WARHAMMER 40,000

CODEX ADEPTUS ASTARTES

SPACE MARINES

SPACE MARINES

ANGELS OF DEATH

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INTRODUCTION

Greetings noble initiate or veteran battle-brother. You hold in your hands the definitive guide to the superhuman armies of Mankind known as the Space Marines. This book will help you to assemble your collection of Space Marines Citadel Miniatures into a powerful tabletop army, bound together by military brotherhood and marked by glorious heraldry.

Space Marines are the champions of the Imperium, Mankind's most elite fighting force. The combat prowess of these heavily augmented warriors is backed up by the best weaponry and equipment the Imperium can provide. Clad in nigh-impenetrable power armour, each Space Marine combines excellent close combat skills with deadly shooting accuracy. Space Marine armies are hard-hitting, able to tactically adjust to any foe or situation. A wide range of troops and vehicles enables them to launch lightning strikes, armoured spearheads, airborne assaults, or any other strategy a commander can envision. Whether fielding a small, elite strike force or mustering an entire company for war, *Codex: Space Marines* contains all of the rules and information you need to bring your army to life on the tabletop.

Building and painting Space Marines provides a unique and exciting challenge for collectors of any ability. Every model in the Space Marines' vast range is a lavishly detailed, individual piece, whether it is a courageous Captain, elite Terminator, venerated Dreadnought or Primaris Intercessor. As impressive as these individual models appear, when formed into units and united by bold colours and eye-catching heraldry, they form an even more spectacular sight as a Space Marines army. There are many established Chapters to choose from, though collectors should feel free to use these examples as inspiration to invent their own.

Within this book you will find all the information you need to collect a Space Marine 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. There is a range of examples of how their armies organise themselves and fight in battle, along with uniform guides.

CHAMPIONS OF HUMANITY: Here you will find a showcase of beautifully painted miniatures, showing colour schemes and heraldry examples for many Space Marines 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.

SONS OF THE PRIMARCHS: This section provides additional rules, including Warlord Traits, Stratagems, Relics and psychic powers, as well as matched play points, that allow you to transform your collection of miniatures into a Space Marine army.

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 rules, visit games-workshop.com.

'They shall be my finest warriors, these men who give themselves to me.

Like clay I shall mould them and in the furnace of war I shall forge them.

They will be of iron will and steely muscle.

In great armour shall I clad them and with the mightiest guns shall they be armed.

They will be untouched by plague or disease, no sickness will blight them.

They will have tactics, strategies and machines such that no foe will best them in battle.

They are my bulwark against the Terror.

They are the Defenders of Humanity.

They are my Space Marines

…and they shall know no fear.'

- The Emperor of Mankind

THE EMPEROR'S FINEST

The heady days of Mankind's expansion to the stars during the Age of Technology are long forgotten, lost behind eras of dark legend. Terrible wars engulfed the galaxy in the years that followed, and as human civilisation fragmented, alien races and vile warp predators seized their chance to ravage unprotected worlds. Those that survived the onslaught descended into barbarism. Isolated and beset by the galaxy's manifold perils, Mankind itself was on the verge of extinction.

From the ashes of the Age of Strife arose a mighty 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. Within 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 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 an unknown force.

THE EMPEROR

The Emperor has reigned over the Imperium for more than ten thousand years. To the innumerable billions of humans in the galaxy, the Emperor is a god, the saviour of Mankind and its eternal guardian. The Space Marines do not worship the Emperor as a divine being, however, but recognise him as their founder and the glorious ruler of the Imperium. They consider the Emperor to have always been the ultimate example of Mankind, an awe-inspiring man that they venerate, praise, and pledge unflinching dedication to – but a man nonetheless.

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 Marines. Mustered into the great, ten thousand-strong Legions of the First Founding, they were warriors of immense strength and unbreakable will. 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 reconquered, 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 Legions was at its zenith. Nothing could stand in the way of the Emperor's armies. The dream of a united galaxy was within the Emperor's grasp, though 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

'Give me a hundred Space Marines. Or failing that give me a thousand other troops.'

- Attributed to the Primarch Rogal Dorn

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, on Terra itself. Blind hate and malice met courage and steel on the blood-slick ramparts of the Emperor's last bastion, the corrupted Primarchs fully 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 the traitor in his inner sanctum. Sanguinius of the Blood Angels, most seraphic of the Primarchs, was slain. The Emperor himself was cast down, broken and wounded almost unto death. But the Master of Mankind struck Horus with the last ounce of his strength, destroying the Primarch utterly and breaking his traitorous Legions. The followers of the Ruinous Powers were defeated, but it was a victory won at terrible cost. The brotherhood of the Primarchs was no more. The Emperor's dream lay in ruins and the last, best hope of its achievement was lost. 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. Its stellar realm had weathered the storm of the Horus Heresy, but now stood upon 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 a counter-attack that broke the armies of Chaos and drove their remnants to seek safety in the Eye of Terror. Knowing of Guilliman's lethal efficiency in war, Horus had masterfully planned his rebellion to begin while the Ultramarines were fighting far in the galactic south. As a result, the Ultramarines had come through the Horus Heresy largely unscathed. Yet even their numbers were stretched to the limit in buying time for loyalist forces to regroup. Legends tell that Guilliman was everywhere, rallying defenders on one world and leading them to victory before moving on to another. Though invaders, human and xenos alike, circled like vultures, the Space Marines and the last loyal Primarchs drove them off. So began the Age of the Imperium.

THE PRIMARCHS

The Primarchs were superhuman beings engineered by the Emperor himself, designed to be mighty warlords whose martial prowess was only matched by their mental fortitude. They had powers and skills rivalling those of the Emperor and, like gods, they bestrode the battlefields of the Great Crusade. Twenty such beings were forged, and each commanded a Legion of Space Marines created from their own flesh. A Primarch's genetic legacy, as well as his beliefs and teachings, were passed onto his warriors, creating a bond as close as that between father and son. The personality of each of the different Primarchs was reflected in the traditions and doctrines of his Legion. Even after over ten thousand years, the descendants of those Space Marines continue to battle for the Emperor and the Imperium, and they are each still characterised by qualities derived from their gene-sire.

THE CODEX ASTARTES

With the threat of extinction held at bay, Guilliman turned to ensuring that such a catastrophe could never happen again. He distilled his wisdom into a weighty tome known as the Codex Astartes. This text became a major part of his legacy and the cornerstone upon which the future of the Imperium would be based. For the Adeptus Astartes it described in detail the tactical roles, equipment specifications, uniform markings, command protocols and countless other aspects of Space Marine doctrine. For all its multitudinous topics, the most lasting and contentious decree of the Codex Astartes was that the existing Space Marine organisations be broken up and reorganised into smaller brotherhoods known as Chapters, fragmenting their strength so the rot of heresy could never again spread so swiftly. Though many of his brother Primarchs initially railed against Guilliman's decree, almost all eventually accepted the necessity of reorganisation for the security of the Imperium. Thus were the Chapters of the Adeptus Astartes born, even while the last bitter battles of the Great Scouring were being fought. Upon the Codex's implementation, in an event that would become known as the Second Founding, each of the old Legions became a single Chapter named for its forebear plus a number of other new Chapters. In addition to a name and heraldry of their own, each of these new Chapters would take for itself a home world – or equivalent – for their fortress monastery, using it as a bastion from which to defend the Imperium. In this way, the strength of Mankind's most elite warriors would be spread across the far-flung empire of Mankind. The Codex Astartes stated that each Chapter of Space Marines was to be one thousand battle-brothers strong and would look to its own recruitment, training and equipment. 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].

DARK ANGELS: For reasons undisclosed, the Dark Angels and their successors refer to themselves as the Unforgiven.

Source: Mythos Angelica Mortis [M36]

SPACE WOLVES: 'The Space Wolves encourage genetic deviancy {re: extraordinary growth of canines} and show extreme unorthodoxy in their tactics and organisation.'

Source: Personal Comment, Inquisitor Horst [M37]

BLOOD ANGELS: Blood Angels and their successors follow unconventional and deviant gene-replication practices which has led to the debasement of their gene-seed.

Rumours of 'Red Thirst' and 'Black Rage' still abound where the Blood Angels are concerned, despite investigation on numerous occasions.

Source: Report – Inquisitor Damne [M34]

ULTRAMARINES: These are the named successors to the Ultramarines Legion (Apocrypha of Davio), though the Apocrypha of Skaros states there are 23 Second Founding Chapters but fails to name them.

Source: Compiler Atreax [M41]

The Ultramarines Legion is responsible for nearly three-fifths of the gene-seed of the current Space Marine Chapters. The Ultramarines Chapter rules a large empire in the galactic south-east, known as Ultramar, one of the most powerful institutions on the Eastern Fringe.

Source: Liber Astartes [M37]

LUNA WOLVES: The Luna Wolves were renamed Sons of Horus to honour their Primarch. After the death of Horus, they became known as the Black Legion.

Source: Grimoire Hereticus [M35]

DEVIATING FROM THE CODEX

Most Chapters stick rigidly to the organisation laid down by the Codex Astartes for tactical roles and other processes. Others, such as the Blood Angels and Dark Angels, are organised according to general Codex doctrines but maintain troops, tactics and idiosyncratic traditions that set them apart from their brethren. A small number of Chapters are utterly different from the Codex, and owe nothing to it at all. The most famous of these is the Space Wolves. The sons of Russ have never followed the Codex Astartes – their strong-willed Primarch moulded his Chapter very much in his own image, irrespective of other influences and dictates.

The Horus Heresy had revealed weaknesses in the gene-seed of several Space Marine Legions. These defects had been exacerbated by the accelerated gene-seed cultivation techniques needed to keep the huge Space Marine Legions up to strength. Guilliman believed that the Chaos Powers were able to exploit the resultant physical and mental corruption to turn Horus' troops against the Emperor. So had the Emperor's great plan contained the seeds of its own downfall.

One of the key objectives of the new Codex Astartes was to recognise and expunge these genetic weaknesses. As a result, the Codex Astartes decreed that Space Marines would forever more be created and trained in a more measured fashion. The genetic banks used to create Astartes implants would be carefully monitored and scrutinised for any defects. Cultivated organs would be subject to the most stringent tests of purity. Young initiates would undergo trials of suitability before they were accepted, and only those of the very sternest character would be chosen. As a final safeguard, Guilliman tasked the Adeptus Terra with setting up and maintaining genetic banks to produce and store tithes of Space Marine gene-seed. These banks were to provide all new gene-seed for subsequent foundings of Space Marine Chapters. To prevent cross-contamination, the genetic stock of each Legion was isolated whilst that of the Traitor Legions was placed under time-locked stasis seals, though at that point many believed they had been destroyed. By taking direct control of these genetic tithes, the Adeptus Terra could ultimately control the Space Marines. They alone had the power to destroy or create Space Marine armies at will.

Over nearly ten thousand years there were many subsequent foundings of Space Marine Chapters. With the Imperium's history obfuscated by long periods of rebellion and anarchy, it is impossible to ascertain when some Chapters were created and when others disappeared. Those Chapters that adhere rigidly to Guilliman's teachings are sometimes referred to as 'Codex Chapters'. These Space Marines pride themselves on following the tenets within the hallowed pages of the Codex Astartes and applying its principles of warcraft and devotion to the Emperor.

For over eight thousand years the Codex Astartes served the Space Marines as the authoritative guide to waging war. With the passage of centuries, some Chapters have strayed from the strict letter of the Codex, introducing unique variations on its teachings but remaining broadly faithful to Guilliman's basic principles. The Codex had been reanalysed, reinterpreted and modified countless times over the centuries. Since his return, Roboute Guilliman himself has begun amending the Codex, continually striving to update and refine its hallowed tenets to better adapt to the changing landscape of war.

THE CURSED FOUNDING

The twenty-first Founding was the largest since the Second Founding. It took place in the 36th Millennium, shortly before the Age of Apostasy, a time of civil war that almost destroyed the Imperium. Numerous Chapters of this founding suffered grave misfortune. Some were doomed from their inception, while several disappeared mysteriously whilst in action or voyaging through the warp. Many were the dark ends that befell the twenty-first. The Flame Falcons were the first to suffer spontaneous and extreme corruption of their gene-seed, turning them into something neither human nor sane.

Some of these tainted Chapters were hunted down and destroyed, while others became renegades. Of those Chapters that avoided such catastrophes or simply faded from the Imperium's history, some developed genetic idiosyncrasies, mutations that strain the tolerance of the Inquisition and threaten the Chapters' continued survival.

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. Although the exact science behind such bio-engineering has been lost, the ritualistic process for creating more Adeptus Astartes has not.

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 have recruited from their Chapter Planets and nearby worlds since the foundation of their brotherhoods. This explains why so many Chapters are based on harsh or otherwise deadly worlds – the recruiting stock is far stronger where every day is a struggle to survive. 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 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.

POWER ARMOUR

Even with gene-seed implantation complete, there is one final stage that must take place before an aspirant can be called a Space Marine – he must be clad in the distinctive armour of his new calling. The enclosing suits worn by Space Marines are made from thick ceramite plates that would be cumbersome but for electrically motivated fibre bundles that replicate the movements of the wearer and supplement his strength. The last gene-seed organ to be implanted in a Space Marine – the black carapace – rests beneath the skin, itself fitted with neural sensors and transfusion ports. These plug-in points mesh with Space Marine armour, linking the wearer's nervous system to his suit's mind-impulse controls and 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, and it is therefore the most distinctive feature of a battle-brother and the true mark of the Adeptus Astartes.

There are several types (or 'marks') of power armour with significantly differing appearances. Many older marks have special associations for certain Chapters and are often worn by their ceremonial guards or elite units. Power armour is maintained by skilled artificers who are not Space Marines, but servants who spend their lives working for the Chapter. Especially talented artificers are justly celebrated, and examples of their work is highly prized. Elements of ancient armour are religiously hunted down, for they carry both the history of the Chapter and the triumphs of heroic individuals. Such pieces are lovingly restored and painstakingly engraved with new designs. As a result, it is quite common to find power armour that combines pieces from different marks, every greave and gorget a recollection of mighty deeds and battles won.

PRIMARIS SPACE MARINES

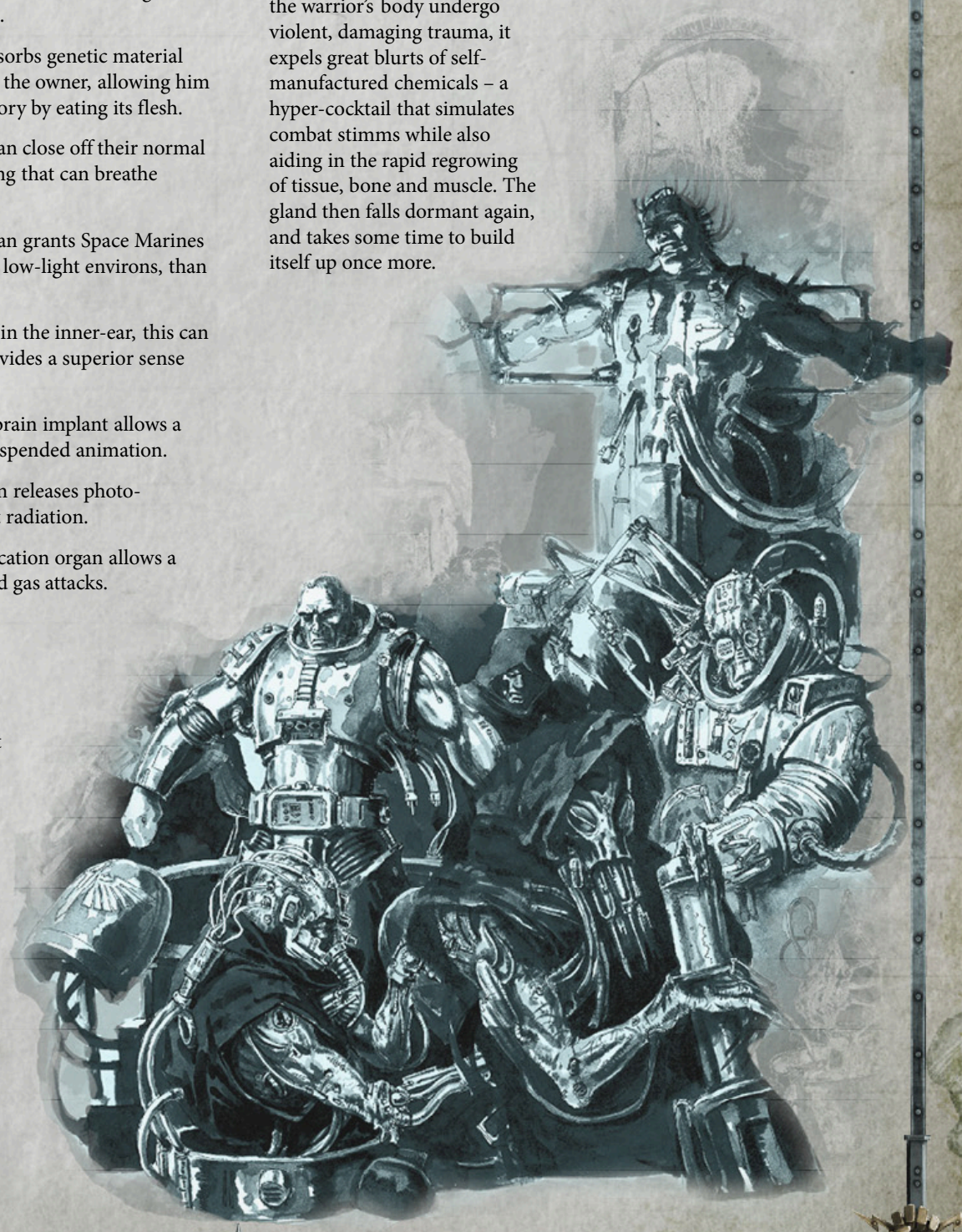
Nearly every Space Marine created since the First Founding possesses nineteen specialised organs derived from this gene-seed. The Primaris Marines, however – originally engineered by the Archmagos Dominus Belisarius Cawl on the orders of Roboute Guilliman – are implanted with a further three additional organs. It was the Sangprimus Portum, a device containing potent genetic material harvested from the Primarchs, that allowed for this breakthrough. Entrusted to Cawl by Guilliman shortly after the Second Founding, this device resulted in a new breed of Adeptus Astartes that were deployed en masse in the Ultima Founding. Due to Cawl's interpretation of his orders and the millennia-spanning labour of his task – during which Guilliman was injured and suspended in stasis – the secrets of these new Primaris organs were not released until late in the 41st Millennium.

THE ORIGINAL SPACE MARINE ORGANS

- **Secondary Heart (The Maintainer):** This boosts blood supply and can maintain full life functions even after the primary heart's destruction.
- **Ossmodula (The Ironheart):** This affects bone growth, resulting in a denser skeleton and a fused rib cage that protects internal organs.
- **Biscopea (The Forge of Strength):** This organ is implanted into the chest cavity where it releases special muscle-building hormones that greatly increase a Space Marine's strength.
- **Haemastamen (The Blood Maker):** This implant alters the make-up of a Space Marine's blood, making it more efficient than that of an ordinary human.
- **Larraman's Organ (The Healer):** This implant produces special blood cells that form an instant layer of scar tissue over a wound, staunching blood flow.
- **Catalepsean Node (The Unsleeping):** This implant controls circadian rhythms and responses to sleep deprivation, allowing a Space Marine to stay awake at full effectiveness for days at a time.
- **Preomnor (The Neutraliser):** This pre-stomach allows the digestion of otherwise poisonous or inedible materials.
- **Omophagea (The Remembrancer):** This absorbs genetic material from any meat-like substances consumed by the owner, allowing him to inherit part of a person or creature's memory by eating its flesh.
- **Multi-lung (The Imbiber):** Space Marines can close off their normal lungs in favour of a bio-engineered multi-lung that can breathe poisonous atmospheres or even water.
- **Occulobe (The Eye of Vengeance):** This organ grants Space Marines eyesight that is sharper, and more capable in low-light environs, than a normal man's.
- **Lyman's Ear (The Sentinel):** Implanted within the inner-ear, this can filter out or enhance specific sounds and provides a superior sense of balance.
- **Sus-an Membrane (The Hibernator):** This brain implant allows a Space Marine to enter a voluntary state of suspended animation.
- **Melanochrome (The Skinshield):** This organ releases photo-chromatic skin pigments that protect against radiation.
- **Oolitic Kidney (The Purifier):** This detoxification organ allows a Space Marine to survive powerful poison and gas attacks.
- **Neuroglottis (The Devourer):** This enhances a Space Marine's senses of taste and smell until he can identify trace toxins and nutrients.
- **Mucranoid (The Weaver):** This skin implant secretes a waxy substance that seals and protects against extreme temperatures and even a vacuum.
- **Betcher's Gland (The Poison Bite):** This modified salivary gland produces acidic poison.
- **Progenoids (The Gene-seed):** Space Marines have two of these glands, one in the neck and one in the chest. New gene-seed organs are made from mature progenoids that have been removed and cultured.
- **Interface (The Black Carapace):** This stiff, subcutaneous membrane links a Space Marine's nervous system to the neural controls of his power armour.

THE PRIMARIS ORGANS

- **Sinew Coils (The Steel Within):** The Space Marine's sinews are reinforced with durametallic coil-cables that can contract with incredible force, magnifying his strength as well as giving his body another layer of interior defence. A Primaris Space Marine can crush a man's skull in his hand, break flak armour to flinders, or even bite through a metal cable should the need arise.
- **Magnificat (The Amplifier):** A small, thumbnail-sized lobe that is inserted into the brain's core. The magnificat secretes hormones that increase the body's growth functions whilst also intensifying its advanced systems, especially those of the biscopea and the ossmodula. In truth, the magnificat is but half of the true, dual-valve immortis gland (the so called God-Maker) that the Emperor created for his Primarchs. However, Archmagos Cawl could only find materials and genetic blueprints to build the dextrophic lobe (the right half), while plans for the sintarius (the left half) that would complete the original super-organ had been wholly eradicated. Whether this was done by the Emperor's own hand or by some nefarious source, Cawl could not tell.
- **Belisarian Furnace (The Revitaliser):** This is a dormant organ that connects to both hearts. In times of extreme stress, or should the warrior's body undergo violent, damaging trauma, it expels great blurts of self-manufactured chemicals – a hyper-cocktail that simulates combat stimms while also aiding in the rapid regrowing of tissue, bone and muscle. The gland then falls dormant again, and takes some time to build itself up once more.



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.

THE DARK FOUNDING

Not all the foundings of Space Marine Chapters are recorded in exact detail. However, the Adeptus Terra maintains a bank of original gene-seed 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 secret may lie in some deep vault in the Adeptus Terra's vast offices, or hidden within some secret lab of an Archmagos. Rumours persist that some of the Space Marines of the Dark Founding are still out there somewhere, waiting to return to the Imperium, for good or ill.

'HONOUR THY EMPEROR, HONOUR THY CHAPTER.'

- Astartes proverb

Each of the ten companies of a Chapter boasts one hundred warriors, led by a Captain – a veteran of countless wars – and often two Lieutenants. A company is traditionally organised into ten squads of ten Space Marines, each led by a Sergeant. However, new guidelines in Guilliman's updated Codex Astartes provide for up to twenty squads of five battle-brothers. Furthermore, recent precepts allow for each Battle Company to be reinforced with auxiliary warriors. These additional squads are reassigned from the Reserve Companies.

Of the ten companies, the 1st consists of the Chapter's most experienced veterans, and is therefore the most powerful. The veterans of the 1st Company are trained to fight in Terminator armour. It is extremely rare for the Veteran Company to be deployed en masse – its units normally take to the field alongside the Chapter's Battle Companies.

The Codex Astartes decrees that the 2nd, 3rd, 4th and 5th Companies are designated Battle Companies, and generally carry the weight of a Chapter's combat duties. Battle Companies consist of at least six battleline squads, two close support squads and two fire support squads. Assault Squads, a type of close support squad, may be deployed as Bike Squads or Land Speeder crews and, just as with their fire support brethren known as Devastators, may take to battle as Centurion warsuit pilots. Most Space Marine deployments will consist of a single Battle Company, reinforced by elements of the Veteran, Scout and Reserve Companies.

The 'Companies of Reserve' are entirely composed of squads of the same designation. They normally act in support of the Battle Companies and provide a source of replacements for any casualties suffered by the front line formations. The 6th and 7th Companies are Battleline Companies, each consisting of between ten and twenty battleline squads. The 6th Company also trains in the use of bikes and may be deployed entirely as bike squadrons. Similarly, squads of the 7th Company are trained to fight with Land Speeders and Stormtalons, often acting as a light vehicle reserve formation.

The 8th Company is the Close Support Company, and consists of ten to twenty close support squads. It is most often used in an invasion role, or wherever a strong hand-to-hand fighting force is needed.

The 9th Company is the Fire Support Company, consisting of ten to twenty fire support squads. It is the most heavily equipped company in the Chapter, and its cannon-toting troopers provide unparalleled fire support to their more lightly equipped comrades.

The 10th Company is made up entirely of Scouts – new recruits whose physical transformation and training is incomplete. The Codex Astartes dictates no formal size for the 10th Company, as the rate of recruitment is not fixed.

All companies, except the Scout Company, maintain a fleet of Rhino, Razorback and Repulsor transports. The Veteran Company also has a permanent complement of Land Raiders and Stormraven Gunships for carrying Terminators into the heart of battle. A Chapter's other armoured vehicles form a pool, maintained by the Armoury, that Captains can draw upon. Many companies also include a number of Dreadnoughts, which remain a part of the company in which they served before being interred in the sarcophagus.

Every Space Marine Chapter also includes a number of officers and specialists who provide essential battlefield support, spiritual leadership, psychic capability and destructive combat prowess. These individuals are collectively known as the headquarters staff, and include Apothecaries, Chaplains, Librarians and Techmarines.

Over all of these mighty warriors presides the Chapter Master, elevated from the greatest of the Chapter's Captains. He alone is responsible for the deeds of the Chapter, and answers directly to the Administratum. Chapter Masters may select an Honour Guard that are in addition to the company roll, although not all Chapter Masters choose to do so.

Seen below is the strategic disposition of the Ultramarines Chapter at the beginning of the Indomitus Crusade.

Roboute Guilliman
Primarch of the Ultramarines
Lord Commander of the Imperium

Armoury
Master of the Forge,
Fennias Maxim

27 Techmarines
95 Servitors
52 Battle Tanks
12 Land Raiders
14 Gunships
24 Centurion warsuits
19 Land Speeders
Bikes and Attack Bikes

Apothecarion
Chief Apothecary,
Corpus Helix

12 Apothecaries

Chapter Command
Chapter Master Marneus Calgar,
Lord Macragge

27 Honour Guard
Chapter equerries, serfs and Servitors

Reclusiam
Master of Sanctity,
Ortan Cassius

10 Chaplains

Librarius
Chief Librarian,
Varro Tigurius

5 Epistolaries
9 Codiciers
10 Lexicaniums
3 Acolytum

1st Company
Veteran Company
White/Silver

Captain Agemman, Regent of Ultramar
2 Lieutenants
97 Space Marine Veterans
3 Dreadnoughts

2nd Company
Battle Company
Yellow/Gold

Captain Acheran, Master of the Watch
2 Lieutenants
6 battleline Squads
2 close support squads
2 fire support squads
2 Dreadnoughts

3rd Company
Battle Company
Red/Sanguinite

Captain Fabian, Master of the Arsenal
2 Lieutenants
6 battleline squads
2 close support squads
2 fire support squads
2 Dreadnoughts

4th Company
Battle Company
Green/Adamantine

Captain Uriel Ventris, Master of the Fleet
2 Lieutenants
6 battleline squads
2 close support squads
2 fire support squads
4 Dreadnoughts

5th Company
Battle Company
Black/Ebonite

Captain Galenus, Master of the Marches
2 Lieutenants
6 battleline squads
2 close support squads
2 fire support squads
1 Dreadnought

6th Company
Reserve Battleline Company
Orange/Vermillium

Captain Epathus, Master of the Rites
2 Lieutenants
10 battleline squads
4 Dreadnoughts

7th Company
Reserve Battleline Company
Heliotrope/Indignium

Captain Ixion, Chief Victualler
2 Lieutenants
10 battleline squads
3 Dreadnoughts

8th Company
Reserve Close Support Company
Grey/Steel

Captain Numitor, Lord Executioner
2 Lieutenants
10 close support squads

9th Company
Reserve Fire Support Company
Blue/Ultramarine

Captain Sinon, Master of Relics
2 Lieutenants
10 fire support squads
7 Dreadnoughts

10th Company
Scout Company
No heraldic colour

Captain Antilochus, Master of Recruits
2 Lieutenants
Scout Squads

CODEX HERALDRY

The Codex Astartes contains detailed sections pertaining to the heraldry of Space Marine Chapters. These dictate that a Space Marine should display his Chapter's symbol upon his armour's left shoulder guard, often called a pauldron, whilst his right shoulder guard should show his squad markings. The Codex also states that a Space Marine should incorporate his company's heraldic colour into his armour, displaying it on the trim of his pauldrons. The Codex suggests a number of variations on this basic system and even advises that each Chapter periodically revise its markings to confound the foe. This has led to myriad differences between the many Codex Chapters and to some having varied their appearance over the millennia.

The company is identified by the colour of the pauldron trim on both shoulders.

1st Company
2nd Company
3rd Company
4th Company
5th Company
6th Company
7th Company
8th Company
9th Company
10th Company

The Chapter is identified by the body colour and icon on the left pauldron.

This Space Marine is a battleline battle-brother, hailing from the 2nd Squad of the Ultramarines 2nd Company.

Space Marine Honours

Iron halo

Ancient

Marksman

Campaign badge

Battleline
Veteran
Close support
Fire support
Command

The battlefield role is defined by the white icon on the right pauldron.

One	Two	Three	Four	Five
I	II	III	IV	V
Six	Seven	Eight	Nine	Ten
VI	VII	VIII	IX	X
Eleven	Twelve	Thirteen	Fourteen	Fifteen
XI	XII	XIII	XIV	XV
Sixteen	Seventeen	Eighteen	Nineteen	Twenty
XVI	XVII	XVIII	XIX	XX

The squad is identified by the High Gothic numeral that sits on top of the icon on the right pauldron.

The Codex Astartes dictates that Sergeants wear a red helm, Veterans white, and Veteran Sergeants and Lieutenants a combination of these colours. The iconography on the shoulder and knee guards also differentiates rank.

In these examples, members of the Ultramarines 2nd Company are used.

Battle-brother
Sergeant
Veteran
Veteran Sergeant
Lieutenant
Commander

VEHICLE MARKINGS

The Codex Astartes has many pages devoted to regulations for 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 Codex 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 in the livery of their Chapter. In addition to displaying the Chapter's icon, the vehicle's hull is also emblazoned with unit, squad and company markings, although the exact placement and application of these varies according to the Chapter and the vehicle in question.

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 battle victories is as illustrious as that of any other luminary of the Chapter. While every Dreadnought is assigned an identification number, this is superfluous to their living battle-brothers, as each of these entombed warriors is a famous hero whose name and history is known even to raw recruits.

Troop transports, warsuits and armoured vehicles such as Bikes and Land Speeders carry the same heraldry and organisational squad markings as the Space Marines that crew them.

Battleline Close support Fire support

Veteran Command

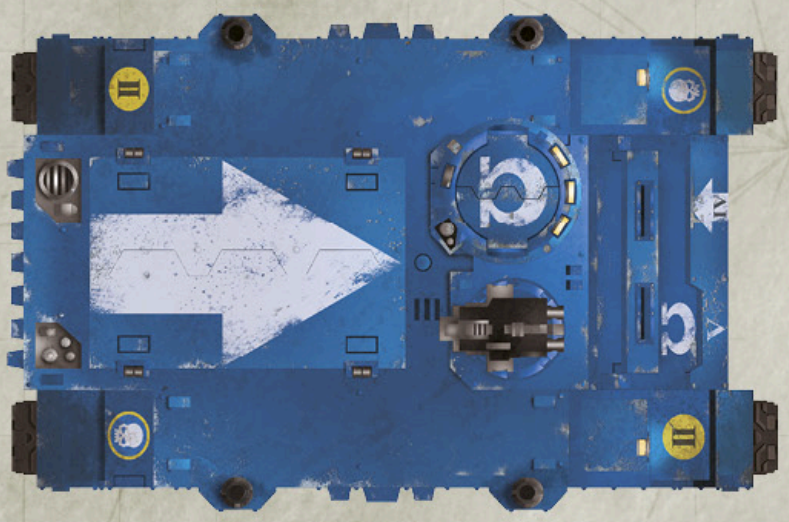
Whilst every company maintains a permanent number of Rhino armoured transports, other vehicles are attached based upon an individual mission's requirements.

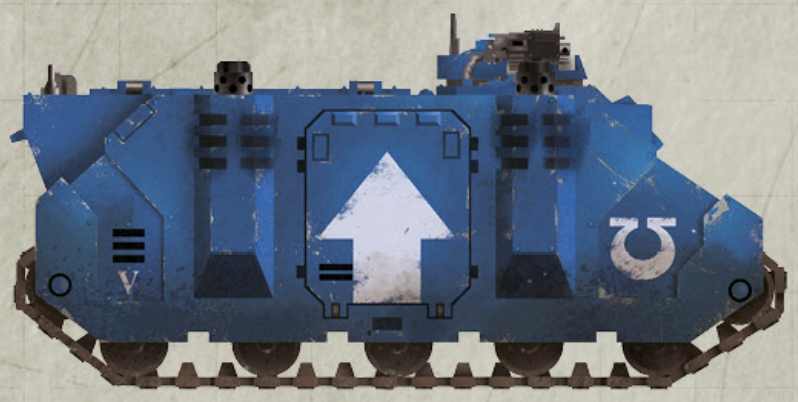
When a vehicle is attached to a company, a small roundel shows the company's number and/or corresponding colour.

Chapter symbols are displayed prominently on the hulls and turrets of Space Marine vehicles.

Space Marine battle tanks and Dreadnoughts are assigned a unique identification number within the company. This is typically rendered as a numeral upon the vehicle's hull.

When fighting alongside other forces of the Imperium, it is common for the Imperial Commander to choose a simple symbol to act as the campaign badge. This army badge is used for the duration of the campaign and identifies every squad and vehicle in the task force. Normally painted upon the hull of Space Marine vehicles and one greave of a battle-brother's armour, it is not uncommon for these badges to be incorporated into an individual's heraldry as a permanent honour after the campaign's completion. This is done either to commemorate exceptional deeds, or as a mark of remembrance for the fallen.





5th Rhino APC of the Ultramarines 2nd Company. This vehicle is currently assigned to the company's 4th Squad.

IMPERIUS DOMINATUS

Imperial Record GHR 14/556; Chart of known Chapter planets or bases of operation

BRYCANTIA
IRON KNIGHTS

SEGMENTUM OBSCURUS

HALO STARS

SCARUS SECTOR

OUTRENACHT
LEGION OF NIGHT

STORM OF THE EMPEROR'S WRATH

SILENCE
NIGHT WATCH

CALIXIS SECTOR

FINIAL SECTOR

GOTHIC SECTOR

IMPERIAL FISTS

DRACONITH
STAR DRAGONS

JAGGAFALL
BLOOD SWORDS

COUSTEAU XI
(DESTROYED)
FIRE HAWKS

VARSAVIA
SILVER SKULLS

THE EYE OF TERROR

NACHMUND GAUNTLET

ZEPHYR
STORM HAWKS

BAAL

MEDUSA
IRON HANDS

FORTRESS
CRIMSON PALADINS

TALUS IV *(RUINS)*
BRAZEN CLAWS

FENRIS
SPACE WOLVES

DARKHOLD
DARK SONS

NEUTRA
RELICTORS

OGRYS (RUINS)
INVADERS

CICATRIX MALEDICTUM

PREYSPIRE
HAWK LORDS

BLACK
TEMPLARS

BANISH
EXORCISTS

INGIGA
ANGELS OF FURY

SEGMENTUM PACIFICUS

SEGMENTUM SOLAR

SABATINE
WHITE CONSULS

TERRA & MARS

KELETROS
SKULL BEARERS

SANCTUM
WHITE TEMPLARS

THE MAELSTROM

XENAX
SUBJUGATORS

PARAGON
EMPEROR'S HANDS

FELIS
WHITE PANTHERS

CHOGORIS
WHITE SCARS

EYRIE
STORM WINGS

BLOODFALL
RED WOLVES

ERENON
CELESTIAL GUARD

IMPERIAL FISTS

UHULIS SECTOR

NOCTURNE
SALAMANDERS

OXATAN
RED LEGION

BLACK
TEMPLARS

RAIKAN
RED TALONS

SIREN'S STORM

PRANAGAR
SKY SENTINELS

THE ROCK
DARK ANGELS

PHOBIAN
DARK HUNTERS

RYNN'S WORLD

NEPHILIM SECTOR

SEGMENTUM TEMPESTUS

REDUCTUS SECTOR

NIHILAS
DEATH STRIKE

DELIVERANCE
RAVEN GUARD

THE VEILED REGION

NECRIS
MARINES EXEMPLAR

KNIGHTS OF
GRYPHONNE

A THOUSAND CHAPTERS

On many occasions in the Imperium's history, there have been long periods of rebellion and anarchy; times when the balance of power has suddenly changed and history been lost or re-written. Many later Foundings of Space Marines were born of such troubled times, making it impossible to ascertain when they were created. Their origins are ever shrouded in mystery. All that is known for sure is that there are approximately a thousand Chapters today – perhaps less than one Space Marine for every planet in the Imperium. This has remained the case even since the inception of Primaris worlds – those planets that play host to new Primaris Chapters and their fortress monasteries. When the Great Rift yawned open, it swallowed many long-standing Space Marine strongholds, their Chapters now considered lost forever.

It can be said that there are three main categories of Space Marine Chapters. The first and largest group are the scions of Guilliman – those Chapters descended from the Ultramarines and their Primogenitors. These Chapters maintain their own traditions, for the Codex Astartes insists that each should have its own name, badge and heraldry. Nonetheless, they honour Roboute Guilliman as their Primarch and his successor, the ruler of Ultramar, as their distant liege. Should the returned Primarch or the Lord of Ultramar ever need aid, he will find these Chapters ever willing to fight at his side.

The Chapters in the second largest category owe their genetic inheritance to another Primarch, but follow the Codex Astartes as closely as their divergent genetic heritage allows. While primarily made up of successor Chapters, such as the Crimson Fists and Brazen Claws, this group also includes several Chapters from the First Founding – most notably the White Scars, Imperial Fists, Iron Hands and Raven Guard. While they still venerate their own Primarchs, they nevertheless also aspire to the high standards and wise teachings that Roboute Guilliman put down in the Codex Astartes.

The final group is even more aberrant. These Chapters, whether by virtue of a gene-seed quirk, the teachings of their own Primarch, or even sheer stubbornness, eschew the Codex Astartes in favour of their own structural and combat doctrines. The Black Templars and Space Wolves are amongst this group, remaining fiercely independent and looking to their own divergent beliefs and ways of war.

A BROTHERHOOD AT WAR

For more than ten thousand years, the Space Marines have been Humanity's staunchest defenders. Across the galaxy, the proud Chapters of the Adeptus Astartes wage war against the darkness that seeks to drag Mankind to oblivion.

M25-M30 THE AGE OF STRIFE
The Unification Wars

The Emperor rises to power and overthrows the techno-barbarian lords that rule Terra. In order to reunite the shattered tribes and nations, the Emperor deploys his Thunder Warriors, genetically modified superhumans that are the precursors to the Adeptus Astartes. After securing victory on Terra, the Emperor wins the allegiance of the estranged Mechanicum of Mars.

Creation of the Legions

The Emperor forges his greatest weapons: the genetically engineered Primarchs. From the gene-seed of those twenty demigods the Space Marines Legions are created in the famed First Founding.

M30-M31 DAWN OF THE IMPERIUM
The Great Crusade

The warp storms that wreaked havoc across the galaxy for much of the Age of Strife are becalmed. Having long mustered his strength, the Emperor launches a campaign to reclaim the galaxy. Spearheading these battles are the Space Marine Legions, now armed and armoured by the recently allied factories of Mars. Wars beyond count are fought as the Great Crusade spreads outwards from Terra. Supported by the Imperial Army, the Space Marine Legions cannot be stopped, and long-lost colonised planets are brought into the fold of the nascent Imperium of Mankind. One by one the missing Primarchs are discovered, and reunited with the Legions created from their gene-seed. As the Great Crusade extends further and further into the galaxy, the Emperor returns to Terra, leaving the continued expansion in the hands of his Primarchs. Foremost amongst their number is Horus, who is proclaimed Warmaster.

The Horus Heresy

Warmaster Horus turns traitor, pledging himself to the Chaos Gods and beginning a galaxy-spanning civil war that engulfs the fledgling Imperium of Mankind. Through beguilement or Chaos corruption, fully half of the Primarchs and their Legions join Horus' rebellion, along with untold numbers of the Imperial Army and four Titan Legions. Across space and upon planets unnumbered, brother fights brother. Loyalists and traitors wage war against one another in a bitter conflict that culminates in the siege of the Imperial Palace on Terra itself. There, Horus is slain, but not before the Emperor himself is mortally wounded, forcing him to retire to the confines of the life-sustaining Golden Throne.

M31-M32 THE AGE OF REBIRTH
The Great Scouring

In the immediate aftermath of the Horus Heresy, a campaign of vengeance is launched. Loyalist forces, led by the Ultramarines and Space Wolves, drive back the surviving traitors. The corrupted forces find refuge in the massive warp rift known as the Eye of Terror. Across the galaxy, recriminations are brought against those factions that aided the rebellion. In the Imperium's eagerness to mete out punishments, entire star systems are brutally depopulated.

The Second Founding

Even as the last battles of the Great Scouring wane, Roboute Guilliman oversees the breaking apart of the Space Marine Legions and their division into Chapters.

The Black Crusades Begin

Having regrouped within the Eye of Terror, the Chaos Legions emerge in a united invasion. Hundreds of Space Marine Chapters deploy to brutal conflicts, including the First Battle of Cadia. Thus begins what the Chaos forces will come to term the Long War. Many more such attacks on the Imperium will follow.

The Beast Arises

The greatest Ork invasion the Imperium has ever known threatens to bring Humanity to its knees. The greenskin rampage is eventually stemmed by the combined forces of the Adeptus Astartes, at great cost.

And Then There Were None

Shorn of the Emperor's physical presence, the remaining loyalist Primarchs attempt to fill the leadership void. Many battles are fought, and one by one the Primarchs are lost to the Imperium. Roboute Guilliman is struck down by Fulgrim, and his mortally wounded body is put into a stasis field. Jaghatai Khan of the White Scars is last seen entering the webway, and Leman Russ, gene-sire of the Space Wolves, disappears, said to have entered the Eye of Terror. The last records of Vulkan, Primarch of the Salamanders, are also from this period.

M33-M34 THE FORGING
The Apocrypha of Davio

A great and holy document attempts to list all of the Chapters of the Second Founding. It is a worthy work, but remains incomplete.

The Howling

The Black Templars end the Catelexis Heresy, freeing more than thirteen hundred planetary systems from the psychic tyranny of the Cacodominus. The monster's death scream is so terrible that it distorts the Astronomican itself.

M35-M40 THE TIME OF TRIALS
Nova Terra Interregnum

The Ur-Council of Nova Terra dismisses the authority of the High Lords and claims rule of the Segmentum Pacificus. Thus begins the largest civil strife since the Horus Heresy. Nearly every Space Marine Chapter is drawn into battles of faith, rebellion and retribution that rage for almost a millennium across the galaxy. Forever after this period is known as the Time of the Twin Empires.

Black Storm Battles

The Eye of Terror and other warp rifts visibly expand, subjecting the galaxy to an increase in daemonic incursions, as well as planetary rebellions and the launching of the Sixth Black Crusade. The campaigns are disparate and spread across the galaxy. By the time the storms abate, every Space Marine Chapter has responded to many dozens of related incidents.

The Abyssal Crusade

Saint Basillius the Elder finds thirty Space Marine Chapters wanting in faith. The guilty must choose either death or exile in a redemptive crusade into the Eye of Terror. All of the Chapters choose the latter, and enter the Eye as an armada with their livery obscured and honour in doubt. Centuries pass before the Vorpal Swords return, leading the survivors of the Abyssal Crusade to cast down Saint Basillius, who is discovered to be tainted by Chaos.

M41 THE TIME OF ENDING
Conquest and Heresy

Lord Commander Solar Macharius musters the greatest army the galaxy has seen since the Great Crusades. Bolstered by elements of over seven hundred Chapters, Macharius reconquers a thousand worlds on the western reaches in just seven years, his progress even carrying him into sectors never before explored by Mankind. Upon his death the newly conquered territories collapse, falling to war and strife. Seventy years of turmoil ensues and is ended only through the combined efforts of a hundred Space Marine Chapters, working across many far-flung sectors to restore order.

The Blood Star Campaign

A massive daemonic incursion into the Scarus Sector is heralded by the star Ares turning an ominous blood red. The Relictors, Rainbow Warriors and Fire Lords lead the coalition that eventually halts the invasion but take grievous casualties, including the loss of all three Chapter Masters. The Imperium grieves for three of its mightiest heroes.

The Lithon Purge

Over a hundred billion Imperial citizens are slain or captured by Drukhari in the Lithon System. The number of those lost to the xenos raids would have been even higher, save for the rapid deployment of many dozens of Chapters. The Revilers lead the combined Astartes force in purging the xenos from the system, and swear vengeance on those that escape into the webway.

The Badab War

Lugft Huron, Chapter Master of the Astral Claws, refuses to hand over his gene-seed tithe to the Administratum and instead announces his secession from the Imperium, declaring himself the Tyrant of Badab. Over a decade of bitter inter-system war follows, embroiling more than a dozen Space Marine Chapters before Badab falls and the Astral Claws escape to the Maelstrom.

The Second Tyrannic War

The tendrils of Hive Fleet Kraken drive deep into the Imperium, devouring whole worlds as they go. During desperate fighting, both the Lamenters and Scythes of the Emperor Chapters are virtually destroyed by their efforts to end the Tyranid menace.

Leviathan Blunted

Elements of the Ultramarines and Mortifactors Chapters stand victorious against a spur of Hive Fleet Leviathan on Tarsis Ultra.

The Third War for Armageddon

The Ork Warlord Ghazghkull returns to Armageddon at the head of a new, even greater, Waaagh!. More than twenty Space Marine Chapters, including the White Scars, Salamanders, Doom Eagles, Storm Lords and Exorcists, commit forces to the beleaguered war zone. The scale of the war that follows is such that Orks from across the Segmentum hasten to join the fight.

The Maelstrom Threat

A vast Chaos Space Marine fleet under Huron Blackheart emerges from the Maelstrom and besieges the Chogoris, Kaelas and Sessec Systems.

The Thirteenth Black Crusade

Many Space Marine Chapters converge on the sectors surrounding the Eye of Terror in a desperate attempt to counter the influx of vile forces led by Abaddon the Despoiler. Despite the best efforts of the Imperium's staunchest defenders – including the Black Templars, Imperial Fists, Dark Angels and Space Wolves – Cadia eventually falls.

Guilliman Awakes

Strange events, the appearance of an ancient Archmagos and a cryptic alliance with a mysterious Aeldari faction conspire to awaken the Ultramarines Primarch Roboute Guilliman from his millennia-long slumber in a stasis chamber. The Primarch is immediately embroiled in battle as a Chaos assault by the Black Legion attempts to prevent his return.

The Great Rift

Reality tears itself apart from the Hadex Anomaly at the core of the Jericho Reach in the Eastern Fringe, to the furthest system of Segmentum Obscurus. From that hole come warp storms not seen since the Age of Strife, cutting off the galactic north from Terra. The initial period, known as the Noctis Aeterna – or the Blackness – is terrible indeed. For a time, all warp travel is impossible and the far-spread planets of the Imperium are isolated, with no travel or communication between them. Worlds in their hundreds fall before the ensuing Chaos onslaught. The pulsing Cicatrix Maledictum spreads like an impenetrable curtain, robbing entire systems of the holy light of Terra.

A New Breed

In a hundred war zones, untested strike forces of Primaris Space Marines are unleashed into battle against the forces of the Ruinous Powers. They acquit themselves well, and by the artifice of Cawl and the strategic genius of Guilliman they prove themselves worthy inheritors of the title Adeptus Astartes.

To Shield the Shrine Worlds

The shrine worlds of the Imperial Cult are targeted with especial malice by Daemons and the Traitor Legions, most prominent amongst them the Word Bearers. In an attempt to break the sieges that hold dozens of shrine worlds hostage across Segmentums Solar and Pacificus, the Black Templars launch crusade after crusade. In their bloody endeavours they are assisted by the Iron Hands and a score of other Space Marine Chapters, along with all the forces the Adeptus Ministorum can muster.

THE INDOMITUS CRUSADE

When the hour was blackest and the Imperium's doom seemed at hand, there came a shining light, a beacon in a galaxy gone dark. This was what Roboute Guilliman called the Indomitus Crusade – the gathering of a vast coalition of Imperial forces that took the fight to the enemy and brought back a sliver of hope to hundreds of besieged planets.

After the Noctis Aeterna, the citizens of many Imperial worlds looked up with dread at that which pulsed unnaturally above them, fearing what might descend from the stars. Not all were cowed, however, and some endeavoured to leave their isolated planets and reconnect with the wider Imperium. In the wake of the worst warp storms recorded in Imperial history, over a dozen expeditions were launched, amongst them the Aquila Crusade and the attempt to reclaim the Donlar Sector by the Revilers Spearhead. Few of these ventures fared well, and some, like the ill-fated Charon Crusade, proved disastrous. There was one undertaking, however, that did more than just succeed.

While the Blackness fell across whole segments of the galaxy, Roboute Guilliman refined his grand strategy upon Terra. After standing before the Golden Throne, the Primarch had emerged with renewed sense of purpose. Not long after the High Lords of Terra declared him Lord Commander of the Imperium, Guilliman called for action, ordering the mustering of a mighty armada. Even as the forces of the Indomitus Crusade gathered, its numbers including Space Marines from the Ultima Founding, Guilliman's operation was interrupted by a daemonic incursion that erupted out of a sudden warp storm. While many panicked over the breach in Terra's multi-spectrum shield defences, the Primarch led the counter-attack. None could stand before the flame-wreathed Sword of the Emperor, and together the Adeptus Custodes, Sisters of Silence and many companies of Ultramarines dismantled the threat and banished it back to the Empyrean.

A FORMIDABLE ASSEMBLAGE

On Terra, elements of the Adeptus Custodes and a contingent of the Silent Sisterhood pledged to join Guilliman's crusade. They were not alone. Upon nearby Mars, Archmagos Dominus Belisarius Cawl had unlocked his vaults, producing from stasis the fruits of his longest labours – the Ultima Founding. To complete the full deployment of his long-prepared masterworks would take months. Cawl's own fleet joined the Primarch, headed by his freighter-hulk, *Zar-Quaesitor*, a mech-ark class ship that carried within its massive hull a vast number of Primaris Marines still in stasis hibernation. The Archmagos brought with him several armies of Skitarii and Legio Cybernetica, alongside three lances of Knights from House Taranis. With warp energies flooding the galaxy, the reach of Terra's astropathic choirs was greatly reduced, yet many loyal defenders heeded that mustering call. These included a number of Imperial Guard forces and over a score of Space Marine Chapters. None volunteered more quickly than the redoubtable Imperial Fists. To transport the Imperium's soldiers came fully half of the Imperial Navy's Segmentum Solar fleet. Later, en route to the Indomitus Crusade's many destinations, more other Imperial forces joined, eager to bow their heads in respect before the living legend that was the fabled Ultramarines Primarch.

BRINGING THE EMPEROR'S LIGHT

With the Astronomican still flickering sporadically, the Indomitus Crusade risked only short jumps through the warp. They clove a path through system after system. Where worlds could be saved, Guilliman unleashed the full might of his powerful armies. Daemon hordes were driven back from Gathalamor, the Drogos System and the world of Tallarn. In the Lhorm Reaches, the Brass Tyrant was cast down. The entire population of Ophelia was freed from the enslavement of the Tyrant of Blueflame, although the Greater Daemon escaped the Emperor's justice. The Befouled Beast that claimed Caster was met in battle by Guilliman himself. Although the monster towered over him, it was the Primarch who emerged unharmed from that duel. Word of the crusade's approach alone was enough to quell the rebellion on Necromunda.

By the time the Imperial forces reached Catachan, all followers of the Dark Gods there had already been defeated by the local Astra Militarum. The crusade halted there all the same for reinforcement. Despite heavy losses, the Indomitus Crusade was larger when it departed Catachan than when it first left Terra.

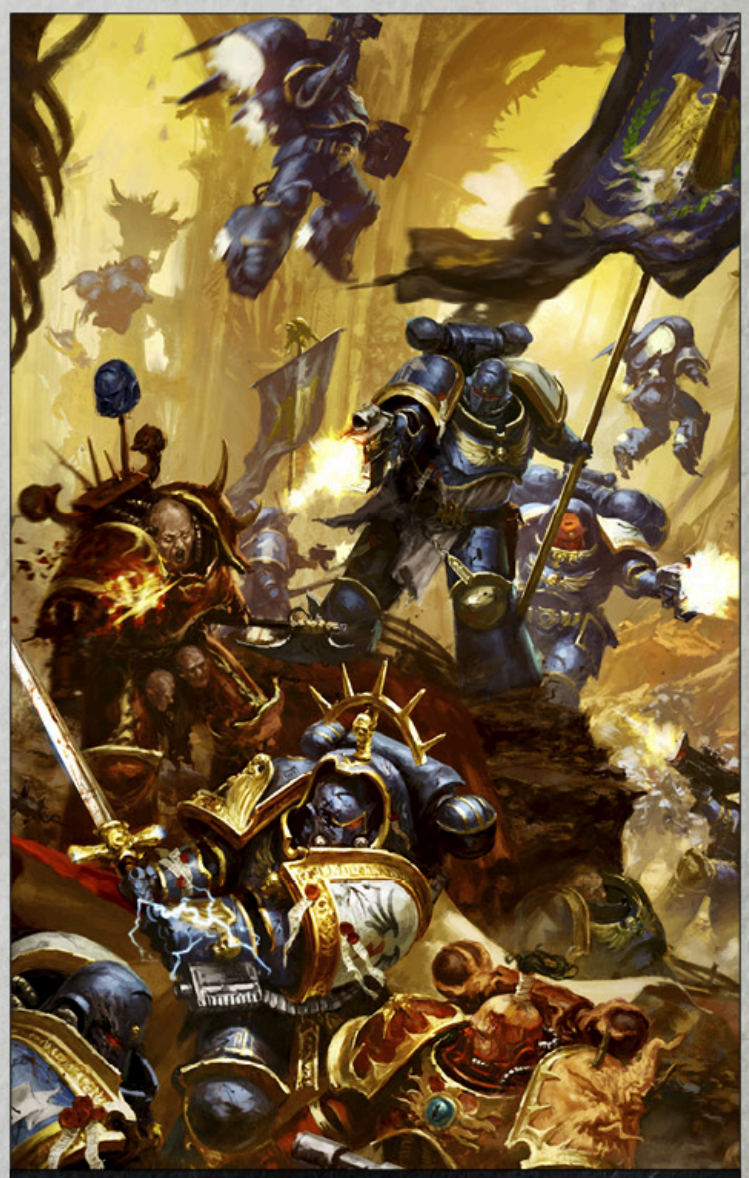
As the Indomitus Crusade worked its way outwards from Terra, the worst effects of the Noctis Aeterna were already lifting across many sectors. Although warp storms still drifted out of the Great Rift, the Emperor's Light was slowly burning away the formless murk of the warp throughout the galactic south. Many citizens that survived the cruel oppressions of daemonic torturers saw divine correlation between the two events. Those that glimpsed the Primarch first-hand whispered that they had seen the Emperor himself, as if legends from a golden age of myths once more strode amongst them. Vidfeeds and astropathic visions spread still further, allowing hope to rekindle even upon planets whose plight was desperate.

Not all was triumph and glory, however. The crusade came to many worlds that were beyond salvation. Where there was no hope, Guilliman sought instead to bring vengeance. There could be no saving the hive world of Bhundar from the bubonic taint that covered it, but once cauterised with cleansing fire, the warp disease spread no further. The Daemonic rituals held atop the mouldering ruins of the cardinal world Gloriphia was not just halted but annihilated, and there the daemonic ichor ran in rivers. Not all could be avenged, however. The initial combat drop into Secundus Terra suffered ambushes and catastrophic malfunctions, having been lured into a terrible trap by the Alpha Legion. Although it pained him to do so, Guilliman made the difficult decision to pull back, skirting the whole Primagenesis System, as he could not afford to become bogged down in a long war of attrition. The crusade's journey later saw it encounter dozens of systems in which countless Imperial citizens were left in thrall to the Dark Powers. This was a bitter reality for Roboute Guilliman, and even if the Ultramarines Primarch was given to dwelling on the Imperium's misfortunes, there would be no time to do so.

SEEDS OF HOPE

As the Indomitus Crusade penetrated deeper into the galaxy, Archmagos Cawl kept his automaton workers on overdrive, risking meltdowns with their accelerated speeds. Locked deep in the labyrinthine holds of *Zar-Quaesitor*, thousands of Primaris Space Marines – some comprising entirely new Chapters and others designated as reinforcements for existing ones – were awakened out of stasis and made ready to join the fray. On battle-scarred Rynn's World, the arrival of the Indomitus Crusade broke the daemonic legions of the Daemon Prince Rhaxor. After the fighting was done, the Crimson Fists marvelled at the return of Roboute Guilliman, but were even more grateful for the arrival of Primaris Space Marines bearing their own heraldry. Here were warriors whose genetic composition was closer to their own Primarch, Rogal Dorn, than had ever before existed. For his raw material, Cawl had selected warriors of Terra, and had taken them only a few generations after the original Imperial Fists had been created by the Emperor. Indeed, some had been held in stasis since the days of the Great Crusade; a few of the Primaris Space Marines could recall having seen Rogal Dorn himself. Again and again the crusaders watched the same tale unfold. When those of the Ultima Founding were brought before their Chapters, it was like a meeting of brothers separated at birth. Arriving at a time of great darkness and upheaval, the new warriors' strength was welcomed. Such unusual reunions were repeated on many planets, including Chogoris, Ultramar and Baal, where the crusade arrived even as the proud Sons of Sanguinius were making what they thought would be their last stand.

Despite cleaving a wide path through the darkness that beset the Imperium, the Indomitus Crusade began to break down. When the vast holds of the *Zar-Quaesitor* were emptied, Archmagos Cawl departed, for he had many more secret vaults to activate in order to complete the Ultima Founding. Once deployed, the new Chapters – such as the Rift Stalkers or the Umbral Knights – remained after the initial conflicts were won, seeking to consolidate the crusade's gains; in many cases, they did this by establishing their own new Chapter planets. In this way, the crusade not only freed worlds from the tyranny of the Dark Gods, but also strengthened their defences against further attacks that were sure to come. Finally, Roboute Guilliman could no longer delay responding to the distress signals coming from his Chapter's own home world of Ultramar, which was itself once more besieged. All their triumphs were but a sliver of light piercing the ink-black void, their many campaigns unable to reach the vast number of imperilled planets – yet it was a start. Later it was said that during the darkest hours the Imperium had endured since the Horus Heresy, it was the Indomitus Crusade that gave Mankind the hope to persevere.



The battle-brothers of the Fulminators fight with sword and bolt to hurl back the Heretic Astartes, ancient foes who seek to overthrow the Imperium and enslave all Mankind to Chaos.

THE ULTRAMARINES

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.

PRIMOGENITORS

The Primogenitors are those Chapters created when the old 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.

There are conflicting records as to exactly how many Primogenitor Chapters were created, but the oldest copy of the Codex Astartes lists twelve. It is believed that there were a further eleven or more Primogenitors, but if they existed, their names have been lost to the passing of time, and no Space Marine Chapter surviving in the 41st Millennium claims the honour.

ROBOUTE GUILLIMAN

The martial discipline, selfless honour and peerless tactical acumen of the Ultramarines can be directly attributed to their venerated Primarch. Raised on the world of Macragge, Roboute Guilliman was tutored in a noble warrior culture from an early age. By his tenth birthday he had studied and mastered everything the wisest men of Macragge could teach him. His insights into matters of history, philosophy and science astonished his elders, but his greatest talent lay in the strategy, logistics and art of war. Roboute Guilliman's youth, and his meteoric rise to power, are well documented. Suffice it to say that he was an unstoppable force of change, an inspirational figure who led Macragge from a time of bitter war and foul treachery into a new age of prosperity. Indeed, when the Emperor reached Macragge, he was astounded to find such a well-ordered and prosperous world, and saw at once that Guilliman was a Primarch of unsurpassed ability and vision.

When the Ultramarines Legion of Space Marines was assigned to the control of Roboute Guilliman, 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 Imperium's fold were to benefit from his unsurpassed organisational skills and his passion for efficient government. Whenever Roboute Guilliman 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. Although this blueprint for successful empire building has been copied many times, none have come close to equalling Roboute Guilliman's remarkable achievements.

FORTRESS MACRAGGE

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

> **'TO MY LAST BREATH AND BEYOND I WILL HONOUR MY BRETHREN, MY CHAPTER AND MY EMPEROR.'**
>
> *- Ultramarines Indoctrination Oath*

IN THE WAKE OF TREACHERY

When the Horus Heresy plunged the Imperium into savagery and civil war, the Ultramarines were engaged on the southern edge of the galaxy. The Ultramarines' successes had carried them far from Terra and isolated them from the conquering armies of Warmaster Horus in the galactic north-east. When Horus' treason was revealed, there was therefore little that Guilliman and the Ultramarines could do in support of the Emperor during the early stages of the insurrection. To make matters worse, the Ultramarines' attempts to return to Terra were greatly hampered by the traitorous Word Bearers Legion. The Ultramarines were thus unable to join forces with the Emperor during the final, apocalyptic battle of the Horus Heresy – the Siege of Terra – in which countless thousands of loyal Space Marines sold their lives to defeat the Warmaster. So it was, by a bitter-sweet twist of fate, that the Ultramarines Legion emerged from the Horus Heresy relatively intact.

It was in the wake of the Horus Heresy that the Ultramarines proved most crucial, holding the Imperium together during a time of intense danger against a galaxy of foes that would see it destroyed. With half of the Astartes Legions having sided with Horus during the bitter civil war, and the other loyalist Legions having lost many thousands of troops, the number of Space Marines left to defend the ravaged Imperium was very few, yet never were they more needed.

THE LEGACY OF ULTRAMAR

Macragge was able to supply new recruits at such a rate that, before long, the already vast Ultramarines Legion accounted for more than half the total number of Space Marines in the galaxy, and few were the systems where their heroism was not called upon. With a great cost in lives, slowly but surely a semblance of order was restored to the Imperium, Guilliman finished his great work on the Codex Astartes, and the Second Founding was begun.

The Ultramarines' gene-seed became pre-eminent during the Second Founding, for no other Legion had the numbers or genetic banks to found as many new Space Marine Chapters. The stability of the Ultramarines' gene-seed has also made it the Adeptus Terra's favoured choice for the founding of subsequent Chapters. At the dawn of the 41st Millennium it is believed that over two-thirds of all existing Space Marine Chapters are descended from the Ultramarines' bloodline – the proud inheritors of their Primarch's legacy.

Roboute Guilliman's lasting heritage would prove to not only be genetic, but spiritual as well. All the Scions of Guilliman hold the ruler of Ultramar as the exemplar of all that it means to be a Space Marine. To date, not a single Chapter Master of the Ultramarines has failed to live up to the exacting standards laid down in the Codex Astartes, becoming inspirational figures not only to their own warriors, but even to those outside their Chapter. In the centuries since the Second Founding, the Ultramarines have venerated their Primarch and stuck to the precepts, regulations and tactical doctrines within the Codex Astartes as a priest adheres to scripture. That Roboute Guilliman has returned to lead the Imperium's armies in the growing darkness has only reinforced his Chapter's pride, which grows with every new heroic act.

For over ten millennia since their days as a Legion of the First Founding, the Ultramarines have tested themselves against every foe imaginable. From Ork Waaaghs! to renegade uprisings, Tyranid invasions to T'au incursions and awakening Necron tomb worlds, the Ultramarines have not just survived, but triumphed. In terms of duty, courage, discipline and loyalty to the Emperor, the Ultramarines serve as exemplars. There is no Space Marine Chapter more honoured in all of the Imperium, and rightly so.

MARK X POWER ARMOUR

Battle-brother Adrias, Ultramarines 3rd Company, 4th Squad

Battle-brother Darius, Ultramarines 4th Company, 9th Squad

ULTRAMAR

One aspect of the Ultramarines Legion that survived the Second Founding was the close relationship between the Space Marines and the populations of the surrounding planets. During the Great Crusade the worlds around Macragge provided young recruits for the Ultramarines. They also supplied raw materials, armaments and spacecraft. Although the scale of recruitment from these worlds diminished with the reorganisation, the tradition continued. To this day, the Ultramarines recruit not from a single world, but from the whole of the area around Macragge, known as Ultramar, the stellar empire of the Ultramarines.

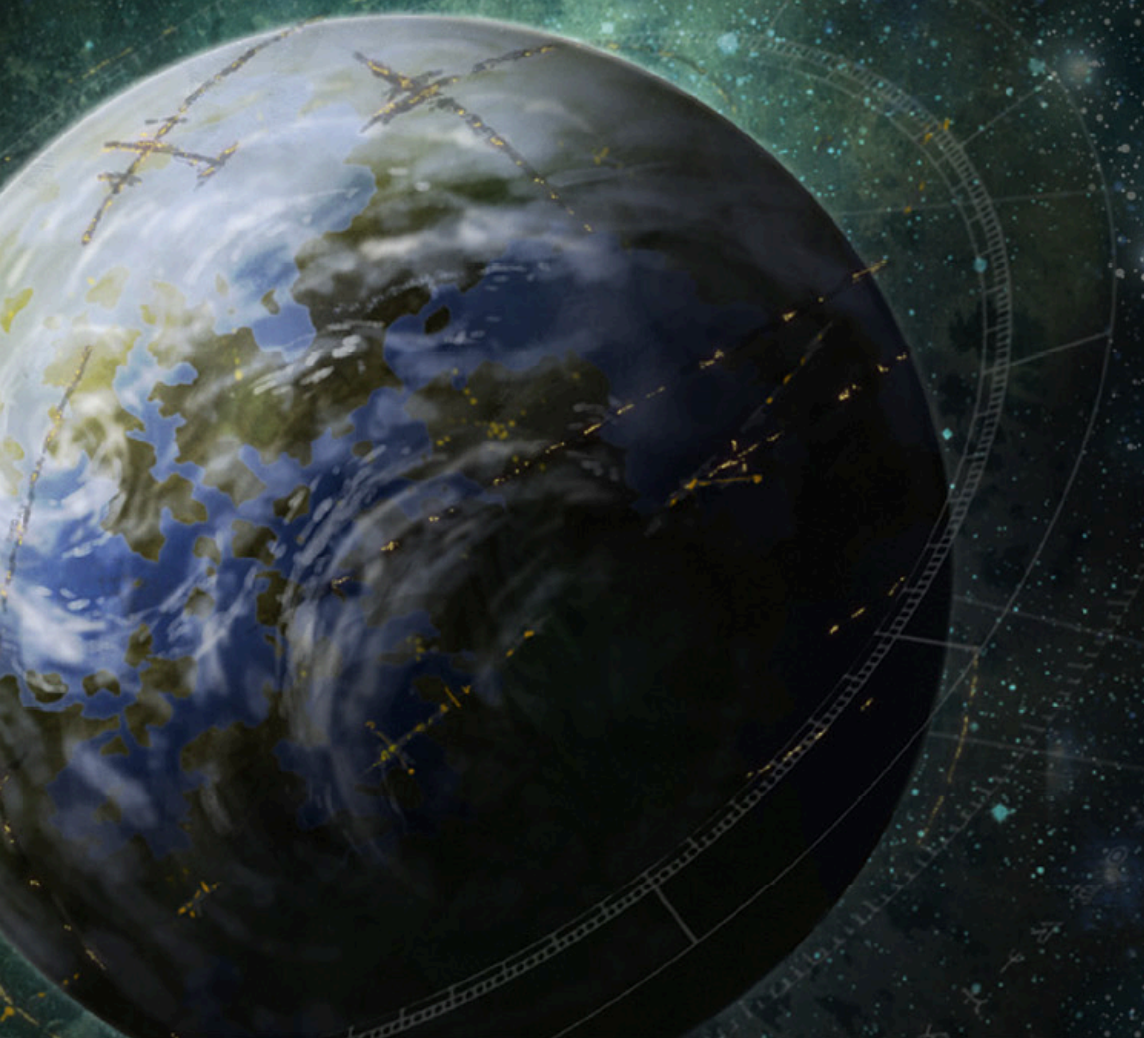
Ultramar is unique amongst the domains of the Space Marines. Where other Chapters rule over a single planet, asteroid or, in some cases, a mobile space fleet or orbital fortress, the Ultramarines have a larger domain. They control a sub-sector including many star systems, each with its own worlds and governments loyal to the Chapter. All the worlds of Ultramar share a common cultural heritage with Macragge, so it is not surprising that their styles of architecture, government, and traditions are similar.

Using governmental systems set in place by Roboute Guilliman, the citizens of Ultramar are disciplined, productive and loyal. As a result, Ultramar became a wealthy empire that knew little unrest or rebellion for long stretches of time – a unique distinction in the war-ridden galaxy. The most heavily populated of Ultramar's worlds were self-sufficient, with much trade between planets. Although composed of primarily industrial worlds, Ultramar had none of the nightmarish toxic wastelands that were common phenomena throughout the galaxy. All of that was to change, however.

Even before the coming of the Noctis Aeterna, Ultramar faced a series of dire threats. Tendrils of several Tyranid Hive Fleets drifted inexorably towards Guilliman's realm. The Arch-Arsonist of Charadon, one of the greatest Ork warlords in the galaxy, led a monstrous Waaagh! from his anarchic domain with the intent of overrunning the Ultramarines' eastern defences. Yet the greatest threat of them all was that posed by the dark servants of Chaos. A vast horde of traitors, renegades, mutants and madmen fell upon Ultramar under the leadership of the foul Daemon Prince M'kar the Reborn. And then came the Noctis Aeterna, and with it wave after wave of Daemon-filled warp storms. In the wake of these disasters, some of the greatest servants of Nurgle, the Chaos God of Plagues and Decay, fell upon the Ultramarines' stellar realm, seeking to corrupt the bucolic beauty of its worlds. The Plague Wars, as they came to be known, saw some of the greatest battles the Imperium had ever endured, with every inhabited planet of Ultramar suffering a staggering number of casualties.

Macragge, the capital world, saw fighting across its bleak rocky uplands as well as in its populated cities. The Ultramarines' sprawling fortress monastery – including the shrine in which Roboute Guilliman had lain in stasis for over seven millennia – came under concerted attack. The Bubonicus Legions, led by a favoured Great Unclean One known as Ku'gath Plaguefather, seized the nearby Tartella System before descending upon the planet of Iax, a garden world rich with life. The Espandor System suffered beneath the Creeping Doom offensive of the Daemon Primarch Mortarion and his Death Guard. On Parmenio a great armour battle took place, and throughout the sub-sector a naval battle raged, with defensive battle stations engaged by a Plague Fleet led by the Death Guard lord known as Typhus. Even the disciplined tactics and heroic sacrifices of the defenders were only enough to stave off defeat. Nurgle's followers pushed their befouling offensive forward, contaminating all they touched.

Breaking apart his Indomitus Crusade, Roboute Guilliman returned to aid his home system. Seeing that his only chance lay in seizing the initiative, the Primarch masterminded a brilliant campaign known as the Spear of Espandor. Rapid counter strikes and a series of daring boarding actions clawed back many of the foe's gains. Where the disparate Chaos armies fought separately, the defenders of Ultramar supported each other in every way they could, allowing Guilliman to slowly reverse the course of the war and put Nurgle's favoured commanders on the defensive. Utilising their superior numbers, the Chaos forces amassed for a final confrontation upon Iax. There they fought to a standstill, with Guilliman countering every ploy. Ultimately the Chaos forces escaped under the cover of a massive virus bomb. With little time to spare – for the galaxy remained riven with war – the Lord Commander of the Imperium organised the rebuilding of Ultramar, beginning with the defence networks, before leaving once more at the head of a retributive strike force.



THE REALM OF ULTRAMAR

EUCLADUS
[STAR FORT]

MASALI SYSTEM
+ THREE PLANETS SYSTEM +

MASALI
[AGRI WORLD]

TARENTUS
[AGRI WORLD]

QUINTARN
[AGRI WORLD]

Δ42.X39.Σ19/Δ204.Π27NRBGE04]

SEGMENTUM OBSCURUS

ULTIMA SEGMENTUM

HOLY TERRA

SEGMENTUM TEMPESTUS

ULTRAMAR
ULTIMA SECTOR

THE EASTERN FRINGE

VERIDIA FORGE
[ADEPTUS MECHANICUS ASTEROID MINING OUTPOST]

LAMANE
[MINING WORLD]

CALTH
[DEATH WORLD]

RAVISHOL
[INDUSTRIAL WORLD]

VERIDIA SYSTEM

ISCHARA
[CIVILISED WORLD]

ULTRAMAR SUB-SECTOR

Δ068Y963
Σ9HJ6349
Π85NQ49

ESPANDOR

VERIDIA

TARVAN

KONOR

IAX

TALASSAR

DROHL

Δ06Y96.Σ9H639.Π8NQ46]

PRANDIUM

MACRAGGE

MASALI

PARMENIO

CIRCE

Δ04X27.Σ19A72.Π27MT04]

TALASA

Δ468K663.Σ4PK3357.Π25FK483]

FALAN'S REACH
[FORTRESS WORLD]

TALASA SYSTEM

ULDREGOR
[AGRI WORLD]

DANARCH
[FEUDAL WORLD/ BLOCKADED]

TALASA PRIME
[DEATHWATCH FORTRESS WORLD]

TALASA SECUNDUS
[HIVE WORLD]

TALASA TERTIUS
[INDUSTRIAL WORLD]

Δ369.X974.Σ4KH.387Π.485Q.049Z

MORTENDAR
[FORTRESS WORLD]

MACRAGGE SYSTEM

LAPHIS
[SHRINE WORLD]

THULIUM
[DEATH WORLD]

NOVA THULIUM
[AGRI WORLD]

ARDIUM
[HIVE WORLD]

MACRAGGE
[CHAPTER HOME WORLD]

Δ722Y335
Σ94CC09
X82Π081

THE ULTRAMARINES 2ND COMPANY

Presented below is the composition of the Ultramarines 2nd Company as it entered battle during the later stages of the Death Guard attacks upon Macragge. With its former leader, Cato Sicarius, declared lost, its command fell to Captain Acheran.

Captain Acheran assumed command of 2nd Company, and is accompanied by the Company Veterans known as the Lions of Macragge. Additional leadership elements include two Lieutenants (one a newly joined Primaris Marine) and a Chaplain. An Apothecary and Company Ancient were also attached to the 2nd Company's command.

1st Squad (Tactical) – This squad boasts the Company's most experienced and honoured warriors. They are known as the Avenging Sons, or Squad Kellion after their Veteran Sergeant.

2nd Squad (Tactical) – These warriors earned the appellation of New Crusaders, as the entire 2nd Squad was replaced after the first battles with the Death Guard.

3rd Squad (Intercessor) – This squad has not attained a moniker yet, but earned the respect of their 2nd Company brethren when they downed an entire swarm of Plague Drones.

4th Squad (Intercessor) – The Sons of Terra, led by Sergeant Athos, are eager to prove themselves before their more experienced brethren.

5th Squad (Tactical) – The Victors, led by Sergeant Vallern, are tasked with taking out the enemy's most armoured formations.

6th Squad (Tactical) – The Lineholders, led by Veteran Sergeant Tallum, typically form the centre of any battle plan and are known for their marksmanship.

TACTICAL FLEXIBILITY

The newly rewritten Codex Astartes allows for each Battle Company to be reinforced with additional troops reassigned from the Reserve Companies. These seconded battle-brothers typically form squads XI upwards. Once attached to a Battle Company, it is standard practice for the newly joined reserve squads to take new markings corresponding to their new company, although the rapid nature of war does not always afford time for such a formality.

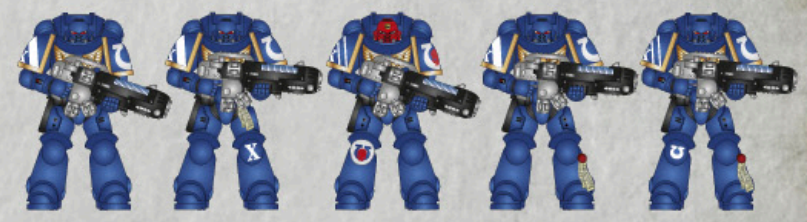
THE GUARDIANS OF THE TEMPLE

By tradition, the Ultramarines 2nd Company – the most honoured of the Chapter's Battle Companies – bear the title of Guardians of the Temple. This is no mere honorific, but alludes to their long-held duty to protect the fabled Temple of Correction within their mighty fortress monastery upon Macragge – for there could once be found the shrine of Primarch Roboute Guilliman. With Guilliman's reawakening, the Primarch suggested that the 2nd Company not only maintain its traditional title, but also add a new one. For their heroics during the battles of the Plague Wars, the battle-brothers of the 2nd Company were dubbed the Avengers of Ultramar.

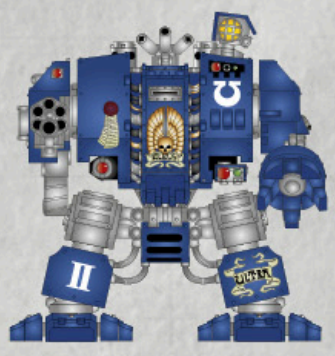
7th Squad (Assault) – Macragge's Avengers, led by Sergeant Laedrus, prefer to enter the battlefield by Thunderhawk in order to close with the foe as quickly as possible.

9th Squad (Devastator) – Commonly known as the Titan Slayers. Led by Sergeant Atavian, the 9th was awarded the Principex Maxima for their destruction of the renegade Warlord Titan Soulmauler.

8th Squad (Inceptor) – Squad Gloccus has developed a friendly rivalry with Macragge's Own, and both close support squads vie to accumulate the most honours upon the battlefield.



10th Squad (Hellblaster) – Squad Dryden and their new weaponry gained much respect when they drove back an assault by plague-toughened Death Guard Terminators.



Dreadnought Brother Ultracius – The interred warrior's name is picked out on the sarcophagus. Numerals on the armour plating indicate that Brother Ultracius is the second Dreadnought attached to the 2nd Company.

11th Squad (Intercessor) – Originally from the 6th Company (Reserves), this squad is led by Veteran Telemachus, one of the first Primaris Marines to reach Macragge.

Dreadnought Brother Agnathio – Having fallen in the line of duty at Chundrabad in 141.M36, Agnathio has spent much of his lifespan in cryostasis, but fights with as much fiery wrath as ever.

12th Squad (Assault) – Squad Skythunder from the 8th Company have been attached to Captain Acheran's company in order to give his upcoming counter-offensive more hitting power.

CHRONICLES OF ULTRAMAR

The Ultramarines are justifiably proud of their long history, a glorious past replete with unmatched battle honours. For ten thousand years their valour and loyalty have remained impeccable. The Sons of Guilliman are equally proud of their stellar realm, for Ultramar is a gem of civilisation nestled in a savage galaxy of tyranny and harsh repression.

M30-M31 DAWN OF THE IMPERIUM

Destined to Lead

The Emperor finds Roboute Guilliman upon Macragge, recognising him as one of the lost Primarchs and marvelling at the well-ordered realm he has established. The Ultramarines Legion is placed beneath Guilliman's control, and its forward base is relocated to Macragge. The Primarch quickly assimilates the many wonders of the Imperium, and sets about his new role with dutiful vigour.

Victories Beyond Count

Led by their incredibly efficient Primarch, the Ultramarines record more triumphs and liberate more worlds than any other Legion. Those planets captured by the Ultramarines benefit from Guilliman's genius for establishing a self-supporting defence system and government, ensuring that industry and trade are set up to prosper.

Razing of Monarchia

Acting on the Emperor's command, the Ultramarines destroy the idolatrous city of Monarchia as a warning to the Primarch Lorgar that his religious zealotry would not be tolerated.

Battle of Calth

Kept far from Terra by the Warmaster's machinations, the Ultramarines are mustering on Calth – a key world in the Realm of Ultramar intended to be a staging post to cleanse the Eastern Fringe – when they are attacked by the Word Bearers, their supposed allies. The Traitor Legion wreaks havoc on Calth's orbital shipyards and sets in motion a disaster that causes the system's sun to emit deadly solar storms that scour nearby planets. The resulting battle on Calth is forced underground, into the planet's sprawling subterranean caverns. It rages on for many years and across dozens of different theatres of war.

The Shadow Crusade

Following the betrayal on Calth, the Ultramarines fight a protracted campaign across Ultramar against traitor forces led by the Word Bearers and World Eaters Legions.

M31-M33 THE AGE OF REBIRTH

Vengeance Campaigns

In the aftermath of the Horus Heresy, it is the consummate strategist Roboute Guilliman who directs the majority of the counter-attacks to drive back the traitorous Chaos forces. The Ultramarines are the most numerous of the loyalist Legions at this time, with the others badly depleted, and Guilliman himself is everywhere, rallying the Imperial defenders and reinforcing them with his own warriors before moving on to the next battle zone. Not once do the Space Marines take a step back, so strong is their faith in the Imperium, the Emperor and the Ultramarines Primarch.

Creation of the Codex Astartes

Roboute Guilliman creates his magnum opus, the Codex Astartes, which will become the sacred tome of the Chapters' military organisation, strategy and tactics. The process of breaking up the loyalist Legions takes years to be fully enacted. So begins the Second Founding.

The Green Hordes of Talassar

A great horde of Orks ravage Talassar, threatening to utterly destroy civilisation upon the single continent of Glaudor. Testing his Codex Astartes, Guilliman deploys his army with minimal direct guidance. His forces follow protocol with a series of rapid strikes that lead to victory.

A Legend Falls

The Primarch of the Ultramarines is dealt a mortal wound by his traitorous brother Fulgrim, Primarch of the Emperor's Children, during the Battle of Thessala. The monstrously serpentine Fulgrim, gifted with great powers by the Chaos God Slaanesh and newly elevated to the status of Daemon Prince, stabs Guilliman in the neck with one of his many poisoned blades. The loss is crushing to the Ultramarines, who bear their founding father away from battle and inter him inside a stasis field in the centremost temple within the Fortress of Hera upon Macragge.

Reunited

The loss of the Primarchs leaves an indelible void in the Imperium's leadership, leading to a period of internal strife and, at times, open warfare. This discord is ended by Agnathio, Chapter Master of the Ultramarines, who unites over fifty Chapters of Space Marines and arrives upon Terra. Agnathio holds a locked council with the squabbling 'rulers' of Terra. What is said has never come to light, but when the Space Marine fleets return to their home worlds, there once again sit twelve High Lords of Terra, and unity is restored to the Imperium.

M34-M40 ULTRAMAR ASCENDANT

Guilliman's Realm Expands

The civil unrest of the Nova Terra Interregnum that spilled out of the Segmentum Pacificus has little effect on the Ultima Segmentum. Indeed, while the Ultramarines wage war constantly during this period, the Realm of Ultramar grows in strength and stature. Largely free of the grip of the Ecclesiarchy that is tightening across the majority of Mankind's worlds, and guided by Guilliman's teaching of rational thought over superstition, Ultramar is spared much of the turmoil of the Imperium's power struggle and civil war.

The Eastern Fringe Campaigns

The deepest forays into the unexplored Eastern Fringe are launched, but meet disaster in the form of Hrud, Orks and other xenos. The Ultramarines and several of their successor Chapters are sent to provide aid to stranded colonists.

Blood Storms

Major Daemon incursions wrack star systems adjacent to Ultramar, including Tartella. Although three Chapter Masters are lost in succession during the decades-long battles that take place, the corruption is prevented from spreading into Ultramar.

M37-M38 THE AGE OF REDEMPTION

The Corillia Relief

Fighting alongside the White Scars, the Ultramarines arrive in force to halt the annihilation of the Lamenters Chapter at the hands of the Black Legion during Abaddon's Ninth Black Crusade.

The Justice-bringer Crusade

An Ultramarines company moves to end the tyrannical rule of the despot Ullrex, who has usurped control of the Phoebes System. Behind the power-mad leader, however, is found a trail of corruption. The ensuing crusade scours nine star systems, culminating in a final battle atop the floating fortress of Xentar, in which the entire Ultramarines Chapter leads an army of over a dozen Space Marine Chapters to overthrow the oppressor.

The War for Thrax

Marneus Calgar leads his Chapter against the Daemon-corrupted forge world of Thrax.

A New Power Rises

The Ultramarines begin to fortify the eastern bounds of their realm against the emergent forces of the upstart T'au Empire.

M41 THE TIME OF ENDING

The Battle for Macragge

The Tyranids enter the galaxy and the Tyrannic Wars begin. Hive Fleet Behemoth descends upon the realm of Ultramar, laying waste to several planets. Only by the valour and determination of the Ultramarines is the threat of Behemoth ended, though the cost is high.

The Ironblood Campaign

Warpsmith Grathax descends upon the world of Ironblood with an army of Daemon Engines. They are met in open battle by several Imperial Guard tank regiments and over a hundred Ultramarines battle tanks under the command of Brother-Sergeant Chronus.

Battle of Orar's Sepulchre

For the first time in over a century, Calgar leads his entire Chapter to war, determined to protect Orar's Sepulchre on the planet Commrath from the Aeldari of Alaitoc and Iyanden.

The Assaults of M'kar

Chaos pirates, led by the Daemon Prince M'kar the Reborn, claim several uninhabited worlds on the borders of Ultramar. In a decisive battle in the Halamar Rift, Captain Sicarius destroys much of the pirate fleet, but M'kar the Reborn escapes into the warp. Over fifty years later M'kar returns, leading Daemons to seize control of the starfort *Indomitable*. Under the command of Marneus Calgar, Terminators from the Ultramarines 1st Company board the starfort. M'kar is slain by the hand of Lord Macragge.

Grasping Tendrils

The Ultramarines quash a rebellion on the industrial world of Ichar IV, only to find themselves at the forefront of a desperate defence against Hive Fleet Kraken. Elsewhere on the Eastern Fringe, elements of the Ultramarines and Mortifactors make a stand against one spur of Hive Fleet Leviathan on the world of Tarsis Ultra.

Ultramar Besieged

Ultramar comes under renewed assault from the forces of Chaos. M'kar the Reborn, clad in mortal flesh once again, leads the onslaught against Talassar. Quintarn is invaded by the armies of the Bloodborn, whilst Calth is besieged by the Iron Warriors, and yet more Chaos warlords attack Espandor and Tarentus. Recalling all Ultramarines forces to defend Ultramar, and despatching a reinforced Battle Company to each threatened planet, Calgar once more faces M'kar, this time destroying the Daemon forever.

Return of the Dutiful Son

Roboute Guilliman is revived out of stasis just in time to fend off the Black Legion strike force sent to prevent his resurrection. As the galaxy grows darker beneath ever more ominous warp storms, the returned Primarch of the Ultramarines embarks on a danger-fraught journey to Terra in order to stand before the Emperor's throne and seek his father's guidance.

The Great Rift

The warp storm-riven galaxy is cracked asunder by the Great Rift. The Noctis Aeterna sweeps over Ultramar. The last message sent from Macragge to each nearby planet commands it to batten down and look to its own defences.

The Plagues of Ultramar

To the galactic north of Ultramar, the followers of the Chaos God Nurgle establish dominion in the Scourge Stars. From this hive of corruption, armies of Daemons pour forth, accompanied by the traitorous Death Guard Legion along with renegades and cultists beyond count. Three loathsome spearheads push into Ultramar, attacking along a hundred fronts and bringing with them unnatural pestilence. The defenders of Ultramar fight bravely, but lose ground. Ultramarines from the Ultima Founding arrive to reinforce their brethren, but they can only slow the attackers.

Guilliman Returns to Ultramar

All across Ultramar, the Imperial defenders are depleted in dozens of ground campaigns, while a Plague Fleet systematically destroys the realm's defence fleet and star fortresses. Guilliman returns from the Indomitus Crusade, and his deft and defensive manoeuvres buy time to launch the Spear of Espandor counter-attack. The combined plague armies are eventually fought to a standstill amongst the ruins of Iax, before the Death Guard Daemon Primarch Mortarion escapes under cover of a virus bomb.

Into the Darkness

In a brief respite, Guilliman orders the rebuilding and decontamination of Ultramar, as well as the establishing of new procedures for creating further Ultramarines. It is not long before new crusades call the Lord Commander of the Imperium away from Ultramar and back out into the dark galaxy.

The Vengeance Campaigns

The Ultramarines lead a coalition of successor Chapters and knightly houses across neighbouring star systems. While attempting to free seven worlds from daemonic enslavement, Chapter Master Calgar simultaneously masterminds a hit and run campaign to break a vast Ork force before it can reach the forge world of Metalica. Using rapid strike attacks, the Space Marines win hundreds of battles, but only manage to slow the rampaging greenskin hordes as they focus the majority of their efforts on the daemonic legions. Three of the targeted seven planets are saved, but the bulk of the Tartella System remains in the hands of Daemon overlords.

SUCCESSOR CHAPTERS

Many Space Marine Chapters owe their fealty to the Primarch of the Ultramarines, a selection of which are shown here. 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. This selection is by no means an exhaustive list; the sons of Guilliman account for over two thirds of all Space Marine Chapters extant at the close of the 41st Millennium.

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.

GENESIS CHAPTER

Brother Triamon, Genesis Chapter 5th Company, 3rd Squad (battleline)

The Genesis Chapter has the proud distinction of being first of the Primogenitors. It was formed 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 as one and pledging themselves to the Lord Commander of the Imperium.

BLACK CONSULS

Brother Larsus, Black Consuls 2nd Company, 2nd Squad (battleline)

The Black Consuls are well known as the least compromising of the Primogenitors, and brook no deviation 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 remain stalwart guardians of the Imperium in Segmentum Pacificus.

EAGLE WARRIORS

The colour of an Eagle Warrior's left knee pad denotes his company.

Founded during a particularly dark period of anarchy within the Imperium, the Eagle Warriors are a fleet-based Chapter, continually on the move. Most of their campaigns take place in the star systems that Roboute Guilliman himself originally conquered during the Great Crusade. Several ships have been missing since the warp storms of the Noctis Aeterna, and two entire companies have been declared lost.

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 Guilliman call, he would find these Chapters ever willing to fight at his side. They view the Ultramarines as exemplars and Ultramar as a model civilisation. This is not to say that over the millennia there have not been misunderstandings or schisms between the Ultramarines and their many successors, but such occurrences are mercifully rare.

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

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

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.

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.

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 have given 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.

WHITE SCARS

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 their prey is at hand, they strike with the speed of a lightning bolt, tearing into their foes with all the tribal ferocity learned on their home world and rejoicing in bringing swift death to the enemies of the Imperium. Such were the teachings of their Primarch, Jaghatai Khan, and in the millennia since his disappearance these doctrines have been honed in countless battles.

The White Scars are fierce, battle-scarred warriors that hail from Chogoris, a feral, windswept planet. The controlled savagery of the White Scars is the heritage of both their Primarch, Jaghatai Khan, and the wild people of Chogoris, whose constant warring ensures that only the strong and the ruthless survive. There is bravery and ferocity within the White Scars' hearts. The thirst for war grants them great power, but is always tempered by the sense of honour and justice embodied implacably by their Primarch. Jaghatai Khan was the only warrior to have risen to such power that he could unite every one of the tribes of the Chogorian steppes. He achieved this before the Great Crusade reached Chogoris and he was re-united with the Emperor. The lightning-fast, hit-and-run method of war favoured by the nomadic cavalry warriors of Chogoris was perfected by Jaghatai Khan and served the White Scars Legion well following reunification with the Emperor. Under the command of their Primarch – the Great Khan – the White Scars went on to fight in some of the bloodiest battles of the Great Crusade. When word arrived of the Warmaster's treachery, the Great Khan returned to Terra, the White Scars arriving in time to stand before the traitors at the Imperial Palace. History records little of the Great Khan's actions during the Siege of Terra, but it is known that White Scars bikes 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.

Sat astride their powerful armoured steeds, the White Scars hurtle into battle with their guns blazing. The enemies of Humanity flee before them like hapless quarry before a hunter's hounds, but there can be no escape…

BROTHERHOOD OF THE KHANS

During the Second Founding, Jaghatai Khan was amongst those Primarchs who willingly embraced the wisdom of Guilliman's Codex Astartes. Ever since, the White Scars have adhered to the teachings of the Codex, but have maintained the long-ingrained traditions of their own culture alongside them. The White Scars refer to their companies 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-derived 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 high proportion 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, few White Scars Space Marines have ever entered service as a Dreadnought, for to them the thought of spending an eternity sealed within a ceramite sarcophagus is a truly 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, the White Scars are highly intelligent tacticians and masters of fieldcraft. Each battle-brother draws on their savagery to hit their enemy with a peerless 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 of the Great Khan.

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 Khan 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, whilst pursuing a mighty 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 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 Jaghatai 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.

White Scars Chapter banner

Brother Ganzorig, White Scars 9th Company, 2nd Squad (fire support)

The White Scars wear their Chapter iconography on the left pauldron, while bikers' helmets can bear tribal markings. They typically display their squad markings on their left knee pads. Sergeants display their company markings on their greaves.

VICTORIES OF THE KHANS

Since the days of the First Founding, when they were known as the V Legion, the White Scars have amassed a lengthy roll call of triumphs across the galaxy. Few enemies can escape their wrath – the spiked walls of the Quan Zhou fortress monastery are lined with the silver-dipped skulls of those champions of disorder who have earned the ire of the White Scars huntmasters.

M30-M31 DAWN OF THE IMPERIUM

The Great Crusade

The V Legion unites with their Primarch, Jaghatai Khan, upon Chogoris, the planet that would become the home world of the White Scars. Adopting many of the savage rituals of that land, they quickly establish themselves as masters of reconnaissance, impressing all other Legions with the speed and rapidity of their attacks. Jaghatai Khan brings many victories to the Emperor.

The Defence of Terra

The White Scars remain loyal during the Horus Heresy, despite many attempts by their fallen brethren to turn them. Called to return to Terra by Rogal Dorn, Primarch of the Imperial Fists, the White Scars fight through many delays and ambushes, and return in time to play a major role in the defence of the Imperial Palace.

M31-M33 THE AGE OF REBIRTH

The Time of Parting

During the battles of the Scouring, the White Scars are tasked with securing the Yasan Sector – the star systems that surround their home world. Many of the populated planets in the sector had rebelled during the Horus Heresy, and all – loyalist and traitor alike – had been subjected to xenos attacks, especially by Drukhari raiders. It is during these campaigns that the White Scars Legion is broken into Chapters, and, later, their beloved Primarch disappears – last seen following the Dark Eldar into one of their gate-tunnels into the webway.

The Hunt of Vengeance

When Jaghatai Khan does not re-emerge, a Great Hunt is declared. The White Scars and their successor Chapters scour the sector and beyond for signs of their Primarch, attacking all Aeldari without warning or mercy. No signs are found.

M34-M35 THE TIME OF THE TWO EMPERORS

Battles of the Scorched System

With so many forces of the Imperium depleted during the fighting of the Nova Terra Interregnum, it falls on the White Scars to lead the assault on the Dhanhabb System. Also known as the Scorched System, due to the unusual number of its suns, the Dhanhabb is an Ork-infested, deadly cauldron threatening to boil over. Across the sun-baked deserts of the system's vast planets – each one many dozens of times the size of Chogoris – the White Scars take full advantage of their exceptional mobility, leading the vastly superior foe in circles. Although the Battlewagon convoys and Speed Kults rival the White Scars in speed, they are easily led into ambushes, or tricked into expending their fuel and ammunition foolishly. The entire Chapter is deployed for a dozen years before the Orks are finally destroyed. The final battles – the Death Ride through the Valley of Gargants and the Slalom around the Rain of Roks – live on as tales that will be told and retold around the tribal fires of White Scars rituals for as long as there are warriors to tell them.

M37-M40 THE AGE OF REDEMPTION

The Cursed Year

With the brotherhoods spread across Ultima Segmentum, the White Scars suffer a series of disasters, beginning with the loss of three Khans – each new successor dying in his inaugural campaign. Taking the misfortune as a sign that they have displeased the venerable spirit of their Primarch, the Stormseers recall the entire Chapter to Chogoris, where the brotherhoods meet for a month of feasting and fierce competitions, each battle-brother rededicating himself through rituals of blood. In the decades that follow, the White Scars accumulate more victories and successful hunts than in any period since the Great Crusade.

The Lightning Raiders

Although only one brotherhood joins the Macharian Crusade, their deeds and skill at reconnaissance reaffirms to the wider Imperium that the White Scars are peerless in such endeavours.

M41 THE TIME OF ENDING

The Third War for Armageddon

The White Scars join more than twenty other Chapters in the war against Ork forces under Ghazghkull Thraka. White Scars operations in the Deadlands region are so successful that they outflank and destroy an entire Ork Speed Freeks brigade without taking a single casualty in return.

The Maelstrom Threat

Huron Blackheart's assembled Chaos fleet emerges from the Maelstrom and swiftly brings several systems, including the Yasan Sub-sector and Chogoris itself, under siege. The White Scars withdraw from Armageddon and summon brotherhoods from as far away as the Damocles Gulf in order to meet this dire threat.

The Coming of Chaos

The opening of the Great Rift and the coming of the Noctis Aeterna occurs while the White Scars defend Chogoris from attack. The entire Yasan Sub-sector falls to Blackheart's attack, and when Daemons manifest from the growing darkness, it seems the sons of Jaghatai Khan will be making their last stand. But one more fleet arrives before the stars go black. Arriving late from their war against the T'au in the Eastern Fringe, Kor'sarro Khan leads his brotherhood in an unexpected charge that breaks the blockade of the Khum Karta mountain range that surrounds Quan Zhou, the fortress monastery of the White Scars. With their siege broken and a lapse in the warp storms appearing on the horizon, the Chaos forces retreat.

Alongside a Primarch

With the brotherhoods depleted and the Yasan Sub-sector overrun by foes, the White Scars begin to regroup and plan their counter-attacks. It is then that the Indomitus Crusade arrives in the system, delivering the White Scars' Primaris brethren to join the fight. With the brotherhoods reinforced, none can stay their fury.

The Fall of the Great Khan

Seeking revenge for the severe damage inflicted on Chogoris, the Great Khan, Jubal, leads a daring attack upon *Seethnar* – the vast space station seized by Huron Blackheart as a main dockyard for his piratical war fleets. In a swift naval attack, *Seethnar* is boarded from multiple locations, each war party racing into the station and planting melta charges. After brutal fighting, Jubal Khan and his honour guard reach *Seethnar*'s heart and cause catastrophic damage to its plasma reactors, but become trapped by collapsing corridors. The fate of the Great Khan is yet to be ascertained.

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. Additionally, even successor Chapters that settled far across the galaxy from Chogoris showed a predisposition towards recruiting from hunting tribes on feral worlds. Some of the successor Chapters have separated themselves and work in isolation, however some Chapters, especially those of the Second Founding, maintain regular contact with their progenitors.

STORM LORDS

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

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

SOLAR HAWKS

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

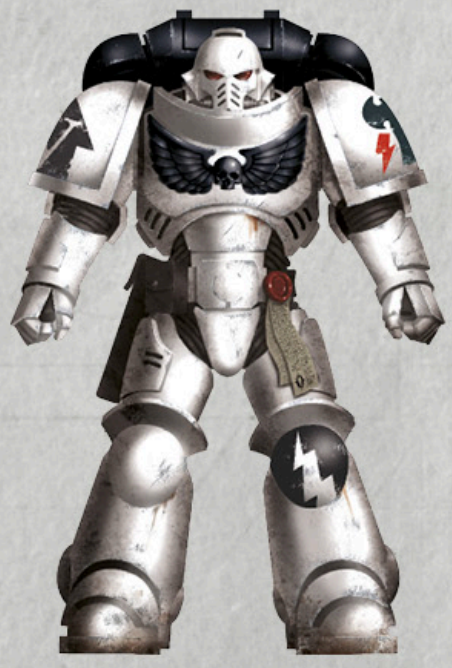
The Solar Hawks are from an unknown founding, but date back to at least M35. Aggressive and noble, the Solar Hawks embody all that is best in the sons of the Khan, and honour their progenitor by either painting a shoulder guard or gauntlet white. As their name suggests, they field an especially large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

DESTROYERS

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

Established during the Second Founding, the Destroyers have a troubled history. Though they have won great victories in the Imperium's name, 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.

STORM REAPERS



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

There are none more battle hungry than the Storm Reapers, the first Primaris Chapter founded from Jaghatai Khan's gene-seed. In them runs the purest of blood distilled from the legendary Primarch. The Khan would be proud of his newest sons – for they are wise and noble, but on the attack they fight with a passion he would recognise as his own. They have claimed the feral world of Jagun for their home planet, the natives of which are known for their savagery.

IMPERIAL FISTS

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

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. The Emperor 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. The Legion excelled at all aspects of warfare, but 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 borne 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 Legion led the defence of the Imperial Palace. The Imperial Fists 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 the Emperor 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.

THE HAND OF DORN

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 Chaos 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 and serves as a reminder of his sacrifice and commitment.

Brother Orntek, Imperial Fists 3rd Company, 2nd Squad (battleline)

The Imperial Fists follow the Codex Astartes for markings. Above: *The Chapter symbol of the Imperial Fists is worn on the left shoulder guard. Sergeants wear red helmets, and the helms of Veteran Sergeants bear a central white stripe.*

COMPANY STRUCTURE

After the Horus Heresy, Rogal Dorn was bitter and consumed with a need for vengeance, and he resisted his brother Guilliman's call to break up the Legions, nearly starting civil war anew. Yet at the last, Dorn realised his anger was impeding 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. With the military might of Terra to guard the Emperor, the Imperial Fists have chosen to remain a fleet-based Chapter, operating from *Phalanx* to bring their strength to bear against the enemies of Mankind. So the Imperial Fists are always on the move, bringing the Emperor's justice to every corner of the galaxy and ensuring the survival of Mankind.

Imperial Fists Chapter banner

DORN'S LEGACY

Though Rogal Dorn was lost to the Imperium, his legacy remains amongst the strongest of all of 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 Imperial Fists 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.

Like their Primarch, the Imperial Fists place great value in accuracy, and its warriors are justly famed for their marksmanship. As a result, the majority of Imperial Fists battle-brothers spend a disproportionate amount of time waging war as a Devastator, or in other fire support squads, mastering the art of the long-range kill before progressing into the ranks of close support or battleline squads. Like all Space Marines, the Imperial Fists can execute any aspect of war. However, their penchant for heavy firepower has maintained their preeminent expertise in besieging and defending fortresses, a fact that has brought them into combat with their arch-enemies, the renegade Iron Warriors, 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, the Imperial Fists Armoury boasts more siege-related wargear than most Chapters; it is said that their massed Thunderfire Cannons appear as an army when they trundle into formation, and a great many of the Chapter's warriors are trained to use their ranks of Centurion warsuits.

A GLORIOUS HISTORY

In every era of the Imperium's history, the Imperial Fists have fought at the forefront of Mankind's most momentous battles. Time and again they have proven themselves loyal, noble, and utterly committed to the Emperor's cause. They are rightfully revered in the Imperium and have earned their many accolades, including the title Defenders of Terra.

M30-M31 THE DAWN OF THE IMPERIUM

The Onassis Campaign

The Imperial Fists spearhead the Onassis offensive during the Great Crusade, capturing dozens of star systems for the Imperium.

The Defence of Terra

As decreed by the Emperor, Rogal Dorn personally oversees the fortifying of Terra after Horus' betrayal comes to light, although various elements of the Imperial Fists still participate in numerous actions across the galaxy. When the Warmaster and his traitorous forces eventually reach the cradle of Mankind, Dorn and his Legion are ready to meet them.

The Scouring

In the aftermath of the Horus Heresy, the Imperial Fists seek out and attack the Traitor Legions with more fervour than any other loyalist force. Rogal Dorn halts the onslaught only upon being recalled to Terra to implement the Codex Astartes.

M31-M33 THE AGE OF REBIRTH

The Iron Cage

Learning that the hated Iron Warriors had built a mighty bastion, the Eternal Fortress, in the aftermath of the Heresy, Rogal Dorn vows to 'dig Perturabo out of his hole and bring him back to Terra in an iron cage'. With the seeds of rivalry between the Iron Warriors and the Imperial Fists – sown during the Great Crusade – having grown into bitter loathing, a vicious war is fought between the two Legions. While the entrenched traitors fight from a superior position, the Imperial Fists refuse to die. When their ammunition runs out, they fight hand to hand, and the trenches run with blood. Only the timely intervention of the Ultramarines prevents the rival Legions from utterly annihilating each other.

The Feast of Blades

The first centennial Feast of Blades is held, bringing together the Imperial Fists and their successor Chapters to ensure good continuing relations in the wake of the Codex's splitting of the Legion. The sons of Dorn meet, each Chapter selecting a champion to compete in feats of strength, endurance and martial skill. The festival culminates in a sword duel between the two strongest competitors.

The Beast

The Imperial Fists are nearly annihilated by the massive Ork uprisings of the Beast. Enacting the 'Last Wall' protocol, all Imperial Fists successor Chapters are united to halt the greenskin menace.

The Beheading

In a grand coup, the Master of Assassins executes the High Lords of Terra and declares himself ruler. The Imperial Fists return to Terra, leading elements of several other Chapters, and fight through waves of assassins to strike down the would-be tyrant.

M37 THE AGE OF APOSTASY

To End the Reign of Blood

At the height of the Age of Apostasy, the Imperial Fists arrive in force upon Terra alongside a handful of other Chapters and Adeptus Mechanicus Skitarii. It is they who besiege the Ecclesiarchal Palace, seeking to unseat the madman Goge Vandire and end the civil war that has lasted more than seven decades.

M41 THE END TIMES

Relief of Rynn's World

The Imperial Fists, alongside elements from half a dozen other Space Marine Chapters, arrive upon Rynn's World to aid their beleaguered brethren, the Crimson Fists, against an Ork invasion.

The Khai-Zhan Uprising

When the world of Khai-Zhan revolts against the Emperor, the Imperial Fists 5th and 9th Companies deploy alongside Imperial Guard from Cadia. The Imperial Fists defeat the insurgent Night Lords and end the battle for the planet's continent-sized capital city, Vogen. Famous for their siegecraft, even the Imperial Fists find the dense city fighting especially brutal and the heavily defended palace difficult to crack.

The Thirteenth Black Crusade

The Battle Barge *Storm of Wrath* spearheads the Imperial Fists' fleet, carrying no less than five companies to strike at the Iron Warriors fortresses on the Daemon world of Medrengard as Abaddon the Despoiler launches his Thirteenth Black Crusade.

Fate of the Phalanx

The Iron Warriors, alongside the Daemon Prince Be'lakor, seek to upstage Abaddon's crusade by striking directly at Terra. Emerging from a warp rift at the heart of the battle-fortress *Phalanx*, they attempt to seize the mighty vessel and turn its unparalleled weaponry on the Emperor's Palace. With the majority of the Imperial Fists engaged elsewhere, it falls to Captain Garadon and his newly reconstituted 3rd Company – alongside a small detachment from the 1st Company – to repel the foe. Aided by the Legion of the Damned, the Imperial Fists emerge victorious. Garadon and the remnants of his force set a course to Cadia, where, despite their best efforts – including destroying the Blackstone Fortress *Will of Eternity* – the world falls to Abaddon's assault. The battered *Phalanx* is instrumental in the final evacuation of Cadia's survivors.

To Safeguard a Primarch

An Imperial Fists strike force aids the rescue of Roboute Guilliman after his fateful voyage to Luna, helping to drive back the pursuing forces of the Chaos God Tzeentch and ensure the Ultramarines Primarch completes his pilgrimage to Terra.

Daemons on Terra

Fighting alongside Roboute Guilliman, the Imperial Fists crush a Daemon army that dares to invade Terra.

The Indomitus Crusade

The Imperial Fists distinguish themselves time and again during the initial stages of the Indomitus Crusade, earning much praise from the new Lord Commander of the Imperium.

Vengeance

Seeking vengeance against the Iron Warriors for the damage wrought upon *Phalanx*, the Imperial Fists attack one of the traitors' newly fortified worlds, Ironhold. Aided by three Cadian armies and several knightly houses that likewise escaped the destruction of Cadia, the Imperial forces penetrate all eight layers of the defensive positions and lay waste to every one of the Iron Warriors' edifices.

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, one that is strengthened by the centennial Feast of Blades. Together, the manifold ranks of the Sons of Dorn have been instrumental in holding together the Imperium through the very bleakest of times.

HAMMERS OF DORN

Brother Orntek, Hammers of Dorn 6th Company, 3rd Squad (battleline)

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.

INVADERS

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

Exemplifying the most stubborn and intractable qualities of their Primarch, the Invaders are a successor Chapter that is 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.

BATTLE BARGES

The Imperial Fists are a fleet-based Chapter. Aside from *Phalanx*, their space-borne fortress monastery, the most formidable spacecraft within their fleet are Battle Barges. A Battle Barge is a brutal vessel that can bears a colossal amount of firepower. Though formidably armed and armoured, a Battle Barge is designed foremost to facilitate a planetary assault, and its primary role is to transport and deliver Space Marines into war.

A Battle Barge can accommodate over three full companies and their supporting vehicles. A considerable amount of hull space is given over to launch bays for gunships and Drop Pods. A Battle Barge can deploy its entire complement of Space Marines within a few minutes of making orbit, delivering the Angels of Death into the heart of a conflict, whilst providing orbital support to commanders on the ground.

CRIMSON FISTS

Until recently, the Crimson Fists Chapter was on the edge of extinction. Their fortress monastery was destroyed and their numbers all but obliterated when Waaagh! Snagrod descended on their Chapter Planet of Rynn's World. Yet the Crimson Fists fought on, bearing the blows of a cruel fate with a stoicism that has become legend. Even amongst the elite ranks of the Space Marines, the Crimson Fists are held as peerless warriors who have been hardened in the most terrible and hopeless battles.

DORN'S SUCCESSORS

A Second Founding successor of the Imperial Fists, the Crimson Fists share the same patrician bearing as their Primarch. After their creation in the aftermath of the Horus Heresy, they struck out to forge a destiny all their own, and over the next ten millennia, they have carved their name in the lists of the Imperium's greatest protectors, adhering rigidly to the precepts of the Codex Astartes 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 monstrosities that assail the Imperium, in particular the Orks. Though they originated as a fleet-based Chapter, the Crimson Fists have become well-established as defenders of the Loki Sector in Segmentum Tempestus. There are countless Ork empires in the region, and although they were beaten back and held down for many millennia, the greenskins at last had their day. It was the greatest of the Ork invasions that revealed the true character of the Crimson Fists during the darkest epoch in the Chapter's history.

No matter the enemy, no matter the odds, the elite Terminator Squads of the Crimson Fists stand resolute in the face of their foes, guns thundering and voices raised in booming oaths to Dorn and the Emperor.

THE RYNN'S WORLD INCIDENT

Following the Crimson Fists' successes during the Voltigern Crusade, the High Lords of Terra granted the Chapter 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 Snagrod, 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! Snagrod reached the Rynn System.

The Chapter's orbital defences annihilated the initial waves of Ork Roks, Kroozers, and Bomma waves. Then, tragedy struck when one of the planet's missile guidance systems suffered a catastrophic failure, and a single plasma warhead crashed into the Crimson Fists' own fortress monastery. Somehow, the missile penetrated the fortress monastery's void shields and armoured walls to detonate right in the heart of the structure's vast and ancient arsenal.

The fortress monastery, and the mountain upon which it stood, were both atomised in a heartbeat. Six full companies, over half the entire Chapter, were slain in an instant. Only a handful of Space Marines who, by chance, had been manning the mountain's outermost perimeter-defences, including Chapter Master Kantor, escaped the full brunt of the devastating explosion. Those few survivors managed to battle across the planet through overwhelming numbers of Orks to reach the world's besieged 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 yet lived.

The Siege of New Rynn City itself was to grind on for eighteen months, but through the inspired leadership of Pedro Kantor, and with 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 gave in to despair. Countless greenskins were brought down amongst a chorus of detonating bolt rounds, flesh-ripping flak explosions and roaring firestorms of promethium. When the Crimson Fists ran out of ammunition, the Orks fell instead beneath chainblades, combat knives and ceramite-clad fists. The greenskins hacked and slew as best they could, but still the Crimson Fists held firm. In the face of such warriors as the defenders of New Rynn City, Snagrod's Orks could not prevail. The greenskins were finally repulsed from Rynn's World – but the damage had been done.

Crimson Fists display squad, but not company, markings.

Mk II Cawl-pattern bolt rifle. The Crimson Fists Chapter symbol is borne upon the bearer's left shoulder guard.

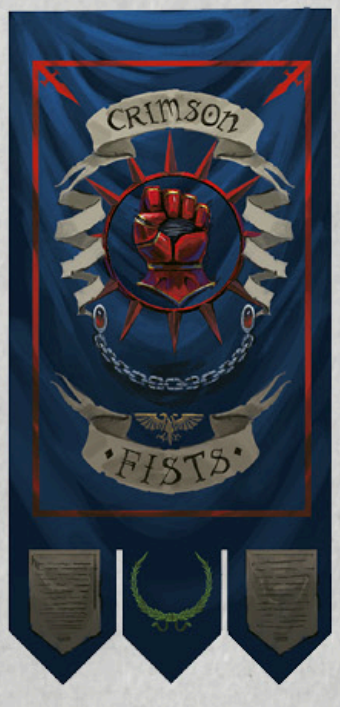
A red-striped helm marks a Lieutenant rank, while the boltstorm gauntlets and power fists of veterans are often painted crimson in recognition of their rank.

'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

BLOODIED BUT UNBOWED

Following the losses of the Rynn's World campaign, the Crimson Fists found themselves clinging precariously to existence. The Crimson Fists' future lay with a handful of Space Marines, their lives to be expended for greater rewards than the salving of personal pride or the pursuit of vengeance, even against the despised race of Orks who brought the Chapter to its knees. The Crimson Fists began recruiting additional brethren from Rynn's World and across the entire Loki Sector, but the process could not be rushed. Further xenos attacks, the coming of the Great Rift and the resultant waves of Daemon invasions were met with the same stern resolve. One by one the battered companies saw their numbers dwindle, but still they fought on. When the Indomitus Crusade entered orbit, they brought more than just reinforcements to the Crimson Fists – they brought a future. From Archmagos Cawl's freighter-hulk, a new generation of Crimson Fists joined the fray.



Crimson Fists Chapter banner

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 Day 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, symbolising their right to wear the crimson gauntlet that is the Chapter's namesake. Only when a battle-brother is promoted to the 1st Company will he earn 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.

BLACK TEMPLARS

The Space Marines of the Black Templars are valiant warrior-knights who have carved their names into legend through millennia of war, honour and sacrifice. They are the pious champions of the Emperor, and their fanatical devotion has driven them to deliver righteous retribution against every traitor, alien and daemonic abomination they have faced in battle.

THE CHOSEN OF THE EMPEROR

The history of the Black Templars can be traced back to the turbulent times of the Second Founding. When the Primarch Rogal Dorn founded the Chapter from the Imperial Fists Legion, he appointed Sigismund, the finest warrior of the old Legion, as High Marshal of the Black Templars. Upon leaving Terra, Sigismund swore a sacred oath that he would prove his Chapter's loyalty and worth, never resting in the prosecution of his duties against the enemies of the Emperor. It is an oath that every subsequent High Marshal has renewed, and so the greatest and longest Space Marine crusade was begun, one that has continued unbroken for ten thousand years since.

Even since their creation, the Black Templars have been a stubbornly independent Chapter, one that cares little for how they are viewed in the eyes of others. Clinging to the belief that the Primarch Guilliman was attempting to erode the proud legacy of Rogal Dorn, the Black Templars are one of the minority of Space Marine Chapters that eschewed the Codex Astartes in favour of the organisational structure and doctrines favoured by their founding leader, Sigismund. Over the millennia, the Black Templars' many and varied deviations from Guilliman's venerated tome have, if anything, grown more pronounced, but perhaps their biggest aberrance is how they view the creator of the Space Marines, the Emperor of Mankind.

Unlike other Chapters, who venerate the Emperor as their creator and the rightful ruler of the Imperium, the Black Templars believe him to be a divinity to whom they offer worship. All Space Marines are renowned for their fervent dedication, but the extremity of the Black Templars' faith can only be described as fanatical. It is unknown when in the Chapter's history the belief of the Emperor's divinity began to take root, or how such ardent faith could so totally grip the warriors of the Chapter. All that is known for sure is that for several millennia, the Black Templars have offered prayers and service to the Master of Mankind as a god, and they see themselves as his chosen warriors, enforcing his divine will in a dark and troubled galaxy with the edge of a sword.

The banner of the current High Marshal – in this case, Helbrecht – is used by the Black Templars as their Chapter banner (right).

> ***'The galaxy is the Emperor's, and anyone or anything who challenges that claim is an enemy who must be destroyed.'***
>
> *- High Marshal Helbrecht of the Black Templars*

Black Templars Chapter banner

Battle-brother Ultricht, 3rd Crusader Squad, Armageddon Crusade

MARKINGS

The Black Templars employ a system of iconography that diverges from the Codex Astartes. Squad type is denoted through the use of coloured pauldron borders, while Chapter heraldry is proudly mirrored on both shoulder guards.

Battleline and fire support — *Veteran* — *Close support*

To show which crusade a Black Templar belongs to, a High Gothic numeral is stencilled in white on the right knee plate. A specific campaign badge is often worn upon the left greave.

Crusade seals

THE CRUSADES

The Black Templars have no single home world. Instead, they live upon their many Battle Barges and Strike Cruisers. The Black Templars do not maintain ten distinct companies, each with its own flagship. Instead, the Chapter is divided into a number of ad hoc formations known as 'crusades' that bear almost no resemblance to the organisation of a Codex company. The approximate equivalent of a Captain, known as a Marshal, is appointed to lead each crusade, while the High Marshal – the Black Templars' Chapter Master – is responsible for monitoring the progress of all the current crusades. There is no fixed number of crusades and the size of each can vary from as few as several battle-brothers to several hundred. Similarly, the composition of the Crusader Squads that form the rank and file of the Black Templars can vary; it is common practice for the Chapter's Scouts, known as Neophytes, to wage war alongside the full battle-brothers, known as Initiates. In this way they learn the craft of battle in the manner of a squire learning from a knight.

Over the course of its bloody history, the strength of the Black Templars has been intermittently stretched thinly across the galaxy, fighting in over a dozen crusades at once, and mustered into a single, mighty crusade. Regardless of its numbers, a crusade is raised to defeat a particular foe, purge a specific region of space, reclaim a holy relic or protect shrine worlds that come under attack. Many of these wars are initiated at the instruction of the Chapter's High Marshal. Others are undertaken as a result of petitions from other institutions within the Imperium. Though they are under no obligation to offer any aid, the Black Templars often find common purpose with the Ecclesiarchy. Many times in its glorious history, the Black Templars have gone to war alongside the devout Battle Sisters of the Adepta Sororitas, and a complex web of mutual obligation and honour has evolved.

Leading from the front with their blades drawn and pious oaths of devotion to the Emperor upon their lips, the Sword Brethren of the Black Templars carve through their enemies with righteous fury.

BLACK TEMPLARS CRUSADE ORGANISATION

The Black Templars are a fleet-based Chapter, their companies scattered across the galaxy in numerous crusades. Each crusade is led by a Marshal, while a single High Marshal is responsible for the progress of all the current crusades. In battle, the Black Templars continue to fight in the style of their inspirational founder, Sigismund, preferring the close proximity of melee to the impersonal confrontations of ranged warfare. Face-to-face with his enemy, a Black Templar can fight with the noblest ideals of honour, earning glory and respect as he ensures that each of his foes is truly vanquished. For this reason, the Black Templars field relatively few fire support squads, the majority of their warriors preferring to wage war with holy bolter and blessed chainsword in hand.

SWORD BRETHREN

The greatest warriors of the Black Templars are inducted into the High Marshal's household, the equivalent of a Codex Chapter's 1st Company. Known as the Sword Brethren, these veterans are heroes that either lead Crusader Squads – so that all might benefit from their example – or form into squads to bolster the forces of a crusade. They fight with a fiery zeal tempered by centuries of experience.

Below is the disposition of the Aurilla Crusade, launched after the passing of the warp storms that enveloped the Caton Sub-sector after the Great Rift opened. One of the first crusades to incorporate Primaris Marines, it is otherwise typical of its type, numbering hundreds of battle-brothers, war machines and support elements prepared to campaign across the system's multiple shrine worlds.

Marshal's Household
Marshal Armond Montfort

The Emperor's Champion	Sword Brethren	Predator Destructors
Chaplains	Terminators	Hunters and Stalkers
Crusade Banner Bearer	Dreadnoughts	Whirlwinds
Household Banner Bearer	Land Raiders	Stormravens
Techmarines	Rhinos	Stormtalons
Servitors	Repulsors	
Apothecaries	Predator Annihilators	

Fighting Company
Brocas
'The Righteous'

Castellan Brocas	Predator
Banner Bearer	Destructors
Techmarines	Repulsors
Apothecaries	Razorbacks
Initiates	Rhinos
Neophytes	Dreadnoughts
Intercessors	
Land Raiders	

Fighting Company
Bardolph
'Bearers of the Sacred Bones'

Castellan Bardolph	Terminators
Banner Bearer (Banner of Sacred Bones)	Land Raiders
Techmarines	Centurions
Apothecaries	Aggressors
Initiates	
Neophytes	

Fighting Company
Stebach
'The Emperor's Justice'

Castellan Stebach	Attack Bikes
Banner Bearer	Land Speeders
Techmarines	Jump Packs
Apothecaries	Reivers
Initiates	
Neophytes	
Bikes	
Scout Bikes	

Fighting Company
Darras
'Bringers of the True Word'

Castellan Darras	Land Raiders
Banner Bearer	Predator
Techmarines	Destructors
Apothecaries	Predator
Initiates	Annihilators
Neophytes	Rhinos
Inceptors	
Vindicators	

THE ETERNAL CRUSADE

Since their creation during the Second Founding, the Black Templars have waged a righteous war against the many enemies of the Imperium, persecuting the witch, the alien and the heretic with a devotional zeal unmatched by the other Chapters.

M31-M33 THE AGE OF REBIRTH

The Great Purging

With the breaking of the Imperial Fists, Sigismund becomes the first High Marshal. He begins the Chapter's first crusade by leading the Black Templars to purge Chaos forces from the Donatello System, in what would be one of the final campaigns of the Scouring. A force of Night Lords who refuse to retreat, in doing so giving their allies time to plunge into the Eye of Terror, are destroyed utterly.

M35-M40 THE AGES OF APOSTASY AND REDEMPTION

Return to Terra

The Black Templars are forced to call a crusade against one of the High Lords of Terra. Joining several other Chapters – including their progenitors, the Imperial Fists – the Black Templars fight their way to Terra and lay siege to Vandire's Ecclesiarchal Palace.

Purity of Cause

Endeavouring to forget the corruption of the previous millennium, the Adeptus Ministorum seek penance by conquering the xenos-filled Benedictine Sub-sector. The Black Templars send their entire Chapter to fight alongside five orders of Sisters of Battle and massed armies of faith. Several Aeldari worlds are captured, and in the ensuing conflicts, two High Marshals are slain in swift succession. The Ecclesiarch himself declares an end to the war, claiming that they had achieved enough in the Emperor's name and recalling his armies. New High Marshal Constantine continues the crusade regardless, and the Black Templars alone successfully cleanse the remaining worlds of xenos.

M41 THE TIME OF ENDING

Third War for Armageddon

The Black Templars join many other Space Marines Chapters and Imperial forces to thwart the largest Ork invasion since the days of the Beast.

The Ghouls Stars Crusade

Following the death of High Marshal Kordhel, Helbrecht rises to lead the Black Templars and, following tradition, immediately declares a new crusade – into the Ghoul Stars to clear them of their mysterious xenos inhabitants.

Last Defence of Cadia

Led by Marshal Amalrich, the Black Templars of the Cruxis Crusade fight upon Cadia with the zeal and fury for which they are rightfully famed. To Amalrich's shame their efforts are not enough to save the world from destruction, yet the heroism and faith of the survivors sets them on a course to aid Archmagos Belisarius Cawl and the Living Saint Celestine on a journey to awaken Roboute Guilliman. Amalrich, elevated to the position of Emperor's Champion, gives his life to see the ensuing Terran Crusade reach completion.

Shrine World Crusades

Following the opening of the Great Rift, the Black Templars – now reinforced with Primaris Space Marines – send forth four crusade fleets, tasking each with the same mission: protect the shrine worlds. So are the Aurilla, Ophelia VII, Dachsus and Orteg III Crusades launched. Confronted with renegades, cultists and Daemons beyond count, the Black Templars prove equal to the task despite great losses.

Thou Shall Not Compromise

The Black Templars set out to put down the cultist army of a planet-wide rebellion on the hive world of Krostein. The renegades' sorcerous leaders escape the initial strikes and hide themselves in the densely populated hive cities, where they summon daemonic allies to start the battles afresh. Battling through the narrow manufactorum streets, the Black Templars find their foes are replaced as quickly as they can be slain. In a true test of their faith and dedication, the Black Templars are forced to completely exterminate the local population in order to overcome the threat.

ABHOR THE WITCH

Aboard the *Eternal Crusader*, the Battle Barge that serves as High Marshal Helbrecht's flagship and mobile fortress monastery of the Chapter, lies the Hall of Records, a vast archive where a legion of scribes and servitors toil to record the history and deeds of the Black Templars' far-flung forces. Such duties of record keeping would normally fall to a Chapter's Librarians, but the Black Templars Chapter boasts not a single psychic Space Marine amongst its ranks.

It is uncertain how, or when, the Black Templars ceased to field Librarians, for with their disappearance, much of the Chapter's history was also lost. Outsiders suggest that as the Chapter came to worship the Emperor as a god, they took his decree at the Edict of Nikaea to disband their Librarius divisions as holy law. Others whisper that the Black Templars' gene-seed has somehow deteriorated, or that their Librarians were slain during a great war in the Chapter's history. Some scholars point to the Black Templars' final battle to end the Catelexis Heresy of M34, and the apocalyptic psychic death-screams that tore through the warp after the slaying of the Cacodominus, as another possible explanation. Whatever the truth, the Black Templars have come to accept the loss of their Librarians as part of the Emperor's divine plan. If the Emperor decides to once again bless the Black Templars with Librarians, they will embrace it, but until that day, they will wage battle without these powerful warriors at their side.

Outsiders mistakenly interpret the lack of Librarians within the ranks of the Black Templars Chapter, and the fury with which its battle-brothers slay Chaos Sorcerers, as an intolerance of all psykers. This is not the case; though the Black Templars do not traditionally number psykers amongst their ranks, they hold special reverence for Astropaths, seeing them as holy disciples who have actually communed with the Emperor. Navigators are similarly honoured, for their psychic blessing allows them to see the divine light of the Astronomican and guide the Black Templars through the warp to deliver righteous retribution against the Emperor's enemies.

SALAMANDERS

Born of fire and forged in battle, the Salamanders are among 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, a crucible within which they are tempered into even mightier warriors. The fact that the Salamanders have stood for ten thousand years as paragons of strength, honour and resolution is the true legacy of their Primarch, and one that endures into the dark years of the late 41st Millennium.

VULKAN

The Primarch Vulkan was raised by a blacksmith, who taught him the values of patience and craftsmanship on the volcanic world 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 world into a hardy race, strong of constitution and single-minded of purpose; ideal recruits for the Adeptus Astartes. When the Emperor was reunited with Vulkan, he agreed to Nocturne being the home world of the Salamanders.

Vulkan reorganised the Salamanders Legion into seven warrior-houses. Each recruited predominantly 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. The Salamanders are not boastful of their deeds in the Heresy, recovering as they were from a trap they should have foreseen.

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 and the fact remains that the Salamanders were the only Legion exempt from being divided into several Chapters. It is a matter of debate whether any successor Chapters during subsequent foundings were created using the Salamanders' gene-seed, although similarities in the physique, markings and tactical dogma of several other Chapters, such as the Black Dragons and Storm Giants, make it seem likely.

With the Salamanders exempt from dividing their numbers, Vulkan's initial misgivings about the Codex Astartes were quashed, and to this day the Salamanders are largely compliant with its dictates. However, they continue the tradition of maintaining the seven warrior-houses of the original Legion, with each of the great settlements of Nocturne forming the basis of one of the seven main companies. In addition to these, the Salamanders maintain a Scout Company, which has no permanent settlement, residing instead in the harsh mountain ranges of Nocturne until such time as they complete their training and rejoin the warrior-house of their birth as full battle-brothers. Each of the Salamanders line companies is slightly larger than a standard Codex company, but the Scout Company is barely half the size of most other Chapters', due to the sparse population of Nocturne and the Salamanders' meticulous selection process. This method has its limitations, but still provides a slow but steady turnaround of new recruits.

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.

THE PROMETHEAN OPUS

The Opus recounts the legend of how Vulkan was reunited with the Emperor. It is written that when the Emperor came to Nocturne, he did so in the guise of a stranger during a great festival. By tradition, such celebrations included numerous trials of strength. Knowing that Vulkan's pride would prevent him from serving another, the Emperor challenged Vulkan, declaring that the loser must declare his eternal fealty to the winner. The resulting challenges saw stranger and Primarch perform deeds that no mortal could replicate, forging weapons in rivers of fireblood, carrying anvils

Battle-brother Tal'sar, 2nd Company, 2nd Squad (battleline)

COMPANY DESIGNATION

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. The Chapter does not use squad designations.

1st and 2nd Companies

3rd Company

4th Company

5th Company

6th Company

7th Company

across lava deltas and more. The competition culminated in a contest to see who could hunt and kill the largest of all salamanders – giant fire-breathing lizards that roam Nocturne's mountains – and return with its body. Vulkan slew a gargantuan beast, but as he returned, ill-fate beset him as Mount Deathfire erupted. He was flung from the edge of a precipice, where he clung by one hand above a lava flow, the other hand grimly holding onto his prize. Only by abandoning the carcass could Vulkan save himself, yet he refused to do so, even as his strength ebbed. And then the stranger appeared, dragging behind him a salamander even larger than Vulkan's. Seeing the Primarch's plight, the stranger cast his own prize into the lava to form a bridge before lifting Vulkan up and saving him. Upon returning to the settlement, Vulkan was declared the winner, for the stranger had returned empty-handed, but it was the Primarch who knelt before the stranger, saying that any man who valued life over pride was worthy of his service. In honour of that day, the Chapter's Scouts endure trials that echo those of Vulkan and the Emperor, and are only inducted into the ranks as battle-brothers after they hunt and slay a salamander.

Salamanders Chapter banner

SALAMANDER BOLTERS

The Salamanders speak of themselves as fire-born, referring to their volcanic home world and also to their skill with the crafts of forge and furnace. Every battle-brother is trained in the skills of the smith. Many Salamanders Space Marines carry boltguns and other wargear that have been crafted by their own hands, or at least embellished over the long decades of the battle-brother's service. Symbols of the Promethean Cult – the hammer and anvil, the flame, the scales and visages of the powerful lizards who stalk Nocturne – are recurring features on the Chapter's wargear.

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 much as three millennia before finally disappearing on an undocumented mission. Though he has 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 recovered. 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.

SALAMANDERS CHAPTER ORGANISATION

The Salamanders Chapter complies with much of the Codex Astartes but maintains the seven warrior houses of the original Legion (XVIII), with each of the great settlements of Nocturne forming the basis of one of the companies. Their fighting style favours stalwart toughness and strength over speed and manoeuvrability.

'THE WARRIOR SONS OF NOCTURNE APPEAR AS FEARSOME DEVILS TO MOST. YET THEIR VALOUR, THEIR STRENGTH, AND THEIR SKILL AT ARMS SPEAK LOUDER THAN ANY DISPARAGING VOICE. THEY CRAFT WAR LIKE NO OTHERS, FORGING VICTORY WITH BURNING CONVICTION TEMPERED BY HONOUR AND PATIENCE. THEY ARE RIGHTEOUS FIRE MADE FLESH, AND THEIR FLAMES WILL NEVER DIE.'

- Vulkan, The Nature of War

Armoury
Masters of the Forge

Techmarines
Servitors
Battle Tanks
Land Raiders
Gunships
Thunderfire Cannons

1st Company
The Firedrakes

GREAT HOUSE
Chapter Master (Regent of Prometheus)

Forgefather

Chaplain
Apothecary
Veterans
Dreadnoughts
Repulsors
Land Raiders

Librarius

Chief Librarian

Epistolaries
Codiciers
Lexicaniums
Acolytum
Land Raiders

2nd Company
Defenders of Nocturne

GREAT HOUSE
Captain (Master of the Watch)
Lieutenants
Chaplain
Apothecary
Battleline squads
Close support squads
Fire support squads
Dreadnoughts
Rhinos
Bikes
Repulsors
Land Speeders

3rd Company
The Pyroclasts

GREAT HOUSE
Captain (Master of the Arsenal)
Lieutenants
Chaplain
Apothecary
Battleline squads
Close support squads
Fire support squads
Dreadnoughts
Rhinos
Bikes
Repulsors
Land Speeders

4th Company
The Branded

GREAT HOUSE
Captain (Master of the Fleet)
Lieutenants
Chaplain
Apothecary
Battleline squads
Close support squads
Fire support squads
Dreadnoughts
Rhinos
Repulsors
Bikes
Land Speeders

5th Company
The Drake Hunters

GREAT HOUSE
Captain (Master of the Rites)
Lieutenants
Chaplain
Apothecary
Battleline squads
Fire support squads
Dreadnoughts
Rhinos
Repulsors

6th Company
The Flamehammers

GREAT HOUSE
Captain (Master of Relics)
Lieutenants
Chaplain
Apothecary
Battleline squads
Fire support squads
Dreadnoughts
Rhinos
Repulsors

7th Company
Sons of Nocturne

GREAT HOUSE
Captain (Master of Recruits)
Lieutenants
Scout Squads
Bikes
Land Speeder Storms

LEGENDS OF NOCTURNE

Ardent defenders of Humanity since their inception, the Salamanders have achieved incredible things over the long and brutal millennia. Amongst the many rites new initiates must undergo is to learn by rote these mythic tales of their forebears, the majority of such accounts revolving around the Salamanders' legendary perseverance against impossible odds.

M30-31 DAWN OF THE IMPERIUM

The First Meeting

When the Primarch Vulkan first meets the XVIII Legion, he does so in their hour of need. The Adeptus Astartes of the XVIII are making a last stand against a horde of Orks – buying time for civilians to flee to safety, even at the cost of their own lives – when Vulkan arrives with reinforcements and drives into the attacking greenskins, a hammer to his Legion's anvil. In the victorious aftermath, amidst burning mounds of Ork corpses, the Legion at last meet their Primarch. Even as they kneel as one, Vulkan bids them rise. Saying that all his sons are his equals, it is the Primarch who kneels, in honour of the lives his Legion had saved.

The Drop Site Massacre

When Horus' betrayal comes to light, the Salamanders and six other full Legions are ordered to attack the Warmaster directly on the planet of Isstvan V. With four of those Legions having secretly turned traitor and joined Horus' nascent rebellion, the Salamanders – along with their fellow loyalists, the Raven Guard and the Iron Hands – are ambushed by their supposed allies, and the greater portion of their forces are annihilated in a bitter, tragic conflict that is later termed the Drop Site Massacre. The Salamanders spend the remainder of the Horus Heresy rebuilding their shattered Legion.

M35-M40 THE AGES OF APOSTASY AND REDEMPTION

The Ire of the Imperial Cult

More concerned with the safety of civilians than with following the dictates of the Imperial Cult, the Salamanders draw the ire of tyrant Goge Vandire's right-hand man, the Arch-Cardinal Perigno. It is he that declares the Promethean Cult as heretical. In the ensuing War of Flames, five companies of the Salamanders are tracked down and attacked on the world of New Folly by three orders of Sisters of Battle alongside a massive army of faith. At first fighting only to defend themselves, the Salamanders are at last drawn fully to battle when the armies of faith strike New Folly's hives. Thankfully, news of Perigno's death at the hands of the Inquisition arrives and the Ecclesiarchal forces dissipate.

The Fires of Phaistos

All seven of the Salamanders' companies muster to defend the cardinal world of Phaistos and the imperilled Osiris Sector. Ork waves break against the well-prepared defences, while in orbit the Salamanders' fleet engages the greenskins' space hulk flotilla with raw firepower and Terminator boarding actions. A final trap on Phaistos floods promethium into the course of the main Ork assault, and it is set alight while the Salamanders launch their counter-attack. The flames can be seen from space – a testament to a great triumph.

M41 THE TIME OF ENDING

The Badab War

The Salamanders join several other Chapters to halt the depredations of the renegade Astral Claws. Although few in number, their contributions are vast.

Second War for Armageddon

The Salamanders fight with distinction upon Armageddon, where Chapter Master Tu'shan and his Firedrakes heroically stand against overwhelming odds for many days and nights to hold back the Ork onslaught. At the end of the campaign, Commander Dante of the Blood Angels praises Tu'shan in front of all the assembled Imperial forces – a supreme gesture, for the Salamanders hold no honour in greater esteem than the respect of one's brothers in arms.

A Light in the Darkness

The warp storms that emanate from the Great Rift darken the whole Largos System, and in the ensuing maelstrom, the Bloodthirster Khaz'khul and his Rage Legion materialise to slaughter and enslave the worlds' dense populations. It is the Salamanders, in Chapter strength, that arrive to halt their abattoir rituals. Smashing through the walls of the blood-factories are waves of Repulsor tanks followed by massed Aggressor Squads who wash all with purifying fire. The Salamanders work their way hive by hive, planet by planet, freeing those who can be liberated and avenging those who cannot.

THE PROMETHEAN CULT

The body of wisdom by which the Salamanders live is known as the Promethean Cult. The crucible of the Salamanders' idiosyncratic beliefs and traditions, it is heavily influenced by their Primarch and Nocturne, their home planet. Great emphasis is placed on self-reliance, loyalty and sacrifice. The Salamanders' Chaplains teach that no objective worth obtaining is easily taken. Hardship and adversity are seen as inevitable ingredients in a warrior's life. They are a price worth paying if the body and the soul are to be properly tempered, just as a sword or hammer is tempered in fire.

Once every fifteen Terran years (one Nocturne year), the planet and its over-sized moon, Prometheus, approach so close that Nocturne is almost torn to pieces. This is the Time of Trial. Those that survive must endure – a lesson repeated often in the Salamanders' rites. Patience and relentless determination are highly valued mental characteristics whilst hastiness and impetuosity are deeply frowned-upon traits. The Salamanders hold in high esteem many of the human values that other Space Marines have come to forget, perhaps because they themselves maintain close ties to Humanity even after their transformation into superhuman Space Marines. Unlike most other Chapters, who choose to remain aloof and dwell within their fortress monasteries when not in battle, the vast majority of Salamanders battle-brothers live amongst the people of their home world. They are the settlements' respected leaders, a source of pride, inspiration and guidance for the populace. When the Salamanders are called to war, the Space Marines leave their communities and gather at their fortress monastery, based not on Nocturne itself, but upon its giant unpopulated moon, Prometheus, before embarking on the Chapter's warships.

RAVEN GUARD

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, waiting for the perfect moment to deliver the killing blow before melting back into the gloom once more.

THE DELIVERER

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 slave-labour camp on a moon whose production capacity rivalled that of a small forge world. Here, the slaves 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.

Corax'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 the Emperor's side. Under Corax's direction, assassination, infiltration, sabotage and stealth became the watchwords of the Raven Guard, 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, but the Raven Guard fell prey to a fiendish trap and were massacred. 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 Raven Guard were reduced to a tiny fraction of their original numbers. That fateful battle would continue to have catastrophic repercussions for the Raven Guard for millennia to come.

Though the shadows are their allies, when the Raven Guard strike they do so with sudden and overwhelming ferocity. The alien, the mutant and the heretic all fall to their flashing talons, before the Raven Guard vanish once more into the night.

THE CURSE OF THE RAVEN

Corax and the other Raven Guard survivors that 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 accelerating gene-seed replication that had previously been known only to the Emperor, Corax sought to restore the Raven Guard. But 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, although it cost him dearly, the process allowed the Raven Guard to swiftly replenish its ranks and rejoin the fight against Horus' forces.

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, however, for Corax disappeared, consumed by the tragic deeds he had committed to save his Legion. 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, perhaps a side effect of accelerated gene-harvesting

Battle-brother Kyphon, 2nd Company, 3rd Squad (battleline)

The Raven Guard Chapter icon is displayed on the left shoulder guard, while the right shoulder guard displays company colours. Squad number is borne upon the left knee guard.

Battleline

Close support

Fire support

Veteran

Raven Guard Chapter banner

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 only 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, and their rate of recruitment has since been reduced. The scarcity of viable gene-seed has led the Raven Guard to be even more scrupulous in the selection, testing and training of their new recruits than other Chapters. Recruits spend far longer in the 10th Company before elevation to the rank of full battle-brother than those of many other Chapters, and the Raven Guard rarely go to battle without several squads of Scouts in support.

THE WAR OF SHADOWS

Despite their inability to quickly replace battle losses, the Raven Guard have refused to lessen the pace of their assaults upon the enemies of the Imperium. Particularly gruelling campaigns sometimes result in the Chapter operating at perilously under-strength levels for extended periods of time. If heavy assault and sacrifice is needed, the Raven Guard do not hold back, attacking with the full arsenal and might that the Adeptus Astartes can bring to bear. However, for the Raven Guard, tactical prowess and personal initiative is seen as more important than raw force. If there is the possibility of using a swift dagger to the heart instead of engaging in a drawn-out fight, the Raven Guard are the ones to find it.

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, as they rely more heavily on their Scout Company than other Space Marine Chapters do. They also make greater use of rapid-reaction forces, particularly Assault Squads and Land Speeders, to strike wherever the enemy is weakest. For much the same reason, the Raven Guard maintains many gunships and Drop Pods, whilst their focus on stealth operations limits the use of large numbers of heavily armoured vehicles in all but the most conventional missions the Chapter undertakes.

LEGACY OF SHADOW

Dawn assaults, lightning raids and ambushes that leave powerful war machines reduced to slag – these are ways of the Raven Guard, who are gone as quickly as they appear. Their exploits are often covert, though some have become legendary over time.

The Heraclad Massacre

The Dark Eldar of the Kabal of the Black Blade fall upon the city of Heraclad, expecting to reap a bloody bounty. Instead, they find the city evacuated and the Raven Guard 1st and 6th Companies lying in ambush. By dawn, the Kabal is destroyed.

The Battle for Targus VIII

Shadow Captain Kayvaan Shrike and the 3rd Company are cut off behind enemy lines when their transport is destroyed. Undeterred, they fight a guerrilla campaign that cripples the Orks, ending the war decades earlier than predicted.

The Liberation of Quintus

Shrike redeploys to the planet Quintus to counter Alpha Legion invaders. The Raven Guard reluctantly join forces with Kor'sarro Khan's White Scars and, despite the Chapters' mutual mistrust, the cunning of the Raven Guard and the ferocity of the White Scars prove a fearsome combination.

The Shadowblade War

Following a fruitless search-and-destroy mission against Raven Guard forces, Dark Apostle Erelek's Word Bearers return to resupply at the Fortress of Damnation only to find it in the hands of Raven Guard Scouts. Faced with the bastion's firepower, the Word Bearers attempt to withdraw, but their escape route is cut off when Stormravens descend to surround them. Caught in the open, the traitors are cut apart in a merciless crossfire.

The Lonal Ambush

Hive Fleet Leviathan invades Lonal to face stiff resistance from the Dark Hunters. Unbeknownst to their brother Chapter, the Raven Guard also deploy, using the Dark Hunters as bait in an elaborate trap that slays a dozen Hive Tyrants.

Duelling Ambushes

In a prolonged campaign against the forces of the T'au, the Chapter Master of the Raven Guard, Corvin Severax – and many of the 3rd Company – are killed by the famed tactician Commander Shadowsun. Seeking to secure the gene-seed of the fallen and to take vengeance, Shadow Captain Shrike leads a successful sortie against the xenos. He is subsequently named by the Shadow Captains as the new Chapter Master of the Raven Guard.

The Reclamation of Safiniyus

When Safiniyus – a mining world rich in promethium – falls into the hands of renegades and Night Lords, it is unknown whether the traitor force will exploit the resources or merely deny them to the Imperium by setting the world alight. Before the foe can act, however, the Raven Guard are upon them. In Chapter strength the sons of Corax strike. Reiver Squads deploy via grav-chutes to seize power plants while Inceptor Squads secure rig-spires, duelling enemy assault troops atop the miles-high platforms above the promethium seas. Chapter Master Shrike leads so many Thunderhawk drop assaults that it appears to foes that he is in many places simultaneously. In shock at the suddenness of the attacks, the Night Lords flee, leaving their renegade and cultist allies to be hunted down and slain. Within weeks the planet becomes the first of many worlds across Segmentum Tempestus to be so liberated by the stealthiest of Space Marine Chapters.

RAVEN GUARD THUNDERHAWK GUNSHIP

***Shadowhawk* is the most ancient and revered Thunderhawk Gunship in the Raven Guard's Armoury, its ceramite hull bearing honour badges and battle scars that can be read like a history of the Chapter itself. Few vessels have borne the Sons of Corax to more victories, nor on as many worlds, as *Shadowhawk*.**

SUCCESSOR CHAPTERS

Over the millennia, the Adeptus Terra has seen fit 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 by with new infusions of gene-stock by Archmagos Cawl, there was precious little material from Corax to work with. Of all the Chapters that can still bear the founding processes, the Raven Guard have the least raw stock to draw upon, and so it is even more vital that its Apothecaries and those of its successor Chapters collect the gene-seed of every fallen warrior.

REVILERS

Battle-brother Lorenso, Revilers 3rd Company, 3rd Squad (battleline)

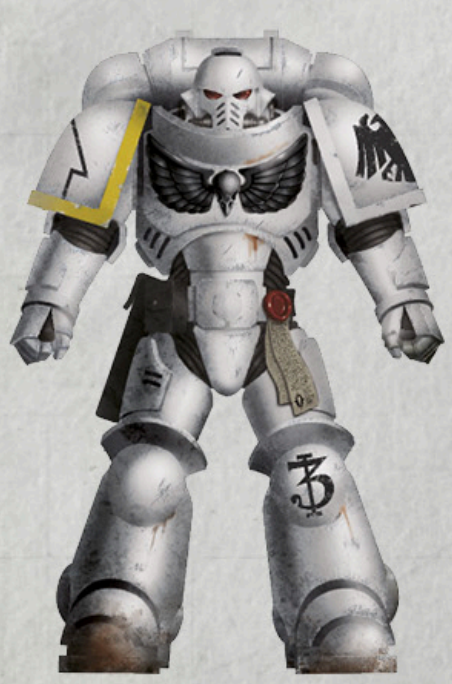
One of the Raven Guard's few Second Founding successors, the ranks of the Revilers were drawn heavily from the veterans of the original Legion, those few survivors of the Isstvan V disaster. The Chapter's warriors have proven worthy inheritors of Corax's legacy, possessing exceptional skills in stealth 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

Battle-brother Usher, 3rd Company, 6th Squad (battleline)

A mysterious chapter, little is known about the Knights of the Raven. When they fight alongside other Imperial forces they communicate only when necessary, and use their own cryptic battle tongue amongst themselves. The fortress monastery of the Knights of the Raven 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 newly founded 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 a method of reconnecting with the hundreds of thousands of worlds cut off in the galactic north.

BLACK GUARD

Battle-brother Durnok, Black Guard 4th Company, 2nd Squad (battleline)

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 which the Black Guard understand, and they are known to leave vast cratered ruins in the wake of their many victories.

IRON HANDS

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 to crush rebellion and invasion across the known galaxy, and by their strength and uncompromising determination has the Imperium endured.

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. The ultimate honour for an Iron Hands Space Marine is to become mind-fused with the body of a Dreadnought, to leave behind their mortal bodies and wage war for all eternity as a living machine. The Iron Hands' detached ruthlessness and detestation of weakness is inherited from the beliefs of 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

When news of Horus' treachery reached Ferrus, his anger was so blinding that it eclipsed 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. Ferrus led the attack alongside the Salamanders and Raven Guard Legions, but in an unforeseen betrayal, they were caught in a merciless ambush. Whilst his allies fought a desperate withdrawal, Ferrus instead pushed the attack. Consumed with rage, he would not listen to reason when his brother Primarchs pleaded with him to desist. Onwards Ferrus 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, at the hands of a Primarch he had once called brother, Ferrus Manus was slain.

The Iron Hands refused to accept their Primarch's death, choosing instead to believe that he had escaped Isstvan V and would one day return. Such delusional solace did little to aid them in the wake of the massacre, however, and with their Primarch 'lost' and the Legion crippled, they returned to Medusa full of bitterness. None were immune to their ire, not aliens, not traitors, and on a few occasions, not even their allies. The Iron Hands harboured a special resentment for the Salamanders and Raven Guard, believing that had they followed Ferrus instead of retreating, the traitors would have been defeated. The Iron Hands also developed a self-loathing, blaming both their own veterans and even their Primarch for the Isstvan defeat. They saw that Ferrus' disastrous tactical decisions in the battle had been based on emotion instead of logic. The Iron Hands set about purging those weaknesses from themselves, smothering their anger with cold reason and accelerating the process of augmenting their flesh with cybernetics.

Both squad designation and clan iconography are painted in white, with squad designation shown on the greave.

Battle-brother Darrus, 7th Company, 2nd Squad (battleline)

Iron Hands Chapter symbol

Fire support

Close support

Veteran

Command

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

THE IRON COUNCIL

The organisational structure of the Iron Hands also changed upon the return to Medusa. Without Ferrus Manus, it was decided that no single warrior should ever permanently lead the Iron Hands. Instead, the Captains and the most revered warriors of the Legion formed the Iron Council. Those who sat on the council became known as the Iron Fathers, and that body has guided the Iron Hands ever since. When the fires of the Horus Heresy had ebbed and Roboute Guilliman revealed his great work, the Codex Astartes, the Iron Council saw that adopting its wisdom was the only logical course. Whilst some fought against the breaking of the Legions, the Iron Hands refused to show weakness, and despite their reduced numbers, still managed to found two successor Chapters. In the centuries following the Second Founding, the Iron Hands cut a deadly swathe through any and all who opposed them, methodically destroying enemy 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 Adeptus Mechanicus, a relationship viewed unfavourably by other Chapters. The Iron Hands have ever sent greater numbers of battle-brothers to Mars, where they are schooled in the mysteries of the Machine Cult to a far superior degree than Techmarines of other Chapters. Upon their return to Medusa, the Iron Hands treat their Techmarines with a respect that borders on the spiritual. As the centuries have passed, a great many Techmarines have been inducted into the ranks of the Iron Fathers, and they wield great influence on both the Council and the battlefield.

Iron Hands Chapter banner

'With steel we are stronger, but without a soul we are nothing.'
- Iron Father Kardan Stronos

MEDUSA

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 and above. The people of Medusa are in constant battle with both the deadly elements and each other for access to the planet's limited resources. At no point have the Iron Hands sought to end the conflicts between the clans of their home world, as 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 exclusively 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 instead of numerical designations, for the world, the people, and the Chapter are inseparable. They are all harsh survivors from a harsh world.

WARS OF IRON

When the Iron Hands go to battle they do so without emotion, but with a profusion of war machines and tanks. They fight logically, systematically battering the foe in an unrelenting fashion. Amidst the growing darkness of the 41st Millennium, the clans of Medusa show no sign of flagging in their efficiency and uncompromising methods.

The Damocles Crusade

The Iron Hands commit several clan companies to the Damocles Gulf Crusade. Judging the other Space Marine Chapters present to be too weak, Iron Captain Rumann assumes command. Under his ruthlessly efficient leadership, the T'au are swiftly overwhelmed.

An Alliance Reforged

The forge world of Estaban III is invaded by the myriad forces of Chaos. The Iron Hands respond and stand beside the war-engines of Legio Tempestor in the forge world's defence.

The Reign of Stronos

In the face of Waaagh! Grimfist, the Iron Council reappoint Iron Father Kardan Stronos to lead the Chapter in war for the three-hundredth consecutive year, marking him the longest-serving leader of the Iron Hands since Ferrus Manus. Under Kardan Stronos' command, Waaagh! Grimfist is brutally annihilated.

An Honour Refused

The Iron Hands are one of nine Space Marine Chapters that liberate the Kelldar System from the clutches of Waaagh! Gorzod. After their crushing victory, a celebratory feast is held by the Governor of Kelldar Prime to honour the Adeptus Astartes. All of the Chapters attend the feast except the Iron Hands, who publicly refuse to sit at the same table as warriors from the Raven Guard.

The Purging of Contqual

The High Governor of Contqual succumbs to the false promises of the Dark God Slaanesh and within a month, the entire sub-sector writhes with the corrupting essence of Chaos.

The task of cleansing Contqual falls to the Iron Hands, who begin a systematic assault of the sub-sector's dozen planets the instant their Battle Barges enter range. Chaos Cultists are slain in their thousands, the Iron Hands marching through all resistance seemingly unmoved by their own injuries and casualties.

The fiercest fighting occurs on the hive world of Shardenus, when hordes of Daemons rip through into the mortal realm to attack the Space Marines. Though the Iron Hands sustain severe casualties, they refuse to yield, meeting each fresh assault with redoubled determination and controlled bursts of bolter fire. In a desperate final battle, Chaplain Garrum vanquishes a Greater Daemon of Slaanesh in personal combat, despite the loss of his own arm. Garrum's heroics buy enough time for the warp rift to be closed by the Chapter's Librarians.

With the Daemons banished, the Iron Hands show no mercy for those who would let such corruption overtake their world. In a year of bloodshed, entire populations are declared traitors and executed, slaughtered while their pleas for mercy go unheard.

The War of Vengeance

In the wake of the Saint Cyllia Massacres, the Iron Hands commit several hundred battle tanks to the destruction of the renegade Adamant Fury Titan Legio. Their Land Raiders prove vital during the Battle of Planus Steppes, protecting the flanks of the Cadian 423rd Armoured Regiment and accounting for no less than four renegade Titans.

The Crusade of Steel

Kardan Stronos leads the full might of the Iron Hands and Brazen Claws Chapters against the Necron dynasty of the Crimson King. Stronos refuses to fall back in the face of a massive counter-attack. Alongside Clan Garrsak, Stronos somehow fights his way through the unflinching xenos ranks to strike the Crimson King a mortal blow. With this act the Iron Hands shatter the dynasty's command structure beyond repair.

Exterminatus Missions

Along with Space Marines of the Death Strike, the Flame Falcons and the Genesis Chapter, the Iron Hands perform a series of destructive missions on those worlds in the Ulik Sector not yet consumed by Hive Fleet Leviathan, in order to prevent the Tyranid Hive Mind from gaining momentum and further fuelling itself on precious bio-resources.

A Logical Choice

Returning from his gruelling wars against the T'au Farsight Enclaves on Fall'yth, Kardan Stronos yields command of the Chapter to the Iron Council and is immediately reappointed to face the threat of Hive Fleet Leviathan, despite the objections of several veteran Iron Fathers.

Defence of Medusa

As the Thirteenth Black Crusade threatens Cadia, Medusa too falls under heavy attack. The Iron Hands fight perhaps the largest armour battle seen in the galaxy since the Battle of Tallarn during the Horus Heresy. Inner fortitude and the extreme firepower of their mobile fortresses ensure the Iron Hands emerge battered yet victorious. The last of the attackers abandon their war machines and flee into the raging warp storms released by the Great Rift.

Scorched Earth Crusade

The warp storms that roiled out of the Great Rift finally depart the Scyllian System, leaving behind corruption untold. With the recent reinforcements of Primaris Space Marines, the Iron Hands launch a full-scale attack to cleanse the system's heavily populated worlds. Behind solid wedges of Repulsor tanks, the Iron Hands advance systematically, leaving only ruin behind them.

To Besiege the Darkness

Seeing the Chaos powers heavily fortify the previously barren world of Umbrus, the Iron Hands suspect that it guards a hidden passage through the Cicatrix Maledictum, the Great Rift that separates Medusa and the galactic north from the holy light of the Astronomican. In rotating shifts, the clans bring their armoured might to bear, besieging the fortresses that guard an unusual gateway built into the mountainsides. With no defence able to withstand the pressures exerted by the relentless Iron Hands for long, the heretics' fortifications fall and their lines break. The renegades escape through the mysterious gateway, and as the Iron Hands move to pursue, explosive charges left behind destroy the portal's mechanisms.

The Stygius Crusade

The Iron Hands' clans join a vast Imperial force in the Stygius Crusade, winning back much territory with their initial strikes but eventually retreating as the darkness grows thicker around them.

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 Iron Hands has ensured they experience more investigations by the Inquisition than they do new founding opportunities. The Inquisition has yet to act upon any of their numerous probes, perhaps swayed by the obvious effectiveness with which the Chapter prosecute their wars against the enemies of the Imperium.

BRAZEN CLAWS

Brother Thoslos, 2nd Company, 2nd Squad (battleline). The colour of the winged skull denotes company.

Unyielding and remorseless, the Brazen Claws are noted for their stoicism in the face of adversity and their grim determination to succeed. Since their creation during the Second Founding, they have amassed a long string of glories and triumphs. Their home world was destroyed long ago by a tide of Daemons. Since that day, these scions of Ferrus Manus s have embarked upon a vengeful crusade around, and even within, the Eye of Terror.

IRON LORDS

Brother Dox, 2nd Company, 1st Squad (battleline). Veterans are marked by a white helmet stripe.

The Iron Lords are a Chapter known for their exceptionally 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 the Tyranids of Hive Fleet Kraken. Knowing the consequences of this would be dire for the Imperium, the Iron Lords have suffered greatly in upholding their oath.

SONS OF MEDUSA

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

The Sons of Medusa are a Chapter with a reputation for ruthless efficiency in the merciless persecution of their foes. 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.

RED TALONS

Brother Aeros Mor, 4th Company, 3rd Squad (battleline)

The Red Talons are a Second Founding Chapter, created from the splitting of the X Legion. 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.

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 the histories of their creation have survived the passing of thousands of 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

Mentors use the winged skull upon their chest armour to mark company.

The Mentors Chapter have no official progenitor, but their insular nature and preference for launching precision strikes supports widely held beliefs amongst the Administratum that they are a Raven Guard successor. 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 in Imperial records.

BLACK DRAGONS

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

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

FIRE LORDS

The Fire Lords do not bear any company markings.

The Fire Lords take to the battlefield bearing 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 flame-craft 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 progenitors are 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 right knee guard of the Blood Ravens indicates company.

The Blood Ravens are from an unknown founding with an unknown gene-sire. They are now a fleet-based Chapter following 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.

DEATH SPECTRES

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

Stationed beyond the bounds of the Imperium, the Death Spectres keep constant vigil, their thankless duty 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.

A LEGACY REFORGED

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 of their forebears. On one occasion, two Chapters were founded with 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.

THE SANCTUM IMPERIALIS

To the north of the main Imperial Palace rests a great temple, the Sanctum Imperialis. This vast edifice is built atop a mighty crag of basalt that juts above all the surrounding clutter of shrines, chapels and other more mundane buildings that comprise this section of the palace grounds. Around the temple's perimeter, at regular intervals, are set twenty huge stone plinths, upon nine of which stand improbably gargantuan statues of the Primarchs who remained loyal to the Emperor during the Horus Heresy. These great monuments are known as the Titanoliths. The remaining plinths are empty, shorn of any decoration – a stark reminder of the schism that threatened to undo the Imperium in ages past. Within the vaulted halls of the great temple hang the banners of all the Space Marine Chapters that have been destroyed in the service of the Emperor in the ten thousand years that have followed. The wailing laments of the Sanctum's keepers and innumerable supplicants reverberate through the cavernous, incense-clouded spaces of its interior.

For Ultramar, the hour of reckoning is at hand. Foul monarchs descend on tattered wings at the vanguard of their daemonic hosts, their cries of entropy and doom. Against them stand the sons of Guilliman, clean of limb, sound of mind and sharp of blade. They shall have no pity in their hearts. No deed is too bloody, no act too extreme. This is a war for Humanity itself.

COMMANDERS

THE IRON HALO

An iron halo is awarded for exceptional duty, and those who bear one are held in honour.

A Space Marine Commander is a determined leader whose rank speaks of a past littered with beaten enemies. It is not enough for a Commander to simply be a skilled fighter; he must also have a superhuman 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 divine how victory can be assured.

CHAPTER MASTERS

A Chapter Master commands the might of an entire Space Marine Chapter. He can unleash the fury of one thousand of Humanity's most awesome and terrifying warriors with a single word. This most valiant of heroes is steeped in his Chapter's lore and traditions; he is the living embodiment of his Primarch's legacy.

A Chapter Master has the authority to act as he wishes and is answerable only to others of his rank. In addition to the Space Marines under their command, most Chapter Masters also hold dominion over star-spanning fleets, Navigators, Astropaths and Planetary Defence Forces. Indeed, most rule worlds, if not entire systems, in the Emperor's name.

CAPTAINS

Each company in a Space Marine Chapter falls under the command of a Captain. It is said that each Space Marine is worth at least ten other soldiers. Under the command 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 honorific titles associated with a particular responsibility or company. Some, such as Master of the Watch and Master of the Recruits, are common titles 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.

LIEUTENANTS

Implemented in the Codex by Roboute Guilliman upon his return, Lieutenants act as the right hands of their Captains by providing flexibility and helping to direct their battle-brothers in engagements. Space Marine Battle Companies are frequently divided into two Battle Demi-companies in order to spread their forces across multiple combat zones. In most Chapters, command of each Demi-company falls to a Lieutenant, who leads his brothers unflinchingly into battle. Some Space Marine Chapters assign additional roles for 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.

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 Chapter's 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 and book keeping, 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 with the unearthly powers of the warp.

CHAPLAINS

Chaplains are the spiritual leaders of their Space Marine Chapter. 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 Space Marine Chapter as its roll of honour or its skill at arms.

Chaplains are daunting figures even for other Space Marines 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 brother Space Marines against heresy and false pride, instilling the wisdom of both Primarch and Emperor in those who are their most trusted servants.

Every company in a Space Marine Chapter has its own Chaplain. He acts as a leader in both devotions and combat and is second only to the company 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 heroes who long ago passed beyond mortal service. However, the Chaplains teach that the presence of a formal chapel is not necessary for a Space Marine; 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 Space Marine 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, it has failed to sway the Space Marine cults, which remain as stubbornly independent 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. Through example and devotion, the Chaplain exhorts his fellow battle-brothers to the pinnacle of their dedication.

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.

APOTHECARIES

Amongst the most honoured Space Marines of a Chapter are its Apothecaries. Indeed, the future of every Chapter rests upon the shoulders of these few individuals. Whereas Chaplains are charged with maintaining spiritual health of the Space Marines in a Chapter, 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 fire-fight. It is the Apothecary's duty to stabilise the worst of wounds, patching up a warrior's seemingly mortal injuries so that he may return to battle within moments. This is done on the battlefield with a narthecium – a device that can dispense medical aid and perform complex surgery – cauterising, stitching, removing shrapnel, and more.

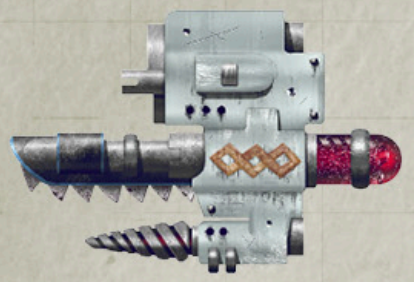
Not all injured Space Marines can be saved, however. Even when a wound is beyond healing, the Apothecary's duties are not done. He can calm the dying and speed them on their way by granting them the Emperor's mercy – a swift shot from an absolvor bolt pistol that ends their suffering. The Apothecaries' most important role concerns not the living, however, but the dead. Using the reductor within his narthecium, an Apothecary can remove the progenoid organs from a dead Space Marine. From the gene-seed held within these precious organs, 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 healing or extracting, 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.

It is standard for each company in a Chapter 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 that implant gene-seed into neophytes, ensuring the Chapter has a new influx of recruits to match the rate of those lost in constant battle.

NARTHECIUM

The main tool of the Apothecary, the narthecium is capable of drilling through power armour, applying salve compounds and transfusions, suturing torn organs and more.



CHAPTER COMMAND

Every member of an Honour Guard is a living exemplar of the ideals for which the Emperor and the Primarchs intended the Space Marines to be forever known. Those of their number who have the privilege of holding aloft their Chapter's banner are known as Chapter Ancients, while the most accomplished fighters of their number bear the title of Chapter Champion.

HONOUR GUARD

For a Space Marine to have become one of the Chapter's Honour Guard is to have fulfilled many centuries of exceptionally courageous service. The Honour Guard are amongst their Chapter's most taciturn and spiritually solemn individuals in repose, but also among the most ferocious and unyielding of its warriors in battle.

Having performed deeds that lesser men could only dream of, each member of a Chapter's Honour Guard has received the very highest honours and accolades that his brother Space Marines can bestow. Perhaps more impressive though are the deeds of a few specific Honour Guards, such as those listed in the Record of Heroes within the Ultramarines' fortress monastery on Macragge, who have won more victories in their service than a whole company of other Space Marines – names which are held in reverence by all the sons of Guilliman.

Most Space Marine Chapters have only a handful of Honour Guard, enough to form a distinct and capable fighting unit, but no more. A few Chapters can muster as many as two-dozen Honour Guard, but it is a rare and terrible day when they all fight as one. So steeped in the trade of battle and blood are the members of the Honour Guard that their accumulated insights and understanding of warfare commonly outstrips even the experience of the Chapter's Captains. They rarely give unsolicited advice, for to do so is to risk undermining their commander's authority, yet such restraint serves only to lend weight to an Honour Guard's words.

An Honour Guard's wargear is drawn from amongst the most ancient relics of the Chapter, so the Honour Guard enter the fray clad in ornate suits of artificer armour and wielding weapons that have seen battle in the hands of the Chapter's greatest heroes of old.

In battle, the Honour Guard commonly act as the Chapter Master's personal retinue. They are responsible for the safety of their commander, a duty carried out with stern fury and peerless restraint.

CHAPTER ANCIENT

One battle-brother amongst the Honour Guard may have the distinction of carrying the banner of their Chapter into battle. This is a sacred task, one borne with immense dignity and gravitas. Whether providing a rallying point to the warriors fighting around him, or racing to defiantly plant the standard upon a contested elevation and in doing so claim the battlefield for his Chapter, the Ancient serves to inspire all around him.

CHAPTER CHAMPION

The most skilled fighter of a Chapter's Honour Guard is the Chapter Champion. Wielding an energised blade in each hand, this superlative duellist is ready to challenge any enemy leader to single combat in his commander's stead, and all his training is bent to this goal. Such a singular display of martial superiority and devotion has been the salvation of more than one Chapter Master's life and turned the tide of countless battles.

COMPANY COMMAND

Comprised of Company Veterans alongside more specialist warriors, the company command 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 the company command. 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. All Company Veterans are hand-chosen warriors; they may be selected for their long and accomplished service, or simply for their courage and combat abilities. The Chapter Armoury is opened for these Veterans, 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 back-field role have a variety of ranged weapons 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 company command in which they dutifully and valuably serve.

COMPANY ANCIENT

One of most common specialists found fighting alongside Company Veterans in a Command Squad is the Company Ancient. These warriors carry the battle-flag of the company in which they serve. Each standard is an ancient relic, steeped in history and heavy with the glories of the Chapter, and every Space Marine, from the most inexperienced recruit to the hoariest 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.

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. Company Champions have key roles in the rituals and ceremonies of their Chapter, representing their battle-brothers in rites as they do in war.

'Raise the flag high. Let those degenerates know who comes to claim their lives this day!'

- Sergeant Adar Geronan, Imperial Fists 4th Company

BATTLELINE SQUADS

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

INTERCESSOR SQUADS

A strong core of reliable and adaptable warriors that can lay down fire while advancing or holding terrain is an invaluable aid to any tactician. In the case of strike forces bolstered by Primaris battle-brothers, this role is filled by the Intercessor Squads.

Capable of levelling overlapping salvoes of firepower, Intercessor Squads often form the flexible fighting core of newly founded Primaris Chapters. Many established Chapters have taken to fielding them alongside their Tactical Squads. Well does Guilliman recall the success of single-armament squads from the era of the Great Crusade – the combination of the focused firepower of the Intercessor Squads and the adaptability of the Tactical Squads has proven all but unstoppable. Recently reinforced Chapters such as the Crimson Fists or Scythes of the Emperor have found these new warriors fit for a multitude of tasks. More 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 a bolt rifle, the standard version of which has a longer range and greater armour penetration than a bolter. Additionally, each Intercessor also bears a bolt pistol and frag and krak grenades. This load-out allows Intercessor Squads to dominate any firefight, laying down punishing fire to eliminate all but the most resilient of foes. But Intercessor Squads are not purely ranged specialists. They are capable of punching clean through ferrocrete walls, enduring the heat of raging infernos, and ripping apart xenos horrors with their gauntleted hands.

MARK X ARMOUR

Mk X power armour does not have a single appellation (like Mk VII 'Aquila' armour) – there are different variants designed for specific tasks and roles. Mk X Tacticus armour, for example, is worn by Intercessors, Hellblasters and many officers, as it offers substantial protection and allows the wearer great mobility. Elements of earlier marks of power armour are recognisable in the various incarnations of Mk X armour.

TACTICAL SQUADS

Since the advent of the Codex Astartes, Tactical Squads have been the backbone of most Space Marine armies. 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, so 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.

'OF THE TACTICAL SPACE MARINE, BEDROCK OF HIS CHAPTER AND PARAGON TO HIS BROTHERS, I SHALL TELL THEE.

HE SHALL BE STEEPED IN THE LORE OF BATTLE AND SCHOOLED IN ALL MANNER OF WEAPON AND STRATEGY. WITH COMBAT BLADE, BOLTGUN AND GRENADE HE SHALL ASSAIL THE FOE.

BUT THESE ARE MERE TOOLS; A TACTICAL SPACE MARINE'S TRUE WEAPONS ARE HIS COURAGE, HIS WITS AND HIS DEDICATION TO HIS BROTHERS.

HE WILL BRING HIS FOE TO BATTLE IN A MANNER AND TIME OF HIS CHOOSING, NEVER HIMSELF CAUGHT UNREADY OR ILL-PREPARED FOR THE TASK AT HAND. IN DEFENCE HE SHALL BE STALWART AS THE MOUNTAIN, A BULWARK STOOD FIRM AGAINST THE ENEMIES OF MAN. IN ATTACK HE SHALL STRIKE WITH THE WRATH OF THE IMMORTAL EMPEROR, FELLING THE FOE WITHOUT MERCY, REMORSE OR FEAR.'

- From the teachings of Roboute Guilliman as laid down in the Apocrypha of Skaros

CLOSE SUPPORT SQUADS

In the Codex Astartes, Roboute Guilliman has been very clear about the role and importance of close support squads. A well-coordinated and perfectly timed assault can break the back of any foe, cracking open their lines and sending the remnants of their army fleeing. To make such breakthrough attacks, the designated troops must be fast, aggressive and hard-hitting.

INCEPTOR SQUADS

The swiftest of the Primaris battle-brothers, 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 cast-off 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, opening fire immediately with the bulky but rapid-firing assault bolters that form their primary armaments. 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.

JUMP PACKS

Developed in the Age of Technology, the jump pack used by the Adeptus Astartes is a bulky, thrust-vectoring rocket engine worn upon the back. A Space Marine so equipped can make bounding jumps to quickly close with the foe, leaping high over the most hazardous terrain to close upon a foe at great speed and launch unexpected close combat assaults.

Such troops often deploy via airborne craft, leaping from Stormravens or other Adeptus Astartes aircraft. Then, using controlled bursts from their jump packs, they guide themselves downwards to strike where they can do the most damage, whether that be some vulnerable point deep behind enemy lines or straight into the heart of the opposing forces.

Most Space Marine Chapters employ close support squads equipped with jump packs, but some Chapters, like the Raven Guard, are known to deploy Bladewing Assaults – entire jump-pack formations that swoop down to strike with the surety of eagles on the hunt.

REIVER SQUADS

All Space Marines are experts of the rapid strike, but Reiver Squads take such skills to the next level. They are specially trained and equipped to launch brutally effective and unexpected assaults. They do so with a sudden fury and shocking violence, for the Reiver Squads fulfil the role of terror troops that sow fear and confusion amongst their foes.

Each member of this Primaris squad is outfitted in Mark X Reiver armour. The suit's lighter-weight ceramite and streamlined design allow for greater 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 air-dropped to the battlefield from fast-moving transport craft. Using directional fins, the Reiver Squad can glide to their destination from high altitudes and pull out of steep descents when deploying from high-velocity aircraft, hugging terrain contours while flying dangerously low. Without the fiery contrails of jump pack troops or the blinding energies of teleportation, Reiver Squads can descend unnoticed behind enemy lines before silently getting into position. Reivers can also use grapple guns 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 with which the Reivers attack. Emerging from some unforeseen angle, the Reiver Squad launch themselves into battle amidst the raucous noise and explosions of their expertly-thrown shock grenades. The time for silence is over, replaced with a cacophony of sounds that batters the enemy – 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 assault also unnerves those nearby, for the strike is enough to set even well-trained, professional 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.

Many Chapters have incorporated Reiver Squads into their attack plans, perhaps none more successfully than the Raven Guard and the White Scars. At the opening strike against the heavily fortified palace of the corrupt planetary governor of Troxx, the Raven Guard had their Reiver Squads emerge just as the Drop Pod assaults began. Within moments, miles of trench lines were cleared of rebels, with those manning secondary and tertiary defence lines abandoning their posts as well in a panic that swiftly turned into a bloody rout. As for the White Scars, their hit-and-run attacks have become even more ferocious with Reiver Squads arising to ambush any foes attempting to reorganise their shattered defence lines.

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 little heed for personal danger. With turbo-engine impetus, Assault Squads slam into the enemy, sending foes sprawling from the skull-crunching force of their impact.

The Codex Astartes dictates that Assault Squads should be unleashed in the first wave of an attack, to strike hard and fast at weak points in the foe's formation. Opposing infantry are shredded with chainsword and bolt pistol, enemy tanks with krak grenades. Such is the way of the Space Marines – to crush the enemy without mercy before moving on to the next target. 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 pack is easily as dangerous as any weapon the Assault Marine carries, propelling its bearer into the heart of combat with the force of a hurtling meteorite. More importantly though, with a jump pack comes mobility, allowing the Assault Squad 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 of all 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 every time they deploy. 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. Likewise, should an enemy break and flee, it is the Assault Squad that is often tasked with following up and ensuring that none escape the Emperor's Judgement.

'AND OF THE ASSAULT MARINE SO DO I DECREE:

HE SHALL DESCEND UPON THE PERFIDIOUS FOE AS AN ANGEL OF JUDGEMENT FROM ON HIGH. LET THE JUMP PACK BE HIS WINGS, AND THE ROAR OF ITS ENGINES A HYMN OF RETRIBUTION.

LET THE CHAINSWORD BE HIS SCEPTRE OF DECREE, ITS HARSH VOICE SINGING JOYFULLY WITH EACH AND EVERY BLOW. WITH IT SHALL THE ASSAULT MARINE BRING BLOODY RETRIBUTION TO THE HERETIC, THE TRAITOR AND ALL ALIEN AGGRESSORS WHO TRESPASS ON THE EMPEROR'S DOMAIN.

SO WILL THE ASSAULT MARINE BE THE HUNTER OF WARLORDS AND THE SLAYER OF KINGS. HIS ARMOUR SHALL RUN SLICK WITH THE LIFE-BLOOD OF THE VANQUISHED, AND ALL SHALL HONOUR HIS NAME.'

- From the teachings of Roboute Guilliman as laid down in the Apocrypha of Skaros

CENTURION ASSAULT SQUADS

Into the storm of battle march the Assault Centurions, servos whining in their mighty armour, 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 little more than stagger a Centurion, and small arms fire patters from their armoured 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 toward 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 enemy 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.

Wherever the rapid-strike tactics of the Space Marines are foiled, the heavy stride of the Centurion Assault Squads can be heard. In the bitter street fighting that took place on Skataurus, the Silver Skulls Chapter found that Centurion Assault Squads spearheading the attacks were the only way to make headway in the rubble-filled corridors that were once proud avenues. Although their indomitable advance through the hive was subjected to numerous ambushes, nothing could stop the inexorable Centurions from continuing their slow, steady progress. Dug-in tanks and reinforced bunkers fell before the grinding siege drills, while massed cultist ambushes met their end as twin-linked flamers washed them over with waves of flames. Not surprisingly, the Imperial Fists – masters of siege-craft – have made extensive use of their Centurion Assault Squads, deploying them in all manner of line-breaking spearheads. The Salamanders Chapter, with their penchant for slow and steady advances, have used their Centurion Assault Squads as their hammer, but have also had some success in driving foes onto them as an immovable anvil of firepower.

SIEGE TACTICS

When manoeuvres break down and rapid strike offensives prove impossible, the Codex Astartes offers two solutions: bypass the heavily defended area, or besiege it. The Astra Militarum might enter into attritional sieges that last decades or longer, but such is not the way of the Adeptus Astartes. Space Marine siege tactics are many and varied, with most involving a complex series of choreographed attacks. Defences are probed and then distracted as assaults breach the enemy line or take the heavily defended objective. The Space Marines have a number of vehicles designed for besieging foes, such as Vindicators and Ironclad Dreadnoughts, that are ideal at bringing maximum firepower to bear against any fortress. There is no force in the Imperium that can exploit an enemy weakness more rapidly than the Adeptus Astartes.

CLOSE SUPPORT SQUADS

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. Then, as swiftly as they arrived, they accelerate away as their enemies recover their wits, only to circle back and attack once again from a new and unexpected direction. Bike squads carry out the Chapter's fast-moving assault missions, often operating on intelligence gathered by infiltrating Scout Squads or Land Speeder reconnaissance flights. Their tactical strikes are often likened to thunderbolts – by the time a foe has heard their approach, the damage has already been done.

For a Space Marine Biker to operate at full potency, the superhuman rider and his mechanical steed must function flawlessly as one. To this end, 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 as part of their ongoing training regimens. Then, as need or opportunity arises, they can be fielded as Bike Squads.

A few Space Marine 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 into the highest echelons of the Chapter's hierarchy. Few Chapters exemplify this better than the White Scars, who proudly employ Bike Squads as the main body of any strike force, always to deadly effect.

The Space Marine bike itself is extremely robust, powerful enough to propel a fully armoured Space Marine 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 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 heaviest 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 fire base, with the bike's twin bolters further bolstered by a multi-melta or heavy bolter on a sturdy sidecar. So potent is the striking power of the Attack Bike that many Space Marine 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 in much the same way that Devastator Squads provide support for Tactical and Assault Squads.

LAND SPEEDERS

The Land Speeders fielded by the Space Marines in the 41st Millennium are all based on a Standard Template Construct design that employs ancient technology to skim above the ground at breathtaking speeds. They use anti-gravity repulsion plates to perform breathtaking 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.

Land Speeders can accomplish a variety of battlefield objectives ranging from reconnaissance and scout deployments, to tank hunting or other seek-and-destroy missions. The Space Marine Land Speeder often acts as a mobile reserve vehicle – dashing forwards to exploit weaknesses in the enemy line or bolstering the Space Marines' attack wherever they most need it. Though lightly armoured, Land Speeders are heavily armed and versatile, able to carry devastating anti-infantry or anti-tank firepower. The Tornado pattern Land Speeder is more heavily armed still, equipped with an additional chin-mounted heavy weapon to bolster its role as a mobile firebase. The Typhoon pattern Land Speeder is another common variant, mounting formidable missile launcher battery in addition to its crew-manned heavy weapon to break up enemy troop and vehicle formations from a distance.

All of a Chapter's Space Marines are trained to fight as Land Speeder crew during their service in close support squads, but the craft are usually piloted by the most daring of all – those who truly embrace the high speeds of which a Land Speeder is capable. 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 incredible mental and physical strain of achieving such bewildering manoeuvres at maximum speeds, 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.

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 also carry a small unit 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. They are at once a mobile fire point, an assault transport and a stealth insertion craft. 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.

ANTI-GRAV TECHNOLOGY

Although a few relics remained, Mankind had lost the secrets to make anti-gravity devices in the long years since the Dark Age of Technology. After Arkhan Land's breakthrough discovery of old STC designs, however, the Adeptus Mechanicus was able once more produce such wonders. Although clunky when compared to xenos anti-gravity engines, the Imperium has made great use of Land's discovery, most notably in the Land Speeder that bears his name.

FIRE SUPPORT SQUADS

The Space Marines in a Chapter's fire support squads have a vital role, for they provide covering fire to their battleline and close support brethren. This could be in the form of assassination of prime targets, counter-battery volleys, or the destruction of enemy armour. By their target selection, marksmanship, and the timely application of firepower are countless battles won.

HELLBLASTER SQUADS

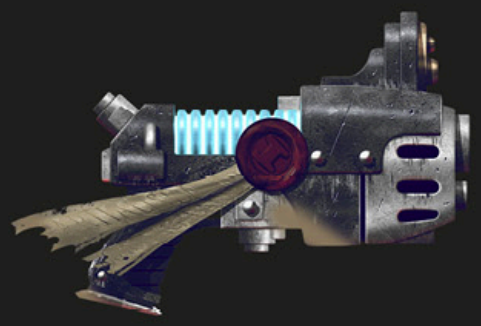
Imperial observers have likened the fire of a Hellblaster Squad to the incinerating power of a stellar flare. Bolt after bolt of plasma sears across the battlefield; those caught in the Hellblasters' sights are swiftly annihilated, their armour blasted to ash and their flesh and bone to glowing motes. 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 fiend.

Harking back to the single-armament specialisms of the Space Marine Legions, these squads are nonetheless strategically versatile. The plasma incinerators carried by Hellblasters are light enough to be fired on the move, while still retaining the stopping power to drop a rampaging Hive Tyrant or Battlewagon with sustained fire.

The only limiting factor on the usefulness of these squads is the comparative scarcity – and potential instability – of their weapons. As such, Hellblaster Squads comprise the finest marksmen each company can provide, 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.

PLASMA TECHNOLOGY

Plasma weapons work by delivering pulses of searing energy. The plasma bolts fired by these weapons explode on impact, generating the destructive heat of a small sun. The Imperium has not quite managed to ensure the safety of such weapons, however; when overcharged, they are subject to overheating in such a way that can prove deadly to the user.



AGGRESSOR SQUADS

Clad in heavy Gravis armour, Aggressor Squads advance upon the foe as walking fortresses of ceramite. Each member is equipped with a pair of boltstorm gauntlets, meaning an Aggressor Squad can lay down a hail of bolt fire. Aided by back-mounted grenade launchers, an Aggressor Squad can wade into oncoming enemies, mowing a bloody path through even the largest of hordes. Should a foe actually have enough bodies to sacrifice so that living members can finally reach the source of the onslaught, they are met by Space Marines swinging paired power fists. Very few live to tell the tale.

More mobile than the heavily armoured Centurions due to their sophisticated Gravis armour, Aggressors are better able to negotiate rough ground. This makes them a more versatile troop; while they are often employed in specific circumstances or on certain terrain, Aggressor Squads are also used as reserves to plug breaches in gun lines or to spearhead an advance. In dense environments, such as within a hive city or under the canopy of a forested area, Devastator Squads would find their long ranged weapons of little value. Such terrain suits Aggressor Squads to a tee, however, as they are perfectly suited to firing on the move. The range of their weaponry is not long, but when they get close enough to open fire, the result is a sweeping fusillade of large-calibre bolter shells that can shatter enemy charges.

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 shoulder guards protect against the inevitable flame backwash as they stride forward, their arms sending sweeping arcs of fire billowing out. Fire flickers like a hellish wreath about their armour as the Aggressor Squad advances, their weapon barrels glowing like embers in the smoking gloom. Ork hordes and Tyranid swarms alike are incinerated, their brittle and blackened bones crackling to dust underneath the tread of the Aggressors as they march straight into where the fighting is thickest. Some have said the Aggressors live for such moments, and dwell over-long upon them.

Since being introduced during the Ultima Founding and Roboute Guilliman's reworking of the Codex Astartes, the Aggressor Squads have proven themselves as a devastating force many times over. The Iron Hands were quickly converted after they witnessed an Aggressor Squad attached to their 2nd Company wade into a sea of greenskins, their blazing guns stitching patterns of death that riddled mob after mob with fist-sized holes. The Black Templars, ever eager to advance upon the foe rather than sit back and shoot, have had great success fielding Aggressor Squads alongside their Crusader Squads.

A BROTHERHOOD REIGNITED

No chapter has made better use of Aggressor Squads than the Salamanders. On the battlefields of Tulsar, it was an Aggressor Squad that ensured Captain Tu'shan did not meet his end at the axe-blade of Khaz'khul. In the Prime Hive of Ultak, it was the 3rd Company's Aggressor Squad that pitted their flames against the blue fire of Tzeentch's Horrors, allowing the governor and his council to escape to safety. Like the fabled creatures after which the Salamanders were named, the Aggressor Squads of the Salamanders emerge out of their own flames, their weapons, armour and red eyes glowing bright. One squad assigned to the 3rd Company – the Pyroclasts – has already earned their squad's honorific name in the fires of war. While combating the Ork Waaagh! of Warlord Gharka, the Aggressor Squad used their flamestorm gauntlets to ignite an entire mob of onrushing Ork Skorchas. The greenskins' crude flame-throwers could not stand the heat, and their tanks of promethium exploded in a conflagration that spread across the battlefield, engulfing Orks by the hundreds. In the gloom beneath that mushroom cloud the ash fell like a black blizzard, but emerging from that hell, still wreathed in flame, were the Pyroclasts' Aggressor Squad. In the wake of their victory, the squad were rechristened as the Infernal.

FIRE SUPPORT SQUADS

DEVASTATOR SQUADS

Devastators are heavily armed Space Marine squads, trained to assail the enemy 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 foes.

Devastator Squads best define a Space Marine task force's reach, for they promise destruction with greater range than any of their battle-brothers. Unlike most other Space Marine squads, Devastators 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 better 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.

'A DEVASTATOR'S REACH SHALL BE WITHOUT LIMIT AND HIS TOUCH WITHOUT MERCY. FIRE SHALL ROAR FROM HIS FINGERTIPS, BUT IT SHALL CONSUME HIM NOT. THUNDER WILL ROAR WHEN HE CALLS, YET IT WILL SWALLOW HIM NOT.

LET THE DEVASTATOR SQUAD BE THY BLAZING WRATH, BRINGING THE LIGHT OF THE EMPEROR'S JUSTICE TO THE DARKEST CORNERS OF THE BATTLEFIELD. WHEREVER HE STANDS, THAT SHALL BE HIS FORTRESS OF RIGHTEOUSNESS. HE SHALL HOLD IN HIS GIFT THE FATE OF ALL WHO PASS BEFORE HIS UNBLINKING GAZE.

ALL SHALL FEAR HIM, AND HE SHALL FEAR NO ONE.'

- From the teachings of Roboute Guilliman as laid down in the Apocrypha of Skaros

CENTURION DEVASTATOR SQUADS

A Centurion warsuit enables a Space Marine to stride into battle with the firepower of a battle tank at his fingertips. Protected by thick ablative plates of ceramite, a Centurion warsuit 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 Space Marine Chapter. Centurion pilots are not chosen from the ranks of the 1st Company, but are instead hand-picked from the Chapter's close support and fire support troops.

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, decimator 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 Devastator Centurion 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 neutralize the punishing firepower. Either way, the Space Marines maintain the initiative and can better plan their counter-attacks.

'Here they come,' warned Centurion Sergeant Koltar. 'Steady, controlled bursts.'

A living wave of greenskins hurled themselves across the ravine floor. Only three Space Marines stood between the Orks and escape, but they formed a Centurion Devastator Squad, and Sergeant Koltar was not worried. They had an open field of fire along a narrow defile with unscalable walls. With no concerns of being outflanked, Sergeant Koltar knew it was a killing ground. Each burst from the steady, chugging heavy bolters felled not one Ork but several. Still they came, scrambling over the piled dead, howling war cries in their frustration.

'Remember Rynn's World,' shouted Koltar above the din. The slaughter of Uldive Gorge was just beginning.

VETERAN SQUADS

Of all the fighting formations that make up a Space Marine Chapter, it is the 1st Company that is invariably the most powerful and feared. For a Space Marine to join the prestigious 1st Company is for him to have won renown on battlefields uncounted and to have earned the respect of his battle-brothers through deeds of blood and fire. Most such Veterans have served as sergeants elsewhere in their Chapter – sometimes for centuries – before being accepted into the 1st Company, but a notable few are elevated after performing singular acts of insane heroism. These Space Marines are legends one and all, warriors who have become part of the Chapter's history, and it is every battle-brother's ambition to join the ranks of their Chapter's most elite company.

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, Veterans 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 Eldar 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 completely immersed themselves in the art of close-quarters combat. Most of them have served lengthy rotations in the Chapters' Assault Squads, and their skills with chainblade and combat knife have been honed on a thousand war-torn worlds. It is said that, were a Vanguard Veteran armed only with his fists and his wits, he would still best dozens of foes, and when armed with the bolt pistol and chainsword of his trade, the same Veteran could face ten times that number and emerge victorious. With the vaunted weaponry of the Chapter's Armoury at their disposal, Vanguard Veterans also make use of such rare weapons as thunder hammers, lightning claws, storm shields and artificer-crafted relic blades that can carve even rock should the need arise. They take to the fray ready to strike like a bloody whirlwind through entire armies. 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 Rhinos 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, often using speed itself as a weapon, to strike at the foe wherever he least expects. Such duty is arduous and never-ending. Vanguard Veteran Squads are constantly in motion; as soon as one foe is annihilated, fresh orders are dispatched that send the Vanguard Veterans to another corner of the battlefield, there to apply their murderous skill once more in the Emperor's name.

STERNGUARD VETERANS

Sternguard Veterans deploy wherever the battle line is most vulnerable, facing down impossible odds with icy calm and precise bursts of bolter fire. In contrast to the Vanguard Squads, Sternguard Veterans draw upon the Armoury's ranged weaponry. Most Sternguard Veterans carry boltguns or combi-bolters with meticulously crafted sights and modified scopes. Heavier weapons are also available for tank-hunting or infantry-eradication roles, but they largely depend upon their combi-weapons and the range of specialist boltgun ammunition. These include unstable flux core vengeance rounds for heavily armoured targets, propellant-rich kraken bolts for extended-range engagements and the acidic fury of hellfire rounds for bringing down even the angriest Tyranid bio-monstrosity. 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 that even their power-armoured brethren cannot. The veteran warriors that form their ranks 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.

All Space Marine Chapters maintain a number of suits of revered Tactical Dreadnought armour, or Terminator armour as it is commonly known. These suits are the pinnacle of armoured protection available to a Space Marine, all but impervious to small arms fire and able to withstand even anti-tank weaponry or the titanic pressures of teleportation. Terminator armour is, however, incredibly rare. Some suits date back to the Great Crusade, and each is a prized relic. It is a great honour to be permitted to wear such a suit 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. Boarding Tyranid-infested space hulks, launching teleport attacks, assaulting Titans and spearheading combat actions upon death worlds; these are the missions undertaken by Space Marine Terminators.

Terminators are truly amongst the greatest heroes of Mankind, bold warriors in whom the indefatigable heroism of a Space Marine is combined with the terrible weaponry and indomitable mass of Tactical Dreadnought armour. No foe is safe from a Terminator assault, not a horde of Orks, nor a Tyranid bio-monstrosity or a Chaos Titan. Terminators are nearly invincible, unstoppable and they never yield.

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. These fearsome squads are most often employed in the vanguard of boarding actions or where the fighting is sure to be close and bloody, such as breaching enemy fortifications or combats through tight, winding urban battle zones. In such cramped environs, where a foe cannot mass his firepower or line up his heaviest weapons, there are few foes that can withstand the brutal onslaught of a unit of Assault Terminators. The combination of nigh-impenetrable armour and powerful weaponry makes for a shock force that can slice through all opposition. Many wars have been won by the sudden arrival of these deadly fighters.

CRUX TERMINATUS

The left shoulder pad of a suit of Terminator armour carries the large solid stone icon known as the Crux Terminatus. This doubles as a tactical symbol and as a revered honour badge. Each Crux is reputed to have bound within its core a tiny fragment of the battle armour worn by the Emperor during his epic duel with Horus the Arch-Traitor ten thousand years ago.

The design of this ancient badge can vary considerably, even within a single unit or Chapter. Sergeants' and Officers' Crux tend to be more elaborate and finely detailed than those worn by normal battle-brothers, but all are venerated equally. To lose even a single Crux in battle is to betray the Emperor's trust and bring great shame down on the entire Chapter.

DREADNOUGHTS

When a Space Marine suffers grievous harm that even his superhuman physique cannot endure, his body is borne from the battlefield with great reverence. Most such warriors die of their wounds. However, the mightiest fallen, those within whom the spark of life still burns bright, are preserved from final rest. Rather than being allowed to die, the warrior's crippled body is surgically interred within the cyborganic web of an armoured sarcophagus so that he might continue to serve in another form, casting off his damaged mortal frame and becoming a Dreadnought.

Dreadnoughts are war incarnate, towering machines that advance forwards with thunderous strides. Fiery death roars from the heavy weapons mounted on their hulls. They are terrifying foes, fighting with all the skill and ferocity of a Space Marine, but combined with the durability and firepower of a battle tank. The pilot himself survives only as a tightly curled and shrivelled organic component deep inside the Dreadnought, which is at once his reborn body and his tomb. Sustained and kept bare alive within the sarcophagus, the link between his physical being and the Dreadnought's systems is absolute and exists for the remainder of his life. The sepulchre that contains a Chapter's Dreadnoughts is a holy shrine, and the Techmarines tend to their charges with great care, fastidiously applying sacred oils and unguents while chanting the Litanies of Preservation. To honour these courageous warriors, the fallen heroes are allowed to sleep away the centuries, until need calls them to war once more.

VENERABLE DREADNOUGHTS

A Dreadnought's raw power is made all the more deadly because it is wielded with all the grim resolve of the mortally wounded veteran in its core. The memories of the ancient heroes who pilot them can extend back to the founding of their Chapter and its earliest history. Venerable Dreadnoughts are amongst the oldest war machines fighting on the battlefields of the 41st Millennium. Thus they are revered by other Space Marines, not just as potent warriors of legend, but also as ageless forebears and living embodiments of battles 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. Only for key battles or in direst need are the most ancient of a Chapter's Dreadnoughts awoken, for they are death given form, and not to be roused lightly.

IRONCLAD DREADNOUGHTS

The Ironclad is the most heavily armoured Dreadnought in the Space Marines' arsenal, trading long-ranged weaponry for thicker slabs of ceramite plating and devastating short-ranged weapons. Ironclad Dreadnoughts often spearhead assaults against heavily defended positions, their superior hulls able to withstand the firepower of a garrisoned fortress as if it were but a summer's rain. Akin to gigantic battering rams, Ironclad Dreadnoughts drive a wedge through the enemy'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. One Ironclad – the revered brother Valoris of the Imperial Fists – has broken over two hundred siege lines during his service, and has accounted for the busting open of nearly a thousand enemy bunkers.

CONTEMPTOR DREADNOUGHTS

The Contemptor pattern Dreadnought is a potent relic from an earlier time, a fusion of war engine and interred Astartes that dates back to the Unification Wars. 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 the creation of Contemptor Dreadnoughts are thought to have been lost during the Horus Heresy and the strife that followed.

The Contemptor features many technological systems that hark back to the ancient Legio Cybernectica, including the fabled techno-arcana known as the atomantic field generator. When it is running properly, even lascannon shots can be shunted harmlessly away in a brilliant flash of energy shielding. The lore to empower batteries of internal servos is gone, yet it is those wonders that lend Contemptor Dreadnoughts not just their incredible strength, but also the ability to move in bursts of mechanised speed that belie their hulking size and thick hulls.

There are reports of Contemptor Dreadnoughts being regularly fielded – especially by the First Founding Chapters and their immediate successors – in data logs as late as M36. The few of their number that still can be awakened are truly wonders of a different era, walking reminders of a time when the Emperor strode the galaxy and the Imperium was a bright hope. When one can be coaxed out of cyber slumber, the enemies of Mankind once more tremble at the ancient glory and might of these mechanised heroes of old.

REDEMPTOR DREADNOUGHTS

Redemptor Dreadnoughts are giant war engines that crush bone and splinter skulls as they bludgeon through the enemy ranks. Taller, broader and more cunningly wrought than the Dreadnoughts of traditional design, these goliaths of battle 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 through hails of fire in glorious defiance. 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 arm 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 inhabitant, despite being entombed in a box-like sarcophagus within the Dreadnought's chest, 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 machines of destruction spared little thought to the health of the incumbent, seeing him as little more than another part to be interred or replaced as necessary. Many of those 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.

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, Scouts operate independently from the main Space Marine force, infiltrating enemy positions and clearing the way for the Chapter's advance. By operating deep within hostile territory, Scouts reconnoitre the enemy's movements, set ambushes, sabotage supply lines and destroy communications centres in daring commando raids. Sometimes Scouts will pounce unseen to capture enemy commanders for excruciation. The Scouts' goal is to strike hard and vanish before the enemy has the chance to retaliate.

When first inducted into a Space Marine 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 of his Chapter by excelling in the ranks of the 10th Company will a Scout be deemed ready to join the main 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.

Throughout his service as a Scout, the recruit is instructed by his sergeant, his actions guided, watched over and judged as he strikes the foe with bolter and blade. The Scout will grow proficient with many other firearms, learning how to snipe the foe with long-range rifles and how to demolish enemy 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 a Scout's training, he is attached to a 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 lines for weakness, set locator beacons for incoming teleporters, or launch surgical raids behind enemy lines while the foe concentrates on the main Space Marine attack.

STEALTH TACTICS

The small but elite forces of the Space Marines put a high value on the element of surprise. Sometimes this can be achieved through speed – rapid strikes that deploy before a foe can counter. While such sudden assaults are a hallmark of the Adeptus Astartes, they are also able to utilize stealth attacks in a manner few other forces can emulate. By using auto-senses and sophisticated scanning equipment, some Space Marines learn to avoid visual detection, dodging patrols or enemy pickets when needed. Sniper teams secrete themselves in commanding overviews. Assault Squads and grav-chute bearing Reivers are silently air-dropped into position, while Scouts in camo cloaks steal into position. When the attack comes – coordinated to the millisecond – it is a perfect example of the combined arms approach espoused so often in the Codex Astartes. Brief but bloody assaults follow, throwing the foe into disarray while other elements of the attack join the fray, be they massed Rhino transports disgorging troops or Drop Pods hurtling down from the skies. While nearly all Chapters regularly employ covert operations, some, like the Raven Guard, are particularly adept at such missions. Their ability to stalk their prey from the shadows is the stuff of legend.

TECHMARINES

Amongst the Space Marines there are warriors whose command of war machines surpasses all others. Ancient pacts made with the Adeptus Mechanicus allow Space Marine Chapters to send warriors with an affinity for technology to Mars. There, they begin the long, arduous journey of becoming inducted into the Machine Cult, learning the ways of the Omnissiah. Without the passing on of such ancient lore, the Space Marines would eventually grind to a complete halt, unable to make war. Thus does every Chapter's might hinge upon the esoteric knowledge of its Techmarines.

Aspiring Techmarines train for years, steeping themselves in rites of activation, maintenance and repair. They must learn to call forth a machine spirit or placate its wrath. Upon returning to their Chapter, they become custodians of the Armoury – Space Marines of dual loyalties, pledged by blood to their Chapter, but bound in mind to the Omnissiah. Despite this dichotomy, Techmarines are held in great esteem. In spite of their mysterious calling, Techmarines remain fierce warriors, and if a vehicle is lost, they will fight for its retrieval as hard as their brethren would to recover any other fallen comrade; perhaps, as some suggest, even harder.

The most senior Techmarine in a Chapter presides over the Armoury and is known as the Master of the Forge. His knowledge of the arcane sciences has been refined over centuries and rivals even that of the Tech-Priests of Mars. In addition to his responsibilities in the Armoury, the Master of the Forge is tasked with conserving the Chapter's sacred relics. If the need is great, he may even unleash the fury of these lost technologies upon the foe. In battle, Techmarines are equipped with powerful servo-arms that are most often used for repairs upon damaged vehicles but can be pressed into service as formidable weapons. The Master of the Forge bears an entire servo-harness with multiple arms and a plasma cutter that can cut through enemy armour with ease.

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 augmentation. 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 high 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 that get too close will soon be engulfed in a wave of explosions that never seems to cease.

TECHMARINE PILOTS

A Chapter may have any number of Techmarines who exist outside the company organisation, belonging instead to the Armoury. Most Space Marines receive vehicle training during their time in Reserve Companies to ensure a degree of flexibility, and so are capable of acting as drivers, pilots and gunners themselves, but such positions are typically held by Techmarines. Once a Techmarine is interfaced with a vehicle's machine spirit while performing these duties, the meld will occupy his full attention – though he cannot effect repairs, his bond with the vehicle makes it all the deadlier in offence.

TRANSPORT VEHICLES

Space Marines are a rapid strike force and 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 under their command, enabling squads of Space Marines to swiftly deploy, reposition to targets of strategic advantage or conduct surgical raids on the enemy line. Speed and mobility are vital to the Adeptus Astartes way of war. As such all the companies of a Space Marine Chapter maintain a fleet of transports capable of not only transporting their passengers to the front line, but shooting down the enemy en route.

RHINOS

With an optimal balance of armour, transport capacity and manoeuvrability, the Rhino has borne Space Marines into battle ever since the dawn of the Great Crusade. 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 that a few have even survived since that time. With the exception of the 10th Company, Rhinos form a permanent part of every company's fighting force. One of the Rhino's great triumphs is its ease of assembly and adaptability. The core aspect of its design is its durability and ease of repair, and most Rhinos contain rudimentary self-repair systems. As a result, many Rhinos have remained in active service for thousands of years. Indeed, the majority of other armoured tanks utilised by Space Marine Chapters are broadly based upon the Rhino's versatile chassis.

RAZORBACKS

The Razorback is a heavily armed variant of the Rhino troop transport that sacrifices a portion of its transport capacity for 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 drop zone. Inside each Drop Pod, a squad of Space Marines is borne into the thick of the fray, protected from the incandescent rage of atmospheric re-entry by the Drop Pod's ceramite armour plating. Scarcely has the Drop Pod's smouldering hull come to rest when its hatches blow open with a bang of hydraulics and the occupants disembark to wreak havoc on wrong-footed enemies. Such is the velocity of their approach that there is little a foe can do to intercept them once launched; they can only watch the skies and wait for their arrival, knowing that their doom will come in the form of a righteous onslaught of the Adeptus Astartes.

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 across the galaxy 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 the least accomplished artificer could still 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.

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, and it is held aloft by powerful anti-gravitic generators. 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 forward with a deep bass thrum, reducing rock to gravel and fallen bodies to smears of gore and powdered bone.

The ventral plates of the Repulsor came about through Archmagos Dominus Cawl's desire to create a transport worthy of his Primaris Marines – a vehicle that could strike suddenly and repeatedly at the enemy until the day was won. The tank he designed is indeed capable of traversing almost any terrain, even lava streams or lakes of boiling acid should the need arise. However, it moves little faster than the armoured behemoth of the Land Raider, for its power is directed more into the manipulation of clashing gravitic energies than forward motion. Those that attempt to close with a Repulsor find themselves fighting against an invisible bow wave of energy that staggers and batters those nearby; due to the ventral plates being powered separately, this can even be directed by the craft's pilot to better effect. Multiple layers of ceramite and adamantium overlap to make the Repulsor's hull all but impervious to normal weaponry; even a direct hit from a missile will likely leave little more than a scorch mark on the heraldic colours of the tank's parent Chapter. So it bears the Primaris Space Marines inside to the front line in full strength, its side portals slamming open to allow a deadly assault of its own.

The Repulsor is far more than a simple transport, for it mounts a staggering variety of guns. The las-talon or onslaught heavy gatling cannon in the tank's turret blasts apart enemy vehicles that could conceivably pose a threat, whilst the extensive suite of bolt weaponry, auto launchers and grenade launchers lay down a storm of horde-killing firepower.

BATTLE TANKS

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 main line 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 his main battle line, or tearing aircraft from the skies above.

Space Marine battle tanks are not permanently attached to any one company. Instead they form a vehicle pool, and individual tanks are available for deployment to Space Marine commanders as required.

Upon its creation, a Space Marine battle tank is assigned 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 and victories will be celebrated as greatly as the Chapter's flesh and blood heroes.

PREDATORS

Boasting formidable firepower and reinforced armour, the Predator is the main battle tank of the Space Marines. Capable of receiving a number of weapon load-outs, the most common classes of Predator are the anti-infantry Destructor pattern, notable for its long-barrelled autocannon, and the tank hunting Annihilator, whose lascannons give it immense destructive potency.

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 missiles, but it is also capable of firing incendiary warheads to burn the enemy out of entrenched positions.

VINDICATORS

The Vindicator is a siege tank that boasts one of the most devastating weapons in the Space Marines' arsenal – the demolisher cannon. There is little that can stand before a Vindicator's pulverising fury. It is a rare Space Marine tank assault that does not employ a Vindicator in its vanguard.

HUNTERS

The Hunter is the Space Marines' primary surface-to-air combat unit. Armed with a skyspear missile launcher, the Hunter has proven its worth in countless war zones, scouring the skies of enemy bombers and fighter craft.

STALKERS

The Stalker is an adaptation of the Hunter STC that was unearthed only a few millennia ago. Mounting a pair of independently tracking Icarus stormcannons, the Stalker can target multiple enemy contacts, stitching the skies with a hail of armour piercing death.

THE RHINO CHASSIS

An STC design, the durable, proven Rhino chassis serves as the foundation for an entire range of Adeptus Astartes tanks, each modified to better serve a particular role. During the fabrication of a Rhino, Tech-Priests perform a wide range of rituals before the Ceremony of Commissioning is undertaken. As part of this process, the temperament of the vehicle's machine spirit is assessed, and some are destined to return to the forges to be outfitted as one of the many variants. The Space Marines are not alone in making use of this invaluable chassis, as other forces of the Imperium – such as the Sisters of Battle and the Adeptus Arbites – use the Rhino core for their own special purpose vehicles.

'The roar of engines, the recoil of cannons. That is where the true joy of battle lies.'

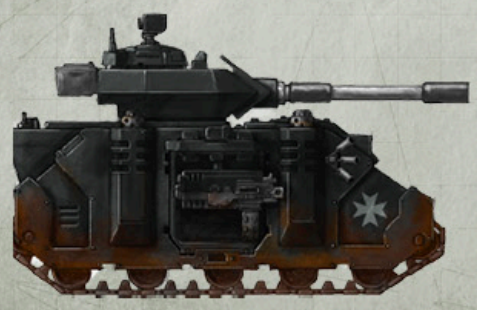
- Brother-Sergeant Chronus, the Spear of Macragge

Hunter

Stalker

Vindicator

Whirlwind



Predator

LAND RAIDERS

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 adamantium 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 Land Raider to annihilate enemy vehicles and infantry squads alike. Given that each Land Raider has enough transport capacity for not only a full squad of Space Marines but also the champions that lead them, the Land Raider is more like a mobile fortress than a mere tank.

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 Land Raider's impenetrable adamantium hull.

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

TECHNOARCHAEOLOGIST ARKHAN LAND

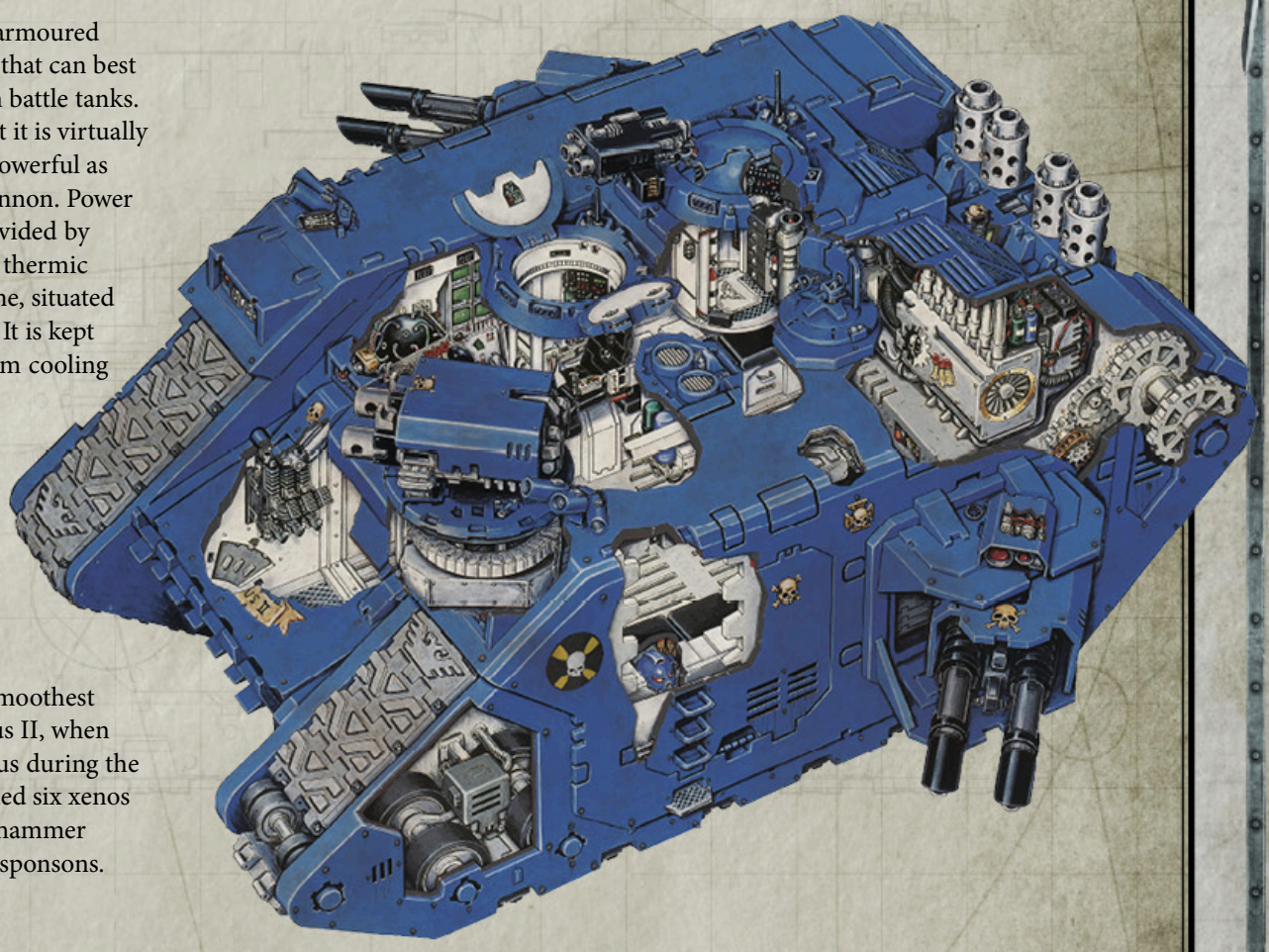
Little is known about the great Technoarchaeologist who is remembered in history as Arkhan Land. His birthplace remains a mystery, although it seems likely he was raised on Mars itself. That he was gifted with a perceptive mind is undoubted, but most history seems to dwell more on his eccentric lifestyle and peculiar personal habits.

Whatever his idiosyncratic behaviour may have been, it was Arkhan Land who led the greatest expedition into the ruins of the Librarius Omnis on Mars. For three years he searched the labyrinthine catacombs of that deserted edifice in search of functioning STC databases. Ultimately, he was not to succeed in his quest, but on the way he made two discoveries which were to revolutionise technical treatises for millennia to come. The first of these was a near-complete dataslab image of STC information pertaining to a heavily armoured battle tank, which was to become known as the 'Land' Raider in honour of its originator. Secondly, Land was to unearth valuable information on anti-gravitic plates, leading to the construction of the first 'Land' Speeders.

Land was to eventually die leading a second expedition into the Librarius Omnis. It is believed that he and his party were picked off one by one by some mysterious predator, although it is still a matter of much debate whether this was some kind of living beast, a psychic entity or perhaps even a sentient virus. For most it is simply proof that the secrets of the Dark Age of Technology are best left in mystery and prehistory.

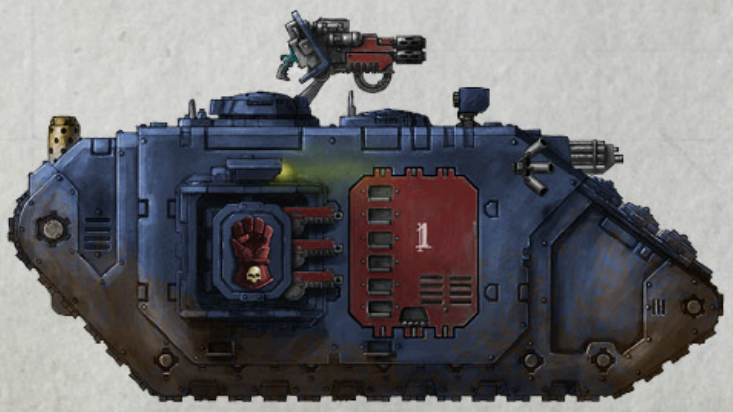
ANATOMY OF A LAND RAIDER

The Land Raider blends armoured transport with firepower that can best that of many forces' main battle tanks. Its armour is so thick that it is virtually immune to weapons as powerful as the Leman Russ battle cannon. Power to the Land Raider is provided by a Mars pattern adaptable thermic combustor reaction engine, situated in the rear of the vehicle. It is kept cool by a nitro-ammonium cooling system, and protected from malfunction and daemonic possession by Adeptus Mechanicus manufacturing sigils and purity seals. It even carries Rites of Awakening purity markings to ensure the smoothest of operations. The Gladius II, when piloted by Antaro Chronus during the Damnos reconquest, tallied six xenos engine kills with the godhammer pattern lascannons in its sponsons.



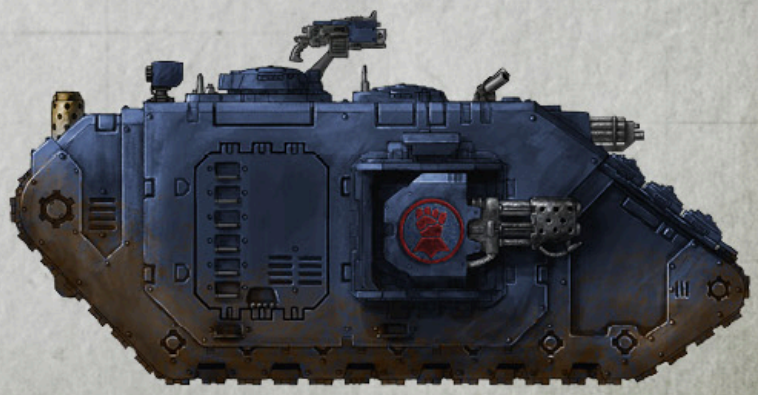
LAND RAIDER CRUSADERS

The Land Raider Crusader is an assault-based variant of the Land Raider that is a linebreaker 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. In place of lascannons, the Crusader is armed with hurricane bolters that cut down the first line of defenders before an assault is launched. A hull-mounted twin assault cannon adds to its 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 las-power generators. The Black Templars developed the Crusader during the Jerulas Crusade, where its effectiveness gained 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.



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 fire, and so their orbital dropships, armoured transports and strike aircraft ensure that they rule the sky as well as the ground.

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 the most versatile aircraft in the arsenal of the Adeptus Astartes. Fast, manoeuvrable, resilient, boasting prodigious firepower and a substantial hull capacity, the Stormraven can perform many different roles, but that of heavily armed transport is foremost amongst its abilities. 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. However, this heavy gunship can also go toe-to-toe in dogfights with even the dedicated fighter craft of other races. Thanks to its array of vectored thrusters, the Stormraven Gunship is quite agile and can perform a number of high-speed manoeuvres. Ground attack is well within its capabilities, for the Stormraven possesses a broad arsenal of anti-infantry and anti-armour firepower. Whether punching enemy aircraft out of the air, ferrying forces into a white-hot war zone, or obliterating the foe with thunderous strafing runs, the Stormraven has proven itself in all aspects of aerial warfare.

STORMTALON GUNSHIPS

Though smaller than the Stormraven, the Stormtalon Gunship is incredibly fast and agile, and makes a superb air-interceptor and ground-attack craft. With the press of a trigger rune, the Stormtalon's Techmarine pilot purges his victims from existence amid a whistling 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, whether duelling the aircraft of xenos forces or the winged Daemon engines of the Chaos legions.

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 speed for agility. At the Battle of Cold Steel Ridge, entire squadrons of Ultramarines Stormtalon pilots pushed their craft to the limit. With afterburners propelling their aircraft to bone-jarring speeds, the Stormtalons intercepted monstrous Harpies and flocks of Gargoyles, whose winged bodies were darkening the skies. No sooner had the Stormtalons regained air superiority than the pilots were vectoring their engines, hovering above their battle-brothers on the ground and helping to hold back the advancing swarms of charging Tyranids. By using pinpoint strafing tactics and overlapping firepower matrices 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 straight into battle. Closely related to the Stormtalon pattern, Stormhawk Interceptors are specialized 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 aerial theatre of war. Their frontal armour and massive firepower makes them excellent dogfighters, and it is common to see Stormhawk squadrons cutting through the skies in Vehemence 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.

SURGICAL DROP ASSAULTS

Unheralded, the peaceful skies are torn asunder with a violence so sudden that the human eye can barely follow. Across untold planets since the days of the Great Crusade, the arrival of the Angels of Death has signalled defeat for the enemies of the Imperium. Surgical drop assaults are swift deployments of ground-based forces by vertical take-off and landing aircraft such as the Thunderhawk or Stormraven, or by Drop Pods launched straight from orbit. While there are many tactical variants of the surgical drop assault, and a host of different force compositions, all rely on speed and surprise. They are used to seize and hold vital terrain, to wrong foot enemy forces, or to seek and destroy key enemy commanders, defences or war engines. Many an Ork Waaagh! has been halted in its tracks by a Space Marine drop assault. Billions of greenskins have been left to squabble amongst themselves after their Warboss and his entire bodyguard were annihilated by a sudden assault that came from the skies. The fabled defence laser batteries of Ixx were so powerful they could destroy any fleet that entered orbit, yet they fell prey to a Space Marine assault that opened the entire planet up for invasion. When rebel armies surrounded the planetary governor's palace on Dhrax, the Astra Militarum could not react quickly enough, but an Ultramarines holding force arrived from the skies to keep the governor safe. Many Space Marine Chapters have a preferred method of planetstrike assault– such as the Drop Pod and Land Speeder Skyhammer Orbital Strike Force favoured by the Raven Guard – but much depends upon the situation and the forces at hand. No matter its composition, the timing and coordination of a vertical assault are always vital. With correct landing coordinates, Drop Pods can be the ultimate terror weapons, hurtling out of the sky to land at the very heart of the foe. Before the enemy can react, the occupants deploy – either assaulting or blasting their opponents at close range. Landing in rapid succession, the Space Marines can quickly turn a staggered foe into a routing one. Mistime or misplace the drop assault, however, and the Drop Pods will be picked off one by one, the enemy able to concentrate their fire and seize back the initiative. When arriving by Thunderhawk or Stormraven, it is vital for the Space Marines to provide aerial support; Stormhawks keep the skies clear while Stormtalons make strafing runs to ensure the landing vehicles can deploy those inside. The most savvy of commanders will use a combined strategy: Assault Marines air-dropped in concert with a Drop Pod assault, while Stormravens deploy more squads, and even Dreadnoughts, to keep the foe off balance. By striking hard and fast, a Space Marine drop assault can sweep the battlefield of targets and be gone even before the smoke clears.

ROBOUTE GUILLIMAN

PRIMARCH OF THE ULTRAMARINES

The Avenging Son. The Uniter. The True Master of Ultramar. He is Roboute Guilliman, the sire of the Ultramarines and all their many successors. Coming from a time of legend, Guilliman is one of the twenty Primarchs – the genetically mastered demigods created by the Emperor himself. It was Guilliman that led the Ultramarines during the Great Crusade, directing his Legion to triumph after triumph, his tactical prowess and military organisation reckoned superb even by his Primarch brothers. In his veins runs the blood of the Emperor, for that great being gave much of his own self to spark those who would be his generals and leaders for a new age of Mankind. That age would never be. The Emperor fell in slaying the Arch-Traitor Horus, and it was Guilliman that took up the his burning blade.

It was the Ultramarines Primarch, more than any other, that rallied the downtrodden Imperium in the battles of the Scouring, his righteous fury tempered with justice. Guilliman's masterwork – the Codex Astartes – was already reconstructing the Imperium's armies towards the goals of the Emperor. For it was Guilliman's way not to raze and destroy, but to conquer and build, to leave not ruins but the groundwork for a better, nobler civilisation for Mankind. Yet he was not given a chance to realise that dream. Guilliman was mortally wounded at the Battle of Thessala by the poisoned blade of his brother Fulgrim, and placed in emergency stasis. During his 8,000 year absence, the Imperium devolved into a grinding and needlessly cruel regime, ruled by fear and superstition in the name of the Emperor. When Guilliman was restored by the artifice of Mars and the soul-magic of the Aeldari, the Primarch was privately aghast. Instead of finding the galactic society dreamt of by the Emperor, he saw only endless morbidity. Healed, but forever wounded in his soul, Roboute Guilliman now leads Mankind once more as the Imperium teeters upon the brink of catastrophe.

Guilliman wields no less a weapon than the Emperor's Sword – his badge of office as Lord Commander of the Imperium. With every swing, the blade trails incandescent fire, its song as it pierces the air like a choir of angels. On his other hand he wears his thunderous gauntlet, the Hand of Dominion. Its underslung weaponry is capable of unleashing a storm of armour-piercing fire, while the power fist itself can crumple a battle tank. For all his might, it is Roboute Guilliman's peerless mind that the foe should fear most. With a speed and analytical ability unmatched by mortal man, Guilliman devises blueprints of probability with every waking thought, his tactical acumen working more moves ahead than even the canniest enemies might imagine. Logistics which would confound the largest banks of Adeptus Mechanicus cogitators come naturally to Guilliman. Yet he is no machine, but an inspirational leader of men unlike any other. He is pure reason in an age of unreason, vision in an age of blinded superstition and hope rekindled in a galaxy gone dark. Even as he leads Mankind's greatest armies into battle, his superlative mind whirls. Many times he has asked himself if it is already too late, and if the cost that must be paid to save Humanity is too high. Perhaps it was these very questions that Roboute Guilliman asked the Emperor when he was reunited with his father before the hallowed Golden Throne. No-one witnessed that meeting, and of what was discussed – if anything – Guilliman will not speak. Now, when the hour is bleakest and hope fades before the maelstrom of hate that issues from the warp, it is to that very moment that Guilliman returns, steeling himself for the battles ahead. The Avenging Son has stood before the Emperor, basking in his glory. He knows now what he must do to secure the Imperium's future. As a demigod who has seen what Humanity can achieve at their best, what right does he have to do any less?

MARNEUS CALGAR

CHAPTER MASTER OF THE ULTRAMARINES

Mankind boasts many mortal heroes, men of purpose and dedication without whom the Imperium would crumble. Even amongst their ranks there is a man whose nobility overshadows all others. His triumphs are without number and his deeds the stuff of legend. His name is Marneus Calgar, Master of the Ultramarines and Lord of Macragge.

To know the deeds behind the legend of Marneus Calgar, one would have to journey into the depths of Macragge's Chapter Fortress. At its heart lies a vault where records are kept of the labours performed by the greatest heroes of the Ultramarines. Thus far there are twenty-eight volumes dedicated to Marneus Calgar alone in this sanctum, a tally twice that of any other Ultramarine save Roboute Guilliman himself.

Since rising to the rank of Chapter Master, Marneus Calgar has employed his flair for tactics in campaigns without number. Calgar does not throw his men uselessly at the foe, for he understands that while victories may begin with the general, it is the troops that carry the day. Calgar's men follow him not merely out of duty, but out of the unshakeable loyalty that his presence inspires.

Though famous as a general, Lord Macragge is no stranger to personal valour. It was Calgar that led the breaching assault on the Hiveship designated Behemoth Primus – one of the first actions of its kind against the Tyranids. They also show it was Calgar who held the gate alone against the greenskin horde for a night and a day at the siege of Zalathras. He leads from the front, the better to inspire his warriors – when the endgame of his strategy is imminent, he leads his noble Ultramarines into the heart of the enemy's lines, crushing all resistance with pitiless efficiency. Even with Guilliman's return, the people of Ultramar know they owe much to Calgar, and regard him as the epitome of Mankind's will to endure and triumph. In Marneus Calgar they have a leader who will fight until the stars turn cold, not only for the Lord Commander and the immortal Emperor, but for Mankind itself.

GAUNTLETS OF ULTRAMAR

Amongst the most revered of the Ultramarines' numerous holy artefacts, the Gauntlets of Ultramar were acquired by Roboute Guilliman himself, when he defeated a mighty champion of the Dark Gods in single combat. The Gauntlets are only ever worn by the Ultramarines' Chapter Master; they are otherwise kept in a guarded crystal case in the Fortress of Hera.

CHIEF LIBRARIAN TIGURIUS

ULTRAMARINES MASTER OF ARCANA

Tigurius is the Ultramarines Chief Librarian and has always stood apart from his battle-brothers. He is a figure of mystery, possessed of knowledge that goes far beyond the towering datastacks and myriad scrolls of the Chapter's librarius.

In Tigurius' eyes, nothing is more dangerous than incomplete knowledge nurtured in an unready mind. As such, it is common for him to meet inquiries with his own questions, until satisfied that the enquirer grasps the full meaning and consequences of the information he seeks. This can cause tension between the Chief Librarian and the Chapter's Captains, for such heroes have little time for contemplative introspection. However, Tigurius rewards those who persevere with uncanny insight that borders on prescience. Even his merest hunch, honed by centuries of experience and wisdom, is often worth more than the predictions of a battalion of strategists and a fleet of spies. Many times Tigurius' foretelling of impending incursions upon Ultramar have allowed the Lord Macragge to counter many before they had truly begun.

There is little that happens that the Chief Librarian does not seem to know. Were he any other man, his prescience might attract suspicion, yet none who have witnessed Tigurius in battle can find cause to doubt him. When the call to war comes, he is oft to be found in the Ultramarines' vanguard. Amid the fury of battle, the Chief Librarian's silent manner falls from him like a shroud, replaced by the vigour of a warrior born. So it was on the world of Boros: focusing his psychic might, Tigurius sent hellfire coursing through the Ork invaders and led the charge that saw the wearied 4th Company victorious over a far more numerous foe. Tigurius has also been able to turn his talents to the threat of the Tyranids in ways no other psykers have found possible. His predictions about their movements have been so accurate that it was almost as if he had tapped into the gestalt consciousness of their Hive Mind – a feat that has driven lesser individuals insane.

Alas, many portends were impossible to read. The ripping open of the Great Rift was foreseen only as oblivion and doom – and the psychic backlash of that galactic catastrophe nearly ended Tigurius. Yet he rallied from his mind-coma, joining in the defence against the horrible plague that descended upon Ultramar. When the Death Guard and the Daemons of Nurgle came out of the renewed warp storms, it was Tigurius that helped steel the minds of the Ultramar Defence Forces, for as courageous as they were, they would have fled before the disease-ridden foes and the terrible warp plagues they unleashed.

PSYCHIC HOODS

A psychic hood is a strange and arcane device that is connected directly into a psyker's mind. It uses a set of interwoven and intricately aligned crystals to amplify and focus the wearer's powers, most famously aiding them in nullifying an opponent's psychic attacks. There have been many different designs of such artefacts, but all have a distinctive metal hood that rises from the backplate of a Librarian's power armour, and so lends the device its name. Tigurius wears a modified psychic hood, the Hood of Hellfire, that not only provides protection against psychic assaults, but allows the Ultramarines Chief Librarian to bolster his mind's energies even further.

CHAPLAIN CASSIUS

ULTRAMARINES MASTER OF SANCTITY

Ortan Cassius is the oldest living Space Marine in the Ultramarines, and even remembers times when some of the Chapter's most ancient Dreadnoughts fought as warriors of flesh and blood. What little of his skin can be seen amid his life-sustaining bionics is gnarled and battle-scarred, and his one good eye burns with unfulfilled vengeance. Though Cassius is many centuries old, his arm remains strong and his aim true. His impassioned words have carried the Ultramarines into battle on thousands of worlds, firing his battle-brothers with his own deeply-held passion and belief.

Cassius can recall his first battles against the shadowy Genestealer Cults, or years later, the First Tyrannic War, when he fought alongside Marneus Calgar (always 'young Calgar' to Cassius) to purge Macragge of Hive Fleet Behemoth. In the war's final stages, Cassius accompanied the attempt to rescue the doomed 1st Company at Macragge's polar fortress. At great cost of life, the Tyranid invaders were hunted down and exterminated. Few of Cassius' companions emerged unscathed from the terrible close quarters fighting, and the Chaplain himself was laid low by a rampaging Carnifex, kept from the dark embrace of death only by his formidable strength of will until the Chapter's Apothecaries could tend to his ruined body.

After a long convalescence, during which much of his body was rebuilt, Cassius returned to his duties filled with new fire and purpose. The Chaplain was blessed with a revelation; he believed that the Tyranids were not only a physical threat, but Mankind's rightful punishment for their lack of vigilance, and that there was no greater calling than to purge every one of them from the galaxy. To this end, Cassius forged a new force of Ultramarines, chosen from the survivors of the Tyrannic Wars, to specialise in hunting down and destroying the Tyranid menace. Though initially few in number, each fresh clash with the hive fleets provided new followers to his cause. As the movement has grown, Cassius has become more focused, and his followers an ever more influential faction within the Chapter.

Though this is perhaps a technical deviation from the Codex Astartes, Lord Macragge tolerates his mentor's divergence, knowing that there shall yet be another reckoning between the Ultramarines and the Tyranids, and that Cassius' followers may be the key to final victory.

GHOSAR QUINTUS

A major Genestealer Cult infestation was discovered on the world of Ghosar Quintus. The Genestealer Patriarch and its brood were purged by a Deathwatch Kill Team led by Ortan Cassius in what turned out to be only his first encounter with the secretive Genestealer Cults.

CAPTAIN SICARIUS

COMMANDER OF THE ULTRAMARINES 2ND COMPANY

Cato Sicarius is one of the greatest heroes of the Ultramarines. His titles are many – Captain of the 2nd Company, Master of the Watch, Knight Champion of Macragge, Grand Duke of Talassar and High Suzerain of Ultramar. Each reflects but a fraction of a lifetime's diligent and exceptional service, not only to the Ultramarines Chapter, but to the realm of Ultramar itself.

Born into one of Talassar's ascendant sea-houses, the young Sicarius began martial schooling as soon as he was old enough to grasp a sword – a tutelage only reinforced by his later induction into the Ultramarines. Though often arrogant, Sicarius earned many commendations and swiftly rose through the ranks. In the following decades, he served with distinction as both Sergeant of the Eighth and Company Champion before taking command of the 2nd Company.

Sicarius rose to the challenge of leading the 2nd Company as he had to every other that had been set in his path. All Space Marines use lightning assaults, but Sicarius refined the strategy to near-perfection, often committing his forces to battle with only the briefest appraisal of the situation. As his tally of victories grew, Sicarius' name became a byword for victory, a legend forged in the maelstrom of battle that is known far beyond the borders of Ultramar. In the waterfall caverns of Black Reach he cut down the Ork warlord Zanzag; upon Damnos he took revenge for a defeat that had rankled for twenty-five years by banishing a C'tan. Sicarius was also present for the defence of the awakening of Roboute Guilliman, and was chosen to accompany the Primarch to holy Terra. It was a journey fraught with dangers, but it was the return trip that proved deadlier still.

LOST IN THE WARP

While the Ultramarines Primarch organised what was to become the Indomitus Crusade, the Great Rift tore the galaxy asunder. Fearing for Ultramar, Guilliman sent to safeguard his realm much of the task force of Ultramarines and successor Chapters that had accompanied him to Terra. With them went the first Primaris Ultramarines, for Archmagos Cawl had begun to open his secret vaults. The small armada – commanded by Captain Sicarius and dubbed Fleet Avenger – ran into warp storms the like of which had not been seen since the Age of Strife. With the fleet battered and split apart, Sicarius signalled for each ship to make its own way back to Macragge, the interference growing so bad he feared many would not receive the message. Sicarius' own Strike Cruiser, the *Emperor's Will*, was still in the warp when the Astronomican faded and then went black. Amidst the tidal waves of psychic energies that cascaded randomly across all star systems, one last transmission was received from the *Emperor's Will*. The fragmentary message was accompanied by disturbing images, and only one sentence could be made clear: 'They have breached the hull, they are here.' Fully half of the Fleet Avenger reached Ultramar, bringing with them their precious cargo, but of the *Emperor's Will* there remains no sign.

'Of Captain Sicarius I will say only this: none have borne battle more nobly or with greater prowess. I will mourn my brother when I know he is lost. Until then, I will hold out hope that he may some day return to us. If any can do such a thing, it will be him. And when he does return, then think of the tales he will have to tell us.'

- Marneus Calgar upon the fate of Cato Sicarius

SERGEANT TELION

VETERAN OF THE ULTRAMARINES 10TH COMPANY

Torias Telion is the most accomplished Scout Sergeant the Ultramarines have ever known. He is a veteran of over three centuries of combat and in this time he has trained generations of new recruits. Indeed, no less than four of the Ultramarines' current Captains all learnt their skills under Telion's watchful eye; without exception they rightly accredit their success to the peerless training they received at his hands.

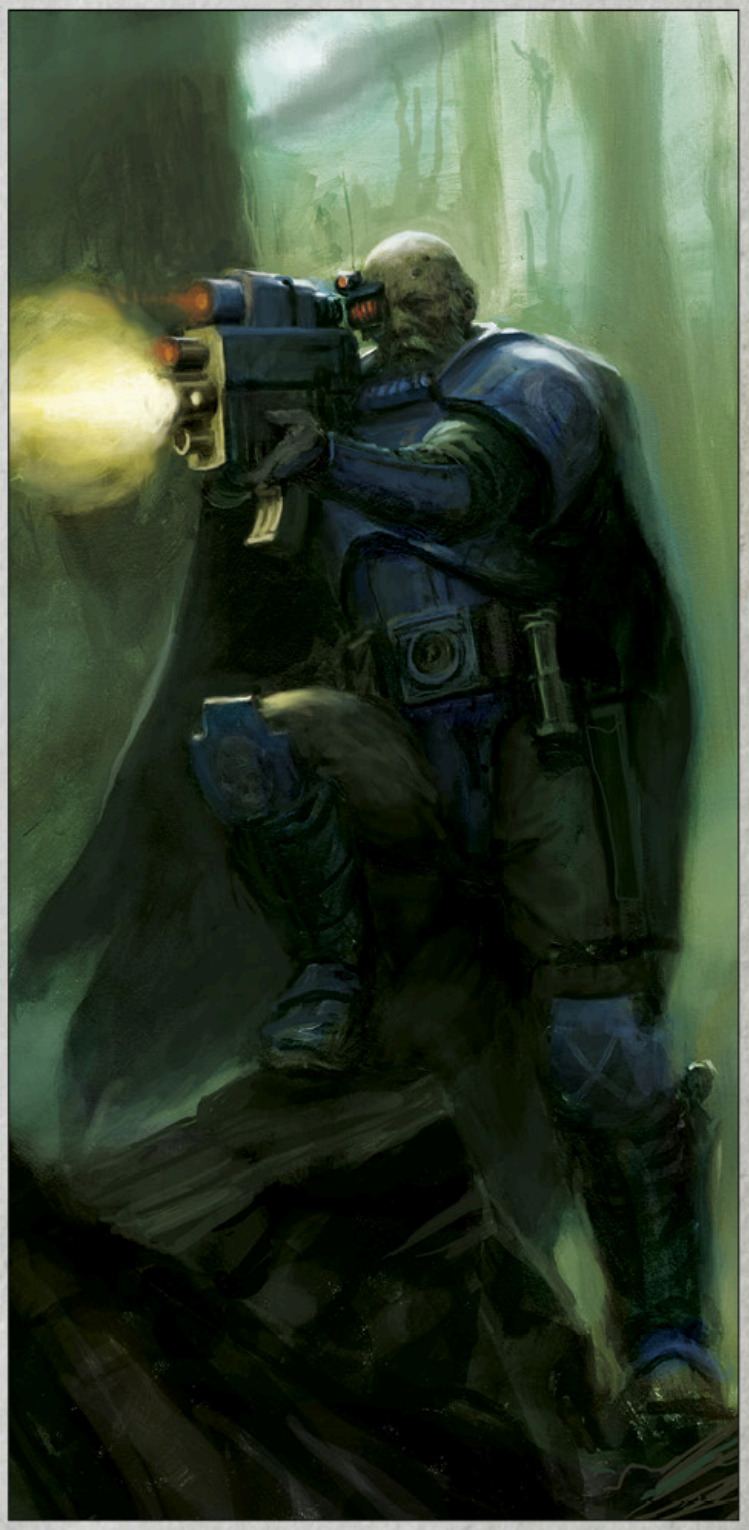
Having been awarded fully two-score battlefield commendations, including the Iron Skull, the Imperial Laurel and a dozen Marksman's Honour badges, Telion has earned a position in the Ultramarines Honour Guard several times over. Nonetheless, he chooses to remain in the Scout Company, where, by example and experience, he can forge the future warriors of the Chapter.

Sergeant Telion has mastered all of the martial disciplines of the Space Marines over his many years of service. Having fought eye-to-eye and blade-to-blade with Mankind's most fearsome enemies, Telion has taken the measure of each and found them wanting. He is a master of brawl, parry and fluid stance. Few gambits of brute strength or elegant skill can penetrate Telion's guard, and fewer opponents can hope to defend themselves against the Sergeant's precise and controlled blows.

Yet however formidable Telion might be as a close-quarter foe, his skills of melee are nothing as to those he practices at range. He can take account of environmental interferences, such as wind or gravity, like few others and use a bolter to deliver a killing shot far beyond the official range. Two of his many Marksman's Honour badges were earned for such feats at the relief of Pallia, where a pair of extreme-range bolter shots ended the lives of both the Commander and Ethereal of a T'au reconnaissance force. With the death of their leaders, the invaders lost all resolve and were easy prey for the oncoming Ultramarines.

Much of Telion's marksmanship is innate, a quirk produced from the merging of latent talent and gene-seed, but under his guidance even the rawest Scout can achieve a level of expertise worthy of the most experienced Captain. Indeed, Telion's admonishments and precepts on the subject of war at a distance have become legendary far beyond Ultramar and the sergeant has been seconded to several Chapters with close ties to Macragge, so that his knowledge and unique skills can more widely benefit the immortal Emperor's cause.

During the Plague Wars that stained Ultramar, Telion was forced to lead his entire Scout Company to hold off a Death Guard attack upon the Chapter's training academy. To the selfless Telion it was just another action borne of duty, but the tale of his victory has become well known to every battle-brother of the Ultramarines.



'Forget all your preconceptions of war, of battle lines clashing on the churned ground. Your mission is to attack before the foe even realises that the war has begun, to strike hard at those vital weaknesses that all armies possess, but that no commander will admit to.

Under my tutelage you will learn how to seek out such fragilities and smite them with every weapon at your disposal. Master these duties and I will have nothing more to teach. You will truly be a Space Marine.'

- Sergeant Torias Telion, Ultramarines 10th Company

SERGEANT CHRONUS

SPEAR OF MACRAGGE

Antaro Chronus is the most gifted of all the Ultramarines tank commanders. While most such warriors dedicate themselves to the mastery of a particular vehicle, Chronus' abilities extend to almost any tank in the armouries of the Adeptus Astartes. Few other commanders can match the precision of his bombardments when at the helm of a Whirlwind or Vindicator, and none are as coldly precise when unleashing the baleful weaponry of a mighty Predator tank.

For a Space Marine to be assigned to serve in the Armoury is an honour indeed, for it is to be entrusted with command of the Chapter's most valuable weapons of war. To succeed in this transition fully, the crew must suppress their physical self and adopt the armoured behemoth's form as their own. A crewman must act as decisively and instinctively with the tank as he would with his own limbs; the tank's sensors and viewfinders become the commander's eyes and ears, its weapons are his fists and rage, and its armour his skin. Chronus takes such skill one step further.

It is said that Chronus knows the capabilities and limits of every weapon system in every tank, and more than that, is cognizant of which of those mechanisms can be bypassed or jury-rigged in the event of damage. Chronus kept the Predator, *Rage of Antonius*, battle-worthy during the most viciously fought actions of the Damnosian War, despite suffering several hits from Necron gauss cannons that eroded its hull to the point of collapse. That the *Rage* survived at all astounded the Techmarines who repaired its extensive damage at the campaign's end, but in it Chronus had not only completed his mission goal of destroying the enemy's phase generator, but also routed the Necron war cell around it. Such a feat has often been imitated by other Ultramarines tank crews, but never bettered.

For his actions on Damnos, Sergeant Chronus was anointed as the Spear of Macragge – a pre-Heresy title awarded to the Ultramarines' pre-eminent tank commander. As the Spear, Chronus leads the Chapter's armoured assaults, and has a free choice of which tank he rides to battle – since the opening of the Great Rift, it is common to see him at the helm of a Land Raider. His unique position of authority also means that he is not subject to the orders of a Captain; Sergeant Chronus answers, in all things, only to the Primarch and the Lord Macragge.

ARMOURED ASSAULTS

Sometimes, a mission or adversary will demand that the Chapter must mobilise the entirety of its Armoury. In these instances, fully armoured battle groups are gathered, and truly does the ground shake beneath their treads. Led by Captains mounted in Land Raiders or other tanks, they trundle forward, enemy fire pattering off their thick armour before they answer with a murderous barrage of their own. There are many types of armoured strike force, each tailored to suit the needs of its Chapter, the foe or the terrain. An Anvil Strike Force is perhaps the most famous of these, the strictures for its formation and use dating back to the creation of the Codex Astartes.

The annals of the Space Marines are filled with glorious accounts of the Anvil Strike Force's might. In the wilderness of the Halo Stars, Captain Dauuk of the Iron Hands led just such a mechanised strike force into the Warren Worlds. There, among the caustic yield-nests of the Heretek Cults, his Predators stalked the sentient mecha-fauna, blasting apart the Chaos worshippers and their daemonic allies. No Space Marine, not even an Iron Hands battle-brother, could have lived long in that toxic place, though the tanks of Dauuk's strike force endured, and scoured the planet clear of threats in less than a Terran week. The Aurora Chapter is particularly well known for their lightning-fast armoured assaults, leading the way with Land Raider spearheads supported by Land Speeder suppression forces. Brother-Sergeant Chronus has led many armoured attacks for the Ultramarines, and he has won much acclaim for incorporating aerial support and using transported troops to hold the territory won by his vehicular assaults. The Repulsor tank has added further power to the armoured might of the Adeptus Astartes.

KOR'SARRO KHAN

WHITE SCARS MASTER OF THE HUNT

Kor'sarro Khan is the Captain of the White Scars' 3rd Company. Fierce to the point of savagery, bold to the point of recklessness and brash to the point of insubordination, he is nonetheless one of the Chapter's most accomplished warriors.

Kor'sarro Khan is the White Scars' Master of the Hunt. This title is unique to the White Scars and their successors. They, above all other Chapters, seek the blood of those foes who, though quirk of fate or malign artifice, have faced them in battle and lived to tell the tale. Such enemies cannot be allowed to glory in their victories. Every twenty-five years, at the height of the Rites of Howling, the Master of the Hunt is despatched to seek out one such foe and bring their severed head back to the White Scars' fortress monastery as a trophy.

Kor'sarro Khan can draw upon many resources in pursuit of his prey and often embarks upon a hunt with a company of battle-brothers under his command. A pursuit can take months or years as Kor'sarro Khan tracks his quarry across several worlds. Though the hunt may be postponed as wars and other duties interfere, it is never abandoned. Sooner or later, the quarry is tracked, cornered and beheaded. Over the years, Kor'sarro Khan has brought nearly a score of such quests to successful conclusion. Whether he is leading his entire Chapter to battle, or simply a small, elite group of hunters, none can outrun or evade Khan's wrath indefinitely, and those foes who have so far eluded him live on borrowed time.

Kor'sarro's return to Chogoris is a time of great celebration and moonlit feasting, for it marks the passing of a hated nemesis. When the carousal is done, Kor'sarro surrenders the prey's severed head to the Master of Sanctity, who takes up a brand from the flames and burns the eyes from the skull. The hymn of vengeance is sung as the flesh blackens and peels, and the quarry's name is struck from the roster of the hunt. The head itself is then masked in silver and set upon a lance, its hollow gaze destined to forever stare out over the approach to the fortress monastery – a long mountain road with severed trophies lining every pace of its passage.

THE EMPEROR'S HUNTSMEN

Since the days of the Great Crusade, the White Scars have been the Emperor's outriders and huntsmen. They place enormous importance upon speed, tracking and fieldcraft, and take a spiritual view to every aspect of the hunt, from the thrill of the chase to the final butchery. The teachings of their Primarch, Jaghatai Khan, state that there is a correct way – a noble way – to do all things, and although his sons may be viewed by many as savages, there is an honour amongst them that stems from their home world of Chogoris as much as their Primarch.

New recruits are still taken from the feral hunters of the world's plains, and the White Scars approach war much like those plainsmen stalk quarry across the long steppes. Just as a Chogorian hunter must successfully gauge the strike distance to stalk the deadly plains serpent safely, so too must a White Scars warrior thoroughly scout the battlefield and get the measure of the enemy before committing to action.

It is with this hunting instinct the White Scars destroy the enemies of the Emperor. Some of their ancient tales hold that one day he will rise from the Golden Throne to begin anew the Great Crusade. On that day, Jaghatai Khan will return to lead the Chapter as the vanguard of the Imperium once more.

'Warriors of Chogoris! Brothers of the Great Tribe! The star-hunt calls you – do you not hear it? The battle's red edge is your home, the respect of your kinsmen your hearth. Plunge into the enemy's breast like a blade, cut out his heart, and you will know fulfilment. The Emperor has given us strength. In return we give him victory!'

- Jaghatai Khan, the Last Charge of Galathamar

VULKAN HE'STAN

FORGEFATHER OF THE SALAMANDERS

According to the ancient lore of the Salamanders, the Primarch Vulkan left behind nine artefacts. Vulkan scattered these relics across the galaxy, both to prevent them from falling into the hands of Mankind's enemies, and because he knew that even the grandest prize was as nothing were it to be seized without challenge. Since Vulkan's disappearance, the Salamanders have always appointed a Forgefather to seek the Primarch's lost legacy. At the close of the 41st Millennium, it is a burden borne by Captain He'stan.

He'stan had served with distinction for nearly a century when the Chapter Council commanded he set down his burdens as commander of the 4th Company and don the mantle of Forgefather. As He'stan relinquished his old titles and duties, so too did he set aside his forename without hesitation, for the rituals of the Salamanders dictate that he who shall walk in Vulkan's footsteps shall bear his name, and bear it with pride.

In the pursuance of his quest, He'stan has walked a crooked path through the galaxy, guided from system to system by clues inked within the Tome of Fire. Many of the worlds He'stan has visited have been in the hands of traitorous humans, alien invaders or worse. Such places can only be investigated once they have been scoured clean by fire and blade, and the Salamanders do not hesitate to bring their full might to bear if such is required. They would endure any woe and suffer any loss to retrieve the Primarch's gifts, for they believe that, when all nine artefacts have finally been recovered, he will return to lead them once again.

Only four of the nine relics remain for He'stan to find – the others have been recovered by previous Forgefathers. He'stan himself keeps three of these recovered artefacts, whilst the other two – the forge ship Chalice of Fire and the space-bound defence laser known as the Eye of Vulkan – remain in orbit around Prometheus. Of the remaining artefacts – the Engine of Woes, the Obsidian Chariot, the Unbound Flame and the Song of Entropy – only the names are known. Their size, form and location are locked within the Tome of Fire, to be uncovered as the Primarch's prophecies reveal themselves. It is for He'stan to continue the Salamanders' way of patient yet determined perseverance until all these relics are found.

TO PROTECT HIS OWN

Twice now, the Necron Overlord Trazyn the Infinite has assailed He'stan. In the first such attack, the Necron attempted to wrest the Spear of Vulkan from He'stan's hands, for he covets that technological marvel greatly. It is even probable that Trazyn was behind the mysterious deaths of several Forgefathers in the past – although this has never been proven. The ancient Necron later attempted to lure He'stan into a trap during the Tochran Crusade, but the stalwart Forgefather defeated him once again.

KAYVAAN SHRIKE

CHAPTER MASTER OF THE RAVEN GUARD

After Chapter Master Corvin Severax and a large contingent of the Raven Guard's 3rd Company were slain during a T'au ambush, it was Kayvaan Shrike that led the strike team to recover the fallen gene-seed. It was likely this selfless act that cemented Shrike's status as Severax's natural successor, for he won the votes of the other Shadow Captains, taking the mantle of Chapter Master. The Raven Guard needed a new leader, one so widely respected that he could reverse the increasing isolation of the Chapter from the wider Imperium that had only grown more pronounced under Severax's command. Shrike accepted the vote – albeit reluctantly.

Shrike made his name during the early months of the Targus campaign, when he served as Shadow Captain of the 3rd Company. They were one of many Imperial units assigned to the assault on Targus VIII, tasked with the elimination of the Orks' planetary defences. Striking hard and fast, Shrike's force accomplished its mission, only to become stranded when their extraction craft were destroyed. Undaunted, Shrike led a campaign of destructive havoc behind the Ork lines. For two years, the Raven Guard 3rd Company struck at the Waaagh! wherever it showed weakness, destroying fuel dumps and ammunition stores, sabotaging Ork artillery batteries and Stompa factories at every opportunity. They ambushed Kommando patrols and assassinated Ork leaders with ruthless efficiency, all the time relaying targeting and intelligence data to orbiting naval vessels. Shrike and his warriors were untouchable, striking from the shadows with seeming impunity. They would stalk their quarry like phantoms, waiting for the correct moment to burst from the blackness like a storm of vengeance. Shrike led every assault from the fore, cutting down foes with every swipe of his razor-sharp claws before leading his Raven Guard to melt away once more into the concealing darkness.

By the time Shrike had extracted his company from the ruins of Targus VIII, he was honoured with the Laurel Imperialis. After his fast and lethal assaults on Donara and Yakhee, he was hailed as a hero across the system and beyond. Amongst the besieged ruins of Aldeb, Sulphuron and a dozen other worlds, desperate men beseeched the Immortal Emperor to send Shrike to deliver them from the terror of Waaagh! Skullkrak. Fleet commanders and Imperial Guard generals pleaded with the Master of the Raven Guard to assign Shadow Captain Shrike to their sector of the campaign.

Under Shrike's direction, the Space Marines of the Raven Guard deploy not to war zones where Imperial commanders fight to contain alien invasion or crush the last vestiges of rebellion, but to worlds that have been abandoned to their fate by an over-stretched and uncaring Imperium. Since the Great Rift, there are more of these than ever before; on these planets, desperate defenders fight even more fiercely knowing that every minute they hold out is a minute in which the Raven Guard might arrive out of shadows to deliver them from their suffering.

THE RAVEN'S TALONS

When he was a Captain, Kayvaan Shrike won the Contest of Shadows, allowing him to select any item from the Armoury of Ravenspire. Kayvaan chose a matching pair of lightning claws called the Raven's Talons, which, if rumours are to be believed, were crafted by the Primarch Corax himself on Deliverance, after the Raven Guard retreated there following the Drop Site Massacre on Istvan V. Whether the tale is true or mere fable, the Raven's Talons were almost certainly crafted by some ancient master, for they are beyond sharp, and quite capable of rending Terminator armour as if it were papyrus. For many foes of the Imperium, the lightning-wreathed claws are the very last thing they see.

CAPTAIN LYSANDER

COMMANDER OF THE IMPERIAL FISTS 1ST COMPANY

Even for a Space Marine, Darnath Lysander has led a long and bloody career. As sergeant, he was credited with the defence of Colonial Bridge and hailed as the vanquisher of the heretics of Iduno. As Captain of the 2nd Company, he led the storming of the Eldar cruiser *Blood of Khaine* and rescued the Haddrake Tor planetstrike from disaster. For two centuries afterwards, Lysander led the Imperial Fists 1st Company with distinction, earning the highest praises his Chapter could bestow. Then, in the latter years of M40, the Strike Cruiser *Shield of Valour* was lost to the warp, taking Lysander and a portion of the 1st Company with it. Initially, the Imperial Fists kept vigil, hoping that the warp would give up its prize. However, as the centuries passed, no trace was found of the *Shield of Valour*. In a sombre ceremony, Lysander's name was added to the roster of the fallen and a statue in his likeness was raised in the hall of heroes.

Nearly a thousand years later, the Shield of Valour re-entered normal space within the orbit of Malodrax, an Iron Warriors stronghold on the fringe of the Eye of Terror. Ravaged by the firepower of three orbital fortresses, the *Shield of Valour* was swiftly disabled. The handful of survivors, Lysander amongst them, were incarcerated and subjected to weeks of torture at the hands of the Iron Warriors. That Lysander survived at all is ascribed to a dauntless refusal to accept defeat. Within a month of his capture, though his body was bloodied from the torments inflicted upon him, Lysander broke free of his restraints. Unarmoured, and initially with no weapons but his bare hands, Lysander tore a bloody path through the streets of Malodrax's planetary capital, stole a shuttle, and escaped.

It is difficult to say which emotion ran strongest amongst the Imperial Fists when they learned that Lysander still lived – joy that one of their greatest heroes had returned, or fear that his travails had left him tainted. For months, Lysander bore an exhaustive investigation in which every fragment of his being was tested. Though the Chapter's Apothecaries, Librarians and Chaplains exerted every technique at their command, no trace of corruption – physical, mental or spiritual – could be found. To the deafening cheers of his battle-brothers, the oldest of which had not been born when the *Shield of Valour* was lost, Lysander was restored as the 1st Company's Terminator Captain.

Within a year of his return, Lysander led the Imperial Fists in the assault that laid waste to Malodrax, repaying in blood the tortures meted out in its dungeons. Before the dust had settled, Lysander was on the move once again, vowing to scour the Iron Warriors from the galaxy once and for all.

PEDRO KANTOR

CHAPTER MASTER OF THE CRIMSON FISTS

Pedro Kantor has served as Chapter Master of the Crimson Fists for almost a century. When Waaagh! Snagrod hit Rynn's World, Kantor was one of a handful fortunate enough to survive the fateful missile strike that levelled the Crimson Fists' 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 Orks warbands. During the daylight hours, Kantor and his men were forced to seek shelter where they could – lying up against the ruins of a farm 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, yet their resolve never wavered. No sooner had Kantor arrived than the greenskins came to New Rynn City in force. What the Orks found was no faltering garrison, but a vengeful and determined force of Space Marines. Under Kantor's determined 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 marshalled his resources and began rebuilding the Chapter. History seemed doomed to repeat itself when Rynn's World was struck by daemonic incursions during the warp storms that followed the Great Rift. The Daemon Prince Rhaxor and his hellish legions attacked, and the Crimson Fists were once more outnumbered and besieged upon their home world. Three times Pedro Kantor led spearheads out to drive back the foe. When the Indomitus Crusade arrived unlooked for, Roboute Guilliman himself gazed upon the piled dead of their foes and commended both the Chapter and their stalwart leader.

In the aftermath of the battles upon Rynn's World, 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, and with Primaris reinforcements from Archmagos Cawl, there were entire new companies of Crimson Fists that had never known Rynn's World or the Chapter's rituals. As in awe of the Ultramarines Primarch as 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. 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 in spite, but 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 Astartes than the unification of Mankind. I see that in you also. And his determination. We – I – need men who fight bravely even when faced with great tragedy. I have seen with my own eyes in recent days 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.'

HIGH MARSHAL HELBRECHT

HIGH MASTER OF THE BLACK TEMPLARS

High Marshal Helbrecht exemplifies the qualities of stubbornness, personal honour and unswerving loyalty to the Emperor that are the hallmarks of the Black Templars. His rise through the Chapter was swift, his desire to slay the enemies of the Emperor impressing his peers with its sheer ferocity. Even as an Initiate, Helbrecht fought with zeal and courage beyond expectations, holding the line against a vast swarm of Tyranids at Deathcore Ridge, refusing to yield whilst there yet remained a foe to fight. Helbrecht was inducted into the Sword Brethren just a few short decades later for the legendary feat of besting a Daemon Prince with only his combat blade. After this, his meteoric ascension continued apace, paved at every step with the deaths of the Emperor's most fearsome enemies. When High Marshal Kordhel was slain by a frenzied Berzerker, the Marshals of the Black Templars gathered to choose a new leader for their Chapter. Helbrecht was elected unanimously and presented with the Sword of the High Marshals.

According to tradition, Helbrecht soon after declared a crusade, choosing as his target the xenos-haunted Ghoul Stars, a desolate region of space from which no prior expedition had returned. Within eight years, the Black Templars had cleansed the outlying systems; the enemy were unable to withstand the zeal of Helbrecht's assaulting forces, and entire worlds burned in his wake. No sooner had Helbrecht left a titanic pyre burning on the xenos home world than a desperate call for help came from the besieged world of Armageddon, telling of the return of the Ork Warlord, Ghazghkull Thraka. Helbrecht did not hesitate in declaring a new crusade, swearing a mighty oath to personally slay Ghazghkull and rid the Imperium of the most dangerous Ork Warlord to have ever lived.

Upon arrival in the besieged Armageddon System, Helbrecht assumed command over the assembled Adeptus Astartes vessels, his superior experience of void combat making him the natural choice to command the Space Marines fleet. The war in space was bitterly fought, with Helbrecht leading many storming actions aboard Ork Kroozers, stemming the tide of greenskin reinforcements from reaching the planet below. Ghazghkull's flagship retreated from Armageddon shortly thereafter, despite the Imperial Fleet's efforts to stop it from entering warp space. Helbrecht vowed Ghazghkull would not escape his vengeance even if he had to pursue the Ork Warlord across the length of the galaxy – a vow he intends to one day fulfil. Though he since suffered a stinging defeat at the hands of the Stormlord Imotekh, Helbrecht has already exacted vengeance, and now patrols the stars anew.

DUTY BEFORE VENGEANCE

When the Great Rift swept across the galaxy, the Black Templars fleet was badly scattered. It was as they mustered to continue Helbrecht's single-minded pursuit of the Ork Warlord Ghazghkull that Primarch Guilliman arrived. Although High Marshal Helbrecht welcomed both the Primarch and the new Primaris Marines that joined his Chapter, there was little time for war council – and little need, in truth, for High Marshal Helbrecht knew his mind. With Chaos forces rampant and much of the Imperium isolated, Guilliman grew frustrated, but before departing he reminded Helbrecht of the blade he carried. The sword borne by High Marshal Helbrecht is a sign of office, a weapon wielded in turn by every High Marshal since Sigismund. As the tale goes, the Sword of the High Marshals was forged from the remnants of the blade of Rogal Dorn, Primarch of the Imperial Fists Legion, from whom the Black Templars were created. According to the legend, it was Rogal Dorn who discovered the beaten body of the Emperor aboard Horus' ship, and fulfilling his father's last request, returned him to the Imperial Palace to be interred upon his Golden Throne. It was at that moment Dorn shattered his sword in rage at his failure to defend the Emperor of Mankind. It was Sigismund, then the First Captain of the Imperial Fists Legion, that gathered the shards, although at the time he knew not what would become of them. With the splitting of the Legions during the implementation of the Codex Astartes, Sigismund would become the Black Templars' first High Marshal. It was then that he decreed that the Sword of the High Marshals should incorporate shards of Dorn's weapon, forever reminding his sons of their duty. Chastised by Guilliman's greater perspective, High Marshal Helbrecht immediately sent forth crusades to aid every Ecclesiarchal world within reach.

CHAPLAIN GRIMALDUS

HIGH CHAPLAIN OF THE BLACK TEMPLARS

Grimaldus is a veteran of centuries of combat, but only in the past few decades has he borne the mantle of the Black Templars' High Chaplain. It is a responsibility that weighs greatly upon Grimaldus' shoulders, and he constantly strives to prove that he is worthy of the honour.

Grimaldus was inducted into the Reclusiam after the Battle of Fire and Blood, where his stoicism brought him to the attention of the then High Chaplain, Mordred. Unlike many of his brother Chaplains, Grimaldus preferred to inspire his men through deeds rather than through rhetoric. On those rare occasions when Grimaldus spoke, his voice commanded the attention of all around, the rarity of his speech ensuring not a single word went unheard. Grimaldus' oratory cut straight through his brothers' warrior-spirits and it was no surprise that, upon Mordred's death, the High Chaplain named Grimaldus his successor with his final breath.

Grimaldus' trial by fire as High Chaplain was the Third War for Armageddon. With High Marshal Helbrecht combating the Orks in space, it fell to Grimaldus to lead the Black Templars' ground forces. During the Battle for Hive Helsreach, Grimaldus faced certain death against successive hordes of Orks, but his resolve never wavered; the shadow of his predecessor's legendary chronicle was a constant source of strength. Grimaldus' forces were defending the Temple of the Emperor Ascendant when the fighting grew so brutal that the temple's walls collapsed. It was believed that all had perished until Grimaldus crawled from the rubble bearing three holy relics. Apothecaries who later treated Grimaldus' wounds claimed that it was a holy miracle that he still lived. Ever since, Grimaldus has been a rallying point for the Black Templars. Even before the war ended, the citizens of Hive Helsreach honoured him with the title of Hero of Helsreach and bowed before his passing. No battle is so bleak that his appearance cannot turn the tide and rekindle the fire in his brothers' hearts. Then, an enemy who thought the battle won will find himself beset once more, smashed asunder by a tide of zealots whose arms have been lent fresh strength, Grimaldus at their head carving another victory for his Emperor.

'Feel the power of the Emperor and let your hatred for the xenos become a righteous zeal!'

- Chaplain Grimaldus, exhortation

BEHOLD THE GLORY AND THE WONDER

The Black Templars venerate the Emperor as a divinity, much in the same way as do the Ecclesiarchy. However, the Black Templars are first and foremost Space Marines, and so even their faith is superhuman in its focus and dedication. Their gruelling rites are every bit as tasking as their battle drills – to the Black Templars, ceremonial dedications to the Emperor and their martial drilling are one and the same.

One of the more unusual aspects of this worship of the Emperor is the Black Templars collection of reliquaries. Being a fleet-based Chapter and lacking a proper home world, the High Marshal's Battle Barge, the *Eternal Crusader*, has become the spiritual epicentre of the Chapter. It has been refitted many times over the millennium, and its massive expanse is filled with sacred relics, chapels, reliquaries and devotional pieces. All Black Templars return here after a crusade, renewing vows and adding any new-found wonders to their already vast hoard. Some of these pieces date back to the Great Crusade: banners carried before the Emperor himself, a piece of the First Aquila, a blackened skull reportedly struck by the Emperor's scorching psychic energies, and thousands more.

CENOBYTE SERVITORS

Chaplain Grimaldus knows well the power of faith, and to this end brings with him icons of devotional fervour. In battle he is accompanied by a group of servitors bearing the relics saved from the Temple of the Emperor Ascendant in Hive Helsreach. These icons are silent reminders that glory and honour are bought through sacrifice, and they are carried into battle in order to spur the Black Templars to ever greater heights of zeal.

THE EMPEROR'S CHAMPION

At the forefront of the Black Templars' battle line strides a singular figure, his gleaming blade carving a path of ruin through the foe. This warrior will challenge any enemy, no matter how mighty, for he is the Emperor's Champion. Divinity rests upon his shoulders as both mantle and shroud – though some of those who have fought alongside an Emperor's Champion whisper that such individuals walk in shadow, half-possessed by visitations of a supernatural vengeance given terrible life.

On the eve of battle, as the Black Templars kneel before their Chaplains and pray for the Emperor's favour, one amongst them may be granted a vision. In his mind's eye, angelic hosts wielding blades of flame bestride the stars, driving back the writhing shadows with their righteous fury. Glorious battles of both past and future whirl through the battle-brother's mind, accompanied by the certainty that he has been chosen by the Emperor as his mortal vessel upon the field of battle. As this fugue state passes, the Space Marine knows that he must heed this summons and stand forevermore apart, bereft of his brothers in the searing light of the Emperor's gaze. The Chaplains then lead the chosen battle-brother to an isolated contemplation chamber. Here, he is clad in holy raiment, donning the armour of faith, and surrendering his weapons in favour of one of the Chapter's sacred Black Swords.

Only a handful of Emperor's Champions arise each century – their emergence a miracle worthy of remembrance, and at any given time there can be only one. It is, therefore, the duty of the Chaplains to ensure that a single Black Sword accompanies each crusade from its inception, ready should an Emperor's Champion arise. Should this happen, the name of the blade's new wielder is inscribed into the sword's obsidian hilt, immortalising a new hero as a part of the blade's own legend.

When battle is joined, divine might flows through the Emperor's Champion's every sinew. His vision shimmers with golden light that burns brightest around the mightiest of enemies. In this way, the Emperor's Champion is guided through the press, slashing lesser enemies aside as he closes upon his target. Leaving his brethren to fight the broader battle, the Emperor's Champion engages the most deadly foes in single combat. There he strikes, thrusts and cleaves, cutting down those who would challenge the supremacy of Mankind with precision and surety. He does not heed the orders of a Marshal, nor share his battle-brothers' objectives. He is there with a singular purpose: to slay the mightiest foes the enemy can put forth, no matter their size or ability. The Emperor's Champion will never concede defeat, for his duty does not end until the Black Sword is pried from his cold, dead hands.

THE RITUAL OF THE BLACK BLADE

It is rare for the Emperor's Champion to live long beyond donning the Armour of Faith. Filled with divine courage, he will hurl himself into the thickest fighting or against the greatest enemy warlords, selling his life for the glory of his Chapter while taking scores of the foe with him. It is a doom that both battle-brother and Chapter accept as part of their covenant with the God-Emperor, the knowledge that great glory is won only with the blood of heroes. When an Emperor's Champion falls, the Chapter's Chaplains will bear his body from the field of battle. In a ritual that honours his divine deeds, the Armour of Faith is removed, its seals broken and its prayers washed away with holy oils. The Black Sword is borne back to the Black Templars' Battle Barge *Eternal Crusader* and interned in its reliquary. Then, in an honouring ceremony, the High Marshal is told the deeds done by the Emperor's Champion while a venerable Chapter serf inscribes the battle-brother's name upon the dark-hued blade. The sacred sword is then placed reverently back into the reliquary, esconced until another is chosen to withdraw it. Other scribes record the warrior's accomplishments upon scrolls that are displayed in the Battle Chapel. As vast as the hall is, there is no empty space left, nor has there been for many millennia, and so deeds have been nailed atop deeds many times over, tracing back the history to the deeds of Sigismund. The Black Templars themselves do not come to read the scripts, for to them, to see and be near the Emperor's Champion as he strides into the fray is enough. For those Neophytes that have never yet witnessed such an honour, the Black Templars describe the shimmer of a golden light that shines about the Champion. To the Black Templars, this is nothing short of faith made manifest – the very blessing and glory of the Emperor.

CRUSADER SQUADS

The Black Templars are organised in a different manner to many Codex Chapters and do not follow the dictates of the Codex Astartes in many ways. Most notably this is evident in the recruitment, training and deployment of their warriors. The majority of Black Templars battle-brothers – known within the Chapter as Initiates – are organised into Crusader Squads, which form the backbone of any strike force. Many Crusader Squads have the honour of being led to battle by one of the Chapter's Sword Brethren, veterans whose deeds and example inspire the Initiates to ever greater acts of courage. Crusader Squads are armed primarily with the holy bolter, though given the Black Templars' preference for fighting their foes face-to-face, many choose to carry chainswords and other weapons more suited to the cut and thrust of close combat. In this way they epitomise the Black Templars' righteous zeal and their drive to defeat their foes in battle.

Before a recruit marches to war as a Initiate, he must first prove his mettle as a Neophyte. Unlike other Space Marine Chapters, the Black Templars have no dedicated Scout Company in which its aspirants are trained. Instead, the Black Templars' recruits train within a Chapter Keep and, once they are deemed ready by their Castellan, are transported to one of the Black Templars' fleets. Here, the Neophytes are put through even more gruelling trials as the Chapter's Initiates test their strength, martial skills and faith to the limits. Should a survivor of these trials impress one of the assembled battle-brothers, an Initiate may take it upon himself to personally mentor the Neophyte in the art of war. From that point on, the Initiate takes sole responsibility for his pupil's training and conduct. He swears an oath to prepare the Neophyte for his entry into the brotherhood that is the Chapter, teach him of its history, and guide him through its holy rites of worship to the Emperor. In return, the Neophyte pledges obedience to his master and vows never to bring dishonour to his name. Neophytes also act as servants to their mentors, waiting on them at the great banquets and seeing to their day-to-day requirements.

On the battlefield, an Initiate often stands beside his young pupil, teaching him through bloody example the way of bolter and blade. In this way, the Neophyte learns first hand the methods of waging war and of destroying the Emperor's enemies. After fighting as part of a Crusader Squad on several battlefields, it is common for groups of Neophytes to be tasked together into independent squads, akin to a Codex Chapter's Scout Squads. These units are tasked with infiltrating enemy positions or fulfilling some other critical mission. For a Neophyte to be trusted so speaks volumes of his Initiate's faith in his abilities, and the Neophyte fights all the harder, lest they show such trust to be misplaced.

It is the Initiate's prerogative to say when his apprentice's training is complete. Once he has proven his valour and skill, a Neophyte submits to the Chapter's Chaplains to undergo the final trials of purity before, in a ceremony of great reverence, he is elevated into the ranks of a full battle-brother and honoured with a suit of power armour. He then truly becomes a Black Templar, possessed of great power, and sworn to use it in the Emperor's service unto death.

CHAMPIONS OF HUMANITY

This section contains photographs of the extensive Citadel Miniatures Space Marines range, expertly painted in the colours of the best known Codex Chapters.

Ultramarines Primaris Captain

Ultramarines Primaris Chaplain

Ultramarines Primaris Apothecary

Ultramarines Primaris Librarian

Only the greatest of heroes are worthy to serve as leaders for the Emperor's finest. Through their matchless tactical acumen and will of adamant, the vastly outnumbered Space Marines are able to defeat their foes again and again.

Ultramarines Intercessors carry a variety of bolt rifles, including auto bolt rifles.

Ultramarines Inceptor Squad with plasma exterminators

Ultramarines Aggressor Squad with auto boltstorm gauntlets and fragstorm grenade launchers

Ultramarines Reivers with grav-chutes and bolt carbines

Ultramarines Hellblasters with heavy plasma incinerators

Ultramarines Assault Marine Sergeant with eviscerator

Ultramarines Assault Marine with flamer

Ultramarines Assault Marine with chainsword and plasma pistol

Ultramarines Assault Marine with chainsword and bolt pistol

Ultramarines Devastator with missile launcher

Ultramarines Devastator Sergeant with combi-grav

Ultramarines Devastator with grav-cannon

Ultramarines Devastator with heavy bolter

Ultramarines Tactical Sergeant with grav-pistol and power fist

Ultramarines Tactical Marines with boltguns

Ultramarines Tactical Marine with missile launcher

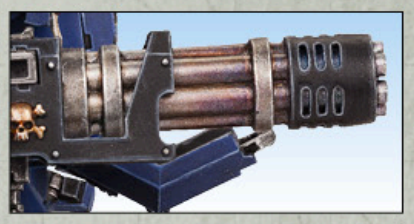
The Repulsor's turret can be fitted to hurl out a hurricane of solid shot projectiles.

Rear-facing weapons further add to the tank's reach and lethality.

The Repulsor armoured transport bears tremendous firepower.

Like a blue wall of steel and ceramite, the armoured might of the Ultramarines advances straight into the storm of enemy fire before unleashing their own destructive salvoes. Even the most doughty of fortifications are blasted to powder by their sustained fusillades.

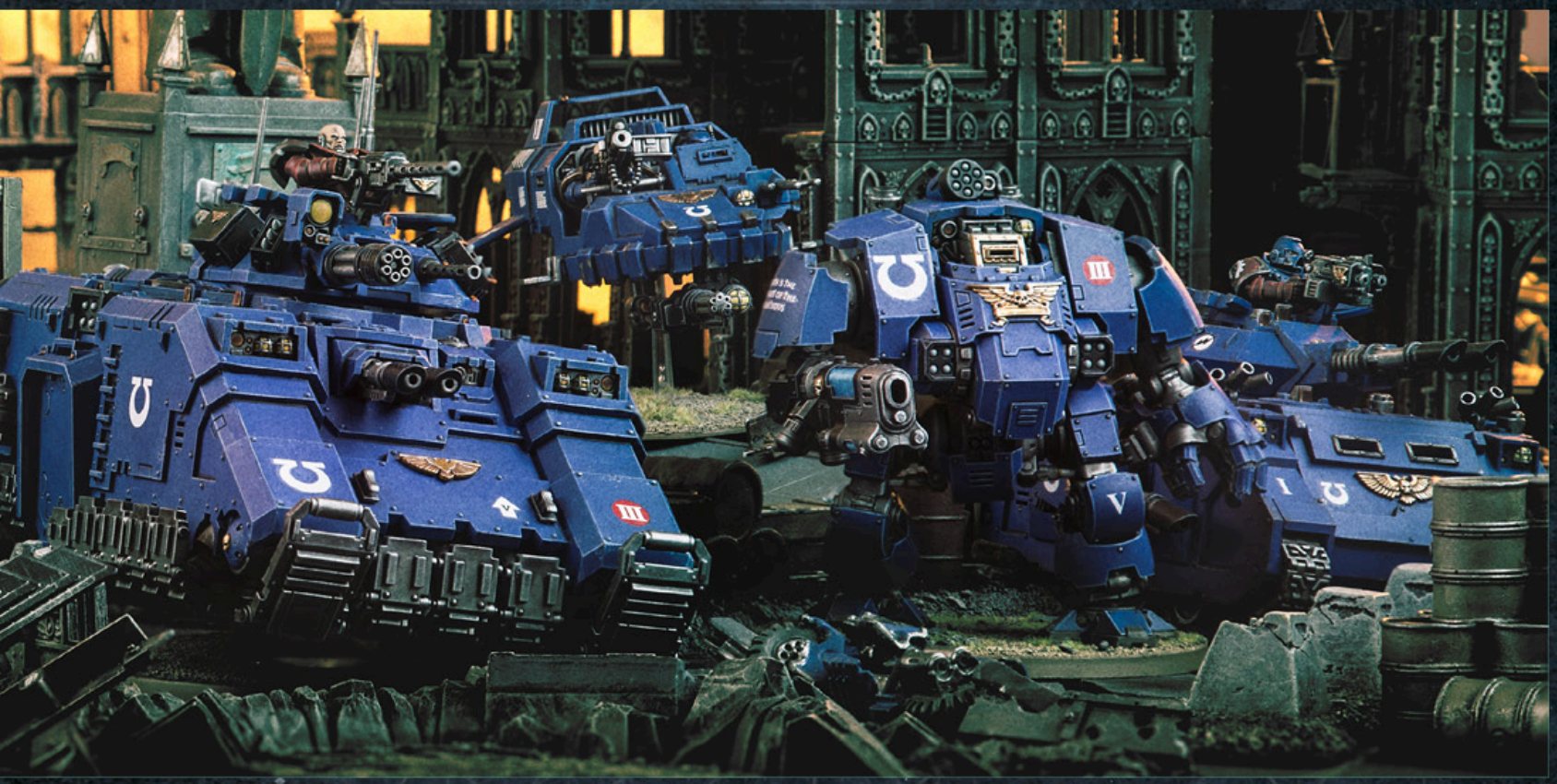
The winged skull on the Redemptor's chestplate echoes that of the Primaris Space Marines, but also bears a legend scroll.

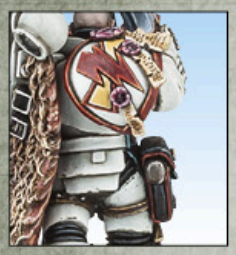


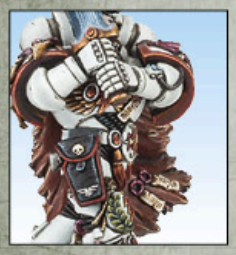
The barrels of an onslaught gatling cannon are often discoloured by the heat of their tremendous rate of fire.

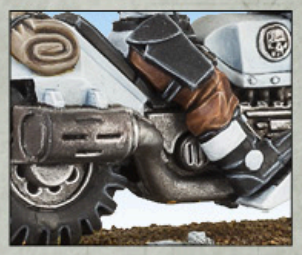
Beneath the frontal reinforcement plates of a Redemptor's hull is the sarcophagus of its fallen pilot.

Ultramarines Redemptor Dreadnought equipped with a macro plasma incinerator, Icarus rocket pod, onslaught gatling cannon and storm bolters





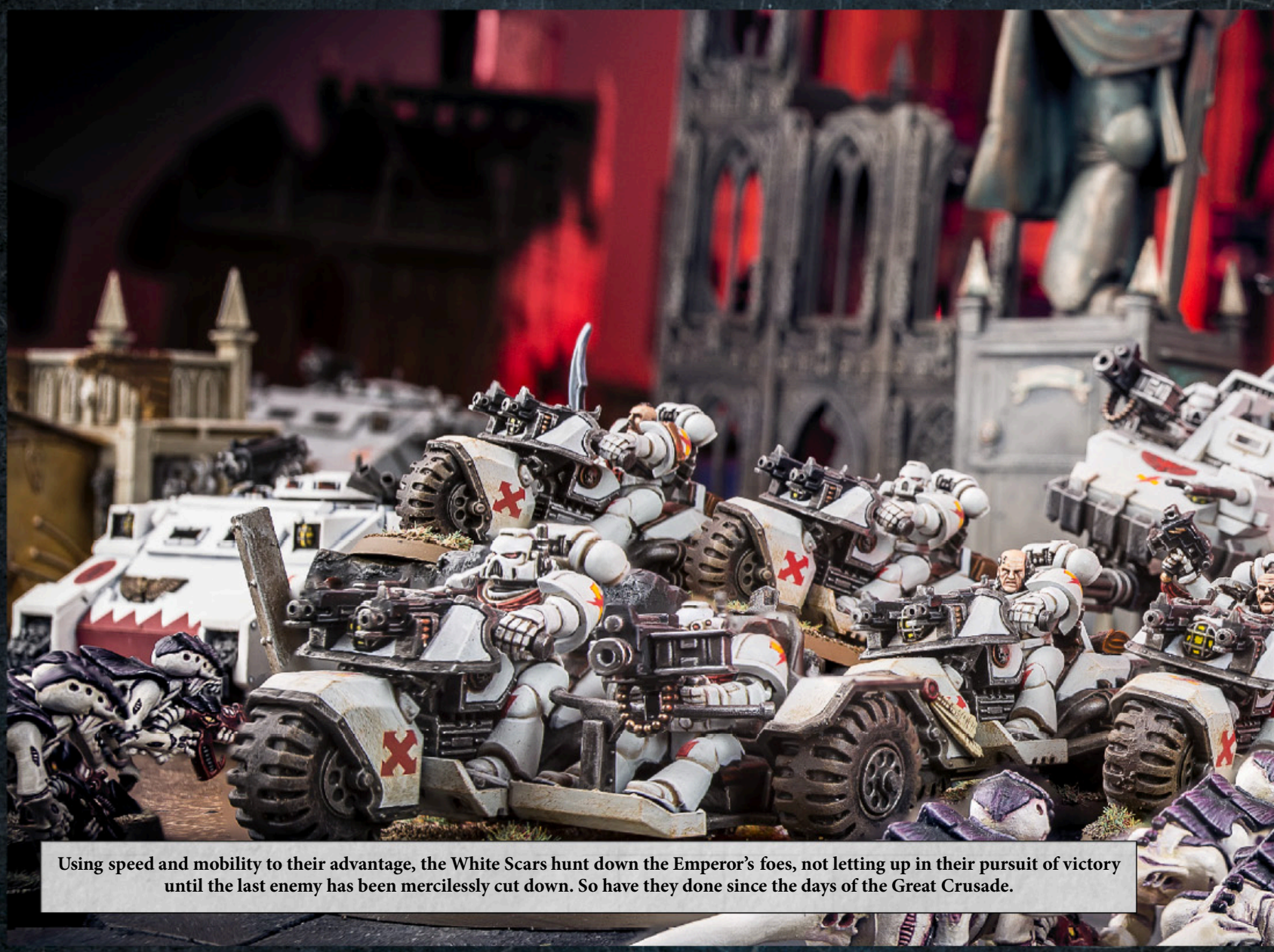




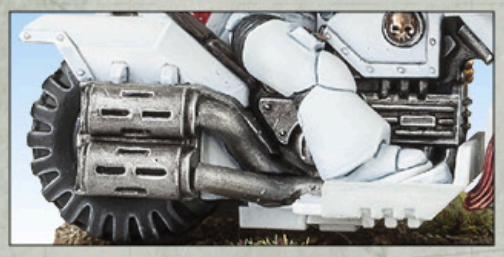
Kor'sarro Khan, Master of the Hunt

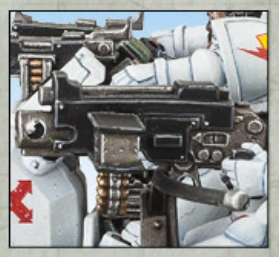
White Scars Tactical Marine

White Scars Scout Biker



Using speed and mobility to their advantage, the White Scars hunt down the Emperor's foes, not letting up in their pursuit of victory until the last enemy has been mercilessly cut down. So have they done since the days of the Great Crusade.





White Scars Biker

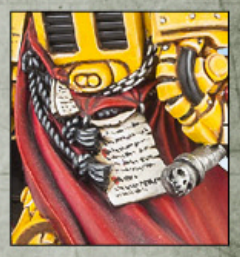
White Scars Attack Bike with heavy bolter

Imperial Fists Primaris Captain

Imperial Fists Assault Centurion with siege drills

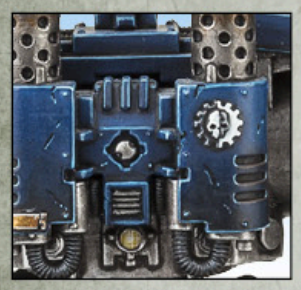
Few foes can stand for long against the disciplined fire patterns and steady advance of the Imperial Fists. Here, Lieutenant Dionus leads elements of the 3rd Company – the renowned Sentinels of Terra – to eradicate a T'au Hunter Cadre.

Imperial Fists Assault Centurion Sergeant with siege drills

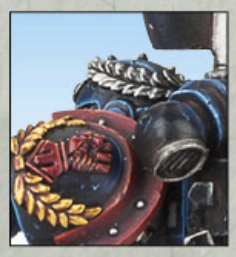


Captain Lysander of the 1st Company

Crimson Fists advance into a breach behind the siege shield of a Vindicator, whose short ranged but extremely powerful demolisher cannon is ideal for use in the tight urban confines of a hive world.



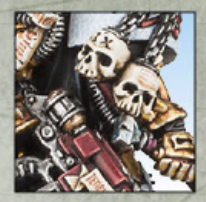
Crimson Fists Dreadnought with twin lascannon and missile launcher



Chapter Master Pedro Kantor

Black Templars Lieutenants are known as Castellans.

The Emperor's Champion



High Marshal Helbrecht

Cenobyte Servitors

Chaplain Grimaldus

Members of a Marshal's personal household, the Sword Brethren of the Black Templars throw themselves into the thick of combat against the Heretic Astartes, their righteous fury propelling them to ever greater acts of valour.

Salamanders
Intercessor Sergeant

Forgefather
Vulkan He'stan

Salamanders
Sternguard Veteran

Salamanders Dreadnought with twin lascannon and heavy flamer

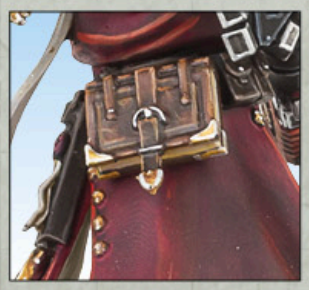
Salamanders Techmarine

Salamanders Sternguard Veteran Sergeant

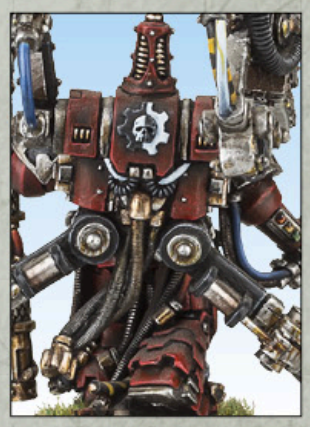
Salamanders Land Raider Redeemer

With a relentless and inexorable advance, the Space Marines of the Salamanders push through rubble to meet the Emperor's enemies. Known for using a plethora of flame and melta weapons, the Salamanders burn foes out of cover, melting their way through any barrier.

Raven Guard Chapter Master Kayvaan Shrike



Raven Guard Primaris Chaplain



Raven Guard Techmarine

From out of the shadows, the Raven Guard arrive to stave off the Necron assault upon the hive world of Nyarr. Bitter fighting takes place within the cramped manufactorums.

While a Hellblaster Squad lays down supporting fire with their plasma incinerators, swift-moving Inceptor Squads arrive from above to deliver the killing blow.

Across the vast hive, the Raven Guard counter every Necron deployment, with Reiver Squads ambushing the Necron Flayed Ones amongst the spire's landing docks.

Elite squads of Sternguard Veterans cover the advance of an Iron Hands armoured detachment, cutting down the foe with expert precision.

Iron Hands Sternguard Veteran Sergeant with special issue boltgun

Iron Hands Sternguard Veteran with plasma gun

Iron Hands Sternguard Veteran with heavy bolter

Iron Hands Sternguard Veteran with grav-gun

GATHER THE EMPEROR'S FINEST

A strike force of Space Marines is an elite group of fighters that possesses a phenomenal amount of killing power despite their limited numbers. This starting force was chosen to exemplify the specialist nature of these formidable warriors.

When collecting a Warhammer 40,000 army, it helps to have a plan. This could be an idea of how you want your force to look, or perhaps how you envision them performing on the tabletop. Some collectors follow a narrative they have read about or have invented themselves, while others gravitate towards optimised combinations of units and rules. There are even those who begin by choosing their favourite models and then building an army around them. There is no one right way, however, and the end goal is the same – to field a battle-worthy army.

The army shown here has been assembled from the contents of Know No Fear, the Warhammer 40,000 starter set. It is a great example force, as it highlights one of the essential characteristics of the Space Marines – as Mankind's most elite fighting force, every warrior is a great 'all-rounder'. Each unit has its own rules and tactical advantages, and it is up to the controlling player to manoeuvre the right forces into position to maximize their battlefield success. However, as Space Marines are well rounded, their strike forces afford a commander many tactical options for every given battlefield situation.

This collection is led by a Space Marine Captain in Gravis armour, a powerful commander whose power sword makes him especially dangerous in close combat. He is flanked by two infantry units – an Intercessor Squad, whose bolt rifles can lay down an impressive hail of fire, and a Hellblaster Squad, whose plasma incinerators pack enough punch to destroy light vehicles or punch through even the most heavily armoured foes. While primarily ranged troops, both squads are Space Marines, meaning their high strength and great armour make them formidable in close combat. The last squad is the jump-pack-equipped Inceptors, who can bound over obstacles or deploy via an airborne drop. Each Inceptor is armed with a pair of assault bolters, packing an enormous amount of firepower into such a small squad. This strike force – composed of one HQ choice, two Troops choices and a Fast Attack choice – meets the requirements of a Patrol Detachment as described it the *Warhammer 40,000* rulebook. This collection is therefore Battle-forged, ensuring they have access to three Command Points to spend on Stratagems – extra game rules that allow models re-rolls or access to some characterful special rules. It is a compact but powerful force on the battlefield, and a pleasing collection of models that will provide its owner with enjoyable modeling and painting challenges. Although each model is an intricately detailed hero in his own right, when brought together and unified by colours and heraldry, the collection becomes even more pleasing, the whole even better than the sum of its parts.

Captain Acheran leads Hellblaster Squad Dryden, Intercessor Squad Athos and Inceptor Squad Gloccus into the fray.

THE STRIKE FORCE MUSTERS

Captain Acheran and his squads can form the core of a larger and more impressive Space Marine army. With a vast range to choose from, we have added heroes, elite troops and powerful war machines to forge a truly formidable force.

Pictured here is a sizable army of Space Marines. It is built around the Gather the Emperor's Finest collection, shown previously, but more troops and vehicles have been added to the core of Captain Acheran's force to turn it into a truly impressive collection. Many diverse armies could be chosen from out of the ranks of this collection, or the entire lot could be fielded en masse for a day-long epic game of Warhammer 40,000.

Joining Captain Acheran are several formidable heroes. Carrying the revered banner is Company Ancient Basidas, and within the presence of that glorious symbol of the 2nd Company, the Space Marines will fight with redoubled effort as they strive to match the fabled deeds of their forebears. Apothecary Mindarus can patch up all but the most grievous of wounds, making nearby friendly units even harder for the foe to eliminate. Wherever combat is hottest, there also will Chaplain Adremo be found. While dealing death with his Crozius Arcanum, his litanies and battle hymns uplift the morale of his charges. The Librarian Athius is a powerful psyker who can harness the power of the warp to augment his allies or unleash destructive powers upon his foes. Individually powerful, all these Space Marine champions are even better when using their abilities to augment nearby squads.

The core force had an Intercessor and Hellblaster Squad, and these are further bolstered by the addition of more infantry. Another Intercessor Squad and two Tactical Squads add both numbers and tactical flexibility. The Emperor's enemies will have to face a lot of bolter fire! A Scout Squad is added alongside a Reiver Squad, for these troops are ideal at infiltrating, attacking the enemy from unexpected angles and throwing their plans into disarray. For close

support, an Assault Squad joins the core force's Inceptors, making either two fast flanking forces or a single, more powerful one. The last infantry squad is the heaviest; an Aggressor Squad packs serious punch and is ideal for locking down a flank or forming the hard centre of any advance. Yet the battlefields of the 41st Millennium are dangerous places, and even heavier firepower will be needed if the Space Marines are to succeed. The Predator battle tank is equipped to take out enemy armour, and the Redemptor Dreadnought is ideal heavy support for advancing infantry. The Land Speeder can act as a highly mobile reserve unit, or can be used to blitz out of cover and deliver the Emperor's justice to a vulnerable target. The Repulsor is both battle tank and troop transport, and can ferry Intercessor or Hellblaster Squads into position while laying down immense firepower of its own.

This strike force can now be made into a Patrol Detachment as well as a larger Battalion Detachment, providing additional Command Points that players can spend on Stratagems – such as calling down orbital bombardments, or bringing along Chapter Relics to aid their warriors in battle. Let the enemies of the Emperor tremble...

1. **Captain Acheran**
2. **Company Ancient Basidas**
3. **Apothecary Mindarus**
4. **Chaplain Adremo**
5. **Librarian Athius**
6. **Scout Squad Hagnon**
7. **Intercessor Squad Telemachus**
8. **Tactical Squad Vallern**
9. **Assault Squad Laedrus**
10. **Inceptor Squad Gloccus**
11. **Intercessor Squad Athos**
12. **Hellblaster Squad Dryden**
13. **Tactical Squad Kellion**
14. **Aggressor Squad Trask**
15. **Reiver Squad Stilgar**
16. **Intercessor Squad Brakus**
17. **Land Speeder *Velocis Majoris***
18. **Repulsor *Almighty Leveller***
19. **Redemptor Dreadnought Ultracius**
20. **Predator battle tank *Hammer of Ultramar***

DEFENDERS OF MANKIND

This section contains all of the datasheets that you will need to fight battles with your Space Marines miniatures, and the rules for the weapons they can wield in battle. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special 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 a keyword that is within angular brackets, specifically **<CHAPTER>**. This is shorthand for a keyword of your own choosing, as described below.

<CHAPTER>

All Space Marine units are drawn from a Chapter. Some datasheets specify what Chapter the unit is drawn from (e.g. Marneus Calgar has the **ULTRAMARINES** keyword, so is drawn from the Ultramarines Chapter). If an **ADEPTUS ASTARTES** datasheet does not specify which Chapter it is drawn from, it will have the **<CHAPTER>** keyword. When you include such a unit in your army, you must nominate which Chapter that unit is from. You then simply replace the **<CHAPTER>** keyword in every instance on that unit's datasheet with the name of your chosen Chapter.

For example, if you were to include a Captain in your army, and you decided he was from the Blood Ravens Chapter, his **<CHAPTER>** Faction keyword is changed to **BLOOD RAVENS** and his Rites of Battle ability would then say 'You can re-roll hit rolls of 1 made for friendly **BLOOD RAVENS** units within 6" of this model.'

'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

Note that there are several Space Marine Chapters – such as the Blood Angels, Space Wolves and Grey Knights – that deviate significantly from the Codex in terms of organisation and fighting style. The rules and abilities for these Chapters (and any successors they may have) will be detailed in their own codexes.

The Lost Librarius

It is uncertain how, or when, the Black Templars ceased to field Librarians. Whatever the reason, they now wage war without these powerful warriors.

ADEPTUS ASTARTES PSYKERS cannot be drawn from the **BLACK TEMPLARS** Chapter.

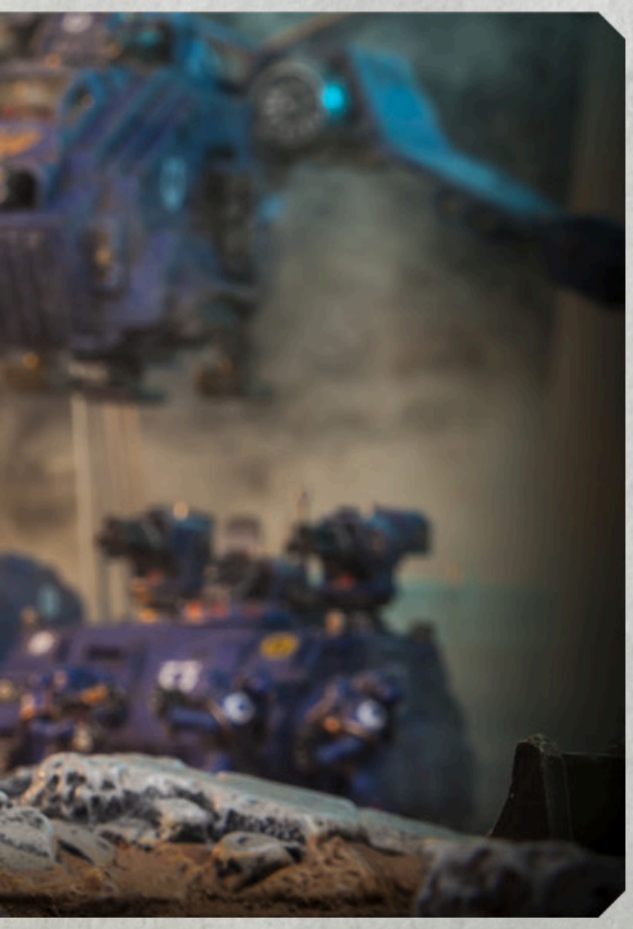
ABILITIES

The following ability is common to several **ADEPTUS ASTARTES** units:

AND THEY SHALL KNOW NO FEAR

Blessed with an adamantine will and an unshakeable faith in the righteousness of their cause, the Space Marines of the Adeptus Astartes stand unafraid before the greatest terrors of the galaxy.

You can re-roll failed Morale tests for this unit.



SPACE MARINES WARGEAR LISTS

Some items of wargear see common use in battle and are widely available throughout an army. If models in a unit have the option to exchange one or more of their weapons for an item from one of the Space Marines wargear lists, the options they can choose from are detailed in the appropriate lists below. The profiles for the weapons in these lists can be found in the Armoury of the Space Marines section (pg 187-191).

SERGEANT EQUIPMENT

Up to two weapons can be chosen from the following list:

- Bolt pistol
- Chainsword
- Grav-pistol
- Plasma pistol
- Lightning claw
- Power axe
- Power fist
- Power maul
- Power sword
- Thunder hammer*

One weapon can be chosen from the following list:

- Boltgun
- Combi-flamer
- Combi-melta
- Combi-plasma
- Storm bolter

*Cannot be taken by a Sternguard Veteran Sergeant.

COMBI-WEAPONS

- Combi-flamer
- Combi-grav
- Combi-melta
- Combi-plasma
- Storm bolter

SPECIAL WEAPONS

- Flamer
- Grav-gun
- Meltagun
- Plasma gun

PISTOLS

- Bolt pistol
- Grav-pistol
- Plasma pistol

MELEE WEAPONS

- Chainsword
- Lightning claw
- Power axe
- Power fist
- Power lance
- Power maul
- Power sword
- Thunder hammer

HEAVY WEAPONS

- Grav-cannon and grav amp
- Heavy bolter
- Lascannon
- Missile launcher
- Multi-melta
- Plasma cannon

TERMINATOR MELEE WEAPONS

- Lightning claw
- Power fist
- Storm shield
- Thunder hammer

TERMINATOR COMBI-WEAPONS

- Combi-flamer
- Combi-melta
- Combi-plasma
- Storm bolter

TERMINATOR HEAVY WEAPONS

- Assault cannon
- Cyclone missile launcher and storm bolter
- Heavy flamer

DREADNOUGHT HEAVY WEAPONS

- Assault cannon
- Heavy plasma cannon
- Multi-melta
- Twin lascannon

10 POWER

MARNEUS CALGAR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Marneus Calgar	**5"**	**2+**	**2+**	**4**	**4**	**7**	**5**	**9**	**2+**

Marneus Calgar is a single model armed with the Gauntlets of Ultramar and a relic blade. Only one **MARNEUS CALGAR** may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauntlets of Ultramar (shooting)	24"	Rapid Fire 2	4	-1	2	-
Gauntlets of Ultramar (melee)	Melee	Melee	x2	-3	D3	-
Relic blade	Melee	Melee	+2	-3	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Armour of Antilochus: Marneus Calgar has a 4+ invulnerable save. In addition, all damage suffered by Marneus Calgar is halved (rounding up).

Chapter Master: You can re-roll failed hit rolls for friendly **ULTRAMARINES** units within 6" of Marneus Calgar.

Master Tactician: If your army is Battle-forged, you receive an additional 2 Command Points if Marneus Calgar is your Warlord.

Teleport Strike: During deployment, you can set up Marneus Calgar in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases Marneus Calgar can teleport into battle – set him up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES

KEYWORDS: CHARACTER, INFANTRY, CHAPTER MASTER, TERMINATOR, MARNEUS CALGAR

7 POWER

CHIEF LIBRARIAN TIGURIUS

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

Chief Librarian Tigurius is a single model armed with the Rod of Tigurius, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Rod of Tigurius	Melee	Melee	+3	-1	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Hood of Hellfire: You can add 1 to Deny the Witch tests you take for Chief Librarian Tigurius against enemy **PSYKERS** within 12". In addition, you can re-roll failed Psychic tests taken for Chief Librarian Tigurius.

Master of Prescience: At the start of each of your opponent's Shooting phases, select an **ULTRAMARINES** unit within 6" of Tigurius. Until the end of the phase your opponent must subtract 1 from hit rolls that target that unit.

PSYKER: Chief Librarian Tigurius can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. He knows the *Smite* power and three psychic powers from the Librarius discipline (pg 202).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES

KEYWORDS: CHARACTER, INFANTRY, LIBRARIAN, PSYKER, TIGURIUS

5 POWER

CHAPLAIN CASSIUS

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

Chaplain Cassius is a single model armed with Infernus, a crozius arcanum, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Infernus	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Crozius arcanum	Melee	Melee	+1	-1	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Rosarius: Chaplain Cassius has a 4+ invulnerable save.

Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly **ULTRAMARINES** units within 6" of Chaplain Cassius.

Spiritual Leader: All friendly **ULTRAMARINES** units that are within 6" of Chaplain Cassius in the Morale phase can use his Leadership instead of their own.

Inspired Retribution: Roll a dice each time a friendly **ULTRAMARINES** model within 6" of Chaplain Cassius is slain in the Fight phase. On a 6, the unit that made that attack suffers a mortal wound after it has finished making its attacks.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES

KEYWORDS: CHARACTER, INFANTRY, CHAPLAIN, CASSIUS

7 POWER

CAPTAIN SICARIUS

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

Captain Sicarius is a single model armed with the Talassarian Tempest Blade, a plasma pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Talassarian Tempest Blade	Melee	Melee	User	-3	D3	Any wound rolls of 6+ made for this weapon cause D3 mortal wounds instead of the normal damage.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Iron Halo: Captain Sicarius has a 4+ invulnerable save.

Rites of Battle: You can re-roll hit rolls of 1 made for friendly **ULTRAMARINES** units within 6" of Captain Sicarius.

Battle-forged Heroes: Friendly **ULTRAMARINES** Tactical Squads within 6" of Captain Sicarius can always fight first in the Fight phase, even if they didn't 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.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES

KEYWORDS: CHARACTER, INFANTRY, CAPTAIN, SICARIUS

SERGEANT CHRONUS

+2 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sergeant Chronus (Tank Commander)	As vehicle		2+	As vehicle					
Sergeant Chronus (Infantry)	6"	3+	2+	4	4	4	2	8	3+

A single **ULTRAMARINES** Rhino, Razorback, Predator, Vindicator, Whirlwind, Hunter, Stalker, Land Raider, Land Raider Crusader or Land Raider Redeemer in your army can take Sergeant Chronus as an upgrade. Your army may only include one Sergeant Chronus.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time the bearer fights. When attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Tank Commander: Sergeant Chronus always begins the game commanding a vehicle (see above). Whilst commanding the vehicle, use that vehicle's normal profile, weapons, abilities, keywords and characteristics, with the exception of its Ballistic Skill – use Sergeant Chronus' Ballistic Skill of 2+ when firing with the vehicle instead. If Sergeant Chronus is commanding a vehicle at the start of your turn, he can restore one lost wound it has suffered.

If Sergeant Chronus' vehicle has been reduced to 0 wounds, set him up within 3" before removing the vehicle from the battlefield. He is treated as a passenger disembarking from a destroyed transport. Assuming he survives, Sergeant Chronus then uses the Infantry profile above and the keywords below. He is equipped with a bolt pistol, servo-arm, and frag and krak grenades.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES

KEYWORDS: CHARACTER, INFANTRY, CHRONUS

SERGEANT TELION

4 POWER

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

Sergeant Telion is a single model armed with Quietus, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Quietus	36"	Heavy 2	4	-1	D3	This weapon may target a **CHARACTER** even if it is not the closest enemy unit.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Infiltrator: When you set up Sergeant Telion during deployment, he can set up anywhere on the battlefield that is more than 9" from the enemy deployment zone.

Camo Cloak: You can add 2 to saving throws made for Sergeant Telion when he receives the benefits of cover, instead of 1.

Voice of Experience: In each of your Shooting phases, you can add 1 to all hit rolls made for a single friendly **ULTRAMARINES SCOUT** unit within 3" of Sergeant Telion

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES

KEYWORDS: CHARACTER, INFANTRY, SCOUT, TELION

8 POWER

CAPTAIN LYSANDER

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

Captain Lysander is a single model armed with the Fist of Dorn. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fist of Dorn	Melee	Melee	+6	-3	3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Iron Halo and Storm Shield: Captain Lysander has a 3+ invulnerable save.

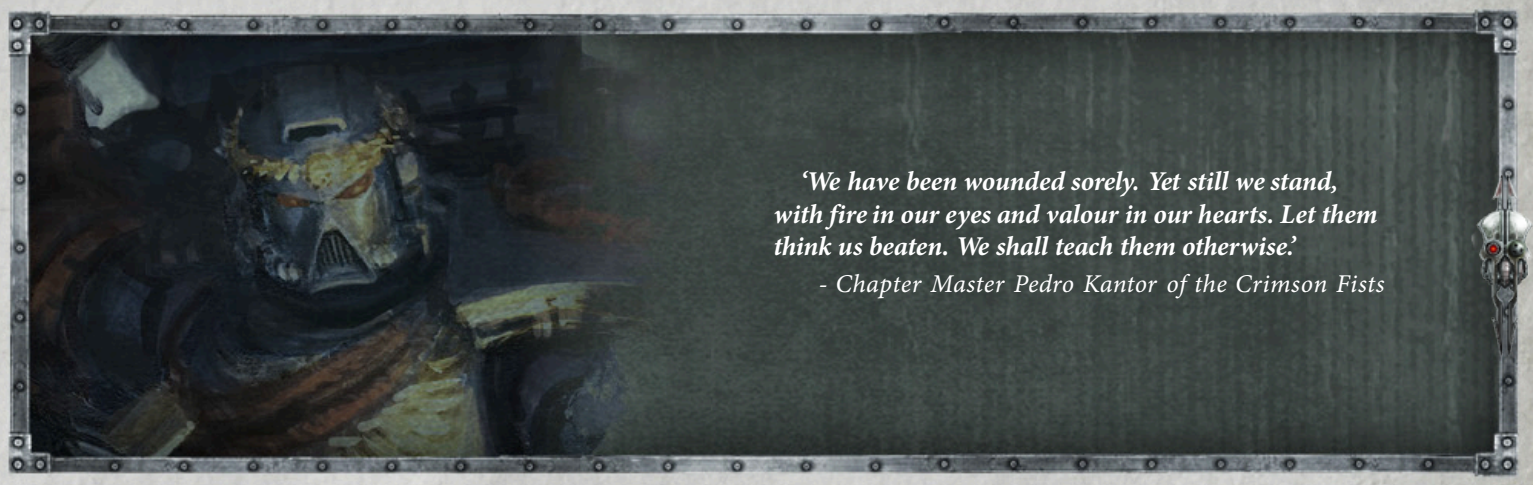
Rites of Battle: You can re-roll hit rolls of 1 made for friendly **IMPERIAL FISTS** units within 6" of Captain Lysander.

Teleport Strike: During deployment, you can set up Captain Lysander in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases Captain Lysander can teleport into battle – set him up anywhere on the battlefield that is more than 9" away from any enemy models.

Icon of Obstinacy: Add 1 to the Leadership of all friendly **IMPERIAL FISTS** units within 6" of Captain Lysander.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, IMPERIAL FISTS

KEYWORDS: CHARACTER, INFANTRY, CAPTAIN, TERMINATOR, LYSANDER



'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.'

- Chapter Master Pedro Kantor of the Crimson Fists

9 POWER

PEDRO KANTOR

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

Pedro Kantor is a single model armed with Dorn's Arrow, a power fist, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dorn's Arrow	24"	Assault 4	4	-1	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Chapter Master: You can re-roll any failed hit rolls for friendly **CRIMSON FISTS** units within 6" of Pedro Kantor.

Oath of Rynn: All friendly **CRIMSON FISTS** models add 1 to their Attacks characteristic whilst they are within 6" of Pedro Kantor.

Iron Halo: Pedro Kantor has a 4+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, CRIMSON FISTS

KEYWORDS: CHARACTER, INFANTRY, CHAPTER MASTER, PEDRO KANTOR

9 POWER

HIGH MARSHAL HELBRECHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
High Marshal Helbrecht	**6"**	**2+**	**2+**	**4**	**4**	**6**	**4**	**9**	**2+**

High Marshal Helbrecht is a single model armed with the Sword of the High Marshals, a combi-melta, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Sword of the High Marshals	Melee	Melee	+1	-3	D3	High Marshal Helbrecht can make D3 additional attacks with this weapon if he charged in his turn.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Chapter Master: You can re-roll any failed hit rolls for friendly **BLACK TEMPLARS** units within 6" of High Marshal Helbrecht.

Crusade of Wrath: All friendly **BLACK TEMPLARS** models add 1 to their Strength characteristic whilst they are within 6" of High Marshal Helbrecht.

Iron Halo: High Marshal Helbrecht has a 4+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS

KEYWORDS: CHARACTER, INFANTRY, CHAPTER MASTER, HIGH MARSHAL HELBRECHT

4 POWER

THE EMPEROR'S CHAMPION

NAME	M	WS	BS	S	T	W	A	Ld	Sv
The Emperor's Champion	**6"**	**2+**	**3+**	**4**	**4**	**4**	**4**	**8**	**2+**

The Emperor's Champion is a single model armed with a Black Sword, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Black Sword	Melee	Melee	+2	-3	D3	You can re-roll any failed wound rolls when attacking with this weapon if the target is a **CHARACTER** or a **MONSTER**.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Sigismund's Honour: Add 1 to the Emperor's Champion's Strength and Attacks characteristics whilst he is within 1" of any enemy **CHARACTERS**.

Slayer of Champions: You can re-roll any failed hit rolls made for this model in the Fight phase when attacking enemy **CHARACTERS**.

Armour of Faith: The Emperor's Champion has a 4+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS

KEYWORDS: CHARACTER, INFANTRY, EMPEROR'S CHAMPION

CHAPLAIN GRIMALDUS

6 POWER

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

Chaplain Grimaldus is a single model armed with a crozius arcanum, plasma pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Crozius arcanum	Melee	Melee	+1	-1	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Litanies of Hate: You can re-roll any failed hit rolls in the Fight phase for any friendly **BLACK TEMPLARS** units within 6" of Chaplain Grimaldus.

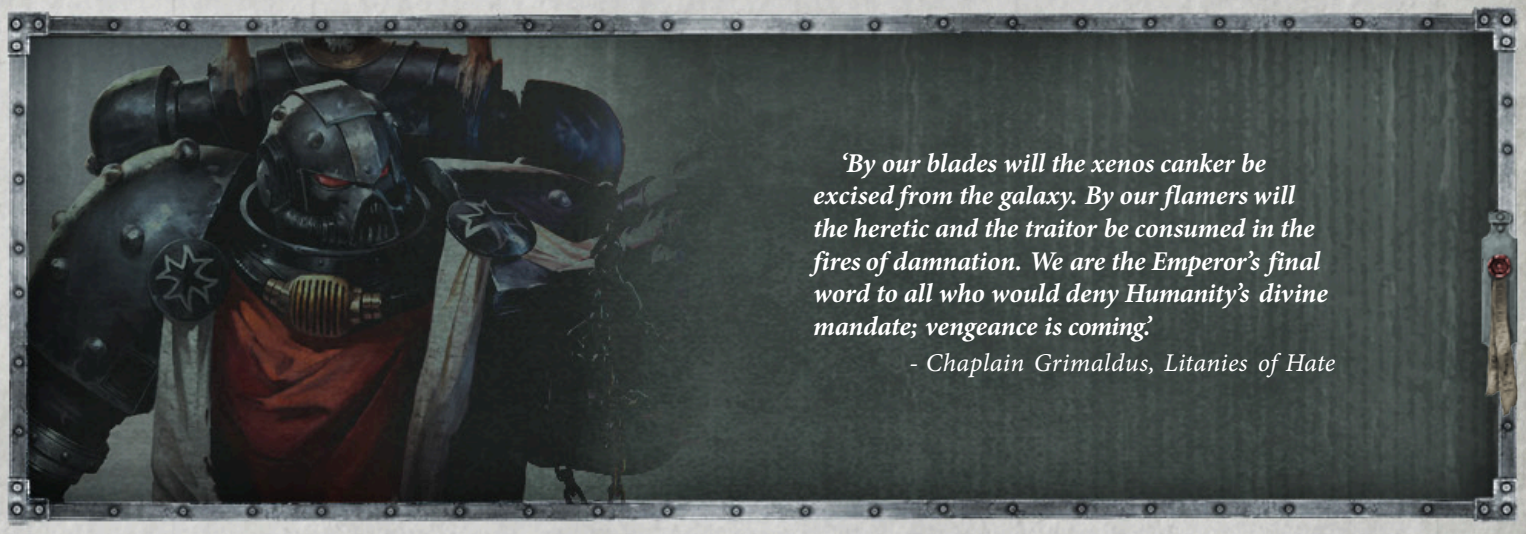
Spiritual Leader: All friendly **BLACK TEMPLARS** units that are within 6" of Chaplain Grimaldus in the Morale phase can use his Leadership instead of their own.

Rosarius: Chaplain Grimaldus has a 4+ invulnerable save.

Unmatched Zeal: ~~If you roll a hit roll of 6+ in the Fight phase for a friendly **BLACK TEMPLARS** unit within 6" of Chaplain Grimaldus, you can immediately make 1 additional attack with that model.~~ These bonus attacks do not themselves generate further bonus attacks.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS

KEYWORDS: CHARACTER, INFANTRY, CHAPLAIN, GRIMALDUS



'By our blades will the xenos canker be excised from the galaxy. By our flamers will the heretic and the traitor be consumed in the fires of damnation. We are the Emperor's final word to all who would deny Humanity's divine mandate; vengeance is coming.'

- Chaplain Grimaldus, Litanies of Hate

CENOBYTE SERVITORS

1 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cenobyte Servitor	**5"**	**5+**	**5+**	**3**	**3**	**1**	**1**	**6**	**4+**

This unit contains 3 Cenobyte Servitors. Each model is armed with a close combat weapon. Only one unit of Cenobyte Servitors may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Close combat weapon	Melee	Melee	User	0	1	-

ABILITIES

Mindwiped: Cenobyte Servitors improve their Weapon Skill to 4+ and their Leadership to 9, whilst they are within 6" of Chaplain Grimaldus.

Relic of Helsreach: Friendly **BLACK TEMPLARS** units automatically pass Morale tests whilst they are within 12" of any models from this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS

KEYWORDS: INFANTRY, SERVITORS, CENOBYTE SERVITORS

6 POWER

KOR'SARRO KHAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kor'sarro Khan	**6"**	**2+**	**2+**	**4**	**4**	**5**	**4**	**9**	**3+**

Kor'sarro Khan is a single model armed with Moonfang, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Moonfang	Melee	Melee	User	-3	D3	This weapon has Strength x2 if the target is a **CHARACTER**.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Rites of Battle: You can re-roll hit rolls of 1 made for friendly **WHITE SCARS** units within 6" of Kor'sarro Khan.

For the Khan!: Add 1 to the Strength of friendly **WHITE SCARS** units within 6" of Kor'sarro Khan when they attack in the Fight phase if they charged that turn.

Iron Halo: Kor'sarro Khan has a 4+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, WHITE SCARS

KEYWORDS: CHARACTER, INFANTRY, CAPTAIN, KOR'SARRO KHAN

8 POWER

VULKAN HE'STAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vulkan He'stan	**6"**	**2+**	**2+**	**4**	**4**	**5**	**4**	**9**	**2+**

Vulkan He'stan is a single model armed with the Gauntlet of the Forge, the Spear of Vulkan, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Gauntlet of the Forge	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Spear of Vulkan	Melee	Melee	+2	-2	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Rites of Battle: You can re-roll hit rolls of 1 made for friendly **SALAMANDERS** units within 6" of Vulkan He'stan.

Kesare's Mantle: Vulkan He'stan has a 3+ invulnerable save.

Forgefather: You can re-roll failed hit and wound rolls for friendly **SALAMANDERS** models within 6" of Vulkan He'stan that are firing melta or flame weapons. For the purposes of this ability, a melta weapon is any weapon profile whose name includes the word 'melta' (e.g. meltagun, multi-melta etc.) and a flame weapon is any weapon profile whose name includes the word 'flame' (e.g. flamer, heavy flamer, flamestorm cannon, flamestorm gauntlet etc.). Vulkan He'stan's Gauntlet of the Forge is also a flame weapon.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SALAMANDERS

KEYWORDS: CHARACTER, INFANTRY, CAPTAIN, VULKAN HE'STAN

KAYVAAN SHRIKE

8 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kayvaan Shrike	**12"**	**2+**	**2+**	**4**	**4**	**5**	**5**	**9**	**3+**

Kayvaan Shrike is a single model armed with the Raven's Talons, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Raven's Talons	Melee	Melee	User	-3	D3	You can re-roll failed wound rolls for this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Chapter Master: You can re-roll failed hit rolls for friendly **RAVEN GUARD** units within 6" of Kayvaan Shrike.

Winged Deliverance: You can re-roll failed charge rolls for friendly **RAVEN GUARD JUMP PACK** units within 6" of Kayvaan Shrike.

Jump Pack Assault: During deployment, you may set up Kayvaan Shrike high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases he can assault from above; set him up anywhere that is more than 9" from any enemy models.

Iron Halo: Kayvaan Shrike has a 4+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, RAVEN GUARD

KEYWORDS: CHARACTER, INFANTRY, CHAPTER MASTER, JUMP PACK, FLY, KAYVAAN SHRIKE

CAPTAIN
IN TERMINATOR ARMOUR

7 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 armed with a power sword and storm bolter.

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 attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Relic blade	Melee	Melee	+2	-3	D3	-

WARGEAR OPTIONS

- This model may replace its storm bolter with an item from the *Terminator Combi-weapons* or *Terminator Melee Weapons* lists.
- This model may replace its power sword with a relic blade, chainfist, storm shield or an item from the *Terminator Melee Weapons* list.
- A Captain in Terminator Armour with a power fist can also be equipped with a wrist-mounted grenade launcher.

ABILITIES

And They Shall Know No Fear (pg 131)

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

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

Rites of Battle: You can re-roll hit rolls of 1 made for friendly **<CHAPTER>** units within 6" of this model.

Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up 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
IN CATAPHRACTII ARMOUR

8 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 armed with a power sword and combi-bolter.

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

WARGEAR OPTIONS

- This model may replace its combi-bolter with an item from the *Terminator Combi-weapons* or *Terminator Melee Weapons* lists.
- This model may replace its power sword with a relic blade, a chainfist or an item from the *Terminator Melee Weapons* list.

ABILITIES

And They Shall Know No Fear (pg 131)

Cataphractii Armour and Iron Halo: This model has a 3+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances.

Rites of Battle: You can re-roll hit rolls of 1 made for friendly **<CHAPTER>** units within 6" of this model.

Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up 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 armed with a chainsword, a master-crafted boltgun, a bolt pistol, frag grenades and 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	Each time the bearer fights, it can make 1 additional attack with this weapon.
Relic blade	Melee	Melee	+2	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model may replace its master-crafted boltgun with an item from the *Pistols*, *Combi-weapons* or *Melee Weapons* lists.
- This model may replace its chainsword with a storm shield, relic blade or an item from the *Melee Weapons* list.
- This model may take a jump pack (**Power Rating +1**). If it does, its Move characteristic is increased to 12" and it gains the **JUMP PACK** and **FLY** keywords.

ABILITIES

And They Shall Know No Fear (pg 131)

Rites of Battle: You can re-roll hit rolls of 1 made for friendly **<CHAPTER>** units 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.

Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

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 armed with a chainsword, a master-crafted boltgun, a bolt pistol, frag grenades and krak grenades. His Space Marine bike is equipped with a twin boltgun.

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	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model may replace its master-crafted boltgun with an item from the *Pistols*, *Combi-weapons* or *Melee Weapons* lists.
- This model may replace its chainsword with a storm shield or an item from the *Melee Weapons* list.

ABILITIES

And They Shall Know No Fear (pg 131)

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

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

Rites of Battle: You can re-roll hit rolls of 1 made for friendly **<CHAPTER>** units within 6" of this model.

Turbo-boost: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: BIKER, CHARACTER, CAPTAIN

6 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 armed with a master-crafted auto bolt rifle, a bolt pistol, frag grenades and krak grenades.

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

WARGEAR OPTIONS

- This model may replace its master-crafted auto bolt rifle with a master-crafted stalker bolt rifle.
- ~~This model may take a power sword.~~

ABILITIES

And They Shall Know No Fear (pg 131)

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

Rites of Battle: You can re-roll hit rolls of 1 made for friendly **<CHAPTER>** units within 6" of this model.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, PRIMARIS, CAPTAIN

7 POWER

CAPTAIN
IN GRAVIS ARMOUR

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

A Captain in Gravis Armour is a single model armed with a master-crafted power sword and a boltstorm gauntlet.

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 attacking with this weapon, you must subtract 1 from the hit roll.
Master-crafted power sword	Melee	Melee	User	-3	2	-

ABILITIES	**And They Shall Know No Fear** (pg 131) **Iron Halo:** This model has a 4+ invulnerable save.	**Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **<CHAPTER>** units within 6" of this model.
FACTION KEYWORDS	**IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**	
KEYWORDS	**CHARACTER, INFANTRY, MK X GRAVIS, PRIMARIS, CAPTAIN**	

Clad in Gravis armour, this Primaris Captain stands dauntless before the oncoming hordes of the enemy.

6 POWER

LIBRARIAN

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 armed with a force stave, a bolt pistol, frag grenades and 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 grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model may replace its bolt pistol with a boltgun or an item from the *Pistols* or *Combi-weapons* lists.
- This model may replace its force stave with a force sword or a force axe.
- This model may take a jump pack (**Power Rating +1**). If it does, its Move characteristic is increased to 12" and it gains the **JUMP PACK** and **FLY** keywords.

ABILITIES

And They Shall Know No Fear (pg 131)

Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy **PSYKERS** within 12".

Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up 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 each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power and two psychic powers from the Librarius discipline (pg 202).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, PSYKER, LIBRARIAN

7 POWER

PRIMARIS LIBRARIAN

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 armed with a force sword, a bolt pistol, frag grenades and 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 grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy **PSYKERS** within 12".

PSYKER

This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power and two psychic powers from the Librarius discipline (pg 202).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, PRIMARIS, PSYKER, LIBRARIAN

9 POWER

LIBRARIAN
IN TERMINATOR ARMOUR

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 armed with a 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 may take an item from the *Terminator Combi-weapons* list.
- This model may replace its force stave with a force sword or a force axe.

ABILITIES

And They Shall Know No Fear (pg 131)

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

Psychic Hood: You can add 1 to Deny the Witch tests you take for this model against enemy **PSYKERS** within 12".

Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up 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 each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power and two psychic powers from the Librarius discipline (pg 202).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, TERMINATOR, PSYKER, LIBRARIAN

7 POWER

CHAPLAIN
IN TERMINATOR ARMOUR

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 armed with a crozius arcanum and a storm bolter.

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 may replace its storm bolter with an item from the *Terminator Combi-weapons* list.

ABILITIES

And They Shall Know No Fear (pg 131)

Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly **<CHAPTER>** units within 6" of this model.

Spiritual Leaders: All friendly **<CHAPTER>** units within 6" of this model can use the Chaplain's Leadership instead of their own.

Rosarius: This model has a 4+ invulnerable save.

Teleport Strike: During deployment, you can set up this model in a teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this model can teleport into battle – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, TERMINATOR, CHAPLAIN

5 POWER

CHAPLAIN

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 armed with a crozius arcanum, a bolt pistol, frag grenades and 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 attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model may replace its bolt pistol with a boltgun, power fist or an item from the *Pistols* or *Combi-weapons* lists.
- This model may take a jump pack (**Power Rating +1**). If it does, its Move characteristic is increased to 12" and it gains the **JUMP PACK** and **FLY** keywords.

ABILITIES

And They Shall Know No Fear (pg 131)

Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly **<CHAPTER>** units within 6" of this model.

Spiritual Leaders: All friendly **<CHAPTER>** units within 6" of this model can use the Chaplain's Leadership instead of their own.

Rosarius: This model has a 4+ invulnerable save.

Jump Pack Assault: During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, CHAPLAIN

6 POWER

PRIMARIS CHAPLAIN

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 armed with a crozius arcanum, an absolvor bolt pistol, frag grenades and 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 grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly **<CHAPTER>** units within 6" of this model.

Spiritual Leaders: All friendly **<Chapter>** units within 6" of this model can use the Chaplain's Leadership instead of their own.

Rosarius: This model has a 4+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, PRIMARIS, 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 armed with a power axe, a servo-arm, a bolt pistol, frag grenades and 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	This weapon automatically hits its target.
Plasma cutter	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Assault 1	7	-3	1	-
- Supercharge	12"	Assault 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	Melee	Melee	+1	-2	1	-
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time the bearer fights. When attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model may replace its bolt pistol with a boltgun or an item from the *Pistols* or *Combi-weapons* lists.
- This model may replace its power axe with an item from the *Melee Weapons* list.
- This model may take a servo-harness (**Power Rating +1**), which comprises an additional servo-arm, a plasma cutter and a flamer.

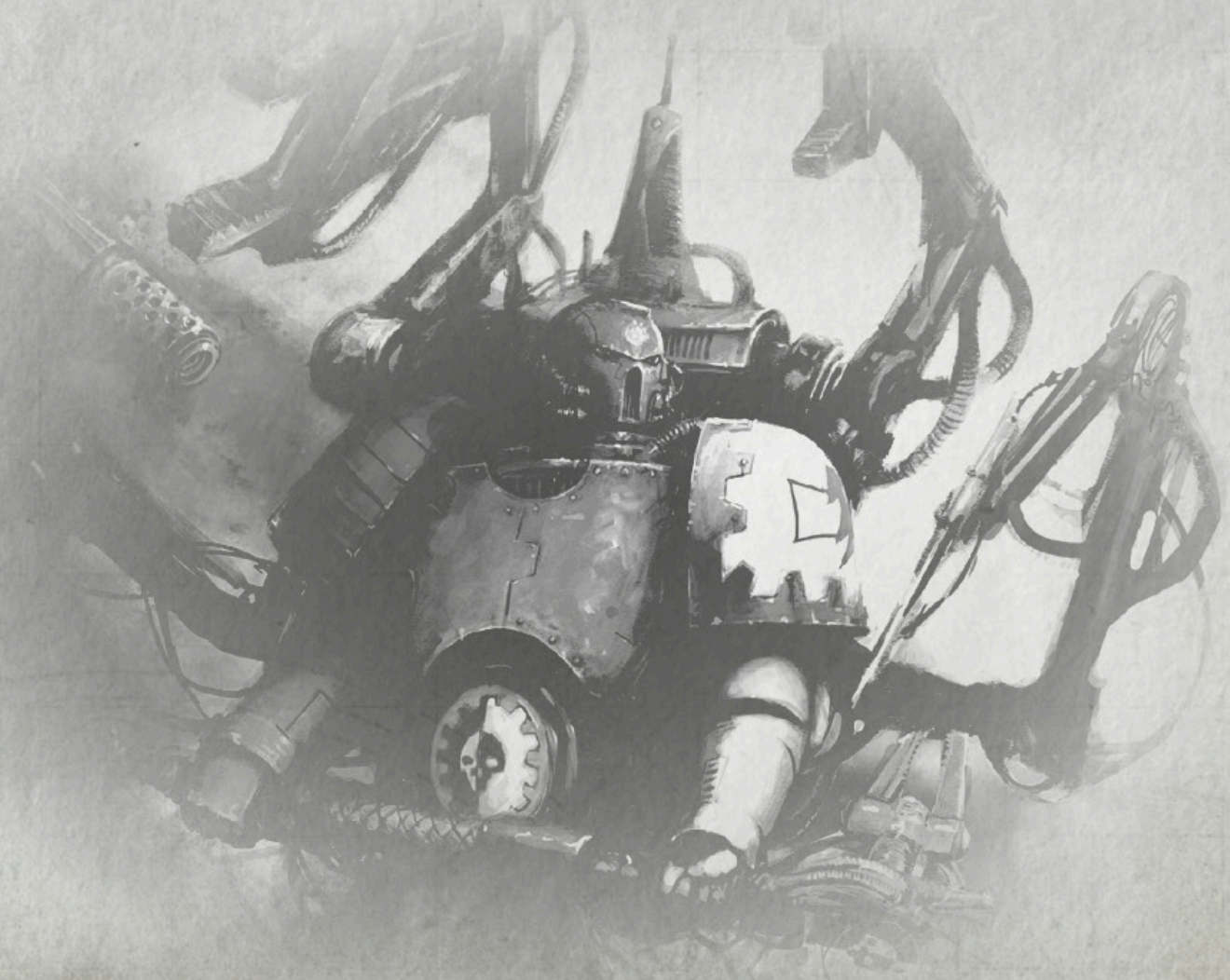
ABILITIES

And They Shall Know No Fear (pg 131)

Blessing of the Omnissiah: At the end of your Movement phase this model can repair a single **<CHAPTER> VEHICLE** within 1". That model regains D3 lost wounds. A model can only be repaired once per turn.

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

KEYWORDS: **CHARACTER, INFANTRY, TECHMARINE**



LIEUTENANTS

4 POWER

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 include 1 additional Lieutenant **(Power Rating +4)**. Each model is armed with a chainsword, a master-crafted boltgun, a bolt pistol, frag grenades and 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	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any model may replace its master-crafted boltgun with an item from the *Pistols*, *Combi-weapons* or *Melee Weapons* lists.
- Any model may replace its chainsword with an item from the *Melee Weapons* list.
- Any model may take a jump pack **(Power Rating +1 per model)**. If it does, its Move characteristic is increased to 12" and it gains the **JUMP PACK** and **FLY** keywords.

ABILITIES

And They Shall Know No Fear (pg 131)

Jump Pack Assault: During deployment, if a Lieutenant has a jump pack, you can set him up high in the skies instead of placing him on the battlefield. At the end of any of your Movement phases he can assault from above – set him up anywhere on the battlefield that is more than 9" away from any enemy models.

Tactical Precision: You can re-roll wound rolls of 1 for friendly **<CHAPTER>** units that are within 6" of a **LIEUTENANT**.

Company Heroes: During deployment, all models 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 Lieutenant is treated as a separate unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, LIEUTENANTS

PRIMARIS LIEUTENANTS

5 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 include 1 additional Primaris Lieutenant **(Power Rating +5)**. Each model is armed with a master-crafted auto bolt rifle, a bolt pistol, frag grenades and krak grenades.

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

WARGEAR OPTIONS

- Any model may replace its master-crafted auto bolt rifle with a power sword or a master-crafted stalker bolt rifle.

ABILITIES

And They Shall Know No Fear (pg 131)

Tactical Precision: You can re-roll wound rolls of 1 for friendly **<CHAPTER>** units that are within 6" of a **LIEUTENANT**.

Company Heroes: During deployment, all models 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 Primaris Lieutenant is treated as a separate unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, PRIMARIS, LIEUTENANTS

TACTICAL SQUAD

5 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 include up to 5 additional Space Marines (**Power Rating +4**). Each model is armed with a boltgun, bolt pistol, frag grenades and 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 grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Space Marine Sergeant may replace his bolt pistol and boltgun with items from the *Sergeant Equipment* list.
- If the unit contains less than ten models, one Space Marine may replace his boltgun with an item from the *Special Weapons* or *Heavy Weapons* list.
- If the unit contains ten models, one Space Marine may replace his boltgun with an item from the *Special Weapons* list and one other Space Marine may replace his boltgun with an item from the *Heavy Weapons* list.

ABILITIES

And They Shall Know No Fear (pg 131)

Combat Squads: Before any models are deployed at the start of the game, a Tactical Squad containing 10 models may be split into two units, each containing 5 models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, TACTICAL SQUAD

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 include up to 5 additional Intercessors **(Power Rating +5)**. Each model is armed with a bolt rifle, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto bolt rifle	24"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Stalker bolt rifle	36"	Heavy 1	4	-2	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Power sword	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS

- All models in the unit may replace their bolt rifle with an auto bolt rifle or stalker bolt rifle.
- For every five models in the unit, one may take an auxiliary grenade launcher.
- ~~The Intercessor Sergeant may take a power sword.~~

ABILITIES

And They Shall Know No Fear (pg 131)

Auxiliary Grenade Launcher: If a model is armed with an auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30".

Combat Squads: Before any models are deployed at the start of the game, an Intercessor Squad containing 10 models may be split into two units, each containing 5 models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, PRIMARIS, INTERCESSOR SQUAD

SCOUT SQUAD

6 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 include up to 5 additional Scouts **(Power Rating +4)**. Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes shotgun	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
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 attacking with this weapon, choose 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 may target a **CHARACTER** even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Scout Sergeant may replace his bolt pistol and boltgun with items from the *Sergeant Equipment* list.
- Any model may replace his boltgun with a sniper rifle, an Astartes shotgun or a combat knife.
- One Scout may replace his boltgun with a heavy bolter or a missile launcher.
- Any model may take a camo cloak.

ABILITIES

And They Shall Know No Fear (pg 131)

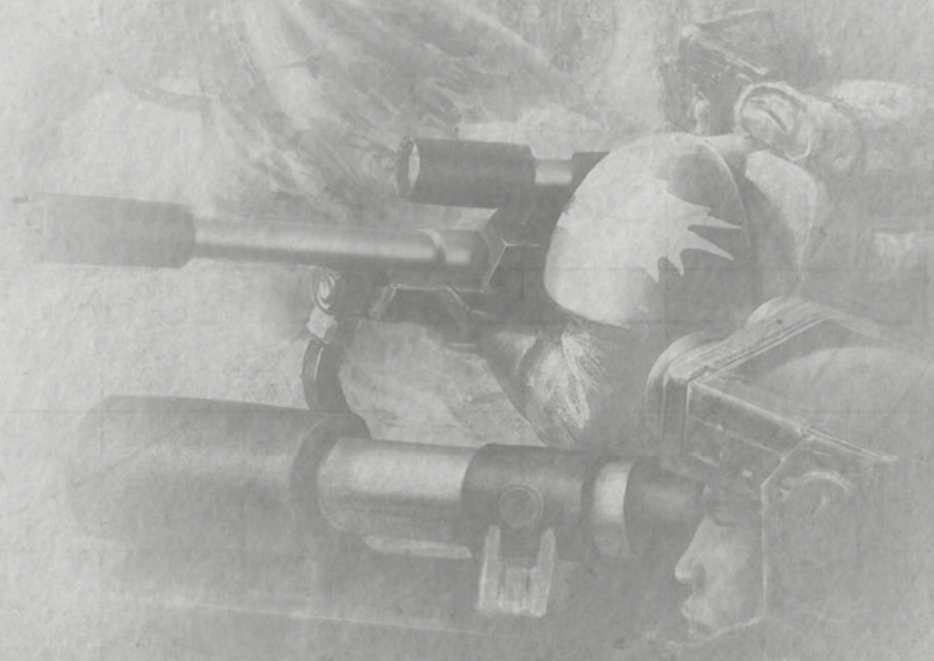
Combat Squads: Before any models are deployed at the start of the game, a Scout Squad containing 10 models may be split into two units, each containing 5 models.

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

Camo Cloaks: If every model in a unit has a camo cloak, you can add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, SCOUT, SCOUT SQUAD



CRUSADER SQUAD

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Initiate	6"	3+	3+	4	4	1	1	7	3+
Neophyte	6"	3+	3+	4	4	1	1	6	4+
Sword Brother	6"	3+	3+	4	4	1	2	8	3+

This unit contains 5 Initiates. It can include up to 5 additional Initiates **(Power Rating +4)**. It can also include up to 5 Neophytes **(Power Rating +3)** or up to 10 Neophytes **(Power Rating +6)**. A Sword Brother can take the place of one Initiate. Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes shotgun	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- A Sword Brother may replace his bolt pistol and boltgun with items from the *Sergeant Equipment* list.
- Any Initiate may replace his boltgun with a chainsword.
- One Initiate may replace his boltgun with an item from the *Special Weapons* list.
- One Initiate may replace his boltgun with an item from the *Heavy Weapons* list, or a power sword, power axe, power maul or power fist.
- Any Neophyte may replace his boltgun with an Astartes shotgun or a combat knife.

ABILITIES **And They Shall Know No Fear** (pg 131)

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS

KEYWORDS INFANTRY, CRUSADER SQUAD

Crusader Squads are comprised of zealous, unrelenting warriors, whose hatred for the heretic and the xenos burns white-hot.

5 POWER

PRIMARIS ANCIENT

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 armed with a bolt rifle, bolt pistol, frag grenades and 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 grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Astartes Banner: **<CHAPTER>** units within 6" of any friendly **<CHAPTER> ANCIENTS** add 1 to their Leadership. In addition, roll a D6 each time a **<CHAPTER> INFANTRY** model is destroyed within 6" of any friendly **<CHAPTER> Ancients**, before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack 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

4 POWER

CHAPTER ANCIENT

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

A Chapter Ancient is a single model armed with a power sword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Astartes Banner: **<CHAPTER>** units within 6" of any friendly **<CHAPTER> ANCIENTS** add 1 to their Leadership. In addition, roll a D6 each time a **<CHAPTER> INFANTRY** model is destroyed within 6" of any friendly **<CHAPTER> ANCIENTS**, before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, ANCIENT, CHAPTER ANCIENT

CHAPTER CHAMPION

4 POWER

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

A Chapter Champion is a single model armed with a champion's blade, a power sword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Champion's blade	Melee	Melee	User	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Honour or Death: This model must make a Heroic Intervention if it is able to do so. In addition, you can re-roll any failed hit rolls for this model in the Fight phase when targeting a **CHARACTER**.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, CHAPTER CHAMPION

HONOUR GUARD

2 POWER

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

This unit contains 2 Honour Guard. Each model is armed with a boltgun, bolt pistol, power axe, frag grenades and krak grenades.

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

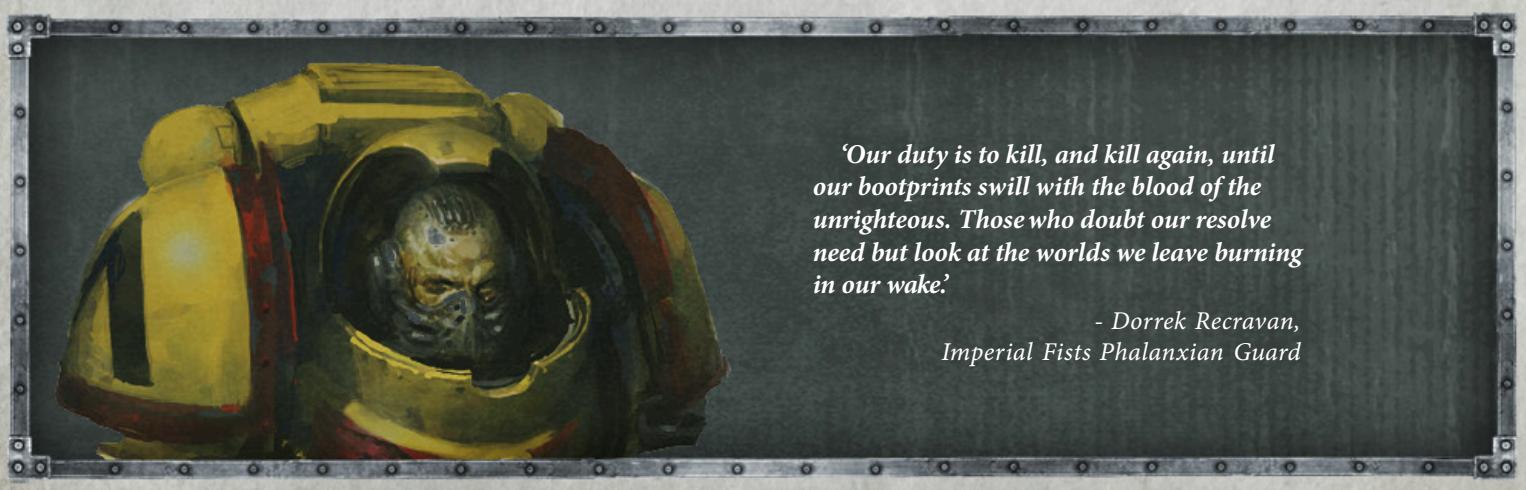
ABILITIES

And They Shall Know No Fear (pg 131)

Honour Guard: Roll a D6 each time a friendly **<CHAPTER> CHARACTER** loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit – the **CHARACTER** does not lose a wound but this unit suffers a mortal wound.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, HONOUR GUARD



'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

4 POWER

COMPANY ANCIENT

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 armed with a bolt pistol, frag grenades and 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 grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- This model may replace its bolt pistol with a boltgun, or an item from the *Pistols*, *Combi-weapons* or *Melee Weapons* lists.

ABILITIES

And They Shall Know No Fear (pg 131)

Astartes Banner: **<CHAPTER>** units within 6" of any friendly **<CHAPTER> ANCIENTS** add 1 to their Leadership. In addition, roll a D6 each time a **<CHAPTER> INFANTRY** model is destroyed within 6" of any friendly **<CHAPTER> ANCIENTS**, before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, ANCIENT, COMPANY ANCIENT

3 POWER

APOTHECARY

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 armed with a bolt pistol, chainsword, frag grenades and krak grenades.

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

ABILITIES

And They Shall Know No Fear (pg 131)

Narthecium: At the end of any of your Movement phases, the Apothecary can attempt to heal or revive a single model. Select a friendly **<CHAPTER> INFANTRY** or **BIKER** unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If the Apothecary fails to revive a model he can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, APOTHECARY

COMPANY CHAMPION

3 POWER

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

~~A Company Champion is a single model armed with a bolt pistol, master-crafted power sword, frag grenades and krak grenades.~~

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 grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Honour or Death: This model must make a Heroic Intervention if it is able to do so. In addition, you can re-roll any failed hit rolls for this model in the Fight phase when targeting a **CHARACTER**.

Combat Shield: This model has a 5+ invulnerable save.

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 include up to 3 additional Space Marine Veterans **(Power Rating +5)**. Each model is armed with a bolt pistol, chainsword, frag grenades and 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	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Veteran Sergeant may replace his bolt pistol and chainsword with items from the *Sergeant Equipment* list.
- ~~Any Space Marine Veteran may replace their bolt pistol with a storm shield or an item from the *Melee Weapons* or *Pistols* lists.~~
- Any Space Marine Veteran may replace their chainsword with a storm shield, a boltgun, or an item from the *Melee Weapons*, *Pistols*, *Combi-weapons* or *Special Weapons* list.

ABILITIES

And They Shall Know No Fear (pg 131)

Command Squad Bodyguard: Roll a dice each time a friendly **<CHAPTER> CHARACTER** loses a wound whilst they are within 3" of this unit; on a 2+ a model from this squad can intercept that hit – the character does not lose a wound but this unit suffers a mortal wound.

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

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, COMPANY VETERANS

3 POWER

SERVITORS

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. Each model is armed with a 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	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time the bearer fights. When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS

- Up to two Servitors may replace their servo-arm with a heavy bolter, plasma cannon or multi-melta.

ABILITIES

Mindlock: Servitors improve both their Weapon Skill and Ballistic Skill to 4+, and their Leadership to 9, whilst they are within 6" of any friendly **TECHMARINES**.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, SERVITORS

4 POWER

PRIMARIS APOTHECARY

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

A Primaris Apothecary is a single model armed with an absolvor bolt pistol, a reductor pistol, frag grenades and 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 grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Narthecium: At the end of any of your Movement phases, the Apothecary can attempt to heal or revive a single model. Select a friendly **<CHAPTER> INFANTRY** or **BIKER** unit within 3" of the Apothecary. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If the Apothecary fails to revive a model he can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: CHARACTER, INFANTRY, PRIMARIS, APOTHECARY

REIVER SQUAD

5 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 include up to 5 additional Reivers **(Power Rating +5)**. Each model is armed with a bolt carbine, a heavy bolt pistol, frag grenades, krak grenades and 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	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Shock grenade	6"	Grenade D3	*	*	*	This weapon does not inflict any damage. If an enemy **INFANTRY** unit is hit by any shock grenades, it is stunned until the end of the turn – it cannot fire Overwatch and your opponent must subtract 1 from any hit rolls made for the unit.

WARGEAR OPTIONS

- ~~All models in the unit may replace their bolt carbine with a combat knife.~~
- All models in the unit may take grav-chutes.
- All models in the unit may take a grapnel launcher.

ABILITIES

And They Shall Know No Fear (pg 131)

Grapnel Launchers: ~~When models with grapnel launchers move, do not count any vertical distance they move against the total they can move that turn (i.e. moving vertically is free for these models).~~ In addition, during deployment, you can set up this unit, if it is equipped with grapnel launchers, behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases this unit can join the battle – set it up within 6" of a battlefield edge of your choice and more than 9" away from any enemy models.

Combat Squads: Before any models are deployed at the start of the game, a Reiver Squad containing 10 models may be split into two units, each containing 5 models.

Terror Troops: Enemy units must subtract 1 from their Leadership if they are within 3" of any Reiver Squads.

Grav-chutes: During deployment, you can set up this unit, if it is equipped with grav-chutes, in high orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, PRIMARIS, REIVER SQUAD

In a burst of light and thunder, the Reivers spring their attack – nearby enemies reel in shock in the brief moments before their death.

6 POWER

AGGRESSOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Aggressor	5"	3+	3+	4	5	2	2	7	3+
Aggressor Sergeant	5"	3+	3+	4	5	2	3	8	3+

This unit contains 1 Aggressor Sergeant and 2 Aggressors. It can include up to 3 additional Aggressors **(Power Rating +6)**. Each model is armed with auto boltstorm gauntlets and a 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	This weapon automatically hits its target.
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Auto boltstorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Flamestorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS

- All models in the unit may replace their auto boltstorm gauntlets and fragstorm grenade launcher with flamestorm gauntlets.

ABILITIES

And They Shall Know No Fear (pg 131)

Combat Squads: Before any models are deployed at the start of the game, an Aggressor Squad containing 6 models may be split into two units, each containing 3 models.

Fire Storm: Models in this unit can fire twice if they remained stationary during their turn (including when firing Overwatch).

Relentless Advance: Models in this unit do not suffer any penalty to their hit rolls for Advancing and firing Assault weapons.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, MK X GRAVIS, PRIMARIS, AGGRESSOR SQUAD

'Burn the heretic from his lair. Put the torch to his foul idols, and cast all that he treasures into the flames. Only then, when he realises the true cost of his perfidy, grant unto him the oblivion he deserves.'

- Aggressor Zyphan Torl

TERMINATOR SQUAD

12 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 include up to 5 additional Terminators (**Power Rating +12**).

- The Terminator Sergeant is armed with a storm bolter and power sword.
- Each Terminator is armed with a storm bolter and 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 attacking with this weapon, you must subtract 1 from the hit roll.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS

- For every five models in the unit, one Terminator may replace his storm bolter with a weapon from the *Terminator Heavy Weapons* list.
- Any Terminator may replace his power fist with a chainfist.
- The unit may take a teleport homer.

ABILITIES

And They Shall Know No Fear (pg 131)

Combat Squads: Before any models are deployed at the start of the game, a Terminator Squad containing 10 models may be split into two units, each containing 5 models.

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models.

Teleport Homer: If this unit has a teleport homer, place it anywhere in your deployment zone when your army deploys. If an enemy model is ever within 9" of the teleport homer, it is deactivated and removed from the battlefield. Whilst there are any friendly **<CHAPTER>** teleport homers on the battlefield, this unit can perform an emergency teleport instead of moving in its Movement phase. At the end of the Movement phase, remove this unit and then set it up with all models within 6" of a friendly **<CHAPTER>** teleport homer. That teleport homer is then removed from the battlefield.

Crux Terminatus: All models in this unit have a 5+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, TERMINATOR, TERMINATOR SQUAD

TERMINATOR ASSAULT SQUAD

12 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 include up to 5 additional Terminators **(Power Rating +12)**. Each model is armed with two lightning claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS

- Any model may replace its two lightning claws with a thunder hammer and storm shield.
- The unit may take a teleport homer.

ABILITIES

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Combat Squads: Before any models are deployed at the start of the game, a Terminator Assault Squad containing 10 models may be split into two units, each containing 5 models.

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models.

Crux Terminatus: All models in this unit have a 5+ invulnerable save.

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

Teleport Homer: If this unit has a teleport homer, place it anywhere in your deployment zone when your army deploys. If an enemy model is ever within 9" of the teleport homer, it is deactivated and removed from the battlefield. Whilst there are any friendly **<CHAPTER>** teleport homers on the battlefield, this unit can perform an emergency teleport instead of moving in its Movement phase. At the end of the Movement phase, remove this unit and then set it up with all models within 6" of a friendly **<CHAPTER>** teleport homer. That teleport homer is then removed from the battlefield.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, TERMINATOR, TERMINATOR ASSAULT SQUAD

A Terminator formation teleports onto the battlefield, enemy fire skipping harmlessly from their warded armour.

12 POWER

CATAPHRACTII TERMINATOR SQUAD

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 include up to 5 additional Cataphractii Terminators **(Power Rating +12)**.

- The Cataphractii Sergeant is armed with a combi-bolter and power sword.
- Each Cataphractii Terminator is armed with a combi-bolter and 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	This weapon automatically hits its target.
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS

- For every five models in the unit, one Cataphractii Terminator may replace his combi-bolter with a heavy flamer.
- Any model may replace his combi-bolter with a lightning claw.
- Any Cataphractii Terminator may replace his power fist with a chainfist or a lightning claw.
- The Cataphractii Sergeant may replace his power sword with a chainfist, a power fist or a lightning claw.
- The Cataphractii Sergeant may take a grenade harness.

ABILITIES

And They Shall Know No Fear (pg 131)

Combat Squads: Before deployment at the start of the game, a Cataphractii Terminator Squad containing 10 models may be split into two units, each containing 5 models.

Cataphractii Armour: Models in this unit have a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances.

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set them up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, TERMINATOR, CATAPHRACTII TERMINATOR SQUAD

13 POWER

TARTAROS TERMINATOR SQUAD

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 include up to 5 additional Tartaros Terminators **(Power Rating +13)**.
- The Tartaros Sergeant is armed with a combi-bolter and power sword.
- Each Tartaros Terminator is armed with a combi-bolter and 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	This weapon automatically hits its target.
Plasma blaster	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Volkite charger	15"	Heavy 2	5	0	2	-
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS
- For every five models in the unit, one Tartaros Terminator may replace his combi-bolter with a heavy flamer or a reaper autocannon.
- Any Tartaros Terminator may replace his combi-bolter and power fist with two lightning claws.
- The Tartaros Sergeant may replace his combi-bolter and power sword with two lightning claws.
- Any Tartaros Terminator may replace his power fist with a chainfist.
- The Tartaros Sergeant may replace his power sword with a chainfist or a power fist.
- The Tartaros Sergeant may replace his combi-bolter with a plasma blaster or a volkite charger.
- For every five models in the unit, one model may take a grenade harness.

ABILITIES

And They Shall Know No Fear (pg 131)

Combat Squads: Before deployment at the start of the game, a Tartaros Terminator Squad containing 10 models may be split into two units, each containing 5 models.

Tartaros Armour: Models in this unit have a 5+ invulnerable save.

Teleport Strike: During deployment, you can set up this unit in a teleportarium chamber instead of placing them on the battlefield. At the end of any of your Movement phases this unit can teleport into battle – set them up 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

7 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 include up to 5 additional Space Marine Veterans (**Power Rating +7**). Each model is armed with a bolt pistol, chainsword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Relic blade	Melee	Melee	+2	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	-

WARGEAR OPTIONS

- **The Veteran Sergeant may replace his bolt pistol and chainsword with two items from the following list:** a storm shield, a relic blade, or an item from the *Pistols* or *Melee Weapons* lists.
- Any Space Marine Veteran may replace his bolt pistol and chainsword with a storm shield and an item from the *Pistols* or *Melee Weapons* lists, or with two items from the *Pistols* and/or *Melee Weapons* lists.
- One model may take melta bombs.
- The entire unit may take jump packs (**Power Rating +1** for a 5-strong unit, or **+2** for a 10-strong one). If they do, their Move characteristic is increased to 12" and they gain the **JUMP PACK** and **FLY** keywords.

ABILITIES

And They Shall Know No Fear (pg 131)

Combat Squads: Before any models are deployed at the start of the game, a Vanguard Veteran Squad containing 10 models may be split into two units, each containing 5 models.

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

Jump Pack Assault: During deployment, if the entire unit has jump packs, you can set them up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above – set them up 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

A Vanguard Veteran Squad fire up their jump packs and soars across the battlefield, hunting for worthy foes to slay.

7 POWER

STERNGUARD VETERAN SQUAD

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 include up to 5 additional Space Marine Veterans **(Power Rating +7)**. Each model is equipped with a special issue boltgun, a bolt pistol, frag grenades and 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	This weapon automatically hits its target.
Special issue boltgun	30"	Rapid Fire 1	4	-2	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Veteran Sergeant may replace his bolt pistol and special issue boltgun with items from the *Sergeant Equipment* list.
- The Veteran Sergeant may replace his bolt pistol with an item from the *Sergeant Equipment* list.
- Up to two Space Marine Veterans may replace their special issue boltgun with a heavy flamer or an item from the *Special Weapons*, *Heavy Weapons* or *Combi-weapons* list.
- Any Space Marine Veteran may replace his special issue boltgun with a weapon from the *Combi-weapons* list.

ABILITIES

And They Shall Know No Fear (pg 131)

Combat Squads: Before any models are deployed at the start of the game, a Sternguard Veteran Squad containing 10 models may be split into two units, each containing 5 models.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**

KEYWORDS: **Infantry, Sternguard Veteran Squad**

7 POWER

DREADNOUGHT

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 an assault cannon, a storm bolter and a 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	This weapon automatically hits its target.
Missile launcher	When attacking with this weapon, choose 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 may replace its assault cannon with an item from the *Dreadnought Heavy Weapons* list.
- This model may replace its Dreadnought combat weapon and storm bolter with a missile launcher.
- This model may replace its storm bolter with a heavy flamer.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

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

KEYWORDS: **VEHICLE, DREADNOUGHT**

8 POWER

IRONCLAD DREADNOUGHT

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 a seismic hammer, a meltagun, a storm bolter and a Dreadnought combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
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 attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS

- This model may replace its seismic hammer with a Dreadnought chainfist.
- This model may replace its Dreadnought combat weapon and storm bolter with a hurricane bolter.
- This model may replace its storm bolter with a heavy flamer.
- This model may replace its meltagun with a heavy flamer.
- This model may take up to two hunter-killer missiles.
- This model may take ironclad assault launchers.

ABILITIES

Wrecker: You can re-roll hit rolls of 1 for this model when it fights if it is equipped with two melee weapons.

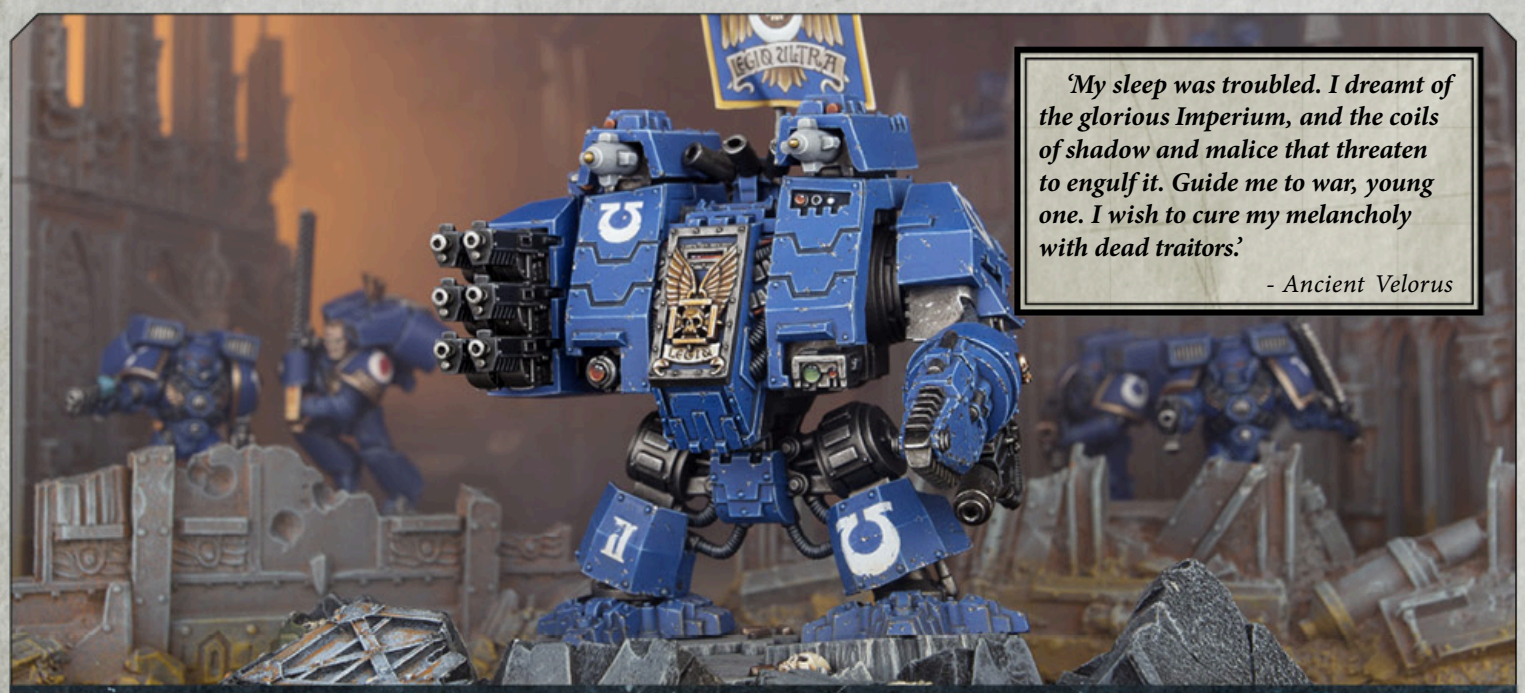
Ironclad Assault Launchers: If this model is equipped with ironclad assault launchers and finishes a charge move within 1" of an enemy unit, roll a D6. On a 4+ that unit suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; 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



'My sleep was troubled. I dreamt of the glorious Imperium, and the coils of shadow and malice that threaten to engulf it. Guide me to war, young one. I wish to cure my melancholy with dead traitors.'

- Ancient Velorus

An Ironclad Dreadnought strides through the fires of war like an ancient colossus, pulverising all in its path.

8 POWER

VENERABLE DREADNOUGHT

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 an assault cannon, a storm bolter and a 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	This weapon automatically hits its target.
Missile launcher	When attacking with this weapon, choose 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 may replace its assault cannon with a weapon from the *Dreadnought Heavy Weapons* list.
- This model may replace its Dreadnought combat weapon and storm bolter with a missile launcher.
- This model may replace its storm bolter with a heavy flamer.

ABILITIES

Unyielding Ancient: Roll a D6 each time this model loses a wound; on a 6 the damage is ignored and that wound is not lost.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; 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

A Venerable Dreadnought leads a Space Marine assault, its mere presence lighting a fire in the souls of nearby battle-brothers.

8 POWER

CONTEMPTOR DREADNOUGHT

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 a multi-melta, a combi-bolter and a Dreadnought combat weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Kheres pattern assault cannon	24"	Heavy 6	7	-1	1	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-

WARGEAR OPTIONS

- This model may replace its multi-melta with a Kheres pattern assault cannon.

ABILITIES

Atomantic Shielding: This model has a 5+ invulnerable save.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, DREADNOUGHT, CONTEMPTOR DREADNOUGHT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	WS
6-10+	9"	2+	2+
3-5	6"	3+	3+
1-2	4"	4+	4+

10 POWER

REDEMPTOR DREADNOUGHT

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 a heavy onslaught gatling cannon, a heavy flamer, an Icarus rocket pod, two fragstorm grenade launchers and a Redemptor fist.~~

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Icarus rocket pod	24"	Heavy D3	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Macro plasma incinerator	When attacking with this weapon, choose 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, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
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 may replace its heavy flamer with an onslaught gatling cannon.
- This model may replace its heavy onslaught gatling cannon with a macro plasma incinerator.
- This model may replace its two fragstorm grenade launchers with two storm bolters.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; 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

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	WS
7-13+	8"	3+	3+
4-6	6"	4+	4+
1-3	4"	5+	5+

12 POWER

CENTURION ASSAULT SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Centurion	4"	3+	3+	5	5	3	2	7	2+
Centurion Sergeant	4"	3+	3+	5	5	3	3	8	2+

This unit contains 1 Centurion Sergeant and 2 Centurions. It can include up to 3 additional Centurions **(Power Rating +12)**. Each model is armed with siege drills, two flamers and Centurion assault launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Siege drills	Melee	Melee	x2	-4	3	-

WARGEAR OPTIONS

- Any model may replace its two flamers with two meltaguns.
- Any model may replace its Centurion assault launchers with a hurricane bolter.

ABILITIES

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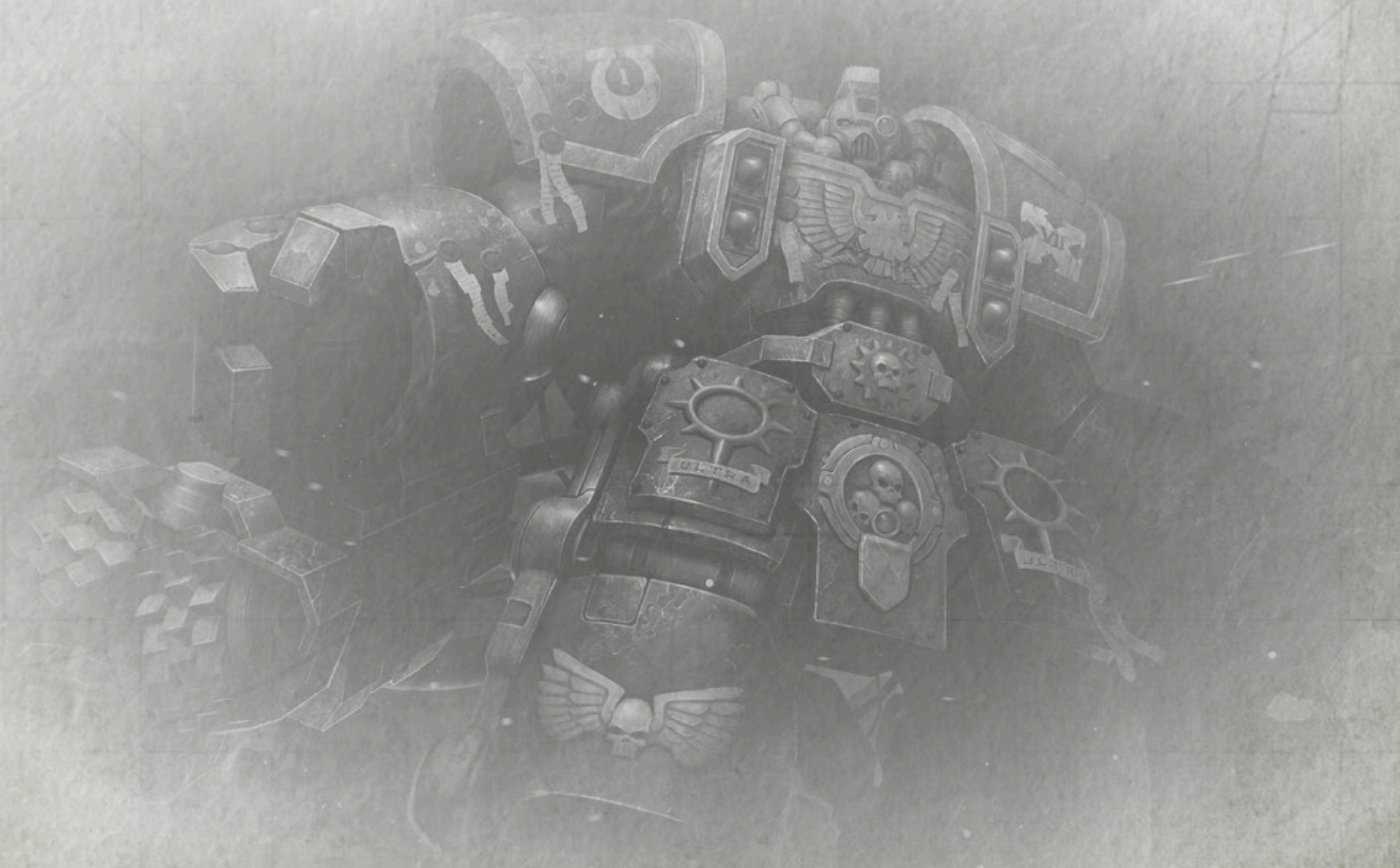
Combat Squads: Before any models are deployed at the start of the game, a Centurion Assault Squad containing 6 models may be split into two units, each containing 3 models.

Centurion Assault Launchers: If a model with Centurion assault launchers finishes a charge move within 1" of an enemy unit, roll a D6 – on a 4+ that unit suffers a mortal wound.

Omniscope: Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by a unit that includes a Centurion Sergeant.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, CENTURION, CENTURION ASSAULT SQUAD



BIKE SQUAD

5 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 include up to 3 additional Space Marine Bikers **(Power Rating +4)** or up to 5 additional Space Marine Bikers **(Power Rating +6)**. It can also include a single Attack Bike **(Power Rating +3)**.

- The Space Marine Bikers and the Biker Sergeant are each armed with a bolt pistol, frag grenades and krak grenades. Each of their Space Marine bikes is equipped with a twin boltgun.
- The Space Marine Attack Bike is equipped with a twin boltgun and a heavy bolter, and is crewed by two Space Marines armed with bolt pistols, frag grenades and 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	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Space Marine Sergeant may replace his bolt pistol with an item from the *Sergeant Equipment* list.
- Any Space Marine Biker may replace his bolt pistol with a chainsword.
- Up to two Space Marine Bikers may replace their bolt pistol with an item from the *Special Weapons* list.
- The Attack Bike may replace its heavy bolter with a multi-melta.

ABILITIES

And They Shall Know No Fear (pg 131)

Combat Squads: Before any models are deployed at the start of the game a Bike Squad containing 6 models may be split into two units, each containing 3 models. A Bike Squad containing 9 models may be split into two units, one of which has 4 models including the Attack Bike.

Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: BIKER, BIKE SQUAD

A Space Marine Bike Squad roars across the broken earth, bearing down on their quarry with bolters blazing.

ASSAULT SQUAD

5 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 include up to 5 additional Space Marines **(Power Rating +4)**. Each model is armed with a bolt pistol, chainsword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Eviscerator	Melee	Melee	x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	-

WARGEAR OPTIONS

- The Space Marine Sergeant may replace his bolt pistol with an item from the *Melee Weapons* or *Pistols* lists.
- The Space Marine Sergeant may replace his chainsword with an item from the *Melee Weapons* list.
- The Space Marine Sergeant may take a combat shield.
- The Space Marine Sergeant may take melta bombs.
- Up to two Space Marines may replace their bolt pistol and chainsword with a flamer, or with a plasma pistol and a chainsword.
- For every five models in the unit, one model may replace its bolt pistol and chainsword with an eviscerator.
- The entire unit may take jump packs (**Power Rating +1** for a 5-strong unit, or **+2** for a 10-strong one). If they do, their Move characteristic is increased to 12" and they gain the **JUMP PACK** and **FLY** keywords.

ABILITIES

And They Shall Know No Fear (pg 131)

Combat Shield: A model with a combat shield has a 5+ invulnerable save.

Combat Squads: Before any models are deployed at the start of the game, an Assault Squad containing 10 models may be split into two units, each containing 5 models.

Jump Pack Assault: During deployment, if the entire unit has jump packs, you can set them up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above – set them up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS INFANTRY, ASSAULT SQUAD

'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

LAND SPEEDERS

6 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 include up to 2 additional Land Speeders **(Power Rating +6 per model)**. Each model is equipped with a 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	This weapon automatically hits its target.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Typhoon missile launcher	When attacking with this weapon, choose 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 may replace its heavy bolter with a multi-melta.
- **Any model may take one of the following weapons:** assault cannon, heavy flamer or typhoon missile launcher.

ABILITIES

And They Shall Know No Fear (pg 131)

Anti-grav Upwash: Models in this unit have a Move characteristic of 20", instead of 16", whilst the unit contains 3 models.

Explodes: If a model in this unit is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 3" suffers a mortal wound.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, FLY, LAND SPEEDERS

ATTACK BIKE SQUAD

3 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 include 1 additional Attack Bike **(Power Rating +3)** or 2 additional Attack Bikes **(Power Rating +6)**. Each model is equipped with a twin boltgun and a heavy bolter, and is crewed by two Space Marines armed with bolt pistols, frag grenades and 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	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- Any model may replace its heavy bolter with a multi-melta.

ABILITIES

And They Shall Know No Fear (pg 131)

Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: BIKER, ATTACK BIKE SQUAD

4 POWER

SCOUT BIKE SQUAD

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 include up to 3 additional Scout Bikers **(Power Rating +4)** or up to 6 additional Scout Bikers **(Power Rating +8)**. Each model is equipped with a bolt pistol, an Astartes shotgun, a combat knife, frag grenades and krak grenades. Each of their Scout bikes is equipped with a twin boltgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes grenade launcher	When attacking with this weapon, choose 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	If the target is within half range, add 1 to this weapon's Strength.
Bolt pistol	12"	Pistol 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Scout Biker Sergeant may replace his bolt pistol with an item from the *Sergeant Equipment* list.
- Up to three Scout Bikers may replace their bike's twin boltgun with an Astartes grenade launcher.

ABILITIES

And They Shall Know No Fear (pg 131)

Combat Squads: Before any models are deployed at the start of the game a Scout Bike Squad containing 6 models may be split into two units, each containing 3 models. A Scout Bike Squad containing 9 models may be split into three units, each containing 3 models.

Turbo-boost: When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: BIKER, SCOUT, SCOUT BIKE SQUAD

10 POWER

INCEPTOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inceptor	**10"**	**3+**	**3+**	**4**	**5**	**2**	**2**	**7**	**3+**
Inceptor Sergeant	**10"**	**3+**	**3+**	**4**	**5**	**2**	**3**	**8**	**3+**

This unit contains 2 Inceptors and 1 Inceptor Sergeant. It can include up to 3 additional Inceptors **(Power Rating +10)**. Each model is equipped with two assault bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault bolter	18"	Assault 3	5	-1	1	-
Plasma exterminator	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault D3	7	-3	1	-
- Supercharge	18"	Assault D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

WARGEAR OPTIONS

- All models in the unit may replace their two assault bolters with two plasma exterminators.

ABILITIES

And They Shall Know No Fear (pg 131)

Meteoric Descent: During deployment, you can set up this unit in high orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can use a meteoric descent – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

Crushing Charge: Roll a D6 each time a model from this unit finishes a charge move within 1" of an enemy unit; on a 6, the enemy unit suffers a mortal wound.

Combat Squads: Before any models are deployed at the start of the game, an Inceptor Squad containing 6 models may be split into two units, each containing 3 models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, JUMP PACK, MK X GRAVIS, PRIMARIS, FLY, INCEPTOR SQUAD

8 POWER

DEVASTATOR SQUAD

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+**
Armorium Cherub	**6"**	**6+**	**-**	**2**	**4**	**1**	**1**	**3**	**6+**

This unit contains 1 Space Marine Sergeant and 4 Space Marines. It can include up to 5 additional Space Marines **(Power Rating +3)**. Each model is armed with a boltgun, bolt pistol, frag grenades and krak grenades. The unit may be accompanied by an Armorium Cherub, which is not armed with any weapons.

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

WARGEAR OPTIONS

- The Space Marine Sergeant may replace his boltgun with items from the *Sergeant Equipment* list.
- Up to four Space Marines may replace their boltguns with an item from the *Heavy Weapons* list.

ABILITIES

And They Shall Know No Fear (pg 131)

Combat Squads: Before any models are deployed at the start of the game, a Devastator Squad containing 10 models may be split into two units, each containing 5 models.

Signum: Before this unit shoots in the Shooting phase, you can choose one model from this unit that is within 3" of its Sergeant; you can add 1 to hit rolls made for your chosen model's weapons this phase.

Armorium Cherub: Once per game, after a model in this unit has fired, an Armorium Cherub can reload that model's weapons. When it does so, remove the Armorium Cherub and that model can immediately shoot again. The removal of an Armorium Cherub (for any reason) is ignored for the purposes of morale.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, DEVASTATOR SQUAD

19 POWER

CENTURION DEVASTATOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Centurion	**4"**	**3+**	**3+**	**5**	**5**	**3**	**2**	**7**	**2+**
Centurion Sergeant	**4"**	**3+**	**3+**	**5**	**5**	**3**	**3**	**8**	**2+**

This unit contains 1 Centurion Sergeant and 2 Centurions. It can include up to 3 additional Centurions **(Power Rating +19)**. Each model is armed with two heavy bolters and a 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	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
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 may replace his hurricane bolter with a Centurion missile launcher.
- Any model may replace his two heavy bolters with either two lascannons, or a grav-cannon and grav-amp.

ABILITIES

And They Shall Know No Fear (pg 131)

Combat Squads: Before any models are deployed at the start of the game, a Centurion Devastator Squad containing 6 models may be split into two units, each containing 3 models.

Decimator Protocols: Models in this unit do not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Omniscope: Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by a unit that includes a Centurion Sergeant.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, CENTURION, CENTURION DEVASTATOR SQUAD

8 POWER

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 include up to 5 additional Hellblasters **(Power Rating +8)**. Each model is armed with a plasma incinerator, a bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Assault 2	6	-4	1	-
- Supercharge	24"	Assault 2	7	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy 1	8	-4	1	-
- Supercharge	36"	Heavy 1	9	-4	2	On a hit roll of 1, the bearer is slain.
Plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	30"	Rapid Fire 1	7	-4	1	-
- Supercharge	30"	Rapid Fire 1	8	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- All models in the unit may replace their plasma incinerator with an assault plasma incinerator.
- All models in the unit may replace their plasma incinerator with a heavy plasma incinerator.
- The Hellblaster Sergeant may replace his bolt pistol with a plasma pistol.

ABILITIES

And They Shall Know No Fear (pg 131)

Combat Squads: Before any models are deployed at the start of the game, a Hellblaster Squad containing 10 models may be split into two units, each containing 5 models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: INFANTRY, PRIMARIS, HELLBLASTER SQUAD

Hellblaster Squads wield lethal plasma incinerators, which can sear through armour and flesh with contemptuous ease.

THUNDERFIRE CANNON

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderfire Cannon	**3"**	**6+**	**3+**	**3**	**6**	**4**	**1**	**8**	**3+**
Techmarine Gunner	**6"**	**3+**	**2+**	**4**	**4**	**2**	**3**	**8**	**2+**

This unit contains 1 Thunderfire Cannon and 1 Techmarine Gunner.
- The Thunderfire Cannon shoots using the thunderfire cannon profile below.
- The Techmarine Gunner is armed with two servo-arms, a bolt pistol, a plasma cutter and a flamer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Plasma cutter	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Assault 1	7	-3	1	-
- Supercharge	12"	Assault 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Thunderfire cannon	60"	Heavy 4D3	5	-1	1	This weapon can target units that are not visible to the firing model.
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time the bearer fights. When attacking with this weapon, you must subtract 1 from the hit roll.

ABILITIES	**And They Shall Know No Fear** (pg 131) **Artillery:** A Thunderfire Cannon can only fire its ranged weapon if a friendly **<CHAPTER>** Techmarine Gunner is within 3". A single Techmarine Gunner cannot operate multiple Thunderfire Cannons in this way in a single turn. If, at any point, there are no Techmarine Gunners within 6" of a Thunderfire Cannon, it immediately shuts down and is removed from play.	**Techmarine Gunner:** When a Thunderfire Cannon is set up on the battlefield, the Techmarine Gunner is set up in unit coherency with it. From that point onwards, the Techmarine Gunner is treated as a separate unit. **Blessing of the Omnissiah:** At the end of your Movement phase a Techmarine Gunner can repair a single **<CHAPTER> VEHICLE** within 1". That model regains D3 lost wounds. A 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**	

5 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 a skyspear missile launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Skyspear missile launcher	60"	Heavy 1	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. You can re-roll failed hit rolls for this weapon.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS
- This model may take a hunter-killer missile.
- This model may take a storm bolter.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

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

6 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 two Icarus stormcannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Icarus stormcannon	48"	Heavy 3	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS
- This model may take a hunter-killer missile.
- This model may take a storm bolter.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

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
~~1-6~~	3"	5+	1

'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

5 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 a Whirlwind vengeance launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired 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 firing model.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the firing model.

WARGEAR OPTIONS

- This model may replace its Whirlwind vengeance launcher with a Whirlwind castellan launcher.
- This model may take a hunter-killer missile.
- This model may take a storm bolter.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

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

9 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 a 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	This weapon can only be fired 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 may replace its Predator autocannon with a twin lascannon.
- This model may take two heavy bolters or two lascannons.
- This model may take a hunter-killer missile.
- This model may take a storm bolter.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

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

7 POWER

VINDICATOR

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 a demolisher cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

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

19 POWER

LAND RAIDER

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 a twin heavy bolter and two twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
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 may take a hunter-killer missile.
- This model may take a storm bolter.
- This model may take a multi-melta.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model can transport 10 **<CHAPTER> INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of two other models and each **CENTURION** 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

16 POWER

LAND RAIDER CRUSADER

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 a twin assault cannon and two hurricane bolters.

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	This weapon can only be fired once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-

WARGEAR OPTIONS
- This model may take a hunter-killer missile.
- This model may take a storm bolter.
- This model may take a multi-melta.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Frag Assault Launchers: Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT
This model can transport 16 **<CHAPTER> INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of two other models and each **CENTURION** 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

An Ultramarines strike force arrays for battle, resplendent in gleaming power armour and bearing their honoured heraldry.

The Salamanders assault a Necron tomb world, purging the xenos taint in a firestorm of searing prometheum.

18 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 a twin assault cannon and two flamestorm cannons.

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	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter.
- This model may take a multi-melta.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Frag Assault Launchers: Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model can transport 12 **<CHAPTER> INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of two other models and each **CENTURION** 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

4 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 a storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	-

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take an additional storm bolter.

ABILITIES

Self-Repair: Roll a D6 at the start of each of your turns; on a 6, this model regains one lost wound.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model can transport 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 a twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired 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 may replace its twin heavy bolter with a twin lascannon or a twin assault cannon.
- This model may take a hunter-killer missile.
- This model may take a storm bolter.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model can transport 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

5 POWER

DROP POD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Drop Pod	**0"**	**-**	**3+**	**6**	**6**	**8**	**0**	**8**	**3+**

A Drop Pod is a single model equipped with a 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 may replace its storm bolter with a deathwind launcher.

ABILITIES

Drop Pod Assault: During deployment, you can set up this model, along with any units embarked within it, in orbit instead of placing it on the battlefield. At the end of any of your Movement phases this model can perform a drop pod assault – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Any models embarked inside must immediately disembark, but they must be set up more than 9" away from any enemy models. Any models that cannot be set up because there is not enough room are slain.

Immobile: After this model has been set up on the battlefield it cannot move for any reason, and no units can embark upon it.

TRANSPORT

This model can transport 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**

5 POWER

LAND SPEEDER STORM

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 a heavy bolter and a cerberus launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cerberus launcher	18"	Heavy D6	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-

ABILITIES

Open-topped: Models embarked on this vehicle can shoot in their Shooting phase. They measure range and draw line of sight from any point on the vehicle. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that the passengers cannot shoot if this model Falls Back, even though the Land Speeder Storm itself can.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 3" suffers a mortal wound.

TRANSPORT

This model can transport 5 **<CHAPTER> SCOUT INFANTRY** models.

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

KEYWORDS: **VEHICLE, TRANSPORT, LAND SPEEDER, SCOUT, FLY, LAND SPEEDER STORM**

16 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 a heavy onslaught gatling cannon, a twin heavy bolter, an ironhail heavy stubber, an Icarus ironhail heavy stubber, two krakstorm grenade launchers, two storm bolters and 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	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Icarus rocket pod	24"	Heavy D3	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
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 may replace its twin heavy bolter with a twin lascannon.
- This model may replace its heavy onslaught gatling cannon with a las-talon.
- This model may replace its ironhail heavy stubber with an onslaught gatling cannon.
- This model may replace its two storm bolters with two fragstorm grenade launchers.
- This model may replace its Icarus ironhail heavy stubber with an Icarus rocket pod, storm bolter or fragstorm grenade launcher.
- This model may replace its auto launchers with two fragstorm grenade launchers.
- This model may take an additional ironhail heavy stubber.

ABILITIES

Hover Tank: Distances and ranges are always measured to and from this model's hull, even though it has a base.

Repulsor Field: Your opponent must subtract 2 from any charge rolls made for units that declare a charge against a Repulsor.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Auto Launchers: Instead of shooting any weapons in the Shooting phase, this model can use its auto launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

Explodes: If this model is reduced to 0 wounds, roll a dice before removing the model from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model can transport 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

'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

10 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 two assault cannons, two heavy bolters and an 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	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Las-talon	24"	Heavy 2	9	-3	D6	-
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Typhoon missile launcher	When attacking with this weapon, choose 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 may replace its two heavy bolters with a skyhammer missile launcher or a typhoon missile launcher.
- This model may replace its Icarus stormcannon with a las-talon.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

Interceptor: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that can **FLY**.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Infernum Halo-launcher: You can re-roll save rolls of 1 for this model.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, FLY, STORMHAWK INTERCEPTOR

A Raven Guard attack wing angles towards its quarry in perfect formation, their las-talons spitting beams of superheated death.

15 POWER

STORMRAVEN GUNSHIP

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 a twin assault cannon, a twin heavy bolter and two stormstrike missile launchers.

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 attacking with this weapon, choose 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, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Typhoon missile launcher	When attacking with this weapon, choose 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 may replace its twin assault cannon with a twin lascannon or a twin heavy plasma cannon.
- This model may replace its twin heavy bolter with a twin multi-melta or a typhoon missile launcher.
- This model may take two hurricane bolters.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

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.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

TRANSPORT

This model can transport 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 Redemptor Dreadnoughts.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, FLY, STORMRAVEN GUNSHIP

9 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 a twin assault cannon and two heavy bolters.

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	Add 1 to all hit rolls made for this weapon against targets that can **Fly**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Typhoon missile launcher	When attacking with this weapon, choose 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 may replace its two heavy bolters with two lascannons, a skyhammer missile launcher or a typhoon missile launcher.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Strafing Run: You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that cannot **FLY**.

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.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, FLY, STORMTALON GUNSHIP

A Stormtalon Gunship provides covering fire for an armoured ground assault, obliterating its targets in fulminating barrages.

18 POWER

ROBOUTE GUILLIMAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Roboute Guilliman	**8"**	**2+**	**2+**	**6**	**6**	**9**	**6**	**10**	**2+**

Roboute Guilliman is a single model armed with the Emperor's Sword and the Hand of Dominion. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hand of Dominion (shooting)	24"	Rapid Fire 3	6	-1	2	-
The Emperor's Sword	Melee	Melee	+2	-4	3	If you roll a wound roll of 6+ for this weapon, it inflicts D3 mortal wounds in addition to its normal damage.
Hand of Dominion (melee)	Melee	Melee	x2	-3	3	-

ABILITIES

And They Shall Know No Fear (pg 131)

Armour of Fate: Roboute Guilliman has a 3+ invulnerable save. In addition, the first time Roboute Guilliman is reduced to 0 wounds, roll a 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 enemies, with D6 wounds remaining.

Author of the Codex: If your army is Battle-forged, you receive an additional 3 Command Points if Roboute Guilliman is your Warlord.

Master of Battle: You can add 1 to Advance and charge rolls for friendly **IMPERIUM** units within 12" of Roboute Guilliman, and re-roll hit rolls of 1 and failed Morale tests for these units.

XIII Primarch: You can re-roll any failed hit and wound rolls for friendly **ULTRAMARINES** units within 6" of Roboute Guilliman.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES

KEYWORDS: CHARACTER, MONSTER, PRIMARCH, ROBOUTE GUILLIMAN

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 below.

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Absolvor bolt pistol	16"	Pistol 1	5	-1	1	-
Assault bolter	18"	Assault 3	5	-1	1	-
Assault cannon	24"	Heavy 6	6	-1	1	-
Assault plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Assault 2	6	-4	1	-
- Supercharge	24"	Assault 2	7	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Astartes grenade launcher	When attacking with this weapon, choose 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	If the target is within half range, add 1 to this weapon's Strength.
Auto boltstorm gauntlets (shooting)	18"	Assault 6	4	0	1	-
Auto bolt rifle	24"	Assault 2	4	0	1	-
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	-
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 attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-grav	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Grav-gun	18"	Rapid Fire 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	24"	Rapid Fire 1	7	-3	1	*See plasma gun*
Cyclone missile launcher	When attacking with this weapon, choose 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	-

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Dorn's Arrow	24"	Assault 4	4	-1	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Flamestorm gauntlets (shooting)	8"	Assault 2D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Gauntlet of the Forge	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Gauntlets of Ultramar (shooting)	24"	Rapid Fire 2	4	-1	2	-
Grav-pistol	12"	Pistol 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Grav-cannon and grav-amp	24"	Heavy 4	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Grav-gun	18"	Rapid Fire 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3.
Grenade harness	12"	Assault D6	4	-1	1	-
Hand of Dominion (shooting)	24"	Rapid Fire 3	6	-1	2	-
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	This weapon automatically hits its target.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Heavy plasma cannon	When attacking with this weapon, choose 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, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Heavy plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy 1	8	-4	1	-
- Supercharge	36"	Heavy 1	9	-4	2	On a hit roll of 1, the bearer is slain.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Icarus ironhail heavy stubber	36"	Heavy 3	4	-1	1	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Icarus rocket pod	24"	Heavy D3	7	-1	1	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Icarus stormcannon	48"	Heavy 3	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Infernus	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
- Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Kheres pattern assault cannon	24"	Heavy 6	7	-1	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Krakstorm grenade launcher	18"	Assault 1	6	-1	D3	-
Las-talon	24"	Heavy 2	9	-3	D6	-

RANGED WEAPONS						
WEAPON	**RANGE**	**TYPE**	**S**	**AP**	**D**	**ABILITIES**
Lascannon	48"	Heavy 1	9	-3	D6	-
Macro plasma incinerator	When attacking with this weapon, choose 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, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Master-crafted auto bolt rifle	24"	Assault 2	4	0	2	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-2	2	-
Melta bomb	4"	Grenade 1	8	-4	D6	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	When attacking with this weapon, choose 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	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Onslaught gatling cannon	24"	Heavy 6	5	-1	1	-
Plasma blaster	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy D3	7	-3	1	-
- Supercharge	36"	Heavy D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma cutter	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Assault 1	7	-3	1	-
- Supercharge	12"	Assault 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Plasma exterminator	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault D3	7	-3	1	-
- Supercharge	18"	Assault D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	30"	Rapid Fire 1	7	-4	1	-
- Supercharge	30"	Rapid Fire 1	8	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Predator autocannon	48"	Heavy 2D3	7	-1	3	-
Quietus	36"	Heavy 2	4	-1	D3	This weapon may target a **CHARACTER** even if it is not the closest enemy unit.
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Reductor pistol	3"	Pistol 1	4	-3	2	-
Shock grenade	6"	Grenade D3	*	*	*	This weapon does not inflict any damage. If an enemy **INFANTRY** unit is hit by any shock grenades, it is stunned until the end of the turn – it cannot fire Overwatch and your opponent must subtract 1 from any hit rolls made for the unit.

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Skyhammer missile launcher	60"	Heavy 3	7	-1	D3	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Skyspear missile launcher	60"	Heavy 1	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. You can re-roll failed hit rolls for this weapon.
Sniper rifle	36"	Heavy 1	4	0	1	This weapon may target a **CHARACTER** even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Special issue boltgun	30"	Rapid Fire 1	4	-2	1	-
Stalker bolt rifle	36"	Heavy 1	4	-2	1	-
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 firing model.
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 attacking with this weapon, choose 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, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Typhoon missile launcher	When attacking with this weapon, choose 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	-
Whirlwind castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units that are not visible to the firing model.
Whirlwind vengeance launcher	72"	Heavy 2D3	7	-1	2	This weapon can target units that are not visible to the firing model.
Wrist-mounted grenade launcher	12"	Assault D3	4	~~1~~	1	-

OTHER WARGEAR

Auto launchers	Instead of shooting any weapons in the Shooting phase, a model can use its auto launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target the bearer.
Camo cloak	If every model in a unit has a camo cloak, you can add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1.
Combat shield	A model with a combat shield has a 5+ invulnerable save.
Grapnel launcher	~~When models with grapnel launchers move, do not count any vertical distance they move against the total they can move that turn (i.e. moving vertically is free for these models).~~ In addition, during deployment, you can set up this unit, if it is equipped with grapnel launchers, behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases this unit can join the battle – set it up within 6" of a battlefield edge of your choice and more than 9" away from any enemy models.
Grav-chute	During deployment, a unit equipped with grav-chutes can be set up in high orbit instead of being placed on the battlefield. At the end of any of your Movement phases the unit can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models.
Storm shield	A model with a storm shield has a 3+ invulnerable save.

MELEE WEAPONS						
WEAPON	**RANGE**	**TYPE**	**S**	**AP**	**D**	**ABILITIES**
Auto boltstorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Black Sword	Melee	Melee	+2	-3	D3	You can re-roll failed wound rolls when attacking with this weapon if the target is a **CHARACTER** or a **MONSTER**.
Boltstorm gauntlet (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Champion's blade	Melee	Melee	User	-2	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Close combat weapon	Melee	Melee	User	0	1	-
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 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	-
The Emperor's Sword	Melee	Melee	+2	-4	3	If you roll a wound roll of 6+ for this weapon, it inflicts D3 mortal wounds in addition to its normal damage.
Eviscerator	Melee	Melee	x2	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Fist of Dorn	Melee	Melee	+6	-3	3	-
Flamestorm gauntlets (melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must 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	-
Gauntlets of Ultramar (melee)	Melee	Melee	x2	-3	D3	-
Hand of Dominion (melee)	Melee	Melee	x2	-3	3	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Master-crafted power sword	Melee	Melee	User	-3	2	-
Moonfang	Melee	Melee	User	-3	D3	This weapon has Strength x2 if the target is a **CHARACTER**.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Raven's Talons	Melee	Melee	User	-3	D3	You can re-roll failed wound roll for this weapon.
Redemptor fist	Melee	Melee	x2	-3	D6	-
Relic blade	Melee	Melee	+2	-3	D3	-
Rod of Tigurius	Melee	Melee	+3	-1	D3	-
Seismic hammer	Melee	Melee	x2	-4	5	When attacking with this weapon, you must subtract 1 from the hit roll.
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time the bearer fights. When attacking with this weapon, you must subtract 1 from the hit roll.
Siege drills	Melee	Melee	x2	-4	3	-
Spear of Vulkan	Melee	Melee	+2	-2	D3	-
Sword of the High Marshals	Melee	Melee	+1	-3	D3	High Marshal Helbrecht can make D3 additional attacks with this weapon if he charged in his turn.
Talassarian Tempest Blade	Melee	Melee	User	-3	D3	Any wound rolls of 6+ made for this weapon cause D3 mortal wounds instead of the normal damage.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

SONS OF THE PRIMARCHS

In this section you'll find rules for Battle-forged armies that include Space Marines Detachments – that is, any Detachment which only includes Space Marines units (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 Discipline, 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

In the rules described in this section we often refer to 'Space Marines units'. This is shorthand for 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 therefore one which only includes units with one of these keywords.

Note that other Space Marine Chapters, such as the Blood Angels and the Space Wolves, deviate significantly in terms of organisation and fighting styles. These Chapters therefore cannot make use of any of the rules or abilities listed in this section, and instead have their own rules.

'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

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. Such a unit 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.

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, all **INFANTRY**, **BIKER** and **DREADNOUGHT** units in a Space Marines Detachment gain a Chapter Tactic, 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, use the Chapter Tactic of its founding Chapter. For example, Crimson Fists are a successor Chapter of the Imperial Fists, so should use the Chapter Tactic of the Imperial Fists. If you are unsure of a Chapter's founding Chapter, either consult the background sections of our books or choose a Tactic from the table that best describes its character and fighting style.

Note that due to their lobotomised nature, **SERVITOR** units are an exception and never gain a Chapter Tactic.

CHAPTER TACTICS

Ultramarines: Codex Discipline
The sons of Guilliman hold the tenets of the Codex Astartes as sacrosanct. In the fury of combat its wisdom guides them as they outmanoeuvre and overpower the foe with lethal precision.

Add 1 to the Leadership characteristic of all **ULTRAMARINES** models with this tactic. In addition, **ULTRAMARINES** units with this tactic can still shoot in a turn in which they Fall Back, but if they do so you must subtract 1 from their hit rolls in the Shooting phase.

WHITE SCARS: LIGHTNING ASSAULT
The White Scars are true masters of the hunt. Theirs is the primal fury of the storm, the scent of prey upon the wind. None can escape their righteous justice.

Whenever a **WHITE SCARS** unit with this tactic Advances it moves an extra 2" in addition to the distance rolled (**BIKER** units with the Turbo-boost ability therefore move an additional 8" when Advancing). In addition, **WHITE SCARS** units with this tactic can still charge in a turn in which they Fell Back.

IMPERIAL FISTS: SIEGE MASTERS
None are as well versed in siege warfare as the Imperial Fists. No fortress world is safe from their pinpoint bombardments and disciplined fusillades of bolter fire.

Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by **IMPERIAL FISTS** models with this tactic. In addition, you can re-roll any failed wound rolls for **IMPERIAL FISTS** units with this tactic when they are targeting a **Building**.

BLACK TEMPLARS: RIGHTEOUS ZEAL
True believers in the Imperial Creed, the Black Templars wish for nothing more than to slaughter the heretic and the xenos in the name of the God-Emperor.

You can re-roll failed charge rolls for **Black Templars** units with this tactic.

SALAMANDERS: MASTER ARTISANS
The Salamanders are peerless craftsmen, capable of forging weapons of astounding quality and lethal power from the furnaces of Nocturne.

You can re-roll a single failed hit roll and a single failed wound roll made for a **Salamanders** unit with this tactic each time it shoots or fights.

RAVEN GUARD: SHADOW MASTERS
From the shadows strike the Raven Guard, emerging with dizzying swiftness to gut the foe before they have a chance to react.

Your opponent must subtract 1 from any hit rolls when shooting at **Raven Guard** units with this tactic if they are more than 12" away.

IRON HANDS: THE FLESH IS WEAK
The Iron Hands seek transcendence through the replacement of their mortal flesh with cybernetics and metal augments. Such extensive modification renders them extremely difficult to kill.

Roll a dice each time an **IRON HANDS** model with this tactic loses a wound. On a 6, the damage is ignored and the model does not lose a wound.

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 on the battlefield.

Some of the Stratagems listed here are unique to specific Chapters. If your Chapter does not have any associated Stratagems, you can use the Stratagems of its founding Chapter. For example, Crimson Fists are a successor Chapter of the Imperial Fists, so you can use the Bolter Drill Stratagem to affect a **CRIMSON FISTS INFANTRY** unit just as if were an **IMPERIAL FISTS** unit. Note that the Black Templars Chapter cannot make use of their founding Chapter's Stratagems; instead they have one of their own – Abhor the Witch. If you are unsure of a Chapter's founding Chapter, either consult the background sections of our books or choose one that best describes its character and fighting style.

RELICS OF THE CHAPTER
1CP/3CP

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 extra Chapter Relic for 1 CP, or two extra Chapter Relics for 3 CPs. All of the Chapter Relics that you include must be different and be given to different Space Marines **CHARACTERS**.

LINEBREAKER BOMBARDMENT
1CP

Space Marines Stratagem

The sheer power of a Space Marine armoured assault can shatter all before it in a firestorm of high-explosive rounds.

Use this Stratagem in your Shooting phase if a Vindicator is within 6" of 2 other friendly **<CHAPTER>** Vindicators. If you do so, the Vindicators cannot fire their demolisher cannons this phase – instead, select a visible point on the battlefield within 24" of all three vehicles. Roll a dice for each unit (friend or foe) within 3" of that point. Add 1 to the result if the unit being rolled for has 10 or more models, but subtract 1 if the unit being rolled for is a **CHARACTER**. On a 4+ that unit suffers 3D3 mortal wounds.

KILLSHOT
1CP

Space Marines Stratagem

Space Marine Predators often hunt in packs, combining their firepower to devastating effect.

Use this Stratagem in your Shooting phase if a Predator is within 6" of 2 other friendly **<CHAPTER>** Predators. If you do so, you can add 1 to the wound rolls and damage for all of the Predators' attacks that target **MONSTERS** or **VEHICLES** this phase.

CHAPTER MASTER
3CP

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. Select an **ADEPTUS ASTARTES Captain** in your army. Replace this model's **CAPTAIN** keyword with **Chapter Master** and replace his Rites of Battle ability with the following ability: '**CHAPTER MASTER:** You can re-roll any failed hit rolls for friendly **<CHAPTER>** units within 6" of this model.' You can only use this Stratagem once and your army cannot include two **CHAPTER MASTERS** from the same Chapter.

SCIONS OF GUILLIMAN
1CP

Ultramarines Stratagem

Ultramarines fight as the Codex dictates, eschewing individual glory to function as a disciplined, cohesive killing machine.

Use this Stratagem when an **ULTRAMARINES INFANTRY** or **ULTRAMARINES BIKER** unit is selected to attack in a Shooting or Fight phase. You can re-roll all hit rolls of 1 for that unit for the rest of the phase (if the unit is a Tactical Squad or Intercessor Squad, re-roll all failed hit rolls instead).

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 the Shooting phase, if you have an **ADEPTUS ASTARTES** Warlord that did not move during your Movement phase. Instead of shooting with your Warlord's weapons, select a visible point on the battlefield and roll a D6 for every 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.

CLUSTER MINES
1CP

Space Marines Stratagem

Space Marine Scouts are trained in unconventional tactics, such as scattering lethal cluster mines to cover their retreat.

Use this Stratagem when a Scout Bike Squad Falls Back. Select one enemy unit that is within 1" of the unit before it moves and roll a D6; on a 2+, the enemy unit suffers D3 mortal wounds.

BORN IN THE SADDLE
1CP

White Scars Stratagem

No Chapter has mastered the speed and fury of bike warfare as comprehensively as the White Scars.

Use this Stratagem when a **WHITE SCARS BIKER** unit Advances. That unit can still shoot and charge this turn.

MASTERFUL MARKSMANSHIP

1CP

Space Marines Stratagem

Sternguard Veterans are experts in identifying the slightest weaknesses in their target's defences, then exploiting them with lethal skill.

Use this Stratagem when a Sternguard Veteran Squad is selected to attack in the Shooting phase. You can add 1 to all wound rolls made for that unit's special issue boltgun attacks in that phase.

ABHOR THE WITCH

1CP

Black Templars Stratagem

The Black Templars' zealous hatred of rogue psykers and heretical sorcery steels their minds and bodies against psychic assaults.

Use this Stratagem when an enemy **PSYKER** manifests a psychic power within 24" of a friendly **BLACK TEMPLARS** unit. Roll a D6: on a 4+, that psychic power is resisted by the sheer willpower of your unit and its effects are negated.

EMPYRIC CHANNELLING

1CP

Space Marines Stratagem

Alone, a Space Marine Librarian is a mighty battle-sorcerer. Gathered together, they possess the power to shatter worlds.

Use this Stratagem at the start of a Psychic phase if an **ADEPTUS ASTARTES PSYKER** is within 6" of at least 2 other friendly **<CHAPTER> PSYKERS**. The psyker can immediately attempt to manifest one additional psychic power this turn and, when attempting to manifest this power, you can add 2 to the Psychic test.

DATALINK TELEMETRY

1CP

Space Marines Stratagem

Land Speeders are excellent forward recon craft, able to vox through precise bombardment coordinates to nearby artillery.

Use this Stratagem in the Shooting phase just before a Whirlwind shoots. If the target of the Whirlwind's shooting attacks are visible to a friendly **<CHAPTER> LAND SPEEDER** unit that is within 12" of the target unit, the Whirlwind's attacks automatically hit.

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 just before an **ADEPTUS ASTARTES INFANTRY** model attacks with a heavy bolter. You only make a single hit roll with the weapon this phase, however, if it hits, the target suffers D3 mortal wounds.

BOLTER DRILL

1CP

Imperial Fists Stratagem

Their aim guided by years of marksmanship training, the Imperial Fists unleash a devastatingly accurate fusillade of bolter fire.

~~Use this Stratagem just before an **IMPERIAL FISTS Infantry** unit attacks in the Shooting phase. Each time you make a hit roll of 6+ for a model 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). Pedro Kantor's Dorn's Arrow is also a bolt weapon.

MACHINE EMPATHY

1CP

Iron Hands Stratagem

Having shed their mortal flesh and embraced the purity of metal, the Iron Hands can forge a unique, empathic connection with a vehicle's machine spirit.

Use this Stratagem just before an **IRON HANDS VEHICLE** attacks in the Shooting phase. Until the end of the phase, that vehicle can ignore the penalties for moving and firing a Heavy weapon, or for Advancing and firing an Assault weapon.

FLAMECRAFT

1CP

Salamanders Stratagem

The Salamanders have an innate understanding of flamer weaponry, and are able to combine and direct streams of white-hot prometheum to create all-consuming infernos.

~~Use this Stratagem just before a **SALAMANDERS** unit attacks in the Shooting phase. Add 1 to the wound rolls made for all of that unit's flame weapons.~~ For the purposes of this Stratagem, a flame weapon is any weapon profile whose name includes the word 'flame' (e.g. flamer, heavy flamer, flamestorm cannon, flamestorm gauntlet). Vulkan He'stan's Gauntlet of the Forge is also a flame weapon.

STRIKE FROM THE SHADOWS

1CP

Raven Guard Stratagem

The Sons of Corax emerge from the shadows and fall upon their foes in a swift and devastating strike, slitting the throats of their prey before they even have a chance to react.

~~Use this Stratagem when you can set up a **RAVEN GUARD INFANTRY** unit during deployment. You can set up the unit in the shadows instead of placing it on the battlefield. At the beginning of the first battle round but before the first turn begins, the unit emerges from their hiding place – set them up anywhere on the battlefield that is more than 9" away from any enemy models.~~

AUSPEX SCAN

2CP

Space Marines Stratagem

Nearby motion and radiation signatures are detected by a handheld device, forewarning the bearer of enemy ambushes.

Use this Stratagem immediately after your opponent sets up a unit that is arriving on the battlefield as reinforcements within 12" of one of your **ADEPTUS ASTARTES Infantry** units. Your unit can immediately shoot at that enemy unit as if it were the Shooting phase, but you must subtract 1 from all the resulting hit rolls.

TACTICAL FLEXIBILITY

1CP

Space Marines Stratagem

Space Marines are trained to adapt to changing battlefield conditions, and can reform their ranks at a moment's notice.

Use this Stratagem at the start of any of your Movement phases. Select a friendly **ADEPTUS ASTARTES** unit with the Combat Squads ability that has 10 models. That unit is immediately split into two separate units, each containing 5 models.

FLAKK MISSILE

1CP

Space Marines Stratagem

Flakk missiles are designed to eliminate light aircraft by unleashing a payload of shrapnel that shreds armour and ruptures vital systems.

You can use this Stratagem just before a friendly **ADEPTUS ASTARTES Infantry** model attacks a unit that can **Fly** with a missile launcher. You only make a single hit roll with the weapon this phase; however, add 1 to the hit roll and, if it hits, the target suffers D3 mortal wounds.

ARMOUR OF CONTEMPT

1CP

Space Marines Stratagem

Techmarines prize the most belligerent and stalwart machine spirits, for they are unyielding in their persecution of the enemy.

Use this Stratagem when an **ADEPTUS ASTARTES VEHICLE** suffers a mortal wound. Roll a D6 for that mortal wound, and each other mortal wound inflicted on this model for the rest of the phase: on a 5+, that mortal wound is ignored and has no effect.

ONLY IN DEATH DOES DUTY END

2CP

Space Marines Stratagem

The certainty of 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** is slain; that model summons the strength for one final attack, and can immediately either shoot as if it were your Shooting phase, or fight as if it were your Fight phase (this Stratagem is not cumulative with the Astartes Banner ability – the Stratagem takes precedence).

HONOUR THE CHAPTER

3CP

Space Marines Stratagem

Every Chapter has forged its own tales of heroism and valour, and no battle-brother would see that noble record besmirched.

Use this Stratagem at the end of the Fight phase. Select an **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES BIKER** unit – that unit can immediately fight for a second time.

WISDOM OF THE ANCIENTS

1CP

Space Marines Stratagem

Each fallen hero 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 inspire their fellow battle-brothers.

Use this Stratagem at the start of any phase. Select a friendly **ADEPTUS ASTARTES <CHAPTER> DREADNOUGHT**. Until the end of the phase, you can re-roll all hit rolls of 1 for **<CHAPTER>** units within 6" of that Dreadnought.

DEATH TO THE TRAITORS!

1CP

Space Marines Stratagem

Of all Humanity's foes, none are as hated as the Heretic Astartes, for they have turned from the Emperor's light and betrayed their ancient oaths.

Use this Stratagem when an **ADEPTUS ASTARTES** unit is chosen to attack in the Fight phase. Each time you roll a hit roll of 6+ for a model in this unit during this phase, it can, if it was targeting a **HERETIC ASTARTES** unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

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 leave the foe sprawling.

Use this Stratagem when a Thunderfire Cannon is selected to attack in the Shooting phase. Subtract 1 from all wound rolls made when firing the thunderfire cannon this phase, but if the target is hit, then during its next turn halve its Movement characteristic and the result of any Advance and Charge rolls made for it. Tremor shells have no effect on **TITANIC** units and units that can **FLY**.

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 the Warlord of your army is an **ADEPTUS ASTARTES CHARACTER**, you can pick their Warlord Trait from the Space Marines Warlord Traits table, or roll a dice and consult the table to generate their Warlord Trait.~~

D6 RESULT

1 ANGEL OF DEATH

The warlord personifies the fury of the Emperor's wrath. Heretics, traitors and xenos quail in fear in his presence as they feel the vengeance of the Imperium fall upon them.

Subtract 1 from the Leadership characteristic of enemy units that are within 6" of your Warlord.

2 THE IMPERIUM'S SWORD

The warlord hurls himself forward with unbridled ferocity, cutting down the foe like wheat.

Re-roll failed charge rolls for your Warlord. In addition, if your Warlord charges in the Charge phase, add 1 to his Attacks characteristic until the end of the Fight phase.

3 IRON RESOLVE

Filled with the righteous fury of the Adeptus Astartes, the warlord shrugs off even mortal wounds, his faith and duty driving him on long after lesser warriors would have fallen.

Add 1 to the Wounds characteristic of your Warlord. In addition, roll a dice each time your Warlord loses a wound. On a roll of 6, your Warlord shrugs off the damage and does not lose the wound.

4 STORM OF FIRE

With a series of rapid battle gestures, the warlord focuses the firepower of his squads so that their attacks hit the vulnerable points in their target's armour.

Each time you roll a wound roll of 6 or more for a friendly **<CHAPTER>** unit within 6" of the Warlord in the Shooting phase, the Armour Penetration characteristic of that attack is increased by 1 (i.e. AP0 become AP-1, AP-1 becomes AP-2).

5 RITES OF WAR

Honour-bound by sacred oaths of fealty to the Imperium, the warlord and his warriors vow to secure victory at any cost.

Friendly **<CHAPTER>** units within 6" of your Warlord automatically pass Morale tests.

6 CHAMPION OF HUMANITY

The warlord is a renowned hero of the Imperium, having slain tyrants and generals beyond counting.

You can add 1 to all hit and wound rolls made for this Warlord in the Fight phase when targeting enemy **CHARACTERS**.

CHAPTER WARLORD TRAITS

If you wish, you can pick a Chapter Warlord Trait from the list below instead of the Space Marine Warlord Traits to the left, but only if your Warlord is from the relevant Chapter.

NAMED CHARACTERS AND WARLORD TRAITS

The mightiest heroes of the Adeptus Astartes are exemplars of their Chapter's methods of waging war. If a named character is your Warlord, they must be given the associated Warlord Trait of their Chapter. For example, if Marneus Calgar is your Warlord, he would have the Ultramarines' Adept of the Codex Warlord Trait.

CHAPTER	TRAIT
Ultramarines	**Adept of the Codex:** *Ultramarines warlords are peerless masters of tactics and strategy.* ~~Whilst your Warlord is alive, roll a dice each time you spend a Command Point to use a Stratagem; on a 5+ that CP is immediately refunded.~~
White Scars	**Deadly Hunter:** *White Scars warlords charge with deadly skill, claiming heads before the foe can react.* Roll a dice each time your Warlord finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers a mortal wound.
Imperial Fists	**Architect of War:** *Imperial Fists warlords have a gift for bolstering any defensive position they hold.* Friendly **IMPERIAL FISTS** units within 6" of your Warlord that are receiving the benefit of cover add an additional 1 to their saving throws against attacks with an AP characteristic of -1.
Crimson Fists	**Tenacious Opponent:** *Crimson Fists warlords fight even harder when outnumbered and all seems lost.* If there are at least 10 enemy models within 6" of your Warlord when he fights in the Fight phase, add D3 to his Attacks until the end of the phase.
Black Templars	**Oathkeeper:** *The fury of a Black Templars warlord cannot be stayed until his foes lie dead at his feet.* Your Warlord can perform a Heroic Intervention if the enemy are within 6" (rather than 3") and can move up to 6" when doing so.
Salamanders	**Anvil of Strength:** *The warlords of the Salamanders are renowned for their great strength.* Add 1 to the Strength characteristic of your Warlord.
Raven Guard	**Silent Stalker:** *Raven Guard warlords appear in the midst of the foe and strike without warning.* Enemy units cannot fire overwatch at your Warlord.
Iron Hands	**Merciless Logic:** *The warlords of the Iron Hands believe that mercy is for the weak.* Each time you roll a hit roll of 6+ for your Warlord, make one extra attack at the same target using the same weapon (these bonus attacks cannot themselves generate any further attacks).

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 may give one of the following Chapter Relics to a Space Marine **CHARACTER** in your army. Named characters such as Marneus Calgar already have one or more artefacts, and cannot be given any of the following relics.

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

THE ARMOUR INDOMITUS

The Armour Indomitus is an ancient suit of artificer armour forged long before the Horus Heresy. Unlike the plasteel and ceramite of modern power armour, the Armour Indomitus is made from layered plates of raw adamantium, making it extremely heavy but all but unbreachable by conventional weaponry. In the face of even heavier fire, it also incorporates a shimmering force field, the secrets of which have long been lost to modern artificers.

The wearer of the Armour Indomitus has a Save characteristic of 2+. In addition, once per battle, before making one of the wearer's saving throws, you can choose to activate the armour's force field. When you do so, the Armour Indomitus confers a 3+ invulnerable save for the remainder 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. The Shield Eternal replaces the model's storm shield or combat shield. This relic grants the bearer a 3+ invulnerable save, and any damage they suffer is halved (rounding up).

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.

Company Ancient, Chapter Ancient or Primaris Ancient only. If a model has the Standard of the Emperor Ascendant, you can add 1 to the dice roll made to see if friendly **<CHAPTER>** models within 6" of the bearer can summon the strength to make one final attack when slain. In addition, whilst within 6" of the bearer, friendly **ADEPTUS ASTARTES** models automatically pass Morale tests, whilst enemy units must subtract 1 from their Leadership characteristic.

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.

Models with a chainsword only. The Teeth of Terra replaces the bearer's chainsword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Teeth of Terra	Melee	Melee	+1	-2	2
Abilities: Each time the bearer fights, it can make D3 additional attacks with this weapon.					

THE 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, and 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 lethal, fragmenting bolts.

Models with a boltgun or master-crafted boltgun only. The Primarch's Wrath replaces the bearer's 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 only a Space Marine 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.

Models with a power sword or master-crafted power sword only. The Burning Blade replaces the bearer's power sword or master-crafted power sword, and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Burning Blade	Melee	Melee	+2	-5	1

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.

PSYKER only. The bearer of the Tome of Malcador knows one additional psychic power from the Librarius discipline (pg 202).

THE SALAMANDER'S MANTLE

This heavy-scaled mantle is made from the hide of one of Nocturne's massive salamander lizards, which live in the deepest lava flows of the planet's volcanoes. In battle, this cloak can turn blades and bolts aside in a shower of flame, mimicking the durability of the fire-breathing beast it was made from.

SALAMANDERS model only. The wearer of the Salamander's Mantle increases their Toughness characteristic by 1.

THE AXE OF MEDUSA

Traditionally, the Axe of Medusa has been held by the Iron Council and given to the Chapter's chosen war leader as a badge of office. For over three centuries now, this weapon has been wielded by Kardan Stronos, and used to great effect in battle. However, when dispatching another hero of the Iron Hands on some particularly important mission, Stronos has been known to bestow the Axe of Medusa as a mark of favour and faith.

IRON HANDS model with a power axe only. The Axe of Medusa replaces the bearer's power axe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Axe of Medusa	Melee	Melee	+2	-3	2

RAVEN'S FURY

This jump pack is a technological marvel, now well beyond the finest artificers of the Imperium. It incorporates miniaturised plasma-engines in place of the traditional ram jets, providing the pack's wearer a lightning turn of speed when boosting into battle.

RAVEN GUARD JUMP PACK model only. The bearer of the Raven's Fury can Advance and charge in the same turn. Furthermore, the bearer can re-roll failed charge rolls.

MANTLE OF THE STORMSEER

This ancient mantle crackles with elemental energies. None know who crafted this relic, but it is gifted to whichever White Scars Librarian demonstrates the greatest skill at communing with the spirits of the storm. Said to channel these entities, the mantle allows the wearer to wield the wrath of the storm itself.

WHITE SCARS PSYKER only. The wearer of the Mantle of the Stormseer adds 1 to their Psychic test when attempting to manifest the *Smite* power.

THE 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. 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

THE SANCTIC HALO

The energy-field projector built into this elaborately filigreed iron halo not only deflects bullets and repels blade thrusts, it also amplifies the bearer's mental will, allowing them to withstand devastating psychic attacks in the thick of battle.

~~**ULTRAMARINES CAPTAIN** only.~~ The bearer of the Sanctic Halo has a 3+ invulnerable save and can attempt to deny one psychic power in each enemy Psychic phase in the same manner as a Psyker.

THE CRUSADER'S HELM

This imposing helm has been passed down to champions of the Black Templars for many centuries. Worked into its ancient vox-piece is the jawbone of Saint Sebatus the Ancient, a sanctified relic that emboldens the voice of the wearer so that his oratory soars above the clash of battle. The hearts of nearby battle-brothers are filled with zealous fire, and none can stand before their fury.

~~**BLACK TEMPLARS** model only. The wearer of the Crusader's Helm increases the range of any aura abilities on its datasheet (such as Rites of Battle, Litanies of Hate etc.) by 3".~~

THE SPARTEAN

This bolt pistol is a true work of the artificer's art. Since its forging in M35, hundreds of warriors have used the pistol to slay traitors, tyrants and the other myriad enemies of Mankind. Every wielder has said the same of the weapon; if the marksman's eye is true, then the Spartean's shot will be too.

IMPERIAL FIST model with a bolt pistol only. The Spartean replaces the bearer's bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Spartean	12"	Pistol 2	4	-1	2
Abilities: This weapon can target enemy **CHARACTERS** even if they are not the closest model to the bearer.					

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 foes.

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Librarius discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

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, pick an **ADEPTUS ASTARTES** unit within 18". Until the start of your next Psychic phase, you can re-roll charge rolls and Advance rolls for that unit and they always fight first in the Fight phase, even if they didn't 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 an **ADEPTUS ASTARTES** model within 12". ~~Until the start of your next Psychic phase, add 1 to that model's Strength, Toughness and Attacks characteristics.~~

3. 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 a visible enemy unit within 18". Then, roll a D6 and add the psyker's Leadership to the result. Your opponent then rolls a D6 and adds the Leadership of their unit to the result. If the psyker's total score is greater than the enemy's, the enemy unit suffers D3 mortal wounds; if it is equal to the enemy's score, the enemy unit suffers one mortal wound; if it is less than the enemy's score, nothing happens.

4. FURY OF THE ANCIENTS

Calling upon the myths and legends 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, roll 3D6 and select a visible enemy model within that many inches of the psyker (if no enemy models are within this range, this power has no further effect). Draw an imaginary straight line between the psyker and that model; each enemy unit that this line passes over or through suffers a mortal wound.

5. 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 a friendly **ADEPTUS ASTARTES** unit within 18". Until the start of your next Psychic phase that unit automatically passes Morale tests and you can roll a D6 each time it suffers a mortal wound from a psychic power; on a 4+ that mortal wound is ignored.

6. 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 8. If manifested, then until the start of your next Psychic phase, while they are within 6" of the psyker, enemy models cannot take invulnerable saves and must halve the result of any Psychic tests (rounding up) that they take.

'We can no more ignore or suppress our connection to the warp than we could walk through a raging firestorm and imagine that we did not burn. We must master this gift, make a weapon of it, lest we be consumed by its fury.'

- Excerpt, Tigurius' 'Address to the Lexicanium'

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 the enemy unit was slain by an attack made by a unit that can **FLY**, or a unit that arrived as reinforcements during the turn.

12 HONOUR YOUR CHAPTER — *Space Marines*

With the righteous wrath of the Emperor, the heroes of the Space Marines bring the cursed leaders of their enemies low.

Score 1 victory point if an enemy **CHARACTER** lost a wound as the result of an attack made by one of your **CHARACTERS** during this turn. If any enemy **CHARACTERS** were slain as the result of such an attack, score D3 victory points instead.

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. If three or more units were destroyed and/or failed Morale tests, score D3 victory points instead.

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 one or more of your **INFANTRY** or **BIKER** units made a successful charge during this turn.

15 LIGHTNING STRIKE — *Space Marines*

The Space Marines are the spear-tip 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 the enemy deployment zone at the start of the turn was destroyed during this turn.

16 EMPEROR'S RETRIBUTION — *Space Marines*

Nothing can deny the Adeptus Astartes their objective.

Score D3 victory points if you control an objective marker that was controlled by your opponent at the start of the turn. If you control 3 or more objective markers that were controlled by your opponent at the start of the turn, score D3+3 victory points instead.

Hailing from the volcanic world of Nocturne, the Salamanders are a stern and honourable Chapter of Space Marines. They excel in the use of flame as a weapon, cleansing their enemies from the battlefield amidst roaring streams of promethium death.

The Imperial Fists are dauntless defenders of Mankind's realm, and take great martial pride in bringing death to the heretic wherever he appears. Believing camouflage to be the colour of cowardice, they go to war in resplendent heraldry – truly they know no fear.

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. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value. Points values in red are in-line errata, correct as of Chapter Approved 2018.

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Captain	1	74
Captain in Cataphractii Armour	1	95
Captain in Gravis Armour	1	90
Captain in Terminator Armour	1	95
Captain on Bike	1	88
Captain with Jump Pack	1	93
Chaplain	1	72
Chaplain in Terminator Armour	1	90
Chaplain with Jump Pack	1	90
Librarian	1	88
Librarian in Terminator Armour	1	102
Librarian with Jump Pack	1	112
Lieutenants	1-2	60
Lieutenants with Jump Packs	1-2	78
Primaris Captain	1	78
Primaris Chaplain	1	77
Primaris Librarian	1	93
Primaris Lieutenants	1-2	70
Techmarine	1	45

TROOPS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Crusader Squad	5-20	13 (Neophyte is 11)
Intercessor Squad	5-10	17
Scout Squad	5-10	11
Tactical Squad	5-10	13

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Aggressor Squad	3-6	21
Apothecary	1	55
Cataphractii Terminator Squad	5-10	26
Cenobyte Servitors	3	2
Centurion Assault Squad	3-6	53
Chapter Ancient	1	72
Chapter Champion	1	60
Company Ancient	1	63
Company Champion	1	40
Company Veterans	2-5	14
Contemptor Dreadnought	1	88
Dreadnought	1	60
Honour Guard	2	21
Ironclad Dreadnought	1	70
Primaris Ancient	1	69
Primaris Apothecary	1	68
Redemptor Dreadnought	1	105
Reiver Squad	5-10	18
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 (Does not include wargear)
Assault Squad	5-10	13
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	50
Scout Bike Squad	3-9	21

FLYERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Stormhawk Interceptor	1	85
Stormraven Gunship	1	192
Stormtalon Gunship	1	110

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Armorium Cherub	-	5
Centurion Devastator Squad	3-6	40
Devastator Squad	5-10	13
Hellblaster Squad	5-10	18
Hunter	1	80
Land Raider	1	200
Land Raider Crusader	1	200
Land Raider Redeemer	1	180
Predator	1	90
Stalker	1	75
Techmarine Gunner	1	26
Thunderfire Cannon	1	55
Vindicator	1	125
Whirlwind	1	70

DEDICATED TRANSPORTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Drop Pod	1	63
Land Speeder Storm	1	70
Razorback	1	70
Repulsor	1	185
Rhino	1	70

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Captain Lysander	1	130
Captain Sicarius	1	110
Chaplain Cassius	1	85
Chaplain Grimaldus	1	90
Chief Librarian Tigurius	1	115
The Emperor's Champion	1	75
High Marshal Helbrecht	1	150
Kayvaan Shrike	1	90
Kor'sarro Khan	1	90
Marneus Calgar	1	200
Pedro Kantor	1	150
Roboute Guilliman	1	400
Sergeant Chronus	1	30
Sergeant Telion	1	65
Vulkan He'stan	1	135

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Absolvor bolt pistol	0
Assault bolter	10
Assault cannon	22
Assault plasma incinerator	17
Astartes grenade launcher	6
Astartes shotgun	0
Auto bolt rifle	1
Auto boltstorm gauntlets	12
Bolt carbine	0
Bolt pistol	0
Bolt rifle	0
Boltgun	0
Boltstorm gauntlet	22
Centurion missile launcher	25
Cerberus launcher	0
Combi-bolter	2
Combi-flamer	8
Combi-grav	13
Combi-melta	15
Combi-plasma	11
Cyclone missile launcher	38
Deathwind launcher	5
Demolisher cannon	0
Flamer	6
Flamestorm cannon	30
Flamestorm gauntlets	15
Frag grenades	0
Fragstorm grenade launcher	4
Grav-pistol	8
Grav-cannon and grav-amp	28
Grav-gun	12
Grenade harness	0
Heavy bolter	10
Heavy bolt pistol	0
Heavy flamer	14
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
Ironhail heavy stubber	6
Kheres pattern assault cannon	25
Krak grenades	0
Krakstorm grenade launcher	4
Las-talon	40
Lascannon	25
Macro plasma incinerator	31
Master-crafted auto bolt rifle	4
Master-crafted boltgun	3
Master-crafted stalker bolt rifle	5
Melta bombs	5
Meltagun	14

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Missile launcher	20
Multi-melta	22
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	24
Skyspear missile launcher	0
Sniper rifle	2
Special issue boltgun	2
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 lascannon	40
Twin multi-melta	40
Typhoon missile launcher	38
Volkite charger	3
Whirlwind castellan launcher	15
Whirlwind vengeance launcher	20
Wrist-mounted grenade launcher	0

OTHER WARGEAR

ITEM	POINTS PER ITEM
Auto launchers	0
Camo cloak	3
Combat shield	4
Grapnel launcher	2
Grav-chute	2
Storm shield (**CHARACTERS**)	10
Storm shield (other models)	2
Teleport homer	0

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Chainfist	11
Chainsword	0
Champion's blade	0
Combat knife	0
Crozius arcanum	0
Dreadnought chainfist	38
Dreadnought combat weapon (Ironclad Dreadnought)	0
Dreadnought combat weapon (other models)	30
Eviscerator	11
Force axe	10
Force stave	8
Force sword	8
Lightning claws (single/pair)	8/12
Master-crafted power sword	6
Power axe	5
Power fist	9
Power lance	4
Power maul	4
Power sword	4
Redemptor fist	0
Relic blade	9
Seismic hammer	40
Servo-arm	0
Siege drills	0
Thunder hammer (**CHARACTERS**)	21
Thunder hammer (other models)	16

'FROM THE DARKNESS WE STRIKE, FAST AND LETHAL, AND BY THE TIME OUR FOES CAN REACT… DARKNESS THERE AND NOTHING MORE.'

- Raven Guard saying

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