the Primaris Space Marines – had fully developed. So did he earn the right to join Reiver Squad Agamnus, first seeing action alongside these new battle-brothers in combat against the Thousand Sons of Hespian, then on the Eastern Fringe as part of Strike Force Callepsean. It was during this campaign against the burgeoning T'au Empire that, while fighting as part of an Infiltrator Squad, Pollandus landed a killing shot upon a T'au Ethereal. The slaying of so prominent an enemy leader – and the subsequent havoc this wrought amidst the xenos ranks – was enough to see Gaius Pollandus advance to the status of a full-fledged battle-brother of the 9th Company.

9TH COMPANY

Amidst the ranks of the 9th, Brother Pollandus learned much of fire discipline, inter-squad tactics and wider battlefield strategy. Retaining his Phobos armour at first, Pollandus' exemplary marksmanship saw him join an Eliminator Squad during the Ultramarines' battles against the ancient Necrons on a ruined and forgotten tomb world. Pollandus' squad engaged in tense sniper-duels with the elite Necron Deathmarks, and their strike force was making progress against the foe. However, they were pulled out and redirected to the stellar empire of Macragge when Death Guard forces pushed through the Phyrae Cordon to threaten the factory world of Vansor V. It was during this campaign that Pollandus saw his first battles as a Hellblaster, wielding the solar fury of a heavy plasma incinerator against the plague-ridden foe. Pollandus fought through the Battle of the Iron Steppes and the Servitine Ambush in this capacity, and earned the respect of his Sergeant, Daros, for his daring and marksmanship both. It was during the last great engagement on Vansor V, the infamous Forgemaw Push, that Pollandus' squad was all but wiped out by thunderous plagueburst mortar shelling. Pushing through the miasmal haze, Pollandus and Sergeant Daros alone faced the fury of a Death Guard Defiler sent to break the Space Marine battle-line. They stood alone against the ironclad beast and brought it low, though Pollandus overloaded his gun's machine spirit doing so and was sorely wounded by the resultant blast. It took months for him to recover from his injuries enough to return to active service. When he did so, he was advanced into the ranks of the 8th Company.





8TH COMPANY

Within the 8th Company, Pollandus fought first as a Phobos-armoured Incursor on the moons of Kato. However, in the wake of his terrible wounding on Vansor V, Pollandus was observed by the company's Chaplain as harbouring a burning well of anger and hate that needed to be expunged before he could acquire the clarity to join the Battle Companies. He was thus assigned to an Aggressor Squad, joining Strike Force Calistus as they struck out to break the siege of Hastoria. The heretic Iron Warriors had assailted this mighty fortification, and the Ultramarines led the punishing orbital assault that would break their army. It was a war that lasted for two full years, and during its prosecution Pollandus vented his hate upon the heretics that opposed him. By the conflict's end, Pollandus had progressed to leading a combat squad of Inceptors, performing a series of expertly handled beachhead clearance operations that earned him the Honour of the Iron Blade.

RESERVE BATTLELINE COMPANIES

Upon advancing to the Reserve Battleline Companies, Pollandus served first as a crewman for a Repulsor Executioner, attached to a series of strike forces pushing back the Orks of the Charadon Sector. He briefly reprised his Vanguard role during the culmination of this campaign, fighting as an Infiltrator during the last assaults upon the Orks' mountain strongholds. It was his exemplary conduct during these operations that at last earned him the right to join an Intercessor Squad. Pollandus took up the sacred bolt rifle and battled Tyranids on Horth's Bane, hunted down a raiding force of Night Lords terrorising the Sanctimus System, and participated in a 3rd Company assault upon the Chaos Knights of House Ghast. Following this daring mission, Brother Pollandus became Sergeant Pollandus of the 6th Company, leading a squad of ten Intercessors. His squad was one of several reserve formations attached to Captain Galenus' 5th Company during the Drakon Crusade. This vast Imperial undertaking involved not only the Ultramarines, but also forces of the Adepta Sororitas, Astra Militarum and Legio Titanicus, and was launched to reclaim the Drake's Nebula from the forces of the Word Bearers and Black Legion. Over the course of a decade of bloody battle, six members of Sergeant Pollandus' squad were slain, while one brother was mortally wounded and took up the mantle of the Redemptor Dreadnought. Pollandus himself lost an arm, which was replaced with a finely crafted augmetic. Yet they endured, and were amongst the victorious forces at crusade's end. Having fought for so long with the now much-reduced 5th Company, Pollandus and his two surviving brothers were promoted permanently into the company's ranks as Intercessor Sergeants.

BATTLE COMPANIES

Sergeant Pollandus served with distinction amongst the ranks of the 5th Company for several decades. He travelled tirelessly from one war zone to the next, and was renowned as a font of strategic knowledge and spiritual wisdom. He had tempered his earlier fire with much success, forging within himself a core of cold steel from which his brothers drew great strength. Eventually, he and his Intercessor Squad held a choke point in a complex of agri-caverns for six days and nights against endless waves of attacking Tyranids; for his marksmanship, his exemplary leadership and his seemingly impossible victory, Pollandus was elevated as a Veteran to the ranks of the 1st Company.

1ST COMPANY

Pollandus' first mission with the 1st Company saw him attached to a 4th Company strike against the Renegade Titan-works on Agator. His second – and tragically, his last – was a deployment in defence of the medicarum world of Phaetos on the fringes of Ultramar. There, Pollandus fell while single-handedly holding back a Death Guard assault against the Apothecarion-primus facility while the rest of his squad evacuated key personnel and reserve gene-seed banks. After Pollandus was slain by a Deathshroud Terminator, his brothers launched a blistering assault to reclaim his body. So was Pollandus brought home to Talassar at last and laid to rest in his family's crypt. His bolt rifle, inscribed with his name, was returned to the Chapter Armoury, there to await its next worthy wielder.

CHAPTER ORGANISATION

As written in the revered Codex Astartes, the organisation of a Space Marine Chapter comprises a thousand battle-brothers. In comparison to the teeming multitudes of the Emperor's original Legions this is few indeed, yet history has proven time and time again that such an elite gathering of martial strength can conquer star systems and even alter the fate of the galaxy itself.

Almost every Chapter has a Chapter Master, an accomplished warrior and exceptional strategist who coordinates the Chapter's strength as whole. Various senior command staff attend this regal leader, who is often also accompanied by a hand-picked honour guard.

CHAPTER COMMAND
Chapter Master
Honour Guard
Chapter equerries, serfs and Servitors

ARMOURY
Master of the Forge
Techmarines
Servitors
Transport Vehicles
Battle Tanks
Gunships
Light Attack Vehicles
Warsuits

The Codex Astartes advises that within the Armoury should reside a Chapter's armoured vehicles, its artillery and the Techmarines who pilot and operate the majority of these powerful assets.

RECLUSIAM
Master of Sanctity
Reclusiarch
Chaplains

In the Reclusiam the Chaplains minister to their battle-brothers' spiritual needs. It is here that the greatest relics of the Chapter lie in silent repose amidst pools of cool illumination, awaiting the call to war.

APOTHECARION
Chief Apothecary
Apothecaries

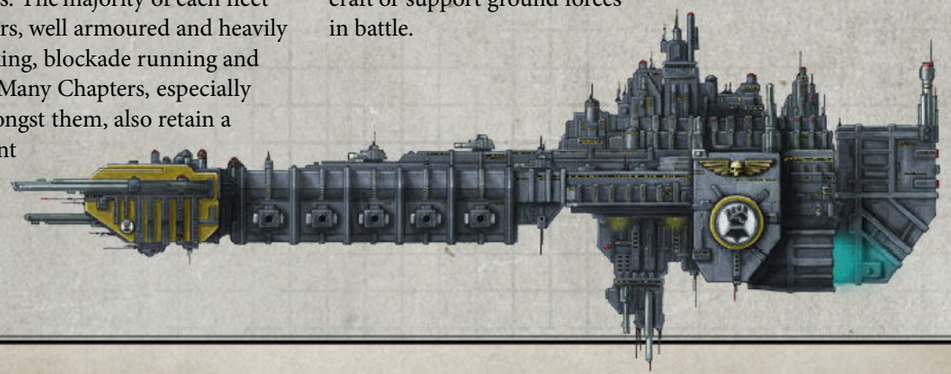
The Apothecarion is the location in which the Apothecaries study and perfect their craft. It is also the repository of each Chapter's gene-seed reserves. Thus, within the Apothecarion lies the future of the Chapter.

LIBRARIUS
Chief Librarian
Epistolaries
Codiciers
Lexicaniums
Acolytum

A place of ancient lore sealed behind locked and warded blast doors, of echoing ritual chambers and perilous testing, the Librarius houses the Chapter's psykers and all who support them.

THE CHAPTER FLEET

The Codex Astartes makes provision for every Space Marine Chapter to maintain its own combat-capable fleet. Indeed, some Chapters are entirely fleet-based, roaming the galaxy aboard armadas of craft that between them serve the same functions as other Chapters' fortress monasteries. The majority of each fleet comprises frigates and strike cruisers, well armoured and heavily armed ships that excel in line breaking, blockade running and planetary drop-assault operations. Many Chapters, especially the older and more established amongst them, also retain a handful of battle barges; these potent craft are every bit as formidable as Imperial Navy capital ships, and often serve as the storied flagships of each Chapter's fleet. It is in the launch bays of such warships that the Chapter's Drop Pods and boarding torpedoes wait to bear the warriors of the Chapter into war. Their launch decks, meanwhile, house squadron after squadron of fighter-craft and gunships ready to swarm out and defend their parent craft or support ground forces in battle.



VETERANS

Though Veterans belong to the Chapter's 1st Company, they are often seconded to other companies' strike forces as honour guards or crusading bands of exemplars. In this capacity, their squads are not numbered, but instead named after their renowned leaders.

BATTLE COMPANIES

For the majority of Codex-adherent Space Marine Chapters, the 2nd through 5th Companies are known as the Battle Companies. It is these formations that do the majority of the front-line fighting, supported by elements from the Reserve Companies. Of course, some Chapters organise their companies more flexibly or else make differing use of them; the Codex Astartes makes provision for such practices.

1ST COMPANY
Veteran Company

Heraldic Colour: White/Silver

Captain (Master of the Keep)
2 Lieutenants
Honour Guard (at Chapter Master's discretion)
Space Marine Veterans
Dreadnoughts



2ND COMPANY
Battle Company

Heraldic Colour: Yellow/Gold

Captain (Master of the Watch)
2 Lieutenants
Command Squad
6 Battleline Squads
2 Close Support Squads
2 Fire Support Squads
Dreadnoughts



3RD COMPANY
Battle Company

Heraldic Colour: Red/Sanguinite

Captain (Master of the Arsenal)
2 Lieutenants
Command Squad
6 Battleline Squads
2 Close Support Squads
2 Fire Support Squads
Dreadnoughts



4TH COMPANY
Battle Company

Heraldic Colour: Green/Adamantine

Captain (Master of the Fleet)
2 Lieutenants
Command Squad
6 Battleline Squads
2 Close Support Squads
2 Fire Support Squads
Dreadnoughts



5TH COMPANY
Battle Company

Heraldic Colour: Black/Ebonite

Captain (Master of the Marches)
2 Lieutenants
Command Squad
6 Battleline Squads
2 Close Support Squads
2 Fire Support Squads
Dreadnoughts



6TH COMPANY
Reserve Batteline Company

Heraldic Colour: Orange/Vermillium

Captain (Master of the Rites)
2 Lieutenants
Command Squad
10 Battleline Squads
Dreadnoughts



7TH COMPANY
Reserve Batteline Company

Heraldic Colour: Heliotrope/Indignium

Captain (Chief Victualler)
2 Lieutenants
Command Squad
10 Battleline Squads
Dreadnoughts



8TH COMPANY
Reserve Close Support Company

Heraldic Colour: Grey/Steel

Captain (Lord Executioner)
2 Lieutenants
Command Squad
10 Close Support Squads
Dreadnoughts



9TH COMPANY
Reserve Fire Support Company

Heraldic Colour: Blue/Ultramarine

Captain (Master of Relics)
2 Lieutenants
Command Squad
10 Fire Support Squads
Dreadnoughts



10TH COMPANY
Scout Company

Heraldic Colour: None

Captain (Master of Recruits and Master of Reconnaissance)
2 Lieutenants
Scouts
10 Vanguard Squads



RESERVE COMPANIES

It is the duty of the Reserve Companies to swiftly and effectively plug gaps in the ranks of the Battle Companies due to combat attrition. However, these companies are also used for everything from attached front-line duties to garrisoning, investment of secondary battle-fronts, massed mobilisation of armoured fighting vehicles and many more Codex-prescribed tasks.

CODEX HERALDRY

According to the tenets of the Codex Astartes, each Space Marine company is to utilise a specific heraldic colour and symbol, as shown above. Even heavily Codex-divergent Chapters such as the Salamanders or Sons of Medusa base their company heraldry upon adaptations of these same symbols and colours.

THE VANGUARD

The Codex is less prescriptive regarding the disposition, size and usage of the Scout Company than it is about the other elements of a Chapter. The core of this company consists of ten squads of Vanguard Space Marines, but its total strength can include any number of additional neophytes still training to ascend to the rank of full-fledged battle-brother.

COMPANIES OF THE CHAPTER

Codex-compliant Space Marine Chapters comprise ten companies; each is led by a Captain and two Lieutenants, and consists of one hundred battle-brothers divided into ten-man squads. The strategic deployment, disposition and leadership of these companies is regulated by the Chapter Command, while their armoured support requirements are fulfilled by the Armoury.

1ST COMPANY

The 1st Company draws together the Chapter's most experienced warriors. The Veterans of the 1st Company are masters of all battlefield roles, and are permitted to fight as their proficiencies dictate. It is rare for the 1st Company to be fielded en masse – its forces normally take to the field alongside the Chapter's Battle Companies. Whether they be Primaris Intercessors, Vanguard jump troops or Terminator-armoured strike squads, they often denoted as the Chapter's pre-eminent warriors by their white helms.

BATTLE COMPANIES

The Codex Astartes decrees that the 2nd, 3rd, 4th and 5th Companies of each Space Marine Chapter be designated as Battle Companies, each nominally broken into two demi-companies of roughly equal size and composition. These formations carry the main weight of the Chapter's combat duties, and are consequently strategically versatile and well equipped for actions both offensive and defensive across a multitude of possible theatres of war. Each Battle Company consists of six battleline squads, two close support squads and two fire support squads; between them they provide their commanding officers with a flexible force that can respond to rapidly shifting tactical objectives at a moment's notice. Squads within Battle Companies may be broken down and deployed across a variety of roles should it be required; for example, were six battle-brothers to take to the field as Aggressors, the remaining four warriors of their squad might find roles piloting Invictor Warsuits, driving the strike force's Rhino APCs and the like. Many Space Marine strike forces are constructed around squads from a single Battle Company, heavily reinforced by elements of the Veteran, Scout and Reserve Companies.



RESERVE COMPANIES

The Companies of Reserve are entirely composed of squads of the same designation. Typically, the 6th and 7th companies both comprise ten battleline squads, while the 8th Company consists entirely of close support squads and the 9th entirely fire support squads. Their main function is to reinforce the Battle Companies, providing a source of replacements for any casualties suffered on the front line and thus ensuring the Adeptus Astartes retain their effectiveness in protracted or bloody campaigns. Furthermore, the Codex allows for each Battle Company to be bolstered with additional squads reassigned from the Reserve Companies; the presence of these warriors can take a company's numbers temporarily above the traditional limit, lending them the additional strength to overcome especially challenging foes.

It is also not uncommon for the Reserve Companies to form hard-hitting specialised forces in their own right. They may be deployed to seize or defend important objectives in larger conflicts, the concentrated firepower of so many fire support battle-brothers or the line-breaking fury of massed close support

TERMINATOR STRIKE FORCES

The majority of Space Marine Chapters possess a number of suits of precious Terminator armour. Only ever issued to 1st Company Veterans and prominent headquarters officers, these relics are amongst the most valued and ancient items within the armouries of the Adeptus Astartes, with each suit turning its wearer into a veritable walking fortress. Composed of layered ceramite and adamantium, Terminator armour is threaded through with electromotivated fibre bundles and can interface with a variety of exceptionally potent heavy armaments. Upon the suit's left shoulder pad is the Crux Terminatus, a grim badge that is more than just a mark of honour; the solid stone icon is said to contain a tiny fragment of the Emperor's own battle armour. This is the purported source of the suit's unbelievable resilience, enabling its wearer to endure the stresses of warp teleportation, direct strikes by tank-killing weaponry and even – in a few famous cases – being physically trodden on by Battle Titans in full stride.

Individual squads of Terminators are most often deployed as ultra-elite support for the Battle Companies. However, there are times when a Chapter will mass the majority – and in exceptionally rare cases, even the entirety – of its Terminator-armoured brethren and send them into battle as an utterly devastating strike force. This occurs most commonly when an infantry assault is required against a confined and inimical location. Clearing xenos infestations out of vast space hulks, striking at the heart of heretical fortresses and staging boarding actions against super-heavy enemy war engines are all examples of duties that Terminator forces excel at. Equally, some Chapters may furnish their Terminator Squads with transport in the form of gunships and battle tanks, and field them as swift and utterly unstoppable assault forces. The risks involved in such an action are high, for every suit of Terminator plate is an irreplaceable relic, and those who wear it to battle are scarcely less valuable – should such a force suffer heavy losses or, worse, be annihilated, their Chapter may never truly recover. Yet it is a risk often worth taking; a hundred Terminator-armoured Space Marines supported by Land Raiders and Stormravens possess more than enough martial might to lay low the most monstrous of foes, or conquer an entire world in the Emperor's name.

VANGUARD FORCES

Vanguard Space Marines are reconnaissance and infiltration experts, equipped to operate alone in enemy territory for extended periods of time and intensively trained in shadow warfare tactics and sabotage techniques. Vanguard strike forces are tasked with achieving full-spectrum superiority over the foe. Every facet of the opposition's war machine must be dismantled, from supply routes and infrastructure to communications and logistics. Morale must be utterly sapped through non-stop harassment by terror troops and assassination of key individuals. The ultimate goal of this relentless campaign is to leave the foe crippled and helpless before the advance of the main Space Marine battle line.

Every newly recruited and created Primaris Space Marine spends time in the 10th Company learning the full range of Vanguard combat techniques, from the mobile fire support duties of the Suppressors and the expert sniper-combat of the Eliminators, to the terror raids of the Reivers and the point-blank gunfighting of the Incursors. The Primaris battle-brothers keep their Vanguard skills honed even after they move on to other companies, meaning that at a moment's notice they can don any of the various types of Mk X Phobos armour and go to battle as Vanguard Space Marines. Even Veterans of the 1st Company can swiftly reprise such duties, combining the benefits of their vast wealth of combat experience with the specialised and wholly lethal infiltration-and-sabotage tools of the Vanguard. When a full-sized Vanguard force deploys into battle they often do so with armoured support from Invictor Tactical Warsuits and Impulsor transports, not to mention the leadership of Captains, Librarians and the like also armed and armoured for stealth warfare. An elite, fast-moving, silent-striking force of this sort can secure victories through ambush, sabotage and assassination that a far larger army could never achieve through brute force alone.

warriors proving the decisive factor in many such engagements.

The specialised nature of each of the Reserve Companies sees them deployed in quite specific circumstances. The battleline warriors of the 6th and 7th Companies will often act as crews for large, independent formations of the various armoured vehicles deployed by the Chapter, allowing commanders to field entire companies of skimmers, battle tanks or other swift assault vehicles. The highly mobile nature of the 8th Company's close support squads – often equipped with jump packs or embarked aboard transport vehicles – sees them used in a rapid assault role, as well as wherever a strong hand-to-hand fighting force is needed. The 9th Company, being the most heavily equipped in the Chapter, is used to bolster defensive lines and strongholds, as well as provide long-range support.

In most Chapters, Space Marines progress through the Reserve Companies – from the 9th through to the 6th. During his time in the Reserve Companies, a battle-brother will prove his mettle while learning new methods of warfare.

SCOUT COMPANY

The Chapter's 10th Company is its Scout Company. The majority of its members are neophytes – those whose combat training, physical transformation and cultural initiation is still incomplete – but the company also contains a standing force of ten Vanguard Space Marine squads. These warriors can be called upon to conduct a variety of stealth operations behind enemy lines.

The Codex Astartes dictates no formal size for a Scout Company as the rate of recruitment is not fixed, meaning that some Chapters will be able to field comparatively large 10th Company formations while others must husband their limited resources carefully.

CHAPTER ARMOURY

Every company has its own Dreadnoughts; after being interred in the metal sarcophagus, it is customary for a fallen Space Marine to fall under the care and maintenance of the Chapter Armoury, but to remain a part of the company in which he served. Not only are these venerable and mighty warriors valuable battlefield assets for the devastation they can wreak upon the foe, but they are also the living embodiment of their company's history and traditions. Each Dreadnought has its battle honours inscribed into the very metal of its encasement by the Chapter's artificers to celebrate the many brave actions in which it took part.

Whilst each company has a number of its own transport vehicles, the majority of vehicles in a Chapter are maintained by its Armoury. When the need arises these armoured fighting vehicles are deployed as massed spearheads – wholly independent from the companies and commanded by a senior officer – or requisitioned individually by a Captain to support their company. In the latter case, the vehicles are given appropriate company badges and are assigned a simple numeral designator. This number is repeated on the crews' badges, if the vehicle is not manned by a Techmarine novitiate from the Armoury.

Upon its creation, a Space Marine battle tank is given a name that reflects its role as a protector of the Chapter's brethren. From that point onwards, the vehicle is as much a part of the Chapter as the Space Marines themselves, and over the years its many deeds will be celebrated as greatly as those of the Chapter's flesh and blood heroes.

CHAPTER HEADQUARTERS

A Chapter also includes a number of officers and specialists who exist outside of the formal organisation of the companies. These individuals are known as the headquarters staff, and they will often stride out to lead a strike force in battle. Included amongst their rarefied ranks are the psychically empowered brothers of the Librarius, the bellicose Chaplains of the Reclusiam, Apothecaries from the Apothecarion, and the mechanically adept Techmarines and their Servitors.

Although the Codex Astartes describes a number of ranks and responsibilities held by the headquarters staff, only those officers with an active martial role actually accompany the Chapter to war. There are relatively few senior officers with non-combatant roles – such as recruiting and training new members or administrating the Chapter – as most of these types of duties are performed by human serfs.

In addition to their rank, Captains are often assigned titles. These include such positions as the Lord of the Household, the Chapter Master's Secretarius, the Master of the Fleet, the Chief Victualler, the Master of the Arsenal, the Master of Recruits and the Master of the Watch.

BEYOND THE ULTIMA FOUNDING

The Ultima Founding was the largest mobilisation of newly created Adeptus Astartes in centuries. It saw thousands of Primaris Space Marines woken from stasis beneath the surface of Mars and hurled into the forefront of Mankind's galactic war. Yet this was not the only route by which the Primaris battle-brothers joined the fight for the Emperor's realm.

THE AWOKEN

The first Primaris Space Marines to march to war were those from Archmagos Belisarius Cawl's laboratories on Mars. Upon Roboute Guilliman's belated return to Terra, the risen Primarch ordered the fruits of Cawl's long labour unleashed. This initial wave of Primaris Space Marines emerged from stasis fully psychologically indoctrinated to each fulfil a single strategic role. Some were Intercessors, some Aggressors and so forth, and almost all specialised only in that one area of combat. These warriors were able to immediately take up their front-line combat duties with the expertise of veterans, and all possessed a modicum of additional skill with machine spirits thanks to their Martian heritage. Yet ultimately they were somewhat strategically inflexible, for they had not undergone the gruelling progression through their Chapters' companies or gained the wealth of experience that progress bestowed. Some of these Martian Primaris formed entirely new Chapters such as the Rift Stalkers or the Silver Templars. The rest joined the Indomitus Crusade as Greyshields, fighting together with the scions of other Chapters until the crusade fleets reached their adoptive home world or fleet. Each time such a momentous occasion came, another cadre of battle-brothers would peel off and reinforce the Chapter whose colours they wore and whose genetic heritage they shared. Not all of these Primaris reinforcements had an easy time integrating with their erstwhile brothers, but ultimately all brought fresh strength to the Space Marine Chapters fighting furiously against the tides of horrors vomited from the Great Rift.

THE INDOCTRINATED

The first wave of Primaris Space Marines proved invaluable reinforcements for their parent Chapters. Yet in the ongoing war for Humanity's survival, a single influx of fresh strength would never be enough. This is why, along with warriors, the Indomitus Crusade fleets included biologus genetor acolytes who integrated themselves with each Chapter's Apothecarion. It was these acolytes and their arcane machines that enabled the Adeptus Astartes to recruit and train new Primaris Space Marines. Not every Chapter welcomed these new arrivals; the Adeptus Mechanicus is an acquisitive and controlling organisation, known to be unscrupulous in its pursuit of power. Chapters such as the Dark Angels, the Space Wolves and the Mortifactors are notoriously insular of culture, and some guard dark secrets they would risk much to keep out of the manipulative Tech-Priests' databanks. However, none could deny that being able to recruit and train fresh waves of Primaris Space Marines provided the Adeptus Astartes with a long-term, sustainable wellspring of martial might. So the process began. Some Chapters implanted all of their aspirants with the full suite of Primaris organs, while others gifted only a proportion of their novitiates in this fashion. These newly conditioned battle-brothers benefitted not only from the strength of their Primaris enhancement, but also from the tactical versatility imparted by a full and rounded progression through the ranks, coupled with all of the cultural and spiritual indoctrination required to properly initiate the neophytes into their Chapter.

THE ASCENDED

The warriors of the Ultima Founding had joined their parent Chapters. The machineries developed by Belisarius Cawl had provided those Chapters with waves of new Primaris recruits who had integrated into every level of the Chapters' organisation. For the Primaris Chapters, this was an end to the matter; they stood proudly as defenders of the Imperium, recruiting from their own conquered fiefdoms and forging their own rolls of honour as the years passed. Yet for those Chapters who had come before, questions remained to be answered. Could a Space Marine who had not been created Primaris undergo the necessary gene-therapies and invasive surgeries required to elevate him to that status? Could he gain the benefits of the enhanced Primaris physique, and access the potent wargear that was theirs to wield? In short, could he cross the Rubicon Primaris to become a yet-greater living weapon in the Emperor's service, or would attempts to do so simply waste priceless Astartes lives at a time when the Imperium could ill afford to sacrifice its greatest defenders? Records differ as to who were the first Space Marines to take this perilous leap of faith. Some say it was Marneus Calgar of the Ultramarines, or that it was Kor'sarro Khan, the White Scars' ferocious Master of the Hunt, who first made this transition. Other Chapters make their own claims, or else lament the tragic loss of those who tried and failed to ascend. Yet despite the losses suffered and the unspeakable agonies of undertaking the Primaris ascension, more battle-brothers crossed the Rubicon with every passing day.

'IN OUR DARKEST HOUR, THEY ARE A BLAZING BEACON OF HOPE. YET ONLY A FOOL WOULD BELIEVE THAT EVEN WARRIORS SUCH AS THESE WILL BE ENOUGH TO ENSURE VICTORY OVER THE MYRIAD FOES THAT ENCIRCLE US. WE MUST FIGHT, AS WE HAVE ALWAYS FOUGHT; WE MUST ACCEPT THE STRENGTH OF THE PRIMARIS SPACE MARINES AND LET IT BECOME OUR OWN; WE MUST SERVE THE EMPEROR TO OUR LAST BREATHS.'

- Marneus Calgar, Ultramarines Chapter Master



From beneath the sands of Mars came the warriors of the Ultima Founding. They were lights against a tide of darkness, their advent key to the survival of Mankind – but not to securing its future.



In every fortress monastery and upon every fleet-based Chapter's flagship, the machineries of a grim and bloody future were installed and awoken. From these engines of genesis would fresh waves of Primaris initiates arise, their task to fight for the Emperor's Realm.



No true son of the Primarchs could long look upon the might of these new Primaris brothers and not wish to take up that mantle of power for themselves. They sought this agonising apotheosis not for personal glory, but because no Space Marine would refuse greater strength, resilience and weaponry with which to protect the Imperium and slaughter their many foes.

ULTRAMARINES

THE SONS OF GUILLIMAN

Of all the Codex Chapters, the most famous is the Ultramarines, the Chapter of the Primarch Roboute Guilliman himself. Their name is a byword for discipline and honour, and tales of their victories are told from their home world, Macragge, to the sacred halls of Terra itself. Whenever the enemies of Mankind threaten the Imperium, the Ultramarines stand ready to face them.

'To my last breath and beyond, I will honour my brethren, my Chapter and my Emperor'.

- Ultramarines Indoctrination Oath

The Ultramarines are the archetypal Codex-adherent Chapter. It is from the mind of their gene-sire that the tenets of the Codex Astartes came, and for long millennia the Ultramarines have embodied those principals with heroism and distinction. No Chapter is more strategically versatile, more practised in the swift and efficient employment of Codex-approved doctrines to achieve victory.



Though the enemy press hard on every front, the Ultramarines stand resolute with their Chapter banner flying proud above them and fight on in the Emperor's name.

For ten thousand years the Ultramarines have fought unflinching against the darkest threats to the Imperium. They have stood firm in the path of onrushing Ork hordes, defeated rapacious warbands of Chaos Space Marines and crushed cruel bands of Drukhari slave-raiders. They have defended hard-pressed Imperial worlds and struck swift and true to seize new planets upon which to plant the Imperial flag. The Ultramarines have fought through blazing hive cities and across baking deserts, engaged in magnificent aerial conflicts, gruelling guerilla campaigns and spectacular armoured offensives, and have excelled in every field.

It was they who evacuated Kellenport in the face of the overwhelming Necron threat, and who led the crushing Imperial offensive upon Damnos that stamped the authority of the Imperium upon the stars. It was the Ultramarines, also, who stood first against the onrushing alien fury of Hive Fleet Behemoth, and who shattered the strength of that xenos juggernaut – though it cost their Chapter dear to do so. Most recently, it was the Ultramarines who, led by their Primarch Roboute Guilliman, brought the gift of the Primaris Space Marines to their many brother Chapters by way of the Indomitus Crusade.

The Ultramarines are celebrated in statuary, stained glass and tapestry all across the Imperium. They are a byword for Humanity's courage, its strength and its absolute determination to endure the worst that the galaxy can hurl at it and still emerge victorious. Yet for the Ultramarines, these are not laurels on which to rest. Such exceptional conduct is viewed merely as the required standard that must be ever maintained if the long war for the Imperium's survival is ever to be won.

WARRIORS OF ULTRAMAR

The Ultramarines home world of Macragge is the civilised and heavily fortified jewel in a larger crown known as the Empire of Ultramar. Macragge was the world upon which Roboute Guilliman came to rest after the Dark Gods scattered him and his brother

Primarchs to the galactic winds. He rose swiftly to power, acting as an unstoppable force for change and raising a magnificent meritocracy upon his adopted planet.

When Roboute Guilliman was reunited with the Emperor and the Ultramarines Legion of Space Marines assigned to him, its forward base was relocated to Macragge. The Primarch quickly assimilated the many wonders of the Imperium and set about his new role with great skill and enthusiasm. Guilliman's chief talents, as ever, lay in war, and he led the Ultramarines to fresh conquests throughout the galactic south.

The worlds that Guilliman brought into the Imperial fold were to benefit from his unsurpassed organisational skills and his passion for efficient government. Whenever the Primarch freed a world from tyranny or raised it up from ignorance, his first priority was to set up a self-supporting defence system. Once a world was defended and safe from immediate threats, he would move on, leaving behind enough advisors to ensure that a thriving industry would be created, trading routes were set up with the Imperium, and the government was directed towards the prosperity of the people and the continual strengthening of their military forces. These planets became the building blocks of Ultramar.

When the Horus Heresy plunged the Imperium into savagery and civil war, the Ultramarines were engaged on the southern edge of the galaxy. Thanks in part to the efforts of the traitorous Word Bearers – who struck at the worlds of Ultramar and imperilled many – the Ultramarines were delayed and unable to reach Terra in time to fight in the final battles of the civil war. What seemed at the time to be a disaster soon proved to be a boon, however, as this bittersweet twist of fate ensured the Ultramarines Legion emerged from the Horus Heresy relatively intact. In the wake of the conflict the Ultramarines held the Imperium together during a time of intense danger, against a galaxy of foes. Macragge and its surrounding worlds supplied new Space Marine recruits at such a rate that, before long, the already vast Ultramarines Legion accounted for more than half of the total number of Space Marines in the galaxy. Thus, when the Codex Astartes called for the fracturing of the Legion into Chapters, it was the Ultramarines who produced by far the greatest number of successor Chapters. Many of these proud brotherhoods uphold the honour of Macragge to this day.

HOPE AND HORROR

It was many years after the Horus Heresy that Roboute Guilliman was struck down by his degenerate brother Fulgrim, who slit the Ultramarines Primarch's throat with a poisoned blade. Mortally wounded, Guilliman was interred in a stasis field deep within the Fortress of Hera upon Macragge, and there he slept out the best part of ten thousand years. Yet as the Imperium's darkest days drew nigh, a brave – if unusual in its composition and provenance – group of Imperials and Aeldari crossed half the galaxy to bring back the Primarch from the brink of death.

Confronted with the dystopian nightmare that his father's dream had become, Guilliman again showed his quality by burying his grief in favour of adopting the mantle of Lord Commander of the entire Imperium. It was he that commanded the defence of Terra as the Cicatrix Maledictum yawned wide, and he that led the Indomitus Crusade to bring hundreds of lost worlds back into the Imperial fold. It was Guilliman, too, who countered the invasion of Ultramar by Mortarion and his corrupted Death Guard, and who turned the Plague Wars from grim retreat into hard-fought victory. Bloodied but unbowed, the Ultramarines now stand ready to fight for the very survival of the Imperium once again, just as they did ten thousand years before. The enemies of the Emperor would do well to fear their wrath.

PRIMOGENITORS

The Primogenitors are those Chapters created when the Ultramarines Legion was divided during the Second Founding. Sometimes referred to as the 'first born', these Chapters each maintain their own histories and traditions, but they all honour Roboute Guilliman as their Primarch and adhere strictly to the procedures and tactical treatises he laid down in the Codex Astartes. Such names as the Genesis Chapter, the Black Consuls and Novamarines have earned glorious reputations of their own in the last ten thousand years, carving out their own destinies.



HERALDRY AND MARKINGS

The Ultramarines adhere wholly to the guidelines set out in their Primarch's Codex Astartes, including those regarding heraldry and markings. They are the exemplars, the warriors after which countless successor Chapters model themselves, and their proud and noble iconography is known the Imperium over.



Brother Cesarus, an Intercessor of the 5th Squad of the 2nd Company of the Ultramarines Chapter.



Brother Gallenus, an Inceptor of the 7th Squad of the Ultramarines 3rd Company. His strategic designation is close support.



The Ultramarines Chapter badge is worn upon a battle-brother's left pauldron, which is edged with a colour indicating which company they belong to.



An Ultramarines battle-brother's squad number is displayed as a numeral on his right pauldron, superimposed above a symbol that specifies their strategic designation.



Battleline ***Veteran*** ***Close support*** ***Fire support*** ***Command***

The above symbols are displayed upon the right pauldrons of Ultramarines battle-brothers to show whether their squad is designated as battleline, Veteran, close support, fire support or command.

COMPANIES

The company to which each Ultramarines battle-brother belongs is indicated by the colour that edges their pauldrons. Should a vehicle be attached to an Ultramarines company, a small roundel displays the same colour to show their allegiance.



1ST



2ND



3RD



4TH



5TH



6TH



7TH



8TH



9TH



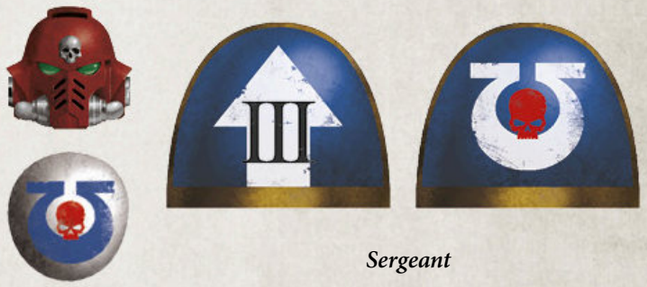
10TH

RANKS

The Codex Astartes dictates that Sergeants wear a red helm, Veterans white, and Veteran Sergeants and Lieutenants a combination of these colours as shown below. The iconography displayed on the battle-brother's pauldron and knee plate also differentiates rank. The examples shown below are all members of the Ultramarines 2nd Company.



Battle-brother



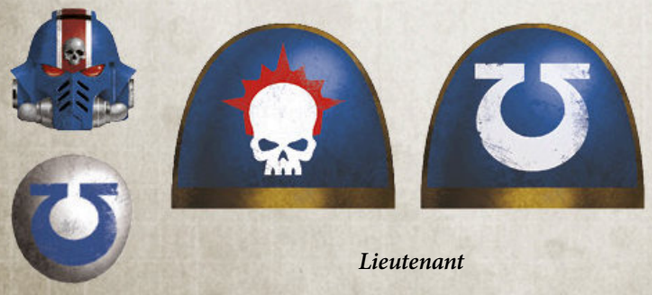
Sergeant



Veteran



Veteran Sergeant



Lieutenant



Captain

SUCCESSOR CHAPTERS

Many Space Marine Chapters owe their fealty to the Primarch of the Ultramarines. Some are venerable orders with a history dating back to the dawn of the Imperium, whilst others are more recent additions to the Chapters of the Adeptus Astartes. The sons of Guilliman account for over two thirds of all Space Marine Chapters extant at the close of the 41st Millennium.

WHITE CONSULS



Brother Castorna, 1st Squad, 4th Company



The White Consuls value wise governance and vision as much as martial skill. In order to advance to higher rank, the Chapter's battle-brothers must therefore act as local consulate rulers of Imperial worlds. In the wake of the Great Rift's opening, their Chapter Planet – Sabatine – was consumed by a warp storm, yet much of their number escaped. The White Consuls now seek a new world from which to rebuild their greatness.

AURORA CHAPTER



Brother Atrochus, 5th Squad of the 5th Company



The Aurora Chapter are known as masters of the armoured assault. Their Chapter Armoury boasts more Land Raiders and Predators than many other Space Marine Chapters. Many of these vehicles are ancient war relics that have fought for the Aurora Chapter since the Second Founding. The Chapter's home world of Firestorm features huge industrial macrofactorums whose output ensures the Aurora Chapter's guns never run dry.

GENESIS CHAPTER



Brother Triamon, 5th Company, 5th Squad (battleline)



The Genesis Chapter has the proud distinction of being first of the Primogenitors, those Chapters formed from the Ultramarines during the 2nd Founding. It was made from the noblest Ultramarines veterans who survived the Horus Heresy. They have always venerated Roboute Guilliman, and were one of the first Chapters to seek out the Primarch upon his revival, kneeling and pledging themselves to the Lord Commander.

BLACK CONSULS



Brother Larsus, 2nd Company, 5th Squad (battleline)



The Black Consuls are well known as the least compromising of the Primogenitors, and brook no deviation whatsoever from the tenets laid down in the Codex. Their history is rich in battles won, although they were recently believed to have been annihilated by the Iron Warriors. Instead, the Chapter has rebuilt itself upon its home world of Cyclopia, and its warriors remain stalwart guardians of the Imperium in Segmentum Pacificus.

Although they view the Ultramarines as exemplars and Ultramar as a model civilisation, the Scions of Guilliman – those Chapters directly descended from the Ultramarines and their Primogenitors – maintain their own traditions, often inspired or influenced by their world of origin. This is as it should be, for the Codex Astartes prescribes that each Chapter should establish its own name, badge and heraldry. Nonetheless, these Chapters honour Roboute Guilliman as a Primarch and their liege. Should the Lord Commander call, he would find the Scions ever willing to fight at his side.

LIBATORS



Brother Sylas, 2nd Squad, 5th Company (battleline)



The Libators are amongst the more brutal and uncompromising of the Scions of Guilliman. Their name stems from their practice of letting their foes' blood and dedicating it as an offering to the Primarch and the Emperor both. The Chapter has faced censure on several occasions for its treatment of captive enemy commanders and champions, who, in the Libators' eyes, make for the worthiest offerings.

SILVER SKULLS



The Silver Skulls show company colour in their squad markings.



Highly superstitious, the Silver Skulls believe that the Emperor himself guides their deeds. Though this means that they will only take to the field when the portents are favourable, it also leads them to fight with the absolute conviction of fanatics, which does not sit well with some Imperial commanders. After the opening of the Great Rift, the Silver Skulls have been amongst the most active of all Chapters, fighting on many fronts.

NOVAMARINES



The Novamarines do not use company markings.



The Novamarines Chapter have a long and storied history, and are one of the most honoured Primogenitors in the Imperium. Even amongst the other first born Chapters, the Novamarines are noted for their consistency and unshakable faith in the Codex Astartes. The Novamarines are an exceptionally dynamic Space Marine Chapter, and they have not fought as a single force since the early years of the 37th millennium.

PRAETORS OF ORPHEUS



The Praetors of Orpheus display their company colour and numeral on their left knee.



The Praetors of Orpheus are famous for a disciplined approach to executing the Codex Astartes. This occasionally causes the Chapter to offend their allies, but also means that, on the battlefield, the Praetors operate like a perfectly calibrated engine of war. Guilliman's recent revisions of the Codex have been rapidly and rigidly adopted by the Chapter, whose inflexible adherence to the word of the law continues unabated.

'So far have my sons spread, and so many of them there are now! It is a strange irony to me that the very measures I took to limit the power one man can wield have now left me as the commander of far more battle-brothers than even a Legion could provide. Yet if there is anything that gives me hope in this dark and dreadful age, it is that.'

- Roboute Guilliman, Primarch of the Ultramarines

SONS OF ORAR



Brother Phelbor, 6th Squad. The Sons of Orar do not display company colours.



None now knows who Orar was, except that he was reputedly a great Ultramarines hero and an exemplar of all that a Space Marine should aspire to be. The Sons of Orar seek to follow that magnificent example, and they have carved out a truly impressive honour roll over the millennia in pursuit of that goal. Currently, the Sons of Orar are led by Chapter Master Alavaan, whose sterling leadership has elevated them to new heights of greatness.

IRON SNAKES



Brother Ventanus, who belongs to the 2nd Squad of the 3rd Company.



Hailing from the frozen ocean world of Ithaka, the Iron Snakes are a somewhat superstitious brotherhood whose squads are named after the founding leaders of the Chapter. Over the centuries, several Iron Snakes squads have accumulated particularly impressive strings of victories and glorious rolls of honours – the histories of Squads Skypio, Parthus, Veii and Thebes are the stuff of many great sagas and legends.

SCYTHES OF THE EMPEROR



Brother Thetros, 2nd Company, 2nd Squad (battleline)



Once nearly obliterated in battle with Tyranids, the Scythes of the Emperor were prepared to go out fighting. However, Archmagos Cawl and the Ultima Founding gave the Chapter an unlooked for chance to return to full strength. Unusually, the Scythes of the Emperor display their company markings through the aquila on their breastplates. Veteran status is denoted by a yellow left knee adorned with a black skull.

HOWLING GRIFFONS



The Howling Griffons do not display their company colours.



Few Chapters have won as much renown as quickly as the Howling Griffons. They fought with honour in the Badab War, the Vengeance Crusade, the overthrowing of the Regent of Amar, and a thousand other campaigns vital to the Imperium. In recent years, the Howling Griffons home world has come under increasingly savage assault by greenskin hordes spilling from the Charadon Sector. So far, the Griffons stand firm.

'They came from nowhere, just dropped right out of the sky. Then it was all fire and thunder, screams and explosions and heretic blood filling the air like the thaw-season rains. We cowered in our bunker and I'm not ashamed to admit it. When a storm sweeps in and blows your enemies away, you don't go running out to greet it. You cower, and you pray to the Emperor, and you hope that it doesn't take you too.'

- Sergeant Vyrenica Thesk, 44th Valhallan Artillery.

PATRIARCHS OF ULIXIS



The warriors of this Chapter display their company number on their left knee plate.



The Patriarchs of Ulixis maintain a proud tradition of martial skill. They especially prize the skilled and selfless defence of those they are assigned to protect. Many Patriarchs of Ulixis battle-brothers have been seconded to the honour guards of notable Imperial worthies, have made names for themselves amidst the ranks of the Deathwatch and have even been seconded into the elite Victrix Guard of the Ultramarines.

HAWK LORDS



Brother Kyres, 3rd Squad of the Hawk Lords 2nd Company



The Hawk Lords heavily favour the use of gunships, and so are unsurprisingly the undisputed masters of aerial combat. It is not unknown for pilots from other Chapters to hone their piloting skills while on secondment to a Hawk Lords Talon Wing. During the Noctis Aeterna, it was only the sublimely skilled efforts of the Hawk Lords' Stormtalon pilots that protected the hive world of Thesor from doom.

FULMINATORS



Brother Tarrand, 2nd Company, 2nd Squad (battleline)



One of the first-founded Primaris Marine Chapters, the Fulminators were created in M31, even as the last battles of the Scouring were being fought. The aspirants selected were the best recruits heading into the Terran Guard, and they have been in stasis for nearly 8,000 years. The Chapter was named for the electrical storms that rage over Mars, which at the time of their creation were the worst seen in millennia.

SILVER TEMPLARS



Brother Nykos, 3rd Squad of the Silver Templars 5th Company



Hailing from the world of Novaris, the Silver Templars are weapon-masters without compare. They form exceptional connections with their blades and guns – or in unusual cases, even tanks and spacecraft – in a ritual known as the Bond Martial. This allows the Silver Templars to fight with unbelievable skill and poise, but should a warrior of this Chapter ever lose their chosen weapons in battle, they suffer terrible dishonour and gnawing grief.

IMPERIAL FISTS

THE SONS OF DORN

Amongst the most valiant of the Chapters, the Imperial Fists are held as paragons of the principles set down in the Codex Astartes and exemplars of everything to which a Space Marine is heir. For ten thousand years they have been the bulwark against which armies of heretics, traitors and xenos have shattered, for they are the steadfast defenders of the Imperium, the Emperor's unwavering shield.

'A good Imperial fortress stands firm upon solid foundations. It never gives, never yields, never falls. Strive always to embody that fortress, brothers.'

- Captain Lydorian, during the Siege of Cassomir



THE DEFENDERS OF TERRA

The Imperial Fists are the inheritors of the proud traditions of their Primarch, Rogal Dorn – a name venerated across the Imperium. History does not record the name of the world on which Dorn was raised, but it is known that he presented himself to his father as the Great Crusade reached the Ice Hives of Inwit. As a sign of his fealty, Dorn gifted to the Emperor a great, mobile battle station whose like had not been seen since the Age of Technology – *Phalanx*. The Emperor welcomed his long lost son and granted him command over the Imperial Fists Legion. He also returned *Phalanx* to the Primarch, and it became the Legion's fortress monastery from which Dorn led some of the most glorious campaigns of the entire crusade.

The Space Marines of the Imperial Fists had the same uncompromising self-discipline and commitment to order as Dorn himself. Although they excelled at all aspects of warfare, the Legion showed a particular talent for siegecraft. The Imperial Fists remained the Emperor's praetorians throughout the crusade, and when he returned to Terra, Dorn was tasked with designing and building the defences of the Imperial Palace. Ever since, the Imperial Fists have born the honorific title of Defenders of Terra, and though they rarely return, their official home world is that of Terra itself.

The Imperial Fists' finest hour would come during the dark days of the Horus Heresy, when Dorn and his sons led the defence of the Imperial Palace. The Legion manned the walls they had raised, holding them against onslaught after onslaught, and whilst his warriors poured bolter fire on the traitors below, Dorn accompanied the Emperor in his last battle aboard Horus' orbiting flagship. Dorn was separated from his father when teleporting, however, and though he fought desperately to reach the rebel Warmaster's sanctum, he was unable to intercede during the fateful duel that marked the end of the Horus Heresy.

COMPANY STRUCTURE

After the Horus Heresy, Rogal Dorn was bitter and consumed with a need for vengeance. He resisted his brother Guilliman's call to break up the Legions, and in doing so nearly triggered civil war anew. Yet at the last, Dorn realised that his anger was impeding his wisdom and so he relented. When the Imperial Fists emerged from the Second Founding, their adherence to the tenets of Guilliman's tome was matched only by the Ultramarines themselves.

Having entrusted the Emperor's safety to the unbridled military might of Terra and

the Adeptus Custodes, the Imperial Fists remain fleet-based, operating from *Phalanx* to bring their strength to bear against the enemies of Mankind. So the Chapter is always on the move, bringing the Emperor's justice to every corner of the galaxy and ensuring the survival of Mankind.

DORN'S LEGACY

Rogal Dorn is believed to have died whilst fighting a Chaos fleet, and was last reported storming the battleship *Sword of Sacrilege*. When the Imperial Fists defeated the fleet, the only trace of their Primarch uncovered by their searches was a single fist. Dorn's skeletal hand was returned to *Phalanx* where, over the years, it has been scrimshawed with the names of every Imperial Fists Chapter Master. The Hand of Dorn is the Imperial Fists' holiest icon, and to this day it still inspires those made in the Primarch's image to serve as a reminder of his sacrifice and commitment.

Though Rogal Dorn was lost to the Imperium, his legacy remains amongst the strongest of all the Primarchs'. Dorn's final moments were of courage and sacrifice, and this example still drives the Imperial Fists onwards to fresh victories. Indeed, if the Defenders of Terra have a fault, it is that they continue to strive when others would yield or withdraw. Such unquestioning steadfastness has rescued many a victory from the ashes of defeat, but only at a steep cost in lives. In extremis, Imperial Fists forces have been wholly overrun, their annihilation bringing Imperial defeat where a more prudent, less stubborn course of action might instead have yielded eventual victory. Such cases are rare, for the Chapter's warriors are as skilled as they are indomitable, but each such black mark on the combat record of the Imperial Fists must be avenged in blood.

Like their Primarch, the Imperial Fists place great value in accuracy, and its warriors are justly famed for their marksmanship. The majority of Chapter's battle-brothers thus spend a disproportionate amount of time waging war amongst the fire support squads, mastering the art of the long-range kill before progressing into the ranks of the close support or battleline squads. The Imperial Fists also have a penchant for heavy firepower, which lends itself to besieging and defending fortresses – a fact that has brought them into combat with their arch-enemies, the heretic Iron Warriors Legion, many times. For the Imperial Fists, a siege is not simply a military operation; it is the supreme test of courage, skill and resolve, the ultimate crucible of war. Unsurprisingly, their armouries contain more siege-related assets than most Chapters', and their honour rolls are replete with glorious victories as both attackers and defenders in such conflicts.

Since the hordes of Chaos redoubled their offensive against the Imperium, the scions of Dorn have not stood idle. Likening the Imperium to a vast fortress – its many beleaguered worlds its turrets, gatehouses and strongpoints – the Imperial Fists have engaged in a series of defensive stands and aggressive salients to drive back the enemy and recapture planets that were lost. The *Phalanx*, meanwhile, hangs above the throne world, departing from time to time upon some vital mission or another but always returning to lend its vigilance to the Segmentum Solar again. Such is the duty of the Sentinels of Terra.



Amidst the crash and thunder of the breach, Imperial Fists Space Marines drive forwards through the heretic lines and mete out vengeance upon the hated sons of their ancient foe, the Primarch Perturabo.

HERALDRY AND MARKINGS

The Imperial Fists are second perhaps only to the sons of Guilliman themselves in terms of their stoic adherence to the Codex Astartes. Emblazoned upon the vivid yellow plates of the Imperial Fists' power armour, their Chapter's heraldic designs and iconography stand all the more proudly amidst the fire and smoke of battle.



Brother Toradon, an Intercessor belonging to the 1st Squad of the Imperial Fists 3rd Company, as denoted by the numeral on his right pauldron and the colour of his pauldrons' edging.



Hellblaster battle-brother Lysorno hails from the 10th Squad of the Imperial Fists 4th Company. The iconography on his right pauldron shows his strategic designation as fire support.

BATTLEFIELD ROLES



The Chapter badge of the Imperial Fists is a mailed gauntlet said to be the hand of Rogal Dorn, clenched against a circular field of white. It is displayed proudly upon the battle-brothers' left pauldrons.



As per the Codex Astartes, the right pauldron of each Imperial Fists warrior's power armour displays a numeral denoting their squad number, superimposed over a design denoting their battlefield role – in this case, battleline.



Battleline



Veteran



Close support



Fire support



Command

COMPANIES

Adhering strictly to the tenets of the Codex Astartes, the Imperial Fists indicate which company each of their battle-brothers belongs to by the colour of the edging of their pauldrons.



1ST 2ND 3RD 4TH 5TH

6TH 7TH 8TH 9TH 10TH

RANKS

A combination of helm patterning and colouration, along with the symbol on each right pauldron, indicates the rank of the Imperial Fists battle-brother in question.



Battle-brother *Sergeant* *Veteran*

Veteran Sergeant *Lieutenant* *Captain*

The Tyranids were coming again. The rasp of chitinous plates filled the air, mingling with the thunder of countless taloned feet and the hisses and howls of the monsters they belonged to. Lieutenant Tordus watched the xenos sweep across the plains like an insectile ocean. Monstrous bodies undulated with serpentine fluidity or slammed together like brawling waves.

'Attack wave designation theta-eighteen on approach, attend to your sighting rituals,' Tordus voxed. A flurry of stalwart oaths came back to him, his battle-brothers confirming their readiness.

Gripping the ferrocrete rampart, Tordus leaned out to survey the foe. There must be millions down there, he thought; beasts ranging from small scuttlers to vast and lumbering living battering rams, flowing around gun-limbed horrors that approximated tanks. Abominations all, thought Tordus as their squealing bioshot began to pepper the ramparts around him. To his left, Brother Lynor fell back with a cry, a barbed spine punching through his chest. Tordus felt no fear – only disgust and determination.

He raised one gauntleted fist, knowing the eyes of his warriors were upon him. Without ceremony, Tordus dropped his hand. At his signal, the guns of the Imperial Fists roared as one. Rockets screamed up from the fortress' courtyard. Thunderfire Cannons spoke and bolters boomed their fury to the winds. Beyond the walls, detonations flared and Tyranids started to die.

SUCCESSOR CHAPTERS

In the millennia since the Horus Heresy, dozens of Space Marine Chapters have been founded from the gene-seed of the Imperial Fists, perhaps more than from any other Chapter save only the Ultramarines. United by blood and the honour of their Primarch, the Imperial Fists and their successor Chapters form a tightly knit brotherhood.

BLACK TEMPLARS



Brother Ludolphus, 3rd Crusader Squad, Armageddon Crusade



The Space Marines of the Black Templars are valiant warrior-knights and pious champions of the Emperor. They are deeply unusual amongst the forces of the Adeptus Astartes, for they venerate the Master of Mankind as a literal god. The Black Templars' fanatical devotion finds its focus in constant campaigning; a fleet-based Chapter, they divide their forces into crusades led by Marshals – their equivalent of Captains – and storm across the galaxy immolating and annihilating everything that stands in their path. Their crusading armies are hugely divergent from the Codex Astartes, but their efficacy cannot be denied. Each crusade is charged with a particular task, be it the defence of a shrine world, the recovery of an ancient relic, or the wholesale destruction of a reviled foe, and they will not stop until their oath is fulfilled – no matter the cost in lives or how long it takes for them to prevail.



Command, battleline and fire support



Veteran



Close support



Squad type is denoted through coloured pauldron borders, while squad number is stencilled upon the right knee. Unique seals show which crusade the battle-brother belongs to.

CRIMSON FISTS



Crimson Fists display squad numbers, but do not display company markings.



The Crimson Fists spent long and arduous decades balanced upon the precipice of annihilation. Crippled by a series of terrible catastrophes during the assault of Ork Waaagh! Snagrod, the Chapter retained its grip upon its home planet of Rynn's World through sheer tenacity and strategic excellence alone. Slowly but surely they husbanded their strength, yet it was not until the Ultima Founding that they at last recovered and could look to the future with something approximating hope.

The Crimson Fists now seek to overthrow xenos tyrants and despots wherever they find them, and to exorcise the ghosts of their long, hard years of survival. Masters of fighting outnumbered and outgunned and exploiting every advantage the battlefield offers, even their smallest strike forces have rescued entire war zones from disaster.



Battleline



Veteran



Close support



Fire support



Command

'We have been wounded sorely. Yet still we stand, with fire in our eyes and valour in our hearts. Let them think us beaten. We shall teach them otherwise.'

- Pedro Kantor, Chapter Master of the Crimson Fists

HAMMERS OF DORN





Founded in the 41st Millennium, the Hammers of Dorn have already proven themselves during hundreds of campaigns, including the bitterly fought Achilus Crusade against the Word Bearers, and the Nightfire Wars against the T'au. The Hammers of Dorn are a stringent Codex Chapter, and uphold the precepts of Guilliman's scriptures with exacting precision.

Brother Shechmar, Hammers of Dorn 5th Company, 3rd Squad (battleline)

SUBJUGATORS





Near as zealous as the Black Templars, the Subjugators are infamous for their extreme and unsubtle methods of warfare. There have been numerous documented occasions where the Subjugators have liberated a conquered Imperial world at the cost of its entire population. Of course, though the Subjugators' methods may be costly, they are also spectacularly effective.

The Subjugators display their company colours on the heraldic devices on their chests.

INVADERS





Exemplifying the most stubborn and intractable qualities of their Primarch, the Invaders are utterly unwilling to accept defeat. Ever since their founding, the Invaders have had a reputation as a daring, if reckless, Space Marine Chapter – one that throws itself into battle without hesitation and emerges victorious in spite of overwhelming odds, and typically at a great cost in lives. They excel at planetary subjugation.

Brother Lahnak, Invaders 2nd Company, 3rd Squad (battleline)

SONS OF THE PHOENIX





Faithful to the Emperor and ritualistic in their battle cant, the Sons of the Phoenix pride themselves on plunging into the flames of battle. Their crusades are so impressive in spectacle they pave the way for the Imperial creed to spread, and hence are followed by a great many holy men and women. The Chapter fleet was scattered by the opening of the Great Rift, and now the Sons of the Phoenix crusade to gather their forces back as one.

Brother Tibutio, 2nd Company. Sergeants display squad numbers on their left pauldron.

WHITE SCARS

THE SONS OF THE GREAT KHAN

Brash in manner and savage in appearance, the Space Marines of the White Scars Chapter are known and feared throughout the galaxy. They are hunters without peer, using ultra-rapid deployment to ensure that the foe's first sight of them is also their last. When the prey is at hand they strike with the speed of a lightning bolt, bringing swift death to the enemies of the Imperium.

'To furnish me with a swift steed of ceramite and steel, a keen blade and a worthy quarry whose heresy begets their swift demise; that is all I ask of my Emperor.'

- Chapter Master Jubal Khan, before the Hunt for Okhtor the Crimson

The White Scars are fierce, battle-scarred warriors who hail from the feral and windswept planet of Chogoris. The controlled savagery for which they are known is the heritage of the wild people of that world, whose constant warring ensures that only the strong and the ruthless survive. For all their barbarism, however, the battle-brothers of the Chapter are tempered by a sense of honour and justice embodied by their Primarch, Jaghatai Khan.



Jaghatai was the only warrior in the history of Chogoris to have united every one of the tribes of the steppes, earning himself the title of Great Khan. Even before the arrival of the Great Crusade and his reunion with the Emperor, the Primarch had perfected the lightning-fast, hit-and-run method of war favoured by the nomadic cavalry warriors of his adoptive home world. This mastery would serve the White Scars Legion well as they struck out into galaxy, conquering world after world for Humanity. Under the command of their Primarch, the sons of Chogoris went on to fight in some of the bloodiest battles of the era.

When word arrived of the Warmaster's treachery, the Great Khan led his Legion to Terra, the White Scars arriving in time to stand before the traitors at the Imperial Palace. History records little of Jaghatai's actions during this period, but it is known that White Scars bikers raced down the Imperial Palace's rubble-strewn colonnades, their war cries mixing with the roar of engines as they rode full-throttle to meet the traitors head-on. When the end of the Horus Heresy finally came, the White Scars emerged bloodied but alive. They were at the forefront of the Legions that pursued the defeated traitors into the Eye of Terror, for the White Scars are relentless in the hunt and rarely allow a defeated foe to slip away.

BROTHERHOOD OF THE KHANS

During the Second Founding, Jaghatai Khan was amongst those Primarch who willingly embraced the wisdom of Guilliman's Codex Astartes. His sons have adhered to the teachings of the Codex ever since, but have maintained the long-ingrained traditions of their own culture alongside them. The White Scar's companies are known as brotherhoods, and their Captains as khans. There exists a strong sense of rivalry between the different brotherhoods, and when the entire Chapter gathers for war, the khans often compete in tests of martial skill for the honour of leading the attack and being the first into the fray.

The Space Marines of the White Scars display their duelling scars with as much pride as the tribal markings painted upon their armour – replicas of those carved into a battle-brother's flesh upon induction into the Chapter. Evoking the mounted warriors of their heritage, each company maintains a large number of bikes and Land Speeders, and their infantry are almost always borne to battle by fast-moving vehicles or gunships. It is often said that the White Scars are born in the saddle, and are not at ease unless fighting on, in or from an armoured mount of some kind. In contrast, the Chapter views incarceration within a Dreadnought as a heroic act of self-sacrifice, for to them the thought of spending an eternity sealed within a ceramite sarcophagus is a horrifying notion.

THE LONG HUNT

The combat doctrines of the White Scars Chapter still reflect those of the original Chogorian warrior-tribes. Though ferocious on the attack, Jaghatai's sons are highly intelligent tacticians and masters of fieldcraft. Each battle-brother draws on their savagery to hit the enemy with thunderous impact and frightening speed, but they are never reckless. Time spent on preparations is vital to their strategy, as they reconnoitre each target in depth and formulate detailed plans and contingencies, coordinating their strikes to ensure that maximum damage is done.

In their many millennia of service, the White Scars have hunted the Emperor's foes from one end of the galaxy to the other, meeting every threat with blades in their hands and battle cries on their lips, defeating rebellions and invasions unnumbered in the name of the Emperor and the Great Khan. In this age of perpetual strife, their strength, speed and relentless dedication to the hunt are valuable assets indeed. Entire strike forces of White Scars have plunged into the seething shadows of the Imperium Nihilus, fighting to rescue one Imperial world after another from damnation. Though their home world was almost overrun by the twisted servants of the Chaos Gods, this has not prevented the Chapter from taking the fight to their enemies on many fronts. From the roaring convoys of Space Marine Bikers and hurtling Land Speeders that hurled back the invaders of the Yasan Sub-sector, to the Vanguard infiltration spearheads that have wrought havoc throughout the Chaos-held Asmar, Kharadyn and Chenna Systems, to the unyielding forces of Intercessors and Devastators who have lured in the enemy for ambush after high-speed ambush, the White Scars are fighting back furiously against the Chaos threat, and they will never relent.



The White Scars are savage and weathered of countenance, for they value their scars as indelible signs of wisdom, tenacity and courage.

THE FATE OF THE GREAT KHAN

The ultimate fate of the White Scars Primarch Jaghatai Khan remains a mystery. In Quan Zhou – the fortress monastery of the White Scars, located in the heart of the Khum Karta Mountains on Chogoris – the deeds of the Chapter's history are documented. It is clear from inscriptions in Quan Zhou's great hall of records that Jaghatai led the White Scars for over seventy years following the Horus Heresy, carving his legend into the annals of the Imperium-to-be. After this, while pursuing a xenos enemy across the galaxy, he and his 1st Brotherhood vanished without trace.

None can say what befell the Primarch – if he was lost in another dimension, slain or captured at the hands of an alien warlord – but the White Scars believe that he still hunts across the galaxy, and beyond, in pursuit of his greatest foes. The White Scars thus continue to fight in Jaghatai's name, destroying the enemies of the Emperor in preparation for the day when the Great Khan completes his consummate hunt. They believe that one day their gene-sire will return to them in glory, once again taking up spear and scimitar to lead his chosen warriors in the vanguard of the next Great Crusade to unify the galaxy. There are some who whisper that that time is surely close at hand…

HERALDRY AND MARKINGS

The heraldic markings of the White Scars owe much to their tribal heraldry. Bold and striking against the Chapter's white armour, these designs are often jagged and evocative of the lightning-strike warfare so favoured by the sons of the Great Khan. Many of the designs mimic the ritual scarring that the warriors of Chogoris bear upon the flesh beneath their armour.



Intercessor Brother Jaghali is a battleline warrior who belongs to the White Scars 3rd Company. His knee plate design indicates that he is part of its 1st Squad.



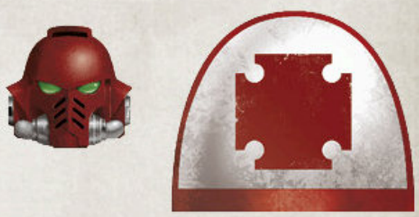
Infiltrator brother Khasson'gol. This warrior is a member of the 1st Squad of the Chapter's 10th Company.



The Chapter symbol is displayed on the left pauldron.



A red helm with a skull stud denotes the rank of Sergeant.



An unadorned red helm and the crux pauldron design denotes Veteran rank.



A red helm with skull stud and white stripe shows the rank of Veteran Sergeant.



White Scars Lieutenants wear a white helm with a skull-stud and red band.



Captains wear a white, skull-stud helm and a winged skull on their pauldron.

BATTLEFIELD ROLES



Battleline | *Veteran* | *Close support* | *Fire support* | *Command*

COMPANIES

In a complete departure from Codex-standard systems of company markings, the brotherhoods of the White Scars Chapter are denoted by vivid red lightning-bolt designs worn upon the squad Sergeant's right leg armour.



1st Company | *2nd Company* | *3rd Company* | *4th Company* | *5th Company*



6th Company | *7th Company* | *8th Company* | *9th Company* | *10th Company*

SQUADS

In each company there are, at any time, ten squads of up to ten men apiece, that may then be reinforced with up to ten squads from the Reserve Companies. The designators for which squad each battle-brother belongs to are displayed upon the left knee plate of their armour.



1st Squad | *2nd Squad* | *3rd Squad* | *4th Squad* | *5th Squad*

6th Squad | *7th Squad* | *8th Squad* | *9th Squad* | *10th Squad*

11th Squad | *12th Squad* | *13th Squad* | *14th Squad* | *15th Squad*

16th Squad | *17th Squad* | *18th Squad* | *19th Squad* | *20th Squad*

SUCCESSOR CHAPTERS

Tests conducted after the Horus Heresy showed the White Scars gene-seed to be stable. When the Legion was split, it sired a number of successor Chapters. All adhere to the aggressive and bold traditions of the Great Khan, recruiting from populations of tribal hunters and – in the main – remaining in regular contact with their progenitors.

MARAUDERS



Brother Khas'Khol, 2nd Company, 2nd Squad (battleline)



The Marauders Chapter are isolationist in their tendencies. They will fight readily enough alongside other Imperial forces, but remain aloof and exchange only what information they must to prosecute their campaigns. Recognised for their particular aptitude as marksmen, the Marauders often set ambushes for their enemies and then hammer them with massed firepower before sweeping down to finish off the ragged and terrified survivors.

RAMPAGERS



Brother Autochno, 3rd Squad. His knee plate marking denotes him as being 4th Company.



The Rampagers are a Second Founding successor of the White Scars, known for their practise of facial scarring to denote rank. At the celebratory feasts that follow these rituals, the blood of those marked for elevation is mixed with the drinks. The Rampagers are in the habit of claiming feral worlds as fresh recruiting grounds in the wake of conquest, providing the planet's populace test negative for any forms of spiritual or physical corruption.

DESTROYERS



Brother Temur, 4th Company, 2nd Squad (battleline)



Established during the Second Founding, the Destroyers have a troubled history. Though they have won many great victories, questions remain regarding the stability of their gene-seed. These concerns have grown despite the self-sacrificing heroics the Chapter displayed in the wake of the Daemon rampage throughout the Lhorgus Sub-sector. For their part, the Destroyers are concerned only with the next mission.

DARK HUNTERS



Brother Ghalkus, 4th Company, 2nd Squad (battleline)



The Dark Hunters were founded during the tenebrous days of the Occlusiad. That their first campaign as a Chapter saw harrowing fighting against the Daemon Engines of Warpsmith Hilghar, and the mutated Warlord Titan Repellus Maximal during the Battle of Bloodsteel, has left a deep-rooted mistrust of the machine within their psyche. Even today, the Chapter's relations with the Tech-Priests of Mars are strained at best.

'Like the high and circling hawk we watch our prey, gaze never wavering, every weakness laid bare to our piercing gaze. Like the storm we come, rolling off the plains to sweep away all in its path. Like the lightning that splits the distant horizon we strike with sudden fury to sunder and destroy.'

- Ogladai Khan, excerpt from his collected War Philosophies

SOLAR HAWKS



In the Solar Hawks, the colour of the squad markings indicate company.



The Solar Hawks are from an unknown founding, but date back to at least M35. Aggressive and noble, they embody all that is best in the sons of the Khan, and honour their progenitor by either painting a pauldron or gauntlet white. As their name suggests, they field an especially large number of airborne assets, regularly deploying whole wings of Stormtalons Stormravens or other gunships into battle.

STORM REAPERS



Battle-brother Khol, 4th Squad, 5th Company (battleline)



There are none more battle-hungry than the Storm Reapers, the first Primaris Chapter founded from Jaghatai Khan's gene-seed. The Khan would be proud of his ferocious sons; they are wise and noble, but on the attack they fight with a passion he would recognise as his own. They claimed the feral world of Jagun for their home, the natives of which are known for their savagery, and were commended for their spearheading of the Absolutis Crusade.

MANTIS WARRIORS



Brother Ishos, 6th Company, 5th Squad (battleline)



The Mantis Warriors are a Chapter teetering on the brink of annihilation wrought by their own hand. They chose the wrong side during the Badab War by siding with the Astral Claws and, though they were subsequently granted the Emperor's forgiveness, they were sent upon a century-long penitent crusade and their home world was ceded to the Space Sharks. Unable to recoup their losses, the Mantis Warriors have been sorely eroded.

STORM LORDS



In the Storm Lords Chapter, the helmet colour denotes company.



As Second Founding successors of the White Scars, the Storm Lords can trace their history back to a time when Jaghatai Khan hunted across the stars. They have maintained a strong rivalry with their parent Chapter, frequently competing for glory, and have been known to go to reckless lengths in order to emerge victorious. The Storm Lords are also particularly well known for the ferocity with which they hunt Ork Waaaghs!.

RAVEN GUARD

THE SONS OF CORAX

The Raven Guard are a dark and mysterious Chapter that specialises in covert warfare. They are masters of the unseen war, fighting their battles with stealth and speed rather than fury and flames. For thousands of years, across thousands of worlds, they have stalked the enemies of the Imperium as shadows of death, delivering precision killing blows then vanishing into the darkness once again.

'It matters not how mighty are the weapons that your enemy wields if they do not know where to direct their blows. The shadows are our allies, brothers; use them well…'

- Shadow Captain Kylesh, before the Purging of Shondor



The genetic legacy of every Raven Guard is evident in their features, for they share the same ivory-hued skin, midnight hair and coal-black eyes as their Primarch, Corvus Corax. Little is known about the early history of Corax, for it was a time that the Primarch never talked about. The Raven Guard's own legends speak of the young Primarch being raised in a labour camp on a moon whose production capacity rivalled that of a small forge world. There, the enslaved workers hid the young Primarch, teaching him all they knew of survival and secrecy, of remaining unseen and undermining the overseers' plans from the shadows. Upon coming fully into his powers, Corax led a merciless rebellion against the cruel overseers, taking control of the moon and renaming it Deliverance.

The Primarch's later reunion with the Emperor of Mankind is also shrouded in mystery, and no records exist of what passed between them. All that is known for sure is that Corax accepted command of the Raven Guard Legion and took his place at his father's side. Assassination, infiltration, sabotage and stealth quickly became the watchwords of the Raven Guard under his leadership, and in these areas the Legion's skill was exemplary.

When the Warmaster Horus rebelled against the Emperor, the Raven Guard was one of several Legions ordered to assault the traitor's headquarters on the planet of Isstvan V. It would be the defining battle of the opening phase of the Horus Heresy, wherein the Raven Guard – along with the Iron Hands and Salamanders – were caught in a fiendish trap and suffered horrific casualties. Very few others could have ambushed Corax so, and it is a testament to the Warmaster's supreme mastery of all facets of war that he could deceive even the Raven Guard. So it was that, in a single bloody day, the Legion was reduced to a tiny fraction of their original numbers. The fateful battle would continue to have catastrophic repercussions for the Raven Guard for millennia to come.

CURSE OF THE RAVEN

Corax and the other Raven Guard survivors who escaped Isstvan V returned to the Ravenspire, the Legion's fortress monastery on Deliverance. There they intended to rebuild their forces. It was a bleak time for Corax, and only by employing desperate measures could his Legion be saved from extinction. Utilising methods of accelerated gene-seed replication that had previously been known only to the Emperor, the Primarch sought to restore the Raven Guard. Something went terribly wrong. Soon after their creation, many of the newly inducted warriors suffered rapid, monstrous genetic degeneration. The Raven Guard

themselves do not talk of those blighted days, yet legends exist of inhuman howls echoing from the Ravenspire's dungeons. Whatever the truth, it forever haunted Corax. Nevertheless this costly process allowed the Raven Guard to swiftly replenish its ranks and rejoin the fight.

Following the Warmaster's defeat, Corax welcomed the decision to split the Legions into Chapters, for he knew that Guilliman's vision for protecting the future of the Imperium was necessary. It was a future the Raven Guard would face alone; Corax disappeared, consumed by the tragic acts he had committed to save his sons. His ultimate fate, reflecting much of his life, was shadowed in mystery.

A handful of centuries after Corax's disappearance, the gene-seed of the Raven Guard began to deteriorate. Some suggested it was a side effect of accelerated gene-harvesting techniques employed in ages past. Several organs unique to Space Marines no longer functioned as they should, and all endeavours to compensate for this critical damage met with failure. As a result, much of the Raven Guard's genetic material had to come from undamaged gene-stocks that were tithed and stored on Terra during the Second Founding. The scarcity of viable gene-seed has led the Raven Guard to be more scrupulous in their selection, testing and training of new recruits than most other Chapters. Inductees spend far longer in the 10th Company as either Scout or Vanguard brethren than do those of many other Chapters, and the Raven Guard rarely go to battle without a large number of these aspiring battle-brothers in support.

SELFLESS HEROES

Despite their inability to quickly replace losses, the Raven Guard have refused to lessen the pace of their assaults upon the Imperium's enemies. Particularly gruelling campaigns sometimes result in the Chapter operating at perilously under-strength levels for extended periods of time. The Raven Guard do not shy from costly frontal assaults, and will willingly attack with everything that the Adeptus Astartes can bring to bear, but they regard tactical prowess and personal initiative as being more important than raw force.

The Raven Guard strive to follow the principles of the Codex Astartes, though their limited numbers and preference for covert shadow-warfare often dictate the deployment of their forces. The Raven Guard frequently deploy entire strike forces of Vanguard battle-brothers, warriors from the 1st Company to the 10th donning their Phobos armour and striking deep behind enemy lines. The Chapter relies on Assault Squads, Land Speeders and Inceptors to strike hard and fast against priority targets, and rarely goes to battle without heavy aerial assets such as Drop Pods and wings of gunships to support operations in the field and respond swiftly to developing threats.

Prior to the Great Rift's opening, much of the Raven Guard's strength was deployed upon the Eastern Fringe against the ever-expanding T'au Empire. It was during that bloody conflict that Chapter Master Corvin Severax fell, to be replaced by the former Shadow Captain Kayvaan Shrike. Shrike has since fragmented his Chapter's strength and deployed them in a number of covert operations throughout the Segmentums Tempestus and Pacificus. What the eventual goal of these scattered campaigns might be, the Chapter Master has yet to reveal, but his enemies have learnt well that nothing the famed commander does is without purpose.

WAR IN THE SHADOWS

Kill team deployments are well suited to the Raven Guard. Their Chapter has a proud, if shrouded, tradition of forming squads of hand-picked specialists, whose strikes alter the course of entire wars. Deploying in this fashion and employing every iota of their strategic nous allows the Raven Guard to offset their numerical disadvantages, and many an alien despot or heretic communications relay has fallen to shadowed killers in black power armour with their talons unsheathed.



On the cathedral world of Hope's Pyre, the Raven Guard deployed in strength to crush a vast Word Bearers warband who sought to break the planet's faith.

HERALDRY AND MARKINGS

The Raven Guard use a relatively Codex-adherent system of iconography and markings, with only a handful of minor variations. It should be noted, however, that Raven Guard warriors operating for extended periods behind enemy lines have been known to obscure, obfuscate or remove altogether their heraldic markings to prevent identification by the enemy.



Brother Giacharlo, an Intercessor of the 3rd Squad of the Raven Guard 2nd Company. This warrior's strategic designation is battleline, as displayed upon his right pauldron.



Brother Korsepha, an Infiltrator. This warrior belongs to the 3rd Squad of the 3rd Company, and has deployed in Phobos-pattern armour.



The Raven Guard display their Chapter badge upon their left pauldron against a field of sable.



The Raven Guard display which company a battle-brother belongs to by painting the edge of one pauldron – usually the right – with that company's heraldic colour.



Battleline



Veteran



Close support



Fire support



Command

The Raven Guard denote strategic designations by displaying the icons shown above upon their battle-brothers' right pauldrons.

COMPANIES

As with many Codex-adherent Chapters, the Raven Guard use heraldic colours to denote their companies, as shown below.


1ST


2ND


3RD


4TH


5TH


6TH


7TH


8TH


9TH


10TH

RANKS

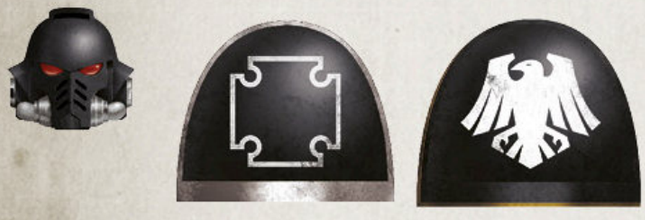
The Raven Guard use a system of helm studs and colouration, coupled with iconography on the right pauldron, to show what rank each of their battle-brothers holds. These are backed up by heavily encoded auspex signifiers should the icons themselves need to be concealed.



Battle-brother



Sergeant



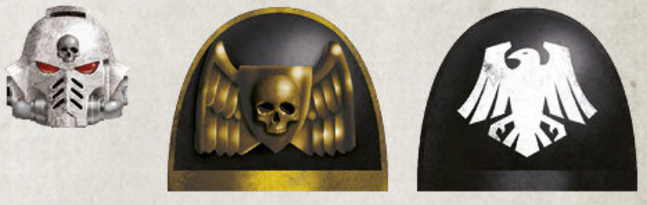
Veteran



Veteran Sergeant



Lieutenant



Captain

Raven Guard Lieutenants display a skull stud and coloured stripes on their helms, and different iconography on their right pauldron.

Raven Guard Captains actually resemble Veteran Sergeants in many aspects of their heraldry. It is believed this is intentional obfuscation.

'If you see us, it is because we want you to see us. If you know our location, you see only that which we want you to see, draw only the conclusions we wish you to draw. It is when you do not see us, cannot detect us, that you should fear us the most.'

- Chapter Master Kayvaan Shrike

SUCCESSOR CHAPTERS

Over the millennia, the Adeptus Terra has seen fir to found fewer and fewer successor Chapters from the Raven Guard's limited genetic material, for their gene-seed has continued its gradual deterioration. Although reinforced with new infusions of gene-stock by Archmagos Cawl, the sons of Corax remain comparatively few and their lives a precious resource.

REVILERS



The Revilers show their company by way of a coloured helmet stripe.



One of the Raven Guard's few Second Founding successors, the ranks of the Revilers were drawn heavily from the few survivors of the Isstvan V disaster. The Chapter's warriors have proven worthy inheritors of Corax's legacy, possessing exceptional skills in stealth warfare and ambush tactics. The Revilers maintain an ongoing shadow war with the traitor forces of the Alpha Legion, and have thwarted many of their insidious schemes.

KNIGHTS OF THE RAVEN



The colour of the left knee plate denotes a Knight of the Raven's company.



Little is known about the Knights of the Raven. When they fight alongside other Imperial forces they communicate only when necessary, and talk to each other in cryptic battle-tongue. The fortress monastery of the Chapter is on the feudal world of Coralax. To the inhabitants of this bleak place, the Knights of the Raven are mythological figures who descend from the heavens to spirit away their greatest young warriors.

RIFT STALKERS



Battle-brother Donatello, Rift Stalkers 2nd Company, 3rd Squad (battleline)



A relatively new Chapter, the Rift Stalkers are composed entirely of Primaris Space Marines. They are fleet based, for it is their task to patrol the Cicatrix Maledictum, as many foul abominations emerge out of that great rent in reality. In addition to slaying the Emperor's enemies, they diligently seek new methods of reconnecting with the hundreds of thousands of worlds cut off in the galactic north.

BLACK GUARD



The Black Guard show company colours on their right knee plates.



This Chapter believes in the timely application of overwhelming firepower to defeat their foes. Masters of the careful ambush, the Black Guard deploy massed batteries of Thunderfire Cannons and Vindicators to annihilate their enemies in an instant. Overkill or half measures are not concepts that the Chapter's warriors understand, and they are known to leave vast cratered ruins in the wake of their many victories.

Over the millennia, some Space Marine Chapters have been annihilated, only for a new Chapter to be founded with the same name, heraldry and traditions as their forebears. On one occasion, two Chapters were founded with the same identical names and heraldries – the Celestial Swords. Such is the bureaucracy of the Administratum that the blunder was not realised until two centuries later, when both Chapters were wiped out by Abaddon's Ninth Black Crusade and the bodies of nearly two thousand battle-brothers were recovered in the Cicerine System.

RAPTORS



The Raptors use numerals on their right knee plates to denote company.



Believed to have been founded from initiates training on Deliverance at the time of the Isstvan V disaster, the Raptors are an ancient and well respected Chapter. They prize skilled marksmanship and independent thought, and view the Codex Astartes as a highly effective set of guidelines rather than absolute doctrine. The Raptors are known for fielding substantial 10th Company assets supported by waves of combat skimmers.

NECROPOLIS HAWKS



Brother Dantheo, 2nd Company, 3rd Squad (battleline)



The Necropolis Hawks are trained extensively in close-quarters combat, and many are veterans of a multiple fierce city-fights. They additionally bear their battlefield role insignia upon their backpacks so that their comrades can identify them even in the choking smoke and dust of urban war. Although a newer Chapter, the Necropolis Hawks have earned a reputation for pragmatic brutality and relentless, if carefully measured, aggression.

IRON RAVENS



Brother Karludo, 2nd Company, 3rd Squad (battleline)



The Iron Ravens are specialists in sudden, shocking drop assaults. Their 10th Company elements may spend months building up local intelligence and preparing the ground so that, when the main body of the Iron Ravens force comes screaming down into battle, they strike with such decisive and destructive precision that the war is won with a single unstoppable sword-blow. The Chapter have taken to calling this 'the Blade of Corax'.

DEATH SPECTRES



The colour of the stripe on the right knee plate denotes a Death Spectre's company.



Stationed beyond the bounds of the Imperium, the Death Spectres keep constant vigil. Even with the Great Rift yawning wide, their thankless duty remains ensuring that the mysterious, deathless inhabitants of the Ghoul Stars never again ascend to threaten the galaxy. They come from the Thirteenth Founding, which is known as the Dark Founding, for less is known of its creations than of any other Space Marine founding.

SALAMANDERS

THE SONS OF VULKAN

Born of fire and forged in battle, the Salamanders are amongst the most respected Space Marine Chapters in the Imperium. Noted for their stoic character, they hold that all battle is a test of their skill, determination and endurance. The Salamanders have stood for ten thousand years as paragons of strength and honour, true inheritors of a Primarch's legacy that has endured even unto the dark years of the 41st Millennium.

'Adversity is an anvil upon which the soul may be tempered. Hardship is but the furnace within which the finest weapons are wrought. Through endurance do we prove our strength, and through strength do we claim victory.'

- Chaplain Asm'osar



The Primarch Vulkan was raised by a blacksmith, who taught him the values of patience and craftsmanship on the volcanic planet of Nocturne. This world was a harsh place of soaring mountains and lava flows with little to offer its inhabitants save the riches of its mineral deposits. Over hundreds of generations, the people of Nocturne had endured, moulded by their environment into a hardy race with strong constitutions and single-minded purpose. They were ideal recruits for the Adeptus Astartes. When the Emperor was reunited with Vulkan, he agreed to Nocturne being made the home world of the Salamanders.

Vulkan reorganised the Salamanders Legion into seven warrior houses. Each recruited predominately from one of the seven great settlements of Nocturne, serving to bind the recruits even closer in bonds of brotherhood. The Salamanders became known for their selfless courage, but the glorious victories of the Great Crusade were not to last forever. Along with the Iron Hands and the Raven Guard, the Salamanders were deceived by the traitor Horus into taking their place amongst the doomed first wave at Isstvan V, where they were massacred in a fiendish trap. Though the Salamanders suffered tragic losses, enough of their number escaped to rebuild the Legion and save it from extinction.

When the Codex Astartes was revealed, Vulkan was amongst those Primarchs who opposed Guilliman's decision to split the power of the Legions. Whilst it is unknown what words were exchanged between the two Primarchs, it is believed that Vulkan approached his brother to humbly express his concerns over his Legion's already seriously depleted numbers. Whatever was said, Guilliman eventually relented; the Salamanders were made exempt from being divided into multiple Chapters, and it is a matter of continued debate whether any successors were created during subsequent foundings using the Salamanders' gene-seed. The similarities in physique, markings and tactical dogma of several other Chapters, however – such as the Black Dragons and Storm Giants – make it seem likely.

With the Legion exempt from dividing its numbers, Vulkan's initial misgivings about the Codex Astartes were quashed, and to this day the Salamanders are largely compliant with its dictates. However, their seven-company structure still echoes the seven great houses of the Legion of old. Furthermore, the first-through-sixth companies each maintain strong ties to Nocturne's great settlements, benefitting culturally and spiritually from the exchange and in turn providing guidance, governance

and protection for that settlement's peoples as duty allows.

The 7th Company is the Scout Company, its ranks recruited from all of the settlements but its oaths binding it to none. The neophyte brothers of the seventh roam the harsh mountain ranges of Nocturne until they complete their training and integrate into the Chapter's main company structure. It is amongst these mountains too that the Chapter's Vanguard forces train, trekking the high volcanic passes and performing mock combat drops over the rumbling calderas. Each of the Salamanders line companies is somewhat larger than a standard Codex company, while their Scout Company – due to the sparse population of Nocturne and the Salamanders' meticulous selection process – has relatively few neophyte battle-brothers supporting its Vanguard core compared to the Scout Companies of other Chapters.

Like their Primarch, every battle-brother of the Salamanders has skin as black as ebony and eyes as red as blood, the result of an unusual interaction between their own gene-seed implants and the exotic radiation from the surface of Nocturne. The Salamanders are also possessed of a legendary ability to withstand heat and flames. Trials of endurance, such as carrying red-hot metal bars or walking over burning coals, are a common part of Chapter rituals and marks of honour often take the form of branding on a Salamander's skin.

AGE OF ENDURANCE

Since the opening of the Great Rift, the Salamanders have seen their duty clearly. Now is an era of intense hardship for the Imperium in which its greatest champions must step forwards and bear the brunt of battle. They must withstand the fires of war and act as a shield for those who would be consumed by the flames. This mission has already proven costly. The war for the brothers has gone some way to restoring the balance, but still the Salamanders' slow recruitment rate and selfless dedication has put a great strain on the Chapter. The sons of Vulkan accept these hardships with equanimity, sure in the knowledge that they shall only emerge stronger from amidst the flames.

THE PROMETHEAN CULT

The body of wisdom by which the Salamanders live is known as the Promethean Cult. Heavily influenced by their Primarch, it places great emphasis on self-reliance, loyalty and sacrifice, and teaches that no objective worth obtaining is easily taken. Hardship and adversity are seen as the inevitable price of properly tempering the body and soul, just as a sword or hammer is tempered in fire.

The Salamanders hold in high esteem many of the human values that other Space Marines come to forget. This could be attributed to their closer ties to Imperial citizenry; unlike their peers, who choose to dwell within their fortress monasteries when not doing battle, the Salamanders live amongst the people of their home world, leading, guiding and inspiring the populace.



On Armageddon, the Salamanders did battle with the feral Ork hordes. Though wave after wave of howling xenos crashed against their lines, the Salamanders remained resolute, and advanced without once faltering as they spread fire and ruin amidst the foe.

HERALDRY AND MARKINGS

As with everything else in their martial codes of organisation, the Salamanders owe much of their heraldic tradition to their Promethean Cult. That said, though the aesthetic of their iconography echoes the magnificent artisanship of their Primarch, much of the methodology behind it would be recognisable to any versed in the Codex Astartes.



Brother Shan'kor. This warrior belongs to the 2nd Battle Company, as evidenced by the colour of his left pauldron and the Chapter symbol it bears.



Brother Ghol'vhar, a member of the 9th Squad of the Salamanders 5th Reserve Company.

THE TOME OF FIRE

The ultimate fate of the Primarch Vulkan is a matter of much conjecture. Some sources state that he led his Chapter for as long as three millennia before finally disappearing on an undocumented mission. Though he had been thought lost on many occasions, he always returned. Vulkan's last disappearance, however, is made all the more mysterious by the texts he left behind, collectively called the Tome of Fire. Though much of the tome's content is akin to prophecy and its messages have been interpreted in different ways, one message is undisputed amongst the Salamanders' leaders. In it, the Primarch willed to his Chapter several personal artefacts, crafted by his own hand, though they were nowhere to be found and the text gave no indication as to their whereabouts. Of these nine relics, five have been discovered. The legends say that only when the artefacts have all been recovered will Vulkan return to lead his warriors in the final war against the enemies of Humanity.



COMPANIES

The Salamanders Chapter comprises seven companies, each indicated by colour variations of the Chapter's symbol. The 1st and 2nd Companies simply use the unmodified Chapter symbol as their marking.



1ST
Veteran Company



2ND
Battle Company



3RD
Battle Company



4TH
Battle Company



5TH
Reserve Company



6TH
Reserve Company



7TH
Scout Company

BATTLEFIELD ROLE AND SQUADS

Each Salamanders battle-brother's right pauldron displays their strategic designation. In the Battle and Reserve Companies, squad number is superimposed over the symbol.



Veteran Company



Battle Company



Reserve Company

RANKS

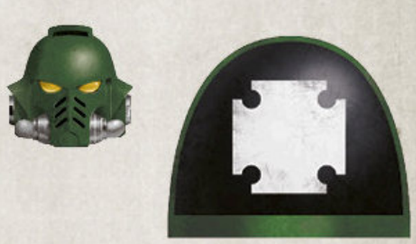
Salamanders battle-brothers display helm insignia in the main to mark out their rank. Lieutenants and Captains are further distinguished by alterations to their right pauldrons, as shown below.



Battle-brother



Sergeant



Veteran



Veteran Sergeant



Lieutenant



Captain

IRON HANDS

THE SONS OF FERRUS MANUS

Unyielding fusions of flesh and steel, the Space Marines of the Iron Hands fight with a mechanical resolve entirely devoid of mercy or weakness. For ten thousand years, they have waged war with a cold logic and calculated fury that is both fearful to witness and deadly in its effectiveness. The Iron Hands advance machine-like into battle, and by their strength and uncompromising determination has the Imperium endured.

'With steel we are stronger, but without a soul we are nothing.'

- Iron Captain Kardan Stronos



IRON OVER FLESH

Central to the identity of the Iron Hands is the belief that flesh – even that of a genetically enhanced Space Marine – is inherently weak. While injured Space Marines commonly replace battle-damaged limbs with bionics, the Iron Hands excise perfectly healthy body parts in favour of unyielding metal. Throughout an Iron Hand's lifetime, he tends to grow ever more resentful of his own flesh, gradually replacing his original limbs with a burgeoning array of augmentations. Indeed, the ultimate honour for a battle-brother of the Chapter is to become mind-fused with the body of a Dreadnought, to leave behind his mortal body and wage war for all eternity as a living machine.

The Iron Hands' detached ruthlessness and detestation of weakness are inherited from their Primarch – Ferrus Manus – and owe much to his upbringing on the world of Medusa. However, the embittered nature of the Iron Hands – and their obsession with purging flesh – stem not from the teachings of Ferrus, but from his tragic death.

THE DEATH OF FERRUS

During the opening moves of the Horus Heresy, when the Iron Hands Primarch received word of the Warmaster's treachery, his anger was so blinding that it overwhelmed his renowned level-headedness. Ferrus sped ahead of the bulk of his Legion with his veteran warriors to join the strike force tasked with destroying Horus on the world of Isstvan V. There, alongside the Salamanders and Raven Guard Legions, the Iron Hands force was caught in a merciless ambush arising from an unforeseen betrayal. Consumed with rage, Ferrus would not listen to reason when his brother Primarchs pleaded with him to join them in retreat. Onwards he strode, smiting traitors with every step, but though his Iron Hands fought at his side they could not prevail against the might of Horus' armies. On the blood-soaked fields of Isstvan V, Ferrus Manus was slain by Fulgrim, Primarch of the Emperor's Children, someone Manus had once called brother.

Still reeling from their Primarch's death and with their strength severely reduced, the Iron Hands returned to Medusa full of bitterness. Elements of the Legion harboured a special resentment towards the Salamanders and Raven Guard, believing that if they had followed Ferrus instead of retreating, the traitors would have been defeated. The Iron Hands also developed a self-loathing, blaming their own veterans and even their Primarch for the Isstvan defeat. They saw that Ferrus' disastrous tactical

decisions in the battle had been based upon emotion rather than logic. The Legion set about purging those weaknesses from themselves, smothering their anger with cold reason and accelerating the process of augmenting their flesh with cybernetics.

THE IRON COUNCIL

After Ferrus' death, the Captains and most revered warriors of the Legion formed the Iron Council. Its members became known as Iron Fathers, and that body has guided the Iron Hands ever since. When Roboute Guilliman revealed the Codex Astartes, the Iron Council saw that adopting its wisdom was the only logical course. Whilst some Legions fought against their breaking, the Iron Hands refused to show weakness; despite their reduced numbers, they still managed to found two successor Chapters.

In the centuries following the Second Founding, the Iron Hands methodically destroyed innumerable traitor armies and alien empires. As the centuries turned into millennia, however, the Chapter grew ever more reclusive and hostile to outside interference. The one exception to this was the Adeptus Mechanicus. The open reverence the Iron Hands developed for machines fostered close ties with the Martian priesthood. To this day the Iron Hands send a great number of their battle-brothers to Mars, where they are schooled in the mysteries of the Omnissiah to a superior degree than those of other Chapters. Though many claim that the Iron Hands are too greatly influenced by their Techmarines – and through them, Mars – it is undeniable that the Chapter's vehicles, Dreadnoughts and warriors form some of the most finely crafted and mechanically resilient forces in the entire Imperium.

Since the opening of the Great Rift, those forces have been turned against whatever threats the Iron Hands deem the most logical targets for annihilation. The Chapter has worked closely with its successors and rapidly integrated its Primaris reinforcements, with optimised strike forces delivering killing blows to one enemy after another. In this way the Iron Hands made safe Medusa and its surrounding systems, and worked methodically outwards, addressing each new priority target in turn. This has proven a devastating – if somewhat inflexible – approach, but it remains to be seen whether the constantly multiplying foes the Iron Hands face will bring an end to the Chapter's machine-like advance across the stars.



Upon the deadly battlefields of Shangh VI, an Iron Hands Techmarine leads his cybernetically enhanced brothers onward to a crushing victory.

MEDUSA AND THE CLAN COMPANIES

Medusa, the Iron Hands home world, is a realm of perpetual gloom. Its polluted sky churns over a rugged land of volcanoes so tall that they illuminate the black clouds from within – in some cases, even from above. Vast predators haunt the choking fumes of the upper atmosphere, stooping suddenly and plummeting down upon prey creatures below like the shadow of death itself. The people of Medusa are in constant battle with both the deadly elements and with each other for the planet's limited resources. At no point have the Iron Hands sought to end the conflicts between the clans of their home world, for they know full well that such competition weeds out the weak and those unworthy to survive. Only the strong endure, and no compassion is spared for those who cannot survive by their own merits.

It is from these unforgiving and indomitable people that the Iron Hands recruit, and the Chapter's companies bear the ancient names and symbols of Medusan clans; although each is provided with a corresponding numerical designation for the purposes of smooth interaction with other Imperial military organisations, names such as Clan Avernii, Clan Raukaan and Clan Sorrgol have built long and glorious histories of conquest in the Emperor's name. The world, the people and the Iron Hands Chapter are inseparable, harsh survivors who draw strength from one another.

HERALDRY AND MARKINGS

The Iron Hands use a system of heraldry that blends the doctrines of the Codex Astartes with the iconography of the clans of the Chapter's home world, Medusa. There is an unyielding logic to the way in which this system is applied, and its monochrome, metallic aesthetic makes the Iron Hands look all the more stark and unmerciful.



Brother Vangaar, an Intercessor. The icon on his right pauldron shows he belongs to Clan Company Borrgos, while the numeral on his right knee plate shows he is part of the 2nd Squad.



Brother Skorrlok, a Hellblaster belonging to the 9th Squad of Clan Company Raukaan. His strategic role as fire support is shown by the chevron on his left knee plate.

BATTLEFIELD ROLES

The Iron Hands typically display the strategic role of each battle-brother upon the left knee plate of their power armour. Older doctrines had the Iron Hands display these markings on the left greave, and some Iron Fathers still hold to this method.



Battleline ***Fire support*** ***Command*** ***Close support*** ***Veteran***

CLAN COMPANIES



Clan Avernii
1st Company



Clan Garrsak
2nd Company



Clan Raukaan
3rd Company



Clan Kaargul
4th Company



Clan Haarmek
5th Company



Clan Sorrgol
6th Company



Clan Borrgos
7th Company



Clan Morlaag
8th Company



Clan Vurgaan
9th Company



Clan Dorrvok
10th Company

Each Iron Hand's right pauldron displays the symbol of the clan company to which they belong. Each of these organisations recruits from a different one of ten ancient Medusan clans, with each clan company having developed its own distinct culture as a result.

RANKS

Rank within each clan company is shown by a combination of helm, knee plate and pauldron markings; typically of the Iron Hands, these are precisely as distinct as they need to be to economically communicate a warrior's station. Below can be seen the markings of Clan Raukaan.



Battle-brother



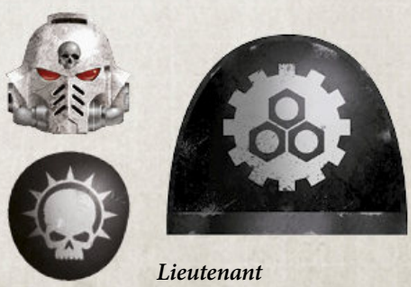
Sergeant



Veteran



Veteran Sergeant



Lieutenant

Lieutenants show rank insignia upon their right knee plate.



Captain

Captains wear their clan company icon upon their right knee plate.

SUCCESSOR CHAPTERS

Having had slight aberrations identified in their gene-seed, the Iron Hands have frequently been excluded from siring further successor Chapters. Over the long millennia there have been a few exceptions, but the increasingly reclusive nature of the Chapter has ensured they experience more investigations by the Inquisition than they do new founding opportunities.

IRON LORDS



Brother Gaphor, 5th Company, 1st Squad (battleline). The colour of the helmet stripe denotes company.



The Iron Lords are a Chapter known for their stern demeanour and lauded xenophobia. For long years now it has been the duty of the Iron Lords to watch over the Grendl Stars, encircling the vile Barghesi and preventing their destructive potential from being absorbed by Hive Fleet Kraken. Knowing the consequences of this would be dire for the Imperium, the Iron Lords have suffered greatly in upholding their oath.

RED TALONS



Brother Daeron Koth, 5th Company, 3rd Squad (battleline)



The Red Talons are a Second Founding Chapter. Their home world of Raikan lies within the Segmentum Tempestus. Since their founding at the end of the Great Scouring, the Red Talons have been known for their bold style of warfare and never-ending vendetta against the Traitor Legions. Several times the Lords of Terra have tasked the Red Talons with hunting down and destroying renegade Chapters, a duty they discharge with relish.

THE MOIRAE SCHISM

In M35, the Imperium was sorely divided by a civil war so dreadful that it threatened the very integrity of the Emperor's realm. It was a war that also affected the Iron Hands and their successor Chapters, and that tested their loyalties to the extreme.

The strife began when the Ur-council of Nova Terra denounced the High Lords and claimed rule of the Segmentum Pacificus. This decree split the Imperium in two, heralding in an era of civil wars, bloody reunification and disputes over old trade terms, tithes and wavering allegiances. Warp stars flared in the darkness, and xenos warlords seized the opportunity to strike at the divided Imperium to Humanity's great detriment.

In this atmosphere of extreme uncertainty, multitudinous cults sprang up and strange creeds were espoused that might have remained hidden had the authority of the High Lords been unchallenged. Most were localised heresies, easily put down by Arbites or planetary defence militias. The Moirae tech-creed was anything but.

Spreading from the forge world of Moirae, the schism centred upon the prophetic calculations of a triad of tech-mystics who claimed that micro-fluctuations within the light of the Astronomican were in fact caused by the Omnissiah. They interpreted apocalyptic messages in the energy patterns, cataloguing these and disseminating their doctrines to all who would listen.

Before long, an armada sent by the Fabricator General of Mars had blasted Moirae itself into atoms. This act, calculated to silence the heretical message, came too late; already the schism had spread through Titan Legions, Knight Houses, Skitarii Legions and, most alarmingly of all, the Iron Hands and their successor Chapters.

During the vicious civil wars that followed, Moirae converts were discovered in the ranks of the sons of Ferrus Manus. Some Chapters, such as the Red Talons, simply eliminated those of their brotherhood convicted of heresy. However, in a rare show of moderation, the Iron Hands chose instead to exile the divergent elements of their Chapter, and many of their successors followed suit.

By the last days of the schism, so many exiled battle-brothers had come together that they practically formed their own Chapter. Indeed, they would eventually be ratified as such by the High Lords of Terra, despite widespread protestations. So were the Sons of Medusa formed, and they set about prosecuting the Emperor's wars with zeal and determination to prove their doubters wrong.

'The Iron Hands are not saviours, nor should we be. A man who cannot save himself is weak, and the weak do not deserve to be saved. For such a man, only death is fitting. This, we can provide.'

- Iron Chaplain Furnous, Clan Company Raukaan

BRAZEN CLAWS



Brother Phastyne, 2nd Company, 2nd Squad (battleline). The colour of the chest device denotes company.



Unyielding and remorseless, the Brazen Claws are noted for their stoicism and their grim determination to succeed. Since their creation during the Second Founding, they have amassed a string of glories and triumphs. Their home world was destroyed long ago by a tide of Daemons that tore the planet apart and left the Brazen Claws as a fleet based Chapter. In the long centuries since, they have embarked upon a vengeful crusade around, and even within, the Eye of Terror. It was in this capacity that a great portion of the Brazen Claws' strength responded to the distress calls from Cadia during that world's last days. Tragically, the majority of the Chapter arrived too late to participate in the conflict, instead diverting to the worlds around the Cadian Gate. There they rode out the cataclysmic opening of the Great Rift and lent their might to the defence of such planets as Gudrun and Thracian Primaris.



Battleline



Veteran



Close support



Fire support



Command

Squad number and strategic role are displayed upon the right pauldron.

SONS OF MEDUSA



Brother Hattorn, War Clan Magera, 3rd Squad (battleline)



The Sons of Medusa are a Chapter with a reputation for utter ruthlessness. Descended from the Iron Hands, they share many of their forebears' predilections, including intolerance for the weakness of flesh and a reliance on the power of the machine. However, the Chapter's distinguished roll of battle honours masks a darker past than many would guess, and several Imperial factions still regard the Sons of Medusa with suspicion. Their unorthodox organisation sees their companies divided between three war clans. Ever conscious of the controversial roots of their formation, each of these clans strives all the harder to prove themselves. They are renowned for the furious aggression with which they prosecute their campaigns. In particular, the Chapter is notable for the preponderance of armoured transport vehicles it deploys and the thundering armoured spearheads that it drives deep into the enemy lines.



The Magera War Clan consists of the 1st, 4th and 7th Companies.



The Chapter's 2nd, 5th and 8th Companies comprise the Atropos War Clan.



The Lachesis War Clan encompasses the 3rd, 6th and 9th Companies.

UNKNOWN FOUNDINGS

Though all of the successor Chapters extant in the 41st Millennium owe their genetic heritage to one of the First Founding Legions, not all of the histories of their creation have survived the passing of the years of war. Whilst the origins of dozens of Space Marine Chapters have been forgotten, some have been purposefully withheld or else expunged from records.

MENTORS



The Mentors denote company by helm colour; this battle-brother belongs to the Chapter's 4th Company.



The Mentors Chapter have no official progenitor, but it is known they were created during the 26th Founding. The Mentors are distrusting of others, and prefer to work alone and unobserved. They are often referred to as the Mentor Legion, and some – highly unreliable and apocryphal – fragmentary records suggest that the Chapter has at times fielded warriors of unusual size, strength and fortitude.

BLACK DRAGONS



The colour of the left knee plate indicates a Black Dragon's company.



It is believed that the Black Dragons were created in the so-called 'Cursed Founding', but their gene-sire is unknown. Rumours abound of a genetic mutation that can cause osseous blades to protrude from their limbs. Their name appears in battle records fighting alongside other Chapters, but their presence is brief. Only the turmoil of the Great Rift has halted the latest Inquisition investigation into the Black Dragons.

FIRE LORDS



Company is denoted by pauldron trim; this warrior belongs to the 3rd Company.



The Fire Lords favour a plethora of flamer weapons. Preceding their fiery assaults with barrages of incendiary missiles, they hurl themselves at the charred, bewildered foe even before the flames have had a chance to burn out. Their home world is Mundus Pyra, a planet far out on the Eastern Fringe, and they are known for the strange flamecraft they use in Chapter rituals, which many find reminiscent of the Salamanders.

EXORCISTS



Brother Helliox, 2nd Company, 3rd Squad (battleline)



The Exorcists are speculated to have come from the Thirteenth Founding. Their progenitor is known only to the highest-ranking members of the Ordo Malleus, and details of their creation have been placed under Inquisitorial seal. The Exorcists maintain two additional Scout Companies, for a total of twelve companies – their esoteric training requires a high influx of recruits in order to ensure the Chapter's continuation.

'Vast is the Emperor's realm, and in its sprawling shadow even the brightest lights can be lost to sight. Who amongst us can say truly how many Chapters of Space Marines exist, and how many have vanished in the darkness? Not I…'

- Eurydes, Adeptus Terra Calculus-Logi First Choir

BLOOD RAVENS



The colour of the right knee plate indicates company within the Blood Ravens.



The Blood Ravens originate from an unknown founding and have an unknown gene-sire. They have operated as a solely fleet-based Chapter ever since the loss of their home planet. Their own records have been expunged, and the ones kept by the Ordo Malleus are sealed. Perhaps because of this, the Blood Ravens hunger for knowledge, and are particularly obsessive about discovering the truth behind their creation.

STAR DRAGONS



Brother Itirimus, 2nd Company, 1st Squad (battleline)



Hailing from the world of Draconith, the Star Dragons practise ritual scarification, inlaying the deep cuts with electoo circuitry that causes them to glow like caged stars. There has been speculation that they are scions of Ferrus Manus, but if this is so they display little of their erstwhile brothers' relentless logic. Instead, the Star Dragons are guided by their furious passions, unleashing their wrath upon any who threaten the Emperor's realm.

STORM GIANTS



The Storm Giants do not display their company colours.



The Storm Giants have fought in several of the Imperium's greatest and most pivotal wars, not least amongst them the Third War for Armageddon. They display heightened physical strength, even for Space Marines, and there is some debate that their gene-seed may have mutated to enhance their biscopea. Several Magos-Genitors have made requests to study the Chapter's gene-seed but the Storm Giants have refused on each occasion.

WHITE TEMPLARS



Brother Multari, 1st Squad of the 2nd Company (Veteran)



Hailing from the world of Sanctum, the White Templars are stoic and relentless in their prosecution of the foe. Though for a time it was thought that they were Imperial Fists successors, recent discoveries by Administratum genetoria-logi have thrown substantial doubt upon this claim. The White Templars have been shaken by this revelation, and have launched a star-spanning crusade to discover the truth.



When the war hosts of Craftworld Saim-Hann launched their ill-judged attack upon the Aquilarian Council of Vigilus, it was the forces of the Ultramarines who strode out to meet them. Selfless and wrathful, the Adeptus Astartes shielded the Imperial dignitaries with their armoured bodies and cut down the xenos attackers with disciplined gunfire and flashing blades.



COMMANDERS

Those who command the Space Marines in battle are glorious exemplars of all their Chapters stand for, the most magnificent, skilled and inspirational individuals amongst a fraternity of champions. It is their duty to fight, lead, strategise, inspire and endure to a level that even their battle-brothers can only aspire to one day emulate.

'My rank is not a burden, but a privilege. To lead such a gathering of the Emperor's finest, to be entrusted with the defence of his realm – there can be no greater honour this side of the grave.'

- Captain Galeron of the Ultramarines

A Space Marine commander is a determined leader whose rank speaks of a past littered with conquered enemies. It is not enough to simply be a skilled fighter; he must also have an unassailable grasp of strategy and tactics in order to guide his forces to victory. Centuries of battlefield experience have taught him every facet of war, trained him in the tools of slaughter and honed his wits to the level of instinct. With the merest glance a commander can appraise a war zone, see every threat and opportunity presented by the shifting lines of battle, and determine how victory can be assured.



CAPTAINS

Each company in a Chapter of the Adeptus Astartes falls under the command of a Captain. It is often said that a Space Marine is worth at least ten other soldiers; under the leadership of a Captain, this value swells even further, for they coordinate their warriors with deadly precision and inspire their followers to fight with a dedication and spirit that cannot be instilled by discipline and training alone.

In addition to his rank, each Captain also bears one or more titles associated with a particular responsibility or company. Some, such as Master of the Watch and Master of the Recruits, are commonly used in almost all Chapters, whilst others, such as the White Scars' Master of the Hunt, are products of a specific Chapter's history and creed.

Space Marine Captains are amongst the pre-eminent warriors in their Chapter, and their long years of service have familiarised them with myriad fighting styles and wargear loadouts. From mighty suits of Terminator or Gravis armour, through masterwork power armour, to even the lighter Mk X Phobos-pattern utilised in Vanguard operations, Captains are experts in the use of all manner of specialist equipment. They are also unerringly accurate marksmen, able to pick off foes with a sniper's skill, while in close combat they leave a trail of bloodied and fallen foes in their wake.

LIEUTENANTS

Lieutenants act as the right hands of their Captains by providing flexibility and helping to direct their battle-brothers in engagements. They are often entrusted with direct battlefield command of a demi-company or strike force; by handling the squad-level combat logistics of force coordination and acting as exemplary leaders, they free up their Captains to focus on the wider strategic picture of the entire war zone.

Some Chapters assign additional roles to their Lieutenants. The Salamanders, for example, have given these warriors a ceremonial duty as bodyguards to their Captain, the three fighting as one. Within the Iron Hands Chapter they are charged as Naysmiths, questioning their Captain's battle plans so as to probe for human errors within his logic.

COMMAND SQUADS

Comprised of Company Veterans alongside more specialist warriors, command squads accompany high-ranking Space Marine officers onto the field of battle. The exact nature and title of the group's members can vary, but all are expert in the arts of battle, able to blast apart the foe at range or cut them to ribbons at close quarters.

COMPANY VETERANS

Company Veterans form the fighting centre of a command squad. They will often serve as bodyguards, a small but elite strike force or a bulwark on the battlefield, ready to lead an offensive or shore up any flagging battle line. Company Veterans are promoted from amongst their company's ranks for their long and accomplished service or simply for their courage and martial prowess. The Chapter Armoury is opened for these battle-brothers, allowing them to equip themselves for the task ahead; for instance, those expecting to find themselves in the press of melee might trade bolters for power weapons and storm shields, while Veterans serving in a more supporting role have a variety of potent ranged weaponry available to them. Regardless of armament, it is their role to protect their commanding officer and any of the company-level specialists that might attach themselves to the command squad in which they dutifully and valuably serve.

COMPANY ANCIENT

One of the most common specialists found fighting alongside Company Veterans in a command squad is the Company Ancient, whose privilege it is to carry the battle flag of the company in which he serves. Each such standard is an ancient relic, steeped in history and heavy with the glories of the Chapter; many have been carried over battlefields uncounted for hundreds, even thousands of years, rising proud above generation after generation of battle-brothers until every fibre of the banner's fabric is steeped in the essence of selfless duty. When a company achieves some especially notable triumph – be it an unyielding defence against impossible odds, a magnificent victory that liberates an entire sector of Imperial space, or any of a thousand other lauded deeds – that achievement is commemorated upon the company's banner. Every Space Marine, from inexperienced recruit to the most seasoned Veteran, fights all the harder in its august presence.

The Company Ancient is trusted never to let his banner out of his grip while he still draws breath – to do otherwise is to invite the most terrible and shameful dishonour. To this end, these individuals are invariably great warriors, able to strike down one foe after another in order to protect their precious charge.

COMPANY CHAMPION

Company Champions are charged with defending the honour of their company, their Chapter and the Emperor himself. Usually the company's finest swordsmen, they are tasked to engage the champions of opposing forces in single combat, leaving their Captain free to conduct the wider battle rather than engage himself in a series of personal duels. Without exception they are superlative combatants. Whether their foe is a daemonically empowered champion of the Dark Gods or a lightning-swift xenos blademaster, the Company Champion has the skills to better them. These accomplished individuals also play key roles in the rituals and ceremonies of their Chapter, representing their battle-brothers in rites as they do in war.



LIBRARIANS

Eyes blazing and fists crackling with roiling energies, Space Marine Librarians stride into battle to destroy their foes. Some hurl blasts of warp-force that crush their victims to paste, while others twist the flow of time itself or revitalise their brothers with incredible surges of dynamism. However they choose to fight, all Librarians are powerful psykers, harnessing the potent mutation they bear as a force to defend Humanity.

The Imperium is eternally vigilant for the taint of mutation. Space Marine Chapters are even more careful to ensure that their gene-seed is not polluted. Apothecaries rigorously screen potential recruits for any sign of genetic deviation, but not all mutation is physical. Psychic talent is a mutation too, and is at once the most dangerous and the most useful. The training of a Chapter's nascent psykers is one of the many responsibilities of the Librarius, a process that has a shockingly high attrition rate. The aspirant must not only endure everything a normal Space Marine recruit would, but also have a strong enough spirit to withstand the moulding of his mind. A recruit must be taught how to hone and wield his powers, and how to protect himself from the Empyrean's innate hazards. A Librarian faces a thousand enemies before he even goes to war – to the creatures of the warp, his mind is a choice prize. Each day is a walk along a precipice, and a false step can see him tumble into madness. If a recruit survives the rigorous testing, he joins the Librarius as Lexicanium, rising through the ranks to become Codicier, Epistolary or perhaps even Chief Librarian. He will use his abilities to pierce the warp and provide the means for interstellar communication, as well as to identify others of his own kind. He will judge them as he was himself once judged, scrutinising potential candidates for frailty of mind or spirit. A moment's weakness can unleash untold evils, and vigil must be kept against any wavering of purpose.

In addition to training psychic recruits, the Librarius is also charged with recording the history of the Chapter. Librarians hold a functionary rank, describing their role within the Librarius as well as their position within the Chapter's hierarchy. Lexicaniums, for example, are responsible for preparing reports of battle for the Chapter's records, whilst Codiciers provide a strategic overview of the whole theatre of a war. After decades of study, a Librarian will be well versed in the history and lore of his Chapter, and both his wisdom and counsel will be highly regarded by the masters of the Chapter.

Most Librarian battle-disciplines focus on enhancing their already formidable combat prowess. Many can use their psychic powers to throw powerful energy bolts, project force shields or increase their might to demigod-like proportions. Some can step outside of time, slow the enemy's movements or redirect bullets with the sheer power of their minds. Even so, the most skilled Librarians can master more subtle gifts, learning how to read the Emperor's Tarot and sense the movement of Daemons through warp space. A Librarian can feel the psychic shock waves that herald the arrival of a spacecraft from the warp, or the turmoil they leave in their wake as they depart realspace. In all of the Imperium, there are few greater warrior-mystics than Space Marine Librarians, with their potent combination of the prowess of an Adeptus Astartes warrior and the unearthly powers of the warp.



TOOLS OF THE LIBRARIUS

Space Marine Librarians make use of potent and specialised wargear that helps them to channel their powers, protect their minds and defy the malefic manifestations of the foe. Each wears a complex techno-arcane cowl called a psychic hood, which incorporates psionic baffles, contra-empyric siphons and null circuits. These devices shield the Librarians' minds to some degree from the attention of predatory warp entities, and also enhance their abilities to unmake the psychic powers of their foes. Meanwhile, many Librarians wield force weapons, be they axes, swords or staves, threaded through with amplifying psycho-circuitry. These weapons channel the raw psychic might of the Librarian's mind, blazing with soul-obliterating power and striking with enough force to hack a tank in two.

CHAPLAINS

Chaplains are the spiritual leaders of the Adeptus Astartes. They are awe-inspiring warrior-priests who administer rites, preserve rituals and perform ancient ceremonies of initiation, vindication and redemption that are as important to a Chapter as its roll of honour or its skill at arms.

Even for other Space Marines, Chaplains are daunting figures to behold. Their power armour is jet black and adorned with icons of battle and tokens of ritual and mystery; their skull helms are death masks that evoke the stern visage of the immortal Emperor. Every aspect of a Chaplain's garb serves to remind all who gaze upon him of mortality's impermanence and thus the importance of preserving the immortal soul. Beneath this stern cladding is a man no less grim of aspect and manner. Chaplains are notoriously strict individuals; they are responsible for the spiritual well-being of their battle-brothers and renowned for their unwavering sense of duty. Through tenet, dogma and catechism, they armour their brothers against heresy and false pride, instilling the wisdom of both Primarch and Emperor in those who are their most trusted servants.

Every company has its own Chaplain. He acts as a leader in both devotions and combat, and is second only to the Captain in rank. A Chapter's Chaplains are also the keepers of the Reclusiam, a hallowed place overseen by the greatest and most veteran of their number, the Master of Sanctity. The Reclusiam is the fortress monastery's central shrine, where prayers and meditations are conducted. It is a place of great spiritual reverence, where the Chapter's battle standards hang from hallowed walls and the very stones echo with remembrance. Here are kept the Chapter's most holy relics: fragments of armour, banners from times of legend, and the raiments of ancient luminaries who long ago passed beyond mortal service. However, the Chaplains teach that attending a formal chapel is not necessary for a Space Marine's spiritual health; the fires of battle serve as their places of worship, the roar of bolters and chainblades their prayers, and the righteous slaughter of their foes their truest offerings.

The first Chapters were founded centuries before the development of the Imperial Cult or the Adeptus Ministorum, and with the lone exception of the Black Templars, Space Marines have never acknowledged the doctrines or religious supremacy of the Ecclesiarchy. Space Marine Chaplains care little for the ravings of the Ecclesiarch's priests and ignore the dictates of the Imperial Cult in favour of their own ancient traditions. While the Adeptus Ministorum has extended its influence throughout the galaxy, the Adeptus Astartes remain as stubbornly independent in their spiritual practices as ever.

When war calls, a Chaplain leads from the fore, rejoicing in the righteous slaughter of his enemies, all the while rendering thunderous praise to the beloved Emperor of Mankind and his Primarch. He chants the liturgies of battle with every breath, punctuating his oration with strikes from his crozius arcanum. Enemies are flung broken from his path. His blows crack the heaviest armour, pulverise skulls and smash shattered weapons from nerveless hands. To his victims, the Chaplain is a ghoulish and terrifying avatar of the implacable might of the Imperium. Meanwhile, through example and devotion, the Chaplain exhorts his fellow battle-brothers to fight harder, to stand firm, and to win victory no matter the cost.

CROZIUS ARCANUM

Crackling with a fierce disruption field, the crozius arcanum is both the symbol of a Chaplain's office and his chosen weapon of war. A Chaplain will typically wield his crozius like a mace, battering through his enemy's guard with clubbing, overhand blows and driving them to their knees.



APOTHECARIES

Amongst the most honoured Space Marines in a Chapter are its Apothecaries. Indeed, the future of the fraternity rests upon the shoulders of these few individuals. Whereas Chaplains are charged with maintaining the spiritual health of the Chapter's warriors, it is the Apothecaries' role to mind the physical well-being of their battle-brothers. This is seen most obviously on the battlefield, where an Apothecary serves as an emergency medic.

The body of a Space Marine can absorb a great deal of punishment, but they are not immortal, and there are many weapons and creatures in the 41st Millennium capable of penetrating their ceramite armour and causing grievous wounds. Several of a Space Marine's specialised organs can self-heal wounds that would kill a non-augmented man outright, but such functions take time, and will not happen during a melee or firefight. It is the Apothecary's duty to attend to such seemingly mortal injuries, stabilising a warrior so that he may return to battle within moments.

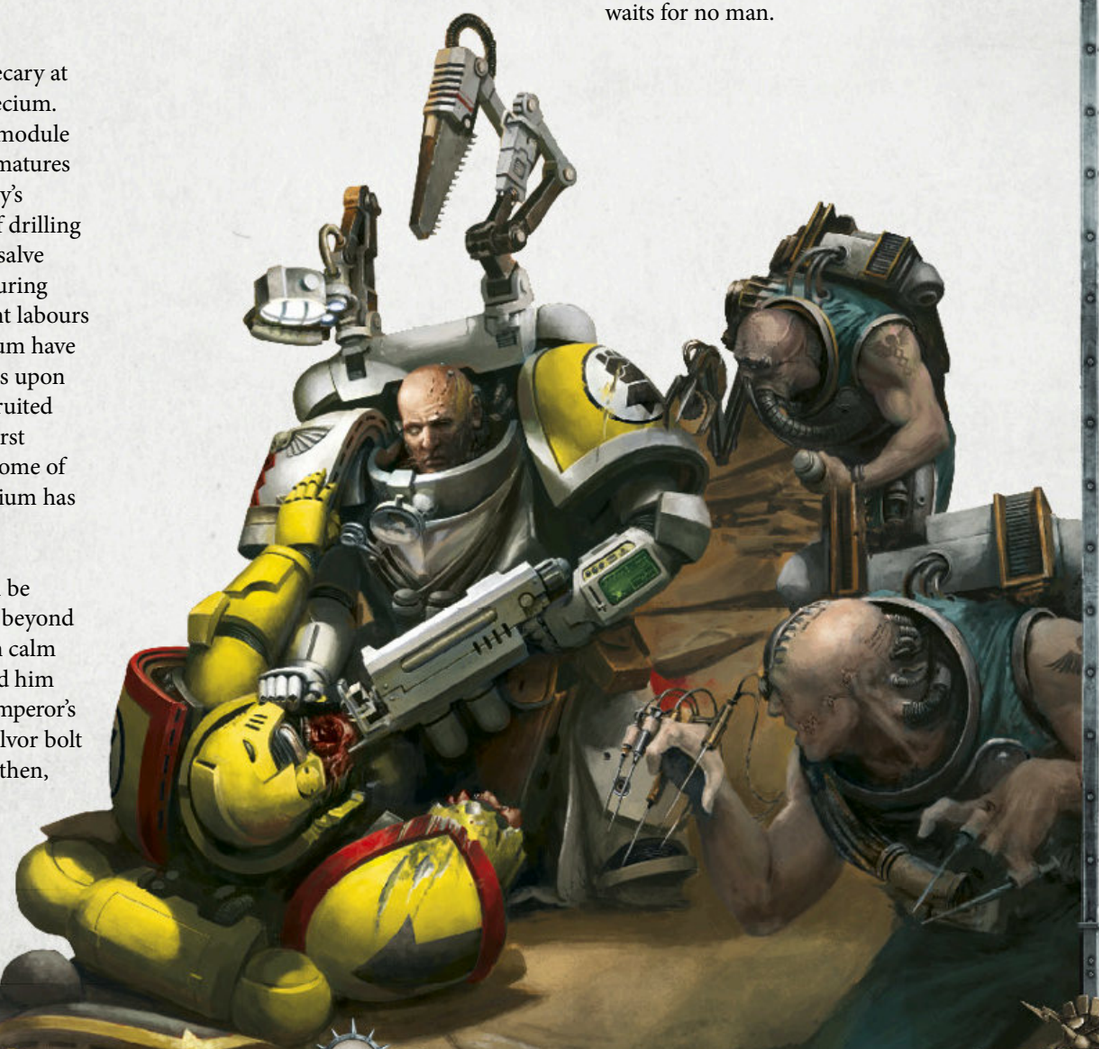
The main tool used by the Apothecary at such times is known as the narthecium. Either built into a bulky gauntlet module or incorporated on articulated armatures that protrude from the Apothecary's backpack, this device is capable of drilling through power armour, applying salve compounds and transfusions, suturing torn organs and more. The diligent labours of an Apothecary with a narthecium have saved countless Space Marine lives upon the field of battle, from newly recruited Scout brethren engaged in their first combat engagement, right up to some of the greatest champions the Imperium has ever known.

Not all injured Space Marines can be saved, however; when a wound is beyond healing, the Apothecary will often calm the dying battle-brother and speed him on his way by granting him the Emperor's mercy – a swift shot from an absolvor bolt pistol that ends his suffering. It is then, standing above the slain, that the Apothecary's most important role begins. Using the reductor within his narthecium, he will remove the progenoid organs from the dead warrior. From the precious gene-seed held within these, future generations of Space Marines can be created, and the continuation of the Chapter is assured. In this way, even the fallen can live on forever.

Apothecaries are armed and armoured like the brethren they serve, and have undergone the same extensive combat training. Their priorities may be surgical in nature, but they too are fully exposed to all the horrors of a battlefield, and every company of every Chapter tells tales of the extreme lengths their dutiful Apothecaries will go to ensure their charges are kept alive, one way or another. Apothecaries think nothing of shielding casualties with their own armoured bodies while administering aid, and it is no sleight on the courage of these selfless field medicae to say that many have been shot in the back more times than they have in the front.

It is standard for each company to have at least one attached Apothecary, and it is common practice to have several more that work in the Apothecarion, where they train initiates and also ensure the Chapter gene-seed – both in the gene-banks and in the Space Marines themselves – remains pure through constant testing. Additionally, it is the most senior Apothecaries who implant gene-seed into neophytes, ensuring the Chapter has a new influx of recruits to match the rate of those lost in constant battle.

A number of the many Adeptus Astartes Chapters scattered across the Imperium have unusual cultures that can impact their Apothecaries' craft. Those who tend to the Iron Hands, for example, must be so well versed in the implantation and maintenance of bionics that their roles and those of the Chapter Techmarines begin to blur. Conversely, Mortifactors Apothecaries spend almost as much time on the battlefield claiming macabre relics from fallen brethren as they do healing the living, while the Apothecaries of the White Scars must learn to ply their trade within the transport bay of a hurtling, lurching, bouncing Rhino – for the Chapter's hunt waits for no man.



TECHMARINES

Amongst the Space Marines there are warriors whose command of war machines surpasses all others. Ancient pacts made with the Adeptus Mechanicus allow Chapters to send warriors with an affinity for technology to Mars. There, they begin the long, arduous journey of being inducted into the Machine Cult and becoming Techmarines.

Techmarines possess knowledge of the Omnissiah's deeper mysteries. Theirs are the holy rites of awakening and appeasement, of repair and resanctification so crucial to keeping a Chapter's weaponry and war machines in working order. Of course, in being indoctrinated into the machine-cult of Mars, the aspirant Techmarines also develop dual loyalties that distance them from their battle-brothers. However, they fight every bit as fiercely for their Chapter as any of their comrades, proving their loyalty time and again as they wade into battle with power axes swinging and servo-arms deploying powerful weaponry against the foe. Techmarines are especially fervent in their defence of their Chapter's battle tanks and artillery pieces, braving storms of enemy fire to reach stranded or damaged vehicles and bring them roaring back into the fight.

The highest-ranking Techmarine in each Chapter is its Master of the Forge. These skilled artisans have proven that their grasp of the Omnissiah's mysteries rivals even that of the Martian tech-magi themselves, and allows them to maintain not only the Chapter's finest and most ancient war engines, but also its precious and irreplaceable relics. The Master of the Forge is afforded the honour of fighting in a full servo-harness, a multi-limbed exo-frame equipped with numerous blessed machine-tools and capable of both affecting high-level repairs upon ravaged war engines, or reaping a bloody tally of foes.



SERVITORS

Many Techmarines take to the battlefield accompanied by Servitors. Servitors are mono-task cybernetic slaves that exist solely to assist Techmarines in their duties. Each is an arcane combination of man and machine, a lobotomised creature without personality or reason that sports an array of mechanical augmentations. Some Servitors even have integrated heavy weapons to better aid their Techmarine masters in battle.

THUNDERFIRE CANNONS

When a tactical situation calls for sheer firepower over mobility, a Techmarine may bring one of the Armoury's Thunderfire Cannons to war. These colossal, quad-barrelled artillery guns are designed to excel in a point defence role. Each is capable of firing and reloading at a punishing rate, unleashing salvo after salvo of explosive shells – or even, on occasion, the burrowing payloads known as tremor shells. With these they pound the enemy into oblivion. Only the foolish dare advance in the face of such overwhelming and obliterating firepower.

Mounted on rugged track units, Thunderfire Cannons can traverse almost any terrain to reach the optimum firing position. Though they can move under their own power, they are normally deployed via Thunderhawk, brought in when Space Marine forces need to crack a foe's strongpoint position or halt a sudden enemy breakthrough in its tracks. Those enemies who get too close will soon be engulfed in a wave of explosions that never seems to cease.

BATTLELINE SQUADS

The most numerous and strategically versatile warriors in a Codex-compliant Chapter form battleline squads. They are flexible enough to press home an attack, or hold a position with withering firepower. Whatever the strategic challenge, battleline squads are equal to the task.

INTERCESSOR SQUADS

A strong core of reliable and adaptable warriors who can lay down fire while advancing or holding terrain is an invaluable aid to any tactician. This role is filled in many strike forces by the Intercessor Squads.

Capable of levelling overlapping salvoes of firepower, Intercessor Squads form the flexible fighting core of Primaris Chapters, while older, established Chapters field them alongside their Tactical Squads. In the latter case, the combination of the focused bolt fire of the Intercessor Squads and the versatile loadouts of the Tactical Squads has proven all but unstoppable, while Codex-divergent Chapters have found their own roles for Intercessor Squads – from the stern dropsite defenders of the Raven Guard to the breach-suppressors of the Imperial Fists.

Each member of an Intercessor Squad carries some variant of the bolt rifle. The standard bolt rifle has a longer reach and greater armour penetration than a traditional bolter, while the auto bolt rifle sacrifices some range for an increased rate of fire. The stalker bolt rifle has a greater range still, as well as extra stopping power. Intercessor Sergeants will often carry specialised weaponry into battle – such as a hand flamer, chainsword or power weapon – or else carry a masterwork version of the same type of bolt rifles available to their squad. Additionally, each Intercessor also bears a bolt pistol and frag and krak grenades. This loadout allows Intercessor Squads to dominate any firefight, laying down punishing fire to eliminate all but the most resilient of foes.

TACTICAL SQUADS

For long millennia, Tactical Squads were the backbone of most Space Marine armies, and for many Chapters they continue to serve a vital role. They have been called upon to fulfil the full range of battlefield roles; they hold ground, provide fire support and charge into the close quarters fighting of bloody melees, as the ever-changing theatre of war dictates.

As befits their flexible battlefield role, Tactical Squads take a variety of weaponry to the field of battle. In addition to the standard armaments of bolt pistol and grenades, most Tactical Space Marines carry a bolter – the weapon of vengeance made famous on untold millions of blood-soaked battlefields. This formidable anti-infantry firepower is typically complemented by both a heavy and special issue weapon. The exact armaments are chosen to match the requirements of each deployment, and weaponry duties are rotated between all members of the squad save the Sergeant; because of this, all Tactical Space Marines must be trained and capable with every weapon their squad can be called upon to field.

Each Tactical Squad is led by a grizzled Sergeant who has thrived through decades, or even centuries, of hard and brutal campaigning. It is essential that battleline squads be led by a canny and daring individual capable of reading the battle for opportunity, and it is quite common for such Sergeants to be seconded from the elite 1st Company. This ensures that the mainstay of the Chapter's battle forces are led by the most experienced of its warriors. No matter how detailed a plan, many decisions in the heat of battle – such as whether to advance at full sprint, fire on the move, take cover, or seize vital strongpoints – must be made in a rapid fashion. The right snap decision can be the difference between victory and defeat.



INFILTRATOR SQUADS

Clad in Mk X Phobos-pattern armour, the light and fast-moving Infiltrators are responsible for disrupting enemy communications and sabotaging targets of opportunity. The first the enemy sees is a cascade of choking smog as the Infiltrators hurl a barrage of smoke grenades, masking their advance. As the foe peers into the swirling cloud, the Space Marines bring their targets down with disciplined bursts of fire, the augur-scopes of their marksman bolt carbines lighting each victim up for the kill. Aside from their weaponry, the most important tool at the Infiltrators' disposal is the omni-scrambler. This portable, back-mounted device intercepts wave signals across a broad spectrum, scrambling frequencies and diverting holo-broadcasts to ensure that enemy communiques never reach their intended recipients.

Infiltrators are drilled in self-sufficiency and survival techniques, and some squads have their own medicae specialists to perform the sacred duty of recovering the gene-seed of fallen brothers. Known as Helix Adepts, these warriors receive additional training from the Apothecarion, and stand ready to ascend to the rank of Apothecary should a tragic loss occur. Meanwhile, they practise their craft in the Vanguard formations, utilising the helix gauntlet – a scaled-down version of an Apothecary's narthecium tool – to carry out their duties.





CLOSE SUPPORT SQUADS

Close support squads are the clenched fist, the killing blow. A well-coordinated and perfectly timed assault can break the back of any foe, cracking open their lines and sending the survivors fleeing. Such decisive strikes are the responsibility of these swift, aggressive, hard-hitting warriors.

REIVER SQUADS

Reivers are rapid-insertion terror troops without compare, each one outfitted in Mk X Phobos armour. The suit's lighter-weight ceramite and streamlined design allow for great mobility, and its servo-motors are engineered to be completely silent. Above all else, Reiver Squads depend on stealth and secrecy to accomplish their missions.

To aid them in their role, some Reiver Squads are equipped with grav-chutes, allowing them to be airdropped to the battlefield from fast-moving transport craft. Using directional fins, the Reiver Squad glides to their destination from high altitudes, hugging terrain contours while flying dangerously low. Without the fiery contrails of jump pack troops or the blinding energies of teleportation, they can descend unnoticed behind enemy lines. Reivers can also use grapnel launchers to scale vast heights and cross from building to building. Whatever their method, Reivers are unparalleled in their ability to be in exactly the right place at exactly the right time, ready to burst forth and attack their foe when they least expect it.

There is nothing that can prepare an enemy for the savage suddenness of an assault by Reivers, who launch themselves into battle amidst a cacophony of explosions from expertly thrown shock grenades. The time for silence is over, replaced with an offensive barrage of sound: wave-amplified blasts of specially modified bolt carbines, the keening of slicing combat knives, and the augmented guttural roars of the warriors themselves.

Moving quickly, shooting and slashing at superhuman speeds, the Reiver Squad annihilate their targets. Such an unpredictable attack unnerves those nearby, for the strike is enough to set even well trained soldiers on the back foot. Against less disciplined troops, the Reiver Squad is more devastating still – the ferocious destruction of one enemy group can set off a chain reaction of panic that ripples down the line as the roaring Reivers move to bring down their next target.

INCURSOR SQUADS

Incursor Squads fulfil an aggressive, close-quarters gunfighting role within Adeptus Astartes forces. Their missions typically see them storming defended positions, sweeping the flanks of spearhead advances or rapidly knocking out key enemy assets such as power generatorums and communication centres. Key to this role are the paired wargear technologies of their occulus bolt carbines and the Divinator-class auspexes that feed directly into their highly advanced transpectral combat visors.

This remarkable combination of visual and multi-spectral observation-and-analysis technologies gathers every scrap of data from the wearer's surroundings. It employs a slaved machine spirit to collate the findings at a thousand times the speed of human thought and feed the resultant data into the Incursor's field of vision. Armed with this tightly controlled flood of intelligence, these warriors fight in an almost precognitive fashion.

Incursors can see their foes through solid walls, thick smoke and absolute darkness; they can detect the high-altitude telltales of incoming drop troops, the pre-materialisation signatures of teleporting foes and the tectonic tremors that indicate enemies about to emerge from tunnels, ducts and the like; they can even build predictive models of their opponents' fighting patterns in real time, allowing them to foreshadow their foes' attacks with killing shots fired before the enemy even moves into their gunsights.

Coupled with potent close-quarters firepower, specialist training in vicious knife-fighting techniques and heavy duty haywire mines to knock out enemy armour, these warriors are a truly potent asset. Whether fighting through the corridors of an enemy fortress or engaging in brutal pitched firefights on the battlefield, few foes can withstand the Incursors' assault.

THE DARK FOUNDING

Not all the foundings of Space Marine Chapters are recorded in exact detail. The bloated bureaucracy of the Imperium has lost much that was precious. However, the Adeptus Terra maintains a bank of original gene-seed that has presumably been taken from every single Chapter created since the Horus Heresy. There is one known and notable exception: the Thirteenth Founding, also known as the Dark Founding. No-one knows how many Chapters were created in the Dark Founding or what became of them, although there are many myths and much speculation. The Exorcists and Death Spectres have both been speculatively linked to it, as have the excommunicate traitoris Crimson Sabres. Rumours abound, also, of possible Inquisitorial involvement with the Dark Founding, though none who have pursued such lines of enquiry have been heard from again. The secret may lie in some deep vault in the Adeptus Terra's vast offices, or hidden within the secret lab of an Archmagos. Assuming they do not already roam the galaxy, their provenance undiscovered or unconfirmed, perhaps the Space Marines of the Dark Founding will one day be revealed or return from the shadows – for good or ill.



INCEPTOR SQUADS

Amongst the swiftest-moving elements of an Adeptus Astartes strike force, Inceptors fill the role of spearhead troops. They hit the enemy in one sudden and overwhelming blow, leaving them reeling as follow-up waves of Space Marines drive home the attack.

Equipped with heavy jump packs and reinforced armour, Inceptors can be dropped from the very edge of a planet's atmospheric envelope. Leaping from the assault bays of low-orbiting attack craft, these daring warriors brave the fury of re-entry before locking their drop coordinates and jetting towards their objective like missiles. If the enemy detects their approach at all, they will often do so under the misapprehension that the Inceptors are stray warheads, or pieces of debris from orbital combat. Some squads intentionally make planetfall amidst such falling detritus, weaving through the blazing, tumbling storm of wreckage before breaking away as it flares to nothing and plunging down into the enemy's midst.

By the time the foe realises that they are under attack, the Inceptors are already upon them. Despite the ground-shattering force with which they land, Inceptors touch down with absolute control. They open fire immediately with the bulky but rapid-firing assault bolters that form their primary armaments, or with howling plasma exterminators whose ravening energy blasts reduce the foe to glowing ash. Servo-equipped boot-plates allow Inceptor Squads to survive landing at intense speeds, and provide extra boost when they jump from the ground. Often paired with squads attacking by Drop Pod, Inceptors are the perfect troops to blast out a beachhead and then provide fire support to keep it clear. The tornado of firepower generated by an Inceptor Squad is more than enough to sweep away horrified enemy infantry, slaughter crucial command assets or silence flak batteries before the main Space Marine attack descends.



'If anything proves the limitless reach of the Adeptus Astartes and the Emperor through them, it is the Inceptors. They go fearlessly into the very void of space, endure the ravening fires of atmospheric re-entry and still strike with such skill and precision that it is as though they just stepped from a transport tank into battle. How can any foe stand against such indomitable wills as these?'

- Uriel Ventris, Captain of the Ultramarines 4th Company

CLOSE SUPPORT SQUADS

ASSAULT SQUADS

Assault Squads excel at close-quarters fighting. Equipped with jump packs, they blaze across the battlefield, charging into the foe with turbo-engine impetus and sending targets sprawling from the skull-crunching force of their impact. Opposing infantry are shredded with chainsword and bolt pistol, enemy tanks with krak grenades and melta bombs.

Such tactics are far from subtle, but effective nonetheless – though a foe who perceives this to be the extent of an Assault Squad's capability is woefully mistaken. The jump packs worn by Assault Marines provide exceptional mobility, allowing them to redeploy quickly in a series of hard-hitting attacks, or even perform controlled, low-altitude descents from Thunderhawk Gunships.

Assault Squads draw some of the most brutal battle assignments. Often operating ahead of the rest of the army, Assault Marines are ever in danger of being outflanked, cut off, or simply overwhelmed by the enemy. Even if an Assault Squad is knee-deep in corpses and fighting for their lives, their Sergeant must be aware not only of his current situation, but also any imminent or potential developments that will leave his battle-brothers stranded in a sea of bloodthirsty foes. Should this occur, only raw might and iron resolve will allow the Assault Marines to hack their way clear of the foe and claim victory.

CENTURION ASSAULT SQUADS

Into the storm of battle march the Assault Centurions, rubble crunching beneath their heavy tread. Encased in exoskeletal Centurion warsuits, these hulking assault specialists are protected from all but the most overwhelming enemy firepower. Even a direct hit from heavy artillery will do no more than stagger a Centurion, and small arms fire patters from their hides like hail.

Assault Centurions deploy where resilience and capacity for destruction are more important than speed. They excel amid fortified battle zones and the most brutal of sieges, where fire lanes are crowded and routes of advance too constrictive to deploy tanks or Dreadnoughts. Striding towards the foe, the Assault Centurions rake their enemies with bolt shells and fiery blasts. Barricades are smashed down with contemptuous ease, and as the enemy's fortress walls loom, the Centurions' siege drills roar to life. These weapons are capable of reducing warriors to a flesh-and-blood blizzard with a single blow, and can make short work of even the thickest ferrocrete bulwarks. In moments, the Assault Centurions force a breach, allowing their brothers to pour in around them as they stride into the heart of the enemy's stronghold like conquering kings.

BIKER SQUADS

Space Marine Bikers attack at incredibly high speeds, using the element of surprise and their unstoppable momentum to punch holes in enemy formations. Bike Squads are frequently formed for rapid-assault missions, often operating on



intelligence gathered by infiltrating Scout Squads, Vanguard forces or Land Speeder reconnaissance flights.

The Codex Astartes dictates that all of a Chapter's close support squads, Scouts and the entire 6th Company should master the art of mounted warfare. A few Chapters take this further, with every battle-brother required to maintain his mounted training, even though he may have long passed into the 1st Company or been elevated to a position of command. Few Chapters exemplify this better than the White Scars, who proudly employ Bike Squads as the main body of any strike force, and always to great effect.

The Space Marine bike itself is extremely robust, powerful enough to propel a fully armoured battle-brother forwards at dizzying speeds and responsive enough to perform a full range of death-defying combat manoeuvres. Even at relatively low speeds, the combined momentum of a heavily armoured bike and Space Marine rider is sufficient to plough through most obstacles that might be encountered on the battlefields of the 41st Millennium; experienced Space Marine Bikers can brace themselves in such a manner that they can ride through rockcrete walls at full throttle without harm nor impediment. The effect such an impact can have on living tissue is perhaps best left to the imagination.

ATTACK BIKES

For the most dangerous missions, it is common for a Bike Squad's firepower to be reinforced by the inclusion of an Attack Bike. Each Attack Bike is a formidable mobile firebase, with the bike's twin bolters bolstered by a multi-melta or heavy bolter on a sturdy sidecar. So potent is the striking power of the Attack Bike that many Chapters field them in entire squads, employing them as fast-moving units that provide fire support to the Chapter's other rapid-strike and Vanguard forces.

LAND SPEEDERS

Based on a Standard Template Construct design, Land Speeders employ ancient technology to skim above the ground at breathtaking speeds. They use anti-gravity repulsion plates to perform manoeuvres that conventional vehicles would find impossible. The grav-drives of Land Speeders do not function at high altitudes, but they can be used to perform a controlled descent suitable for deployment via overflying Thunderhawk Gunships.

A variety of battlefield objectives, ranging from reconnaissance and scout deployments to tank hunting or other seek-and-destroy missions, can be accomplished by Land Speeders. The Tornado-pattern Land Speeder is more heavily armed, equipped with an additional front-mounted heavy weapon to bolster its role as a mobile firebase. The Typhoon-pattern Land Speeder is another common variant, mounting a formidable missile launcher battery in addition to its crew-manned heavy weapon to break up enemy troop and vehicle formations from a distance.

Land Speeder pilots think nothing of skimming close to the contour of the land, threading between jagged rock spires, jinking through forests or performing abrupt nose-dives and barrel rolls to avoid incoming weapons fire. Considering the mental and physical strain of achieving such manoeuvres at speed, the fact that few Land Speeders are lost to pilot error can be solely attributed to the superhuman reactions, training and stamina of the Space Marines who crew them.



FIRE SUPPORT SQUADS

A Chapter's fire support squads provide covering fire to their battleline and close support brethren, whether by assassinating key targets, suppressing the foe or hunting enemy armour. By their target selection, marksmanship and timely application of firepower are countless battles won.

HELLBLASTER SQUADS

Imperial observers have likened the fire of a Hellblaster Squad to the incinerating power of a stellar flare. Bolt after bolt of plasma sears across the battlefield; those caught in the Hellblasters' sights are swiftly annihilated, their armour blasted to ash and their flesh and bone to glowing motes. Even armoured fighting vehicles are swiftly reduced to glowing heaps of metallic slag. Deployed at the correct point and time, a single Hellblaster Squad can blunt the thundering assault of an armoured spearhead, or lay low even the most titanic alien entity.

Harking back to the single-armament specialisms of the Space Marine Legions, Hellblaster Squads are nonetheless strategically versatile. The plasma incinerators they carry are light enough to be fired on the move, while still retaining the stopping power to bring down a rampaging Hive Tyrant or careening Battlewagon through sustained fire. Several different marks of this weapon are available to further diversify the strategic usefulness of Hellblaster Squads; assault plasma incinerators, for example, are shorter ranged but gyro-stabilised for quick firing even on the move. Heavy plasma incinerators, meanwhile, require a backpack power-source but can generate truly ferocious energy blasts.



The only limiting factor on the usefulness of these squads is the comparative scarcity – and potential instability – of their weapons. As such, Hellblasters are amongst the finest marksmen in any given company, and will only resort to supercharging their plasma incinerators in truly dire circumstances. They are not afraid to do so, however, and more than one squad has martyred itself in battle, turning the tide at the cost of their own immolation. Yet for every warrior to suffer such a fiery death, there is another that obliterates its foes amidst searing tempests of star-born fury.

ELIMINATOR SQUADS

Eliminator Squads belong to the Vanguard, and utilise a particularly stripped down version of Mk X Phobos-pattern armour. This allows them to operate with maximum discretion as they stalk their prey. Dedicated marksmen, these fire support warriors haunt the shadows of the battlefield, seeking out targets of opportunity and bringing them down with pinpoint volleys of bolt rounds.

Their primary armament is the Mk III Shrike-pattern bolt sniper rifle. The optical sights of this weapon can be tailored for any situation, from thermoscopic vision to precision auspex scans that can penetrate several feet through solid matter. Once marked, there is nowhere for an Eliminator's prey to hide, and no amount of protective armour that can stop the killing shot.

Each member of an Eliminator squad carries spare magazines filled with special issue ammunition, tailored for every tactical eventuality and variety of target. Hyperfrag rounds detonate in a

shower of shrapnel, sending out a cloud of lacerating shards that devastates closely packed infantry. Executioner rounds, by comparison, are sophisticated self-guiding missiles slaved to a miniaturised cogitator than can seek their target behind cover, even changing direction mid-flight with tiny blurts of ballistic propellant. Mortis bolts, meanwhile, spew self-replicating mutagenic toxins into the flesh of the target, causing the rapid and complete collapse of all vital biological systems while making for a horrifying spectacle into the bargain.

When fighting amongst Vanguard forces, Eliminator Squads are expected to fulfil a wide variety of roles as the situation demands, switching quickly from knocking out artillery crews and enemy communications specialists, to mowing down massed foes moving to reinforce the battleline, to picking off the foe's own elite marksmen in vicious sniper-duels. When serving as 9th Company assets attached to a more traditional strike force, they instead inhabit the specialised niche of silent assassins – an Eliminator Squad may be tasked with the death of a specific enemy leader, threading like the spectre of death through the mayhem of battle to line up their perfect kill-shots. Alternatively, their pinpoint fire may be put to use covering spearhead assaults or swiftly cutting the legs out from under sudden enemy counter-attacks.

AGGRESSOR SQUADS

Clad in Mk X Gravis armour, Aggressor Squads advance upon the foe as walking ceramite strongpoints. Each is equipped with a pair of boltstorm gauntlets that, coupled with the thumping percussion of their back-mounted grenade launchers, allow Aggressors to lay down a devastating hail of firepower. Should their enemies push through this steel rain to bring claws and blades to bear, the Aggressors meet them with hard-swung power fists that crumple armour and pulp flesh with ruinous ease.

Aggressors excel in the tight confines of cityscapes, dense jungle, enemy trench-works and the like. Where sight lines are short and death comes in sudden explosions of gunfire, the Aggressors simply wade through their enemies' attacks, their post-human reflexes and devastating weapons ensuring that the foe do not get a second chance to strike them down. On such battlefields, Aggressors are equally valuable as spearhead units to push an infantry offensive through the foe's lines, or localised reserves whose thudding footfalls and chattering guns herald the sudden and bloody end to even the most determined enemy assaults.

For especially dense terrain, or when facing foes that cover the ground in great number, Aggressor Squads will wear paired flamestorm gauntlets. When equipped this way, their armour's raised pauldrons protect against the inevitable flame backwash as they stride forwards, sending sweeping arcs of fire billowing out. Dancing flames wreathe the Aggressors as they advance, their weapon barrels glowing in the smoking gloom. Ork hordes and Tyranid swarms alike are incinerated, their brittle and blackened bones crumbling to dust beneath the tread of the Aggressors as they march straight into where the fighting is thickest.

Many Space Marine Chapters make extensive use of Aggressor Squads, and demand for additional suits of Gravis armour from the armouries is constant. The ever-logical Iron Hands, for example, favour the monumental kill ratio that these warriors can achieve when properly fielded, while the Black Templars prize the ability to advance relentlessly upon the heretical foe and burn them for their sins. The Imperial Fists and Salamanders, too, appreciate the boltstorm and flamestorm weaponry of these warriors respectively, and field them in great numbers.



FIRE SUPPORT SQUADS

SUPPRESSOR SQUADS

Suppressors specialise in rapid response to heavily armoured enemy threats. They go to battle clad in Omnis-pattern armour, which is created by blending elements of the heavier Gravis pattern and the lighter Phobos pattern over the Mk X armour exoskeleton. The result is a comparatively lightweight but extremely durable suit of power armour that can easily tolerate the extreme stresses of grav-drops, jump-insertion operations and the thunderous recoil of portable heavy weaponry. This is well, as the role of the Suppressors requires all three of these things.

Suppressor Squads enter battle either by dropping directly into the action on the whispering vanes of their grav-chutes, or else in long, bounding leaps with their jump packs roaring. In either case, their duty is to rapidly and aggressively occupy dominant firing positions and then watch for developing threats to the Space Marines' advance.

As soon as a target is sighted, the Suppressors engage their shock-absorbing servo-plates and let fly with their accelerator autocannons. Though lightweight enough to be borne across the battlefield in powered leaps and even fired mid-jump by more experienced Suppressors, these potent weapons hammer foot-long, armour-piercing shells into the enemy at a ferocious rate. Infantry are forced to dive for cover, their advance grinding to a halt lest they be blasted limb-from-limb. Even armoured fighting vehicles are swiftly wrecked as the concentrated hail of shots blows out motive systems, fills crew compartments with lethal spall and touches off fuel and ammunition in catastrophic detonations. By the time the bodies and wreckage hit the ground the Suppressors are already gone, leaping away on blazing rocket-trails to take up their next firing position and slaughter the foe anew.

DEVASTATOR SQUADS

Devastators are heavily armed Space Marine squads, trained to assail the foe from great distances and with overwhelming firepower. As primarily long-range support units, Devastators provide their comrades with covering fire whilst also engaging enemy vehicles and other armoured elements.

Devastator Squads best define an Adeptus Astartes strike force's reach, for they promise destruction with greater range than any of their battle-brothers. Unlike most other Space Marine squads, they operate from a largely static footing, abandoning fixed positions only to advance, fall back or occupy a position with more commanding arcs of fire.

Upon promotion into a Devastator Squad, a Space Marine is initially issued with the bolter and grenades with which he will grow ever more skilled throughout his service. His primary functions are to provide close-fire support, call out targets and generally act as backup for the more experienced battle-brothers who carry the squad's heavy weapons. Only when the Space Marine has proven himself a steady and dependable warrior, able to hold a true aim and steady nerve in the black heart of battle, is he entrusted with a heavy weapon from the Chapter's arsenal.

Most Space Marine Chapters equip their Devastators with a mixture of heavy weaponry, as favoured by the Codex Astartes. This allows even a single Devastator Squad to deal with any emergent threats and excel at several battlefield roles by the simple expedient of splitting into anti-tank and anti-infantry combat squads. Even so, a few Space Marine Chapters have refined the role





of their Devastator Squads, taking to the field solely with anti-tank or anti-infantry weapons to suit a recurring foe or engagement type.

The weapons wielded by Devastators are amongst the most potent man-portable firearms borne into battle in the 41st Millennium. Grav-cannons are thrumming force generators that, with the added focus of a grav-amp, harness the target's own mass and turn it into a crushing force that compacts tanks into scrap metal and flattens heavily armoured warriors like crushed ration tins. The heavy bolter is an effective anti-personnel cannon that fires hails of mass-reactive bolts into the enemy and blows them apart from within. Missile launchers can fire flak warheads to shred massed infantry, or krak missiles to destroy armoured assets in savage blasts, while the lascannon fires a searing beam of directed laser energy that will burn through even the heaviest fighting vehicle or decapitate a xenos monster in a single shot. Even more potent are the short-ranged but catastrophically lethal microwave blasts of the multi-melta, while plasma cannons harness the ferocity of a raging star into barely controlled bursts that reduce even the toughest targets to windblown ash.

CENTURION DEVASTATOR SQUADS

A Centurion warsuit enables a Space Marine to engage the foe with the firepower of a walking battle tank. Protected by thick ablative plates of ceramite, the exo-suit renders its pilot immune to all but the most powerful of weapons. Named after the Space Marine leaders of old, the Centurion design was unearthed in the aftermath of the Age of Apostasy, and after sanction by the Adeptus Mechanicus, the resultant warsuits have found their way into the armouries of almost every Chapter.

While Centurion Assault Squads are equipped for close quarters, Devastator Centurions stand back and pound their enemies with a remorseless, relentless rain of fire. Bloody havoc is wrought upon anything that falls within the Centurions' targeting reticules. Depending upon their weapon loadout, a squad can be anti-infantry, anti-armour or even a mix of both. The pilots' marksmanship is augmented by the grim machine spirits of their warsuits, decimation protocols guiding servo-assisted recoil absorption and oracular auto-targeting to ensure the Centurions level truly punishing volleys. Return fire, particularly with small arms, is a futile gesture, akin to flinging stones at a fortress. Should the enemy launch an assault in an attempt to silence the Devastator Centurions' guns they must contend with the suits' massive strength and the pilots' skill at arms.

The only real weakness of Devastator Centurions is their lack of pace. They are designed to perform one role and perform it well, but they are not flexible troops. The Codex Astartes thus recommends their deployment in fixed positions with good lines of fire. From such vantage points, the extreme firepower of a Centurion Devastator Squad can annihilate great swathes of advancing foes, or batter down the mightiest fortifications. Should swift relocation then be required, Stormraven Gunships swoop down and snatch the Centurions from the jaws of danger, redeploying them to a new vantage point from which to scour the foe from the field. A single well-positioned Centurion Devastator Squad can command the battlefield, forcing the foe to either redirect their attacks and hence lose momentum, or concentrate their forces in an effort to neutralise the punishing firepower. Either way, the Space Marines maintain the initiative and can better plan their counter-attacks.

VETERAN SQUADS

The warriors of a Chapter's 1st Company are formally recognised as Veterans, individuals who have achieved such magnificent deeds as to raise them head-and-shoulders above even the august assemblage of their battle-brothers. These are the Chapter's finest, and they are the terror of their foes.

Each and every member of a Chapter's 1st Company is proficient in fighting with all the various types of weaponry available to the Adeptus Astartes. With their Veteran status comes the right to select weapons of personal choice from the Chapter's Armoury and, as a result, Veteran squads are much less rigid in composition and battle doctrine than other Space Marine formations. Veterans are most often assembled and equipped to deal with the requirements of a specific theatre of war, such as embarking on seek-and-destroy missions to slay an Ork Warboss and his bodyguard, or crippling an inbound wave of Asuryani Aspect Warriors before they can reach the battlefield. In most Chapters, there is a rivalry of sorts between the Vanguard and Sternguard elements of the 1st Company. They compete endlessly for honours and hazardous combat duties – the glories and shames of their adherents celebrated and atoned for by all. Despite this rivalry, Vanguard and Sternguard Veterans remain battle-brothers above all else, and fight unto death for one another.



VANGUARD VETERANS

A Vanguard Veteran Squad is formed from those Space Marines of the Chapter's 1st Company who have immersed themselves in the art of close-quarters combat. Most have served lengthy rotations in the Chapters' close support squads, and their skills in hand-to-hand warfare have been honed on a thousand worlds. With the vaunted weaponry of the Chapter's Armoury at their disposal, Vanguard Veterans make use of such rare weapons as thunder hammers, lightning claws, storm shields and artificer-crafted relic blades that slice through solid adamantium and monstrous xenos chitin with equal ease. These weapons are revered heirlooms, and Vanguard Veterans fight all the harder to honour both their battle gear's machine spirits and the memories of every hero who wielded the same relics in past wars.

Whilst they can be deployed at the forefront of an assault, most Chapters employ their Vanguard Veterans as rapid response forces, using jump packs or armoured transports to reposition and apply crucial pressure to an already over-taxed enemy defence. Vanguard Veterans are famed for arriving at the time and place where their onslaught can make the most difference, striking at their opponents wherever they least expect. Such duty is dangerous and never-ending. Vanguard Veteran Squads are constantly in motion; as soon as one foe is annihilated, fresh orders are dispatched that send the Veterans powering through the maelstrom of battle to bring the Emperor's vengeance to some new and terrible foe.

STERNGUARD VETERANS

Sternguard Veterans face down impossible odds with icy calm and precise bursts of gunfire. Most carry bolt weaponry with meticulously crafted sights and modified scopes. Heavier weapons are also available for tank-hunting or infantry-eradication roles, while their anti-personnel firepower is augmented by the range of specialist bolt ammunition. These include vengeance rounds with their unstable flux cores for blasting apart heavily armoured targets, propellant-rich kraken bolts for extended

range, and the acidic fury of hellfire rounds that eat away even the largest living targets from within. It takes a master artificer many years of painstaking work to produce even a handful of these rare bolt shells. They are, therefore, reserved for the Veterans of a Chapter's 1st Company, entrusted to those Space Marines with a proven record of making every single shot count.

TERMINATOR SQUADS

Near invincible and utterly indomitable, Terminators undertake those missions no others could survive. These Veteran warriors combine centuries of experience with some of the best armour and weapons in the Imperium. Terminators often spearhead the Space Marines' attacks, blowing apart the enemy at range before getting in close and crushing them in a final, ruthless assault.

Most Space Marine Chapters maintain a number of suits of revered Tactical Dreadnought armour, or Terminator armour as it is commonly known. These suits provide superb protection to their wearer; they are all but impervious to small arms fire and able to withstand even the ferocious impact of anti-tank weaponry or the titanic pressures of teleportation.

Terminator armour is incredibly rare; some suits date back to the Great Crusade, and each is a prized relic. It is a tremendous honour to wear Terminator armour in battle, and it is only to members of the Chapter's elite 1st Company that this honour is granted. It requires rigorous years of extra training to fight in Terminator armour. Each warrior so armoured is expected to act as an example to the rest of his brethren by fighting in the most difficult of missions and performing beyond even the lofty standards of the Adeptus Astartes.

Although typically equipped with storm bolters and crackling power fists, Terminator Squads also have access to heavier weaponry. Assault cannons, cyclone missile launchers and flamers allow the highly armoured Veterans to make short work of densely packed infantry formations and damage light enemy vehicles at range, while roaring chainfists pose a threat to even the largest and most resilient of battlefield assets.

TERMINATOR ASSAULT SQUADS

Terminator Assault Squads are deployed to crush the enemy in merciless hand-to-hand combats. Instead of ranged armaments, these squads are exclusively equipped with devastating melee weaponry such as lightning claws and thunder hammers – weapons that are able to rupture even the thickest of personal armour or penetrate the toughest of vehicle hulls. These fearsome squads are most often employed in the vanguard of boarding actions or where the fighting is sure to be close and bloody. In such cramped environs, there are few foes who can withstand the brutal onslaught of the Assault Terminators, whose nigh-impenetrable armour and powerful weaponry make for a shock force that can slice through all opposition. Many wars have been won by the sudden arrival of these deadly fighters.



COMBAT WALKERS

Space Marine Chapters deploy many classes and patterns of bipedal combat walkers, chief amongst them Dreadnoughts and warsuits. Serving as walking tanks that can move through dense terrain with minimal impediment and bring heavy weaponry and crushing strength to bear against the foe, these war machines are the terror of their foes.

DREADNOUGHTS

Dreadnoughts advance with thunderous strides, fiery death roaring from their heavy weapons. Each is piloted by a fallen hero of the Chapter, wounded near to death in battle and borne away to be interred within a Dreadnought sarcophagus. Little remains of such a pilot, their bodies reduced to a collection of shrivelled biological components that can never again be removed from their life-preserving tomb. Yet such warriors can live for millennia, slumbering away the years between each campaign and fighting as though the Dreadnought was their own living body when at war.

The sepulchre that contains a Chapter's Dreadnoughts is a holy shrine, and the Techmarines tend to their charges with great care. They fastidiously apply sacred oils and unguents while chanting the litanies of preservation, watching over their slumbering charges until the hour is dark enough that they must stride to battle again.

REDEMPTOR DREADNOUGHTS

Taller, broader and more cunningly wrought than the Dreadnoughts of traditional design, Redemptor Dreadnoughts are powered by hyper-dense reactors and sophisticated fibre bundles. They can accelerate from a thudding stomp to a thunderous, loping gait that shakes the ground, barrelling defiantly through hails of fire. One jointed arm of the Redemptor is given over either to a devastating heavy onslaught gatling cannon – a rotary weapon that can chew through a band of Heretic Astartes in a single pass – or a macro plasma incinerator, a gun that harnesses the heat of captive suns to melt enemy tanks to bubbling sludge. The other ends in an articulated power fist of advanced design. With this pistoned gauntlet the Redemptor can tear even bio-beasts and Daemon Engines apart at close quarters. Such is the miraculous design of the Redemptor's neural links that its entombed inhabitant can exercise control with surprising dexterity and speed.

It is whispered that the advanced systems of the Redemptor are a curse as well as a blessing. The Martian tech-savants that first built these walking engines of destruction spared scant thought to the health of the incumbent, seeing him as little more than another part to be interred or replaced as necessary. Many Redemptors that have fought for a sustained period have already had their sarcophagi replaced, their original pilots burned out by the intensity of the machine's destructive prowess.



VENERABLE DREADNOUGHTS

Venerable Dreadnoughts are amongst the oldest war machines fighting on the battlefields of the 41st Millennium. The memories of the ancient battle-brothers who pilot them can extend back to the founding of their Chapter and its earliest history. They are revered by other Space Marines, not just as potent warriors of legend – though this they doubtless are – but also as ageless forebears and living embodiments of wars fought long ago. Venerable Dreadnoughts are keepers of tradition and custodians of knowledge, whose advice is sought by battle-brother and Chapter Master alike, lending wisdom to strategy as they do fury to the battlefield.

IRONCLAD DREADNOUGHTS

The Ironclad is amongst the most heavily armoured of combat walkers in the Space Marines' arsenal, fitted with thick slabs of ceramite plating and devastating short-ranged weapons. Enemy fire ricochets from the Ironclad's thick metal hide, while even anti-tank weaponry does little more than stagger it for a moment before it resumes its pounding advance towards the foe. The legendary figures interred within these pugnacious war engines are the most aggressive and bloody minded of all the Space Marines' living ancestors, warriors for whom even internment within a Dreadnought sarcophagus has not dulled the joy of tearing through enemy warriors and toppling heretical fortifications at point-blank range.

Ironclad Dreadnoughts often spearhead assaults against well-defended positions; akin to gigantic battering rams, they drive a wedge through the foe's battle lines as they advance. Their deployment often means a quick end to any siege, for when even a single Ironclad reaches the walls of an enemy bastion, its seismic hammer will batter them down in mere moments, while its built-in meltagun can melt through even Proteus-class bunker doors.

CONTEMPTOR DREADNOUGHTS

The Contemptor-pattern Dreadnought is a potent relic from another age. Contemptors were seen regularly fighting alongside the Space Marine Legions during the Great Crusade, where they spearheaded many a crushing victory with their armoured might. The secrets behind their creation are thought to have been lost during the Horus Heresy and the strife that followed.

The Contemptor features many technological systems harking back to the ancient Legio Cybernetica. Their atomantic field generators, for example, dispel even the heaviest incoming fire amidst flashes of arcane energy, while their internal servo-batteries provide not only killing strength but also a ferocious burst of speed whenever the Contemptor requires it. The few of these Dreadnoughts that can still be awoken are wonders of a different era, walking reminders of a time when the Emperor strode the galaxy and the Imperium was a bright hope. They may be few in number, but Mankind's enemies still tremble at their approach.



INVICTOR TACTICAL WARSUITS

The Invictor Tactical Warsuit is a stripped-back variant on the Redemptor Dreadnought frame. Instead of a revenant hero in a sarcophagus, this combat walker is piloted by a live Primaris Space Marine, the Invictor's integrated systems plugged into his Phobos armour inloads, its machine spirit joined in binharic choral harmony with his autosenses.

Invictor pilots are chosen from those warriors who display an aptitude for swift independent thought, and a protective stance towards their battle-brothers. These qualities are essential, for while an Invictor pilot has no additional strategic authority, they are permitted a great deal of tactical autonomy to apply the might of their warsuit wherever it will serve their strike force best. Afforded strength, resilience and firepower far in excess of even that gifted to a Space Marine, most Invictor pilots seek to support and defend their comrades against particularly large and deadly threats, to spearhead assaults against heavily defended positions or form a bulwark against enemy forces that would otherwise break through the Adeptus Astartes' lines.

Invictor Tactical Warsuits are deployed in every capacity, from armoured escort duties to close-range siege-breaking and urban monster-hunts. Still the most iconic role for these walkers is as armoured support for Vanguard Space Marines. Their reactors and servos are rigged to run with a minimum of sound, and their weapon loadout allows them to unleash punishing firepower from either a twinned ironhail autocannon or a compact incendium cannon whose pyrotechnic blasts reduce swathes of enemies to blazing corpses in a heartbeat. While the enemy remains at range, each Invictor grips in its articulated servo-fist a modified heavy bolter that can be employed as an oversized sidearm. As the foe draw close, the pilot mag-locks this weapon to his machine's hip, freeing his massive servo-fist to punch, crush and bludgeon even the largest opponents into red ruin. This combination of mid-to-close-range firepower, armoured resilience and the selfless mindset of the warsuit's pilot combine to provide exceptional support for Vanguard forces; far from aid and often sorely outnumbered, the Vanguard warriors have good cause to welcome the hulking silhouette of the Invictor Tactical Warsuit fighting at their side.

STC TECHNOLOGY

Created at the developmental apex of the Age of Technology, the Standard Template Construct (STC) was a way to ensure that all the far-flung human colonies could build anything they required – from air purifiers to military grade weaponry, and from hab-buildings to plasma reactors. The sum total of Mankind's engineering knowledge resided within those machines; users would simply request what they needed, and auto-blueprints would be presented. With them even the least accomplished artificer could fabricate impressive technological marvels. In the 41st Millennium such constructs are long lost; the Adeptus Mechanicus will stop at nothing to recover even a fragment of these miraculous inventions, several of which Archmagos Cawl used in the creation of Primaris technologies.

SCOUT SQUADS

Space Marine Scouts chiefly fight as skirmishers, relying on stealth rather than brute force to accomplish missions. Lightly armed and armoured in comparison to their more experienced battle-brothers, they operate independently of the main Adeptus Astartes force, infiltrating enemy positions and clearing the way for the Chapter's advance.

When first inducted into a Chapter, a recruit joins the 10th Company as a Scout. He is placed under the tutelage of a Sergeant who will lead him on the field of battle and instruct him in what it truly means to wage war as one of the Adeptus Astartes. Only once he has proven himself worthy by excelling in the ranks of the 10th Company will a Scout be deemed ready to join the ranks of his Chapter's battle-brothers.

A new recruit has much to learn and must endure many long months of gruelling training regimes before he takes to the field of battle. Not only must he master the many biologically engineered enhancements that are at work within his body, he must also learn the litanies of battle that fortify him and become skilled in wielding his wargear. Not all recruits survive their training, for no quarter can be asked or given when forging Humanity's finest warriors. Hundreds meet a gory end with each new wave of recruits, their shattered bodies left in unmarked graves. Those that survive are well prepared for their first taste of battle as a Space Marine Scout.

Operating deep within hostile territory, Scout Squads reconnoitre the enemy's movements, set ambushes, sabotage supply lines and destroy communications centres in daring commando raids. Sometimes they will pounce unseen to capture enemy commanders for excruciation, the better to gather pertinent intelligence. Above all, the task of the Scouts is to strike hard and vanish before the enemy has the chance to retaliate.

Throughout their field training, the recruits are instructed by their Sergeant, their actions guided, watched over and judged as they strike the foe with bolter and blade. The aspirants will grow proficient with many other firearms, learning how to snipe the foe with long-range rifles and how to demolish battle tanks with heavy weaponry. Whilst acting as part of an infiltration force, a Scout will become skilled at every aspect of war. He will learn that to be a Space Marine is to be death incarnate, no matter the terrain, the nature of the foe, or the weapons arrayed against him.

SCOUT BIKE SQUADS

During the final stages of an aspirant's training, he is deployed as part of a Scout Bike Squad. Scout Bikers are employed as fast-moving reconnaissance and disruption units, booby-trapping neutral ground and sabotaging enemy resources. They operate on a longer leash than other Scouts, often acting as a separate and distinct adjunct to the main Space Marine force. In this role, the Scout Bikers probe opposing positions for weaknesses, set locator beacons for incoming teleporters, or launch surgical raids behind enemy lines while the foe concentrates on the main attack.

LAND SPEEDER STORMS

The Land Speeder Storm is an open-sided variant of the Land Speeder, allowing it a modest transport capacity. The resulting craft is the equal of its parent in matters of speed and manoeuvrability, but can carry a small squad of Scouts without loss of performance. Furthermore, its baffled engines and sophisticated sensor arrays afford it a stealthy profile best suited to the Scouts' covert operations. Often ranging ahead of the main Space Marine force, Land Speeder Storms can move into enemy territory unseen, making them ideal for launching surprise attacks. Thanks to well-timed Land Speeder Storm strikes many a foe of the Imperium has lost a battle before they even knew they were in one.



TRANSPORT VEHICLES

Adeptus Astartes strike forces are rightly feared for the speed with which their warriors launch into the fray. This is due in no small part to the transport vehicles at their disposal, enabling squads of Space Marines to swiftly deploy, reposition to locations of strategic advantage or conduct surgical raids on the enemy line.

Speed and mobility are vital to the Adeptus Astartes. As such, all companies of a Space Marine Chapter maintain a fleet of armoured fighting vehicles capable of rapidly transporting their battle-brothers to the front line and lending supporting fire once in position.

RHINOS

Having an optimal balance of armour, transport capacity and manoeuvrability, the Rhino has borne Space Marines into battle since the days of the Great Crusade, and with the exception of the 10th Company, Rhinos form a permanent part of every company's fighting force. As with much of the technology employed by the Imperium, it has changed little in the intervening millennia; it is a testament to the vehicle's ruggedness – largely attributable to the rudimentary self-repair systems it possesses – that a few have even survived since that time. One of the Rhino's great triumphs is its ease of assembly and adaptability, and its versatile chassis forms the basis of many other tanks utilised by the Adeptus Astartes.

RAZORBACKS

The Razorback is a heavily armed variant of the Rhino that sacrifices a portion of its transport capacity for a turret-mounted armament. Standard battle doctrine dictates that Razorbacks should be deployed as fire support vehicles, accompanying Rhinos or infantry squads into the thick of battle. As Rhinos have little in the way of firepower, even a single Razorback assigned as escort can dramatically increase the effectiveness of a strike. Impressed by the tank's versatility, however, several Chapters field the Razorback in other roles, employing them as mobile command centres and heavy reconnaissance screens.

DROP PODS

Drop Pods are fired from vessels in low orbit and use powerful retro-burners to direct their approach to the target deployment zone. Inside each Drop Pod, a squad of Space Marines is borne into the thick of the fray, locked into harnesses and protected from the incandescent rage of atmospheric re-entry by the transport's ceramite armour. Streaking down upon the battlefield like a meteor, the Drop Pod fires its retro-thrusters at the last moment, ensuring that it slams down in a controlled yet shockingly violent fashion. Scarcely has the Drop Pod's smouldering hull come to rest when its hatches blow open with a bang of hydraulics and the occupants storm down its ramps, unleashing havoc amidst the shocked enemy's rear lines. Even after delivering its passengers, the transport contributes to the fight, its system-guided storm bolter or deathwind launcher spitting death into the foe's formations.



BATTLE TANKS

The combat vehicles of the Adeptus Astartes are both formidable and fearsome. Space Marine tanks move fast and hit hard, serving in a number of highly specialised roles – from acting as mobile artillery batteries and swift hunter-slayer packs, to armoured reserves that stop enemy assaults in their tracks.

Each Space Marine Chapter maintains a huge armoury of war machines, battle tanks and armoured vehicles. Many of these are adaptations of the ubiquitous Rhino design, and range from the Predator – a mainstay battle tank – to the Whirlwind – a mobile artillery platform. Each vehicle fulfils a specific battlefield role set down by the Codex Astartes, whether it be the shattering of the enemy's armoured strength, the brutal dismemberment of their battle lines, or smashing aircraft out of the skies.

Upon its creation, an Adeptus Astartes battle tank will usually be assigned a name that reflects its future role, and from that point onwards the vehicle is as much a part of the Chapter as the battle-brothers themselves. Added to a pool of mechanised assets within the Armoury rather than being permanently attached to a company, the tank can be requisitioned by a Space Marine commander as required, and over the years its many deeds and victories will be celebrated as greatly as the Chapter's flesh-and-blood heroes.

PREDATORS

The Predator is the main battle tank of the Adeptus Astartes, boasting formidable firepower and reinforced armour. Capable of being fitted with a number of weapon loadouts, this versatile war engine performs admirably whether spearheading armoured assaults, hunting enemy armour or escorting Space Marine infantry assets or transports through hostile territory.

The most common patterns of Predator are the anti-infantry Destructor – notable for its long-barrelled autocannon – and the tank hunting Annihilator, whose lascannons give it immense obliterative potential. Coupled with the Predator's speed, rugged construction, and indomitable and warlike machine spirit, it is easy to see why this tank has remained the perennial favourite of the Space Marines for thousands of years.

WHIRLWINDS

The Whirlwind carries a multiple rocket launcher system that rains barrages of precision fire upon enemy positions. The launcher's normal payload consists of solid fuel, high explosive vengeance missiles, but it is also capable of firing incendiary castellan warheads to burn the enemy out of entrenched positions. Able to keep pace with the main Space Marine advance while laying down punishing salvoes from concealed positions behind the line, Whirlwinds are light and versatile artillery tanks whose fire can even the odds against even the most overwhelming tides of xenos abominations or frothing heretic cultists.

VINDICATORS

The Vindicator is a siege tank that boasts one of the most devastating weapons in the Space Marines' arsenal – the demolisher cannon. Having additional armour plating and a slab-like siege shield at its fore, the Vindicator is exceptionally durable, able to plough forwards into enemy fire or plug a gap in a sundered wall with little fear for its own safety. Those who face the Vindicator in battle are less fortunate. Though comparatively short ranged, the demolisher cannon's payload is so devastatingly powerful that a single shot can reduce the most formidable tank or bunker complex to a smoking shell, annihilate entire squads of enemy infantry or even smash the leg from a super-heavy war engine and send it toppling down in ruin.



VEHICLE MARKINGS

The Codex Astartes has many pages devoted to the markings and heraldry of a Chapter's war machines and armoured vehicles. However, just as with Space Marine armour markings, the Codex also warns about complacency and the danger that enemy intelligence can pose. Because of this, the writ encourages Chapter Masters to occasionally review their markings ,and offers many variants and alternative icons that can be displayed upon Space Marine battle tanks.

Space Marine vehicles are generally painted with the livery of their Chapter. In addition to displaying the Chapter's icon, the vehicle's hull is also emblazoned with squad and company markings, although the exact placement and application of these varies according to the Chapter and the vehicle in question. Codex-standard regulations suggest that transport vehicles, warsuits, light attack vehicles and the like carry the same heraldry and strategic designator symbol – battleline, fire support and the like – as the Space Marines who crew them. By comparison, battle tanks and Dreadnoughts are each assigned a unique identification number that is rendered as a numeral upon the vehicle's hull. All vehicles attached to a company also bear a small roundel that shows the company's number and often its colour.

In addition to the heraldry showing their allegiance, the most ancient vehicles may display mottos as well as honour badges and names; their roll of victories is as illustrious as that of any other luminary of the Chapter. These mobile relics act as inspirational icons to the battle-brothers who fight in their shadows.

HUNTERS

The Hunter is the Space Marines' primary surface-to-air battlefield asset. It has proven its worth in countless war zones across the galaxy, scouring the skies of enemy bombers and fighter craft. The tool it uses to achieve this feat, the skyspear missile launcher, is unusual indeed, employing pre-blessed savant warheads that house the interred remains of distinguished Chapter serfs; the mummified brains of these logistical adepts augment the missile's auto-targeters, allowing it to second-guess enemy pilots or home in on the emissions of their debased machine spirits. Many are the xenos and heretic pilots who have weaved around an incoming skyspear warhead only to have the macabre munition rip through the air in a tight arc, streak back along their jet trail and plough explosively into the aircraft, sending it crashing down to the surface. Such, say the Techmarines, is the inescapable vengeance of the Emperor.

STALKERS

The Stalker is an adaptation of the Hunter STC that was unearthed only a few millennia ago. It mounts an Icarus stormcannon array that comprises twinned, independently targeting anti-aircraft cannons shackled to a servo-mind conclave. This collection of augmetic cerebellums cogitate vast quantities of targeting data and trajectory analysis to allow the stormcannons to split, interlace and overlap their fire as needed against multiple fast-moving aerial targets. Alternatively, when faced with a single enemy of sufficiently massive stature, the Stalker's array can focus fire in a single punishing stream of shots that tears even the largest beast or war engine from the skies.

Certain Chapters have particularly taken to the Stalker since its rediscovery. The Iron Hands, for example, approve of the vehicle's machine-guided targeting, believing it to be superior to any effort of living flesh alone. The Hawk Lords, too, use Stalkers to support their aerial offensives, inloading data directly to the tanks' servo-minds in order to coordinate the Stalker's fire with their own air-interdiction efforts and create an impenetrable web of flak that no enemy pilot can long escape.

THE RHINO CHASSIS

The Rhino chassis serves as the foundation for a range of Adeptus Astartes tanks, each modified for a particular role. As part of this process, the temperament of the vehicle's machine spirit is assessed, and some return to the forges to be outfitted as one of the many variants. The most bellicose may become Vindicators, for example, while the most vigilant are transformed into Hunters or Stalkers.



Vindicator



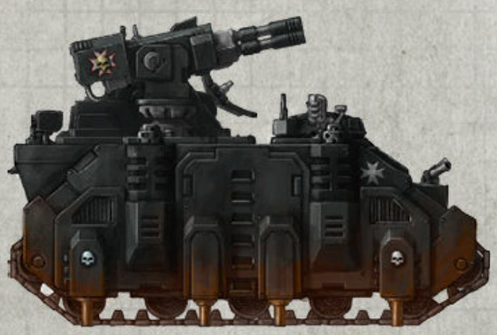
Predator



Whirlwind



Hunter



Stalker

GRAVITIC BATTLE TANKS

Utilising anti-gravity generators and powerful turbine engines, some Space Marine battle tanks and transports hover above the ground as they advance. The ability to skim over trench lines, barricades, minefields and even bodies of open water lends these vehicles an unparalleled strategic versatility that the Adeptus Astartes exploit to its fullest.

REPULSORS

The Repulsor armoured transport is a deadly combination of manoeuvrability and raw brute force. Due to the turbine array at its rear, it has tremendous motive power that sees it sweep across the battlefield at a relentless pace. The Repulsor is so heavily armed and armoured that it does not skim over the landscape in the manner of a Space Marine reconnaissance craft, but instead crushes the ground below it. The tank grinds forwards with a deep bass thrum, reducing rock to gravel and fallen bodies to smears of gore and powdered bone.

The gravitic energies that hold the Repulsor aloft are channelled through a clever arrangement of ventral plates. Not only does this system keep the tank aloft as it thunders over rivers of bubbling lava and lakes of toxic filth, but it also allows for finessed manipulation of the clashing gravitic energies by the Space Marine crew operating the vehicle. Foes attempting to close with the Repulsor find themselves leaning into a hammering downdraught of invisible force. Some are driven from their feet, pinned in place and unable to escape as the tank's pummelling bow-wave of destruction draws ever closer. By comparison those Space Marines embarking or disembarking from the Repulsor are unhindered by the tank's energies, which are directed away from them with deft tweaks of the crew controls.

Repulsors are exceptionally tough. Boasting layered armour of ceramite and adamantine compounds, these vehicles shrug off the enemy's heaviest fire as they cut a relentless path into the middle of their battle lines. There their hatches cycle open, allowing their towering post-human passengers to storm out with guns blazing. Moreover, the Repulsor is far more than a simple transport; it mounts a staggering arsenal of guns. The vehicle's turret mount houses either a las-talon for picking off enemy armour, or else a heavy onslaught gatling cannon whose deluge of firepower makes short work of light vehicles and infantry alike. Meanwhile, the Repulsor's extensive suite of bolt weaponry, auto launchers and grenade launchers lay down a storm of horde-killing firepower that leaves the foe reeling before the Space Marines even disembark to finish the task of their annihilation.

REPULSOR EXECUTIONERS

The designs for the first Repulsor Executioners were heavily inspired by the versatility of the Razorback APC. Like the Razorback, the Executioner sacrifices a portion of its troop transportation capabilities so as to house additional capacitors, plasma cells, ballistic cogitators and other, more esoteric machineries.



Though some Chapters, such as the Iron Hands and the Aurora Chapter, use Repulsor Executioners as armoured escorts for their dedicated troop-carrying tanks, many favour them as transports for Hellblasters and other specialist Primaris squads. In this capacity, the tanks thrum across the battlefield with guns blazing. Whether armed with macro plasma incinerators or heavy laser destroyers, the Executioners unleash fusillade after punishing fusillade, their primary armaments combining with a wealth of secondary weapons to blast the enemy into ruin. Like the Repulsor, Repulsor Executioners are able to discharge directed pulses of gravitic force through their ventral plates; these they loose off right before their passengers disembark, smashing any surviving foes flat and leaving them suppressed and helpless as the Primaris battle-brothers leap from their transports' hatches to deliver their kill-shots.

IMPULSORS

The Impulsor is a lightly armoured and fast-moving assault transport favoured by Vanguard Space Marine forces. Benefiting from the same advanced gravitic-impulsion technology employed by the heavier Repulsor-class chassis, the Impulsor boasts vectored thrusters that give the tank a healthy dose of speed. Its open-backed design allows it to transport a squad of Space Marines swiftly into battle, entirely bypassing such obstacles as trench lines, river deltas, toxic industrial runoff and the like. Typically, these vehicles are saved for the delivery of the killing blow by Vanguard forces, or else employed in a similar capacity to Rhino APCs by Primaris Space Marine forces who wish to deploy massed armoured columns or perform rapid outflanking manoeuvres.

As befits a vehicle that is often its squad's only support in hostile territory, the Impulsor can be rapidly refitted with a variety of weapons and defensive systems. For those troops expecting to face heavy incoming fire, the vehicle can mount an advanced shield dome atop its hull that sheathes it in a shimmering refractor field. Forward reconnaissance missions are facilitated by the deployment of envoy-class vox and auspex arrays, while those squads requiring additional fire support can call upon either the bellicatus missile array or a twinned battery of Icarus ironhail heavy stubbers ideal for swatting enemy aircraft from the skies.

ANTI-GRAV TECHNOLOGY

For millennia Mankind had lost the secrets to constructing anti-gravity devices, with only a few relics from the Dark Age of Technology remaining. It was the discovery of an ancient STC by the famed Arkhan Land that led to a breakthrough in rediscovering and restoring this potent technology. The Adeptus Mechanicus was able to once more produce anti-gravity generators and impeller units that – while nowhere near as elegant or refined as those heretical technologies used by certain xenos species – were robust, reliable and could be adapted for use on a variety of hulls, from light reconnaissance craft like the Land Speeder right up to the Astraeus Super-heavy Tank. With the direct sanction of both Roboute Guilliman and the Fabricator General of Mars, a select handful of chosen Tech-Priests continue research and development into new gravitic battle tanks with which to bolster the battle lines of the Adeptus Astartes.



LAND RAIDERS

The ground shakes with mechanised fury as the Land Raiders of the Adeptus Astartes roar into battle. Mighty battle tanks so large and powerful that they can crush smaller vehicles beneath their armoured bulk, these ancient war engines double as transports that bear Space Marines safely across the battlefield to tear the heart from the enemy army.

The Land Raider's heritage predates even the Imperium, yet it remains one of the most destructive machines in the Space Marines' arsenal. Protected by bonded ceramite-and-adamantine armour plating, the Land Raider is impervious to all bar the most devastating weaponry. Equally impressive are its armaments – two sets of twin lascannons and twin cowled heavy bolters allow the construct to annihilate vehicles and infantry squads alike. Given that the Land Raider has enough transport capacity for not only a full squad of Space Marines but also the champions who lead them, it is more like a mobile fortress than a mere tank. It is furthermore the foremost method of swiftly repositioning squads of Terminator-armoured battle-brothers in the field; when a Land Raider tears its way into the enemy lines only to disgorge such a band of elite warriors, it is a powerful foe indeed who can stand their ground for even a matter of moments.

Although Land Raiders were once produced in great numbers, there are now few forge worlds still able to manufacture them. As a result the Land Raider is one of the Adeptus Astartes' most valued weapons of war. This is not least because a Land Raider's machine spirit is so much stronger than that of lesser tanks. Indeed, the Techmarines believe that an indomitable part of the Omnissiah's essence resides within the impenetrable adamantium hull of each of these impressive vehicles. Regardless of its value in matters of faith, the Land Raider's machine spirit is a weighty asset. It allows the tank to function with a smaller number of crew than other vehicles of comparable size, for it is capable of taking control of engines, weaponry or other systems as the situation permits. Tales persist of Land Raiders that have fought on even after their crew are dead, or that are so warlike they will take any opportunity to grind the foe under their tracks.

LAND RAIDER CRUSADERS

The Black Templars developed the Land Raider Crusader during the Jerulas Crusade, where its effectiveness earned it a fearsome reputation. As news of the Crusader's success spread, other Chapters began remodelling their own Land Raiders. In 763.M39, the Adeptus Mechanicus sanctioned the design, thus ensuring the Crusader's survival. It is an assault-based variant of the standard Land Raider pattern that serves as a line breaker without peer. The Crusader can smash through enemy formations, shrugging off small arms fire in order to disgorge a squad of Space Marines into the heart of the foe's army. In place of lascannons, it is armed with hurricane bolters whose hammering salvoes strip defenders from their barricades and shred gaps in the enemy lines through which the tank's passengers can storm to victory. A hull-mounted twin assault cannon adds to the tank's formidable anti-infantry firepower, its frag assault launchers suppressing the foe while the tank closes in. The Crusader also boasts an improved transport capacity by reclaiming the space normally given over to bulky power generators, allowing larger-than-normal assault forces to ride into battle on board.

LAND RAIDER REDEEMERS

An assault fought amongst the treacherous, rubble-strewn environs of a ruined city is often considered the most gruelling kind. With combatants lurking in shattered buildings, fire is the truest way to purge the enemy from his nest, and it was for just such battles that the Land Raider Redeemer was created. The Redeemer's sponsons mount the dreaded flamestorm cannons – weapons that send burning sheets of promethium into the thick of the foe, purging even well-defended bunker complexes in seconds. Even as the clouds of smoke and flame ripple the super-heated air, the transport doors open to allow the Space Marines inside to pour out and assault any foes left alive, or to open fire on those attempting to escape. Through the use of an entire formation of Land Raider Redeemers, the Crimson Fists were able to enter and destroy the Ork Mektown of Khurkhuk, while the Salamanders Chapter notably used Redeemers to spearhead their cleansing of the hive city of Dhormus III.



GUNSHIPS

The elite strike forces of the Adeptus Astartes cannot afford to be bogged down by enemy numbers or caught in battles of attrition against foes who command superior firepower. By deploying orbital drop ships, airborne armoured transports and lethal strike aircraft they ensure their ability to reinforce, support or relocate their ground forces with blistering speed.

STORMRAVEN GUNSHIPS

Stormraven Gunships streak into battle with their weapons blazing, flak whipping around them as they rake the foe with bolts, blasts and warheads. More akin to a flying tank than a conventional drop-ship, the Stormraven is fast, manoeuvrable and resilient. It boasts prodigious firepower and a substantial hull capacity; the gunship's troop bay is spacious enough to accommodate even massive Centurion warsuits or jump pack-wearing Assault Marines. Meanwhile, the Stormraven's cargo grapples can bear a Dreadnought straight into the heat of battle, its engine turbines so powerful they can still hold the gunship aloft even with the considerable extra weight. Thanks to its vectored engines, the gunship can also go toe-to-toe in dogfights with even dedicated fighter craft. Ground attack is well within its capabilities, too, for the Stormraven possesses a broad arsenal of anti-infantry and anti-armour firepower.

STORMTALON GUNSHIPS

The Stormtalon Gunship is incredibly fast and agile, and makes a superb aerial interceptor and ground-attack craft. With the press of a trigger rune, the Stormtalon's Techmarine pilot purges his victims amidst a hail of missiles, bolts and las blasts. All the while, the Stormtalon jinks and weaves through blossoming clouds of flak with incredible speed, enemy fire slicing around it to no avail. The Codex Astartes dictates that this small, agile craft is best used as an escort for its larger counterpart, the Stormraven, or to provide covering fire for advancing Space Marine ground forces. However, many Chapters – most notably the White Scars, Solar Hawks and Raven Guard – also employ the Stormtalon as a dogfighter and vanguard strike craft to great effect.

At one moment a Stormtalon can be screaming over the battlefield at death-defying speeds; at the next, its pilot can switch over to use the gunship's repulsor systems, trading raw acceleration for agility. At the Battle of Cold Steel Ridge, entire squadrons of Ultramarines Stormtalon pilots intercepted monstrous Harpies and flocks of Gargoyles, whose winged bodies darkened the skies. No sooner had the Stormtalons achieved air superiority than the pilots were vectoring their engines, hovering above their battle-brothers and helping to hold back the advancing Tyranid swarms. They cut down hundreds of Gaunts, staining the Macraggian snows purple with rivers of stinking xenos ichor.

STORMHAWK INTERCEPTORS

Squadrons of Stormhawk Interceptors plunge down from the cold void of space, launched from the mag-cradles of orbiting warships to streak into battle. Closely related to the Stormtalon, Stormhawk Interceptors are specialised gunships that excel in aerial superiority. Whether duelling their foes through boiling storm clouds or hurtling between the crackling pylons of mountain-sized generatorums, these high-altitude fighter craft dominate the skies. Their frontal armour and massive firepower makes them excellent dogfighters, and it is common to see Stormhawk squadrons cutting through the skies in practised attack-patterns, enemies in their path disintegrating amid a hurricane of shots. Stormhawk pilots execute one target after another, while their infernum halo-launchers discharge blazing flares that fill the path of oncoming ordnance and keep the Interceptors themselves safe from harm. To those on the ground looking up, the golden haloes of the flares are a signal that the skies belong to the Emperor's finest. The black streaks of plummeting wreckage that are the remains of enemy aircraft only adds punctuation to this fact. The Stormhawk Interceptors will only relax their air superiority when the mission is complete, although during prolonged engagements they are known to return to base in order to re-supply.



INSIGNIUM ASTARTES

The Space Marine Chapters march to battle proudly bearing their traditional colours and heraldry. Powerful, semi-autonomous armies, their ranks are made up of myriad squad and warrior types, each designed for a single purpose: to make war upon the enemies of the Imperium and in so doing purge them from the galaxy without mercy. These pages show examples of warriors of the most famous Chapters of these Angels of Death.







Primaris Captain with power sword and master-crafted stalker bolt rifle

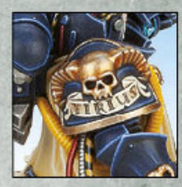
Emerging from swirling mists, the Vanguard Space Marines spearhead the Ultramarines' attack against the traitorous Black Legion, determined to cleanse a desecrated basilica of the hated enemies' tainting presence.

















Primaris Chaplain

Primaris Apothecary

Primaris Librarian





Librarian in Phobos Armour



Lieutenant in Phobos Armour with heavy bolt pistol and combat knife



Captain in Phobos Armour



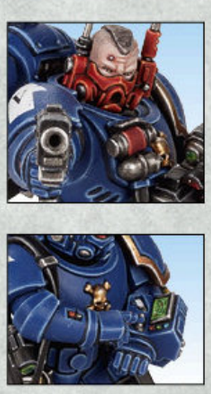
Bounding across the ruined cityscape of Gonides VII, Ultramarines Suppressors race to engage Raptors of the Black Legion, their heavy cannons hammering out volleys of armour-piercing fire.



Amidst a twisted xenos jungle, Ultramarines Infiltrators lead a determined push into the flank of the Saim-Hann Craftworld Aeldari.



Ultramarines Infiltrator Sergeant





Ultramarines Infiltrator with comms array



Ultramarines Infiltrator with marksman bolt carbine





White Scars Incursor



Salamanders Incursor





Raven Guard Incursor with haywire mine









Eliminators equipped with bolt sniper rifles use a range of specialised ammunition to bring down their foes from afar.

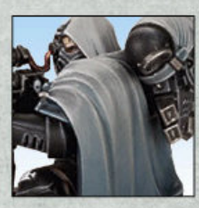




Imperial Fists Eliminator



Raven Guard Eliminator Sergeant with instigator bolt carbine



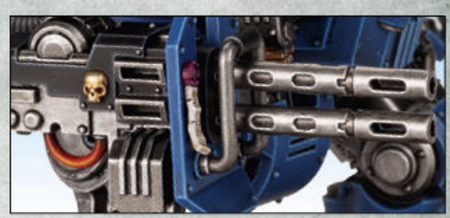


Raven Guard Eliminator with las fusil

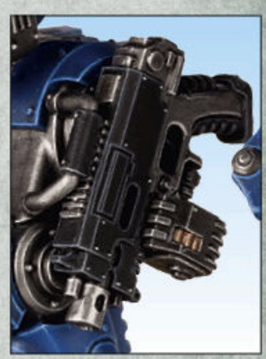
The swift and stealthy infiltration specialists of the Ultramarines Vanguard are unleashed behind enemy lines to cause mayhem and carnage, and thus disassemble their foes' war machine.











Invictor Tactical Warsuit with twin ironhail autocannon







Ultramarines Intercessors with bolt rifles



Ultramarines Intercessor with auxiliary grenade launcher



Imperial Fists Primaris Captain with auto bolt rifle



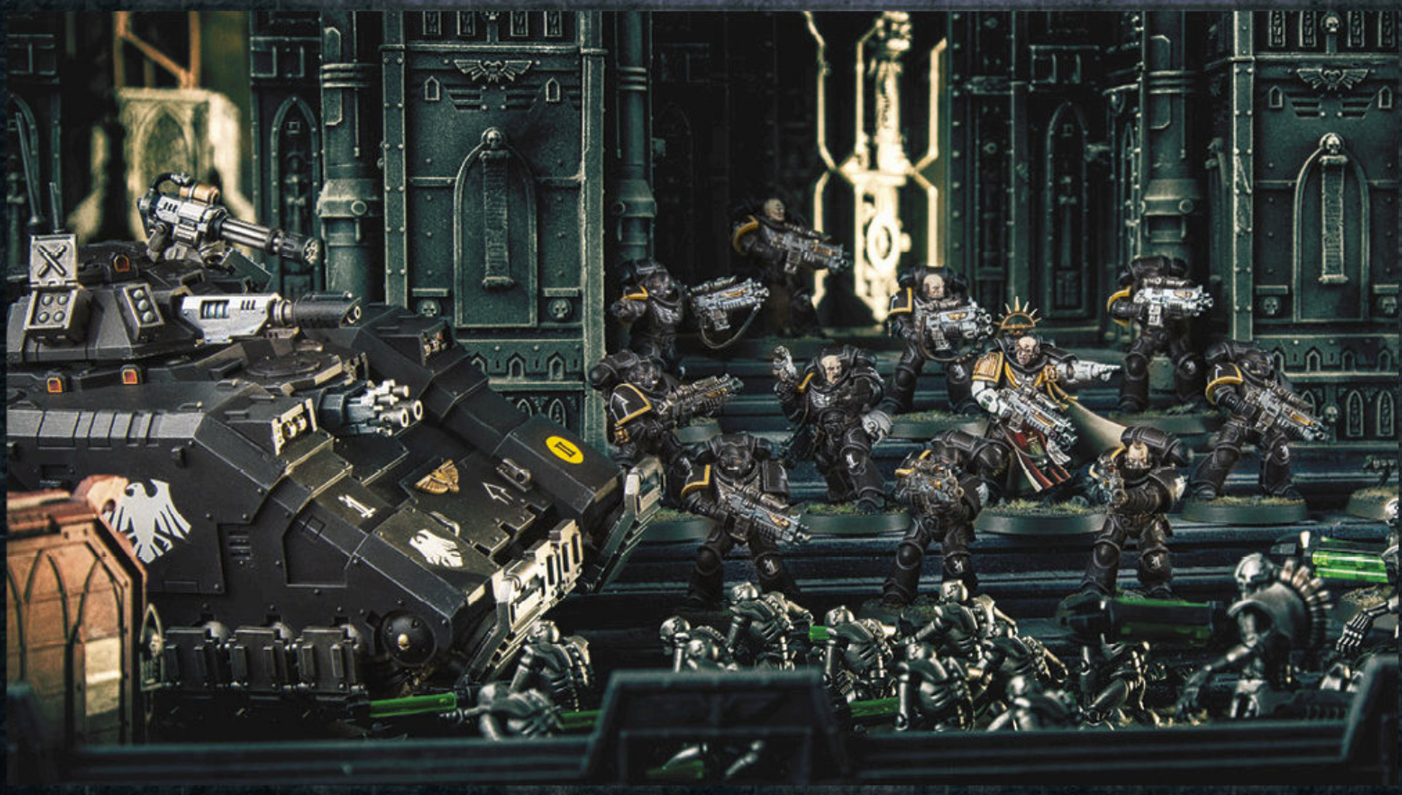
Imperial Fists Intercessor



Salamanders Intercessor Sergeant



White Scars Intercessor with auxiliary grenade launcher



The advancing phalanxes of the Necrons meet their match as the Iron Hands launch a relentless counter-attack, blasting apart their android foes with methodical precision while a Repulsor lends its withering firepower to their assault.



Using their grav-chutes to leap into action, a White Scars Reiver Squad engages Heretic Astartes of the Word Bearers in ferocious hand-to-hand combat as their Intercessor brothers and a Repulsor rush to aid them.



White Scars Tactical Sergeant with combi-melta



White Scars Tactical Marine



Raven Guard Tactical Marine with missile launcher



Raven Guard Tactical Marine with meltagun





Ultramarines Tactical Sergeant with combi-grav

'What say I of the Tactical Space Marine? He is what it means to be Adeptus Astartes. Every fight is his. Every war. Every foe fears him. He fears none.'

- Captain Lysander, Imperial Fists 1st Company





Ultramarines Tactical Marines



Ultramarines Tactical Marine with grav-gun



Vanguard Veteran with thunder hammer and storm shield



Vanguard Veteran with lightning claws



Vanguard Veterans with bolt pistols and chainswords



Assault Marine with flamer



Assault Marine with plasma pistol



Assault Marine Sergeant with eviscerator



Assault Marine with bolt pistol and chainsword

'The Assault Marine is the Emperor's fury made manifest. Upon wings of fire shall it be delivered. With sword it shall be felt. With bolt, plasma and flame it shall be heard.'

- Hawk Lords Maxim



Inceptor Sergeant with plasma exterminators



Inceptor with plasma exterminators



Inceptor with assault bolters



Crunching forwards through the blasted ruins of an Imperial city, the sons of Dorn form an unbreakable battle-line around their proudly fluttering banner. Their hammering volleys drive back the warriors of the T'au Empire as they reclaim the field for the Imperium.

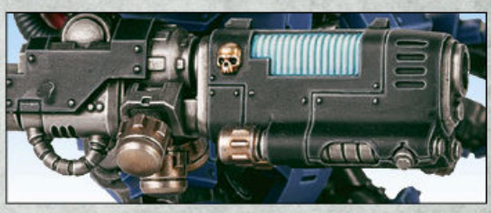


In the vast, poison-choked deserts of Armageddon, the White Scars use their famed mobility to race from battle to battle mounted on bikes and in Land Speeders, engaging the Orks attacking that world wherever they can be found and bringing them swift death.



With their jump packs burning hot and their lightning claws crackling, Vanguard Veterans of the Raven Guard effortlessly negotiate the ruined city of Ghastorgrad, leading the way for their brothers as they rush to meet the foe.











Redemptor Dreadnought with macro plasma incinerator, Icarus rocket pod and onslaught gatling cannon



The cream of the Crimson Fists elites advance through the treacherous ruins of a bombed-out manufactorum. Grinding forwards at their head, a Vindicator battle tank clears the way with blast after blast from its massive demolisher cannon.



At home waging war in the volcanic landscapes of Iobos, Salamanders Sternguard Veterans, along with a trio of their ancient Dreadnought brethren, advance with the implacability their Chapter is famed for.



Ultramarines Aggressor Sergeant with flamestorm gauntlets



Ultramarines Aggressor with flamestorm gauntlets

'It is without doubt I say that the greatest of Roboute Guilliman's gifts to us is the Aggressor. Immovable and unstoppable, it represents the very core of what we Salamanders are.'

- Salamanders Chapter Master Tu'shan



Special edition Lieutenant miniature released to celebrate the opening of the 500th Games Workshop store



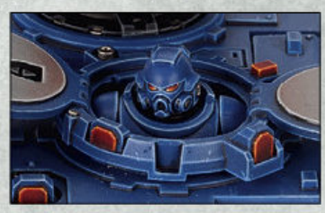
Imperial Fists Aggressor with auto boltstorm gauntlets and fragstorm grenade launcher



Ultramarines Captain in Gravis Armour









Impulsor with ironhail heavy stubber, storm bolters and ironhail skytalon array



The Iron Hands storm an Ork scrapfort, Repulsor Executioners blasting through the hastily assembled greenskin lines while the battle-brothers and vaunted Dreadnoughts of the Chapter march forwards, their guns hammering mercilessly.



The Repulsor armoured transport bears tremendous firepower, including the fearsome las-talon.





Bearing highly destructive plasma incinerators, Hellblaster Squads reduce their opponents to smouldering corpse-piles.



Imperial Fists Hellblaster with heavy plasma incinerator



Imperial Fists Hellblaster Sergeant



White Scars Reiver



Ultramarines Reiver with grapnel launcher



Ultramarines Reiver



Salamanders Reiver



Ultramarines Devastator with grav-cannon and grav-amp



Ultramarines Devastator Sergeant with combi-grav



Iron Hands Sternguard Veteran with combi-plasma



Iron Hands Sternguard Veteran with heavy bolter



Imperial Fists Assault Centurion with siege drills and flamers



Ultramarines Devastator Centurion Sergeant with grav-cannon and grav-amp



A Raven Guard Stormraven and its Stormhawk escort closely support aerial troops as they battle amongst the shattered structures that are all that remain of the great cathedral complex of Vuthulea II.



Stormhawk Interceptor



STRIKE FORCE ACHERAN

Collecting a Space Marines army is an exciting journey, beginning with a handful of units that you can paint and game with, and progressing over time into a mighty tabletop force of the sort shown above. The collection depicted here is Strike Force Acheran, a typical Space Marines army painted in the colours of the Ultramarines 2nd Company.

Strike Force Acheran is a potent and strategically balanced Adeptus Astartes force, built around a solid core of infantry and capable of generating phenomenal firepower or pushing forwards to seize strategic objectives as the flow of battle dictates. It is led by the noble Captain Acheran of the Ultramarines 2nd Company, clad in his redoubtable gravis armour and wielding a power sword and boltstorm gauntlet with which to annihilate his foes. He is aided in his duties of command by the Phobos-armoured Primaris Librarian Agnathio and the bellicose and indefatigable Primaris Chaplain Gereon.

The adamantine core of this powerful army is provided by three squads of Ultramarines Intercessors. The red-helmed Sergeants Cerastin, Marius and Poladrius lead their battle-brothers to war with their bolt rifles at the ready. These squads are able to rain down upon their opponents volley after volley of fire, repulse a determined assault or advance into the teeth of the foe's guns to seize some vital prize for the Imperium. While the Intercessors hold the Space Marines line together, Sergeant Cato's Infiltrators move unnoticed to cripple the enemy's communications and then strike from the shadows as the hammer to their comrades' anvil.

Perhaps the most terrifying aspect of Strike Force Acheran is its sheer overwhelming firepower. This is provided in part by the Hellblasters of Squad Titus, whose plasma incinerators scream with caged star-fury as they blast the foe into glowing ash. Wading into the fight alongside them come the Aggressors of Squad Varensus; these hulking warriors can soak up an incredible



amount of enemy fire while doling out ballistic punishment with their boltstorm gauntlets, while from on high the Eliminators of Squads Agnastus and Andronicus level pinpoint sniper fire.

The strike force also boasts prodigious armoured support. Dreadnought brother Valius stomps into battle alongside his comrades with his macro-plasma incinerator flaring, while Brother Dysarian pilots his Invictor Tactical Warsuit with guns blazing and crushing fist at the ready. The Impulsor *Blade of Masali* and Repulsor *Scion of Nobility* bear battle-brothers into the fray, while alongside thunders the mighty Repulsor Executioner *Calth's Revenge*, its array of deadly armaments more than a match for any enemy war engine that tries to bar its path.

This army is organised into a Battalion Detachment and a Spearhead Detachment, which, alongside the bonus for being Battle-forged, earns its player an impressive nine Command Points to use in battle. These allow access to powerful Stratagems that can change the course of entire tabletop conflicts if used well.

1. **Primaris Captain Acheran in Gravis Armour**
2. **Primaris Librarian Agnathio in Phobos Armour**
3. **Primaris Chaplain Gereon**
4. **Intercessor Squad Cerastin**
5. **Intercessor Squad Marius**
6. **Intercessor Squad Poladrius**
7. **Infiltrator Squad Cato**
8. **Hellblaster Squad Titus**
9. **Aggressor Squad Varensus**
10. **Eliminator Squad Agnastus**
11. **Eliminator Squad Andronicus**
13. **Redemptor Dreadnought Brother Valius**
13. **Brother Dysarian piloting Invictor Tactical Warsuit**
14. **Impulsor** *Blade of Masali*
15. **Repulsor** *Scion of Nobility*
16. **Repulsor Executioner** *Calth's Revenge*





DEFENDERS OF MANKIND

This section contains the datasheets that you will need to fight battles with your Space Marines miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Any abilities that are common to several units are described below and referenced on the datasheets themselves.

KEYWORDS

Throughout this book you will come across the **<CHAPTER>** keyword. This is shorthand for a keyword of your choosing, as described below.

<CHAPTER>

All Space Marines units are drawn from a Chapter. When you include such a unit in your army, you must nominate which Chapter it is from and then replace the **<CHAPTER>** keyword in every instance on its datasheet with the name of your chosen Chapter. This could be one of the Chapters detailed in this book or another Warhammer 40,000 publication, or one of your own design.

For example, if you include a Captain in your army, and you decide he is from the Blood Ravens Chapter, his **<CHAPTER>** keyword becomes **BLOOD RAVENS** and his Rites of Battle ability reads 'Re-roll hit rolls of 1 for attacks made by models in friendly **BLOOD RAVENS** units whilst their unit is within 6" of this model.'

You cannot choose the **BLOOD ANGELS**, **DARK ANGELS**, **DEATHWATCH** , **GREY KNIGHTS**, **LEGION OF THE DAMNED** or **SPACE WOLVES** keyword when nominating which Chapter a unit is from. Rules for these Chapters are detailed in other publications. In addition, **LIBRARIAN** units cannot be from the **BLACK TEMPLARS** Chapter.



'If there is hope in this dark and bloody age, it is the Emperor's noble Space Marines. If there is salvation to be had, it will be found beneath the muzzle of a bolt rifle or at the edge of a chainsword. Such are the days we live in; such are the angels in whose hands Mankind's deliverance lies.'

- Chapter Master Thandros Cade

WARGEAR LISTS

Many of the datasheets you will find on the following pages reference one or more wargear lists (e.g. the *Special Weapons* list). These lists can be found on page 166.

ABILITIES

The Angels of Death ability is common to several **ADEPTUS ASTARTES** units:

ANGELS OF DEATH

The Adeptus Astartes are amongst the finest warriors in the Imperium.

This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.

And They Shall Know No Fear

The Space Marines of the Adeptus Astartes stand unafraid before the greatest terrors of the galaxy.

When a Morale test is taken for this unit, you can re-roll the dice.

Bolter Discipline

To a Space Marine, the boltgun is far more than a weapon – it is an instrument of Mankind's divinity, the bringer of death to his foes.

Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model is **INFANTRY** and every model in its unit remained stationary in your previous Movement phase.
- The firing model is a **TERMINATOR** , **BIKER**, **CENTURION** or **DREADNOUGHT**.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon (as defined on page 166) with the Rapid Fire type.

Shock Assault

The Adeptus Astartes are elite shock troops who strike with the fury of a thunderbolt. Few opponents can withstand this onslaught.

If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.

Combat Doctrines

When the Adeptus Astartes fight according to the tenets of the Codex Astartes they employ a strict set of combat doctrines to eliminate the enemy. After pounding the foe with heavy weapons, warriors advance to lay down a hail of bolter fire before charging forth with chainswords roaring to finish the foe.

Models in this unit gain a bonus depending on which combat doctrine is active for your army (see opposite). If you have a Battle-forged army, units only benefit from this bonus if every unit from your army has this ability (excluding **SERVITOR** and **UNALIGNED** units). Unless specified otherwise, this bonus is not cumulative with any other rules that improve the Armour Penetration characteristic of a weapon (e.g. the Storm of Fire Warlord Trait).

At the start of the battle, the Devastator Doctrine is active. A combat doctrine remains active for the duration of the battle, though you can change which combat doctrine is active once at the start of each battle round after the first, as follows:

- If the Devastator Doctrine was active during the previous battle round, you can change it so that the Tactical Doctrine is now active.

- If the Tactical Doctrine was active during the previous battle round, you can change it so that the Assault Doctrine is now active.

Devastator Doctrine

The Codex Astartes explains in detail the strategic value of overwhelming firepower applied to key targets at the optimal time in order to eliminate threats and create tactical openings.

The Armour Penetration characteristic of Heavy and Grenade weapons this model is equipped with is improved by 1 whilst this combat doctrine is active (e.g. AP 0 becomes AP -1).

Tactical Doctrine

As the warring armies close upon one another and vicious firefights erupt, the Codex lays out strategies for swiftly seizing the initiative and combining versatility with firepower to punish the foe.

The Armour Penetration characteristic of Rapid Fire and Assault weapons this model is equipped with is improved by 1 whilst this combat doctrine is active (e.g. AP 0 becomes AP -1).

Assault Doctrine

The Codex Astartes leaves no doubt that the killing blow in most engagements must be delivered with a decisive close-quarters strike. It presents plentiful tactical means to achieve this end.

The Armour Penetration characteristic of Pistol and melee weapons this model is equipped with is improved by 1 whilst this combat doctrine is active (e.g. AP 0 becomes AP -1).



5 POWER

PRIMARIS CAPTAIN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Captain	**6"**	**2+**	**2+**	**4**	**4**	**6**	**5**	**9**	**3+**

A Primaris Captain is a single model equipped with: bolt pistol; master-crafted auto bolt rifle; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted auto bolt rifle	24"	Assault 3	4	0	2	-
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-2	3	-
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Power fist	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model can additionally be equipped with 1 power sword, or can be equipped with 1 power fist and 1 plasma pistol instead of 1 bolt pistol and 1 master-crafted auto bolt rifle.
- This model can be equipped with 1 master-crafted stalker bolt rifle instead of 1 master-crafted auto bolt rifle.

ABILITIES

Angels of Death (pg 108)

Iron Halo: This model has a 4+ invulnerable save.

Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, PRIMARIS, CAPTAIN



6 POWER

CAPTAIN
IN GRAVIS ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain in Gravis Armour	**5"**	**2+**	**2+**	**4**	**5**	**7**	**5**	**9**	**3+**

A Captain in Gravis Armour is a single model equipped with: boltstorm gauntlet; master-crafted power sword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltstorm gauntlet (shooting)	12"	Pistol 3	4	0	1	-
Boltstorm gauntlet (melee)	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Master-crafted power sword	Melee	Melee	User	-3	2	-

ABILITIES

Angels of Death (pg 108)

Iron Halo: This model has a 4+ invulnerable save.

Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, MK X GRAVIS, PRIMARIS, CAPTAIN

CAPTAIN
IN PHOBOS ARMOUR

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain in Phobos Armour	**6"**	**2+**	**2+**	**4**	**4**	**6**	**5**	**9**	**3+**

A Captain in Phobos Armour is a single model equipped with: bolt pistol; master-crafted instigator bolt carbine; combat knife; frag grenades; krak grenades. It has a camo cloak.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted instigator bolt carbine	30"	Assault 1	4	-2	3	This weapon can target a **CHARACTER** unit even if it is not the closest enemy unit.
Combat knife	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (pg 108)

Concealed Position: When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

Omni-scrambler: Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this model.

Iron Halo: This model has a 4+ invulnerable save.

Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.

Camo Cloak: When resolving an attack made with a ranged weapon against this model whilst it is receiving the benefit of cover, add 2 to the saving throw instead of 1.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, PHOBOS, PRIMARIS, CAPTAIN

CAPTAIN
IN TERMINATOR ARMOUR

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain in Terminator Armour	**5"**	**2+**	**2+**	**4**	**4**	**6**	**4**	**9**	**2+**

A Captain in Terminator Armour is a single model equipped with: storm bolter; power sword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Wrist-mounted grenade launcher	12"	Assault D3	4	-1	1	-
Chainfist	Melee	Melee	x2	-4	2	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Relic blade	Melee	Melee	+2	-3	D3	-

WARGEAR OPTIONS

- This model can be equipped with one of the following instead of 1 storm bolter: 1 weapon from the *Terminator Combi-weapons* list; 1 weapon from the *Terminator Melee Weapons* list.
- This model can be equipped with one of the following instead of 1 power sword: 1 chainfist; 1 relic blade; 1 weapon from the *Terminator Melee Weapons* list.
- This model can have a storm shield instead of being equipped with 1 storm bolter or 1 power sword.
- If this model is equipped with 1 or more power fists, it can additionally be equipped with 1 wrist-mounted grenade launcher.

ABILITIES

Angels of Death (pg 108)

Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.

Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.

Iron Halo: This model has a 4+ invulnerable save.

Storm Shield: A model with a storm shield has a 3+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, TERMINATOR, CAPTAIN

CAPTAIN
IN CATAPHRACTII ARMOUR

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain in Cataphractii Armour	**4"**	**2+**	**2+**	**4**	**4**	**6**	**4**	**9**	**2+**

A Captain in Cataphractii Armour is a single model equipped with: combi-bolter; power sword.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Chainfist	Melee	Melee	x2	-4	2	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Relic blade	Melee	Melee	+2	-3	D3	-

WARGEAR OPTIONS

- This model can be equipped with one of the following instead of 1 combi-bolter: 1 weapon from the *Terminator Combi-weapons* list; 1 weapon from the *Terminator Melee Weapons* list.
- This model can be equipped with one of the following instead of 1 power sword: 1 chainfist; 1 relic blade; 1 weapon from the *Terminator Melee Weapons* list.
- This model can have a storm shield instead of being equipped with 1 combi-bolter or 1 power sword.

ABILITIES

Angels of Death (pg 108)

Cataphractii Armour and Iron Halo: This model has a 3+ invulnerable save. When this model Advances, halve the result of the Advance roll.

Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.

Storm Shield: A model with a storm shield has a 3+ invulnerable save.

Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, TERMINATOR, CAPTAIN

CAPTAIN

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain	**6"**	**2+**	**2+**	**4**	**4**	**5**	**4**	**9**	**3+**

A Captain is a single model equipped with: bolt pistol; master-crafted boltgun; chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Relic blade	Melee	Melee	+2	-3	D3	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model can be equipped with one of the following instead of 1 master-crafted boltgun: 1 weapon from the *Combi-weapons* list; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Pistols* list.
- This model can be equipped with one of the following instead of 1 chainsword: 1 relic blade; 1 weapon from the *Melee Weapons* list.
- This model can have a storm shield instead of being equipped with 1 chainsword.
- This model can have a jump pack (**Power Rating +1**). If a model has a jump pack, it has a Move characteristic of 12" and gains the **FLY** and **JUMP PACK** keywords.

ABILITIES

Angels of Death (pg 108)

Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.

Storm Shield: A model with a storm shield has a 3+ invulnerable save.

Jump Pack Assault: If this model has a jump pack, then during deployment you can set up this model high in the skies instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.

Iron Halo: This model has a 4+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, CAPTAIN

6 POWER

CAPTAIN
ON BIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain on Bike	**14"**	**2+**	**2+**	**4**	**5**	**6**	**4**	**9**	**3+**

A Captain on Bike is a single model equipped with: bolt pistol; twin boltgun; chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model can be equipped with one of the following instead of 1 bolt pistol: 1 master-crafted boltgun; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Pistols* list.
- This model can be equipped with 1 weapon from the *Melee Weapons* list instead of 1 chainsword.
- This model can have a storm shield instead of being equipped with 1 chainsword.

ABILITIES

Angels of Death (pg 108)

Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.

Iron Halo: This model has a 4+ invulnerable save.

Storm Shield: A model with a storm shield has a 3+ invulnerable save.

Turbo-boost: When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**

KEYWORDS: **BIKER, CHARACTER, CAPTAIN**

5 POWER

LIEUTENANTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lieutenant	**6"**	**2+**	**3+**	**4**	**4**	**4**	**3**	**8**	**3+**

This unit contains 1 Lieutenant. It can additionally contain 1 Lieutenant **(Power Rating +5)**. Every model is equipped with: bolt pistol; master-crafted boltgun; chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any model can be equipped with one of the following instead of 1 master-crafted boltgun: 1 weapon from the *Combi-weapons* list; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Pistols* list.
- Any model can be equipped with 1 weapon from the *Melee Weapons* list instead of 1 chainsword.
- Any model can have a jump pack (**Power Rating +1** per model). If a model has a jump pack, it has a Move characteristic of 12" and gains the **FLY** and **JUMP PACK** keywords.

ABILITIES

Angels of Death (pg 108)

Jump Pack Assault: If this model has a jump pack, then during deployment you can set up this model high in the skies instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.

Tactical Precision: Re-roll wound rolls of 1 for attacks made by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.

Company Heroes: During deployment, every model in this unit must be set up at the same time, though they do not need to be set up in unit coherency. From that point onwards, each model is treated as a separate unit.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**

KEYWORDS: **CHARACTER, INFANTRY, LIEUTENANTS**

PRIMARIS LIEUTENANTS

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Lieutenant	**6"**	**2+**	**3+**	**4**	**4**	**5**	**4**	**8**	**3+**

This unit contains 1 Primaris Lieutenant. It can additionally contain 1 Primaris Lieutenant **(Power Rating +4)**. Every model is equipped with: bolt pistol; master-crafted auto bolt rifle; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted auto bolt rifle	24"	Assault 3	4	0	2	-
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-2	3	-
Power sword	Melee	Melee	User	-3	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any model can be equipped with one of the following instead of 1 master-crafted auto bolt rifle: 1 master-crafted stalker bolt rifle; 1 power sword.

ABILITIES

Angels of Death (pg 108)

Tactical Precision: Re-roll wound rolls of 1 for attacks made by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.

Company Heroes: During deployment, every model in this unit must be set up at the same time, though they do not need to be set up in unit coherency. From that point onwards, each model is treated as a separate unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, PRIMARIS, LIEUTENANTS

LIBRARIAN

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Librarian	**6"**	**3+**	**3+**	**4**	**4**	**4**	**3**	**9**	**3+**

A Librarian is a single model equipped with: bolt pistol; force stave; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list.
- This model can be equipped with one of the following instead of 1 force stave: 1 force axe; 1 force sword.
- This model can have a jump pack (**Power Rating +1**). If a model has a jump pack, it has a Move characteristic of 12" and gains the **FLY** and **JUMP PACK** keywords.

ABILITIES

Angels of Death (pg 108)

Psychic Hood: When a Deny the Witch test is taken for this model to resist a psychic power manifested by an enemy model within 12", add 1 to the total.

Jump Pack Assault: If this model has a jump pack, then during deployment you can set up this model high in the skies instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Librarius discipline (pg 186).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, PSYKER, LIBRARIAN

LIEUTENANTS
IN PHOBOS ARMOUR

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lieutenant in Phobos Armour	**6"**	**2+**	**3+**	**4**	**4**	**5**	**4**	**8**	**3+**

This unit contains 1 Lieutenant in Phobos Armour. It can additionally contain 1 Lieutenant in Phobos Armour **(Power Rating +4)**. Every model is equipped with: bolt pistol; master-crafted occulus bolt carbine; paired combat blades; frag grenades; krak grenades. Every model has a grav-chute.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy bolt pistol	12"	Pistol 1	4	-1	1	-
Master-crafted occulus bolt carbine	24"	Rapid Fire 1	4	0	2	When resolving an attack made with this weapon, the target does not receive the benefit of cover to its saving throw.
Combat knife	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Paired combat blades	Melee	Melee	User	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any model can be equipped with 1 heavy bolt pistol and 1 combat knife instead of 1 master-crafted occulus bolt carbine, 1 paired combat blades and 1 bolt pistol. If it is, it has smoke grenades instead of a grav-chute and gains the **REIVER** keyword.

ABILITIES

Angels of Death (pg 108)

Grav-chute: If this model has a grav-chute, then during deployment you can set up this model in low altitude instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.

Terror Troops: Whilst any **REIVER** units from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit from your army that is within 3" of that enemy unit (to a maximum of -3).

Company Heroes: During deployment, every model in this unit must be set up at the same time, though they do not need to be set up in unit coherency. From that point onwards, each model is treated as a separate unit.

Smoke Grenades: If this model has smoke grenades, then once per battle, instead of shooting in your Shooting phase, it can use its smoke grenades. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Tactical Precision: Re-roll wound rolls of 1 for attacks made by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

CHARACTER, INFANTRY, PHOBOS, PRIMARIS, LIEUTENANTS

PRIMARIS LIBRARIAN

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Librarian	**6"**	**3+**	**3+**	**4**	**4**	**5**	**4**	**9**	**3+**

A Primaris Librarian is a single model equipped with: bolt pistol; force sword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Force sword	Melee	Melee	User	-3	D3	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (pg 108)

Psychic Hood: When a Deny the Witch test is taken for this model to resist a psychic power manifested by an enemy model within 12", add 1 to the total.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Librarius discipline (pg 186).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, PRIMARIS, PSYKER, LIBRARIAN



PRIMARIS CHAPLAIN

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Chaplain	**6"**	**2+**	**3+**	**4**	**4**	**5**	**4**	**9**	**3+**

A Primaris Chaplain is a single model equipped with: absolvor bolt pistol; crozius arcanum; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Absolvor bolt pistol	16"	Pistol 1	5	-1	1	-
Crozius arcanum	Melee	Melee	+1	-1	2	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (pg 108)

Rosarius: This model has a 4+ invulnerable save.

Spiritual Leaders: Friendly **<CHAPTER>** units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model.

PRIEST

This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (pg 188). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, PRIMARIS, PRIEST, CHAPLAIN

4 POWER

TECHMARINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Techmarine	**6"**	**3+**	**2+**	**4**	**4**	**4**	**3**	**8**	**2+**

A Techmarine is a single model equipped with: bolt pistol; power axe; servo-arm; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Plasma cutter	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	12"	Assault 1	7	-3	1	-
- Supercharge	12"	Assault 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Power axe	Melee	Melee	+1	-2	1	-
Servo-arm	Melee	Melee	x2	-2	3	When the bearer fights, no more than one attack can be made with each servo-arm. When resolving an attack made with this weapon, subtract 1 from the hit roll.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list.
- This model can be equipped with 1 weapon from the *Melee Weapons* list instead of 1 power axe.
- This model can additionally be equipped with the following (**Power Rating +1**): 1 flamer, 1 plasma cutter, 1 servo-arm.

ABILITIES

Angels of Death (pg 108)

Blessing of the Omnissiah: At the end of your Movement phase, this model can repair one friendly **<CHAPTER> VEHICLE** model within 1" of it. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, TECHMARINE



The Master of the Forge strides into battle, the articulated arms of his servo-harness whining as they bring potent weapons to bear.

LIBRARIAN
IN TERMINATOR ARMOUR

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Librarian in Terminator Armour	**5"**	**3+**	**3+**	**4**	**4**	**5**	**3**	**9**	**2+**

A Librarian in Terminator Armour is a single model equipped with: force stave.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-

WARGEAR OPTIONS

- This model can additionally be equipped with 1 weapon from the *Terminator Combi-weapons* list.
- This model can be equipped with one of the following instead of 1 force stave: 1 force axe; 1 force sword.

ABILITIES

Angels of Death (pg 108)

Crux Terminatus: This model has a 5+ invulnerable save.

Psychic Hood: When a Deny the Witch test is taken for this model to resist a psychic power manifested by an enemy model within 12", add 1 to the total.

Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Librarius discipline (pg 186).

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

CHARACTER, INFANTRY, TERMINATOR, PSYKER, LIBRARIAN

CHAPLAIN

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaplain	**6"**	**2+**	**3+**	**4**	**4**	**4**	**3**	**9**	**3+**

A Chaplain is a single model equipped with: bolt pistol; crozius arcanum; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Crozius arcanum	Melee	Melee	+1	-1	2	-
Power fist	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 power fist; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list.
- This model can have a jump pack (**Power Rating +1**). If a model has a jump pack, it has a Move characteristic of 12" and gains the **FLY** and **JUMP PACK** keywords.

ABILITIES

Angels of Death (pg 108)

Spiritual Leaders: Friendly **<CHAPTER>** units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model.

Rosarius: This model has a 4+ invulnerable save.

Jump Pack Assault: If this model has a jump pack, then during deployment you can set up this model high in the skies instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.

PRIEST

This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (pg 188). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

CHARACTER, INFANTRY, PRIEST, CHAPLAIN

LIBRARIAN
IN PHOBOS ARMOUR

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Librarian in Phobos Armour	**6"**	**3+**	**3+**	**4**	**4**	**5**	**4**	**9**	**3+**

A Librarian in Phobos Armour is a single model equipped with: bolt pistol; force sword; frag grenades; krak grenades. It has a camo cloak.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Force sword	Melee	Melee	User	-3	D3	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (pg 108)

Concealed Position: When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

Camo Cloak: When resolving an attack made with a ranged weapon against this model whilst it is receiving the benefit of cover, add 2 to the saving throw instead of 1.

Psychic Hood: When a Deny the Witch test is taken for this model to resist a psychic power manifested by an enemy model within 12", add 1 to the total.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Obscuration discipline (pg 187).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, PHOBOS, PRIMARIS, PSYKER, LIBRARIAN



CHAPLAIN
IN TERMINATOR ARMOUR

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaplain in Terminator Armour	**5"**	**2+**	**3+**	**4**	**4**	**5**	**3**	**9**	**2+**

A Chaplain in Terminator Armour is a single model equipped with: storm bolter; crozius arcanum.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Crozius arcanum	Melee	Melee	+1	-1	2	-

WARGEAR OPTIONS

- This model can be equipped with 1 weapon from the *Terminator Combi-weapons* list instead of 1 storm bolter.

ABILITIES

Angels of Death (pg 108)

Spiritual Leaders: Friendly <CHAPTER> units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model.

Rosarius: This model has a 4+ invulnerable save.

Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.

PRIEST

This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (pg 188). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly <CHAPTER> units whilst their unit is within 6" of this model.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, PRIEST, TERMINATOR, CHAPLAIN

INTERCESSOR SQUAD

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Intercessor	**6"**	**3+**	**3+**	**4**	**4**	**2**	**2**	**7**	**3+**
Intercessor Sergeant	**6"**	**3+**	**3+**	**4**	**4**	**2**	**3**	**8**	**3+**

This unit contains 1 Intercessor Sergeant and 4 Intercessors. It can additionally contain up to 5 Intercessors **(Power Rating +5)**. Every model is equipped with: bolt pistol; bolt rifle; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto bolt rifle	24"	Assault 3	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Hand flamer	6"	Pistol D6	3	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Stalker bolt rifle	36"	Heavy 1	4	-2	2	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Every model can be equipped with 1 auto bolt rifle instead of 1 bolt rifle.
- Every model can be equipped with 1 stalker bolt rifle instead of 1 bolt rifle.
- The Intercessor Sergeant can be equipped with one of the following instead of 1 bolt rifle, 1 auto bolt rifle or 1 stalker bolt rifle: 1 chainsword; 1 hand flamer.
- If the Intercessor Sergeant is not equipped with 1 chainsword, he can additionally be equipped with 1 weapon from the *Intercessor Sergeant Weapons* list.
- For every 5 models this unit contains, 1 model that is equipped with 1 bolt rifle, 1 auto bolt rifle or 1 stalker bolt rifle can have an auxiliary grenade launcher.

ABILITIES

Angels of Death (pg 108)

Auxiliary Grenade Launcher: If a model has an auxiliary grenade launcher, Grenade weapons that model is equipped with have a Range characteristic of 30".

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, PRIMARIS, INTERCESSOR SQUAD



An Intercessor Squad advances to secure a crucial objective, their bolt rifles spitting death at the foe all the while.

TACTICAL SQUAD

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine	6"	3+	3+	4	4	1	1	7	3+
Space Marine Sergeant	6"	3+	3+	4	4	1	2	8	3+

This unit contains 1 Space Marine Sergeant and 4 Space Marines. It can additionally contain up to 5 Space Marines (**Power Rating +3**). Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-
Melta bombs	4"	Grenade 1	8	-4	D6	When resolving an attack made with this weapon against a **VEHICLE** unit, you can re-roll the wound roll.

WARGEAR OPTIONS

- The Space Marine Sergeant can be equipped with up to 2 weapons from the *Sergeant Weapons* list instead of 1 bolt pistol and 1 boltgun.
- The Space Marine Sergeant can additionally be equipped with melta bombs.
- If this unit contains fewer than 10 models, 1 Space Marine can be equipped with one of the following instead of 1 boltgun: 1 weapon from the *Special Weapons* list; 1 weapon from the *Heavy Weapons* list.
- If this unit contains 10 models, 1 Space Marine can be equipped with 1 weapon from the *Special Weapons* list instead of 1 boltgun, and 1 Space Marine can be equipped with 1 weapon from the *Heavy Weapons* list instead of 1 boltgun.

ABILITIES

Angels of Death (pg 108)

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

INFANTRY, TACTICAL SQUAD



Bringing their versatile armaments to bear, a Tactical Squad responds to emerging enemy threats.

INFILTRATOR SQUAD

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Infiltrator	6"	3+	3+	4	4	2	2	7	3+
Infiltrator Helix Adept	6"	3+	3+	4	4	2	2	7	3+
Infiltrator Sergeant	6"	3+	3+	4	4	2	3	8	3+

This unit contains 1 Infiltrator Sergeant and 4 Infiltrators. It can additionally contain up to 5 Infiltrators (**Power Rating +5**). It can contain 1 Infiltrator Helix Adept instead of 1 Infiltrator. Every model is equipped with: bolt pistol; marksman bolt carbine; frag grenades; krak grenades. Every model has smoke grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Marksman bolt carbine	24"	Rapid Fire 1	4	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 automatically scores a hit and successfully wounds the target (do not make a wound roll).
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- If this unit does not contain 1 Infiltrator Helix Adept, 1 Infiltrator can additionally have an Infiltrator comms array.

ABILITIES

Angels of Death (pg 108)

Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

Helix Adept: At the end of your Movement phase, this unit's Infiltrator Helix Adept can provide medical attention to this unit. If this unit contains a model that has lost any wounds, that model regains 1 lost wound. Otherwise, if any models from this unit have been destroyed, roll one D6; on a 5+ you can return one destroyed model from this unit to the battlefield with 1 wound remaining, placing it within 3" of this unit's Infiltrator Helix Adept and in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield). On a 4 or less, this unit's Infiltrator Helix Adept cannot shoot this turn as it recovers the gene-seed of the fallen warrior. Each unit can only be provided medical attention once per turn.

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

Omni-scramblers: Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.

Smoke Grenades: Once per battle, instead of shooting in your Shooting phase, this unit can use its smoke grenades. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this unit, subtract 1 from the hit roll.

Infiltrator Comms Array: Whilst this unit contains a model with an Infiltrator comms array, if there are any friendly **<CHAPTER> PHOBOS CAPTAIN** or **<CHAPTER> PHOBOS LIEUTENANT** models on the battlefield, this unit is always treated as being within range of those models' Rites of Battle and Tactical Precision abilities.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, PHOBOS, PRIMARIS, INFILTRATOR SQUAD



Amidst the ruins of an Imperial city, a stealthy band of Infiltrators advances into battle.

INCURSOR SQUAD

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Incursor	**6"**	**3+**	**3+**	**4**	**4**	**2**	**2**	**7**	**3+**
Incursor Sergeant	**6"**	**3+**	**3+**	**4**	**4**	**2**	**3**	**8**	**3+**

This unit contains 1 Incursor Sergeant and 4 Incursors. It can additionally contain up to 5 Incursors (**Power Rating +5**). Every model is equipped with: bolt pistol; occulus bolt carbine; paired combat blades; frag grenades; krak grenades. Every model has smoke grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Occulus bolt carbine	24"	Rapid Fire 1	4	0	1	When resolving an attack made with this weapon, the target does not receive the benefit of cover to its saving throw.
Paired combat blades	Melee	Melee	User	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- 1 Incursor can additionally have a haywire mine.

ABILITIES

Angels of Death (pg 108)

Haywire Mine: In your Movement phase, one model from your army with a haywire mine that has not been primed can prime it. At any point during that model's move, place one Primed Haywire Mine within 1" of it, more than 3" away from any enemy models and more than 6" away from any other Primed Haywire Mines. If an enemy unit moves within 3" of that Primed Haywire Mine, roll one D6; on a 2+ that enemy unit suffers D3 mortal wounds. If that unit is a **VEHICLE**, it suffers D3+1 mortal wounds instead. That Primed Haywire Mine is then removed from play.

The Primed Haywire Mine is represented by the Primed Haywire Mine model, but does not count as a model for any rules purposes.

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

Multi-spectrum array: When resolving an attack made with a ranged weapon by a model in this unit, ignore hit roll modifiers and Ballistic Skill modifiers.

Smoke Grenades: Once per battle, instead of shooting in your Shooting phase, this unit can use its smoke grenades. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this unit, subtract 1 from the hit roll.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, PHOBOS, PRIMARIS, INCURSOR SQUAD

'Violent aggression alone is not enough to win a war. Violence must be accompanied by intelligence, as aggression must be tempered by purpose. There is no blow as ultimately destructive as that which is ultimately considered.'

- Kayvaan Shrike of the Raven Guard



SCOUT SQUAD

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scout	**6"**	**3+**	**3+**	**4**	**4**	**1**	**1**	**7**	**4+**
Scout Sergeant	**6"**	**3+**	**3+**	**4**	**4**	**1**	**2**	**8**	**4+**

This unit contains 1 Scout Sergeant and 4 Scouts. It can additionally contain up to 5 Scouts **(Power Rating +3)**. Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes shotgun	12"	Assault 2	4	0	1	When resolving an attack made with this weapon against a unit that is within half range, this weapon has a Strength characteristic of 5 for that attack.
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Missile launcher	When you choose this weapon to shoot with, select one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Sniper rifle	36"	Heavy 1	4	0	1	This weapon can target a **CHARACTER** unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.
Combat knife	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Scout Sergeant can be equipped with up to 2 weapons from the *Sergeant Weapons* list instead of 1 bolt pistol and 1 boltgun.
- Any model can be equipped with one of the following instead of 1 boltgun: 1 Astartes shotgun; 1 sniper rifle; 1 combat knife.
- 1 Scout can be equipped with one of the following instead of 1 boltgun: 1 heavy bolter; 1 missile launcher.
- Any model can have a camo cloak.

ABILITIES

Angels of Death (pg 108)

Camo Cloak: If every model in this unit has a camo cloak, then when resolving an attack made with a ranged weapon against a model in this unit whilst it is receiving the benefit of cover, add 2 to the saving throw instead of 1.

Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS INFANTRY, SCOUT, SCOUT SQUAD



A Space Marine Scout Squad pushes up through the remains of a bomb-blasted cathedrum to outflank the foe.

PRIMARIS APOTHECARY

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Apothecary	**6"**	**3+**	**3+**	**4**	**4**	**5**	**4**	**8**	**3+**

A Primaris Apothecary is a single model equipped with: absolvor bolt pistol; reductor pistol; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Absolvor bolt pistol	16"	Pistol 1	5	-1	1	-
Reductor pistol	3"	Pistol 1	4	-3	2	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES **Angels of Death** (pg 108)

Narthecium: At the end of your Movement phase, this model can provide medical attention to one friendly **<CHAPTER> INFANTRY** or **<CHAPTER> BIKER** unit within 3" of it. If that unit contains a model that has lost any wounds, that model regains up to D3 lost wounds. Otherwise, if any models from that unit have been destroyed, roll one D6; on a 4+ you can return one destroyed model from that unit to the battlefield with 1 wound remaining, placing it within 3" of this model and in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield). On a 3 or less, this model cannot shoot, charge or fight this turn as it recovers the gene-seed of the fallen warrior. Each unit can only be provided medical attention once per turn.

FACTION KEYWORDS **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**

KEYWORDS **CHARACTER, INFANTRY, PRIMARIS, APOTHECARY**



APOTHECARY

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Apothecary	**6"**	**3+**	**3+**	**4**	**4**	**4**	**3**	**8**	**3+**

An Apothecary is a single model equipped with: bolt pistol; chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES **Angels of Death** (pg 108)

Narthecium: At the end of your Movement phase, this model can provide medical attention to one friendly **<CHAPTER> INFANTRY** or **<CHAPTER> BIKER** unit within 3" of it. If that unit contains a model that has lost any wounds, that model regains up to D3 lost wounds. Otherwise, if any models from that unit have been destroyed, roll one D6; on a 4+ you can return one destroyed model from that unit to the battlefield with 1 wound remaining, placing it within 3" of this model and in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield). On a 3 or less, this model cannot shoot, charge or fight this turn as it recovers the gene-seed of the fallen warrior. Each unit can only be provided medical attention once per turn.

FACTION KEYWORDS **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**

KEYWORDS **CHARACTER, INFANTRY, APOTHECARY**

PRIMARIS ANCIENT

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Ancient	**6"**	**3+**	**3+**	**4**	**4**	**5**	**4**	**8**	**3+**

A Primaris Ancient is a single model equipped with: bolt pistol; bolt rifle; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES **Angels of Death** (pg 108)

Astartes Banner: Add 1 to the Leadership characteristic of **<CHAPTER>** units whilst they are within 6" of any friendly **<CHAPTER> ANCIENTS**. When a **<CHAPTER> INFANTRY** or **<CHAPTER> BIKER** model is destroyed within 6" of any friendly **<CHAPTER> ANCIENTS**, roll one D6 before removing that model from play. On a 4+ that model can either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase.

FACTION KEYWORDS **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**

KEYWORDS **CHARACTER, INFANTRY, PRIMARIS, ANCIENT**



'Some have called us the Angels of Death. It is a name well chosen, for we bring redemption to those who need it the most – the cold and final redemption of the grave.'

- Primaris Ancient Thracius Decoglorian

COMPANY ANCIENT

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Company Ancient	**6"**	**3+**	**3+**	**4**	**4**	**4**	**3**	**8**	**3+**

A Company Ancient is a single model equipped with: bolt pistol; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS
- This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Pistols* list.

ABILITIES **Angels of Death** (pg 108)

Astartes Banner: Add 1 to the Leadership characteristic of **<CHAPTER>** units whilst they are within 6" of any friendly **<CHAPTER> ANCIENTS**. When a **<CHAPTER> INFANTRY** or **<CHAPTER> BIKER** model is destroyed within 6" of any friendly **<CHAPTER> ANCIENTS**, roll one D6 before removing that model from play. On a 4+ that model can either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase.

FACTION KEYWORDS **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**

KEYWORDS **CHARACTER, INFANTRY, ANCIENT, COMPANY ANCIENT**

COMPANY CHAMPION

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Company Champion	**6"**	**2+**	**3+**	**4**	**4**	**4**	**4**	**8**	**3+**

A Company Champion is a single model equipped with: bolt pistol; master-crafted power sword; frag grenades; krak grenades. It has a combat shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted power sword	Melee	Melee	User	-3	2	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (pg 108)

Honour or Death: This model must perform a Heroic Intervention if it is able to do so. It can perform a Heroic Intervention if there are any enemy units within 6" of it instead of 3" if any of those enemy units is a **CHARACTER**, and when doing so can move up to 6" instead of 3" so long as it ends that move closer to the closest enemy **CHARACTER** model.

Combat Shield: This model has a 5+ invulnerable save.

Martial Superiority: If this model is within 1" of any enemy **CHARACTER** models at the start of the Fight phase, it can fight first in that Fight phase, even if it did not charge. If the enemy has units that have charged or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

Superlative Duellist: When resolving an attack made with a melee weapon by this model against a **CHARACTER** unit, you can re-roll the hit roll and you can re-roll the wound roll.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, COMPANY CHAMPION

COMPANY VETERANS

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine Veteran	**6"**	**3+**	**3+**	**4**	**4**	**1**	**2**	**8**	**3+**
Veteran Sergeant	**6"**	**3+**	**3+**	**4**	**4**	**1**	**3**	**9**	**3+**

This unit contains 1 Veteran Sergeant and 1 Space Marine Veteran. It can additionally contain up to 3 Space Marine Veterans (**Power Rating +5**). Every model is equipped with: bolt pistol; chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Veteran Sergeant can be equipped with up to 2 weapons from the *Sergeant Weapons* list instead of 1 bolt pistol and 1 chainsword.
- Any model can be equipped with one of the following instead of 1 bolt pistol: 1 weapon from the *Melee Weapons* list; 1 weapon from the *Pistols* list.
- Any Space Marine Veteran can be equipped with one of the following instead of 1 chainsword: 1 boltgun; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Pistols* list; 1 weapon from the *Special Weapons* list.
- Any model can have a storm shield instead of being equipped with 1 bolt pistol or 1 chainsword.

ABILITIES

Angels of Death (pg 108)

Storm Shield: A model with a storm shield has a 3+ invulnerable save.

Command Squad Bodyguard: When a friendly <CHAPTER> **CHARACTER** model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, COMPANY VETERANS

SERVITORS

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Servitor	**5"**	**5+**	**5+**	**3**	**3**	**1**	**1**	**6**	**4+**

This unit contains 4 Servitors. Every model is equipped with: servo-arm.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Plasma cannon	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Servo-arm	Melee	Melee	x2	-2	3	When the bearer fights, no more than one attack can be made with each servo-arm. When resolving an attack made with this weapon, subtract 1 from the hit roll.

WARGEAR OPTIONS
- Up to 2 Servitors can be equipped with one of the following instead of 1 servo-arm: 1 heavy bolter; 1 multi-melta; 1 plasma cannon.

ABILITIES
Mindlock: Whilst this unit is within 6" of any friendly **<CHAPTER> TECHMARINES**, it has Weapon Skill and Ballistic Skill characteristics of 4+ and a Leadership characteristic of 9.

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS
INFANTRY, SERVITORS



ANCIENT
IN TERMINATOR ARMOUR

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ancient in Terminator Armour	**6"**	**3+**	**3+**	**4**	**4**	**5**	**3**	**8**	**2+**

An Ancient in Terminator Armour is a single model equipped with: storm bolter; power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Power fist	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.

ABILITIES

Angels of Death (pg 108)

Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.

Crux Terminatus: This model has a 5+ invulnerable save.

Astartes Banner: Add 1 to the Leadership characteristic of **<CHAPTER>** units whilst they are within 6" of any friendly **<CHAPTER> ANCIENTS**. When a **<CHAPTER> INFANTRY** or **<CHAPTER> BIKER** model is destroyed within 6" of any friendly **<CHAPTER> ANCIENTS**, roll one D6 before removing that model from play. On a 4+ that model can either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase.

FACTION KEYWORDS
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS
CHARACTER, INFANTRY, TERMINATOR, ANCIENT

TERMINATOR SQUAD

9 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Terminator	5"	3+	3+	4	4	2	2	8	2+
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+

This unit contains 1 Terminator Sergeant and 4 Terminators. It can additionally contain up to 5 Terminators **(Power Rating +9)**. The Terminator Sergeant is equipped with: storm bolter; power sword. Every Terminator is equipped with: storm bolter; power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Chainfist	Melee	Melee	x2	-4	2	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power fist	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS

- For every 5 models this unit contains, 1 Terminator can be equipped with 1 weapon from the *Terminator Heavy Weapons* list instead of 1 storm bolter.
- Any Terminator can be equipped with 1 chainfist instead of 1 power fist.
- The Terminator Sergeant can have a teleport homer.

ABILITIES

Angels of Death (pg 108)

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

Crux Terminatus: Every model in this unit has a 5+ invulnerable save.

Teleport Homer: If a model in this unit has a teleport homer, place one Deployed Teleport Homer anywhere in your deployment zone when you set up that model for the first time. Whilst that Deployed Teleport Homer is on the battlefield, that model's unit can perform an emergency teleport instead of moving in your Movement phase. If it does, then at the end of that phase, remove that unit from the battlefield then set it up again wholly within 6" of that Deployed Teleport Homer. That Deployed Teleport Homer is then removed from play. If that Deployed Teleport Homer is ever within 9" of any enemy units, remove that Deployed Teleport Homer from play.

The Deployed Teleport Homer is represented by the Deployed Teleport Homer model, but does not count as a model for any rules purposes.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, TERMINATOR, TERMINATOR SQUAD



A squad of Terminators shrugs off hails of fire as they spearhead the Adeptus Astartes advance.

TERMINATOR ASSAULT SQUAD

9 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Terminator	5"	3+	3+	4	4	2	2	8	2+
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+

This unit contains 1 Terminator Sergeant and 4 Terminators. It can additionally contain up to 5 Terminators **(Power Rating +9)**. Every model is equipped with: 2 lightning claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lightning claw	Melee	Melee	User	-2	1	If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack using this profile. When resolving an attack made with this weapon, you can re-roll the wound roll.
Thunder hammer	Melee	Melee	x2	-3	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.

WARGEAR OPTIONS

- Any model can be equipped with 1 thunder hammer instead of 2 lightning claws. If it is, it additionally has a storm shield.
- The Terminator Sergeant can have a teleport homer.

ABILITIES

Angels of Death (pg 108)

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

Crux Terminatus: Every model in this unit has a 5+ invulnerable save.

Storm Shield: A model with a storm shield has a 3+ invulnerable save.

Teleport Homer: If a model in this unit has a teleport homer, place one Deployed Teleport Homer anywhere in your deployment zone when you set up that model for the first time. Whilst that Deployed Teleport Homer is on the battlefield, that model's unit can perform an emergency teleport instead of moving in your Movement phase. If it does, then at the end of that phase, remove that unit from the battlefield then set it up again wholly within 6" of that Deployed Teleport Homer. That Deployed Teleport Homer is then removed from play. If that Deployed Teleport Homer is ever within 9" of any enemy units, remove that Deployed Teleport Homer from play.

The Deployed Teleport Homer is represented by the Deployed Teleport Homer model, but does not count as a model for any rules purposes.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, TERMINATOR, TERMINATOR ASSAULT SQUAD



Lightning claws and thunder hammers crackling, a Terminator Assault Squad storms into battle.

CATAPHRACTII TERMINATOR SQUAD

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cataphractii Terminator	4"	3+	3+	4	4	2	2	8	2+
Cataphractii Sergeant	4"	3+	3+	4	4	2	3	9	2+

This unit contains 1 Cataphractii Sergeant and 4 Cataphractii Terminators. It can additionally contain up to 5 Cataphractii Terminators **(Power Rating +10)**. The Cataphractii Sergeant is equipped with: combi-bolter; power sword. Every Cataphractii Terminator is equipped with: combi-bolter; power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Grenade harness	12"	Assault D6	4	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Chainfist	Melee	Melee	x2	-4	2	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Lightning claw	Melee	Melee	User	-2	1	If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack using this profile. When resolving an attack made with this weapon, you can re-roll the wound roll.
Power fist	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS

- For every 5 models this unit contains, 1 Cataphractii Terminator can be equipped with 1 heavy flamer instead of 1 combi-bolter.
- Any model can be equipped with 1 lightning claw instead of 1 combi-bolter.
- Any Cataphractii Terminator can be equipped with one of the following instead of 1 power fist: 1 chainfist; 1 lightning claw.
- The Cataphractii Sergeant can be equipped with one of the following instead of 1 power sword: 1 chainfist; 1 lightning claw; 1 power fist.
- The Cataphractii Sergeant can additionally be equipped with 1 grenade harness.

ABILITIES

Angels of Death (pg 108)

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

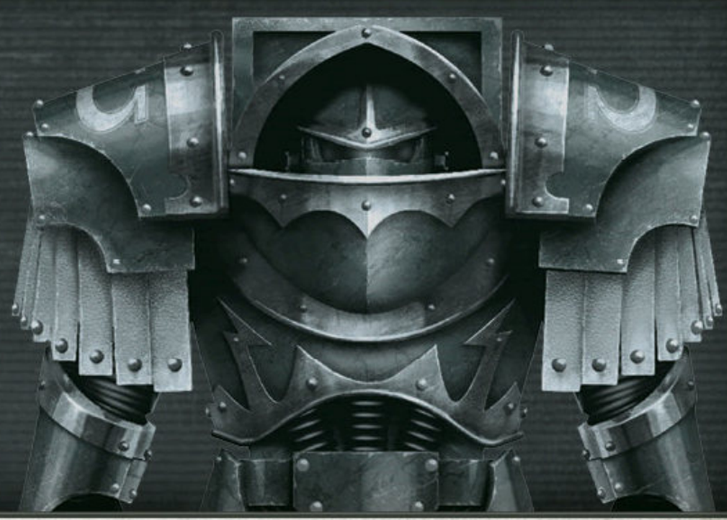
Cataphractii Armour: Every model in this unit has a 4+ invulnerable save. When this unit Advances, halve the result of the Advance roll.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, TERMINATOR, CATAPHRACTII TERMINATOR SQUAD

'Truly, Cataphractii armour is a link to each Chapter's past. What storied heroes have worn each suit of magnificent plate, and what furious battles have they fought through? One can almost picture these suits striding out from the obfuscating mists of the past, guns blazing and blades crackling in war that never ends. What tales might their machine spirits tell us, if they could speak?'

- Iron Father Feirros of the Iron Hands



TARTAROS TERMINATOR SQUAD

9 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tartaros Terminator	6"	3+	3+	4	4	2	2	8	2 +
Tartaros Sergeant	6"	3+	3+	4	4	2	3	9	2+

This unit contains 1 Tartaros Sergeant and 4 Tartaros Terminators. It can additionally contain up to 5 Tartaros Terminators **(Power Rating +9)**. The Tartaros Sergeant is equipped with: combi-bolter; power sword. Every Tartaros Terminator is equipped with: combi-bolter; power fist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Grenade harness	12"	Assault D6	4	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Plasma blaster	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Volkite charger	15"	Heavy 2	5	0	2	When resolving an attack made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.
Chainfist	Melee	Melee	x2	-4	2	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Lightning claw	Melee	Melee	User	-2	1	If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack using this profile. When resolving an attack made with this weapon, you can re-roll the wound roll.
Power fist	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS

- For every 5 models this unit contains, 1 Tartaros Terminator can be equipped with one of the following instead of 1 combi-bolter: 1 heavy flamer; 1 reaper autocannon.
- Any Tartaros Terminator can be equipped with 2 lightning claws instead of 1 combi-bolter and 1 power fist.
- Any Tartaros Terminator can be equipped with 1 chainfist instead of 1 power fist.
- The Tartaros Sergeant can be equipped with 2 lightning claws instead of 1 combi-bolter and 1 power sword.
- The Tartaros Sergeant can be equipped with one of the following instead of 1 power sword: 1 chainfist; 1 power fist.
- The Tartaros Sergeant can be equipped with one of the following instead of 1 combi-bolter: 1 plasma blaster; 1 volkite charger.
- For every 5 models this unit contains, 1 model can additionally be equipped with 1 grenade harness.

ABILITIES

Angels of Death (pg 108)

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

Tartaros Armour: Every model in this unit has a 5+ invulnerable save.

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, TERMINATOR, TARTAROS TERMINATOR SQUAD



VANGUARD VETERAN SQUAD

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine Veteran	6"	3+	3+	4	4	1	2	8	3+
Veteran Sergeant	6"	3+	3+	4	4	1	3	9	3+

This unit contains 1 Veteran Sergeant and 4 Space Marine Veterans. It can additionally contain up to 5 Space Marine Veterans **(Power Rating +6)**. Every model is equipped with: bolt pistol; chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Relic blade	Melee	Melee	+2	-3	D3	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-
Melta bombs	4"	Grenade 1	8	-4	D6	When resolving an attack made with this weapon against a **VEHICLE** unit, you can re-roll the wound roll.

WARGEAR OPTIONS

- The Veteran Sergeant can be equipped with one of the following and have a storm shield, or be equipped with two of the following, instead of 1 bolt pistol and 1 chainsword: 1 relic blade; 1 weapon from the *Pistols* list; 1 weapon from the *Melee Weapons* list.
- Any Space Marine Veteran can be equipped with one of the following and have a storm shield, or be equipped with two of the following, instead of 1 bolt pistol and 1 chainsword: 1 weapon from the *Pistols* list; 1 weapon from the *Melee Weapons* list.
- 1 model can additionally be equipped with melta bombs.
- Every model can have a jump pack (**Power Rating +1** if this unit contains 5 models, or **Power Rating +2** otherwise). If a model has a jump pack, it has a Move characteristic of 12" and gains the **FLY** and **JUMP PACK** keywords.

ABILITIES

Angels of Death (pg 108)

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

Storm Shield: A model with a storm shield has a 3+ invulnerable save.

Jump Pack Assault: If every model in this unit has a jump pack, then during deployment you can set up this unit high in the skies instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, VANGUARD VETERAN SQUAD



Vanguard Veterans bound across the ruined cityscape in great rocket-assisted leaps.

STERNGUARD VETERAN SQUAD

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine Veteran	**6"**	**3+**	**3+**	**4**	**4**	**1**	**2**	**8**	**3+**
Veteran Sergeant	**6"**	**3+**	**3+**	**4**	**4**	**1**	**3**	**9**	**3+**

This unit contains 1 Veteran Sergeant and 4 Space Marine Veterans. It can additionally contain up to 5 Space Marine Veterans **(Power Rating +6)**. Every model is equipped with: bolt pistol; special issue boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Special issue boltgun	30"	Rapid Fire 1	4	-2	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Veteran Sergeant can be equipped with up to 2 weapons from the *Sergeant Weapons* list instead of 1 bolt pistol and 1 special issue boltgun.
- The Veteran Sergeant can be equipped with 1 weapon from the *Sergeant Weapons* list instead of 1 bolt pistol.
- Up to 2 Space Marine Veterans can be equipped with one of the following instead of 1 special issue boltgun: 1 heavy flamer; 1 weapon from the *Heavy Weapons* list; 1 weapon from the *Special Weapons* list.
- Any Space Marine Veteran can be equipped with 1 weapon from the *Combi-weapons* list instead of 1 special issue boltgun.

ABILITIES

Angels of Death (pg 108)

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, STERNGUARD VETERAN SQUAD

DREADNOUGHT

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dreadnought	**6"**	**3+**	**3+**	**6**	**7**	**8**	**4**	**8**	**3+**

A Dreadnought is a single model equipped with: assault cannon; storm bolter; Dreadnought combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Missile launcher	When you choose this weapon to shoot with, select one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-

WARGEAR OPTIONS

- This model can be equipped with 1 weapon from the *Dreadnought Heavy Weapons* list instead of 1 assault cannon.
- This model can be equipped with 1 missile launcher instead of 1 Dreadnought combat weapon and 1 storm bolter.
- This model can be equipped with 1 heavy flamer instead of 1 storm bolter.

ABILITIES

Angels of Death (pg 108)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, DREADNOUGHT

IRONCLAD DREADNOUGHT

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ironclad Dreadnought	**6"**	**3+**	**3+**	**6**	**8**	**8**	**4**	**8**	**3+**

An Ironclad Dreadnought is a single model equipped with: meltagun; storm bolter; Dreadnought combat weapon; seismic hammer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	8"	Heavy D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Dreadnought chainfist	Melee	Melee	x2	-4	4	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Seismic hammer	Melee	Melee	x2	-4	5	When resolving an attack made with this weapon, subtract 1 from the hit roll.

WARGEAR OPTIONS

- This model can be equipped with 1 Dreadnought chainfist instead of 1 seismic hammer.
- This model can be equipped with 1 hurricane bolter instead of 1 Dreadnought combat weapon and 1 storm bolter.
- This model can be equipped with 1 heavy flamer instead of 1 storm bolter.
- This model can be equipped with 1 heavy flamer instead of 1 meltagun.
- This model can additionally be equipped with up to 2 hunter-killer missiles.
- This model can have Ironclad assault launchers.

ABILITIES

Angels of Death (pg 108)

Wrecker: If this model is equipped with 2 melee weapons, then when resolving an attack made with a melee weapon by this model, re-roll a hit roll of 1.

Ironclad Assault Launchers: If this model has Ironclad assault launchers, then after it finishes a charge move, you can select one enemy unit within 1" of it and roll one D6; on a 4+ that enemy unit suffers D3 mortal wounds.

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, DREADNOUGHT, IRONCLAD DREADNOUGHT

VENERABLE DREADNOUGHT

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Venerable Dreadnought	**6"**	**2+**	**2+**	**6**	**7**	**8**	**4**	**8**	**3+**

A Venerable Dreadnought is a single model equipped with: assault cannon; storm bolter; Dreadnought combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Missile launcher	When you choose this weapon to shoot with, select one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-

WARGEAR OPTIONS

- This model can be equipped with 1 weapon from the *Dreadnought Heavy Weapons* list instead of 1 assault cannon.
- This model can be equipped with 1 missile launcher instead of 1 Dreadnought combat weapon and 1 storm bolter.
- This model can be equipped with 1 heavy flamer instead of 1 storm bolter.

ABILITIES

Angels of Death (pg 108)

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Unyielding Ancient: When this model would lose a wound, roll one D6; on a 6 that wound is not lost.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, DREADNOUGHT, VENERABLE DREADNOUGHT

CONTEMPTOR DREADNOUGHT

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contemptor Dreadnought	*	*	*	**7**	**7**	**10**	**4**	**8**	**3+**

A Contemptor Dreadnought is a single model equipped with: combi-bolter; multi-melta; Dreadnought combat weapon.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
6-10+	9"	2+	2+
3-5	6"	3+	3+
1-2	4"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Kheres-pattern assault cannon	24"	Heavy 6	7	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-

WARGEAR OPTIONS

- This model can be equipped with 1 Kheres-pattern assault cannon instead of 1 multi-melta.

ABILITIES

Angels of Death (pg 108)

Atomantic Shielding: This model has a 5+ invulnerable save.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, DREADNOUGHT, CONTEMPTOR DREADNOUGHT

REDEMPTOR DREADNOUGHT

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Redemptor Dreadnought	*	*	*	7	7	13	4	8	3+

A Redemptor Dreadnought is a single model equipped with: 2 fragstorm grenade launchers; heavy flamer; heavy onslaught gatling cannon; Redemptor fist.

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
7-13+	8"	3+	3+
4-6	6"	4+	4+
1-3	4"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Icarus rocket pod	24"	Heavy D3	7	-1	2	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Macro plasma incinerator	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	36"	Heavy D6	8	-4	1	-
- Supercharge	36"	Heavy D6	9	-4	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting this weapon.
Onslaught gatling cannon	24"	Heavy 6	5	-1	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Redemptor fist	Melee	Melee	x2	-3	D6	-

WARGEAR OPTIONS

- This model can additionally be equipped with 1 Icarus rocket pod.
- This model can be equipped with 1 onslaught gatling cannon instead of 1 heavy flamer.
- This model can be equipped with 1 macro plasma incinerator instead of 1 heavy onslaught gatling cannon.
- This model can be equipped with 2 storm bolters instead of 2 fragstorm grenade launchers.

ABILITIES

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Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, DREADNOUGHT, REDEMPTOR DREADNOUGHT



Indomitable, relentless, the Redemptor Dreadnought anchors the Space Marines battle line.



An Invictor Tactical Warsuit lopes into battle with its twin ironhail autocannons chattering.

6 POWER

INVICTOR TACTICAL WARSUIT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Invictor Tactical Warsuit	*	*	*	7	6	13	4	8	3+

An Invictor Tactical Warsuit is a single model equipped with: fragstorm grenade launcher; heavy bolter; incendium cannon; 2 ironhail heavy stubbers; Invictor fist.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	WS	BS
7-13+	10"	3+	3+
4-6	8"	4+	4+
1-3	6"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Incendium cannon	12"	Heavy 2D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Twin ironhail autocannon	48"	Heavy 6	7	-1	2	-
Invictor fist	Melee	Melee	x2	-3	3	-

WARGEAR OPTIONS

- This model can be equipped with 1 twin ironhail autocannon instead of 1 incendium cannon.

ABILITIES

Angels of Death (pg 108)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Concealed Position: When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

Heavy Sidearm: Whilst this model is within 1" of any enemy units, its heavy bolter has a Type characteristic of Pistol 3.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, INVICTOR TACTICAL WARSUIT

REIVER SQUAD

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Reiver	6"	3+	3+	4	4	2	2	7	3+
Reiver Sergeant	6"	3+	3+	4	4	2	3	8	3+

This unit contains 1 Reiver Sergeant and 4 Reivers. It can additionally contain up to 5 Reivers **(Power Rating +4)**. Every model is equipped with: bolt carbine; heavy bolt pistol; frag grenades; krak grenades; shock grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt carbine	24"	Assault 2	4	0	1	-
Heavy bolt pistol	12"	Pistol 1	4	-1	1	-
Combat knife	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-
Shock grenades	6"	Grenade D3	*	*	*	This weapon can only target **INFANTRY** units. When resolving an attack made with this weapon, if a hit is scored, do not make a wound roll: instead the target is stunned until the end of the turn. A stunned unit cannot fire Overwatch, and 1 is subtracted from hit rolls for attacks made by models in that unit.

WARGEAR OPTIONS

- Every Reiver can be equipped with 1 combat knife instead of 1 bolt carbine.
- The Reiver Sergeant can be equipped with 1 combat knife instead of 1 bolt carbine or 1 heavy bolt pistol.
- Every model can have a grav-chute.
- Every model can have a grapnel launcher.

ABILITIES

Angels of Death (pg 108)

Grav-chutes: If every model in this unit has a grav-chute, then during deployment you can set up this unit in low altitude instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

Terror Troops: Whilst any **REIVER** units from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit from your army that is within 3" of that enemy unit (to a maximum of -3).

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

Grapnel Launcher: If every model in this unit has a grapnel launcher, then during deployment you can set up this unit behind enemy lines instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit wholly within 6" of any battlefield edge and more than 9" away from any enemy models.

If a model in this unit has a grapnel launcher, then when that model moves in your Movement phase, do not count any vertical distance it moves against the total it can move that turn.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, PHOBOS, PRIMARIS, REIVER, REIVER SQUAD



Reivers slip through the shadows, their gleaming combat knives poised for the kill.

AGGRESSOR SQUAD

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Aggressor	5"	3+	3+	4	5	3	3	7	3+
Aggressor Sergeant	5"	3+	3+	4	5	3	4	8	3+

This unit contains 1 Aggressor Sergeant and 2 Aggressors. It can additionally contain up to 3 Aggressors **(Power Rating +5)**. Every model is equipped with: auto boltstorm gauntlets; fragstorm grenade launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto boltstorm gauntlets (shooting)	18"	Assault 6	4	0	1	-
Flamestorm gauntlets (shooting)	8"	Assault 2D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Auto boltstorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Flamestorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.

WARGEAR OPTIONS

- Every model can be equipped with flamestorm gauntlets instead of auto boltstorm gauntlets and 1 fragstorm grenade launcher.

ABILITIES

Angels of Death (pg 108)

Combat Squads: If this unit contains 6 models, then during deployment, before any units have been set up, it can be divided into two units of 3 models.

Firestorm: When this unit fires Overwatch or is chosen to shoot with, models in this unit can shoot twice if this unit did not move this turn.

Relentless Advance: Models in this unit do not suffer the penalty for Advancing and firing Assault weapons.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, MK X GRAVIS, PRIMARIS, AGGRESSOR SQUAD



None can stay the armoured might of the Aggressors as they stomp menacingly into the fray.

CENTURION ASSAULT SQUAD

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Centurion	**4"**	**3+**	**3+**	**5**	**5**	**4**	**3**	**7**	**2+**
Centurion Sergeant	**4"**	**3+**	**3+**	**5**	**5**	**4**	**4**	**8**	**2+**

This unit contains 1 Centurion Sergeant and 2 Centurions. It can additionally contain up to 3 Centurions **(Power Rating +8)**. Every model is equipped with: 2 flamers; siege drills. Every model has Centurion assault launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamer	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Siege drills	Melee	Melee	x2	-4	3	-

WARGEAR OPTIONS

- Any model can be equipped with 2 meltaguns instead of 2 flamers.
- Any model can be equipped with 1 hurricane bolter instead of having Centurion assault launchers.

ABILITIES

Angels of Death (pg 108)

Omniscope: Whilst this unit contains 1 Centurion Sergeant, when resolving an attack made with a ranged weapon by a model in this unit, the target does not receive the benefit of cover to its saving throw.

Combat Squads: If this unit contains 6 models, then during deployment, before any units have been set up, it can be divided into two units of 3 models.

Centurion Assault Launchers: If a model in this unit has Centurion assault launchers, then after this unit finishes a charge move you can select one enemy unit within 1" of that model and roll one D6; on a 4+ that enemy unit suffers 1 mortal wound.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, CENTURION, CENTURION ASSAULT SQUAD

BIKE SQUAD

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine Biker	**14"**	**3+**	**3+**	**4**	**5**	**2**	**1**	**7**	**3+**
Biker Sergeant	**14"**	**3+**	**3+**	**4**	**5**	**2**	**2**	**8**	**3+**
Attack Bike	**14"**	**3+**	**3+**	**4**	**5**	**4**	**2**	**7**	**3+**

This unit contains 1 Biker Sergeant and 2 Space Marine Bikers. It can additionally contain up to 3 Space Marine Bikers **(Power Rating +3)** or up to 5 Space Marine Bikers **(Power Rating +5)**. It can additionally contain 1 Attack Bike **(Power Rating +2)**.

- The Biker Sergeant and every Space Marine Biker is equipped with: bolt pistol; twin boltgun; frag grenades; krak grenades.
- The Attack Bike is equipped with: bolt pistol; heavy bolter; twin boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Space Marine Sergeant can be equipped with 1 weapon from the *Sergeant Weapons* list instead of 1 bolt pistol.
- Any Space Marine Biker can be equipped with 1 chainsword instead of 1 bolt pistol.
- Up to 2 Space Marine Bikers can be equipped with 1 weapon from the *Special Weapons* list instead of 1 bolt pistol.
- The Attack Bike can be equipped with 1 multi-melta instead of 1 heavy bolter.

ABILITIES

Angels of Death (pg 108)

Turbo-boost: When this unit Advances, add 6" to the Move characteristic of its models until the end of the Movement phase instead of making an Advance roll.

Combat Squads: If this unit contains 6 or more models, then during deployment, before any units have been set up, it can be divided into two units containing as equal a number of models as possible.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: BIKER, BIKE SQUAD



A Space Marine Bike Squad roars towards the front lines at breakneck speed.

ASSAULT SQUAD

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine	**6"**	**3+**	**3+**	**4**	**4**	**1**	**1**	**7**	**3+**
Space Marine Sergeant	**6"**	**3+**	**3+**	**4**	**4**	**1**	**2**	**8**	**3+**

This unit contains 1 Space Marine Sergeant and 4 Space Marines. It can additionally contain up to 5 Space Marines **(Power Rating +3)**. Every model is equipped with: bolt pistol; chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Eviscerator	Melee	Melee	x2	-4	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-
Melta bombs	4"	Grenade 1	8	-4	D6	When resolving an attack made with this weapon against a **VEHICLE** unit, you can re-roll the wound roll.

WARGEAR OPTIONS

- The Space Marine Sergeant can be equipped with one of the following instead of 1 bolt pistol: 1 weapon from the *Melee Weapons* list; 1 weapon from the *Pistols* list.
- The Space Marine Sergeant can be equipped with 1 weapon from the *Melee Weapons* list instead of 1 chainsword.
- The Space Marine Sergeant can have a combat shield.
- The Space Marine Sergeant can additionally be equipped with melta bombs.
- Up to 2 Space Marines can be equipped with 1 plasma pistol instead of 1 bolt pistol, or 1 flamer instead of 1 bolt pistol and 1 chainsword.
- For every 5 models this unit contains, 1 model can be equipped with 1 eviscerator instead of 1 bolt pistol and 1 chainsword.
- Every model can have a jump pack (**Power Rating +1** if this unit contains 5 models, or **Power Rating +2** otherwise). If a model has a jump pack, it has a Move characteristic of 12" and gains the **FLY** and **JUMP PACK** keywords.

ABILITIES

Angels of Death (pg 108)

Combat Shield: A model with a combat shield has a 5+ invulnerable save.

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

Jump Pack Assault: If every model in this unit has a jump pack, then during deployment you can set up this unit high in the skies instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, ASSAULT SQUAD



'We saw them first as we crested the rise during the last push on Ghachorn City. Our Rhinos were racing hard for the trench lines, coming under heavy fire from dug-in traitor artillery. The Assault Marines came as though from nowhere, black-armoured warriors rising from the ruins of the Orichalium upon wings of fire, the dawn light glinting off their blades – Raven Guard battle-brothers with their claws unsheathed. They fell upon the traitors like thunderbolts and slaughtered them in a matter of seconds, and we fortunate brethren swept on towards the city, and victory.'

- Brother-Sergeant Lysor of the Imperial Fists

INCEPTOR SQUAD

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inceptor	**10"**	**3+**	**3+**	**4**	**5**	**3**	**2**	**7**	**3+**
Inceptor Sergeant	**10"**	**3+**	**3+**	**4**	**5**	**3**	**3**	**8**	**3+**

This unit contains 2 Inceptors and 1 Inceptor Sergeant. It can additionally contain up to 3 Inceptors (**Power Rating +7**). Every model is equipped with: 2 assault bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault bolter	18"	Assault 3	5	-1	1	-
Plasma exterminator	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	18"	Assault D3	7	-3	1	-
- Supercharge	18"	Assault D3	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.

WARGEAR OPTIONS

- Every model can be equipped with 2 plasma exterminators instead of 2 assault bolters.

ABILITIES

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Meteoric Descent: During deployment, you can set up this unit in high orbit instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

Crushing Charge: After this unit finishes a charge move, for each model in this unit you can select one enemy unit within 1" of that model and roll one D6; on a 6, that enemy unit suffers 1 mortal wound.

Combat Squads: If this unit contains 6 models, then during deployment, before any units have been set up, it can be divided into two units of 3 models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, JUMP PACK, MK X GRAVIS, PRIMARIS, FLY, INCEPTOR SQUAD



Through a combination of assault bolter fire and plasma exterminator blasts, the Inceptor Squads lay low their targets.



A Suppressor Squad seizes the high ground and prepares to rain fire upon the enemy to support their battle-brothers below.

4 POWER

SUPPRESSOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Suppressor	**12"**	**3+**	**3+**	**4**	**4**	**2**	**2**	**7**	**3+**
Suppressor Sergeant	**12"**	**3+**	**3+**	**4**	**4**	**2**	**3**	**8**	**3+**

This unit contains 1 Suppressor Sergeant and 2 Suppressors. Every model is equipped with: accelerator autocannon; bolt pistol; frag grenades; krak grenades. Every model has a grav-chute.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Accelerator autocannon	48"	Heavy 2	7	-2	2	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (pg 108)

Grav-chute: During deployment, you can set up this unit in low altitude instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

Smoke Launcher: Once per battle, instead of shooting in your Shooting phase, this unit's Suppressor Sergeant can use his smoke launcher. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this unit, subtract 1 from the hit roll.

Suppressing Fire: If an enemy model is destroyed as a result of an attack made with an accelerator autocannon by a model in this unit, that enemy model's unit cannot fire Overwatch this turn.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS INFANTRY, JUMP PACK, PRIMARIS, FLY, SUPPRESSOR SQUAD

SCOUT BIKE SQUAD

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Scout Biker	**16"**	**3+**	**3+**	**4**	**5**	**2**	**1**	**7**	**4+**
Scout Biker Sergeant	**16"**	**3+**	**3+**	**4**	**5**	**2**	**2**	**8**	**4+**

This unit contains 1 Scout Biker Sergeant and 2 Scout Bikers. It can additionally contain up to 3 Scout Bikers **(Power Rating +3)** or up to 6 Scout Bikers **(Power Rating +6)**. Every model is equipped with: Astartes shotgun; bolt pistol; twin boltgun; combat knife; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes grenade launcher	When you choose this weapon to shoot with, select one of the profiles below.					
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Astartes shotgun	12"	Assault 2	4	0	1	When resolving an attack made with this weapon against a unit that is within half range, this weapon has a Strength characteristic of 5 for that attack.
Bolt pistol	12"	Pistol 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Combat knife	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Scout Biker Sergeant can be equipped with 1 weapon from the *Sergeant Weapons* list instead of 1 bolt pistol.
- Any model can be equipped with 1 Astartes grenade launcher instead of 1 twin boltgun.

ABILITIES

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Turbo-boost: When this unit Advances, add 6" to the Move characteristic of its models until the end of the Movement phase instead of making an Advance roll.

Combat Squads: If this unit contains 6 models, then during deployment, before any units have been set up, it can be divided into two units of 3 models. If this unit contains 9 models, then during deployment, before any units have been set up, it can be divided into three units of 3 models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

BIKER, SCOUT, SCOUT BIKE SQUAD



A squadron of Scout Bikers races to war as outriders for the advancing Adeptus Astartes armour.

LAND SPEEDERS

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Speeder	**16"**	**3+**	**3+**	**4**	**5**	**6**	**2**	**7**	**3+**

This unit contains 1 Land Speeder. It can additionally contain up to 2 Land Speeders **(Power Rating +4** per model**)**. Every model is equipped with: heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Multi-melta	24"	Heavy 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Typhoon missile launcher	When you choose this weapon to shoot with, select one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-

WARGEAR OPTIONS
- Any model can be equipped with 1 multi-melta instead of 1 heavy bolter.
- Any model can additionally be equipped with one of the following: 1 assault cannon; 1 heavy flamer; 1 typhoon missile launcher.

ABILITIES

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Anti-grav Upwash: Whilst this unit contains 3 models, models in this unit have a Move characteristic of 20".

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, FLY, LAND SPEEDERS

ATTACK BIKE SQUAD

2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Attack Bike	**14"**	**3+**	**3+**	**4**	**5**	**4**	**2**	**7**	**3+**

This unit contains 1 Attack Bike. It can additionally contain 1 Attack Bike **(Power Rating +2)** or 2 additional Attack Bikes **(Power Rating +4)**. Every model is equipped with: bolt pistol; heavy bolter; twin boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS
- Any model can be equipped with 1 multi-melta instead of 1 heavy bolter.

ABILITIES

Angels of Death (pg 108)

Turbo-boost: When this unit Advances, add 6" to the Move characteristic of its models until the end of the Movement phase instead of making an Advance roll.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: BIKER, ATTACK BIKE SQUAD

DEVASTATOR SQUAD

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine	6"	3+	3+	4	4	1	1	7	3+
Space Marine Sergeant	6"	3+	3+	4	4	1	2	8	3+

This unit contains 1 Space Marine Sergeant and 4 Space Marines. It can additionally contain up to 5 Space Marines (**Power Rating +3**). Every model is equipped with: bolt pistol; boltgun; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Space Marine Sergeant can be equipped with up to 2 weapons from the *Sergeant Weapons* list instead of 1 boltgun.
- Up to four Space Marines can be equipped with 1 weapon from the *Heavy Weapons* list instead of 1 boltgun.
- The Space Marine Sergeant can have an Armorium Cherub.

ABILITIES

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Signum: When you choose this unit to shoot with in your Shooting phase, you can select one Space Marine in this unit that is within 3" of this unit's Space Marine Sergeant. The selected model has a Ballistic Skill characteristic of 2+ until the end of that phase.

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

Armorium Cherub: If a Space Marine Sergeant in this unit has an Armorium Cherub, then after a model in this unit shoots with a ranged weapon, that Armorium Cherub can reload that model's weapon. If it does, that Armorium Cherub is removed from play and that model can immediately shoot with that ranged weapon again.

An Armorium Cherub is represented by an Armorium Cherub model, but does not count as a model for any rules purposes. Whilst a unit with an Armorium Cherub is on the battlefield, that Armorium Cherub must be within 2" of it.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, DEVASTATOR SQUAD



A Devastator Squad defends the Space Marines drop zone with their potent heavy weapons.

CENTURION DEVASTATOR SQUAD

12 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Centurion	4"	3+	3+	5	5	4	3	7	2+
Centurion Sergeant	4"	3+	3+	5	5	4	4	8	2+

This unit contains 1 Centurion Sergeant and 2 Centurions. It can additionally contain up to 3 Centurions (**Power Rating +12**). Every model is equipped with: 2 heavy bolters; hurricane bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Centurion missile launcher	36"	Assault D3	8	-2	D3	-
Grav-cannon and grav-amp	24"	Heavy 4	5	-3	1	When resolving an attack made with this weapon against a unit with a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3 for that attack.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-

WARGEAR OPTIONS

- Any model can be equipped with 1 Centurion missile launcher instead of 1 hurricane bolter.
- Any model can be equipped with one of the following instead of 2 heavy bolters: 1 grav-cannon and grav-amp; 2 lascannons.

ABILITIES

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Omniscope: Whilst this unit contains 1 Centurion Sergeant, when resolving an attack made with a ranged weapon by a model in this unit, the target does not receive the benefit of cover to its saving throw.

Combat Squads: If this unit contains 6 models, then during deployment, before any units have been set up, it can be divided into two units of 3 models.

Decimator Protocols: Models in this unit do not suffer the penalty for moving and firing Heavy weapons.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, CENTURION, CENTURION DEVASTATOR SQUAD



Rubble crunches beneath the ponderous tread of the Centurion Devastator Squad as they brace to fire.

ELIMINATOR SQUAD

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Eliminator	**6"**	**3+**	**3+**	**4**	**4**	**2**	**2**	**7**	**3+**
Eliminator Sergeant	**6"**	**3+**	**3+**	**4**	**4**	**2**	**3**	**8**	**3+**

This unit contains 1 Eliminator Sergeant and 2 Eliminators. Every model is equipped with: bolt pistol; bolt sniper rifle; frag grenades; krak grenades. Every model has a camo cloak.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt sniper rifle	When you choose this weapon to shoot with, select one of the profiles below.					
- Executioner round	36"	Heavy 1	5	-1	1	This weapon can target units that are not visible to the bearer, and can target a **CHARACTER** unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, add 2 to the hit roll, and the target does not receive the benefit of cover to its saving throw.
- Hyperfrag round	36"	Heavy D3	5	0	1	This weapon can target a **CHARACTER** unit even if it is not the closest enemy unit.
- Mortis round	36"	Heavy 1	5	-2	D3	This weapon can target a **CHARACTER** unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.
Instigator bolt carbine	24"	Assault 1	4	-1	2	This weapon can target a **CHARACTER** even if it is not the closest enemy unit.
Las fusil	36"	Heavy 1	8	-3	3	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Eliminator Sergeant can be equipped with one of the following instead of 1 bolt sniper rifle: 1 instigator bolt carbine; 1 las fusil.
- Every Eliminator can be equipped with 1 las fusil instead of 1 bolt sniper rifle.

ABILITIES

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Camo Cloak: When resolving an attack made with a ranged weapon against a model in this unit whilst it is receiving the benefit of cover, add 2 to the saving throw instead of 1.

Guided Aim: Instead of shooting in your Shooting phase, this unit's Eliminator Sergeant can guide his squad's aim. Until the end of that phase, when resolving an attack made with a ranged weapon by a model in this unit, add 1 to the hit roll and wound roll.

Covering Fire: The first time this unit's Eliminator Sergeant fires Overwatch with an instigator bolt carbine in your opponent's turn, this unit can, after it has resolved its Overwatch, move as if it were your Movement phase (it cannot Advance as part of this move).

Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

INFANTRY, PHOBOS, PRIMARIS, ELIMINATOR SQUAD



Eliminators zero their sights upon the enemy's commanders and unleash a lethal volley of shots.

HELLBLASTER SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellblaster	6"	3+	3+	4	4	2	2	7	3+
Hellblaster Sergeant	6"	3+	3+	4	4	2	3	8	3+

This unit contains 1 Hellblaster Sergeant and 4 Hellblasters. ~~It can additionally contain up to 5 Hellblasters **(Power Rating +6).**~~ Every model is equipped with: bolt pistol; plasma incinerator; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault plasma incinerator	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	24"	Assault 2	6	-4	1	-
- Supercharge	24"	Assault 2	7	-4	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy plasma incinerator	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	36"	Heavy 1	8	-4	1	-
- Supercharge	36"	Heavy 1	9	-4	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Plasma incinerator	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	30"	Rapid Fire 1	7	-4	1	-
- Supercharge	30"	Rapid Fire 1	8	-4	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Every model can be equipped with one of the following instead of 1 plasma incinerator: 1 assault plasma incinerator; 1 heavy plasma incinerator.
- The Hellblaster Sergeant can be equipped with 1 plasma pistol instead of 1 bolt pistol.

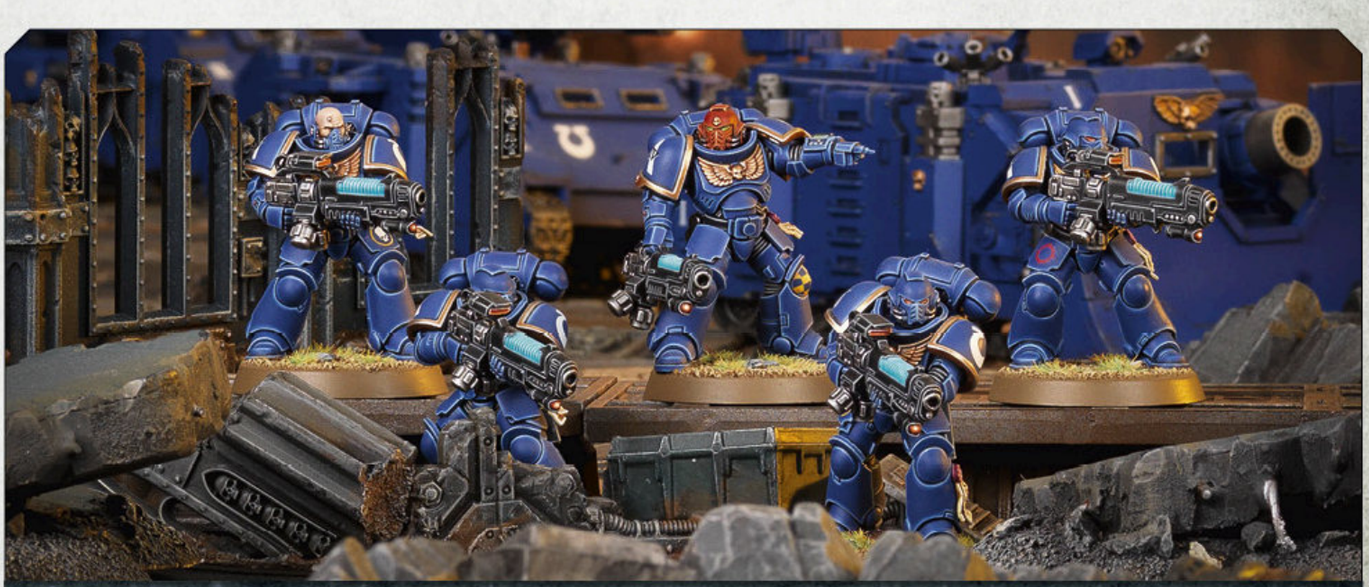
ABILITIES

Angels of Death (pg 108)

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, PRIMARIS, HELLBLASTER SQUAD



Plasma fire rises to a howling crescendo as a Hellblaster Squad lets fly.

THUNDERFIRE CANNON

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderfire Cannon	**3"**	**6+**	**2+**	**3**	**6**	**4**	**1**	**8**	**2+**
Techmarine Gunner	**6"**	**3+**	**2+**	**4**	**4**	**4**	**3**	**8**	**2+**

This unit contains 1 Thunderfire Cannon and 1 Techmarine Gunner. The Thunderfire Cannon is equipped with: thunderfire cannon. The Techmarine Gunner is equipped with: bolt pistol; flamer; plasma cutter; 2 servo-arms.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Plasma cutter	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	12"	Assault 1	7	-3	1	-
- Supercharge	12"	Assault 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Thunderfire cannon	60"	Heavy 4D3	5	-1	1	This weapon can target units that are not visible to the bearer.
Servo-arm	Melee	Melee	x2	-2	3	When the bearer fights, no more than one attack can be made with each servo-arm. When resolving an attack made with this weapon, subtract 1 from the hit roll.

ABILITIES	**Angels of Death** (pg 108) **Operated Artillery:** You can only shoot with a Thunderfire Cannon if it is being operated. At the start of any phase, each Techmarine Gunner model from your army can operate one friendly **<CHAPTER>** Thunderfire Cannon model within 3" of it. Until the end of that phase, whilst it is within 3" of that Thunderfire Cannon, that Techmarine Gunner is said to be operating that Thunderfire Cannon.	**Crewed Artillery:** After this unit is set up on the battlefield for the first time, it is divided into two units, one containing the Thunderfire Cannon and the other the Techmarine Gunner. If at any point there are no friendly **<CHAPTER>** Techmarine Gunner units within 6" of a Thunderfire Cannon, that Thunderfire Cannon is destroyed. **Blessing of the Omnissiah:** At the end of your Movement phase, this unit's Techmarine Gunner can repair one friendly **<CHAPTER> VEHICLE** model within 1" of him. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.
FACTION KEYWORDS	**IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**	
KEYWORDS (THUNDERFIRE CANNON)	**VEHICLE, ARTILLERY, THUNDERFIRE CANNON**	
KEYWORDS (TECHMARINE GUNNER)	**CHARACTER, INFANTRY, TECHMARINE**	



A Thunderfire Cannon elevates its barrel with an ominous whine as it prepares to loose a salvo of explosive shells into the enemy.

4 POWER

HUNTER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hunter	*	6+	*	6	8	11	*	8	3+

A Hunter is a single model equipped with: skyspear missile launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Skyspear missile launcher	60"	Heavy 1	9	-3	D6	When resolving an attack made with this weapon, you can re-roll the hit roll, and you add 1 to the hit roll if the target can **FLY**.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- This model can additionally be equipped with 1 hunter-killer missile.
- This model can additionally be equipped with 1 storm bolter.

ABILITIES

Angels of Death (pg 108)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

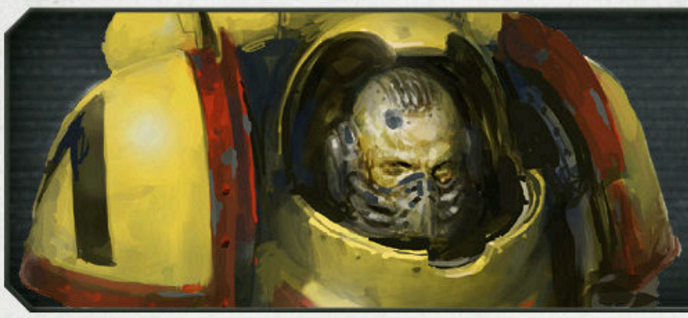
FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, HUNTER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-11+	10"	3+	3
3-5	5"	4+	D3
1-2	3"	5+	1



'Our duty is to kill, and kill again, until our bootprints swill with the blood of the unrighteous. Those who doubt our resolve need but look at the worlds we leave burning in our wake.'

- Dorrek Recravan, Imperial Fists Phalanxian Guard

5 POWER

STALKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stalker	*	6+	*	6	8	11	*	8	3+

A Stalker is a single model equipped with: 2 Icarus stormcannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Icarus stormcannon	48"	Heavy 3	7	-1	2	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- This model can additionally be equipped with 1 hunter-killer missile.
- This model can additionally be equipped with 1 storm bolter.

ABILITIES

Angels of Death (pg 108)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, STALKER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-11+	10"	3+	3
3-5	5"	4+	D3
1-2	3"	5+	1

4 POWER

WHIRLWIND

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Whirlwind	*	6+	*	6	7	11	*	8	3+

A Whirlwind is a single model equipped with: Whirlwind vengeance launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the bearer.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the bearer.

WARGEAR OPTIONS

- This model can be equipped with 1 Whirlwind castellan launcher instead of 1 Whirlwind vengeance launcher.
- This model can additionally be equipped with 1 hunter-killer missile.
- This model can additionally be equipped with 1 storm bolter.

ABILITIES

Angels of Death (pg 108)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, WHIRLWIND

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-11+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1



8 POWER

PREDATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Predator	*	6+	*	6	7	11	*	8	3+

A Predator is a single model equipped with: Predator autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model can be equipped with 1 twin lascannon instead of 1 Predator autocannon.
- This model can additionally be equipped with one of the following: 2 heavy bolters; 2 lascannons.
- This model can additionally be equipped with 1 hunter-killer missile.
- This model can additionally be equipped with 1 storm bolter.

ABILITIES

Angels of Death (pg 108)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, PREDATOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-11+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

VINDICATOR

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vindicator	*	6+	*	6	8	11	*	8	3+

A Vindicator is a single model equipped with: demolisher cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demolisher cannon	24"	Heavy D6	10	-3	D6	-
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS
- This model can additionally be equipped with 1 hunter-killer missile.
- This model can additionally be equipped with 1 storm bolter.

ABILITIES

Angels of Death (pg 108)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, VINDICATOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-11+	10"	3+	3
3-5	5"	4+	D3
1-2	3"	5+	1

LAND RAIDER

15 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider	*	6+	*	8	8	16	*	9	2+

A Land Raider is a single model equipped with: twin heavy bolter; 2 twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS
- This model can additionally be equipped with 1 hunter-killer missile.
- This model can additionally be equipped with 1 storm bolter.
- This model can additionally be equipped with 1 multi-melta.

ABILITIES

Angels of Death (pg 108)

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT: This model has a transport capacity of 10 **<CHAPTER> INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of two other models and each **CENTURION** model takes the space of three other models. It cannot transport **PRIMARIS** models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, TRANSPORT, LAND RAIDER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

LAND RAIDER CRUSADER

14 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Crusader	*	6+	*	8	8	16	*	9	2+

A Land Raider Crusader is a single model equipped with: 2 hurricane bolters; twin assault cannon.

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-

WARGEAR OPTIONS

- This model can additionally be equipped with 1 hunter-killer missile.
- This model can additionally be equipped with 1 storm bolter.
- This model can additionally be equipped with 1 multi-melta.

ABILITIES

Angels of Death (pg 108)

Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.

Frag Assault Launchers: After this model finishes a charge move, you can select one enemy unit within 1" of it and roll one D6; on a 4+ that enemy unit suffers D3 mortal wounds.

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

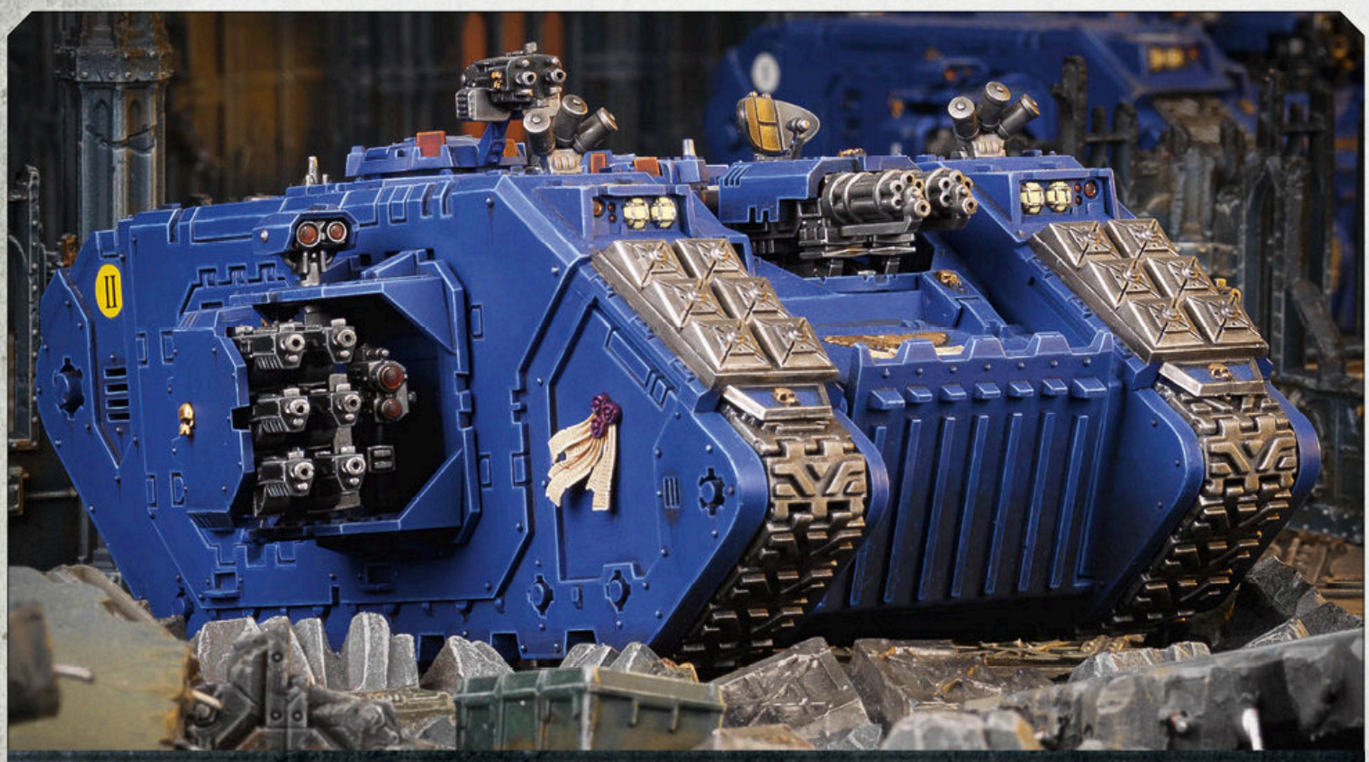
This model has a transport capacity of 16 **<CHAPTER> INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of two other models and each **CENTURION** model takes the space of three other models. It cannot transport **PRIMARIS** models.

FACTION KEYWORDS

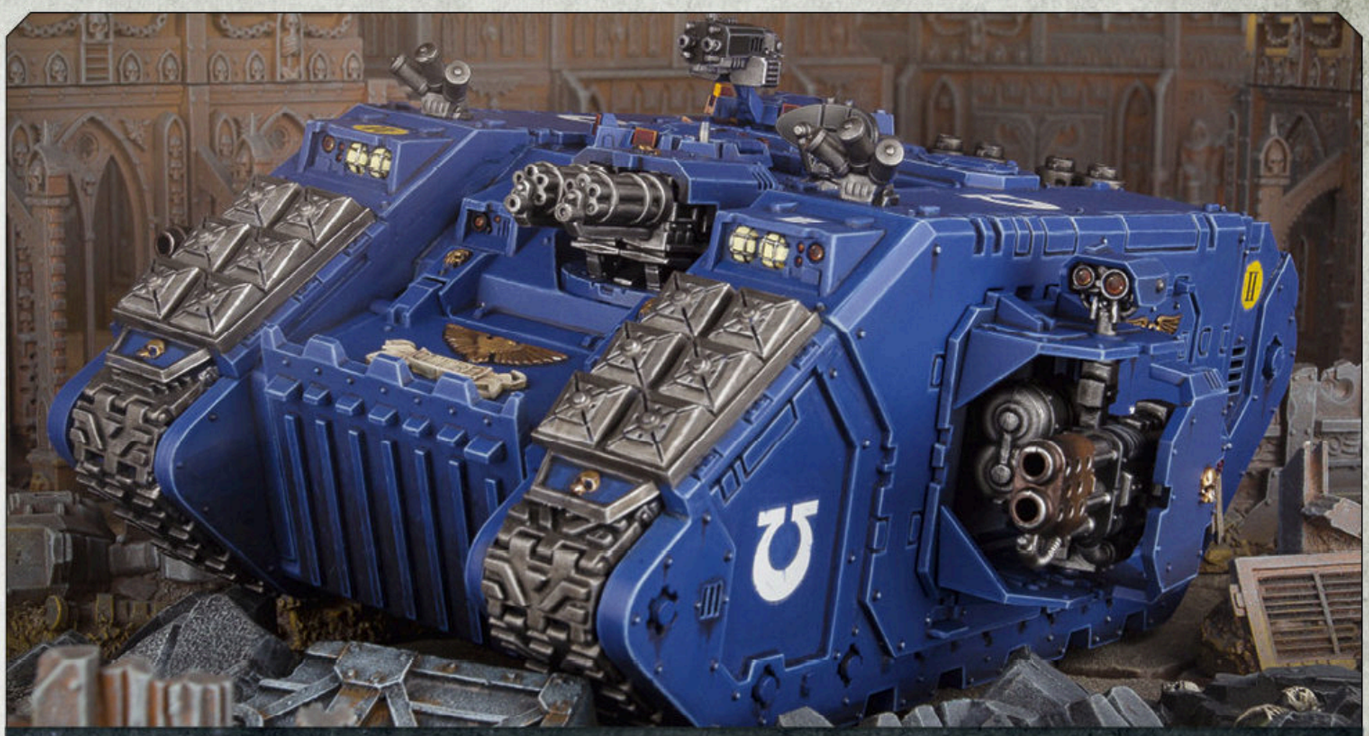
IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER CRUSADER



A Land Raider Crusader unleashes a blizzard of fire as it grinds across the rubble and into battle.



A Land Raider Redeemer ploughs over the remains of a blasted enemy strongpoint, its guns hunting its next target.

14 POWER

LAND RAIDER REDEEMER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Redeemer	*	6+	*	8	8	16	*	9	2+

A Land Raider Redeemer is a single model equipped with: 2 flamestorm cannons; twin assault cannon.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamestorm cannon	12"	Heavy D6	6	-2	2	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-

WARGEAR OPTIONS

- This model can additionally be equipped with 1 hunter-killer missile.
- This model can additionally be equipped with 1 storm bolter.
- This model can additionally be equipped with 1 multi-melta.

ABILITIES

Angels of Death (pg 108)

Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.

Frag Assault Launchers: After this model finishes a charge move, you can select one enemy unit within 1" of it and roll one D6; on a 4+ that enemy unit suffers D3 mortal wounds.

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 12 **<CHAPTER> INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of two other models and each **CENTURION** model takes the space of three other models. It cannot transport **PRIMARIS** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER REDEEMER



REPULSOR EXECUTIONER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Repulsor Executioner	*	6+	*	8	8	16	*	9	3+

A Repulsor Executioner is a single model equipped with: 2 fragstorm grenade launchers; heavy onslaught gatling cannon; macro plasma incinerator; 2 storm bolters; twin heavy bolter; twin Icarus ironhail heavy stubber. It has auto launchers.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy laser destroyer	72"	Heavy 2	10	-4	D6	When resolving an attack made with this weapon, a damage roll of 1 or 2 counts as 3 instead.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Icarus rocket pod	24"	Heavy D3	7	-1	2	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Macro plasma incinerator	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	36"	Heavy D6	8	-4	1	-
- Supercharge	36"	Heavy D6	9	-4	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting this weapon.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin Icarus ironhail heavy stubber	36"	Heavy 6	4	-1	1	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.

WARGEAR OPTIONS

- This model can be equipped with 1 heavy laser destroyer instead of 1 macro plasma incinerator.
- This model can additionally be equipped with 1 ironhail heavy stubber.
- This model can additionally be equipped with 1 Icarus rocket pod.

ABILITIES

Angels of Death (pg 108)

Aquilon Optics: If, in your Movement phase, this model does not move or moves a distance less than half its Move characteristic, it can shoot with its heavy laser destroyer or macro plasma incinerator twice in the following Shooting phase (the weapon must target the same unit both times).

Repulsor Field: If any units with this ability are chosen as targets of a charge, subtract 2 from the charge roll.

Hover Tank: Distances are always measured to and from this model's hull.

Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.

Auto Launchers: Instead of shooting in your Shooting phase, this model can use its auto launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 6 **<CHAPTER> PRIMARIS INFANTRY** models. Each **MK X GRAVIS** model takes up the space of 2 other models. It cannot transport **JUMP PACK** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, FLY, REPULSOR, REPULSOR EXECUTIONER

'All praise the Repulsor Executioner, whose reactor roars with the sacred fires of Mars. Thanks we give for the hammering indomitability of its gravitic repulsion plates. Thanks we give for the destructive wrath of its heavy laser destroyer, and for the molten solar ferocity of its macro plasma incinerator. The Omnissiah's praise we cry from on high for the bellicose machine spirit that drives the Repulsor Executioner onwards, and the mystical energies that raise it up and propel it into war. Deus Omnissiah gloriatum maximus! Bane of heretics, destroyer of aliens, slayer of war engines, Repulsor Executioner, let thine hatred now be unleashed!'

- Rites of awakening to be chanted upon reactor activation of the Repulsor Executioner battle tank

3 POWER

RHINO

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rhino	*	6+	*	6	7	10	*	8	3+

A Rhino is a single model equipped with: storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- This model can additionally be equipped with 1 hunter-killer missile.
- This model can additionally be equipped with 1 storm bolter.

ABILITIES

Angels of Death (pg 108)

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Self-Repair: If this model has lost any wounds, you can roll one D6 at the start of your turn; on a 6 this model regains 1 lost wound.

TRANSPORT

This model has a transport capacity of 10 **<CHAPTER> INFANTRY** models. It cannot transport **JUMP PACK, TERMINATOR, PRIMARIS** or **CENTURION** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, RHINO

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

5 POWER

RAZORBACK

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Razorback	*	6+	*	6	7	10	*	8	3+

A Razorback is a single model equipped with: twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model can be equipped with one of the following instead of 1 twin heavy bolter: 1 twin lascannon; 1 twin assault cannon.
- This model can additionally be equipped with 1 hunter-killer missile.
- This model can additionally be equipped with 1 storm bolter.

ABILITIES

Angels of Death (pg 108)

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

TRANSPORT

This model has a transport capacity of 6 **<CHAPTER> INFANTRY** models. It cannot transport **JUMP PACK, TERMINATOR, PRIMARIS** or **CENTURION** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, RAZORBACK

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

DROP POD

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Drop Pod	**0"**	-	**3+**	**6**	**6**	**8**	-	**8**	**3+**

A Drop Pod is a single model equipped with: storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathwind launcher	12"	Assault D6	5	0	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- This model can be equipped with 1 deathwind launcher instead of 1 storm bolter.

ABILITIES

Angels of Death (pg 108)

Drop Pod Assault: During deployment, you can set up this model, along with any units embarked aboard it, in orbit instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models. Any models embarked aboard it must immediately disembark, and must be set up more than 9" away from any enemy models (if a model cannot be placed in this way, it is destroyed).

~~*Matched Play: This model and any units embarked aboard it are exempt from the Tactical Reserves matched play rule.*~~

Immobile: After this model has been set up on the battlefield it cannot move for any reason, and no units can embark aboard it.

TRANSPORT

This model has a transport capacity of 10 **<CHAPTER> INFANTRY** models. It cannot transport **JUMP PACK, TERMINATOR, PRIMARIS** or **CENTURION** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, DROP POD

'A Drop Pod assault is the purest manifestation of the Emperor's wrath. First the impact, the sound of a fist from the heavens crashing to earth. Then the rising, choking terror of the enemy. Last, the martial chorus of bolter fire as we mow them down, our righteous anger a thunderous proclamation of death.'

- Brother-Sergeant Crovosus, Raven Guard 6th Company

LAND SPEEDER STORM

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Speeder Storm	**18"**	**3+**	**3+**	**4**	**5**	**7**	**2**	**7**	**4+**

A Land Speeder Storm is a single model equipped with: cerberus launcher; heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cerberus launcher	18"	Heavy D6	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-

ABILITIES

Angels of Death (pg 108)

Open-topped: Models embarked aboard this model can shoot in your Shooting phase, measuring distances and drawing line of sight from any point on this model. When they do so, all restrictions and modifiers that apply to this model also apply to its embarked models; for example, embarked models cannot shoot in a turn in which this model Fell Back, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that embarked models cannot shoot if this model Falls Back, even though the Land Speeder Storm itself can.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

TRANSPORT

This model has a transport capacity of 5 **<CHAPTER> SCOUT INFANTRY** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, LAND SPEEDER, SCOUT, FLY, LAND SPEEDER STORM

15 POWER

REPULSOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Repulsor	*	6+	*	8	8	16	*	9	3+

A Repulsor is a single model equipped with: heavy onslaught gatling cannon; Icarus ironhail heavy stubber; ironhail heavy stubber; 2 krakstorm grenade launchers; 2 storm bolters; twin heavy bolter. It has auto launchers.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Icarus ironhail heavy stubber	36"	Heavy 3	4	-1	1	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Icarus rocket pod	24"	Heavy D3	7	-1	2	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Krakstorm grenade launcher	18"	Assault 1	6	-1	D3	-
Las-talon	24"	Heavy 2	9	-3	D6	-
Onslaught gatling cannon	24"	Heavy 6	5	-1	1	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model can be equipped with 1 twin lascannon instead of 1 twin heavy bolter.
- This model can be equipped with 1 las-talon instead of 1 heavy onslaught gatling cannon.
- This model can be equipped with 1 onslaught gatling cannon instead of 1 ironhail heavy stubber.
- This model can be equipped with 2 fragstorm grenade launchers instead of 2 storm bolters.
- This model can be equipped with one of the following instead of 1 Icarus ironhail heavy stubber: 1 fragstorm grenade launcher; 1 Icarus rocket pod; 1 storm bolter.
- This model can be equipped with 2 fragstorm grenade launchers instead of having auto launchers.
- This model can additionally be equipped with 1 ironhail heavy stubber.

ABILITIES

Angels of Death (pg 108)

Hover Tank: Distances are always measured to and from this model's hull.

Auto Launchers: Instead of shooting in your Shooting phase, this model can use its auto launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Repulsor Field: If any units with this ability are chosen as targets of a charge, subtract 2 from the charge roll.

Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 **<CHAPTER> PRIMARIS INFANTRY** models. Each **MK X GRAVIS** model takes up the space of 2 other models. It cannot transport **JUMP PACK** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, FLY, REPULSOR



IMPULSOR

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Impulsor	*	**6+**	*	**7**	**7**	**11**	*	**8**	**3+**

An Impulsor is a single model equipped with: 2 storm bolters.

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-11+	14"	3+	3
3-5	7"	4+	D3
1-2	4"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bellicatus missile array	When you choose this weapon to shoot with, select one of the profiles below.					
- Krak missiles	48"	Heavy 1	8	-2	D6	-
- Frag missiles	48"	Heavy D6	4	0	1	-
- Icarus missiles	48"	Heavy D3	7	-1	D3	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Ironhail skytalon array	36"	Heavy 6	4	-1	1	When resolving an attack made with this weapon, add 1 to the hit roll and 1 to the wound roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- This model can additionally be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 2 fragstorm grenade launchers instead of 2 storm bolters.
- This model can have a shield dome or an orbital comms array, or can be equipped with one of the following: 1 bellicatus missile array; 1 ironhail skytalon array.

ABILITIES

Angels of Death (pg 108)

Hover Tank: Distances are always measured to and from this model's hull.

Repulsor Field: If any units with this ability are chosen as targets of a charge, subtract 2 from the charge roll.

Assault Vehicle: After this model moves in your Movement phase, if this model did not Advance, any units embarked aboard it can disembark. Units that do so cannot be chosen to charge with that turn.

Shield Dome: A model with a shield dome has a 4+ invulnerable save.

Orbital Comms Array: In your Shooting phase, one model from your army with an orbital comms array that has not been used this battle can use it to call in an orbital barrage. If it does, select one point on the battlefield and roll one D6 for each unit within D6" of that point, subtracting 1 from the result if the unit being rolled for is a **CHARACTER**. On a 4+ the unit being rolled for suffers D3 mortal wounds.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 6 **<CHAPTER> PRIMARIS INFANTRY** models. It cannot transport **JUMP PACK** or **MK X GRAVIS** models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, FLY, IMPULSOR

'You think you know of the powers that seek to consume us, boy? You think you know the foulness that can hide beneath fair appearance? If you had even an inkling of Mankind's true nemesis I would burn you on the pyre myself. We fight the unknowable, the unstoppable, the immortal. Yet we must emerge triumphant if Humanity is to survive. Silence your mewling protestations. Be resolute. Be adamant. Take up your bolter, and do what has to be done.'

- Brother-Sergeant Sevastus of the Ultramarines





'We strike from on high, swift and true as the Emperor's own blazing blade. He who rules the skies rules also the battlefield below, and it is to us that this first act of conquest falls. So do we fall upon our enemies like hunting hawks and dash them from the skies so that our battle-brothers below might march on to certain victory.'

- Brother Kalistus, Stormhawk Interceptor pilot

9 POWER

STORMHAWK INTERCEPTOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stormhawk Interceptor	*	6+	*	6	7	10	*	8	3+

A Stormhawk Interceptor is a single model equipped with: 2 assault cannons; 2 heavy bolters; Icarus stormcannon.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	20-60"	3+	3
3-5	20-40"	4+	D3
1-2	20-25"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Icarus stormcannon	48"	Heavy 3	7	-1	2	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Las-talon	24"	Heavy 2	9	-3	D6	-
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Typhoon missile launcher	When you choose this weapon to shoot with, select one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-

WARGEAR OPTIONS

- This model can be equipped with one of the following instead of 2 heavy bolters: 1 skyhammer missile launcher; 1 typhoon missile launcher.
- This model can be equipped with 1 las-talon instead of 1 Icarus stormcannon.

ABILITIES

Angels of Death (pg 108)

Airborne: You cannot charge with this model, and this model can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within 1" of any enemy units that can **FLY**, and this model can only make close combat attacks against units that can **FLY**. Enemy units can only make close combat attacks against this model if they can **FLY**.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Hard to Hit: When resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Supersonic: When this model moves in your Movement phase, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot. When this model Advances, add 20" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.

Interceptor: When resolving an attack made with a ranged weapon by this model against a unit that can **FLY**, add 1 to the hit roll.

Infernum Halo-launcher: When resolving an attack made with a ranged weapon against this model by a model that can **FLY**, subtract 1 from the hit roll.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS VEHICLE, FLY, STORMHAWK INTERCEPTOR

STORMRAVEN GUNSHIP

15 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stormraven Gunship	*	6+	*	8	7	14	*	9	3+

A Stormraven Gunship is a single model equipped with: 2 stormstrike missile launchers; twin assault cannon; twin heavy bolter.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
8-14+	20-45"	3+	3
4-7	20-30"	4+	D3
1-3	20"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy plasma cannon	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	36"	Heavy 2D3	7	-3	1	-
- Supercharge	36"	Heavy 2D3	8	-3	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting this weapon.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Typhoon missile launcher	When you choose this weapon to shoot with, select one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-

WARGEAR OPTIONS

- This model can be equipped with one of the following instead of 1 twin assault cannon: 1 twin heavy plasma cannon; 1 twin lascannon.
- This model can be equipped with one of the following instead of 1 twin heavy bolter: 1 twin multi-melta; 1 typhoon missile launcher.
- This model can additionally be equipped with 2 hurricane bolters.

ABILITIES

Angels of Death (pg 108)

Airborne: You cannot charge with this model, and this model can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within 1" of any enemy units that can **FLY**, and this model can only make close combat attacks against units that can **FLY**. Enemy units can only make close combat attacks against this model if they can **FLY**.

Supersonic: When this model moves in your Movement phase, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot. When this model Advances, add 20" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.

Hard to Hit: When resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

TRANSPORT

This model has a transport capacity of 12 **<CHAPTER> INFANTRY** models and 1 **<CHAPTER> DREADNOUGHT**. Each **JUMP PACK** or **TERMINATOR** model takes the space of two other **INFANTRY** models and each **CENTURION** takes the space of 3 other **INFANTRY** models. It cannot transport **PRIMARIS** models or **DREADNOUGHTS** that have a Wounds characteristic of 13 or more.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, FLY, STORMRAVEN GUNSHIP



A pair of Stormtalon Gunships sweeps through the storm-tossed skies at the head of the Adeptus Astartes aerial contingent.

8 POWER

STORMTALON GUNSHIP

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stormtalon Gunship	*	6+	*	6	6	10	*	8	3+

A Stormtalon Gunship is a single model equipped with: 2 heavy bolters; twin assault cannon.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	20-50"	3+	3
3-5	20-35"	4+	D3
1-2	20"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	-
Lascannon	48"	Heavy 1	9	-3	D6	-
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Typhoon missile launcher	When you choose this weapon to shoot with, select one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-

WARGEAR OPTIONS

- This model can be equipped with one of the following instead of 2 heavy bolters: 2 lascannons; 1 skyhammer missile launcher; 1 typhoon missile launcher.

ABILITIES

Angels of Death (pg 108)

Airborne: You cannot charge with this model, and this model can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within 1" of any enemy units that can **FLY**, and this model can only make close combat attacks against units that can **FLY**. Enemy units can only make close combat attacks against this model if they can **FLY**.

Supersonic: When this model moves in your Movement phase, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot. When this model Advances, add 20" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.

Strafing Run: When resolving an attack made with a ranged weapon by this model against a unit that cannot **FLY**, add 1 to the hit roll.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

Hard to Hit: When resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS VEHICLE, FLY, STORMTALON GUNSHIP

ARMOURY OF THE SPACE MARINES

The Adeptus Astartes have access to the finest weapons and equipment in the galaxy, from the ubiquitous boltgun to humming power blades, from esoteric grav-weapons to missile launchers capable of delivering near-apocalyptic firepower. The profiles for all of their wargear are detailed here.

WARGEAR LISTS

COMBI-WEAPONS
- Combi-flamer
- Combi-grav
- Combi-melta
- Combi-plasma
- Storm bolter

DREADNOUGHT HEAVY WEAPONS
- Assault cannon
- Heavy plasma cannon
- Multi-melta
- Twin lascannon

HEAVY WEAPONS
- Grav-cannon and grav amp
- Heavy bolter
- Lascannon
- Missile launcher
- Multi-melta
- Plasma cannon

INTERCESSOR SERGEANT WEAPONS
- Chainsword
- Power fist
- Power sword
- Thunder hammer

SERGEANT WEAPONS
- Bolt pistol
- Boltgun*
- Chainsword
- Combi-flamer*
- Combi-grav*
- Combi-melta*
- Combi-plasma*
- Grav-pistol
- Lightning claw
- Plasma pistol
- Power axe
- Power fist
- Power maul
- Power sword
- Storm bolter*
- Thunder hammer (cannot be chosen by a Sternguard Veteran Sergeant)

*A model cannot be equipped with more than one weapon marked with an asterisk.

MELEE WEAPONS
- Chainsword
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword
- Thunder hammer

PISTOLS
- Bolt pistol
- Grav-pistol
- Plasma pistol

SPECIAL WEAPONS
- Flamer
- Grav-gun
- Meltagun
- Plasma gun

TERMINATOR COMBI-WEAPONS
- Combi-flamer
- Combi-melta
- Combi-plasma
- Storm bolter

TERMINATOR HEAVY WEAPONS
- Assault cannon
- Cyclone missile launcher and storm bolter
- Heavy flamer

TERMINATOR MELEE WEAPONS
- Lightning claw
- Power fist
- Storm shield
- Thunder hammer

BOLT, FLAME AND MELTA WEAPONS

Some rules refer to 'bolt weapons', 'flame weapons' or 'melta weapons'.

Bolt Weapons

A bolt weapon is any weapon whose profile includes the word 'bolt' (boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, etc.), and any Relic that replaces a bolt weapon (e.g. Primarch's Wrath). Rules that apply to bolt weapons also apply to the boltgun profile of combi-weapons, and the bolter profile of Relics that replace combi-weapons.

Note that the following weapons found in codex supplements are bolt weapons:

- Blackout
- Dorn's Arrow
- Gauntlets of Ultramar
- Gorgon's Wrath
- Quietus

Flame Weapons

A flame weapon is any weapon whose profile includes the word 'flame' (flamer, flamestorm gauntlets etc.), any Relic that replaces a flame weapon, and an incendium cannon. Rules that apply to flame weapons also apply to the flamer profile of combi-flamers, and the flamer profile of Relics that replace combi-flamers.

Note that the following weapons found in codex supplements are flame weapons:

- Gauntlet of the Forge
- Drakkis

Melta Weapons

A melta weapon is any weapon whose profile includes the word 'melta' (meltagun, multi-melta etc.), any any Relic that replaces a melta weapon. Rules that apply to melta weapons also apply to the meltagun profile of combi-meltas, and the meltagun profile of Relics that replace combi-meltas.

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Absolvor bolt pistol	16"	Pistol 1	5	-1	1	-
Accelerator autocannon	48"	Heavy 2	7	-2	2	-
Assault bolter	18"	Assault 3	5	-1	1	-
Assault cannon	24"	Heavy 6	6	-1	1	-
Assault plasma incinerator	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	24"	Assault 2	6	-4	1	-
- Supercharge	24"	Assault 2	7	-4	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Astartes grenade launcher	When you choose this weapon to shoot with, select one of the profiles below.					
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Astartes shotgun	12"	Assault 2	4	0	1	When resolving an attack made with this weapon against a unit that is within half range, this weapon has a Strength characteristic of 5 for that attack.
Auto boltstorm gauntlets (shooting)	18"	Assault 6	4	0	1	-
Auto bolt rifle	24"	Assault 3	4	0	1	-
Bellicatus missile array	When you choose this weapon to shoot with, select one of the profiles below.					
- Krak missiles	48"	Heavy 1	8	-2	D6	-
- Frag missiles	48"	Heavy D6	4	0	1	-
- Icarus missiles	48"	Heavy D3	7	-1	D3	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Bolt carbine	24"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Bolt sniper rifle	When you choose this weapon to shoot with, select one of the profiles below.					
- Executioner round	36"	Heavy 1	5	-1	1	This weapon can target units that are not visible to the bearer, and can target a **CHARACTER** unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, add 2 to the hit roll, and the target does not receive the benefit of cover to its saving throw.
- Hyperfrag round	36"	Heavy D3	5	0	1	This weapon can target a **CHARACTER** unit even if it is not the closest enemy unit.
- Mortis round	36"	Heavy 1	5	-2	D3	This weapon can target a **CHARACTER** unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.
Boltgun	24"	Rapid Fire 1	4	0	1	-
Boltstorm gauntlet (shooting)	12"	Pistol 3	4	0	1	-
Centurion missile launcher	36"	Assault D3	8	-2	D3	-
Cerberus launcher	18"	Heavy D6	4	0	1	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Combi-grav	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Grav-gun	18"	Rapid Fire 1	5	-3	1	When resolving an attack made with this weapon against a unit with a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3 for that attack.
Combi-melta	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Combi-plasma	When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made this weapon. Only one plasma gun profile can be selected.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.

RANGED WEAPONS						
WEAPON	**RANGE**	**TYPE**	**S**	**AP**	**D**	**ABILITIES**
Cyclone missile launcher	When you choose this weapon to shoot with, select one of the profiles below.					
- Frag missile	36"	Heavy 2D3	4	0	1	-
- Krak missile	36"	Heavy 2	8	-2	D6	-
Deathwind launcher	12"	Assault D6	5	0	1	-
Demolisher cannon	24"	Heavy D6	10	-3	D6	-
Flamer	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Flamestorm cannon	12"	Heavy D6	6	-2	2	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Flamestorm gauntlets (shooting)	8"	Assault 2D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Frag grenades	6"	Grenade D6	3	0	1	-
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Grav-cannon and grav-amp	24"	Heavy 4	5	-3	1	When resolving an attack made with this weapon against a unit with a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3 for that attack.
Grav-gun	18"	Rapid Fire 1	5	-3	1	When resolving an attack made with this weapon against a unit with a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3 for that attack.
Grav-pistol	12"	Pistol 1	5	-3	1	When resolving an attack made with this weapon against a unit with a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3 for that attack.
Grenade harness	12"	Assault D6	4	-1	1	-
Hand flamer	6"	Pistol D6	3	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy bolt pistol	12"	Pistol 1	4	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Heavy laser destroyer	72"	Heavy 2	10	-4	D6	When resolving an attack made with this weapon, a damage roll of 1 or 2 counts as 3 instead.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Heavy plasma cannon	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Heavy plasma incinerator	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	36"	Heavy 1	8	-4	1	-
- Supercharge	36"	Heavy 1	9	-4	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Icarus ironhail heavy stubber	36"	Heavy 3	4	-1	1	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Icarus rocket pod	24"	Heavy D3	7	-1	2	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Icarus stormcannon	48"	Heavy 3	7	-1	2	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Incendium cannon	12"	Heavy 2D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Instigator bolt carbine	24"	Assault 1	4	-1	2	This weapon can target a **CHARACTER** even if it is not the closest enemy unit.
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Ironhail skytalon array	36"	Heavy 6	4	-1	1	When resolving an attack made with this weapon, add 1 to the hit roll and 1 to the wound roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Kheres-pattern assault cannon	24"	Heavy 6	7	-1	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-
Krakstorm grenade launcher	18"	Assault 1	6	-1	D3	-
Las fusil	36"	Heavy 1	8	-3	3	-
Las-talon	24"	Heavy 2	9	-3	D6	-
Lascannon	48"	Heavy 1	9	-3	D6	-

RANGED WEAPONS						
WEAPON	**RANGE**	**TYPE**	**S**	**AP**	**D**	**ABILITIES**
Macro plasma incinerator	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	36"	Heavy D6	8	-4	1	-
- Supercharge	36"	Heavy D6	9	-4	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Marksman bolt carbine	24"	Rapid Fire 1	4	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 automatically scores a hit and successfully wounds the target (do not make a wound roll).
Master-crafted auto bolt rifle	24"	Assault 3	4	0	2	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Master-crafted instigator bolt carbine	30"	Assault 1	4	-2	3	This weapon can target a **CHARACTER** unit even if it is not the closest enemy unit.
Master-crafted occulus bolt carbine	24"	Rapid Fire 1	4	0	2	When resolving an attack made with this weapon, the target does not receive the benefit of cover to its saving throw.
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-2	3	-
Melta bombs	4"	Grenade 1	8	-4	D6	When resolving an attack made with this weapon against a **VEHICLE** unit, you can re-roll the wound roll.
Meltagun	12"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Missile launcher	When you choose this weapon to shoot with, select one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Occulus bolt carbine	24"	Rapid Fire 1	4	0	1	When resolving an attack made with this weapon, the target does not receive the benefit of cover to its saving throw.
Onslaught gatling cannon	24"	Heavy 6	5	-1	1	-
Plasma blaster	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Plasma cannon	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Plasma cutter	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	12"	Assault 1	7	-3	1	-
- Supercharge	12"	Assault 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Plasma exterminator	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	18"	Assault D3	7	-3	1	-
- Supercharge	18"	Assault D3	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Plasma gun	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Plasma incinerator	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	30"	Rapid Fire 1	7	-4	1	-
- Supercharge	30"	Rapid Fire 1	8	-4	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Plasma pistol	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Reductor pistol	3"	Pistol 1	4	-3	2	-
Shock grenades	6"	Grenade D3	*	*	*	This weapon can only target **INFANTRY** units. When resolving an attack made with this weapon, if a hit is scored, do not make a wound roll: instead the target is stunned until the end of the turn. A stunned unit cannot fire Overwatch, and 1 is subtracted from hit rolls for attacks made by models in that unit.

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Skyspear missile launcher	60"	Heavy 1	9	-3	D6	When resolving an attack made with this weapon, you can re-roll the hit roll, and you add 1 to the hit roll if the target can **FLY**.
Sniper rifle	36"	Heavy 1	4	0	1	This weapon can target a **CHARACTER** unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.
Special issue boltgun	30"	Rapid Fire 1	4	-2	1	-
Stalker bolt rifle	36"	Heavy 1	4	-2	2	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Thunderfire cannon	60"	Heavy 4D3	5	-1	1	This weapon can target units that are not visible to the bearer.
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin heavy plasma cannon	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	36"	Heavy 2D3	7	-3	1	-
- Supercharge	36"	Heavy 2D3	8	-3	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Twin Icarus ironhail heavy stubber	36"	Heavy 6	4	-1	1	When resolving an attack made with this weapon, add 1 to the hit roll if the target can **FLY**; otherwise subtract 1 from the hit roll.
Twin ironhail autocannon	48"	Heavy 6	7	-1	2	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Typhoon missile launcher	When you choose this weapon to shoot with, select one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-
Volkite charger	15"	Heavy 2	5	0	2	When resolving an attack made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the bearer.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the bearer.
Wrist-mounted grenade launcher	12"	Assault D3	4	-1	1	-

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto boltstorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Boltstorm gauntlet (melee)	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Chainfist	Melee	Melee	x2	-4	2	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Combat knife	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Crozius arcanum	Melee	Melee	+1	-1	2	-
Dreadnought chainfist	Melee	Melee	x2	-4	4	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Eviscerator	Melee	Melee	x2	-4	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Flamestorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Invictor fist	Melee	Melee	x2	-3	3	-
Lightning claw	Melee	Melee	User	-2	1	If the bearer is equipped with two of this weapon, then when the bearer fights, it makes 1 additional attack using this profile. When resolving an attack made with this weapon, you can re-roll the wound roll.
Master-crafted power sword	Melee	Melee	User	-3	2	-
Paired combat blades	Melee	Melee	User	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.
Power axe	Melee	Melee	+1	-2	1	-

MELEE WEAPONS						
WEAPON	**RANGE**	**TYPE**	**S**	**AP**	**D**	**ABILITIES**
Power fist	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Redemptor fist	Melee	Melee	x2	-3	D6	-
Relic blade	Melee	Melee	+2	-3	D3	-
Seismic hammer	Melee	Melee	x2	-4	5	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Servo-arm	Melee	Melee	x2	-2	3	When the bearer fights, no more than one attack can be made with each servo-arm. When resolving an attack made with this weapon, subtract 1 from the hit roll.
Siege drills	Melee	Melee	x2	-4	3	-
Thunder hammer	Melee	Melee	x2	-3	3	When resolving an attack made with this weapon, subtract 1 from the hit roll.

WARGEAR	
Armorium Cherub	If this unit has an Armorium Cherub, then after a model in this unit shoots with a ranged weapon, that Armorium Cherub can reload that model's weapon. If it does, that Armorium Cherub is removed from play and that model can immediately shoot with that ranged weapon again. An Armorium Cherub is represented by an Armorium Cherub model, but does not count as a model for any rules purposes. Whilst a unit with an Armorium Cherub is on the battlefield, that Armorium Cherub must be within 2" of it.
Auto launchers	Instead of shooting in your Shooting phase, this model can use its auto launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.
Auxiliary grenade launcher	If a model has an auxiliary grenade launcher, Grenade weapons that model is equipped with have a Range characteristic of 30".
Camo cloak	If every model in this unit has a camo cloak, then when resolving an attack made with a ranged weapon against a model in this unit whilst it is receiving the benefit of cover, add 2 to the saving throw instead of 1.
Centurion assault launchers	If a model in this unit has Centurion assault launchers, then after this unit makes a charge move you can select one enemy unit within 1" of that model and roll one D6; on a 4+ that enemy unit suffers 1 mortal wound.
Combat shield	A model with a combat shield has a 5+ invulnerable save.
Grapnel launcher	If every model in this unit has a grapnel launcher, then during deployment you can set up this unit behind enemy lines instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit wholly within 6" of any battlefield edge and more than 9" away from any enemy models. If a model in this unit has a grapnel launcher, then when that model moves in your Movement phase, do not count any vertical distance it moves against the total it can move that turn.
Grav-chute	If every model in this unit has a grav-chute, then during deployment you can set up this unit in low altitude instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.
Haywire mine	In your Movement phase, one model from your army with a haywire mine that has not been primed can prime it. At any point during that model's move, place one Primed Haywire Mine within 1" of it, more than 3" away from any enemy models and more than 6" away from any other Primed Haywire Mines. If an enemy unit moves within 3" of that Primed Haywire Mine, roll one D6; on a 2+ that enemy unit suffers D3 mortal wounds. If that unit is a **VEHICLE**, it suffers D3+1 mortal wounds instead. That Primed Haywire Mine is then removed from play. The Primed Haywire Mine is represented by the Primed Haywire Mine model, but does not count as a model for any rules purposes.
Infiltrator comms array	Whilst this unit contains a model with an Infiltrator comms array, if there are any friendly **<CHAPTER> PHOBOS CAPTAIN** or **<CHAPTER> PHOBOS LIEUTENANT** models on the battlefield, this unit is always treated as being within range of those models' Rites of Battle and Tactical Precision abilities.
Ironclad assault launchers	If this model has Ironclad assault launchers, then after it makes a charge move, you can select one enemy unit within 1" of it and roll one D6; on a 4+ that enemy unit suffers D3 mortal wounds.
Orbital comms array	In your Shooting phase, one model from your army with an orbital comms array that has not been used can use it to call in an orbital barrage. If it does, select one point on the battlefield and roll one D6 for each unit within D6" of that point, subtracting 1 from the result if the unit being rolled for is a **CHARACTER**. On a 4+ the unit being rolled for suffers D3 mortal wounds.
Shield dome	A model with a shield dome has a 4+ invulnerable save.
Smoke grenades	If this unit has smoke grenades, then once per battle, instead of shooting in your Shooting phase, it can use its smoke grenades. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this unit, subtract 1 from the hit roll.
Storm shield	A model with a storm shield has a 3+ invulnerable save.
Teleport homer	If a model in this unit has a teleport homer, place one Deployed Teleport Homer anywhere in your deployment zone when you set up that model for the first time. Whilst that Deployed Teleport Homer is on the battlefield, that model's unit can perform an emergency teleport instead of moving in your Movement phase. If it does, then at the end of that phase, remove that unit from the battlefield then set it up again wholly within 6" of that Deployed Teleport Homer. That Deployed Teleport Homer is then removed from play. If that Deployed Teleport Homer is ever within 9" of any enemy units, remove that Deployed Teleport Homer from play. The Deployed Teleport Homer is represented by the Deployed Teleport Homer model, but does not count as a model for any rules purposes.







LEGACY OF THE PRIMARCHS

In this section you'll find rules for Battle-forged armies that include Space Marines Detachments (as defined below). These rules include the abilities below and a series of Stratagems. This section also includes the Space Marines' unique Warlord Traits, psychic disciplines, Relics and Tactical Objectives. Together, these rules reflect the character and fighting style of the Space Marines in your games of Warhammer 40,000.

SPACE MARINES UNITS AND DETACHMENTS

In the rules described in this section we sometimes refer to 'Space Marines' units and Detachments. A Space Marines unit is any Adeptus Astartes unit that has one of the following Faction keywords: **<CHAPTER>**, **ULTRAMARINES**, **IMPERIAL FISTS**, **SALAMANDERS**, **WHITE SCARS**, **RAVEN GUARD**, **IRON HANDS**, **CRIMSON FISTS** or **BLACK TEMPLARS**. A Space Marines Detachment is a Detachment that only includes Space Marines units.

Note that the Space Wolves, Blood Angels, Dark Angels, Deathwatch, Grey Knights and Legion of the Damned deviate significantly in terms of organisation and fighting styles. These Chapters therefore cannot make use of any of the rules in this section, and instead have their own rules in other publications.

'Be they the indefatigable siege-masters of the Imperial Fists, the shadow-wreathed operatives of the Raven Guard, the swift-riding hunters of the White Scars or the merciless tank-commanders of the Iron Hands, all of the Primarchs' sons have one thing in common. We are Space Marines, Adeptus Astartes, the Emperor's own angels of death, and we will not lay down our weapons until every last enemy of the Imperium lies slain.'

- Novamarines Captain Aethorian

ABILITIES

Space Marines Detachments gain the following abilities:

DEFENDERS OF HUMANITY

The warriors of the Adeptus Astartes are sworn to defend the Imperium of Mankind. While a single Space Marine still stands, the light of Humanity will never fade.

If your army is Battle-forged, all Troops units in Space Marines Detachments gain this ability. If a unit with this ability is within range of an objective marker (as specified in the mission), it controls that objective marker even if there are more enemy models within range of that objective marker. If an enemy unit with a similar ability is within range of the same objective marker, that objective marker is controlled by the player who has the most models within range of it as normal.

CHAPTER TACTICS

Each Chapter has developed its own specialised combat philosophy suited to the unique skills of its battle-brothers.

If your army is Battle-forged, units (other than **SERVITORS**) in a Space Marines Detachment (other than a Super-heavy Auxiliary Detachment) gain the Chapter Tactics ability, so long as every unit in that Detachment is drawn from the same Chapter.

The Chapter Tactic gained depends upon the Chapter they are drawn from, as shown in the table opposite. For example, an Ultramarines unit with the Chapter Tactics ability gains the Codex Discipline tactic. If your Chapter does not have an associated Chapter Tactic, you must instead create a Successor Chapter Tactic for them, as described on page 176.

CHAPTER TACTICS



ULTRAMARINES: CODEX DISCIPLINE

The sons of Guilliman hold the tenets of the Codex Astartes as sacrosanct, its wisdom guiding them to discipline and measured strategic responses even amidst the hottest-burning flames of battle.

Add 1 to the Leadership characteristic of models with this tactic. ~~Units with this tactic can shoot in a turn in which they Fell Back, but if they do, when resolving an attack made by a model in that unit in the Shooting phase of that turn, subtract 1 from the hit roll.~~



IMPERIAL FISTS: SIEGE MASTERS

The Imperial Fists drill tirelessly with their armaments, perfecting the art of purging their enemies from behind heavy ramparts and flak-boarded trenches with withering hails of pinpoint bolt fire.

When resolving an attack made with a ranged weapon by a model with this tactic, the target does not receive the benefit of cover to its saving throw and, if that attack was made with a bolt weapon (pg 166), an unmodified hit roll of 6 scores 1 additional hit.



WHITE SCARS: LIGHTNING ASSAULT

The White Scars are the true masters of high speed, hit-and-run warfare. Theirs is the fury of the storm, the scent of prey upon the wind. They do battle on the move, using speed and swift adaptability as a weapon, wrong-footing their enemies with breakneck manoeuvres and melting away one moment only to crash home like a lightning strike elsewhere the next. None can escape the righteous justice of the sons of Chogoris.

Units with this tactic can charge in a turn in which they Advanced or Fell Back. **BIKER** models with this tactic do not suffer the penalty for moving and firing Heavy weapons, or for Advancing and firing Assault weapons.



RAVEN GUARD: SHADOW MASTERS

The Raven Guard slip through the shadows, half-seen spectres barely visible to the foe until they choose their moment to strike. Enemies grip their weapons and blaze away into the gloom with increasing panic, their shots flying wide as the sons of Corax encircle their victims and prepare to level the killing blow. By the time the prey is close enough to direct their fire with any real chance of accuracy, they are caught within the Raven's talons.

When resolving an attack made with a ranged weapon against a unit with this tactic by a model that is more than 12" away, that unit is treated as having the benefit of cover to its saving throw, and if that unit is not a **VEHICLE** and is entirely on or within a terrain feature, subtract 1 from the hit roll.



SALAMANDERS: FORGED IN BATTLE

To the Salamanders, war is the anvil upon which their strength is wrought, every battle a test in which to prove themselves and the superior craftsmanship of their weapons.

When a unit with this tactic fires Overwatch or is chosen to shoot or fight with, you can re-roll a single hit roll and you can re-roll a single wound roll. When resolving an attack made with a weapon that has an Armour Penetration characteristic of -1 against a unit with this tactic, that weapon is treated as having an Armour Penetration characteristic of 0.



IRON HANDS: THE FLESH IS WEAK

Most Iron Hands are heavily augmented with ultra-durable cybernetic limbs and organs that render them extremely difficult to kill.

When a model with this tactic would lose a wound, roll one D6; on a 6 that wound is not lost. When resolving an Overwatch attack made by a model with this tactic, a hit roll of 5 or 6 scores a hit. In addition, models with this tactic that have a damage table are considered to have double the number of wounds remaining for the purposes of determining what row to use on that damage table.



BLACK TEMPLARS: RIGHTEOUS ZEAL

Hot burns the hatred of the Black Templars for the mutant, the witch and the heretic, and bright blazes their faith in the immortal Emperor of Mankind. With furious cries do these crusading warriors hurl themselves into battle against their reviled foes, and with fervent prayers do they shrug off even the most grievous wounds.

When a charge roll is made for a unit with this tactic, you can re-roll any or all of the dice. In addition, when a model with this tactic would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost.



CRIMSON FISTS: NO MATTER THE ODDS

Even when faced with seemingly insurmountable odds, the Crimson Fists emerge bloodied but victorious with bolters roaring.

When resolving an attack made by a model with this tactic against a unit that contains at least 5 more models than that model's unit, add 1 to the hit roll. For the purposes of this tactic, a **VEHICLE** model with this tactic counts as 5 models. In addition, when resolving an attack made with a bolt weapon (pg 166) by a model with this tactic, an unmodified hit roll of 6 scores 1 additional hit.

SUCCESSOR CHAPTER TACTICS

'We are the slayers of kings, the destroyers of worlds, bringers of ruination and death in all its forms. These things we do in the name of the Emperor and in the defence of Mankind. Let none stay our wrath.'

- Cato Sicarius, Captain of the Ultramarines 2nd Company

In the aftermath of the Horus Heresy and in the millennia since, many Chapters have been founded from the gene-seed of the loyalist Legions. Some retain the traditions and fighting styles of their parent Chapter, whilst others diverge radically according to the preferences of their founding Chapter Master. This section allows you to customise the rules for your successor Chapter to best represent them on the battlefield.

If your chosen Chapter does not have an associated Chapter Tactic on page 175, you must instead create their Chapter Tactic by selecting rules from the list here. Unless otherwise stated, your Chapter has two Successor Tactics from the following list:



Bolter Fusillades

With rigorous drilling and singular focus, this Chapter trains its battle-brothers to optimise the killing fury of their bolt weaponry and annihilate their enemies in firefights.

When resolving an attack made with a bolt weapon (pg 166) by a model with this tactic, re-roll a hit roll of 1.

Born Heroes

Like demigods of war do the champions of this Chapter bestride the battlefield, taking their blades to any foe who dares challenge them and leaving nought but bloodied corpses in their wake.

CHARACTER units with this tactic can perform a Heroic Intervention if there are any enemy units within 6" of them instead of 3", and when doing so can move up to 6" instead of 3".

Duellists

This Chapter prizes skill and precision in close-quarters combat above simple ferocity. Its warriors are deadly combatants, their attacks flowing around their enemies' guard like smoke.

When resolving an attack made with a melee weapon by a model with this tactic against an **INFANTRY** or **BIKER** unit, an unmodified hit roll of 6 automatically scores a hit and successfully wounds the target (do not make a wound roll).

You cannot select this tactic if you have already selected the Whirlwind of Rage tactic.

Fearsome Aspect

Whether through ominous trappings and iconography, deafening vox-amplified war cries or simply the sheer force of their presence, this Chapter's warriors sow terror amongst the enemy ranks.

Subtract 1 from the Leadership characteristic of enemy units whilst they are within 3" of any units from your army with this tactic.

Hungry for Battle

For this Chapter's warriors, all else is but a prelude to the glorious moment in which their warriors' charge crashes home.

When a unit with this tactic Advances or makes a charge move, add 1 to the Advance roll or charge roll.

Indomitable

No matter what horrors they face, nor what catastrophic losses they might suffer, this Chapter's warriors stand immovable and fearless before even the most ghastly foe.

When a Morale test is taken for a unit with this tactic, no more than one model can flee.

Inheritors of the Primarch

So closely do this Chapter's warriors cleave to the strategic doctrines of their genetic forebears that only their heraldry marks them out as unique from the First Founding Chapter they emulate.

If you select this Successor Tactic you cannot select a second. Select one of the following Chapters and use the Chapter Tactic of that Chapter as listed on page 175: Ultramarines, Imperial Fists, White Scars, Raven Guard, Salamanders, Iron Hands.

Designer's Note: *If, in the background of our publications, your Chapter is a known successor of a specific First Founding Chapter (for example, the Storm Lords Chapter is a known successor of the White Scars), then if you select this Successor Tactic you must select the Chapter Tactic of that First Founding Chapter.*

Knowledge is Power

Vast are the data-stacks and Librarius cloisters of this Chapter, and esoteric is the knowledge possessed by its psykers. In battle, they swiftly establish empyric dominance.

When a Psychic test or Deny the Witch test is taken for a **PSYKER** model with this tactic, re-roll any or all dice rolls of 1.

Long-range Marksmen

This Chapter's warriors are able to extend the maximum effective range of their firearms through a combination of modified targeting rituals and precision adjustments by their skilled armourers.

Add 3" to the Range characteristic of ranged weapons models with this tactic are equipped with.

Master Artisans

Far and wide spreads the fame of this Chapter's craftsmen, who fashion the finest masterwork weaponry for their battle-brothers to wield against the foe.

When a unit with this tactic fires Overwatch or is chosen to shoot or fight with, you can re-roll a single hit roll and you can re-roll a single wound roll.

Preferred Enemy

Time and time again, the warriors of this Chapter have faced the same foes. Through bloody defeat and hate-fuelled victory they have learned their enemies' weaknesses well.

When you select this tactic, select one of the following Faction keywords: **TYRANIDS**, **AELDARI**, **ORK**, **HERETIC ASTARTES**, **NECRONS**, **T'AU EMPIRE**. When resolving an attack made with a melee weapon by a model with this tactic against a unit with that Faction keyword in a turn in which that model made a charge move, was charged or performed a Heroic Intervention, you can re-roll the hit roll.

Rapid Assault

Firing from the hip, tracking their targets with enhanced runic displays that flicker lightning-fast across their auto-senses, the warriors of this Chapter lay down punishing fusillades even as they close with the foe.

Models with this tactic do not suffer the penalty for Advancing and firing Assault weapons.

Scions of the Forge

This Chapter's warriors are expert armourers, their tanks and Dreadnoughts maintained to levels that even the Adeptus Mechanicus would admire.

Models with this tactic that have a damage table are considered to have double the number of wounds remaining for the purposes of determining what row to use on that damage table.

Stalwart

How does one defeat warriors whose willpower and determination are so ferocious that they can shrug off even the most catastrophic injuries and keep on fighting?

When resolving an attack made against a unit with this tactic, an unmodified wound roll of 1 or 2 always fails, irrespective of any abilities that the weapon or the model making that attack may have.

Stealthy

This Chapter makes a virtue of deception and cunning, and drills its battle-brothers in evasive techniques that allow them to hug the shadows and close upon their foes unseen and unsuspected.

When resolving an attack made with a ranged weapon against a unit with this tactic by a model that is more than 12" away, that unit is treated as having the benefit of cover to its saving throw.

Stoic

Bravery runs in the blood of this Chapter's battle-brothers, who can endure the most terrifying tests of spirit and emerge unbowed.

Add 1 to the Leadership characteristic of models with this tactic.

Tactical Withdrawal

Masters of hit-and-run warfare, this Chapter's warriors are well drilled in the art of swiftly disengaging only to hurl themselves back into the fray with fresh impetus.

Units with this tactic can charge in a turn in which they Fell Back.

Warded

Whether through latent psychic talent, personal energy shielding, enhanced reflexes or sheer zealotry, the battle-brothers of this Chapter can shrug off even the most devastating attacks.

When a model with this tactic would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost.

Whirlwind of Rage

Like ravening beasts this Chapter's battle-brothers fall upon their opponents, venting the fury in their souls in the form of a bloody rampage through the enemy lines.

When resolving an attack made with a melee weapon by a model with this tactic in a turn in which that model's unit made a charge move, was charged or performed a Heroic Intervention, an unmodified hit roll of 6 scores 1 additional hit.

You cannot select this tactic if you have already selected the Duellists tactic.

WARLORD TRAITS

The lords of the Space Marines are amongst the greatest warriors in the galaxy, masterful strategists and champions of Humanity who have honed their unique skills to a razor's edge during centuries of war.

If a Space Marines **<CHAPTER> CHARACTER** model is your Warlord, you can use the Space Marines Warlord Traits table to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If a Space Marines **<CHAPTER> PHOBOS CHARACTER** model is your Warlord, you can instead use the Vanguard Warlord Traits table to determine what Warlord Trait they have.

SPACE MARINES WARLORD TRAITS

1 FEAR MADE MANIFEST

The enemies of the Emperor quail beneath the wrathful gaze of this mighty Imperial champion.

Subtract 1 from the Leadership characteristic of enemy units whilst they are within 6" of this Warlord.

2 THE IMPERIUM'S SWORD

This warlord hurls himself forwards with unbridled ferocity, cutting down the foe like a reaping whirlwind.

When a charge roll is made for this Warlord, you can re-roll any or all of the dice. If, in the Charge phase, this Warlord makes a charge move or performs a Heroic Intervention, add 1 to their Strength and Attacks characteristics in the following Fight phase.

3 IRON RESOLVE

Faith and duty drive this warlord relentlessly onwards as he shrugs off injuries that would lay lesser warriors low.

Add 1 to the Wounds characteristic of this Warlord. When this Warlord would lose a wound, roll one D6; on a 6, that wound is not lost.

4 CHAMPION OF HUMANITY

This commander has slain enemy generals beyond counting.

Add 1 to this Warlord's Attacks characteristic whilst there are any enemy **CHARACTER** units within 1" of them. When resolving an attack made with a melee weapon by this Warlord against a **CHARACTER** unit, add 1 to the hit roll and wound roll.

5 STORM OF FIRE

Whether through auto-choristic targeting exloads or veteran commands, this warlord expertly guides his warriors' fire.

When resolving an attack made with a ranged weapon by a friendly **<CHAPTER>** unit within 6" of this Warlord, on an unmodified hit roll of 6 the Armour Penetration characteristic of that attack is improved by 1 (e.g. AP 0 become AP -1).

6 RITES OF WAR

This commander and his warriors have vowed to secure victory.

This Warlord has the Defenders of Humanity ability (pg 174). When a Morale test is taken for a friendly **<CHAPTER>** unit within 6" of this Warlord, do not roll the dice; it is automatically passed.

VANGUARD WARLORD TRAITS

1 SHOOT AND FADE

This warrior harries the foe before returning to the shadows.

At the start of your Shooting phase, you can select one friendly **<CHAPTER> PHOBOS** unit within 6" of this Warlord. After shooting with that unit, it can move as if it were your Movement phase; if it does, it must Advance and cannot declare a charge in the following Charge phase.

2 LORD OF DECEIT

This leader is adept at subterfuge and spreading misinformation.

At the start of the first battle round, before the first turn begins, select up to three friendly **<CHAPTER> PHOBOS** units on the battlefield. Remove them from the battlefield and set them up again as described in the Deployment section of the mission (if both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first).

3 MASTER OF THE VANGUARD

This Space Marine is a living legend of the Vanguard formations, and an inspiration to his battle-brothers.

Add 1" to the Move characteristic of friendly **<CHAPTER> PHOBOS** units whilst they are within 6" of this Warlord. Add 1 to Advance rolls and charge rolls made for friendly **<CHAPTER> PHOBOS** units whilst they are within 6" of this Warlord.

4 STEALTH ADEPT

So masterfully does this warlord slip through enemy territory that he appears to the foe as little more than a spectre.

When resolving an attack made against this Warlord, subtract 1 from the hit roll.

5 TARGET PRIORITY

This tactician is constantly seeking prime targets.

At the start of your Shooting phase, select one friendly **<CHAPTER> PHOBOS** unit within 3" of this Warlord; until the end of that phase, when resolving an attack made with a ranged weapon by a model in that unit, add 1 to the hit roll.

6 MARKSMAN'S HONOURS

This warlord is one of the finest sharpshooters in the galaxy.

Add 1 to the Damage characteristic of ranged weapons this Warlord is equipped with. This does not apply to Grenades or Relics.

CHAPTER WARLORD TRAITS

If you wish, you can select a Chapter Warlord Trait from the list below instead of the Space Marines Warlord Traits, but only if your Warlord is from the relevant Chapter.

ULTRAMARINES: ADEPT OF THE CODEX

Ultramarines warlords are peerless masters of tactics and strategy. They understand how to best marshal their reserves and resources so as to make them last far beyond the fast-expended support elements of their enemies.

Whilst this Warlord is on the battlefield, you can roll one D6 for each Command Point you spend to use a Stratagem; on a 5+ that Command Point is refunded. You can only have 1 Command Point refunded per battle round by this Warlord Trait.

IMPERIAL FISTS: ARCHITECT OF WAR

Imperial Fists warlords have a gift for bolstering any defensive position they hold. At this grizzled veteran's direction, his battle-brothers optimise their cover positions with remarkable skill.

When resolving an attack made with a weapon that has an Armour Penetration characteristic of -1 against a friendly **IMPERIAL FISTS** unit that is within 6" of this Warlord and receiving the benefit of cover, add 2 to the saving throw instead of 1.

WHITE SCARS: DEADLY HUNTER

White Scars warlords charge with fearsome skill, claiming heads before the foe can react.

After this Warlord makes a charge move, you can select one enemy unit within 1" of this Warlord and roll one D6; on a 2+ that enemy unit suffers 1 mortal wound.

RAVEN GUARD: SILENT STALKER

Raven Guard warlords appear in the midst of the foe and strike without warning.

Enemy units cannot fire Overwatch at this Warlord.

SALAMANDERS: ANVIL OF STRENGTH

The warlords of the Salamanders are renowned for their great strength, the better to swing their hammers both within the forge and upon the field of battle.

Add 2 to the Strength characteristic of this Warlord.

IRON HANDS: MERCILESS LOGIC

The warlords of the Iron Hands excel in optimising the murderous potential of their weapons, applying relentless logic to their combat doctrines and melding on a binharic level with the machine spirits of their blades and guns.

When resolving an attack made by this Warlord, on an unmodified hit roll of 6 you can make 1 additional attack against the same unit using the same weapon. This additional attack cannot generate another attack.

BLACK TEMPLARS: OATHKEEPER

The fury of a Black Templars warlord carries him headlong into battle no matter the hardships, the foe or the challenge he faces. Nought can stay his wrath.

This Warlord can perform a Heroic Intervention if there are any enemy units within 6" of them instead of 3", and when doing so can move up to 6" instead of 3".

CRIMSON FISTS: REFUSE TO DIE

Countless times have the enemies of Mankind tried to slay the warlords of the Crimson Fists, but rarely have they succeeded.

The first time this Warlord is destroyed, roll one D6 at the end of the phase. On a 4+ return this Warlord to play with D3 wounds remaining, placing them as close as possible to their previous position and more than 1" away from any enemy models.



'Always my brothers quarrelled amongst themselves, even before… I suppose if I am truthful, all of us believed that our methods were best, our way of war the wisest and most efficacious. Yet most of us knew, also, that the truth was far more complex. Every way of war practised by the Space Marines has its own value, its own optimal theatre and foe. The greatest amongst us recognised that victory lay with he who learned to wield those strengths the best.'

- Roboute Guilliman, Primarch of the Ultramarines

STRATAGEMS

If your army is Battle-forged and includes any Space Marines Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, and can spend Command Points to activate them. These reflect the unique strategies used by the Adeptus Astartes. If a Stratagem is used before the battle to upgrade a unit (e.g. Chapter Master) and you have an army roster, you must note on it which Stratagems are used to upgrade which units.

1CP ARMOUR OF CONTEMPT

Space Marines Stratagem

The belligerency of some machine spirits makes them unyielding.

Use this Stratagem when an **ADEPTUS ASTARTES VEHICLE** model from your army would lose a wound as a result of a mortal wound. Roll one D6; on a 5+ that wound is not lost. In addition, until the end of the phase, when this model would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost.

2CP AUSPEX SCAN

Space Marines Stratagem

Nearby motion and radiation signatures are detected by a handheld device, forewarning the bearer of ambushes.

~~Use this Stratagem after your opponent sets up a unit on the battlefield within 12" of any **ADEPTUS ASTARTES INFANTRY** units from your army.~~ Select one of those units from your army to shoot at that enemy unit as if it were your Shooting phase; when resolving these attacks, subtract 1 from hit rolls.

2CP SUPPRESSION FIRE

Space Marines Stratagem

Few indeed are the foes who can hope to escape the savage barrage of Space Marine artillery.

Use this Stratagem in your Shooting phase, when a **WHIRLWIND** model or **THUNDERFIRE CANNON** model from your army that has not moved this turn is chosen to shoot with. You can choose that model to shoot with an additional time that phase, but when it does, it can only shoot with weapons that can target units that are not visible to the bearer.

2CP ONLY IN DEATH DOES DUTY END

Space Marines Stratagem

Imminent death does not prevent a Space Marine from exacting his final justice upon the enemies of the Imperium.

Use this Stratagem when an **ADEPTUS ASTARTES CHARACTER** model from your army is destroyed, before removing that model from play; that model can either shoot as if it were your Shooting phase, or fight as if it were the Fight phase (this Stratagem is not cumulative with the Astartes Banner ability – this Stratagem takes precedence).

2CP CHAPTER MASTER

Space Marines Stratagem

Chapter Masters are some of the greatest military minds in the galaxy, able to inspire their men to acts of legendary valour.

Use this Stratagem before the battle if your army does not include a **CHAPTER MASTER** model. Select one **ADEPTUS ASTARTES CAPTAIN** model from your army that is not a named character. Replace that model's **CAPTAIN** keyword with **CHAPTER MASTER** and replace its Rites of Battle ability with: '**Chapter Master:** You can re-roll hit rolls for attacks made by models in friendly <**CHAPTER**> units whilst their unit is within 6" of this model.'

1CP DEATH TO THE TRAITORS!

Space Marines Stratagem

Of all Humanity's foes, none are as hated as the Heretic Astartes, for they have betrayed their ancient oaths.

Use this Stratagem in the Fight phase, when an **ADEPTUS ASTARTES** unit from your army is chosen to fight with. Until the end of that phase, when you resolve an attack made with a melee weapon by a model in that unit against a **HERETIC ASTARTES** unit, on an unmodified hit roll of 6 you can make one additional attack against the same unit using the same weapon. This additional attack cannot generate another attack.

3CP HONOUR THE CHAPTER

Space Marines Stratagem

Every Chapter has forged its own tales of heroism, and none of its battle-brothers would see that noble record besmirched.

Use this Stratagem at the end of the Fight phase. Select one **ADEPTUS ASTARTES** unit from your army within 1" of any enemy units; that unit can fight an additional time that phase.

1CP DUTY ETERNAL

Space Marines Stratagem

Having tasted death before, the pilot of each Dreadnought is determined to do his duty before his end finally comes.

Use this Stratagem when an **ADEPTUS ASTARTES DREADNOUGHT** model from your army is chosen as the target for an attack. Until the end of the phase, when resolving an attack made against that model, halve the damage inflicted (rounding up).

FLAKK MISSILE

1CP

Space Marines Stratagem

Flakk missiles are designed to eliminate aircraft by unleashing a payload of shrapnel that shreds armour and vital systems.

Use this Stratagem when an **ADEPTUS ASTARTES INFANTRY** model from your army shoots with a missile launcher at a unit that can **FLY**. You can only make one attack with that weapon. When resolving that attack, add 1 to the hit roll; if a hit is scored, the target suffers D3 mortal wounds and the attack sequence ends.

VETERAN INTERCESSORS

1/2CP

Space Marines Stratagem

This squad of Intercessors has fought in countless battles against myriad foes, and has been noted for exemplary service.

Use this Stratagem before the battle. Select one **INTERCESSOR SQUAD** unit from your army that contains 5 models for 1 Command Point or one **INTERCESSOR SQUAD** unit from your army that contains 6 or more models for 2 Command Points. Add 1 to the Attacks and Leadership characteristics of models in that unit. Each **INTERCESSOR SQUAD** unit can only be selected for this Stratagem once per battle.

BOLTSTORM

2CP

Space Marines Stratagem

Switching shot selectors to full auto, the Space Marines unleash a short-lived but inescapable hail of fire.

Use this Stratagem at the start of your Shooting phase. Select one **INTERCESSOR SQUAD** unit from your army. Until the end of that phase, auto bolt rifles that models in that unit are equipped with gain the following ability: 'When resolving an attack made with this weapon against a target that is within half range, do not make a hit roll: it automatically scores a hit.'

HUNTER-SLAYER MISSILE

1CP

Space Marines Stratagem

Hunter-slayer missiles are single shot, machine spirit-guided warheads that track and eliminate priority targets.

Use this Stratagem in your Shooting phase. Select one **REPULSOR** model from your army to launch a hunter-slayer missile, then select one enemy **VEHICLE** unit or **MONSTER** unit within 48" of that model that is not within 1" of any units from your army. Roll one D6; if the result is equal to or greater than that model's Ballistic Skill, that unit suffers D3 mortal wounds. Each **REPULSOR** model can only be selected for this Stratagem once per battle.

CLUSTER MINES

1CP

Space Marines Stratagem

Scout Bikers will often scatter lethal cluster mines behind them to cover their retreat.

Use this Stratagem when a **SCOUT BIKE SQUAD** unit from your army Falls Back, before it moves. Select one enemy unit within 1" of that unit and roll one D6; on a 2+ that enemy unit suffers D3 mortal wounds.

HELLFIRE SHELLS

1CP

Space Marines Stratagem

Hellfire shells erupt in the midst of the foes, showering them with flesh-melting mutagenic acid.

Use this Stratagem when an **ADEPTUS ASTARTES INFANTRY** model from your army shoots with a heavy bolter. You can only make one attack with that weapon. If a hit is scored, the target suffers D3 mortal wounds and the attack sequence ends.

GRAVITIC AMPLIFICATION

1CP

Space Marines Stratagem

Space Marines can focus their grav-amps to crush even the largest of foes into ruined scrap.

Use this Stratagem when an **ADEPTUS ASTARTES** unit from your army is chosen to shoot with. Until the end of the phase, when resolving an attack made with a grav-cannon and grav-amp by a model in that unit, you can re-roll the wound roll and you can re-roll the damage roll.

MASTERFUL MARKSMANSHIP

1CP

Space Marines Stratagem

Sternguard Veterans are experts in identifying and exploiting the slightest weaknesses in their target's defences.

Use this Stratagem when a **STERNGUARD VETERAN SQUAD** unit from your army fires Overwatch or is chosen to shoot with. Until the end of the phase, when resolving an attack made with a special issue boltgun by a model in that unit, add 1 to the wound roll.

RAPID FIRE

2CP

Space Marines Stratagem

The combination of superhuman reflexes and rigid bolter-drills means Space Marine Intercessors can produce a devastating rate of fire.

Use this Stratagem at the start of your Shooting phase. Select one **INTERCESSOR SQUAD** unit from your army. Until the end of that phase, bolt rifles that models in that unit are equipped with have a Type characteristic of Rapid Fire 2.

ORBITAL BOMBARDMENT

3CP

Space Marines Stratagem

The guns and ships of the Imperium stand ready to unleash hell at the Space Marines' command.

This Stratagem can be used once per battle, in your Shooting phase, if an **ADEPTUS ASTARTES** Warlord from your army is on the battlefield. Select one point on the battlefield and roll one D6 for each unit within D6" of that point. Subtract 1 from the result if the unit being rolled for is a **CHARACTER**. On a 4+ the unit being rolled for suffers D3 mortal wounds.

RELICS OF THE CHAPTER

1CP

Space Marines Stratagem

In times of great need, the Chapters of the Adeptus Astartes will unleash the full power of their armouries, arming their battle-brothers with artefacts of extraordinary power.

Use this Stratagem before the battle. Your army can have one additional Chapter Relic. All of the Relics your army includes must be different and be given to different models.

HAMMER OF WRATH

1CP

Space Marines Stratagem

By launching themselves directly into the enemy ranks upon the flaming jets of their jump packs, Space Marines can crash home into combat with bone-breaking force.

Use this Stratagem when a **JUMP PACK** unit from your army finishes a charge move. For each model in that unit, you can select one enemy unit within 1" of that model and roll one D6; on a 5+ that enemy unit suffers 1 mortal wound.

BIG GUNS NEVER TIRE

1CP

Space Marines Stratagem

None can stay the Space Marines' armoured wrath.

Use this Stratagem in your Shooting phase, when an **ADEPTUS ASTARTES VEHICLE** unit from your army is chosen to shoot with. Until the end of that phase, that unit does not suffer the penalty for moving and firing Heavy weapons.

FURY OF THE FIRST

1CP

Space Marines Stratagem

When the fighting is at its fiercest, the Terminator-armoured warriors of the Chapter truly show their quality.

Use this Stratagem in any phase. Select one **ADEPTUS ASTARTES TERMINATOR** unit from your army. Until the end of that phase, when resolving an attack made by a model in that unit, add 1 to the hit roll.

TARGET SIGHTED

3CP

Space Marines Stratagem

With pinpoint accuracy, Intercessors pick out key enemy leaders, striking eye sockets, armour joints and other weak spots with deadly volleys of fire.

Use this Stratagem at the start of your Shooting phase. Select one **INTERCESSOR SQUAD** unit from your army. Until the end of that phase, stalker bolt rifles that models in that unit are equipped with gain the following ability: 'This weapon can target a **CHARACTER** unit even if it is not the closest enemy unit. When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage.'

TREMOR SHELLS

1CP

Space Marines Stratagem

These shells burrow deep into the ground before detonating; though the force of the blast is reduced, the resulting shock wave is sufficient to hurl the foe from their feet.

Use this Stratagem at the start of your Shooting phase. Select one **THUNDERFIRE CANNON** model from your army. Until the end of that phase, when resolving an attack made by that model, subtract 1 from the wound roll, but if a hit is scored, the target is shaken in your opponent's next Movement phase. If a unit that cannot **FLY** and is not **TITANIC** is shaken, halve its Move characteristic and the result of any Advance and charge rolls made for it.

WISDOM OF THE ANCIENTS

1CP

Space Marines Stratagem

Each fallen champion that rests within a Space Marine Dreadnought has seen a thousand battles, and slain foes beyond counting in the name of the Emperor. Such noble service cannot help but serve as an inspiration.

Use this Stratagem at the start of any phase. Select one **<CHAPTER> DREADNOUGHT** model from your army. Until the end of that phase, when resolving an attack made by a model in a friendly **<CHAPTER>** unit within 6" of the selected model, re-roll a hit roll of 1.

SKYFIRE

1CP

Space Marines Stratagem

Advanced auspex arrays and consecrated ballistic auto-shrines allow the crews of Hunters and Stalkers to track the flight patterns of even the most acrobatic aircraft with ease.

Use this Stratagem in your Shooting phase, when a **HUNTER** model or **STALKER** model from your army is chosen to shoot with. Until the end of that phase, that model can only target units that can **FLY**; when resolving an attack made by that model, add 1 to the hit roll and wound roll, and on an unmodified wound roll of 6, double the damage inflicted.

1CP

STEADY ADVANCE

Space Marines Stratagem

A measured advance allows Space Marine squads to unleash a steady stream of bolter fire.

Use this Stratagem in your Shooting phase, when an **ADEPTUS ASTARTES INFANTRY** unit from your army is chosen to shoot with. Until the end of that phase, for the purposes of the Bolter Discipline ability, that unit is treated as if it had remained stationary in your previous Movement phase.

2CP

SKILLED RIDERS

Space Marines Stratagem

Space Marine Bikers and Land Speeders rely on their superhuman reflexes to weave around incoming fire.

Use this Stratagem in your Movement phase. Select one **ADEPTUS ASTARTES BIKER** unit or **ADEPTUS ASTARTES LAND SPEEDER** unit from your army. If that unit moves that phase, then models in that unit have a 4+ invulnerable save against attacks made with ranged weapons until the start of your next Movement phase. If that unit Advances that phase, models in that unit instead have a 3+ invulnerable save against attacks made with ranged weapons until the start of your next Movement phase.

1CP

HERO OF THE CHAPTER

Space Marines Stratagem

Every Space Marine is a champion in their own right, a post-human demigod who stands between Mankind and the darkness.

Use this Stratagem before the battle, after nominating your Warlord. Select one **ADEPTUS ASTARTES CHARACTER** model from your army that is not your Warlord and determine one Warlord Trait for it; it is regarded as your Warlord for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once per battle.

2CP

TRANSHUMAN PHYSIOLOGY

Space Marines Stratagem

Space Marines have reserves of willpower that allow them to fight through even the most grievous of wounds.

Use this Stratagem when an **ADEPTUS ASTARTES** unit from your army that is not a **VEHICLE** or a **SERVITOR** is chosen as a target for an attack. Until the end of the phase, when resolving an attack made against that unit, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the model making that attack may have.

2CP

VENGEANCE OF THE MACHINE SPIRIT

Space Marines Stratagem

There are many tales of vengeful machine spirits wreaking havoc on the enemy, even after their vehicle's crew are slain and critical power systems are failing.

Use this Stratagem when an **ADEPTUS ASTARTES LAND RAIDER** model, **REPULSOR** model or **STORMRAVEN GUNSHIP** model from your army is destroyed. That model can either automatically explode (do not roll a D6), shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase (use the top row of that model's damage table when shooting with that ranged weapon or resolving that attack with a melee weapon).

1CP

TACTICAL FLEXIBILITY

Space Marines Stratagem

Space Marines are able to reform their ranks at a moment's notice.

Use this Stratagem at the start of your Movement phase. Select any number of **ADEPTUS ASTARTES** units from your army that have the Combat Squads ability and contain 10 models. Each of those units is divided into two units of 5 models. Any rules effects that applied to a unit selected for this Stratagem apply to both units of 5 models.

1CP

ADAPTIVE STRATEGY

Space Marines Stratagem

The tenets of the Codex Astartes allow for unorthodox use of combat tactics and the employment of divergent strategic doctrines if doing so will lead to victory.

Use this Stratagem the start of the battle round if there are any **<CHAPTER> CHARACTER** models from your army on the battlefield, before you change which combat doctrine is active. If the Assault Doctrine is currently active, you can change it so that the Tactical Doctrine is now active. Alternatively, if the Tactical Doctrine is currently active, you can change it so that the Devastator Doctrine is now active. You can only use this Stratagem once per battle.

1CP

GENE-WROUGHT MIGHT

Space Marines Stratagem

Blessed by strength above and beyond even that of most post-humans, Primaris Space Marines deliver blows that are not easily turned aside and inflict terrifying damage.

Use this Stratagem in the Fight phase, when a **PRIMARIS INFANTRY** unit from your army is chosen to fight with. Until the end of that phase, when resolving an attack made with a melee weapon by a model in that unit, an unmodified hit roll of 6 automatically scores a hit and successfully wounds the target (do not make a wound roll).

CHAPTER RELICS

The armouries of the Adeptus Astartes include many wondrous relics, from master-crafted weapons to armour and heraldry blessed by the spirit of the Emperor. Many of these artefacts were once wielded by the greatest champions of the Chapter, warriors of legend whose mighty deeds echo through history.

If your army is led by a Space Marines Warlord, you can give one of the following Chapter Relics to a Space Marines **CHARACTER** model from your army. Named characters and **VEHICLE** models cannot be given any of the following Relics.

Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Chapter Relics your models have on your army roster.

THE ARMOUR INDOMITUS

The Armour Indomitus was forged long before the Horus Heresy. Unlike the plasteel and ceramite of normal power armour, the artefact is made from layered plates of raw adamantium, making it all but unbreachable by conventional weaponry. When rained upon with heavier fire, the Armour Indomitus manifests a shimmering force field, the secrets of which have long been lost to modern artificers.

INFANTRY model or **BIKER** model only. A model with this Relic has a Save characteristic of 2+. In addition, once per battle, before making a saving throw for that model, you can choose to activate the armour's force field. If you do, that model has a 3+ invulnerable save until the end of the turn.

THE SHIELD ETERNAL

The Shield Eternal is believed to have been a gift from Rogal Dorn to his seneschal during the dark days of the Horus Heresy. This magnificently worked storm shield is a bulwark against which all the wrath of a hateful galaxy can crash. Its warding powers turn aside the maleficent attentions of the witch and the Daemon, safeguarding its wearer from mortal blows and perfidious warpcraft alike.

Model with a storm shield or combat shield only. This Relic replaces a storm shield or combat shield. A model with this Relic has a 3+ invulnerable save. In addition, when that model would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost.

STANDARD OF THE EMPEROR ASCENDANT

Woven from threads of spun adamantium in the early days of the Unification of Terra, this banner was carried at the head of the Emperor's guard. It is said that its constant proximity to the Master of Mankind has imbued within it indelible traces of his psychic signature. Whatever the truth of this, its presence is a constant inspiration to those loyal to the Emperor's cause, instilling them with valour and determination even as their foes quail in its presence.

ANCIENT model with the Astartes Banner ability only. If a model has this Relic, add 3" to the range of that model's Astartes Banner ability. When a Morale test is taken for a friendly **<CHAPTER>** unit within 9" of that model, do not roll a dice; it is automatically passed. In addition, subtract 1 from the Leadership characteristic of enemy units whilst they are within 9" of that model.

TEETH OF TERRA

The origins of the Teeth of Terra lie shrouded in mystery. Mentions of this large, obsidian-toothed chainsword can be found dotted throughout the histories of many Space Marine Chapters, yet the weapon itself can be traced to no artisan's hand, nor can it be found in any Chapter's Armoury save in times of the greatest need. What is certain is that, when wielded in battle by a true hero of the Imperium, the Teeth of Terra strikes with the force of a thunderbolt, leaving a bloody trail of broken bodies in its wake.

Model equipped with a chainsword only. This Relic replaces a chainsword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Teeth of Terra	**Melee**	**Melee**	**+1**	**-2**	**2**
Abilities: When the bearer fights, it makes 3 additional attacks with this weapon.					

PRIMARCH'S WRATH

The ancient boltgun known as the Primarch's Wrath is believed to have come from the personal weapons collection of Roboute Guilliman himself. Perhaps the finest example of its kind ever crafted, it has dispensed thunderous death to the foes of Mankind for millennia. Chased in Theldrite moonsilver and inscribed in microscopic lettering with every treatise on tactics that Guilliman ever penned, this weapon's quality is such that it allows its wielder to sweep away great swathes of the enemy with a storm of armour-piercing, fragmenting bolts.

Model equipped with a boltgun or master-crafted boltgun only. This Relic replaces a boltgun or master-crafted boltgun and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Primarch's Wrath	**24"**	**Rapid Fire 2**	**5**	**-1**	**2**

THE BURNING BLADE

This ancient broadsword is so large and dense that no mere human could lift it, let alone wield it in battle. It was recovered from the wreckage of Horus' battle barge, the only unblemished artefact in a chamber crawling with the filthy taint of Chaos. Some artificers have posited that it is the Master of Mankind's greatness that shines out from its sacred steel. In the heat of battle, the sword blazes so bright that it can melt through even the thickest armour.

Model equipped with a power sword or master-crafted power sword only. This Relic replaces a power sword or master-crafted power sword, and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Burning Blade	**Melee**	**Melee**	**+3**	**-5**	**2**

PURGATORUS

This bolt pistol is a true work of the artificer's art. Since its forging in M35, many battle-brothers have used the pistol to purge traitors, tyrants and heretics from the Emperor's realm. The weapon's machine spirit is wrathful, its aim inescapable; in many ways, Purgatorus epitomises the very warriors who wield it.

Model equipped with a bolt pistol or heavy bolt pistol only. This Relic replaces a bolt pistol or heavy bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Purgatorus	12"	Pistol 2	5	-3	2

RELIQUARY OF GATHALAMOR

By the time the Indomitus Crusade reached the world of Gathalamor, the Daemon hordes had already carved a bloody path across much of the planet. Its final defence was led by the stoic Knight Centura, Ordela Grendoth, whose powerful null-field was anathema to the warp creatures that assailed the world. Gathalamor was liberated by Guilliman, but Grendoth was slain in the climactic battle. Afterwards, her bones were placed inside a reliquary that now possesses a fraction of her power.

PRIMARIS model only. When a Psychic test is taken for an enemy model within 18" of a model from your army with this Relic, subtract 1 from the total. In addition, when a Psychic test is failed for an enemy model within 18" of a model from your army with this Relic, roll one D6; on a 4+ that enemy model suffers D3 mortal wounds.

BELLICOS BOLT RIFLE

The forge world of Bellicos was a closely guarded secret, a hidden weapons-testing facility given dispensation to practise near-heretical levels of technological innovation. Before it was swallowed by the Great Rift, the planet managed to dispatch a single cargo hauler containing prototype bolt rifles of an incredibly advanced pattern. These weapons are regarded with a near-religious reverence for their bellicose lethality, and to wield one is considered a paramount honour.

Model equipped with a master-crafted auto bolt rifle only. This Relic replaces a master-crafted auto bolt rifle and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Bellicos bolt rifle	24"	Assault 4	5	-1	2

LAMENT

Dark rumours abound that this weapon is so cruel of essence that those who wield it doom themselves as surely as those who fall under their sights. It is telling of the Space Marines' selfless courage that they utilise the weapon regardless.

Model equipped with a master-crafted stalker bolt rifle only. This Relic replaces a master-crafted stalker bolt rifle and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Lament	36"	Heavy 1	5	-2	3
Abilities: When resolving an attack made with this weapon, a successful wound inflicts 1 mortal wound on the target in addition to any other damage.					

GHOSTWEAVE CLOAK

Hand-stitched by blinded arming servitors and anointed with the distilled blood of a thousand sentries who failed at their posts, this cloak contains strands of mnemothread spun from a thrice-blessed dataloom imbued with obfuscatory data-spirits. It throws up a hazy field of techno-spiritual dissonance that veils its wearer from both physical sight and enemy sensors, allowing them to slip across the battlefield like a wraith.

PHOBOS model with a camo cloak only. When resolving an attack made against a model with this Relic, subtract 1 from the wound roll.

TOME OF MALCADOR

Malcador the Sigillite was the trusted aide of the Emperor himself. The most potent human psyker of the time, the tome he penned on the nature of reality enhances the mind of the reader.

LIBRARIAN model only. A model with this Relic knows one additional psychic power from any discipline they have access to.

BENEDICTION OF FURY

Borne on a dozen bloody and hard-fought crusades, this weapon's unique empathokinetic circuitry has absorbed the bellicosity and righteous wrath of every Chaplain who has ever wielded it. As a result it now strikes with the force of a thunderbolt.

CHAPLAIN model only. This Relic replaces a Crozius Arcanum and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Benediction of Fury	Melee	Melee	+2	-2	3
Abilities: When resolving an attack made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.					

THE HONOUR VEHEMENT

A single stanza of script, the original of which was said to have been penned by the Emperor himself, the Honour Vehement is typically inscribed on thrice-blessed parchment and affixed with a purity seal upon its bearer's armour. So potent is the inspirational value of the Emperor's own evocation of wrath that not only those who bear it, but all their battle-brothers alongside them, are driven into a relentless killing fury.

Friendly **<CHAPTER>** units are treated as not having the Shock Assault ability whilst they are within 6" of a model from your army with this Relic. Instead, add 1 to the Attacks characteristic of models in friendly **<CHAPTER>** units whilst their unit is within 6" of a model from your army with this Relic.

THE VOX ESPIRITUM

Developed by Archmagos Cawl in his laboratories beneath Mars, the Vox Espiritum is a powerful neural amplifier that causes its wearer's voxed utterances to resonate on a modulated and heavily warded empyric frequency. Though still highly experimental and not altogether safe, it allows its user to project their bellowed commands – and sometimes even unspoken mental imperatives – directly into the minds of friend and foe alike.

PRIMARIS model only. ~~If a model has this Relic, add 3" to the range of its aura abilities (e.g. Rites of Battle).~~ This does not increase the range of psychic powers or Litanies of Battle that are aura abilities.

LIBRARIUS DISCIPLINE

Space Marine Librarians are wise and powerful psykers, voices of reason and authority within their Chapters as much as they are deadly foes upon the battlefield. In the heat of combat they harness their surging psychic energy, erecting psycho-kinetic shields before their allies or summoning storms of aetheric energy to sear the flesh from their enemies.

Before the battle, generate the psychic powers for **<CHAPTER> PSYKER** models that know powers from the Librarius discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows.

'Do not speak to me of peril. Until you have gazed into the eye of the warp, until you have wrestled the energies of the empyrean into the form you desire and warded your mind from the predations of things malevolent and unclean, you know nothing of peril.'

- Epistolary Ultorian

1. VEIL OF TIME

The psyker projects his will beyond the regular passage of time, taking in the strands of fate before returning to the present to sway the tide of battle.

Veil of Time has a warp charge value of 6. If manifested, select one friendly **<CHAPTER>** unit within 18" of this psyker. Until the start of your next Psychic phase, when an Advance roll or charge roll is made for that unit, you can re-roll the dice. In addition, that unit always fights first in the Fight phase, even if it did not charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

2. MIGHT OF HEROES

The psyker cages the immense power of the immaterium within his physical form and becomes the Emperor's vengeance made manifest.

Might of Heroes has a warp charge value of 6. If manifested, select one friendly **<CHAPTER>** model within 12" of this psyker. Until the start of your next Psychic phase, add 1 to that model's Strength, Toughness and Attacks characteristics (if an attack scores a hit on a unit that has more than one Toughness characteristic, use that unit's lowest Toughness characteristic when making the resultant wound roll for that attack).

3. NULL ZONE

The psyker unleashes the full might of his mind to cast down his opponent's defences, both technological and mystical, rendering them vulnerable to the retribution of the Adeptus Astartes.

Null Zone has a warp charge value of 7. If manifested, then until the start of your next Psychic phase, invulnerable saves cannot be made for enemy units whilst they are within 6" of this psyker, and when a Psychic test is taken for an enemy model within 6" of this psyker, the result is halved (rounding up).

4. PSYCHIC SCOURGE

The psyker pits his superhuman willpower against that of his enemies in a battle of mental fortitude, seeking to destroy their minds in a burst of psychic fury.

Psychic Scourge has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this psyker. Then, roll one D6 and add this psyker's Leadership characteristic to the result. Your opponent then rolls one D6 and adds the highest Leadership characteristic of models in the selected unit to the result. If your total score is higher than your opponent's, the selected unit suffers D3 mortal wounds; if it is equal to your opponent's score, the selected unit suffers 1 mortal wound; if it is less than your opponent's score, nothing happens.

5. FURY OF THE ANCIENTS

Calling upon the myths of his Chapter's home world, the psyker sends forth a terrifying monstrosity wrought from psychic energy.

Fury of the Ancients has a warp charge value of 7. If manifested, select one enemy model that is within 12" of and visible to this psyker. Draw the shortest possible imaginary straight line, 1mm wide, between this psyker's base and that model's base; the selected model's unit and each other enemy unit that this line passes across suffers 1 mortal wound.

6. PSYCHIC FORTRESS

Drawing on boundless reserves of inner strength, the psyker shields his mind – and those of his battle-brothers – from mortal fears and the threat of sorcerous assault.

Psychic Fortress has a warp charge value of 5. If manifested, select one friendly **ADEPTUS ASTARTES** unit within 18" of this psyker. Until the start of your next Psychic phase, when a Morale test is taken for that unit, do not roll a dice; it is automatically passed. In addition, when a model in that unit would lose a wound as a result of a mortal wound in the Psychic phase, roll one D6; on a 4+ that wound is not lost.

OBSCURATION DISCIPLINE

Those Space Marine Librarians seconded to Vanguard operations are trained in the psychic arts of obscuration and illusion. They weave impenetrable cloaks of warp energy around their battle-brothers, conjure haunting visions to distract and terrify their foes, and ease the Vanguard formations' passage through enemy territory.

Before the battle, generate the psychic powers for **<CHAPTER> PSYKER** models that know powers from the Obscuration discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows.

1. SHROUDING

The psyker uses his mastery of the warp to fog the minds of his enemies, clouding their senses so that his allies appear as nothing more than indistinct shadows.

Shrouding has a warp charge value of 6. If manifested, select one friendly **<CHAPTER> PHOBOS** unit within 18" of this psyker. Until the start of your next Psychic phase, enemy models can only shoot that unit if it is the closest target that is visible to them or they are firing Overwatch.

2. SOUL SIGHT

The psyker shares his warp-sight with his brethren, causing their eyes to glow with an ethereal light. So empowered, no foe can escape their omniscient gaze; the souls of their targets flare like flaming beacons in the dark.

Soul Sight has a warp charge value of 6. If manifested, select one friendly **<CHAPTER> PHOBOS** unit within 18" of this psyker. Until the start of your next Psychic phase, when resolving an attack made with a ranged weapon by a model in that unit, you can re-roll the hit roll and the target does not receive the benefit of cover to its saving throw.

3. MIND RAID

The psyker peers into the mind of the foe, raiding their thoughts for secret codes, battle plans, the location of hidden forces and any other tactical information that might be useful. Such brute psychic interrogation doubtless inflicts severe cerebral trauma on its victim.

Mind Raid has a warp charge value of 6. If manifested, select one enemy model within 18" of and visible to this psyker. That model's unit suffers 1 mortal wound. If your army is Battle-forged and that model is a **CHARACTER**, roll 3D6; if the result is equal to or greater than that model's Leadership characteristic, you gain 1 Command Point.

4. HALLUCINATION

The psyker instils terror and panic within his foes by conjuring images out of their memories – from past allies seemingly returned from the dead, to apparitions wrought from nightmares.

Hallucination has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this psyker. Until the start of your next Psychic phase, subtract 1 from the Leadership characteristic of models in that unit. Your opponent then rolls 2D6; if the result is greater than the highest Leadership characteristic of models in that unit, then until the start of your next Psychic phase, when resolving an attack made by a model in that unit, subtract 1 from the hit roll.

5. TENEBROUS CURSE

As the psyker twists his hand, a psychic bolt lances through the minds of his enemies. As they reel from the assault, their own shadows seemingly come to life, pulling their casters to the ground with frenzied determination.

Tenebrous Curse has a warp charge value of 6. If manifested, select one enemy unit that cannot **FLY** and is within 18" of and visible to this psyker. That unit suffers 1 mortal wound and, until the start of your next Psychic phase, halve that unit's Move characteristic and the result of any Advance rolls and charge rolls made for it (rounding up).

6. TEMPORAL CORRIDOR

The psyker creates an invisible corridor in which the passage of time is altered, allowing his allies to traverse the battlefield with supernatural swiftness.

Temporal Corridor has a warp charge value of 7. If manifested, select one friendly **<CHAPTER> PHOBOS** unit within 3" of this psyker. That unit can immediately move as if it were your Movement phase, but it cannot Fall Back as part of this move and must Advance. When the Advance roll is made for that Advance, roll 3D6 and discard two of the results. You cannot use Temporal Corridor on the same unit more than once per Psychic phase.

'It is not enough to send forth the questing barbs of your mind, to use them to pry open your foe's mental defences like a fortress gate in order to plunder the secrets within. True victory lies in achieving all of this in secret, in slipping shrouded and spectral into your enemies' minds and departing again without their ever realising that you have stolen their thoughts and twisted their perceptions to your new truth.'

- Codicier Ghorrvos



LITANIES OF BATTLE

Space Marine Chaplains are exemplars of righteous wrath. Powerful orators and accomplished warriors both, they provide bellicose counsel to their comrades and act as spiritual bastions for their Chapter. The litanies that Chaplains intone on the battlefield imbue those around them with fresh determination and martial fury.

Before the battle, generate the litanies for **<CHAPTER> CHAPLAIN** models that know litanies from the Litanies of Battle using the table below. You can either roll one D6 to generate each litany randomly (re-rolling duplicate results), or you can select which litanies the model knows.

1. LITANY OF FAITH

The Chaplain exhorts his charges to steel themselves against even the most dangerous weapons the enemy can bring to bear.

If this litany is inspiring, then when a model in a friendly **<CHAPTER>** unit within 6" of this model would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost. This is not cumulative with any similar rules (e.g. the *Psychic Fortress* psychic power or the Flesh is Weak Chapter Tactic).

2. CATECHISM OF FIRE

The Chaplain calls upon his brothers to unleash a relentless storm of close-range firepower.

If this litany is inspiring, select one friendly **<CHAPTER>** unit within 6" of this model. When resolving an attack made with a ranged weapon by a model in that unit against the closest visible enemy unit to that model, add 1 to the wound roll.

3. EXHORTATION OF RAGE

The Chaplain bellows his fury at the enemy, his brothers surging forwards to strike them down.

If this litany is inspiring, select one friendly **<CHAPTER>** unit within 6" of this model. When resolving an attack made with a melee weapon by a model in that unit, on an unmodified hit roll of 6 you can make one additional attack against the same unit using the same weapon. This additional attack cannot generate another attack.

4. MANTRA OF STRENGTH

The Chaplain focuses his mind on the purity of the blood that runs through his veins, bestowed upon him by the Primarch himself.

If this litany is inspiring, add 1 to this model's Attacks and Strength characteristics and add 1 to the Damage characteristic of melee weapons this model is equipped with.

5. RECITATION OF FOCUS

The Chaplain recites creeds that focus the minds of his brothers to ensure their shots strike true.

If this litany is inspiring, select one friendly **<CHAPTER>** unit within 6" of this model. When resolving an attack made with a ranged weapon by a model in that unit, add 1 to the hit roll.

6. CANTICLE OF HATE

Bellowing his hatred of the foe, the Chaplain leads his brothers in the wholesale destruction of the enemy.

If this litany is inspiring, add 2 to charge rolls made for friendly **<CHAPTER>** units whilst they are within 6" of this model. In addition, when a friendly **<CHAPTER>** unit makes a pile-in or consolidate move within 6" of this model, models in that unit can move up to an additional 3". This is not cumulative with any other ability that adds to a unit's charge roll or increases the distance it can pile in or consolidate.

'As our bodies are armoured with adamant, our souls are protected with loyalty. As our bolters are charged with death for the Emperor's enemies, our thoughts are charged with wisdom. As our ranks advance, so does our devotion, for are we not the Space Marines? Are we not the chosen of the Emperor, his loyal servants unto death?'

- Chaplain Fergas Nils



POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. To do so, simply add together the points costs of all your models and their wargear.

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Captain	1	74
Captain with Jump Pack	1	93
Captain in Cataphractii Armour	1	95
Captain in Gravis Armour	1	90
Captain in Phobos Armour	1	90
Captain in Terminator Armour	1	95
Captain on Bike	1	88
Chaplain	1	72
Chaplain with Jump Pack	1	90
Chaplain in Terminator Armour	1	90
Librarian	1	80
Librarian with Jump Pack	1	108
Librarian in Phobos Armour	1	90
Librarian in Terminator Armour	1	100
Lieutenants	1-2	60
- with Jump Packs		78
Lieutenants in Phobos Armour	1-2	75
Primaris Captain	1	78
Primaris Chaplain	1	77
Primaris Librarian	1	90
Primaris Lieutenants	1-2	65
Techmarine	1	45

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Incursor Squad	5-10	19
Infiltrator Squad	5-10	22 (Infiltrator Helix Adept is 32)
Intercessor Squad	5-10	17
Scout Squad	5-10	11
Tactical Squad	5-10	12

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Drop Pod	1	63
Impulsor	1	75
Land Speeder Storm	1	55
Razorback	1	70
Repulsor	1	215
Rhino	1	65

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Aggressor Squad	3-6	21
Ancient in Terminator Armour	1	87
Apothecary	1	50
Cataphractii Terminator Squad	5-10	26
Centurion Assault Squad	3-6	30
Company Ancient	1	63
Company Champion	1	40
Company Veterans	2-5	14
Contemptor Dreadnought	1	88
Dreadnought	1	60
Invictor Tactical Warsuit	1	90
Ironclad Dreadnought	1	70
Primaris Ancient	1	69
Primaris Apothecary	1	60
Redemptor Dreadnought	1	105
Reiver Squad	5-10	16
Servitors	4	5
Sternguard Veteran Squad	5-10	14
Tartaros Terminator Squad	5-10	23
Terminator Assault Squad	5-10	23
Terminator Squad	5-10	23
Vanguard Veteran Squad	5-10	14
Vanguard Veteran Squad with Jump Packs	5-10	17
Venerable Dreadnought	1	80

FAST ATTACK

UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Assault Squad	5-10	12
Assault Squad with Jump Packs	5-10	15
Attack Bike Squad	1-3	25
Bike Squad	3-9	21 (Attack Bike is 25)
Inceptor Squad	3-6	25
Land Speeders	1-3	45
Scout Bike Squad	3-9	21
Suppressor Squad	3	18

FLYERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Stormhawk Interceptor	1	85
Stormraven Gunship	1	192
Stormtalon Gunship	1	100

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Centurion Devastator Squad	3-6	40
Devastator Squad	5-10	13
Eliminator Squad	3	18
Hellblaster Squad	5-10	18
Hunter	1	75
Land Raider	1	180
Land Raider Crusader	1	200
Land Raider Redeemer	1	180
Predator	1	85
Repulsor Executioner	1	215
Stalker	1	75
Thunderfire Cannon	1	55
- Techmarine Gunner	1	26
Vindicator	1	125
Whirlwind	1	65

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Absolvor bolt pistol	0
Accelerator autocannon	10
Assault bolter	8
Assault cannon	22
Assault plasma incinerator	15
Astartes grenade launcher	6
Astartes shotgun	0
Auto bolt rifle	1
Auto boltstorm gauntlets	12
Bellicatus missile array	17
Bolt carbine	0
Bolt pistol	0
Bolt rifle	0
Bolt sniper rifle	3
Boltgun	0
Boltstorm gauntlet	12
Centurion missile launcher	20
Cerberus launcher	0
Combi-bolter	2
Combi-flamer	8
Combi-grav	13

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Combi-melta	15
Combi-plasma	11
Cyclone missile launcher	32
Deathwind launcher	5
Demolisher cannon	0
Flamer	6
Flamestorm cannon	25
Flamestorm gauntlets	14
Frag grenades	0
Fragstorm grenade launcher	4
Grav-pistol	8
Grav-cannon and grav-amp	20
Grav-gun	10
Grenade harness	0
Hand flamer	1
Heavy bolter	10
Heavy bolt pistol	0
Heavy flamer	14
Heavy laser destroyer	40
Heavy onslaught gatling cannon	30
Heavy plasma cannon	16
Heavy plasma incinerator	17
Hunter-killer missile	6
Hurricane bolter	10
Icarus ironhail heavy stubber	6
Icarus rocket pod	6
Icarus stormcannon	10
Incendium cannon	15
Instigator bolt carbine	5
Ironhail heavy stubber	6
Ironhail skytalon array	5
Kheres-pattern assault cannon	22
Krak grenades	0
Krakstorm grenade launcher	4
Las fusil	15
Las-talon	40
Lascannon	25
Macro plasma incinerator	31
Marksman bolt carbine	0
Master-crafted auto bolt rifle	4
Master-crafted boltgun	3
Master-crafted instigator bolt carbine	6
Master-crafted occulus bolt carbine	4
Master-crafted stalker bolt rifle	5
Melta bombs	5
Meltagun	14
Missile launcher	20
Multi-melta	22
Occulus bolt carbine	0

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Onslaught gatling cannon	16
Plasma blaster	17
Plasma cannon	16
Plasma cutter	5
Plasma exterminator	17
Plasma gun	11
Plasma incinerator	15
Plasma pistol	5
Predator autocannon	40
Reaper autocannon	10
Reductor pistol	0
Shock grenades	0
Skyhammer missile launcher	20
Skyspear missile launcher	0
Sniper rifle	2
Special issue boltgun	0
Stalker bolt rifle	0
Storm bolter	2
Stormstrike missile launcher	21
Thunderfire cannon	0
Twin assault cannon	44
Twin boltgun	2
Twin heavy bolter	17
Twin heavy plasma cannon	24
Twin Icarus ironhail heavy stubber	10
Twin ironhail autocannon	20
Twin lascannon	40
Twin multi-melta	40
Typhoon missile launcher	32
Volkite charger	3
Whirlwind castellan launcher	15
Whirlwind vengeance launcher	20
Wrist-mounted grenade launcher	0

'SUCH WEAPONS THESE ADEPTUS ASTARTES BEAR TO WAR. SUCH CATASTROPHIC DESTRUCTION THEY WREAK IN THE NAME OF THE EMPEROR'S VENGEANCE, AND OF HUMANITY'S SURVIVAL. HOW DARK AN AGE DO WE DWELL IN THAT SUCH UTTER RUIN CAN BE METED OUT SO FREELY BY THOSE WE CONSIDER HEROES? MONSTROUS IS THE BUTCHERY DONE BY THEIR BLOODSTAINED HANDS, SLAUGHTER SUCH THAT SURELY OUR ANCESTORS WOULD TURN THEIR FACES TO THE VOID AND WEEP FOR SORROW AT IT. YET SO MUST IT BE, FROM NOW UNTIL THE END OF ALL THINGS, FOR IN THIS DARK MILLENNIUM OUR ONLY HOPE RESTS IN THE UNBRIDLED FURY OF THE ANGELS OF DEATH.'

- Lament of the Unnamed Heretic

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainfist	11
Chainsword	0
Combat knife	0
Crozius arcanum	0
Dreadnought chainfist	28
Dreadnought combat weapon (Ironclad Dreadnought)	0
Dreadnought combat weapon (other models)	20
Invictor fist	0
Eviscerator	11
Force axe	10
Force stave	8
Force sword	8
Lightning claws (single/pair)	6/10
Master-crafted power sword	6
Paired combat blades	0
Power axe	5
Power fist	9
Power maul	4
Power sword	4
Redemptor fist	0
Relic blade	9
Seismic hammer	30
Servo-arm	0
Siege drills	0
Thunder hammer (**CHARACTERS**)	40
Thunder hammer (other models)	16

WARGEAR

ITEM	POINTS PER ITEM
Armorium Cherub	5
Auto launchers	0
Auxiliary grenade launcher	1
Camo cloak	3
Centurion assault launchers	0
Combat shield	1
Grapnel launcher	2
Grav-chute	2
Haywire mine	10
Infiltrator comms array	10
Ironclad assault launchers	5
Shield dome	18
Smoke grenades	0
Orbital comms array	18
Storm shield (**CHARACTERS**)	10
Storm shield (other models)	2
Teleport homer	0

TACTICAL OBJECTIVES

The Space Marines are masters of all forms of warfare, able to swiftly adjust to the demands of any battlefield. There is no foe they cannot conquer and no challenge they cannot overcome.

If your army is led by a Space Marines Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the *Warhammer 40,000* rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when a Space Marines player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Space Marines Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are generated normally.

D66	TACTICAL OBJECTIVE
11	Death from Above
12	Honour Your Chapter
13	No Mercy, No Respite
14	For the Emperor!
15	Lightning Strike
16	Emperor's Retribution

11 DEATH FROM ABOVE — *Space Marines*

Like the hammer of the Emperor, the Adeptus Astartes fall from the burning skies to bring ruin and death to their foes.

Score 1 victory point if at least one enemy unit was destroyed in your turn, and the last model in that enemy unit was destroyed as a result of an attack made by an **ADEPTUS ASTARTES** unit that can **FLY** or arrived as reinforcements during that turn.

12 HONOUR YOUR CHAPTER — *Space Marines*

Each enemy champion felled brings glory to the Chapter.

Score 1 victory point if at least one enemy **CHARACTER** model lost a wound as a result of an attack made or psychic power manifested by an **ADEPTUS ASTARTES CHARACTER** model from your army this turn. Score D3 victory points instead if any enemy **CHARACTER** models were destroyed as a result of such an attack or psychic power.

13 NO MERCY, NO RESPITE — *Space Marines*

The enemies of the Emperor fear many things, yet there is one thing they fear above all others: the wrath of the Space Marines.

Score 1 victory point if at least one enemy unit was destroyed and/or failed a Morale test this turn. Score D3 victory points instead if three or more enemy units were destroyed and/or failed Morale tests this turn.

14 FOR THE EMPEROR! — *Space Marines*

With blinding speed and merciless fury, the Adeptus Astartes sweep their enemies before them, leaving only the broken bodies of the foe and utter devastation in their wake.

Score 1 victory point if at least one **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES BIKER** unit from your army finished a charge move this turn.

15 LIGHTNING STRIKE — *Space Marines*

The Space Marines are the spearhead of the Emperor's wrath. With blinding speed, they strike at the heart of the enemy lines so they might swiftly vanquish their foes.

Score 1 victory point if at least one enemy unit that was entirely within your opponent's deployment zone at the start of the turn was destroyed this turn by an **ADEPTUS ASTARTES** unit from your army.

16 EMPEROR'S RETRIBUTION — *Space Marines*

Nothing can deny the Adeptus Astartes their objective.

Score D3 victory points if you control at least one objective marker that was controlled by your opponent at the start of this turn. Score D3+3 victory points instead if you control 3 or more objective markers that were controlled by your opponent at the start of this turn.

'We of the Adeptus Astartes do not fight wars as others understand them. So swift, so decisive do we strike that while our enemies are still drawing up their battle lines, we have already struck the killing blow. That is what it means to face us in battle; the knowledge that, by the time you raise your blades against us, you are already as good as dead.'

- Inceptor Sergeant Uriath

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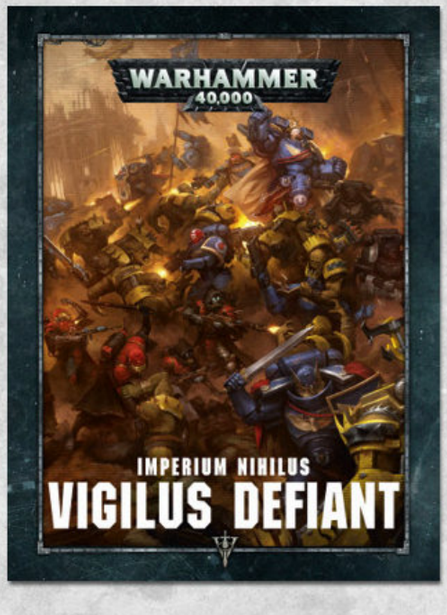
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