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Forged in the dark days following the Horus Heresy, the Crimson Fists are among the most lauded of the Imperial Fists' successor Chapters. Having teetered on the brink of annihilation, the Chapter has a new-found hope in the wake of the Indomitus Crusade. Yet in a galaxy of eternal war, new threats are never far away for the Crimson Fists.

CRIMSON FISTS

DORN'S SUCCESSORS

By Andy Clark & Robin Cruddace

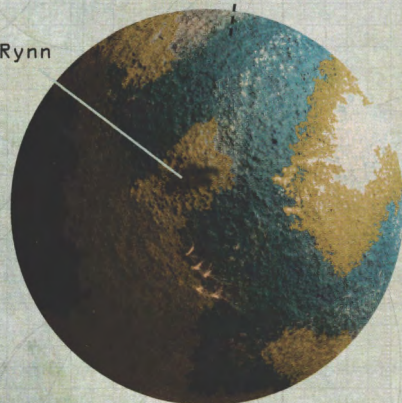
Brave and tenacious, the Crimson Fists Chapter of Space Marines have battled the enemies of the Imperium with a stoic ferocity for nigh on ten millennia.

Founded in the wake of the Horus Heresy, they are one of several successor Chapters of the noble Imperial Fists and they can trace their genetic legacy back to the Primarch Rogal Dorn, with whom they share their temperament and bearing. Following their creation, the Crimson Fists forged their own destiny, these indomitable, pragmatic and highly skilled warriors carving their names indelibly into Imperial history. They adhere rigidly to the precepts of the Codex Astartes, making a virtue of humility and proudly maintaining the honour and legacy of Rogal Dorn.

Throughout the Chapter's long and glorious history, the Crimson Fists have become noted for their expertise in fighting the many alien races that assail the Imperium. In particular, they have proven time and again their aptitude for battling the ferocious and bestial Orks. Though originally a fleet-based Chapter, the Crimson Fists have become well-established as defenders of the Loki Sector in the Segmentum Tempestus, where countless Ork empires still thrive. While the Crimson Fists have engaged in countless battles against a broad spectrum of opponents across the span of the galaxy, their actions against the Orks have yielded experience and knowledge that has proven vital to Humanity.

Name: Rynn's World	Planetary Governor: Chapter Master Pedro Kantor
Designation: Formerly Agri World >> Update exnt: Fortress World	System: Rynn System
	Sector: Loki Sector
Gravity: 1.1x Terran standard	Tithe Grade: Adeptus non
Temperature/ Climate: Temperate	Sub-ref/// Rynn's World Incident > Waaagh! Snagrod
Population: Pre-war 200 million (16 million in New Rynn City) Current census pending.	

New Rynn
City



THE RYNN'S WORLD INCIDENT

Following the Crimson Fists' successes during the Voltigern Crusade, the High Lords of Terra granted them full feudal rights to Rynn's World. Operating from their newly built fortress monastery, the Crimson Fists launched a brutal campaign that shattered the Ork forces across the Loki Sector, fracturing the powerful empires into hundreds of disparate, rival warbands that lacked the power to threaten the sector.

In the closing stages of the 41st Millennium, the Ork Warlord Snagroth, Arch-Arsonist of Charadon, launched a massive Waaagh! that united the warring factions bordering the Loki Sector. Pedro Kantor, the Chapter Master of the Crimson Fists, recalled all of his forces to Rynn's World in preparation for a counter-attack, but no sooner had the companies assembled than Waaagh! Snagroth reached the Rynn System.

The Chapter's orbital defences annihilated the initial waves of Ork Roks, Kroozers and Bomma skwadrons. Then, tragedy struck when one of the planet's missile augury machine spirits suffered a catastrophic failure. A single plasma warhead tumbled from its plotted trajectory and slammed into the Crimson Fists' fortress monastery. Designed to punch through void shields and bore deep into the dense hulls of warships, the missile ripped its way into the heart of the fortress monastery and detonated within its vast arsenal. Ordnance fit to

conquer worlds flashed to annihilating fire in a heartbeat, and the monastery, miles of defences around it, and six full companies of Crimson Fists were erased from existence. Only the handful of Space Marines manning the outermost perimeter defences escaped the full fury of the blast. Whether by pure chance or some blessing of the Emperor, those Space Marines included Pedro Kantor. United by the indomitable will of the Chapter Master, those survivors managed to battle across the planet through overwhelming numbers of Ork invaders to reach the world's capital, New Rynn City. There, they reunited with the battered remnants of the Chapter's few remaining companies, who were both shocked and buoyed to find their Chapter Master still lived.

The siege of New Rynn City itself was to grind on for eighteen months. Through the inspired leadership of Pedro Kantor, and thanks to the heroic sacrifice of scores of Crimson Fists, the Imperium won out against impossible odds. Wave upon wave of Orks crashed against Kantor's lines, but the Space Marines never wavered, and countless greenskins were brought down by bolter fire. When ammunition ran dry, the Orks fell instead beneath chainblades, combat knives and ceramite-clad fists. Still the Crimson Fists held firm, channeling in that desperate hour a measure of the close-quarters might of the long dead Alexis Polux. The greenskins were finally repulsed from Rynn's World, but the damage had been done.



DOCTRINE AND ORGANISATION

When the Imperial Fists Legion divided into individual Chapters after the Horus Heresy, the Crimson Fists received the majority of the Legion's most level-headed brethren. Where many of the old Legionaries railed against the changes wrought by the implementation of the Codex Astartes, the Crimson Fists embraced them. As a result, the Chapter has maintained the combat doctrines set down by Roboute Guilliman before his long sleep in stasis; they train in all of the aspects of war the Adeptus Astartes may face, and can adapt swiftly and smoothly to the varying strategic landscape of any given conflict.

The Crimson Fists run endless training exercises and receive subliminal tactical inloads that prepare them to face the many foes the Imperium has encountered. That said, it cannot be ignored that their foremost area of expertise lies in battling Orks. The Crimson Fists have faced every manner of greenskin threat across thousands of war zones in the last ten thousand years, and have developed tried-and-tested strategies for combating the brutish xenos.

In the wake of the Rynn's World disaster, with their Chapter reduced to a shadow of its former strength, the Crimson Fists were forced to adapt their tactics. Their numbers were severely

ALEXIS POLUX, THE CRIMSON FIST

A giant of a man whose great strength belied a coldly logical mind and fierce intellect, Alexis Polux was the first Chapter Master of the Crimson Fists. His talents ranged from the vast and terrible ballet of void warfare to the crunching savagery of close combat. Following the Horus Heresy and the splitting of the Imperial Fists Legion, Polux led his Chapter for over eight centuries before his eventual fall in battle upon the planet HR8518.



depleted, the majority of their relics and much of their materiel lost, and they were no longer able to obey the tenets of the Codex Astartes, though this did not stop them attempting to do so wherever possible. The Crimson Fists became adept at fielding their forces in guerilla actions, infiltrating enemy territory to launch devastating raids against high-priority enemy targets and setting aside notions of personal glory in favour of completing their missions with the best possible kill-to-casualty ratio.

One of the Crimson Fists' primary aims ever since the defeat of Waaagh! Snagrod has been the rebuilding of their Chapter's numbers. The Apothecaries have worked tirelessly to induct new battle-brothers from the Chapter's traditional recruiting grounds – feral worlds such as Blackwater, Trachan and Fordari II – but it is not a process that can be rushed. Other Chapters have made the mistake in the past of compromising the quality of individuals they inducted or gene-seed they used to rapidly rebuild their numbers, and cautionary rumours of the dire consequences still circulate amongst the Adeptus Astartes. The Crimson Fists are too measured and methodical to allow such recklessness to endanger their future, but this has meant that – until the coming of the Indomitus Crusade – their climb back from the brink of extinction was extremely slow, every death a tragic setback.

Battle-brother Dorvok,
Crimson Fists Intercessor



Crimson Fists display squad, but not company, markings.



The Chapter symbol is borne on the bearer's left pauldron.



A red-striped helmet marks a Lieutenant's rank.



Mk II Cawl-pattern bolt rifle



Boltstorm gauntlet

THE GAUNTLET STAINED RED

The Crimson Fists have an extensive calendar of sacred days to honour the Emperor and the Primarch. Amongst these are the Days of Foundation, the Feast of Blades and the Festival of the Bloodied Fist, in which a number of the Chapter's promising Scouts undergo their final trials before becoming a full battle-brother. The last of these trials requires the aspirant to travel to the death world of Blackwater and kill a barb-dragon with their bare hands. Those that succeed submerge their left fist into the blood of their prey, symbolizing their right to wear the crimson gauntlet that is the Chapter's namesake. Should a battle-brother be subsequently promoted to the 1st Company, he will have earned the honour of painting his right gauntlet red as well. A new sacred day has been added to the Crimson Fists' traditions – the Day of Renewal – marking when the Chapter and its gene-banks were unexpectedly replenished by the Indomitus Crusade. The Crimson Fists renew their vow on this day to repay their debt to Roboute Guilliman.

SONS OF DORN

The Imperial Fists were one of the original twenty Space Marine Legions created at the dawn of the Great Crusade. They were founded from the gene-seed of their Primarch, Rogal Dorn, who was ever the Emperor's praetorian and sternest, most inflexible guardian. Throughout the Imperium's golden era of expansion, on through the dark days of the Horus Heresy and into every age of turbulence and bloodshed since, the Imperial Fists have maintained their unblemished reputation for honour, heroism and might. They are renowned for their mastery of siege warfare, and for their near-fanatical tenacity in the face of overwhelming odds. Their successor Chapters, meanwhile, have come to epitomise other aspects of Dorn's legacy; the Black Templars fight with all the ferocity and single-minded determination that Dorn could bring to bear. By comparison, the Crimson Fists possess their gene-sire's noblest traits: his determination, his selflessness and his relentless pragmatism in the face of even the darkest horrors.



CHAPTER MASTER PEDRO KANTOR

Pedro Kantor has served as Chapter Master of the Crimson Fists for almost a century. He first rose to prominence as a sergeant in the Battle of Melchitt Sound, where he led the boarding action against the Ork Kill Kroozer, *Da Growla*. The Kroozer was disabled in the attack, allowing the Strike Cruiser *Crusader* to break the Ork line of battle and scatter the greenskin fleet into the outer system.

When Waaagh! Snagrod hit Rynn's World, Kantor was one of a handful of Crimson Fists fortunate enough to survive the fateful missile strike that levelled the Chapter's fortress monastery. Kantor witnessed the rippling explosions that tore the heart from his Chapter, but stoically set aside his grief to consolidate what power he still commanded. Weighing up his options, Kantor resolved to make for New Rynn City, where a small force of Crimson Fists stood as sentinels alongside the local garrison. The trek took ten days through a landscape choked with Ork warbands. During the daylight hours, Kantor and his men were forced to seek shelter where they could – lying up against the ruins of an agri-plex one day, hiding out in an abandoned quarry the next. Kantor arrived at New Rynn City wearied to the bone, his armour slick with the blood of slain Orks. Scarcely half of the Crimson Fists who had embarked upon the journey survived to reach the city gates, and not a warrior amongst them was unwounded. Still their resolve never wavered. No sooner had Kantor arrived than the greenskins came to New Rynn City in force. What the Orks

found before them was no faltering garrison, but a vengeful and determined force of Space Marines. Under Kantor's unwavering leadership, New Rynn City remained inviolate, and eighteen months later it became the staging area for the offensive that drove the Orks from Rynn's World.

In the aftermath of the fighting, Kantor was presented with a choice few Chapter Masters have ever had to make. Rynn's World had been saved, but the Crimson Fists were a shadow of their former glory. He could lead the remnants of his devastated force in a vainglorious last crusade, slaughtering as many foes as possible but ultimately leaving nothing remaining of the Crimson Fists but epitaphs etched into gold and stone. Or he could marshal his resources and look to the eventual rebuilding of the Chapter, though to take such a route would require a truly humbling admission of defeat even in victory. It is to Pedro Kantor's credit, and a mark of his superior character, that he chose the latter path.

Since that time, history seems doomed to repeat itself over and over again, the Crimson Fists slowly regaining their strength only to be caught up in yet another brutal war – every loss a terrible blow to the future of the Chapter. To Pedro Kantor's credit, he has never once wavered from his chosen path, and he has continued to fight for the survival of his Chapter. Following the Noctis Aeterna and the opening of the Great Rift that split the Imperium in two, Kantor and the Crimson Fists found themselves once again besieged upon their home world.

RYNN'S MIGHT

Rynn's Might was a legendary Land Raider in the service of the Crimson Fists. According to Chapter records, the uncrewed Land Raider survived the rogue missile that destroyed the Chapter's fortress monastery during the Invasion of Rynn's World. Thereafter, the vehicle's machine spirit launched a solo war against a rampaging Ork warband, killing the Warboss and many of his followers in a night of slaughter. *Rynn's Might* did not survive the encounter, but its example serves as a reminder that a Land Raider is not a machine to be taken lightly, whether crewed or otherwise.



NOTABLE CONFLICTS

The Crimson Fists have fought in many notable conflicts, their honour rolls full of great victories, valorous triumphs against the odds and selfless acts of heroism that have saved billions of lives. Below are recorded but a handful of heroic conflicts from the last ten millennia.

THE SCOURGING OF URALEK PRIME

Uralek Prime was the scene of the Crimson Fists' first ever large-scale martial action as a Chapter. Though only partial records remain of the battle, it is known that Chapter Master Alexis Polux led a masterful campaign to liberate the Imperial colony on Uralek Prime. The colonists had come under attack from several fast-moving tribes of Aeldari Exodites, who hit them again and again with remarkable ferocity. The xenos were determined to eradicate every last human on the face of the planet; the Crimson Fists were equally as determined that they would not succeed. During the early stages of the conflict, the Chapter's partially-recovered histories suggest that Polux relied heavily upon his orbital superiority, laying waste to great swathes of the lush forests that gave the Exodites cover and facilitated their hit-and-run tactics. With his enemies flushed out into the open, Polux led a series of textbook drop assaults that saw the Exodite tribes smashed and scattered. Those

THE BLOODED GAUNTLET

The Chapter symbol of the Crimson Fists is a left-hand gauntlet, raised and clenched. It symbolises not only the strength and determination of the Crimson Fists, but also their defiance of heretics and traitors. The Crimson Fists symbol is derived from that of their parent Chapter – the Imperial Fists – albeit painted red in honour of Alexis Polux, the first Chapter Master of the Crimson Fists.

The symbol is usually shown as a crimson fist on a black field surrounded by a crimson border.



xenos that broke through to the colony's defences found themselves faced by the superior firepower of Crimson Fists Devastator Squads and battle tanks, and were rapidly cut to pieces. Though the Space Marines' casualties were not insignificant, the Aeldari were utterly devastated and the colony on Uralek Prime freed to flourish into a world-spanning civilisation.

Chaplain - 'There is only the Emperor.'
Brethren - 'He is our shield and our protector.'

- Battle-cry of the Crimson Fists

THE WAR OF THE BEAST

In the 32nd Millennium the Imperium came under threat from the largest Ork Waaagh! ever encountered. Led by a Warboss known only as the Beast, the Imperium – still recovering from the Horus Heresy – was plunged into a fight for survival once more. On Ardamantua, the Imperial Fists – gene-sires of the Crimson Fists – battled the Beast's colossal armies and were virtually wiped out. The last surviving Imperial Fist – Captain Koorland – enacted the Last Wall

THE BATTLE OF TRAITOR'S GORGE

The tale of Traitor's Gorge is one known only to Pedro Kantor and the warriors who fought at his side that fateful day in the Jaden Mountains. It begins a half-year after the reclamation of Rynn's World from Waaagh! Snagrod. Although the planet was officially designated as secured, isolated pockets of greenskins still held out in the wilderness. Several warbands were known to be lurking in the Jaden Mountains, launching raids that the beleaguered populace of Rynn's World could ill afford. Pedro Kantor himself chose to lead the campaign to purge the greenskins from their mountain fastnesses, taking an under-strength force of Crimson Fists into a battle for every crag and cavern. His foes were tenacious and their numbers far in excess of even the most pessimistic predictions. Stirred to fury by Kantor's purge, the Ork warbands united into a single force that assailed the Space Marines in Traitor's Gorge. Though only two dozen in number, the Crimson Fists fought like heroes of legend and reaped a tally of greenskin lives before being forced to retreat. Officially, Kantor and his warriors overcame the odds with a heroism that would have gladdened the Emperor himself to see, repelling the Orks' assault before pursuing their broken foes back into the gorge and purging them to the last. In truth, however, the Space Marines received aid unlooked-for when a band of Aeldari Rangers slipped from the shadows and provided just enough covering fire to allow Kantor's men to regroup and drive their enemies back. The words that passed between Kantor and his strange saviours are known only to those that were there that day, and those battle-brothers are sworn to secrecy...



protocol, calling for the successor Chapters of the Imperial Fists to be reunited once more. The Crimson Fists joined the Black Templars, Fists Exemplar, Iron Knights and Excoriators in the defence of Terra as an Ork Attack Moon entered the Sol System. A huge assault was launched on the moon and the Ork onslaught was defeated.

Following the successful defence of Terra, the Crimson Fists joined the crusade to Ullanor, the planet where the Beast made its lair. Chapter Master Quesadra of the Crimson Fists was among the many warriors killed by the Beast during the fighting and though the leader of the Orks was supposedly slain by the Primarch Vulkan, the war with the greenskins continued for several more years. Koorland was killed during the war and with him the Imperial Fists Chapter died. The Crimson Fists – alongside their fellow successor Chapters – donated a portion of their strength to rebuild their parent Chapter.

THE DEATH OF TORKVAR THE DREAD

During the era of dark omens that preceded the coming of the Great Rift, the Khornate warlord Torkvar the Dread invaded the Laernothe System. Leading a brutal warband of Renegade Space Marines known as the Gorehounds, Torkvar ripped through the Astra Militarum regiments defending the industrial world of Laernothe IV and spread a blood madness that saw trillions of its

labourers degenerate into frenzied killers. Into this cauldron of carnage plunged a force of just thirty Crimson Fists, led by the tactically brilliant Captain Julias and provided with very specific mission parameters. Julias' entire force was made up of Veteran battle-brothers and specialist Techmarines, who swiftly went to ground amidst the madness engulfing Laernothe IV and put their plans in motion. Utilising a series of kill team strikes against key targets, the Crimson Fists steadily destabilized the thermal macro-reactors that governed the planet's continent-sized tank manufactura. Though hunted constantly by their Khornate foes, the Crimson Fists fought only those battles they had to, ensuring that every blow they struck was a telling one. Six months after arriving on Laernothe IV, the surviving two thirds of the Crimson Fists strike force were extracted via Stormraven Gunship, fighting a last, furious battle as they made their escape. In their wake, Torkvar and his chosen champions were left crowing of the cowardice and weakness of Imperial warriors. Their bragging was cut short, however, when the critically destabilized reactors detonated in a vicious chain reaction that scoured eighty-six percent of all life from the planet's surface. Only when the firestorms had died down did the Adeptus Mechanicus reclamation force make planetfall, easily gunning down the last of the Chaos forces and reclaiming the subterranean riches of the planet for their own.

BATTLEGROUP VENGEANCE

The Crimson Fists were once a fleet-based Chapter, but Waaagh! Snagrod virtually obliterated their entire starfleet. Pedro Kantor made a diplomatic request to the Imperial Navy forces at Ramilies Star Fort Goliath Vigilant – in exchange for a permanent garrison of Crimson Fists, Battlefleet Tempestus made several squadrons of Imperial Navy escorts, a trio of cruisers and the Emperor-class battleship *Throne's Fury* available to the Crimson Fists. This allied void armada has become known as Battlegroup Vengeance, and they have borne out Kantor's strategic genius in their every action, from the Kielden Reach to the second cleansing of Badlandings.

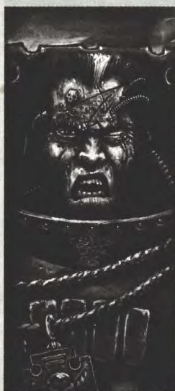


CAPTAIN CORTEZ

Captain Alessio Cortez epitomises the rugged survivor. He is renowned for his stubborn temperament and his dogged pursuit of the foe, fighting on through broken bones, collapsed organs and even, famously, a severed arm, which he took the time to reclaim only after his greenskin foes were all dead.

During the Battle of Steel Cross, Cortez slew an Ork Warlord, having first disarmed the greenskin by trapping its blade in his torso. While battling craftworld Aeldari on Shaebach, Cortez suffered seventeen wounds including a punctured heart. While defending the Fortress of Maladon, he endured twenty-one hours of constant battle. Almost every bone in his body has been broken at one time or another, and the Captain has been declared technically dead eleven times to date.

Captain Cortez was last seen in battle with Aeldari Corsairs amidst the stellar phenomenon known as the Wheel of Fire. The Chapter's veteran brethren, however, are convinced that Captain Cortez yet lives and will return to aid the Crimson Fists again in this darkest hour.



HOPE REKINDLED

When the Great Rift ripped across the galaxy, Rynn's World found itself far to the galactic south of the primary anomaly. Like so much of the Imperium Sanctus, however, this did not save the planet from an outbreak of unregulated psychic phenomena and warp storm activity. The Daemon Prince Rhaxor – a warlord of terrible might – assailed the Crimson Fists' home world and the Chapter – barely restored to half strength – faced annihilation all over again.

In their darkest hour, however, the Crimson Fists were saved from annihilation by the arrival of the Indomitus Crusade. Roboute Guilliman himself led the relief of Rynn's World, linking his forces to the surviving Crimson Fists and the Rynnsguard planetary defence force, before working with Pedro Kantor seemingly as equals to coordinate the annihilation of the daemonic menace.

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

**- Pedro Kantor,
Chapter Master of the Crimson Fists**

In the wake of the planet's second salvation, Archmagos Cawl's freighter-hulk delivered an equal measure of redemption to the Crimson Fists themselves in the form of company after company of Primaris battle-brothers. The technologies to fashion new Primaris warriors were gifted to the Crimson Fists' Apothecarion, and hope kindled anew in the hearts of those battle-brothers who had survived the daemonic invasion of their world.

In the aftermath of the battles, Pedro Kantor had much to do. The Daemons had brought ruin to much of the planet. The Chapter, so painstakingly rebuilt, was once more decimated. Its numbers would swiftly be replenished by a great influx of Primaris Space Marines from the holds of Archmagos Cawl's ship, but these warriors – potent and timely reinforcements though they were – had never known Rynn's World, and did not appreciate the Chapter's rituals. They required swift cultural integration to ensure that, like a wounded body fitted with a hurried prosthetic, the Chapter did not reject these newcomers for the strangers they were. As awed by Roboute Guilliman as Pedro Kantor was, the Chapter Master of the Crimson Fists was simply too overstretched to do more than thank the Lord Commander of the Imperium for his timely

arrival. Meanwhile, equally pressed for time, Guilliman spent but three days on Rynn's World as his crusade refitted itself.

Before he left, Guilliman summoned Pedro Kantor. Arriving late and still in the same uncleansed battle garb, the Crimson Fists Chapter Master felt trepidation as he stood before the Primarch. Guilliman, who did not miss much, instantly read Kantor's discomfort. For the first time in months the Primarch laughed – not out of spite, but astonished mirth.

'Be at ease, Chapter Master,' he said. 'I have not summoned you for censure, but to speak earnestly. Rogal Dorn thought there was no higher purpose to the existence of the Adeptus Astartes than the unification of Mankind. I see that in you also. And his determination. We – I – need warriors who fight bravely even when faced with great tragedy. I have seen with my own eyes how you inspire intense loyalty in those around you. And I see you hold duty above glory or vengeance. My brother would be proud. Reassemble your Chapter, Pedro Kantor, and look now to the future rather than the past – the Loki System, and the Imperium entire, has need of you.'

This speech inspired Kantor beyond the ability of words to describe. The thought that his genesire would have approved his choices stilled many questions that had long churned in his mind, and he set about the restoration of the Crimson Fists with a will. Yet the galaxy does not stand still; the war for the survival of Humanity raged on, and with the opening of the Cicatrix Maledictum the Imperium's battlefields had redoubled and its plight become more desperate than ever before. Even as he worked to build his Chapter's numbers back to full strength, and to integrate the Primaris Space Marines into the Crimson Fists' ranks, Kantor ordered other plans set in motion, some of which he had discussed with Guilliman on the day of the Primarch's departure.

The turbulent years of destruction and the long, slow fight to rebuild had left the Crimson Fists with a greater than normal strength of veteran warriors, whose expertise was now desperately needed amongst beset neighbouring systems. Kantor therefore authorised the deployment of veteran kill teams to nearby war zones. Their duty was either to escort Techmarines and Apothecaries while they aided local Imperial forces, or else to strike carefully aimed blows to destabilise enemy forces, remove tyrannical war leaders from power and the like. For the first time in many decades the Crimson Fists were able to despatch a substantial number of veteran xenos-hunters to join the ranks of the Deathwatch, sharing their invaluable Ork-hunting expertise with their fellow Space Marine Chapters.



Kantor also wasted no time in despatching strike forces to worlds that seemed in the greatest need of aid. Provided with such a sudden replenishment of martial strength after so many years of hand-to-mouth survival, some Chapters might have charged recklessly into every battle they could find, feeling the need to prove their worth anew or exorcise a long-felt desire for vengeance. Not so the Crimson Fists. Pedro Kantor's deployment of his warriors was measured, carefully planned and meticulously orchestrated. Crimson Fists strike forces arrived upon Vigilus, plunged into war zone Ryza and initiated hammerblow offensives upon half a dozen worlds in the Loki Sector. Always, they deployed just enough strength to ensure the maximum conquest to casualty ratio; always they struck at the most strategically consequential targets. Always they demonstrated that long years of hardship had taught the Crimson Fists how to husband their strength and fight without ego or undue optimism. They must get the

GENE-SEED

As successors of the Imperial Fists, the Crimson Fists use gene-seed derived from the Primarch Rogal Dorn. Historically, theirs has always been a stable genetic stock, though they lack the Betcher's Gland that allows them to spit manufactured acid and the Sus-an Membrane that enables them to enter a state of auto-hibernation. The stability of their gene-seed has proved a mighty boon in the Crimson Fists' attempts to repopulate their Chapter's ranks.

absolute most out of every shot fired, every blow struck, every warrior deployed before falling back the moment victory threatened to become pyrrhic. With each victory, the Crimson Fists removed another greenskin infestation, another demonically possessed rogue governor or alien despot from power and strengthened the Imperium's hold upon the Loki Sector. Such was Guilliman's command to Pedro Kantor, the last words he had spoken to him before boarding his transport and continuing about his long crusade.

'Make of this sector a fortress, untouched by alien hand, untainted by the touch of the Ruinous Powers. Create a stronghold of Imperial space that, in direst need, can become the lynchpin of the entire segmentum. Lay low the works of the tyrant and the despot, Pedro Kantor, and in their place raise fortifications of adamantine and ceramite so that, in our darkest hour, you might do for the Segmentum Tempestus what you have done for your noble Chapter.'

CODEx SUPPLEMENT: CRIMSON FISTS

Codex: Space Marines contains a number of rules that apply to Space Marine Detachments. Amongst these are the Chapter Tactics ability, Stratagems, Relics and Warlord Traits, some of which are unique to specific Chapters. These rules also describe which of those rules apply to successor Chapters. The Crimson Fists are a successor Chapter of the Imperial Fists, but we feel that their unique approach to war is such that they warrant a set of bespoke rules to better reflect their background. As a result, if your army includes **CRIMSON FISTS** Detachments (that is, any Detachment which includes only **CRIMSON FISTS** units), you can either continue to use the rules for Crimson Fists as presented in *Codex: Space Marines* (i.e. that Detachment has the Chapter Tactics ability and uses the Imperial Fists' tactic, and can use the Imperial Fists' Stratagem etc.), or you can use the rules for Crimson Fists presented here. All Crimson Fists Detachments in your army must use the same rules though – so make it clear to your opponent before the battle begins which rules set you are using. Also note that these rules have been designed to be used in all types of games, including matched play games.

ABILITIES

If your army is Battle-forged, Troops units in **CRIMSON FISTS** Detachments gain the Defenders of Humanity ability. In addition, **INFANTRY**, **BIKER** and **DREADNOUGHT** units (other than **SERVITOR** units) in **CRIMSON FISTS** Detachments also gain the No Matter the Odds ability.

WARLORD TRAITS

If the Warlord of your army is a **CRIMSON FISTS CHARACTER**, you can pick their Warlord Trait from the Crimson Fists Warlord Traits table below instead of picking one from the Space Marines Warlord Traits table (see *Codex: Space Marines*). Alternatively, you can roll one D3 and consult the table below to randomly generate a Warlord Trait for them. If your Warlord is Pedro Kantor, he must have the Tenacious Opponent Warlord Trait.

D3 RESULT

1 TENACIOUS OPPONENT

This Warlord fights all the harder when he is outnumbered by his foes and all seems lost.

If there are at least 10 enemy models within 6" of this Warlord when he fights in the Fight phase, add D3 to his Attacks characteristic until the end of the phase.

2 REFUSE TO DIE

Countless times have the enemies of Mankind tried to slay this stoic Warlord in battle. None have succeeded.

The first time this warlord is reduced to 0 wounds, roll one D6. On a 4+ set him up again at the end of the phase, as close as possible to his previous position and more than 1" from any enemy models, with D3 wound remaining.

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.

A unit with this ability that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it as normal.

NO MATTER THE ODDS

The Crimson Fists have a well deserved reputation for stoicism in battle. Even when they are facing seemingly impossible odds, when their foes surround them on all sides, still they emerge bloodied but victorious.

Add 1 to hit rolls for attacks made by this unit that target an enemy unit that contains at least twice as many models as their own. For the purposes of this ability, **CRIMSON FISTS DREADNOUGHT** units from your army count as 5 other models.

Designer's Note: If you are unsure of your own Chapter's founding Chapter, and you feel the rules presented here reflect its character and fighting style better than those in *Codex: Space Marines*, you can choose to use the rules in this article instead of those in *Codex: Space Marines*.

3 STOIC DEFENDER

When this Warlord plants his feet, he and his warriors will hold their ground with implacable determination.

All friendly **CRIMSON FISTS INFANTRY**, **BIKER** and **DREADNOUGHT** units have the Defenders of Humanity ability whilst they are within 6" of this Warlord. If a Crimson Fists unit already has this ability, then each model in that unit counts as two models for the purposes of determining who controls objective markers, whilst that unit is within 6" of this Warlord.



STRATAGEMS

If your army is Battle-forged, and includes any **CRIMSON FISTS** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems below in addition to those in *Codex: Space Marines*, and can spend Command Points to use them. Note that for the purposes of the Limits of Command matched play rule, the Bolter Drill Stratagem below is considered to be the same as the identically named Stratagem used by the Imperial Fists in *Codex: Space Marines*.

1CP

BOLTER DRILL

Crimson Fists Stratagem

The Crimson Fists maintain strict fire discipline at all times, standing shoulder to shoulder with their battle-brothers as they unleash devastatingly accurate volleys of bolter fire into the foe. Use this Stratagem just before a **CRIMSON FISTS INFANTRY** unit attacks in the Shooting phase. Until the end of the phase, each time you make a hit roll of 6+ for a model from that unit firing a bolt weapon, that model can immediately make another hit roll using the same weapon at the same target (these bonus attacks cannot themselves generate any further attacks). For the purposes of this Stratagem, a bolt weapon is any weapon profile whose name includes the word 'bolt' (e.g. boltgun, bolt rifle, heavy bolter, boltstorm gauntlet). Duty's Burden and Pedro Kantor's Dorn's Arrow are also bolt weapons.

1CP

A HATED FOE

Crimson Fists Stratagem

Long have the Crimson Fists fought against the Ork empires infesting the Loki Sector and beyond. They have learned much from their battles about how best to slay these brutish xenos. Use this Stratagem at the start of the phase. Select one **CRIMSON FISTS** unit from your army. Until the end of the phase you can re-roll wound rolls for attacks made by that unit when targeting **ORK** units.

1CP

SLAY THE TYRANT

Crimson Fists Stratagem

Since the Indomitus Crusade bolstered their ranks, the Crimson Fists have redoubled their efforts to liberate planets enslaved by xenos tyrants, a task that can only be ultimately achieved by cutting the head from the body. Use this Stratagem at the start of the phase. Select one **CRIMSON FISTS** unit from your army. Until the end of the phase add 1 to hit rolls for attacks made by that unit when targeting **CHARACTERS**.

CHAPTER RELICS

If your army is led by a **CRIMSON FISTS** Warlord, then before the battle you may give one of the following Chapter Relics to a **CRIMSON FISTS CHARACTER** in your army instead of a Chapter Relic from *Codex: Space Marines*. Named characters such as Pedro Kantor cannot be given Chapter Relics. Note that your army can have more than one of the Chapter Relics (from *Codex: Space Marines* and/or from here) by using the Relics of the Chapter Stratagem from *Codex: Space Marines*. Also note that the Fist of Vengeance is the same Chapter Relic that features in *Codex: Space Marines*, but is reprinted here for your convenience.

Note that these relics replace one of the character's existing weapons. Where this is the case, if you are playing a matched play game or are otherwise using points values, you must still pay the cost of the weapon that is being replaced. Write down any Chapter Relics your characters have on your army roster.

Fist of Vengeance

This master-crafted power fist is blood red, and chipped and marked with hundreds of battle scars. Forged many years before the cataclysm that almost destroyed the Crimson Fists, the Fist of Vengeance was recovered from the ruins of the Chapter's fortress monastery, miraculously untouched by the devastation that surrounded it. In the years since that dark day, this symbol of resilience and defiance has been borne into battle by many heroes of the Chapter.

CRIMSON FISTS model with a power fist only. The Fist of Vengeance replaces the bearer's power fist and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Fist of Vengeance	Melee	Melee	x2	-3	3

Duty's Burden

Presented to Chapter Master Kantor by Roboute Guilliman upon the day of his departure from Rynn's World, this masterfully crafted bolt rifle serves as a mark of the Primarch's recognition for all the Crimson Fists have achieved, and a stark reminder of all there is yet to do. Bestowed upon those champions of the Chapter who face especially trying and crucial battles, Duty's Burden is an exceptionally lethal and utterly trustworthy weapon whose determined machine spirit echoes that of the Crimson Fists themselves.

CRIMSON FISTS model with a bolt rifle, master-crafted auto bolt rifle or master-crafted stalker bolt rifle only. Duty's Burden replaces the bearer's bolt rifle, master-crafted auto bolt rifle or master-crafted stalker bolt rifle, and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Duty's Burden	36"	Rapid Fire 2	5	-2	2