

**WARHAMMER**  
40,000

# DATA CARDS



**SPACE MARINES™**

**WARHAMMER**  
40,000

This set of datacards is a battlefield reference aid for Space Marines players. It contains the seven Chapter Tactics and three Combat Doctrines from *Codex: Space Marines*, printed on individual cards for ease of use in your battles, and a complete deck of Tactical Objectives, including the six unique Space Marines Tactical Objectives.



Not suitable for children under 36 months. Retain packaging for future reference. Games Workshop recommends this product for ages 12 and over.

MADE IN CHINA

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## IRON HANDS CHAPTER TACTICS

*The Iron Hands and their successors venerate the purity of the machine over the weakness of mere flesh. Their proliferation of bionics, coupled with the advanced self-repair mechanisms of their vehicles, renders Iron Hands forces nigh unstoppable in battle.*

**The Flesh is Weak:** Non-vehicle Iron Hands models have the Feel No Pain (6+) special rule. If they have the Feel No Pain rule from another source (a narthecium, for example), they instead add 1 to the result of any Feel No Pain rolls.

**Machine Empathy:** Iron Hands characters and vehicles have the It Will Not Die special rule. Furthermore, Iron Hands Techmarines add 1 to their Blessing of the Omnissiah rolls.



## BLACK TEMPLARS CHAPTER TACTICS

*The Black Templars mix zealous fury with unorthodox close-assault tactics, forging themselves into crusades whose onslaught is as terrifying as it is brutal. Driven by their devotion to the Emperor, they will never back down from a challenge, and steel their minds against the vile corruptions of witch and heretic alike.*

**Holy Crusaders:** Black Templars models have the Crusader and Adamantium Will special rules.

**The Lost Librarius:** Librarians may not be included in Detachments of Black Templars.

**Righteous Zeal:** If a Black Templars unit suffers one or more casualties in the Shooting phase or as a result of Overwatch, all models in that unit gain the Counter-attack and Rage special rules until the end of the turn.



## RAVEN GUARD CHAPTER TACTICS

*The Primarch Corax was known for his exceptional stealth, striking unseen from the shadows. The Raven Guard and their successors still follow his example, specialising in sudden, devastating assaults.*

**Strike from the Shadows:** Non-vehicle Raven Guard models that do not begin the game in a Transport vehicle have the Shrouded special rule until the start of the second game turn. When rolling to see whether the Night Fighting mission special rule is in effect during game turn 1, you may add 1 to the result if your army contains at least one Raven Guard unit.

**Winged Deliverance:** Raven Guard units with the Jump unit type may use their jump packs in both the Movement and Assault phases of the same turn. Furthermore, when they make Hammer of Wrath attacks, Raven Guard models can re-roll failed To Wound rolls.



## IMPERIAL FISTS CHAPTER TACTICS

*With a reputation for excelling in siegecraft, the Imperial Fists and their successors are experts with heavy weapons and bolt weaponry. No foe can stand against their firepower, nor drive them back once their feet are planted.*

**Bolter Drill:** Imperial Fists models can re-roll all To Hit rolls of 1 made with bolt pistols, boltguns, storm bolters, heavy bolters and combi-weapons that are firing as boltguns. This rule also applies to models firing hellfire, kraken, vengeance or dragonfire rounds.

**Siege Masters:** Imperial Fists models can re-roll armour penetration rolls against buildings that do not result in a glancing hit or penetrating hit, and add 1 to the result when rolling on the Building Damage table. In addition, Imperial Fists Devastator Squads and Centurion Devastator Squads have the Tank Hunters special rule.





## ULTRAMARINES CHAPTER TACTICS

*The Ultramarines epitomise adherence to the Codex Astartes, and their methods present a proud example to their many successor Chapters. Whether laying down disciplined bolter fire, charging the foe with chainswords roaring, or pounding them into submission with their heavy weapons, none can equal the Ultramarines' skill.*

**Scions of Guilliman:** If your army contains any Ultramarines units, you can choose to enact the Devastator Doctrine, Assault Doctrine and Tactical Doctrine once each per game. When one of these Combat Doctrines is enacted, all Ultramarines models in your army are affected.



## WHITE SCARS CHAPTER TACTICS

*The White Scars and their successors are the masters of high speed, hit-and-run warfare. Using their mobility to outpace and outmanoeuvre their foes, White Scars bikers strike their enemies like lightning before disengaging and attacking from a new direction.*

**Born in the Saddle:** White Scars models with the Bike unit type have the Skilled Rider special rule and add 1 to their Strength when resolving hits caused by the Hammer of Wrath special rule.

**Fight on the Move:** White Scars models have the Hit & Run special rule. A unit composed entirely of White Scars models can re-roll the dice when determining Run moves.



## TACTICAL DOCTRINE

Affected models can re-roll To Hit rolls of 1 in the Shooting and Assault phases of this turn. Affected models in Tactical Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Shooting and Assault phases of this turn.

**Combat Doctrines:** Several special rules allow units or Formations to enact one or more Combat Doctrines. Whenever a rule allows this, it will note which units are affected and how many times per game the Doctrine(s) can be enacted. These are cumulative, so if your army has two rules that allow it to enact the Tactical Doctrine once per game, you can enact it twice per game. You can enact a single available Combat Doctrine at the start of each of your turns.



## SALAMANDERS CHAPTER TACTICS

*Holding to the teachings of their Primarch, Vulkan, the Salamanders are peerless craftsmen. Their heroes stride through the fires of battle wielding masterwork weapons, and their strike forces employ many flamer weapons.*

**Flamecraft:** Salamanders models have the Feel No Pain (4+) special rule against Wounds caused by flamer weapons (as defined in *Warhammer 40,000: The Rules*). Furthermore, when using flamer weapons, Salamanders models can re-roll failed To Wound rolls and armour penetration rolls that do not result in glancing or penetrating hits.

**Master Artisans:** During army selection, each Salamanders character may upgrade one of his weapons (even one purchased as an upgrade, but not a Chapter Relic) to have the Master-crafted special rule.





## DEVASTATOR DOCTRINE

Affected models can re-roll To Hit rolls of 1 in the Shooting phase of this turn. Affected models in Devastator Squads and Centurion Devastator Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Shooting phase of this turn.

**Combat Doctrines:** Several special rules allow units or Formations to enact one or more Combat Doctrines. Whenever a rule allows this, it will note which units are affected and how many times per game the Doctrine(s) can be enacted. These are cumulative, so if your army has two rules that allow it to enact the Tactical Doctrine once per game, you can enact it twice per game. You can enact a single available Combat Doctrine at the start of each of your turns.



## ASSAULT DOCTRINE

Affected models can re-roll To Hit rolls of 1 in the Assault phase of this turn. Affected models in Assault Squads, Bike Squads, Attack Bike Squads and Centurion Assault Squads, including any affected models with the Independent Character special rule that have joined those squads, can instead re-roll all failed To Hit rolls in the Assault phase of this turn.

**Combat Doctrines:** Several special rules allow units or Formations to enact one or more Combat Doctrines. Whenever a rule allows this, it will note which units are affected and how many times per game the Doctrine(s) can be enacted. These are cumulative, so if your army has two rules that allow it to enact the Tactical Doctrine once per game, you can enact it twice per game. You can enact a single available Combat Doctrine at the start of each of your turns.













### LIGHTNING STRIKE

*The Space Marines are the spear-tip of the Emperor's wrath. With blinding speed, the Adeptus Astartes strike at the heart of the enemy lines so they might swiftly vanquish their foes.*

15

Score 1 Victory Point at the end of your turn if at least one enemy unit in the enemy deployment zone was completely destroyed during your turn.

TYPE: SPACE MARINES

### DEATH FROM ABOVE

*Like the hammer of the Emperor, the Adeptus Astartes fall from the burning skies to bring ruin and death to their foes.*

11

Score 1 Victory Point at the end of your turn if, during your turn, at least one enemy unit was completely destroyed by one of your units with the Jump type, or by one of your units that arrived from Deep Strike Reserve this turn.

TYPE: SPACE MARINES

### THE EMPEROR'S RETRIBUTION

*Nothing can deny the Adeptus Astartes their objective.*

16

Score D3 Victory Points at the end of your turn if you control an Objective Marker that was controlled by your opponent at the start of your turn. If you control 3 or more Objective Markers that were controlled by your opponent at the start of your turn, score D3+3 Victory Points instead.

TYPE: SPACE MARINES

### HONOUR YOUR CHAPTER

*With the righteous wrath of the Emperor, the heroes of the Space Marines bring the cursed leaders of their enemies low.*

12

Score 1 Victory Point at the end of your turn if one or more enemy characters was killed in a challenge during your turn.

TYPE: SPACE MARINES

### SECURE OBJECTIVE 1

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

21

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

TYPE: TAKE & HOLD

### NO MERCY, NO RESPITE

*The enemies of the Emperor fear many things, yet there is one thing they fear above all others: the wrath of the Space Marines.*

13

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed and/or failed a Morale check during your turn. If three or more enemy units were completely destroyed and/or failed Morale checks during your turn, score D3 Victory Points instead.

TYPE: SPACE MARINES

### SECURE OBJECTIVE 2

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

22

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

TYPE: TAKE & HOLD

### FOR THE EMPEROR!

*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.*

14

Score 1 Victory Point at the end of your turn if one or more units made a successful charge during your turn. If three or more units made successful charges during your turn, score D3 Victory Points instead.

TYPE: SPACE MARINES



**SECURE OBJECTIVE 4**

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

 **24** 

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

**TYPE: TAKE & HOLD**

**SECURE OBJECTIVE 3**

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

 **23** 

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

**TYPE: TAKE & HOLD**

**SECURE OBJECTIVE 6**

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

 **26** 

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

**TYPE: TAKE & HOLD**

**SECURE OBJECTIVE 5**

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

 **25** 

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

**TYPE: TAKE & HOLD**

**SECURE OBJECTIVE 2**

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

 **32** 

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

**TYPE: STORM & DEFEND**

**SECURE OBJECTIVE 1**

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

 **31** 

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

**TYPE: STORM & DEFEND**

**SECURE OBJECTIVE 4**

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

 **34** 

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

**TYPE: STORM & DEFEND**

**SECURE OBJECTIVE 3**

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

 **33** 

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

**TYPE: STORM & DEFEND**



## SUPREMACY

*The enemy is attempting to establish a foothold in this region. Redouble your efforts to maintain control.*

— 45 —

Score D3 Victory Points if you control at least two Objective Markers and at least twice as many Objective Markers as your opponent controls at the end of your turn.

TYPE: SEIZE GROUND

## RECON

*You must locate and assess the value of local battlefield objectives so your forces can be tactically deployed.*

— 41 —

If the mission has the Mysterious Objectives mission special rule, score 1 Victory Point if every objective on the battlefield has been identified at the end of this, or any previous turn.

TYPE: SEIZE GROUND

## DOMINATION

*Dominate the field of battle. Storm every site of tactical import and leave the foe with no place to hide.*

— 46 —

Score D3+3 Victory Points if you control every Objective Marker on the table at the end of your turn.

TYPE: SEIZE GROUND

## BEHIND ENEMY LINES

*Break through the foe's army and cut off his lines of escape.*

— 42 —

Score 1 Victory Point if one of your scoring units is within 12" of your opponent's table edge at the end of your turn. If 3 or more of your scoring units are within 12" of your opponent's table edge at the end of your turn, score D3 Victory Points instead.

TYPE: SEIZE GROUND

## OVERWHELMING FIREPOWER

*A show of strength is required. Scour the enemy from the face of the battlefield with the use of extreme firepower.*

— 51 —

Score 1 Victory Point if an enemy unit was completely destroyed during the Shooting phase of your turn. If you completely destroyed 3 or more enemy units during the Shooting phase of your turn, score D3 Victory Points instead.

TYPE: PURGE

## HOLD THE LINE

*It is critical that no foe breaks through your defences. Maintain a strong rearguard to protect your supply lines.*

— 43 —

Score 1 Victory Point if at least 3 of your scoring units and none of your opponent's scoring units are within 12" of your own table edge at the end of your turn.

TYPE: SEIZE GROUND

## BLOOD AND GUTS

*Close with the foe and engage them in hand-to-hand combat. Show them no quarter, no mercy.*

— 52 —

Score 1 Victory Point if an enemy unit was completely destroyed during the Assault phase of your turn. If you completely destroyed 3 or more enemy units during the Assault phase of your turn, score D3 Victory Points instead.

TYPE: PURGE

## ASCENDENCY

*The battleground is won one yard at a time. Continue to establish a strong military presence in the area.*

— 44 —

Score D3 Victory Points if you control any three Objective Markers at the end of your turn.

TYPE: SEIZE GROUND



### KINGSLAYER

*The enemy commander is a powerful and effective leader and should be slain as quickly as possible.*

 61 

Score D3 Victory Points at the end of your turn if your opponent's Warlord has been removed as a casualty during this, or any previous turn.

**TYPE: ANNIHILATION**

### NO PRISONERS

*Exterminate your enemy, show them no mercy.*

 53 

Score 1 Victory Point if an enemy unit was completely destroyed during your turn. If you completely destroyed between 3 and 5 enemy units during your turn, score D3 Victory Points instead. If you completely destroyed 6 or more enemy units during your turn, score D3+3 Victory Points instead.

**TYPE: PURGE**

### WITCH HUNTER

*The presence of enemy psykers can no longer be tolerated. Eliminate them with extreme prejudice.*

 62 

Score 1 Victory Point at the end of your turn if at least one enemy unit with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.

**TYPE: ANNIHILATION**

### HUNGRY FOR GLORY

*You fight not only for victory, but for honour as well. Let none dispute your skills on the field of battle.*

 54 

Score 1 Victory Point if you issued a challenge during your turn. If you issued 3 or more challenges during your turn, score D3 Victory Points instead.

**TYPE: PURGE**

### SCOUR THE SKIES

*It is vital to maintain air superiority. Enemy aircraft are to be considered targets of high priority.*

 63 

Score 1 Victory Point at the end of your turn if at least one enemy Flyer or Flying Monstrous Creature was removed as a casualty during your turn.

**TYPE: ANNIHILATION**

### PSYCHOLOGICAL WARFARE

*Break the enemy's morale, make your foes tremble before you.*

 55 

Score 1 Victory Point if your opponent failed a Morale, Pinning or Fear test during this turn. If your opponent failed 3 or more Morale, Pinning or Fear tests, score D3 Victory Points instead.

**TYPE: PURGE**

### ASSASSINATE

*The enemy looks to their champions for courage. Identify and assassinate them.*

 64 

Score 1 Victory Point at the end of your turn if at least one enemy character was removed as a casualty during your turn. If 3 or more enemy characters were removed as casualties during your turn, score D3 Victory Points instead.

**TYPE: ANNIHILATION**

### HARNESS THE WARP

*Desperate times call for desperate measures – harness the power of the Warp to defeat your foes.*

 56 

Score 1 Victory Point if you successfully manifested a Psychic Power during your turn. If you successfully manifested 3 or more Psychic Powers, score D3 Victory Points instead.

**TYPE: PURGE**



### SECURE OBJECTIVE 5

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

35

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

TYPE: STORM & DEFEND

### DEMOLITIONS

*If the enemy seeks shelter behind fortress walls, raze them to the ground.*

65

Score 1 Victory Point at the end of your turn if at least one gun emplacement or enemy building was destroyed during your turn. If at least one enemy building with the Mighty Bulwark special rule was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

### BIG GAME HUNTER

*The larger the foe, the greater the glory...*

66

Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn. If at least one enemy Super-heavy vehicle or Gargantuan Creature was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

### SECURE OBJECTIVE 6

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

36

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

TYPE: STORM & DEFEND

