

WARHAMMER

40,000



CODEX ADEPTUS ASTARTES

VANGUARD

SPACE MARINES

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INTRODUCTION

Within the following pages can be found the honoured battle-records of the elite forward operatives of the Adeptus Astartes – the Vanguard Space Marines. Clad in lightweight power armour and equipped with weapons perfectly optimised for covert killing, these warriors fight at the tip of the spear, sowing terror and devastation throughout enemy territory.

Vanguard Space Marines are elite reconnaissance troops, trained to operate without support across the deadliest frontiers of the galaxy. Ranging far ahead of the main battle line, they slip like wraiths deep into hostile territory, and there prosecute a full-spectrum campaign of domination against the enemy. Every component of the opposing war machine is sabotaged and dismantled: communications are cut off, supply caches demolished and morale drained away by unrelenting terror-strikes. When the enemy are on their knees, bloodied and broken, the Vanguard Space Marines emerge from the shadows to perform the killing strike.

Each of the great Space Marine Chapters possesses their own complement of these deadly commandos, and their actions have decided countless wars. In this book, you will read of their initial, decisive deployment during Primarch Roboute Guilliman's Indomitus Crusade, as well as their organisational structure within the Adeptus Astartes. In addition, you will find a thorough appraisal of the unique skills and advanced wargear employed by their squads – from the jump-pack equipped Suppressors to the expert sharpshooting of the Eliminators and the shock tactics of the Infiltrators – along with details of how officers such as Captains, Lieutenants and Librarians are chosen and equipped for Vanguard combat.

You will also find uniform guides and background for the Ultramarines and several other first founding Chapters, which offer inspiration and guidance for your model collection. Also included is a showcase section showing vibrantly painted examples of the Space Marines Citadel Miniatures included in *Warhammer 40,000: Shadowspear*.

Finally, this book contains all the rules you need to bring the Vanguard Space Marines' daring actions and covert skills to life on the tabletop. Datasheets and points values are provided for every unit in the box, and you will also find a list of Chapter Tactics allowing you to field your army as one of the legendary Adeptus Astartes Chapters. Also included is a list of unique Warlord Traits designed for Vanguard Space Marine commanders, as well as an entirely new psychic discipline for Librarians trained in the ways of obfuscation and illusion. Strike from the shadows with deadly precision, and leave nothing but smoke and ashes in your wake!

To discover more about the Space Marines and the Warhammer 40,000 setting, visit warhammer40000.com. The website contains a wealth of resources, including faction introductions, painting guides, gaming tutorials, and much, much more.





The Vanguard Space Marines are the spearhead of the Adeptus Astartes, covert operatives tasked with missions beyond the capabilities of their more heavily armoured battle-brothers. Equipped with advanced technology, they bring ruin to the enemies of Humanity by slaying powerful warlords, demolishing communications outposts and launching unceasing terror raids into the depths of hostile territory.





VANGUARD FORCES

Elite killers, saboteurs and terror troops who spread fear and ruin throughout the enemy's domain – these are the Vanguard Space Marines, the first into battle and the last sight their enemies will ever see.

Precision and ruthless efficiency are the watchwords of the Vanguard Space Marines, and the silence of death is all that they leave in their wake. Performing duties ahead of the main battle line, these forward operatives sow discord and panic throughout the enemy force. Key personnel are assassinated in sudden, devastatingly accurate salvos of bolter fire, communications outposts obliterated with macro-explosive charges. As the enemy reels, the Vanguard Space Marines slip away into the shadows, already seeking their next kill.

Vanguard Space Marines are reconnaissance and infiltration experts, equipped to operate alone in enemy territory for extended periods of time, and intensively trained in shadow warfare tactics and sabotage techniques. Vanguard strike forces are tasked with achieving full spectrum superiority over the enemy. Every facet of the opposition's war machine must be dismantled, from supply routes and infrastructure to communications and logistics. Morale must be utterly sapped through non-stop harassment by terror troops and precision sabotage. The ultimate goal of this relentless campaign is to leave the foe crippled and helpless before the advance of the main Space Marine battle line. Should they need to engage the enemy head-on, however, Vanguard formations are perfectly capable of doing so – they are warriors of the Adeptus Astartes after all, armed and equipped with some of the deadliest wargear available to the Imperium.

First deployed en masse during the Indomitus Crusade, Vanguard strike forces proved fearsomely effective at their task. As Primarch Roboute Guilliman's

forces pushed ever further into Chaos-infested space, the Vanguard Space Marines fought ahead of the advance, dismantling the foe's ability to resist the Imperial war machine. The Khornate warlord Ul Ghresk fell victim to a volley of precision bolt rounds at the Battle of Eight Pillars, sending his Fleshreavers into a self-destructive frenzy. The corrupted spaceports at Braxar Tertia were destroyed when a series of detonations broke apart their grav-locked moorings, causing the entire structure to smash down upon a Chaos mustering ground. Upon the heretic-held forge world of Driantium, the Chaos Titan *Degradator* was drowned in burning promethium when a series of sump dams mysteriously malfunctioned. Across contested space, countless similar acts of covert destruction were carried out with peerless skill.

Such was the disorder caused by these strikes that several internecine conflicts were ignited between rival factions who blamed one another for the baffling attacks that were crippling their forces. Terror and confusion, two of the greatest weapons of the Dark Gods' followers, were now being employed against them, and the results were devastatingly effective. As the Indomitus Crusade delved deeper into enemy territory and was struck by multiple Chaos counter-assaults, the Vanguard Space Marines seamlessly fell back to support their battle-brothers, launching flanking assaults and withering the foe's forward units with unrelenting sniper fire. Finally, the enemy came face-to-face with the hidden menace that had haunted them for so many months. Reiver Squads burst from the shadows, vox-augmented masks howling blood-curdling battle cries as they fell upon the foe with heavy bolt

'Our enemies believe themselves beyond such mortal concepts as fear. I would contend that the effectiveness of the Vanguard strike forces disproves that notion.'

- Primarch Roboute Guilliman

pistols and combat knives. Eliminators stalked the shadows, every shot from their silenced bolt rifles a kill.

Vanguard Space Marines proved no less devastating when fighting in concert with battle-line troops than they had been while carrying out aggressive reconnaissance actions. Indeed, so impressed was Guilliman with the performance of his Vanguard formations that he made a number of amendments to the Codex Astartes – his legendary thesis on warfare – in order to better accommodate them into the Space Marines' overall tactical doctrine. In the years since, Vanguard Space Marines have continued to perform a vital role in the defence of the Imperium. With violent warp storms covering almost half the known galaxy in a veil of darkness and fear, dedicated reconnaissance forces have proven vital for the Adeptus Astartes. Vanguard strike forces delve into the deadliest reaches of space, clearing the path for crusades of reconquest and retribution, harrying the forces of the Dark Gods wherever they are found.

No matter their current squad role, all Primaris Space Marines are trained and indoctrinated in Vanguard tactics, able to don patterns of Mk X power armour unique to the reconnaissance detachments as and when they are called upon. In addition, during their time in a Chapter's Scout Company, all Space Marines are fully trained in the use of Vanguard armour variants and associated wargear, in preparation for potential deployment behind enemy lines. Battle-brothers from a Chapter's Reserve Companies may be temporarily seconded to the foremost Battle Companies as Vanguard Space Marines, taking on the colours and markings of their new company for the duration of their service.

In accordance with those recent amendments to the Codex Astartes, the 10th Company of each Chapter should maintain a permanent complement of one hundred Vanguard Space Marines under the command of a Captain – known as the Master of Reconnaissance – and supported by two Lieutenants. This standing force consists of hard-bitten veterans who have displayed particular aptitude for forward recon warfare over the course of countless operations. It is their responsibility to ensure that when the Chapter enters battle it does so equipped with all relevant strategic data gathered from their covert scouting missions. Even with this duty complete, the Vanguard Space Marines must stand ready at all times to reinforce or supplement the Battle Companies. Even those Chapters who are not Codex compliant and possess no dedicated Scout Company – such as the Space Wolves or the Black Templars – ensure that there is always a standing formation of Vanguard battle-brothers ready to carry out covert missions.



Equipped to operate for months behind enemy lines, the Vanguard Space Marines wage a ceaseless war of sabotage against the foe.

AGENTS OF TERROR

The Vanguard Space Marines are trained and outfitted for war beyond the front lines. Self-sufficient and adaptable, they can spend long months of a campaign spreading disorder and fear across a war zone, each combat squad fulfilling a unique and deadly role in the dismantling of the enemy war machine.

Countless technological marvels and weapons of obliteration were crafted by Archmagos Dominus Belisarius Cawl during his long years of isolation, but the development of Mk X power armour stands as one of his most notable achievements. Unlike previous patterns – such as the Mk VII Aquila or Mk VI Corvus – Mk X power armour does not have a single appellation and design. Instead, it is a modular, adaptable system of ceramite plating that can be adjusted for multiple tactical roles, from scouting and reconnaissance all the way up to the super-heavy Gravis patterns worn by Aggressor Squads.

Amongst the Vanguard formations there is no standard armour style, though lightweight patterns are almost universal due to the nature of their combat doctrine. Each squad bears its own unique composition, tailored to its particular need. For example, the Mk X Phobos pattern adopted by Infiltrators and Reivers eschews a certain amount of ablative covering in favour of agility and speed. Infiltrators are responsible for disrupting communications and sabotaging targets of opportunity. The first thing the enemy sees

is a cascade of choking smog as the Infiltrators hurl a barrage of smoke grenades, masking their advance. As the enemy peers into the swirling cloud, the Infiltrators bring them down with disciplined bursts of fire, the augur-scopes of their marksman bolt carbines lighting each victim up for the kill. Aside from their weaponry, the most important tool at the Infiltrators' disposal is the omni-scrambler. This portable, back-mounted device intercepts trace-wave signals across a broad spectrum, scrambling frequencies and diverting holo-broadcasts to ensure that enemy communiques never reach their intended target.

Due to the sheer length of time they spend behind enemy lines, Infiltrators are drilled in self-sufficiency and survival techniques, and have their own medicae specialists to perform the sacred duty of recovering the gene-seed of fallen brothers. Known as Helix Adepts, these warriors hail from the Apothecarion, the hallowed gene-bank which guards the genetic legacy of each Chapter. Those who safeguard this precious repository are amongst the most valuable and honoured brothers of their Chapter, for only they



Reiver Squads are amongst the Vanguard Space Marine units most commonly seconded to a Chapter's Battle Companies. There, they perform constant terror raids upon vulnerable enemy formations, charging from the shadows with a chorus of vox-enhanced howls before carving the foe apart with their serrated combat blades. This tactic has proven devastatingly effective in many war zones.

possess the knowledge and skills to recover the progenoid glands of fallen Space Marines. The Helix Adepts stand ready to take on the full duties of an Apothecary should a tragic loss occur, but meanwhile they practice their craft in the Vanguard formations, utilising the helix gauntlet – a scaled-down version of an Apothecary’s narthecium, containing stim-charges that can bring wounded comrades back to fighting strength.

Eliminator Squads utilise an even more stripped down version of the same armour pattern, allowing them to operate with maximum stealth as they stalk their prey. Dedicated marksmen, these fire support warriors haunt the shadows of the battlefield, seeking out targets of opportunity and bringing them down with a pinpoint volley of bolt rounds. Their primary armament is the Mk III Shrike-pattern bolt sniper rifle. The optical sights of this weapon can be tailored for any situation, from thermoscopic vision to precision auspex scans that can penetrate several feet through solid matter. Once locked on to, there is nowhere for an Eliminator’s prey to hide, and no amount of protective armour that can stop the killing shot. Each member of the squad carries spare magazines filled with special issue ammunition, tailored for every tactical eventuality. Hyperfrag rounds detonate in a shower of shrapnel, sending out a cloud of lacerating shards that devastates closely packed infantry. Executioner rounds are sophisticated, self-guiding missiles slaved to a miniaturised cogitator than can seek their target behind cover, while mortis bolts spew self-replicating mutagenic toxins into the flesh of the target.

On the other end of the scale are the Suppressor Squads, fire support warriors clad in Omnis-pattern armour – a blend of the heavier Gravis configuration and the lighter Mk X versions favoured by other Vanguard Space Marines units. These jump-pack equipped combatants unleash harrowing storms from their accelerator autocannons, forcing the foe to seek cover while their Vanguard brethren advance. Suppressors utilise the shock-absorbing servo plates in their armour and boots to brace their belt-fed cannons, reducing the fierce recoil that would otherwise knock him from his feet. Although they wear similar suits of Mk X power armour to Inceptor drop troops, Suppressors do not strike into battle from low orbit, instead relying upon their jump-packs and grav-chute arrays to manoeuvre into an enfilading position where their weapons tear through heavily armoured enemies and shred light vehicles.

Each company in a Space Marine Chapter falls under the command of a Captain, a veteran strategist and champion chosen for his supreme leadership skills. These warriors have fought in every conceivable battle environment, and are as capable when leading a massed heavy armour assault as they are prosecuting a covert operation with a Vanguard strike force behind enemy lines. When spearheading such an operation, a Captain will adopt the tools of stealth: omni-scramblers, lightweight Phobos armour and master-crafted instigator bolt carbines that can be used to engage and eliminate their wielder’s targets at extreme range. Due to the nature of Vanguard operations ° a Captain’s style of leadership may be altered – subtle vox-click commands and precision breach-and-clear commands may take the place of stirring oratory – but the Space Marine Captain remains a figure of heroic inspiration to the battle-brothers under his jurisdiction.

Similarly outfitted in Phobos armour, the Lieutenants of the Vanguard formations provide support and tactical flexibility for their Captain. Often, when a strike team is engaged in a complex, multi-faceted operation, a Lieutenant will be assigned to oversee one or more critical aspects. Leading from the front lines, they provide invaluable experience and expertise, ensuring their battle-brothers operate at maximum efficiency.

Librarians chosen for Vanguard service have mastered unique battle-disciplines that focus on obscuring the passage of their comrades and wrong-footing the opponent with illusions and hallucinations. Shaping empyrean energy about themselves like a cloak of shadow, these psykers slip through enemy territory like wraiths, guiding kill-squads to their destination without raising so much as a flicker of suspicion from watchful foes, twisting time and space itself to open new paths of attack. They can even flay vital secrets from the minds of captured enemies, wielding their psychic powers like a scalpel as they break down mental barriers and strip away layers of indoctrination.

SQUAD	BATTLEFIELD ROLE	ICON
Infiltrator Squad	Battleline	↑
Reiver Squad	Close support	✕
Eliminator Squad	Fire support	^
Suppressor Squad	Fire support	^



Battleline icon. Squad number is designated using numerals.



Fire support icon



Ultramarines Chapter icon. Company is indicated by the colour of the rim.



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

LEGACY OF GLORY

More than a thousand Space Marine Chapters safeguard the domain of the Imperium of Mankind. Foremost amongst them are the Chapters of the First Founding, legendary brotherhoods whose deeds are spoken of with awed reverence.

DARK ANGELS



The left knee markings indicate a Dark Angel's company.



Chapter marking



Battleline marking and squad number



Fire support marking with squad number

WHITE SCARS



White Scars display squad markings upon their knee guard.



Chapter marking



Fire support marking



Battleline marking

SPACE WOLVES



The Vanguard of the Space Wolves all bear grey and black pack markings.



Great Company marking



Honour marking



Pack marking

IMPERIAL FISTS



An Imperial Fist's left pauldron shows company colours.



Chapter marking



Battleline marking with squad number



Fire support marking

Thousands of years ago, the Warmaster Horus turned his cloak and led fully half of the Space Marine Primarchs into rebellion against the Emperor of Mankind. Nine more held true to their ancient oaths, fighting to protect the grand dream of their gene-father. Ultimately, they triumphed, though victory came at a hideous cost; the Emperor was grievously wounded at the hands of his traitorous son. In the aftermath of the Emperor's defeat, the Primarch Roboute Guilliman decreed that every Legion would be reduced in size, ensuring that never again would one man wield such awesome power. Millennia later, the First Founding Chapters continue to fight to uphold their glorious legacy.

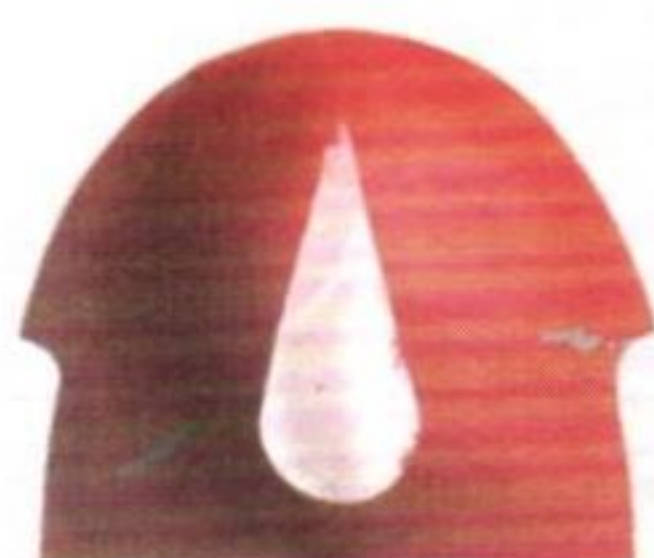
BLOOD ANGELS



Battlefield role is indicated by helm colour, with red for battleline and blue for fire support.



Chapter marking



Company marking

The right knee guard icon of the Blood Angels indicates squad number.

IRON HANDS



Chapter marking



Company marking



Fire support marking

An Iron Hand Space Marine's battlefield role is shown on the left knee guard.

SALAMANDERS



Chapter marking



Squad marking



Squad marking (alternate design)

Unusually, the Salamanders do not bear battlefield role designations.

RAVEN GUARD



Chapter marking



Battleline marking



Fire support marking

A Raven Guard's left knee guard bears his squad number.

ELITE KILLERS

Armed and armoured with some of the most advanced wargear available to the Imperium, the Vanguard Space Marines are ideally suited to long campaigns of guerilla warfare far behind enemy lines. Vanguard equipment blends rugged practicality with lethal precision – to witness these warriors in battle is to look upon the very face of death.



Captain in Phobos Armour with master-crafted instigator bolt carbine



Librarian in Phobos Armour with force sword



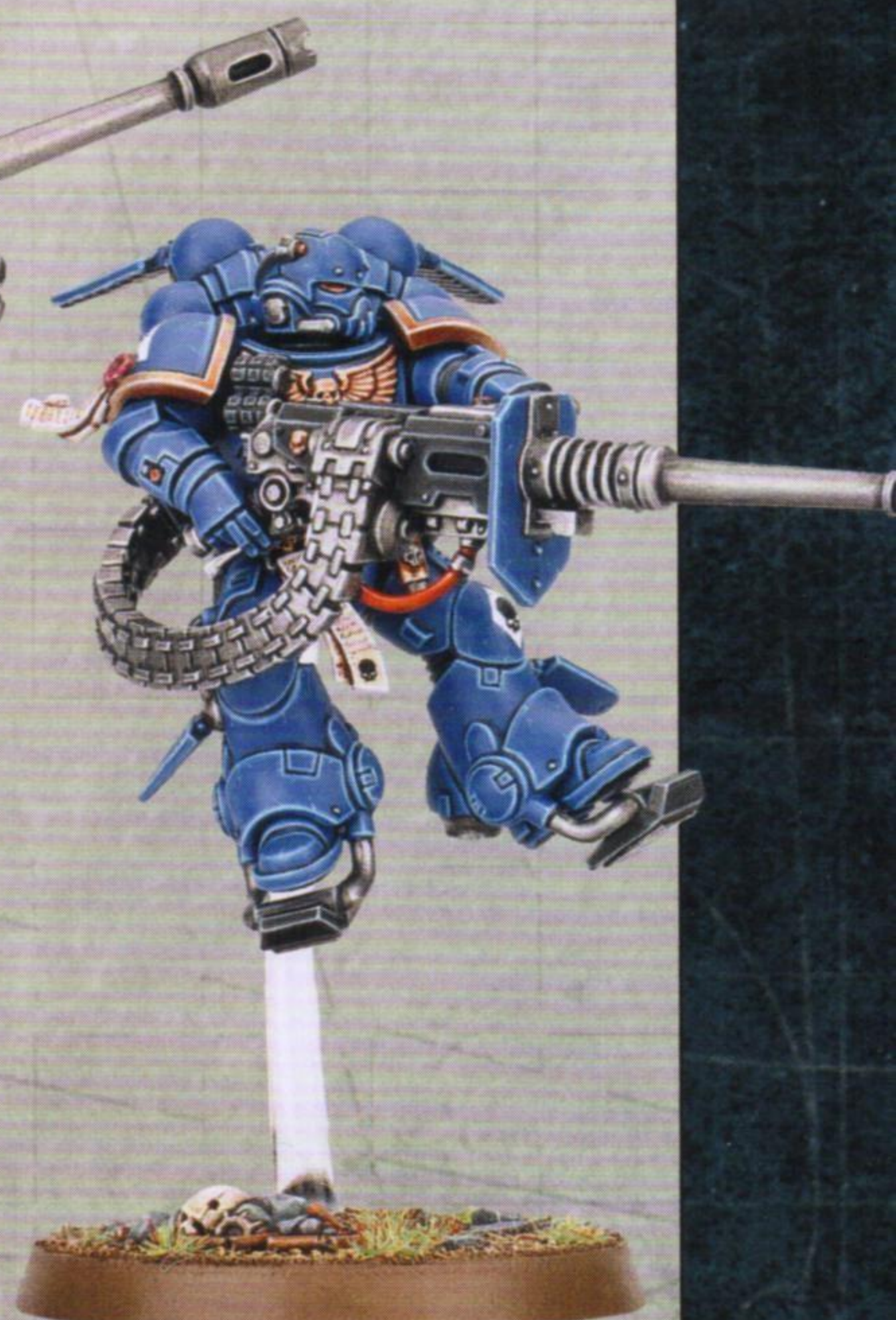
Lieutenant in Phobos Armour with master-crafted occulus bolt carbine



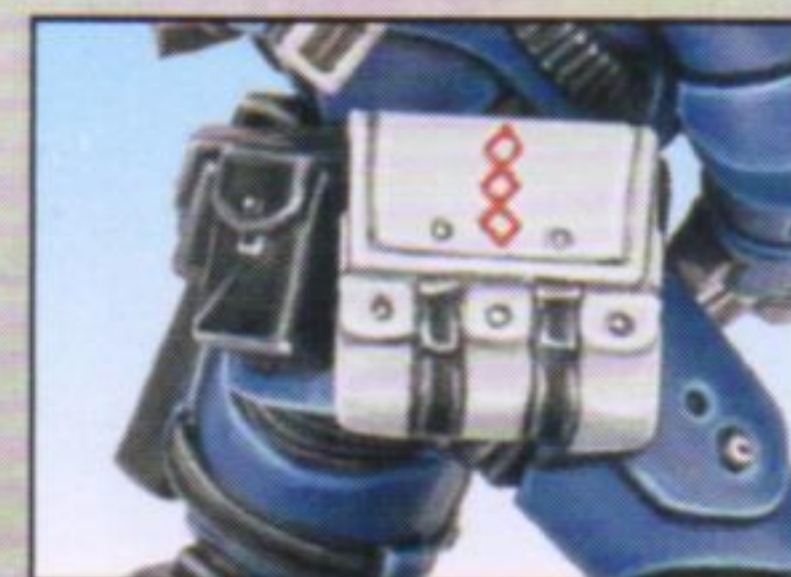
Suppressor



Suppressor Sergeant with accelerator autocannon



Suppressor



Infiltrator with marksman bolt carbines

Infiltrator Sergeant

Infiltrator Helix Adept

Infiltrator with bolt pistol



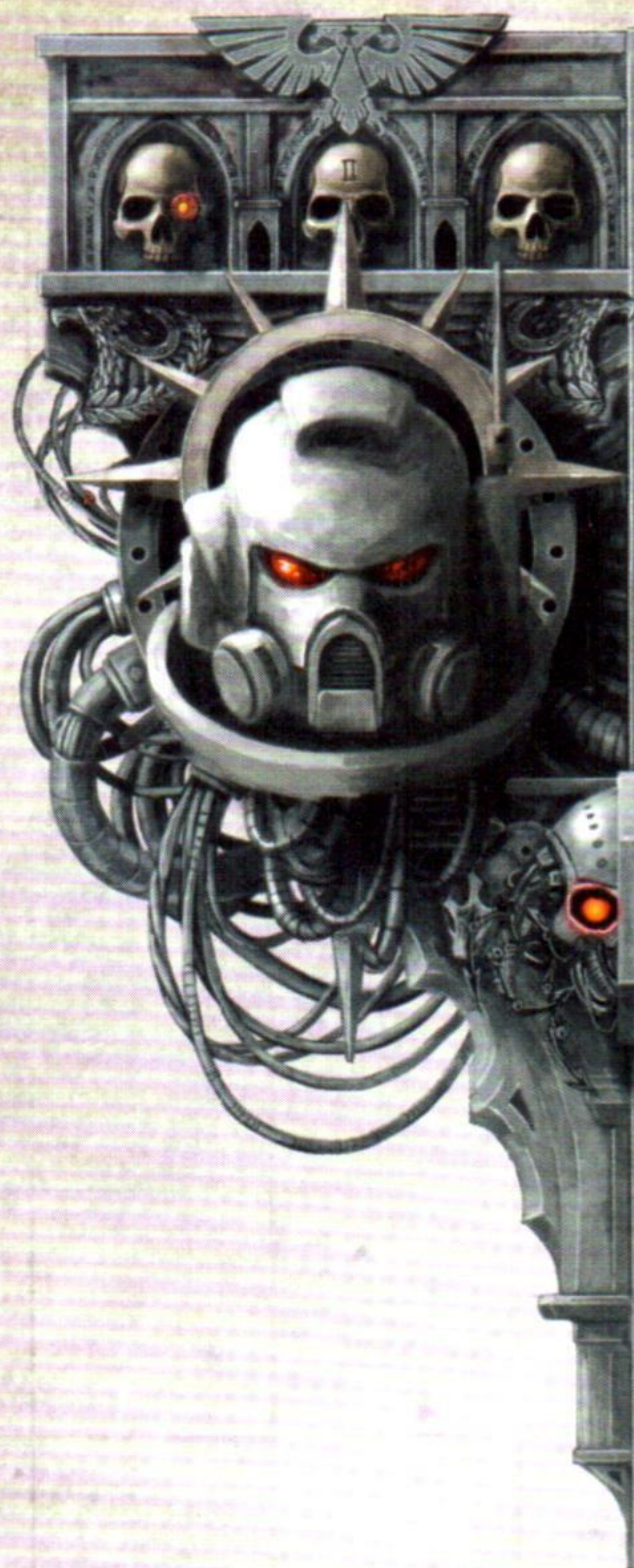
Equipped for covert operations, Infiltrators are sent on missions far beyond the remit of other Space Marine squads.



Eliminator with bolt sniper rifle

Eliminator Sergeant

Eliminator



DATASHEETS

The warriors, monsters and war machines that fight for control of the galaxy are incredibly diverse, each with their own style of waging war. Each unit in Warhammer 40,000 has a datasheet that lists the characteristics, wargear and abilities of the models in that unit – here we explain what each element and number on these datasheets means and represents.

1. Battlefield Role

This is typically used when making a Battle-forged army.

2. Power Rating

The higher this is, the more powerful the unit! You can determine the Power Level of your entire army by adding up the Power Ratings of all the units in your army.

3. Unit Name

Models move and fight in units, which can have one or more models. Here you'll find the name of the unit.

4. Profiles

These contain the following characteristics that tell you how mighty the models in the unit are:

Move (M): This is the speed at which a model moves across the battlefield.

Weapon Skill (WS): This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of '-' it is unable to fight in melee and cannot make close combat attacks at all.

Ballistic Skill (BS): This shows how accurate a model is when shooting with ranged weapons. If a model has a Ballistic Skill of '-' it has no proficiency with ranged weapons and cannot make shooting attacks at all.

Strength (S): This indicates how strong a model is and how likely it is to inflict damage in hand-to-hand combat.

Toughness (T): This reflects the model's resilience against physical harm.

Wounds (W): Wounds show how much damage a model can sustain before it succumbs to its injuries.

WARHAMMER 40,000 CODEXES

So now you know what a datasheet is and how it works – in conjunction with the core rules and datasheets included in *Shadowspear* (plus your Citadel Miniatures, battlefield, dice and tape measure, of course!), you've got everything you need to start playing games of Warhammer 40,000 and dive into epic battle.

But where do you find more datasheets? Well, when you buy a box of Citadel Miniatures they'll be in the box with them, and they are also present in codexes. A codex is the ultimate resource for your chosen army (or armies!), containing datasheets for all the miniatures that are part of a particular Faction. But that's not all – in codexes you'll also find army-specific special rules that reflect the character of the army, exciting Warlord Traits, Stratagems, wargear, and even unique relics.

Each codex is also filled with a wealth of inspirational background material, organisational information, stunning art and miniatures photography, colour guides and heraldry, all of which provide context for how a Faction works in the Warhammer 40,000 universe. Head over to warhammer40000.com to find out more.

'Squad sergeants, you have your objectives. Detonate the cyclonic charges as soon as the enemy rearguard passes into the killing zone. Let the first they know of our presence be the inferno that swallows them whole.'

- Captain Acheran, during the Battle of Sygnar Delta

Attacks (A): This tells you how many times a model can strike blows in hand-to-hand combat.

Leadership (Ld): This reveals how courageous, determined or self-controlled a model is.

Save (Sv): This indicates the protection a model's armour gives.

5. Unit Composition & Wargear

This tells you what models are in the unit and covers the basic weapons and equipment the models are armed with.

6. Weapons

The weapons that a unit comes equipped with are described using a set of characteristics as follows:

Range: How far the weapon can shoot. Weapons with a range of 'Melee' can only be used in hand-to-hand combat. All other weapons are referred to as ranged weapons.

Type: These are all explained under the Shooting and Fight phases of the core rules.

Strength (S): How likely the weapon is to inflict damage. If a weapon's Strength lists 'User', it is equal to the wielder's current Strength. If a weapon lists a modifier such as '+1' or 'x2', you should modify the user's current Strength characteristic as shown to determine the weapon's Strength. For example, if a weapon's Strength was 'x2', and the user had a Strength characteristic of 6, that weapon has Strength 12.

Armour Penetration (AP): How good it is at getting through armour.

Damage (D): The amount of damage inflicted by a successful hit.

Wargear Options

Some units have a number of choices as to which gear they take into battle – these will be described on their datasheet. Weapons which

a unit may take as an optional choice are typically described in the appendix.

7. Abilities

Many units have exciting special abilities that are not covered by the core rules; these will be described here.

8. Keywords

All datasheets have a list of keywords, sometimes separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your army, but otherwise both sets of keywords are functionally the same. Sometimes a rule will say that it applies to models that have a specific keyword. For example, a rule might say that it applies to 'friendly **SPACE WOLVES** units'. This means it would only apply to models that have the Space Wolves keyword on their datasheet.

1

2

5

POWER

3

SUPPRESSOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Suppressor	12"	3+	3+	4	4	2	2	7	3+
Suppressor Sergeant	12"	3+	3+	4	4	2	3	8	3+

This unit contains 1 Suppressor Sergeant and 2 Suppressors. Each model is equipped with a grav-chute and armed with an accelerator autocannon, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Accelerator autocannon	48"	Heavy 2	7	-2	2	-
Bolt pistol	12"	Pistol 1	4	0	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 15)

Smoke Launcher: Once per battle, instead of shooting any weapons in the Shooting phase, a Suppressor Sergeant can use its smoke launcher; until your next Shooting phase, your opponent must subtract 1 from hit rolls for attacks made with ranged weapons that target this unit.

Grav-chute: During deployment, you can set up this unit in low altitude 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.

Suppressing Fire: If this unit destroys any enemy models in your Shooting phase with its accelerator autocannons, the destroyed model's unit cannot fire Overwatch until the end of the turn.

6

7

8

FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS	INFANTRY, JUMP PACK, PRIMARIS, FLY, SUPPRESSOR SQUAD

5





DEFENDERS OF MANKIND

This section contains all of the datasheets that you will need in order to fight battles with the Space Marine miniatures included in *Warhammer 40,000: Shadowspear*. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and abilities it may have. Some rules are common to several Space Marine units – these are described below and referenced on the datasheets.

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. 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 Phobos Armour 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.'

The Deathwatch, Grey Knights and Legion of the Damned deviate significantly in terms of



'There is no place for traitors to hide from us. Let them go to ground. Let them surround themselves with throngs of baying warp-spawn or high fortress walls. It makes no difference. Our scopes will seek them out and we shall deliver unto them the Emperor's Justice.'

- Eliminator Varrus,
Ultramarines 2nd Company



organisation. As a result, you cannot choose one of these keywords when determining which Chapter a unit in this codex is from. The rules and abilities for the Deathwatch and Grey Knight Chapters are detailed in their own codexes, and the datasheet that describes the Legion of the Damned can be found in *Index: Imperium 1*.

Non-Codex Compliant Characters

The traditions of non-Codex compliant Chapters such as Space Wolves and Dark Angels set them apart from their brethren.

The following modifications apply to Captains in Phobos Armour, Librarians in Phobos Armour and Lieutenants in Phobos Armour that are drawn from the Space Wolves or Dark Angels Chapters:

- If you decide that a Captain in Phobos Armour is drawn from the **DARK ANGELS** Chapter, then its **CAPTAIN** keyword is replaced with the **MASTER** keyword.
- If you decide that a Librarian in Phobos Armour is drawn from the **DARK ANGELS** Chapter, then it gains the **DEATHWING** keyword and the following ability: **'Inner Circle:** This unit automatically passes Morale tests. In addition, you can re-roll failed hit rolls in the Fight phase for attacks by this unit that target a **FALLEN** unit.'
- If you decide that a Captain in Phobos Armour is drawn from the **SPACE WOLVES** Chapter, then its **CAPTAIN** keyword is replaced with the **WOLF LORD** keyword.
- If you decide that a Librarian in Phobos Armour is drawn from the **SPACE WOLVES** Chapter, then its **LIBRARIAN** keyword is replaced with the **RUNE PRIEST** keyword.

- If you decide that a Lieutenant in Phobos Armour is drawn from the **SPACE WOLVES** Chapter, then its **LIEUTENANT** keyword is replaced with the **BATTLE LEADER** keyword.

The Lost Librarius

It is uncertain how, or when, the Black Templars ceased to field Librarians.

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

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

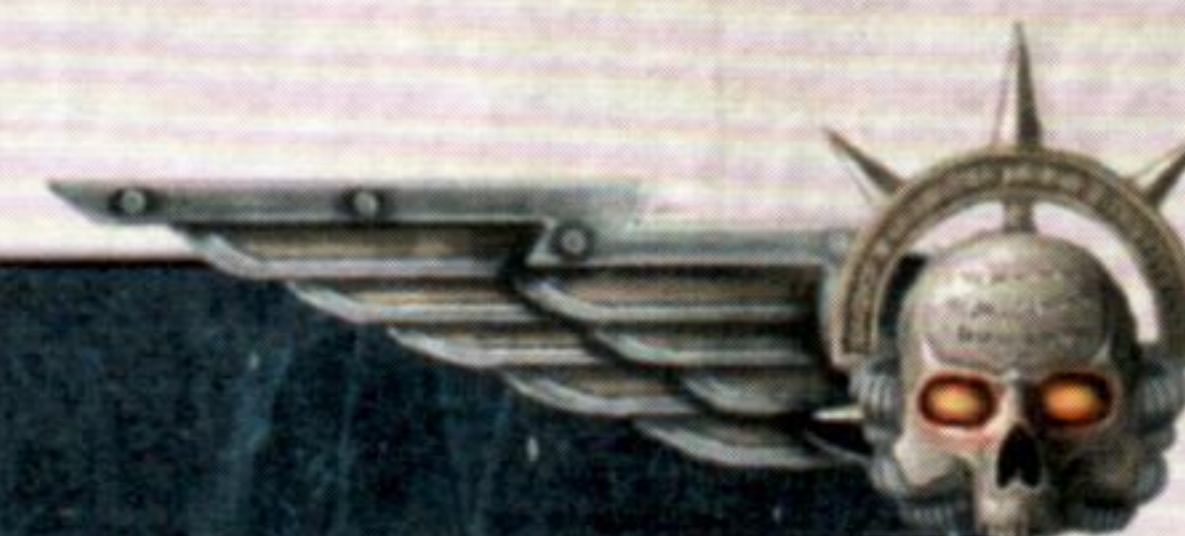
You can re-roll failed Morale tests for this unit.

Designer's Note: Many units in this book have the **PHOBOS** keyword. Reiver Squads also wear Phobos armour, and so should have this keyword. As a result, you should treat Reiver Squads in Codex: Space Marines, Codex: Blood Angels and Codex: Dark Angels, and Reivers in Codex: Deathwatch and Codex: Space Wolves, as having the **PHOBOS** keyword for all rules purposes.





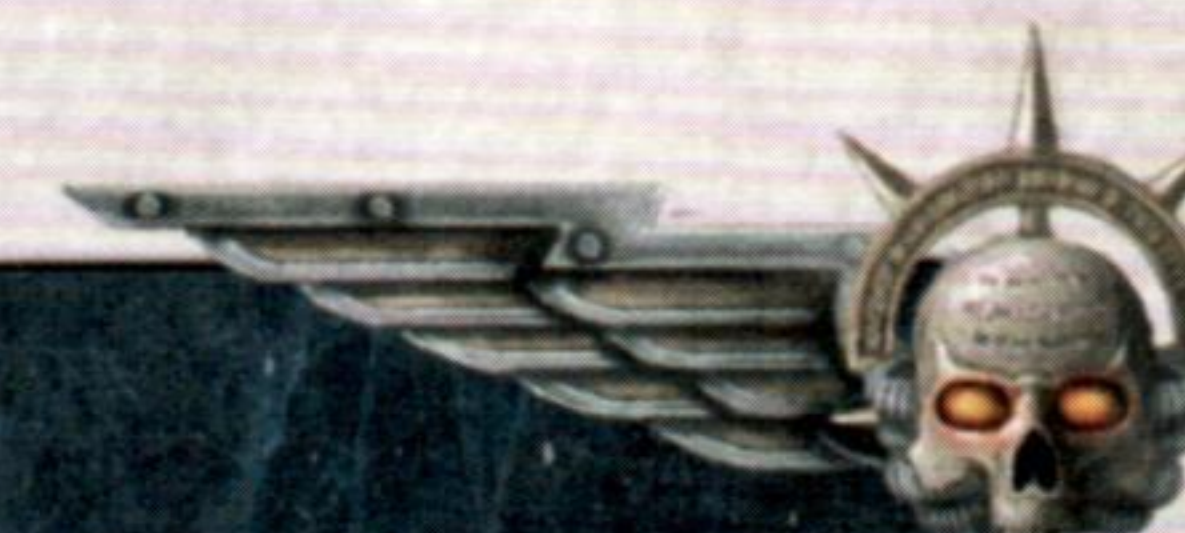
CAPTAIN IN PHOBOS ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain in Phobos Armour	6"	2+	2+	4	4	6	5	9	3+
A Captain in Phobos Armour is a single model equipped with a camo cloak and armed with a master-crafted instigator bolt carbine, bolt pistol, combat knife, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Master-crafted instigator bolt carbine	30"	Heavy 1		4	-2	2	This weapon can target a CHARACTER even if it is not the closest enemy unit.		
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	-		
ABILITIES	And They Shall Know No Fear (pg 15)						Concealed Position: When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models. Omni-scrambler: Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this model.		
	Iron Halo: This model has a 4+ invulnerable save.								
	Rites of Battle: You can re-roll hit rolls of 1 made for friendly <CHAPTER> units within 6" of this model.								
	Camo Cloak: Add 2 to saving throws for this model when it receives the benefit of cover, instead of 1.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>								
KEYWORDS	CHARACTER, INFANTRY, PHOBOS, PRIMARIS, CAPTAIN								



LIBRARIAN IN PHOBOS ARMOUR



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Librarian in Phobos Armour	6"	3+	3+	4	4	5	4	9	3+
A Librarian in Phobos Armour is a single model equipped with a camo cloak and armed with a force sword, 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 15)						Camo Cloak: Add 2 to saving throws for this model when it receives the benefit of cover, instead of 1.		
	Concealed Position: When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.						Psychic Hood: Add 1 to Deny the Witch tests made for this model against enemy PSYKERS within 12" of it.		
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 <i>Smite</i> power and two psychic powers from the Obscuration discipline (pg 22).								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>								
KEYWORDS	CHARACTER, INFANTRY, PHOBOS, PRIMARIS, PSYKER, LIBRARIAN								

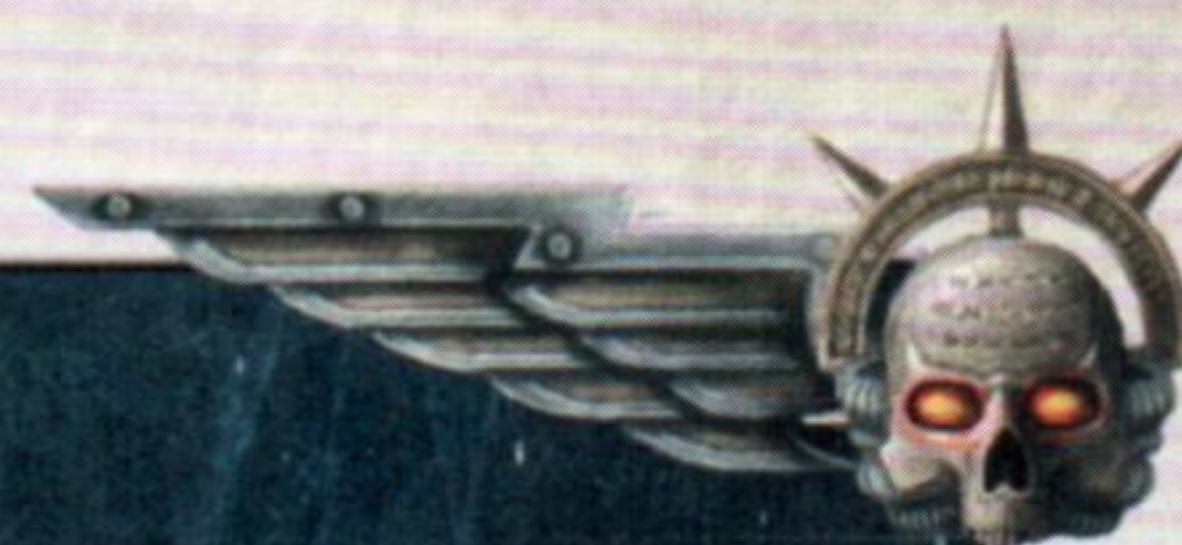


LIEUTENANT IN PHOBOS ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lieutenant in Phobos Armour	6"	2+	3+	4	4	5	4	8	3+
A Lieutenant in Phobos Armour is a single model equipped with a grav-chute and armed with a master-crafted occulus bolt carbine, bolt pistol, close combat weapon, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1		4	0	1	-		
Master-crafted occulus bolt carbine	24"	Rapid Fire 1		4	0	2	Units do not receive the benefit of cover to their saving throws against attacks made with this weapon.		
Close combat weapon	Melee	Melee		User	0	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 15)						Tactical Precision: Re-roll wound rolls of 1 made for friendly <CHAPTER> units within 6" of this model.		
	Grav-chute: During deployment, you can set up this model in low altitude instead of placing it on the battlefield. At the end of any of your Movement phases this model can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models.						Knife Fighter: Each unmodified hit roll of 6 made for attacks with this model's close combat weapon scores 2 hits instead of 1.		
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>								
KEYWORDS	CHARACTER, INFANTRY, PHOBOS, PRIMARIS, LIEUTENANT								



Vanguard Lieutenants are masters of ambush warfare, each an expert sharpshooter with their master-crafted occulus bolt carbines.



INFILTRATOR SQUAD

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

This unit contains 1 Infiltrator Sergeant and 4 Infiltrators. It can include up to 4 additional Infiltrators and an Infiltrator Helix Adept (**Power Rating +6**). Each model is armed with a marksman bolt carbine, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Marksman bolt carbine	24"	Rapid Fire 1	4	0	1	Each unmodified hit roll of 6 made for this weapon's attacks automatically hits and results in a wound (do not make a wound roll for that attack).
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES		
And They Shall Know No Fear (pg 15)		
Combat Squads: Before any models are deployed at the start of the battle, an Infiltrator Squad containing 10 models can 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 and any enemy models.		
Omni-scramblers: Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.		
Helix Adept: At the end of your Movement phase, an Infiltrator Helix Adept can attempt to heal or revive 1 model from its unit. If the Infiltrator Helix Adept's unit contains a wounded model, that model regains 1 lost wound. If its unit contains no wounded models, but one or more of its models have been slain during the battle, roll a D6. On a 5+ one slain model is returned to the unit with 1 wound remaining. If the Infiltrator Helix Adept fails to revive a model, he cannot shoot in your next Shooting phase as he recovers the gene-seed of the fallen warrior.		
Smoke Grenades: Once per battle, instead of shooting any weapons in the Shooting phase, this unit can use its smoke grenades; until your next Shooting phase, your opponent must subtract 1 from hit rolls for attacks made with ranged weapons that target this unit.		

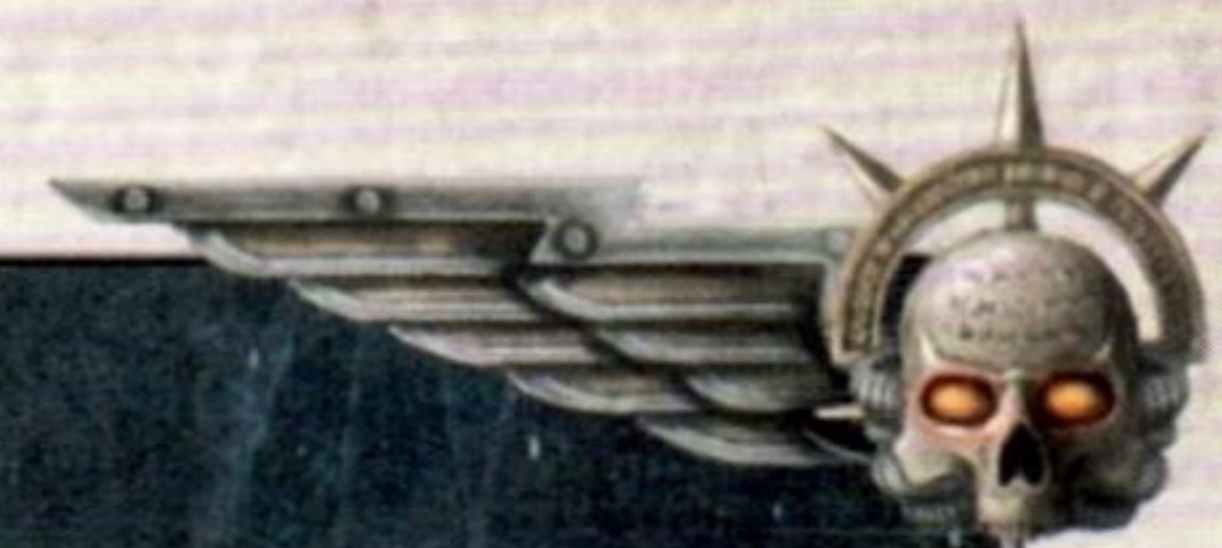
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS	INFANTRY, PHOBOS, PRIMARIS, INFILTRATOR SQUAD



Infiltrators seek out and obliterate targets of opportunity: enemy communications hubs, battlefield officers and lines of supply.



SUPPRESSOR SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Suppressor	12"	3+	3+	4	4	2	2	7	3+
Suppressor Sergeant	12"	3+	3+	4	4	2	3	8	3+

This unit contains 1 Suppressor Sergeant and 2 Suppressors. Each model is equipped with a grav-chute and armed with an accelerator autocannon, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Accelerator autocannon	48"	Heavy 2	7	-2	2	-
Bolt pistol	12"	Pistol 1	4	0	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 15)

Smoke Launcher: Once per battle, instead of shooting any weapons in the Shooting phase, a Suppressor Sergeant can use its smoke launcher; until your next Shooting phase, your opponent must subtract 1 from hit rolls for attacks made with ranged weapons that target this unit.

Grav-chute: During deployment, you can set up this unit in low altitude 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.

Suppressing Fire: If this unit destroys any enemy models in your Shooting phase with its accelerator autocannons, the destroyed model's unit cannot fire Overwatch until the end of the turn.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS INFANTRY, JUMP PACK, PRIMARIS, FLY, SUPPRESSOR SQUAD



ELIMINATOR SQUAD



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

This unit contains 1 Eliminator Sergeant and 2 Eliminators. Each model is equipped with a camo cloak and armed with a bolt sniper rifle, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt sniper rifle	This weapon can target a CHARACTER even if it is not the closest enemy unit. In addition, when attacking with this weapon, choose one of the profiles below.					
- Executioner round	36"	Heavy 1	4	-2	D3	If you make a wound roll of 6+ for this weapon, it inflicts 1 mortal wound in addition to its normal damage.
- Mortis round	36"	Heavy 1	4	-1	1	This weapon can target units that are not visible to the firer. Add 2 to hit rolls made for this weapon. Units do not receive the benefit of cover to their saving throws against attacks made with this weapon.
- Hyperfrag round	36"	Heavy D3	4	0	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 15)

Camo Cloaks: Add 2 to saving throws for models in this unit when they receive the benefit of cover, instead of 1.

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

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS INFANTRY, PHOBOS, PRIMARIS, ELIMINATOR SQUAD



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 Marine units (as defined below). These rules include the abilities below, Warlord Traits for Space Marine Characters in Phobos Armour, and the Obscuration Discipline. Together, these rules reflect the character and fighting style of the Vanguard Space Marines in your games of Warhammer 40,000.

SPACE MARINE UNITS

In the rules described in this section we often refer to 'Space Marine 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**, **BLACK TEMPLARS**, **DARK ANGELS**, **BLOOD ANGELS** or **SPACE WOLVES**. A Space Marines Detachment is therefore one which only includes units with one of these keywords.

Note that the Deathwatch, Grey Knights and Legion of the Damned deviate significantly in terms of organisation and therefore cannot make use of any of the rules or abilities listed in this section; instead they have bespoke rules and abilities detailed elsewhere.

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 controls it even if there are more enemy models within range of it. If an enemy unit within range of the objective marker has a similar ability, then it is controlled by the player who has the most models within range 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**, **CAVALRY** and **DREADNOUGHT** units (other than **SERVITOR** 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.



'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

CHAPTER TACTICS

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 units with this tactic.

BLOOD ANGELS: THE RED THIRST

Though they strive to restrain it at every turn, the murderous ferocity of the Blood Angels simmers just beneath the surface of their thoughts. In battle this rage can be used as a weapon, lending ferocious strength to the Blood Angels' blows.

In any turn in which a unit with this tactic made a charge move, was charged or made a Heroic Intervention, add 1 to wound rolls for attacks made by that unit in the Fight phase.

DARK ANGELS: GRIM RESOLVE

The stalwart descendants of the Lion are renowned for their unshakeable resolve, enduring tenacity and strict fire discipline in battle.

You can re-roll hit rolls of 1 for attacks made by a model with this tactic whenever it shoots (including when firing Overwatch) so long as it did not move in its previous Movement phase. In addition, a unit with this tactic can never lose more than one model as the result of any single failed Morale test.

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 models with this tactic. In addition, you can re-roll failed wound rolls for attacks made by units with this tactic when they are targeting a **BUILDING**.

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 a model with this tactic loses a wound. On a 6, the damage is ignored and the model does not lose a wound.

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.

Subtract 1 from hit rolls for attacks made by enemy units that shoot at units with this tactic if they are more than 12" away.

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 for attacks made by a unit with this tactic each time it shoots or fights.

SPACE WOLVES: HUNTERS UNLEASHED

The Space Wolves train their whole lives for the moment when battle is joined. After a long hunt tensed for the kill, they spring forward to devastating effect.

In any turn in which a unit with this tactic made a charge move, was charged or made a Heroic Intervention, add 1 to hit rolls for attacks made by that unit in the Fight phase. In addition, **CHARACTERS** with this tactic can perform a Heroic Intervention if, after the enemy has completed all their charge moves, there are any enemy units within 6" of them. They can move up to 6" when performing a Heroic Intervention, so long as they end the move closer to the nearest enemy model.

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 models with this tactic. In addition, a unit with this tactic can still shoot in a turn in which it Fell Back, but if it does so you must subtract 1 from hit rolls for attacks made by that unit 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 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, units with this tactic can still charge in a turn in which they Fell Back.

OBSCURATION DISCIPLINE

Those Space Marine Librarians seconded to Vanguard operations are trained in the psychic arts of obscuration and illusion. They weave impenetrable cloaks of warp energy around their battle-brothers, conjure haunting visions to distract and terrify their foes, and ease the Vanguard formations' passage through enemy territory.

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Obscuration 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. SHROUDING

The psyker uses his mastery of the warp to fog the minds of his enemies, clouding their senses so that his allies appear as nothing more than indistinct shadows.

Shrouding has a warp charge value of 6. If manifested, select a friendly **ADEPTUS ASTARTES PHOBOS** unit within 18" of the psyker. Until the start of your next Psychic phase, enemy models can only shoot this unit if it is the closest target that is visible to them.

2. SCRIVER'S GAZE

The psyker shares his warp-sight with his brethren, causing their eyes to glow with an ethereal light. So empowered, no foe can escape their omniscient gaze; the souls of their targets flare like flaming beacons in the dark.

Scriver's Gaze has a warp charge value of 6. If manifested, select a friendly **ADEPTUS ASTARTES PHOBOS** unit within 18" of the psyker. Until the start of your next Psychic phase, you can re-roll failed hit rolls for attacks made with that unit's ranged weapons, and enemy models do not receive the benefit of cover to their saving throws against ranged attacks made by that unit.



3. TEMPORAL CORRIDOR

The psyker creates an invisible corridor in which the passage of time is altered, allowing his allies to traverse the battlefield with supernatural swiftness.

Temporal Corridor has a warp charge value of 6. If manifested, select a friendly **ADEPTUS ASTARTES PHOBOS** unit within 3" of the psyker. That unit can immediately move as if it were its Movement phase; it cannot Fall Back as part of this move and must Advance. When rolling to see how far this unit Advances, roll 3D6 and discard the two lowest results. You cannot use Temporal Corridor on a unit more than once per Psychic phase.

4. HALLUCINATION

The psyker conjures images out of his foes' own memories – from past allies seemingly returned from the dead, to apparitions wrought from their darkest nightmares. Paranoia, confusion and panic reign under such a psychic assault.

Hallucination has a warp charge value of 6. If manifested, select an enemy unit within 18" of and visible to the psyker. Until the start of your next Psychic phase, subtract 1 from that unit's Leadership characteristic. In addition, your opponent must roll 2D6 – if the result is greater than that unit's Leadership characteristic, subtract 1 from hit rolls made for that unit until the start of your next Psychic phase.

5. TENEBROUS CURSE

As the psyker twists his hand, a psychic bolt lances through his foes' minds. As they reel from the assault, their own shadows seemingly come to life, pulling their casters to the ground with frenzied determination.

Tenebrous Curse has a warp charge value of 6. If manifested, select an enemy unit that cannot **FLY** and is visible to and within 18" of the psyker. That unit suffers a mortal wound. In addition, until the start of your next Psychic phase, halve that unit's Move characteristic and the result of any Advance or Charge rolls made for it.

6. MIND RAID

The psyker peers into the mind of the foe, raiding their thoughts for secret codes, battle plans, the location of hidden forces and any other tactical information that might be useful. Such brute psychic interrogation doubtless inflicts severe cerebral trauma on its victim.

Mind Raid has a warp charge value of 6. If manifested, select an enemy model within 18" of and visible to the psyker. That model's unit suffers a mortal wound. If your army is Battle-forged, and the model you chose was a **CHARACTER**, you can then roll 3D6. If the result is equal to or higher than that model's Leadership characteristic, you gain 1 Command Point.

WARLORD TRAITS

The commanders of the Vanguard strike forces are masters of covert warfare and stealth tactics. Each has led countless operations deep into enemy territory, wreaking untold damage upon heretic and xenos forces.

If a **PHOBOS CHARACTER** is your Warlord, you can generate a Warlord Trait for him from the following table instead of the one in the *Warhammer 40,000* rulebook. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits his temperament and preferred style of waging war.

06 RESULT

1 SHOOT AND FADE

This master of ambush never lets his enemies settle, constantly harrying them with fire before fading back into the shadows.

Immediately after making a shooting attack apart from when firing Overwatch your Warlord can move as if it were the Movement phase. If it does, it must Advance as part of this move.

2 PRINCEPS OF DECEIT

None can anticipate this leader's strategies, for he is peerless in the arts of subterfuge and misinformation.

If your Warlord has this trait, then at the start of the first battle round, but before the first turn has begun, pick up to three friendly <CHAPTER> INFANTRY units that are on the battlefield. You can immediately remove these units from the battlefield and set them up again as described in the Deployment section of the mission you are playing (if both players have abilities that allow them to redeploy units, roll off and the winner chooses which player redeploys their units first).

3 MASTER OF THE VANGUARD

This Space Marine is a living legend of the Vanguard formations, and an inspiration to his battle-brothers.

Add 1" to the Move characteristic of friendly <CHAPTER> units whilst they are within 6" of your Warlord. In addition, add 1 to Advance and charge rolls made for friendly <CHAPTER> units whilst they are within 6" of your Warlord.

4 STEALTH ADEPT

Few are as adept at slipping through enemy-held territory and avoiding the wary eyes of sentries as this warrior of the Vanguard forces.

Subtract 1 from hit rolls that target your Warlord.

5 TARGET PRIORITY

This tactician is constantly analysing the battlefield, seeking opportune targets and directing pinpoint hails of fire at them.

Instead of shooting with your Warlord in your Shooting phase, you can select one friendly <CHAPTER> unit within 3" of it and one enemy unit that is visible to your Warlord. Until the end of the phase, add 1 to hit rolls for attacks made by that friendly unit that target that enemy unit.

6 MARKSMAN'S HONOURS

One of the finest sharpshooters in the galaxy, this Vanguard commander is capable of bringing down almost any foe with surgical precision.

The Damage characteristic of ranged weapons your Warlord is armed with is increased by 1. In addition, you can re-roll failed hit and wound rolls for shooting attacks made by your Warlord. This Warlord Trait does not apply to Grenade weapons, but does apply to Chapter Relics.

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.

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include weapons)
Captain in Phobos Armour	1	110
Eliminator Squad	3	18
Infiltrator Squad	5-10	22 (Infiltrator Helix Adept is 32)
Librarian in Phobos Armour	1	100
Lieutenant in Phobos Armour	1	80
Suppressor Squad	3	18

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Close combat weapon	0
Combat knife	0
Force sword	8

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Accelerator autocannon	15
Bolt pistol	0
Bolt sniper rifle	3
Frag grenades	0
Krak grenades	0
Marksman bolt carbine	0
Master-crafted instigator bolt carbine	6
Master-crafted occulus bolt carbine	4

OTHER WARGEAR

ITEM	POINTS PER ITEM
Camo cloak	3
Grav-chute	2



WARHAMMER 40,000



FIRST TO BATTLE!

The Vanguard Space Marines are the finest reconnaissance and covert warfare troops available to the Adeptus Astartes. Their ranks filled by pious battle-brothers clad in specialised patterns of Mk X power armour and wielding the deadliest weapons available to the Imperium of Mankind, the Vanguard formations launch strike missions and terror raids deep into hostile territory. The enemy's war machine is taken apart piece by piece, its leaders brought down by pinpoint sniper fire and its communications and supply lines ruptured by sabotage. Only when the foe is crippled and helpless, bleeding from a thousand wounds, do the Vanguard Space Marines emerge to strike the killing blow.



INSIDE YOU WILL FIND:

- The structure and history of the Vanguard formations, and the covert operations they carry out across the galaxy.
- A uniform guide and showcase that includes a variety of colour schemes used by the Vanguard Space Marines, and expertly painted examples of Citadel Miniatures from the 'Eavy Metal team.
- A comprehensive range of datasheets providing tabletop rules for every unit detailed in this codex.
- Army-wide rules content that allows you to take your collection of Vanguard Space Marines and forge them into a lethally effective tabletop army, ready to ruthlessly eliminate the Emperor's foes.

A supplement for

WARHAMMER
40,000

You will need a copy of the Warhammer 40,000 rules in order to use the contents of this book



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