

CODEx SUPPLEMENT: CRIMSON FISTS

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

ABILITIES

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

WARLORD TRAITS

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

D3 RESULT

1 TENACIOUS OPPONENT

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

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

2 REFUSE TO DIE

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

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

DEFENDERS OF HUMANITY

The warriors of the Adeptus Astartes are sworn to defend the Imperium of Mankind. While a single Space Marine still stands, the light of Humanity will never fade.

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

NO MATTER THE ODDS

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

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

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

3 STOIC DEFENDER

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

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



STRATAGEMS

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

1CP

BOLTER DRILL

Crimson Fists Stratagem

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

1CP

A HATED FOE

Crimson Fists Stratagem

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

1CP

SLAY THE TYRANT

Crimson Fists Stratagem

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

CHAPTER RELICS

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

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

Fist of Vengeance

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

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

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

Duty's Burden

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

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

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