ULTRAMARINES HONOUR GUARD

The Ultramfarine Chapter is rightfully proud of its adherence to the Codex Astartes and of its own traditions. Courage in battle and excellence are recognised with a range of honours common to the Adeptus Astartes. These include the Iron Skull, the Imperial Laurel, the Marksman's Honour and the purity seal. Unique to the Ultramfaries, however, are the Axes of Ultramar. Far from being decorative, such Axes are normalized to combat weapons, craited in the Chapter's discovered deep hencealth for proposed of riang-bodied discovered deep hencealth for surface of the lifeless wastelands of Prandium.

Only the most courageous Ultramarines are ever awarded an Ave, and with I comes a responsibility. The bearers of the Axes form an honour guard of the Chapter Banner, normally kept in reverence in the most sacred reliquary in the Fortress of Hera on Macragge. As there is no guarantee that any one Company will be on Macragge at any given time, the Axe Guards are not assembled into one company, but spread throughout the Chapter Likewise, when the Banner is unfurfied, its Honour Guard is drawn from those Companies forming the army that carries it into the fires of batter.

One Command squad in an Ultramarines army may be made up of Ultramarines Honour Guards. This will always include the Chapter Ancient (or Standard Bearer) and the Chapter Champion. In addition, up to one member of any Taction, Devastator or Command squad in an Ultramarines army may be replaced with an Honour Guard.

Banner of Macragge. The Banner of Macragge is a Chapter Banner.

Honour Blades. The Honour blades are a matched broadsword and poniard that are presented to the Ultramarines Chapter Champion. In the hands of the Chapter Champion they confer +1 Attack. (for an additional close combat we

Transport: An Honour Guard Command Squad. which, including attached characters, imurbers six models or less may select a Razorback transport. An Honour Command squads that numbers ten models or less may select a Phino transport or au bard Raider. See the Transport Vehicles entry for the details of Rhinos and Razorbacks. See the Heavy Support section for details of Land Raiders.

HONOUR GUARDS IN NORMAL SQUADS

When used as part of another squad an Honour Guard may be used to replace a Space Marine who is part of a Command, Tactical or Devastator squad at a cost of +30 points. The Honour Guard uses the standard profile and equipment specified above

HONOUR GUARDS AS COMMAND SQUADS

Profile	Pts/Model	ws	BS	S	T:	w	1	A	Ld	Sv
Ancient -	80	5	4	4	4	2	4	2	9	2+
Champion	75	5	4	4	4	.2	4.	3	9	2+
Honour Guar	d 30	4	4	4	4	1	4	2	9	3+

Number/squad: Ancient, Chapter Champion & 2-7 Spa Marine Honour Guards.

Weapons: Bolter, Axe of Ultramar (power weapon), purity seals, frag grenades, krak grenades, Terminator Honours (extra Attack is already included in profile above).

Characters: The Ancient carries the Banner of Macragge and wears Artificer armour. The Chapter. Champion has Honour Blades and Artificer armour.

Both the Ancient and the Chapter Champion are treated as Independent Characters for the purposes of close combat.



SPACE MARINE SPECIAL RULES

"AND THEY SHALL KNOW NO FEAR..."

This rule is as described in the Universal Special rules section of the Warhammer 40,00 rulebook.

Further to this note that units that include Servitors (all types) or Familiars are still subject to this rule as long as the unit contains at least one Space Marine.

Space Marines are still subject to Last Man Standing tests. They will always regroup after each Fall Back move to 'reassess' the situation however.

SPACE MARINE CHARACTERS

Space Marine Commanders, Librarians and Chaplains can be used in one of three ways.

- All may operate independently, joining and leaving units as described in the Warhammer 40,000 rules for Characters.
- All may lead a Command squad. The character and the unit are a single HQ choice. The character is member of the unit and may not leave it. If the squad is destroyed the character may operate independently.
- 3. Librarians and Chaplains may be attached to another character's Command squad. Only one character of a given type may be attached to a single Command squad. The attached character, the squad and the character leading it are a single HQ choice. The attached character is a member of the unit and may not leave it. If the unit is destroyed the attached character and leading character may operate independently.

A character who is leading or attached to a squad does not stop being an Independent Character for the purposes of close combat.

DROP POD ASSAULT

Space Marine 'armies are frequently deployed from strike cruisers and battle barges. This enables them to keep reserves on-ship and bring them into action by Thunderhawk gunship, teleportation or by drop pod. Drop pods are capsules which are literally filtered at the battlezone and arrive so quickly that it is impossible for enemy flak weapons to stop them.

Any Command squad, Veteran squad, Terminator squad, Dreadnought, Scout squad, Tacdical squad, or Devastator squad may be equipped with a drop pod see the transport vehicles entry for details), if so they may not select any other transport option. Such units main in reserve and arrive by drop pod, even if the Mission being played does not normally allow Reserves or Deep Strike.

When units in drop pods arrive you may place the drop ood anywhere on the table as long as it is not in meassable terrain or within 1" of an enemy model. Roll



a Scatter dice, if a hit results the pod lands on target otherwise it scatters 2D6° in the direction shown. If this movement would take it into impassable terrain or within 1° of an enemy model reduce the scatter distance by the minimum necessary to avoid id/them.

Once the drop pod has landed the hatches are blown and all passengers must immediately disembark. The passengers may not move (other than to disembark) or assault in the turn they land. They may shoot but count as moving.

Drop pods may be used in Standard Missions without your opponent's agreement. In non-standard missions they may only be used with your opponent's consent.

The warrior who acts out of honour cannot fail. His duty is honour itself. Even his death - if it is honourable - is a reward and can be no failure, for it-has come through duty. Seek honour as you act, therefore, and you will know no fear.

Roboute Guilliman, Primarch of the Ultramarines

ARMOURY

Models with access to the Armoury may select up to two weapons of which only one can be a two-handed weapon. In addition to weapons, you can pick up to 100 points of wargear per model, though no model can pick the same item twice. Models in Terminator armour can only select equipment marked with 1. All weapons and wargear must be represented on the model. Where two points costs are shown, the first applies to, models with 2 or more Wounds, the second to models with 1 Wound.

SINGLE-HANDED WEAPONS

OHIGEE HARBED HEAL OLD
Bolt pistol
Chainfist T (models in Terminator armour only) 30 points
Close combat weapon 1 point
Single lightning claw [†]
Pair of lightning claws * (count as two weapons) 30 points
Plasma pistol
Power fist T
Power weapon †
Storm shield T
Thunder hammer †



TWO-HANDED WEAPONS

Bolter
Combi-meltagun *
Combi-plasma gun *
Combi-flamer T
Storm bolter *

WARGEAR

Artificer armour	20 points
Auspex *	2 points
Bionics *	
Combat shield	10/5 points
Familiar (Librarian only)	10 points
Frag grenades	1 point
Jump pack	20 points
Krak grenades	2 points
Master-crafted weapon *	15 points
Melta bombs	5 points
Purity seals *	5 points
Space Marine bike	30 points
Teleport homer *	5 points
Terminator armour (no weapon's included)	25 points
Terminator Honours	15 points

(Each army may have a single item from the	iis iist)
Chapter banner T (Standard Bearer only)	. 25 points
Holy relic T (Reclusiam Standard Bearer only)	. 30 points
Iron Halo	. 25 points
Sacred standard T (Standard Bearer only)	. 20 points
Adamantine mantle T	. 35 points

VEHICLE UPGRADES

ŀ	VEHICLE UPGRADES	
l	Dozer blade 5 points	è
l	Extra armour	
l	Hunter-killer missile	
ŀ	Pintle-mounted storm bolter	
l	Power of the Machine Spirit	ğ
ŀ	Searchlight 1 point	
	Smoke launchers 3 points	2

The following rules describe how all of the specialised equipment used by Space Marines works during a battle. These rules tend to be more detailed than those included in the Wartamuner 40,000 rulebook, and they supersede them if they are different, Any Items not listed here function exactly as described in the Warhammer 40,000 rulebook.

ADAMANTINE MANTLE

The character wears a cloak or cape made of the strongest materials. The character does not suffer Instant Death when wounded by a weapon whose Strength is at least twice the character's Toughness, taking a single wound instead.

ARTIFICER ARMOUR

Artificer armour is forged by master craftsmen and is seven more ancient and omate than a normal suit of Space Marine power armour. It offers greater protection for a warrior and may be taken as an upgrade for a model wearing power armour, increasing his Armour Save to 2+.

AUSPEX

An auspex is a short-ranged scanner used by Space Marines to detect hidden enemy troops. If enemy models with the Infiltrate special rule set up within 4DE of a model-with an auspex, then that model is allowed to take a free's short at them (or sound the slam if Sentries are being used). If the model is part of a until then the whole unit may shoot. These shots are taken before be battle begins and may cause the nifiltrators to fall back. Otherwise, the cormal shooting nules apply.

BIONICS

Bionics are mechanical augmentations that allow a Space Marine who has suffered a crippling injury to return to service, but are unlikely to improve or enhance his abilities. However, there is a chance that an attack or shot will hit a bionic part causing less damage, (eg, a shot that would cripple a leg will only cause mild damage to a bionic leg). To represent this, if a model with bionics suffers a wounding hit and fails his Saving throw, roll a D6. On a roll of a 6 the model ignores the wound. A model that suffers a wound from a close combat attack that allows no Armour Save, or an attack that causes Instant Death cannot be saved by the bionics, as they will be destroyed as easily as flesh and blood.

CHAINFIST

A chainfist is simply a power fist, fitted with an attachment designed to carve inrough armoured bulkheads or armoured vehicles. It is treated exactly as a power fist, but roll 2D6 for its Armour Penetration value.

CHAPTER BANNER

The Chapter Banner is the physicalrepresentation of the honour of the Chapter. No Space Marine will ever allow it to fall into enemy hands. It allows any Space Marine unit with a model within 12° of the banner to re-roll failed Moreckes. In addition, if an enemy model charges and contacts the unit containing the banner, all members of the unit gain the Counter-attack piblity feather the Universal Special Rolles section of the Warhammger 40,000 rulebook) and will have s1 Attack for that turn only.

COMBAT SHIELD

A combat shield is a lighter, more manesurvalse version of a storm shield. A model using a combat shield wears it fastened to their forearm leaving the hand free to use other weapony. The combat shield does not count towards the maximum number of weapons carried and confers a 5+ Invulnerable Save in close combat.

COMBI-WEAPONS

This is a bolter joined together with another weapon. A Space Marine who is armed with a combi-weapon may choose which of the weapons he is going to use in the Shooting phase. The bolter may be fired any number of times, but the other weapon may only be fired once per battle. Note that you may not choose to fire both weapons at once.

COMPANY BANNER

Representing the honour of a Space Marine Company, a Company Banner allows any Space Marine-unit with at least one model within 12" of the Company Banner to re-roll a failed Morale or Pinning test.

CROZIUS ARCANUM

The Crozius Arcanum is both a Space Marine Chaplain's badge of office and a lethal close combat weapon. In game terms it is treated as a power weapon.

CYCLONE MISSILE LAUNCHER

The Cyclone is a specially designed missile launcher that can be used by Space Marines in Terminator armour. The Terminator is equipped with a

special targeting device that allows him to fire the Cyclorie and his storm botter in the same Shooting phase. The Cyclone otherwise counts as a missile launcher with frag and krak missiles.

FAMILIAR

Librarians are occisionally accompanied into battle by familians; cheruls, psyber-creatures or servo-skulls attured to their mental signature. These strange constructs boost his awareness, of danger and are mentally linked to the Librarian, allowing him to see and hear with their senses and even attack wifts, them should the situation become

If a Librarian has a Familiar, he gains +1 to his Initiative, if the Librarian is removed from play, the Familiar is also removed of the Familiar is removed, the Librarian's Initiative reverts to 5. Familiar so not take up any pace in a transport vehicle and count as being armed with a single close combat weapon. They use the following profile:

WS BS S T W I A Ld Sv 3 3 3 3 1 3 1 8 6+

HOLY RELIC

Space Marines sometimes go to war carrying their Chapter's most revered relics: a fragment of their Primarch's armour, a legendary, battle standard even the bones of a long-dead hero. A model bearing a holy relic may reveal it noce per battle at any point. On the turn the relic is revealed; all Space Marines within 2D6* get a+1 Attack bonus for the rest. of that turn. The relic may be revealed in an opposing player's turn if you'ld wish.

IRON HALO

The Iron Halo is a special reward given to Space Marines who show exceptional initiative or bravery in battle, it incorporates a powerful energy field and gives the model a 4+ invulnerable Save that may be used instead of, the model's normal Amouri Save, No more than one model per army may have an Iron Halo and, any model wearing Terminator ampur of who has a Rosarius may not be given tiple piece of Wargear.

JUMP PACKS

Jump packs allow models to make great powered leaps across-the battlefield; and more quickly engage the enemy. Models equipped with Jump Packs move as Jump Infantry. Space Marine models who are wearing limp packs can be foropped from low-flying. Thunderhawk gunships, using heir jump packs to swoop down on to the battlefield. To represent this tactic, they can be kept in reserve and arrive using the Deep Strike rules; but only if the mission allows for Deep Strike to be used.

MASTER-CRAFTED WEAPONS

A master-crafted weapon is one forged by a great artisan and is superior in almost every way to a normal weapon of its type. A master-crafted weapon follows the normal rules for the weapon, except that you may re-roll one failed to hit roll per turn. Master-crafted weapons are taken as an upgrade for a weapon that is already being carried by a model and should be represented by a suitably ornate weapon on the model itself. If the weapon selected has a ranged attack then the re-roll may only be taken on ranged attacks even if the weapon can also be used in close combat. Please note that you may not master-craft grenades!

The cost listed in the Wargear section is in addition to the cost of the weapon itself (eg. a master-crafted power weapon costs 15+15-30 pts). However, only the upgrade costs are taken against the 100 points limit on wargear for a model (so the master-crafted power weapon above would count as 15 points against the 100 points limit not 30 points).

NARTHECIUM/REDUCTOR

These devices are employed by Space Marine Apothecaries both to heal wounded Space Marines and if this is impossible to remove the progenoid glands, the biological repositories of Space Marine gene-seed and the future of the Chapter.

In order to use this equipment, the Apothecary cannot be Failing Back, Locked in close combat or Prinned. He may treat any friendly non-vehicle model within 6 of him. Once pet turn, he may use his harm check to allow a continuous control of the c

In the enemy Shooting phase, the Apothecary can use his reductor to recover the gene-seed of any treatable models that are killed within is of him. These casualties are ignored when determining if their units have to take a Morale test for suffering 25% shooting casualties. For example, a unit suffers four casualties out of nine but two of them are within 6" of the Apothecary, so no Morale test is taken (two casualties out of nine is ess than 25%).

PSYCHIC HOOD

Psychic hoods are an arcane constructions of psychically attuned crystals that allow a Space Marine Librarian to nullify an opposing psyker's power. Declare that you'll use the psychic hood after an opponent has successfully made a Psychic test, but before they have used the power.

Each playfer their rolls a D6 and adds their model's Leadership value to the score. If the Space Marine Librarian beats the opposing model's score then the psychic power is nullified and may not be used that turn. If the opposing model's score is equal or higher, it may use its psychic power as normal. The psychic hood can be used each time an enemy model uses a psychic hood application of the psychic hood application may use high psychic hood application may use high psychic hood application may use high psychic hood application may be psychic power.

PURITY SEALS

Purity seals are bestowed upon Space Marines of proven purity and virtue. If a model with purity seals falls back, roll one extra D6 for its Fall Back distance, and then remove one of the dice rolled in order to determine the distance fallen back. If a model with purity seals is part of a unit then this ability applies to the whole unit, not just to the model with the purity seals.

ROSARIUS

All Chaplains wear a Rosarius, a small amulet bestowed upon them by the Ecclesiarchy of Terra. The Rosarius generates an energy field that provides the Chaplain with a 4+ Invulnerable Save. This may be taken instead of the Chaplain's normal Armour Save.

SACRED STANDARD

A Sacred Standard embodies the faith and resolution of the Space Marines never to faller in the face of the enemy. It adds +1 to the Space Marine combat resolution score of any assault that takes place within 6° of the Sacred Standard.

SERVO-ARM

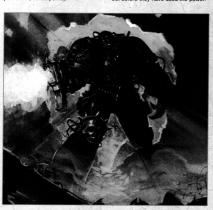
Many Techmarines are equipped with powerful augmetic servo-arms that can be used to carry out hasty battlefield repairs (see the Techmarine list entry on page 33 for details). The servo-arm grants the Techmarine an additional close combat attack, counting as a power fist.

SIGNUM

The signum is a special form of communication device that allows the Techmarine to access a myriad of useful battlefield targeting information, and then pass it on to his fellow battle brothers. In great the control of the missed to hit should profil for the Techmarine or any squad that the Techmarine belongs to or has joined.

SPACE MARINE BIKE

Space Marine Bikes are fitted with twinlinked bolters and increase the rider's Toughness by +1 point. See the Warharimer 40,000 Core rules for details on how Bikes move. Space Marine characters that have a Command squad may not be mounted on a Bike.



STORM SHIELD

A storm shield is a small metal shield that has an energy field generator built into it. The energy field is too small to be of much use against ranged attacks, but is very useful in close combat. A model that has a storm shield may take at 1 invalinerable Save in close combat natead of its normal Armour Save. It may not be combined with a Rosarius or Iron Halo save and a model equipped with a storm shield may never claim the +1 Attack bonus for being armed with two close combat weapons.

TELEPORT HOMER

Teleport homers produce a signal that can be locked not by teleporting troops. If Terminators wish to teleport onto the battefield via Deep Strike and choose to do so within 6° of the model carrying the homer, then they won't scatter. Note that the homer only works for squads who are teleporting, not for squads entering play using jump packs, drop pods or other means of transport. Also note that the homer must already be on the table at the star of the turn for it to be used.

TERMINATOR ARMOUR

Also known as Tacical Dreadnought amour. Terminator amour is the best protection a warrior can be equipped with. Due to the powerful exo-skeleton and power sources built into their armour. Space Marines in Terminator amour are capable of moving and firing with heavy weapons. On the other hauge hits armour is somewhat cumbersome, so Space Marine Terminators are not able to pursue a more lightly armoured foe when they flee. Terminators may not Sweeping Advance.

A model wearing Terminator armour has a 2+Armour Save and a 5+ Invulnerable Save. The wearer automatically has Terminator Honours at no extra points cost. Also, any model wearing Terminator armour can be teleported onto the battlefield, and set up using the Deep Strike rules, but only if the mission allows for Deep Strike to be used. If the mission does not allow troops to use the Deep Strike rules then the model must set up ormally with the rest of the army.

TERMINATOR HONOURS

A model with Terminajor Honours has proved himself a superior combatant and has earned the right to wear Terminator armour in battle. Sergeants with Terminator Honours are generally referred to as Veteran Sergeants. A model with Terminator Honours adds +1 to its Attacks characteristic. In addition its Leadership characteristic is increased to 9 if originally lower. Note that a single-Wound model that has selected Terminator Honours from its list entiry cannot then select it again from the Armoury.

THUNDER HAMMER

Thunder hammers are ancient and mighty weapons that release a terrific blast of energy when they strike an opponent. A thunder hammer counts as a power fist, but any model wounded by it and not killed may not attack again until linitiative 1 blows are struck in the next Assault phase. Vehicles hit by a thunder hammer are considered Crew Shaken, in addition to any other results they suffer.

SPACE MARINE VEHICLE UPGRADES

Just as with choosing wargear for your Space Marine troops and characters, the upgrades you choose for your vehicle must be represented on the model itself (eg. if you choose to upgrade your vehicle with searchlights, then the model of your vehicle should have searchlights on it too). Note that when choosing upgrades, no vehicle can have the same upgrade more than once.

DOZER BLADE

Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain test as long as they are not going to be moving more than 6* that turn.

EXTRA ARMOUR

Some Space Marine vehicle crews add additional armour plating to their vehicles to provide a little extra protection. Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead.

HUNTER-KILLER MISSILE

Hunter-killer missiles are a common upgrade for Imperial vehicles. They are treated as a krak missile with unlimited range, but can only be used once per battle. Hunter-killer missiles fitted to Space Marine vehicles are Ballistic Skill 4. They are treated as an additional main weapon.

PINTLE-MOUNTED STORM BOLTER

Pintle-mounted storm bolters are fixed to the outside of a vehicle and can either be used by a crewman from an open hatch or by remote from inside the vehicle. They are treated as an additional defensive weapon.

POWER OF THE MACHINE SPIRIT

A Machine Spirit is a combination or organic and mechanical components that helps to control a tank's movement and helps to control a tank's movement and weapon systems. If the tank suffers a Crew Stunned result on the Vehicle Damage tables, the Machine Spirit allows the tank to move directly ahead up to its maximum speed, Also, the Machine Spirit can operate one weapon per turn as long as the vehicle has moved no more than 6" even if the tank suffers a Crew Shaken or Crew Stunder result. This is in addition to any weaponry that can normally fire. The Machine Spirit has a \$8 50 2.

SEARCHI IGHT

Searchlights are only of any use in missions where the Night Figuresission special rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but having fired at that unit will illuminate it with the searchlight. For the rest of the

Shooting phase any other Space Marine unit that fires at the illuminated unit does not use the hight Flighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the Night Flighting rules were not in effect, as the enemy can see the searchlight.

SMOKE LAUNCHERS

Some vehicles have small launchers mounted onto them that carry smoke charges. These are used to temporarily hide the vehicle behind concealing clouds of smoke, especially if the vehicle is moving out in the open. Once per game, after completing its move, a vehicle with smoke launchers can trigger them (it doesn't matter how far it moved). Place some cotton wool around the vehicle to show that it is concealed. The vehicle may not fire in the same turn as it used its smoke launchers, but any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits. After the enemy's next turn, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if it suffers a Crew Shaken or Crew Stunned result.

SPACE MARINE LIBRARIAN PSYCHIC POWERS

Any Librarian may take the Storm of the Emperor's Wrath psychic power as described below at no cost or may exchange it for another power at the points cost listed. An Epistolary may take an additional psychic power at the second points cost. itsetd. Abilities are used following the rules given in the Warhammer 40,000 rulebook. A psyker may only use a single power in a turn. All Librarians must pass a Psychic test in the appropriate phase to use any of these powers.

STORM OF THE EMPEROR'S WRATH

Lethal bolts of lightning leap from the Librarian's gauntlets, tearing his enemies apart and incinerating even the most heavily armoured targets in a barrage of psychic power.

This power is used in the Shooting phase instead of firing a weapon, and has the following profile:

Range: 12" Strength: 4 AP: 2 Assault 1/Blast

FURY OF THE ANCIENTS

The Librarian draws on the ancient legends of his Chapter to create a ravening beast of pellucid flame and psychic energy. The psychic construct charges forward, burning all in its path and leaving a trail of destruction in its wake.

The power is used in the Librarian's Shooting phase instead of firing a weapon. The psychic construct will move in a straight line from the Librarian to any point on any table edge. Every unit in its path will suffer DS Strength, S-p-hits and must take a Pinning test. If the construct would have a frendly unit or a unit Locked in close combat it will disspate just before impact and has no further effect.

Cost: +3 points (Epistolary +9 points)

FEAR OF THE DARKNESS

Summoning the indescribable malice of the Warp, the Librarian unleashes a mighty wave of sheer terror, piercing every creature's soul with the horror of death and revealing their utter insignificance in the face of an uncaring universe.

This power is used in the Shooting phase instead of fifting a weapon. Every enemy unit within 12° of the Librarian not Locked in an assault must take a Morale check (as though they had taken 25% casualties) with 12 of the Librarian to the Locked in an assault must take a Morale check (as though they had taken 25% casualties) with 12 or fall back. All normal modifiers of fall back. All normal modifiers and/or exceptions apoly (ie, units that never fall back are never fall back are never fall back are never fall back are power).

(Epistolary +15 points)

MIGHT OF HEROES

The deadly powers of the Immaterium flow into the Librarian, heightening his speed and strength to unimaginable levels to better smite the foes of the Emperor.

The power is used at the start of either player's Assault phase, and if successful, the Librarian (or any one other model in the same unit as the Librarian) gains +D3 attacks in that Assault phase.

Cost: +5 points (Epistolary +15 points)

VEIL OF TIME

The Librarian steps out of phase with the passage of time, able to witness the myriad potential futures and trace their origins back to the present. Armed with such knowledge, a Librarian can after the course of events to avoid or create the future.

This power is used at the start of the Movement phase and lasts until the end of the Space Marine turn. In that time the Librarian can choose to re-roll any rolls to hit, to wound rolls, Armour Saves, Invulnerable Saves, Leadership tests or Morale checks. Note that the re-rolled result must be accepted – no re-rolling re-rolls!

Cost: +10 points (Epistolary +30 points)

VORTEX OF DOOM

Opening a tear between the material realm and the howling destruction of the Warp, the Librarian's enemies are destroyed by the twisting energies unleashed. But such power comes at a price, and to lose control of it, even for a moment, is to invite terrible consequence.

This power is used in the Shooting phase instead of firing a weapon. Place the small Blisst marker over any enemy unit not Locked in an assault within 12° of the Librarian, Once you have placed the Blast marker, other wise — on a Hit, the rift opens beneath the Blast marker, otherwise move the Blast marker for the direction of the arrow. This power has no effect on vehicles or monstrous creatures, as they are too large to be pulsed into the Warp rift. Enemy models fully covered by the template must roll equal to or under their directions of the work of

If when using this power the Librarian rolls a 12 on his Psychic test, resolve the Perils of the Warp attack on the Librarian normally, then, if he survives, place the Vortex of Doom Blast marker on the Librarian.

Cost: +10 points (Epistolary +30 points)

ARMY LIST

This section of the book is given over to the Space Marines army list, a listing of the different units and vehicles a Chapter Master can use in battle or, in your case, games of Warhammer 40,000. The army list allows you to fight battles using the scenarios included in the Warhammer 40,000 rubbook, but it also provides you with the basic information you'll require to field a Space Marine army in scenarios you've, devised yourself, as part of a campaign series of games, or whatever else may take your flancy.

The army list is split into five sections. All of the squads, vehicles and characters in the army list are placed in one of the five sections depending upon their role on the battlefield. In addition, every model included in the army list is given a point's value, which varies depending upon how effective that model is on the battlefield.

Before you can choose an army for a game you will need to agree with your opponent upon a scenario and upon the total number of points each of you will have to spend on your army. Having done this you can proceed to pick an army as described below.

USING A FORCE ORGANISATION CHART

The army lists are used in conjunction with the Force organisation Chart from a scenario. Each Force Organisation Chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates may tou may make one choice from that section of the army list, while a dark toned box means that you <u>must</u> make a choice from that section of the

USING THE ARMY LISTS

To make a choice, look in the relevant section in the army list and decide what unit you wish to have in your army, how many models there will be in the unit, and which upgrades you want (if any). Remember that you cannot usually field models that are equipped with weapons and warpear that are not shown on the model.

Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points. Now you are ready to purge the allen and the heretic from the Imperium.

ARMY LIST ENTRIES

Each army list entry consists of the following:

Unit Name: The type of unit, which may also show a limitation on the minimum or maximum number of choices you can make of that unit type (for example, 0-1 means you can never make more than one selection of that unit regardless of the size of the army).



Profile: These are the characteristics of that unit type, including its points cost.

Number/Squad: This shows the number of models in the unit, or the number of models you may take for one choice from the Force Organisation Chart. If this is a variable amount, it shows the minimum and maximum unit size.

Weapons: These are the unit's standard weapons.

Options: This lists the different weapon and equipment options for the unit and any additional points cost for taking these options. If a squad is allowed to have models with upgrades, then these must be given to ordinary unit members, not to a character in the unit.

Special Rules: This is where you'll find any special rules that apply to the unit.





	Pts/Model	ws	BS	S	Т	W	- 1	A	Ld	Sv
Master	75	5	5	4	4	3	5	3	10	3+
Captain	60	5	5	4	4	2	5	3	9	3+

Options: A Commander can be given any equipment allowed from the Space Marine Armoury.

Independent Character: A Space Marine Commander is an Independent Character. See the Space Marine character special rule for more details.

Rites of Battle: Space Marine Commanders have led their warriors through the heat of battle for centures, with a depth of rails and self-belle furnanthed by mortal men. They are able to coordinate units under their command with ruthless efficiency, riconitoring inputs from other squads' auto-senses and impanting their great wisdom with but a word. If a Space Marine Commander is on the table then all other Space Marine squads may use his Leadership to Morallo, Pinning or Leadership tests, but not Psychic tests.

Command Squad: A Commander may lead a Command squad or a Terminator Command squad. See the unit entries for details.





	Pts/Model	WS	BS	s	Т	W	1	A	Ld	Sv
Master of Sanctity	y 100	5	- 5	4	4	3	5	3.	10	3+
Reclusiarch	85	5	5	4	4	2	5	3	9	3+

Weapons: A Chaplain is armed with a Crozius Arcanum and wears a Rosarius.

Options: A Chaplain can be given any equipment allowed from the Space Marine Armoury.

Independent Character: A Chaplain is an Independent Character. See the Space Marine character special rule for more details.

Reclusiam Command Squad: A Chaplain may lead a Command squad or a Terminator Command squad. See the unit entries for details. A Standard Bearer within one Reclusiam Command squad may carry a Holy Relic at +30 points.

Honour of the Chapter: Chaplains embody the honour of their Chapter. They, and all members of any Space Marine squad they have joined, lead or are attached to are Fearless.

Litanies of Hate: On a player turn in which he charges into close combat, a Chaplain, and all members of any Space Marine squad he has joined, leads or is attached to may re-roll failed rolls to hit.





THAPTER CHAPLAIN

	THE RESERVE AND ADDRESS OF THE PARTY OF THE									
	Pts/Model	ws	BS	S	T	W	1	A	Ld	Sv
Epistolary	115	5	5	4	4	3	5	3	10	3+
Codicier	100	5	5	4	4	2	5	3	9	3+

Weapons: A Librarian is armed with a force weapon and wears a psychic hood.

Options: A Librarian can be given any equipment allowed from the Space Marine Armoury.

Independent Character: A Librarian (Epistolary or Codicier) is an Independent Character. See the Space Marine Character special rules for more details.

Psychic Power: Librarians have the Storm of the Emperor's Wrath psychic power. They may replace this power with an alternative Psychic power at the cost specified on page 21. In addition, an Epistolary may take a second psychic power at the listed cost.

Librarium Command Squad: A Librarian may lead a Command squad or a Terminator Command squad. See the unit entries for details.



HAPTER LIBRARIAN

= HQ



Pts/Model WS BS S T W I A Ld Sv

You may take a Command squad to accompany a Commander, Librarian or Chaplain. See the other HQ entries for details. Independent Character's in Terminator armour may not lead or be attached to a Command squad, they may join it during the course of play.

Number/squad: Sergeant and 4-9 Space Marines.

Weapons: Bolter. All models in the squad may replace their bolters with a bolt pistol and close combat weapon at no extra points cost.

Options: The squad may be equipped with frag grenades at +1 point per model and/or krak grenades at +2 points per model. Up to two models can be armed with a weapon from the following list at the cost indicated: heavy botter at +15 points, missile launcher or multi-metta at +20 points, plasma camon or lascannon at +35 points, flaamer at +6 points, mettagun or plasma gun at +10 points.

Characters: Models which are not armed with either a heavy bolter, missile launcher, multi-melta, plasma cannon, lascannon, flamer, meltagun or plasma gun may be upgraded to be a specialist as described below.

Specialists

Apothecary: One model may be upgraded to an Apothecary with a narthecium and a reductor at +25 points.

Company Standard Bearer: One model may be upgraded to a Standard Bearer carrying the Company standard at +25 points.

Company Champion: One model may be upgraded to Company Champion armed with a power weapon, combat shield and bolt pistol at +20 points.

All specialists with Terminator Honours may select additional equipment from the Space Marine Armoury. See the Space Marine Armoury for details of the narthecium and reductor. Company standard and combat shield.

sergeant: The Sergeant can be given Terminator Honours at +15 points. If so, he may select equipment from the Space Marine Amoury, in addition if the Sergeant has Terminator Honours, then all other Space Marines in the squad may be given Terminator Honours at +10 points per model.

Pansport: A Command squad which, including attached characters, numbers six models or less may select a Razorback ansport. Command squads that number ten models or less may select a Rhino transport. See the Transport vehicles entry for the details of Rhinos and Razorbacks.

Secial Skills: Deady veterans of a thousand campaigns, Space Marines quickly master innumerable battlefield techniques to better destroy their foes. At a cost of 1-5 points per mode, all models in a Command squad (including leading/statched Characters) my be upgraded to have one of the following skills: Furious Charge; Tank Hunters; Infiltrate (may only be selected if the squad sees not have a transport vehicle). (See the Universal Special Rules section of the Warnammer 40,000 rulebook).



HQ



You may take a Command squad to accompany a Commander, Librarian or Chaplain. See the other HO entries for details. Terminator Command squads may only have characters or other models attached to them if these models are equipped with Terminator armour.

Number/squad: Sergeant and 3-9 Terminators.

Weapons: The Sergeant is armed with a storm bolter and a power weapon. All other Terminators have a storm bolter and a power fist.

Options: Up to two Terminators may replace their storm bolter with an assault cannon at +20 points or a heavy flamer at +10 points or may add a cyclone missile launcher to their existing weaponry at +25 points. Any model with a power fist may replace it with a chainfist at +5 points.

Character: The squad Sergeant may select equipment from the Space Marine Armoury.

Transport: A Terminator Command squad which, including attached characters, numbers five models or less may select a Land Raider transport. See the Heavy Support entry for their details.

Special Skills: Deadly veterans of a housand campaigns. Space Marinas quickly master innumerable battlefield techniques to better deterty fielr fees. At a cost of x-5 points per model, all models in a Terminator Command squad (including leading/attached Characters) may be upgraded to have one of the following skills: Furious Charge: Tank Hunters. (See the Universal Special Bules section of the Warhammer 40,000 rulebook).

Teleport: A Terminator Command squad may teleport onto the battlefield, taking the fight directly to the heart of their enemy's battle line. They may always start the game in Reserve and arrive using the Deep Strike special rule, even if it is not part of the mission being played.



THE ENEMIES OF THE EMPEROR FEAR MANY THINGS

THEY FEAR DISCOVERY, DEFEAT, DESPAIR AND DEATH.

YET THERE IS ONE THING THEY FEAR ABOVE ALL OTHERS

THEY FEAR THE WRATH OF THE SPACE MARINES!



ELITES =



Pts/Model WS BS S T W I A Ld Sv
Terminator 40 4 4 4 4 1 4 2 9 2+

(10

Number/squad: Sergeant and 4-9 Terminators

Weapons: The Sergeant is armed with a storm bolter and a power weapon. All other Terminators have a storm bolter and a power fist.

Options: Up to two Terminators may replace their storm bolter with an assault cannon at +20 pts or a heavy flamer at +10 pts or may add a cyclone missile launcher; to their existing weaponry at +25 pts. Any model with a power fist may replace it with a chainfist at +5 pts.

Character: The squad Sergeant may select equipment from the Space Marine Armoury.

Transport: A Terminator squad which numbers five models or less may select a Land Raider transport. See the Heavy Support prof details.

Special Skills: Deadly veterans of a thousand campaigns, Space Marines quickly master innumerable battlefield techniques to enter destroy their loss. At a cost of 43 points per model, all models in a squad may be upgraded to have one of the following sis: Furious Charge: Tank Hunters. (See the Universal Special Rules section of the Warhammer 40,000 rulebook).

seport: A Terminator squad may teleport onto the battlefield, taking the fight directly to the heart of their enemy's battle line. They are always start the game in Reserve and arrive using the Deep Strike special rule, even if it is not part of the mission being seved.



Pts/Model WS BS S T W I A Ld Sv 40 4 4 4 1 4 2 9 2+

Number/squad: Sergeant and 4-9 Terminators

Weapons: The Sergeant and Terminators will all have either a pair of lightning claws or a thunder harmmer and storm shield. Any combination of these two types may be included in the squad.

Character: The squad Sergeant may select equipment from the Space Marine Armoury.

Transport: A Terminator Assault squad which numbers five models or less may select a
Land Raider transport. See the Heavy Support entry for details.

Special Skills: Deadly veterans of a thousand campaigns, Space Marines quickly master innumerable battlefield techniques to better destroy their foes. At a cost of 43 points per model, all models in a squad may be upgraded to have one of the following sides: Furious Charge: Tank Hunters. (See the Universal Special Rules section of the Warhammer 40,000 ruleboard.)

Teleport. A Terminator Assault squad may teleport onto the battlefleid, taking the fight directly to the heart of their enemy's battle me. They may always start the game in Reserve and arrive using the Deep Strike special rule, even it it is not part of the mission being played.

"As our bodies are armoured with adamantium, 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 Space Marines? Are we not the chosen of the Emperor, his loyal servants unto death?"

Chaplain Fergas Nils

TERMINATOR ASSAULT SQUA



7-1	Pts/Model	ws	BS	S	Т	W	-1	A	Ld	Sv
e Marine	: 18	4	4	4	4	1	4	1.	8	3+

Number/squad: Sergeant and 4 to 9 Space Marine Veterans

Weapons: Bolter. All models in the squad may replace their bolters with a bolt pistol and close combat weapon for free.

Options: The squad may be equipped with frag grenades at +1 point per model and/or krak grenades at +2 points per model.

One Space Marine can be armed with a weapon from the following list at the cost indicated: heavy bolter at +5 points; missile launcher or multi-melta at +10 point; lascaanon at +15 points; plasma cannon at +20 points; a pair of lightning claws at +30 points or a power fist at +25 points.

One Space Marine can be armed with a weapon from the following list at the cost indicated: flamer at +6 points; meltagun or plasma gun at +10 points; power weapon at +15 points.

Character: The Sergeant may be given Terminator Honours at +15 points. If so, he may select equipment from the Space Marine Armoury. If the Sergeant has Terminator Honours, every other Space Marine in the unit may be given them too at a cost of +10 points per model.

Transport: A Veteran squad which numbers six models or less may select a Razorback transport. Veteran squads that number ten models or less may select a Rhino transport. See the Transport vehicles entry for their details.

Special Skills: Deadly veterans of a thousand campaigns, Space Marines quickly master innumerable battlefield techniques to better destroy their foes. All models in a Veteran squad will have one of the following skills: Eurious Charge: Tank Huntars; Inititate (may only be selected if the squad does not have a transport vehicle). (See the Universal Special Rules section of the Warhammer 40,000 rulebook.)



READNOUGHT

Type: Walker Crew: One Space Marine

Weapons: The Dreadnought's left arm is equipped with a Dreadnought close combat weapon that has a built-in storm bolter. The Dreadnought's right arm is equipped with an assault cannon.

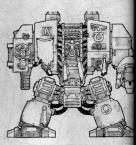
Options: The Dreadnought may replace its storm bolter with a heavy flamer at 1+10 points. The assault cannon can be upgraded to a twin-inked lascannon at +20 points or a multi-melta at +10 points. Additionally, the Dreadnought may replace its close combat weapon arm (including any bull-in weapons) with a missile autonher at an additional cost of +10 points. If this option is taken the Dreadnought uses its basic Strength (6) in close combat and no longer ignores Armour Saves.

Venerable: As well as fearsome warriors, the accumulated wisdom of a Dreadnought's centuries of battle is an invaluable resource, and their vast experience means that they have fought in almost every

conceivable form of engagement. One Dreadnought per detachment may be upgraded to Venerable at +20 points. Venerable Dreadnoughts are extremely hard to kill and whenever they suffer a glancing or penetrating hit you may ask your opponent to reroll the result on the Vehicle Damage tables. However, you must accept the second result, even if it is worse!

A Venerable Dreadnought may be given either the Furious Assault skill or the Tank Hunter skill at +10 points. (See the Universal Special Rules section of the Warhammer 40,000 rulebook).

Upgrades: Dreadnoughts may have any of the following vehicle upgrades at the cost listed in the Space Marine Armoury: extra armour, searchlight or smoke launchers.



ELITES



					Mark .			CONTRACTOR OF THE PARTY OF THE				
Pts/	Model	ws-	BS	S	Т	w	1	A	Ld	Sv		
echmarine	65	4	4	- 4	4	2	4	2	9	3+	33	
ech Servitor	10	3	.3	3	3	-1	3	1	8	5+		
ombat Servitor	25	4	3	3	3	1	3	1	8	4+		
un Servitor 10	+gun	3	4	3	3	.1	3	1	8	4+		

(FE4)

Number/squad: A Techmarine and 0 to 4 Servitors

Weapons: The Techmarine is armed with a bolter and power weapon and is equipped with a signum, auspex and servo-arm.

Options: The Techmarine may upgrade his equipment to a full servo-harness new-45 pts. The servo-harness incorporates the following features: artificer amour (improving his Armour Save to 2-), a second servo-arm (giving him five servo-arm tattes), a plasma cutter (which couls sea of whin-fined plasma pistol) and a flamen. In the Shooting phase, the Techmarine may fire both harness-mounted weapons or one harness-mounted weapon and one of his personal weapons. A Techmarine with a servo-harness may re-foll the dice when attempting to repair a damaged veryicit (See Blessing of the Omnissiant special runtpling to repair a damaged

Character: A Techmarine is an Independent Character. He may select additional equipment from the Space Marine Armoury. He may lead a retinue of 0-4 Servitors, selected from the options below. If he has a Servitor retinue the Techmarine may not leave it or join another unit.

Blessing of the Omnissiah: As an Adept of the Out Mechanicus, it is a Techmarine's secred duty to repair damaged vehicles and setore them to their rightful place on the battlefield. If a Space Marine vehicle has suffered an Immobilised or Weapon Destroyed sealt then there is a chance the Techmarine can rekindle its angiered war spirit. To do this the Techmarine must start the Movement phase of the Space Marine turn in contact with the damaged vehicle and not be inside it (although he can disembank and begin her perairs), Falling Back, Locked or Pinned, Roll a D6 and if the result is a 6 then either a Weapon Destroyed result or immobilised result (owning player's choice) will be repaired. Both the vehicle and the Techmarine (including any unit he leads or has joined) must remain stationary for the entire Movement phase. The repair attempt will be complete before the Shooting phase begins.

Servitors: Techmarines often take to the field of battle accompanied by heavily augmented servitors from the Chapter forge. They can be of several different types, most commonly Technical Servitors, Combat Servitors or Gun Servitors. A Techmarine's retinuemay consist of any mix of the Servitors listed below.

Gun Servitors: Augmented with a variety of heavy weapons, these Servitors provide fire support for the Techmarine while he works. They must be armed with one of the following weapons: multi-melta at +25 pts, heavy botter at +15 pts, plasma cannon at +35 pts. Not that only one plasma cannon armed Gun Servitor can be taken per Techmarine.

Combat Servitors: Mono-tasked with detending a Techmarine from enemy assaults, these Servitors are equipped purely to fight in close combat. They are armed with a power fist and a close combat weapon:

Technical Servitors: A relatively, common eight in the Imperium, these Servitors are not intended for combat, but are very useful in helping in the repair of damaged vehicles. For each Technical Servitor in the Technical

Transport: A Techmarine (and any Servitors) may select a Razorback or Rhino transport. See the Transport Vehicles entry for their details

SERVO-ARMS

A Tachmarine servic-harness is fitted with an array of servo amm carrying dills, welders and cutters, and is worn over power armour, connecting to its external ports. Space Marine armour is fitted with syro-stabilisers and electrically-friggered line bundless that react to the movements of the wearer. When a servo harness is worn, it overrides the power armour controls to maintain balance while handling massive weights and operating heavy power tools. Multiple advocamme fitti pleasy power tools, while the power armoured pates and tracks with ease and carry enough weapony to ensure that he is not disturbed while doing as.





	Pts/Model	ws	BS	s	т	w	1	A	Ld	Sv
ne i	15	4	4	4	4	1	4	1	8	3+

Number/squad: Sergeant and 4 to 9 Space Marines

Space Marin

Weapons: Bolter. The Sergeant may replace his bolter with a bolt pistol and close combat weapon for free.

Options: The squad may be equipped with frag grenades at +1 pt per model and/or krak grenades at +2 pt per model. One Space Marine can be armed with a weapon from the following list: heavy botler at +5 pts; missile launcher or multi-melta at +10 pts; lascannon at +15 pts; plasma cannon at +20 pts. One Space Marine can be armed with a weapon from the following list: flamen at +6 pts; meltagun or plasmag un at +10 pts.

Character: The Sergeant may be given Terminator Honours at +15 points. If so, he may select equipment from the Space Marine Armoury.

Transport: A Tactical squad which numbers six models or less may select a Razorback transport. Tactical squads that number ten models or less may select a Rhino transport. See the Transport vehicles entry for their details.



Pts/Model WS BS S T W I A Ld So Space Marine Scout 13 4 4 4 4 1 4 1 8 44

Number/squad: Sergeant and 4 to 9 Space Marine Scouts

Weapons: The Scouts and Sergeant are armed with a bolt pistol and close combat weapon.

Options: The squad may be equipped with frag grenades at +1 pt per model and/or krak grenades at +2 pts per model. Any models (including the Sergeant) may replace their standard weapons with either a shotgun or a bolter for free, or a sniper rifle at +5 pts. Up to one model may be armed with a heavy bolter at +5 pts or a missile launcher at +10 pts.

Character: The Sergeant may be given Terminator Honours at +13 pts. If so, he may select equipment from the Space Marine Armoury.

Stealth Training: All Scouts possess the Infiltrate and Move Through Cover skills (see the Universal Special Rules section of the Warhammer 40,000 rulebook).





Pain and death are illusions of the weak mind. While his gene-seed returns to the Chapter, a Marine cannot die. Without death, pain loses its relevance.

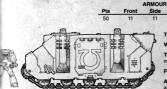
He that may fight, heal him. He that may fight no more, give him peace.

He that is dead, take from him the Chapter's due.



TRANSPORT VEHICLES

artain Space Marine units have the option of selecting a transport vehicle. These vehicles do not use up any additional force organization at selections, but offerwise function as separate units. The vehicles described here may only transport the units they selected with, they are may not be used to transport other units during the course of a battle. See the Wartammer 40,000 rules for details of dedicated transports. And Raiders may be selected by some units as dedicated transports. See the entry in the Heavy Support section for details and are such formidable vehicles they do not count as dedicated transports for the purposes of holding objectives and scoring Victory Parits. Treat them as Webricke Instead.



Type: Tank.

Crew: One Space Marine.

Weapons: The Rhino is armed with a storm bolter.

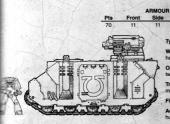
Transport: The Rhino may carry up to 10 Space Marines, but may not transport Terminators.

Fire Points: Up to two models can fire from the Rhino's top hatch.

Access Points: Rhinos have a hatch on each side of the hull and one ramp at the rear.

ehicle upgrades: Rhinos may have any of the following vehicle upgrades at the cost listed in the Space Marines Armoury: dozer sades; extra armour; hunter-killer missile; pintle-mounted storm bolter; Power of the Machine Spirit; searchlight; smoke launchers.

Repair: Rhinos are exceptionally resilient vehicles and can often be repaired by their crew in the heat of battle. If a Rhino is mobilised for any reason, then in subsequent turns the driver may attempt to effect a temporary repair instead of shooting. Roll = 0.6 in the Shooting phase, and on a 6 the vehicle is free to move in its next turn.



Type: Tank. Crew: One Space Marine.

Weapons: The Razorback's turret is armed with a twin-linked heavy bolter.

Options: The twin-linked heavy bolter can be upgraded to a twin-linked lascannon at +20 pts.

Transport: The Razorback may carry up to 6 Space Marines, but may not transport Terminators.

Fire Points: None

Access Points: A Razorback has one hatch on each side of the hull and one ramp at the rear.

wehicle upgrades: Razorbacks may have any of the following vehicle upgrades at the cost listed in the Space Marine Armouny: dozer diades; extra armour; hunter-killer missile; pintle-mounted storm bolter; Power of the Machine Spirit; searchlight; smoke launchers.

				PARTY N	**********		The second second		
Pts	Front	Side	Rear	ws	BS	S	1.	A	
30	12	12	12	n/a	. 2	n/a	n/a	n/a	

Type: Vehicle, Immobile, Open-topped.

Crew: None.

Weapons: A drop pod is armed with a storm bolter.

Options: A drop pod can be upgraded to carry a Deathwind launcher at +20 points.

Deathwind Launcher: Range 12*: Strength 5: AP 6: Heavy 1, Large Blast

Transport: A drop pod may carry up to 10 Space Marines, 5 Terminators or 1 Dreadnought. Once passengers have disembarked they may not re-embark.

Fire Points: None Access Points: Open-topped vehicle.

A drop pod always has the Power of the Machine Spirit upgrade, this has been included in its points cost. Drop pods may fire on the same turn as they land.

AND SPEEDER SQUADRON

FAST ATTACK



Number/squad: Sergeant and 4 to 9 Space Marines.

Weapons: The entire squad is armed with a bolt pistol and close combat weapon. They are also equipped with frag grenades and jump packs.

Options: The entire squad may be equipped with krak grenades at +1 pt per model and/or meltabombs at +2 pts per model. Up to two Space Marines can be armed with a weapon from the following list: flamer at +5 pts or plasma pistol at +5 pts.

Character: The Sergeant may be given Terminator Honours at +15 points. If so, he may select equipment from the Space Marine Armoury.

Remove Jump Packs: An Assault squad can fight without jump packs if desired. If they choose to do so, then the cost of each model is reduced to 15 bts.

Deep Strike: An Assault squad with jump packs may make combat drops from Thunderhawk gunships to strike at the heart of the enemy's battle lines. Assault squads with jump packs may use the Deep Strike special rule where the mission being played allows to



		ARMOUR			2			
Pts	Front	Side	Rear	WS .	BS	S	1	A
50	10	10	10	n/a	4	n/a	n/a	n/a

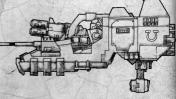
Type: Fast, Skimmer.

Crew: Two Space Marines.

Squad: The Squadron consists of between 1 and 3 Land Speeders.

Weapons: Each Land Speeder is armed with a heavy bolter.

Options: Any Land Speeder may replace its heavy bolter with a multi-melta at +15 pts each. They may additionally be upgraded as a Tomado or Typhoon, although you may not use both Tormado and Typhoon upgrades on the same model. All types of Land Speeders can be combined in a single squadron.



Land Speeder Tornado: Tornado pattern Land Speeders are more heavily armed than a normal Land Speeder carrying an
effective mix of anti-armour and anti-personnel weaponry, and are rofen used to exploit weaknesses in the enemy bettle line. Any
Land Speeder with a heavy botter may be upgraded to a Land Speeder Tornado by adding an assault cannon-atl+30 pts. Any Land
Speeder with a multi-mafita may add a heavy flamer at + 10 pts.

Land Speeder Typhoon: Typhoon pattern Land Speeders are fitted with the Typhoon multiple missile launcher and are used to break
up enemy troop formations or attack other light vehicles. Land Speeders may add a Typhoon multiple missile launcher at + 20 pts.

Typhoon multiple missile launcher: Range 48": S 5: AP 5: Heavy 1, Blast, Twin-linked.

Deep Strike: A Land Speeder squadron may drop into the enemy battle lines from high altitude, pulling up at the last moment. Accordingly, they may use the Deep Strike special rule where the mission being played allows it.

"While vile mutants still draw breath, there can be no peace. While obscene heretics' hearts still beat, there can be no respite. While faithless traitors still live, there can be no forgiveness."



Legiones Astartes Silver Skulls' Catechism of Hate Verse I of XXV

FAST ATTACK

		Pts/Model WS	BS	S	Т	W	1	A	Ld	Sv	
Biker	3	32 - 4	4.	4	4(5)	1	4	1	8	3+	
Attack Bike		50 4	4	4	4(5)	2	4.	2	8	3+	



Number/squad: Sergeant and 2 to 4 Space Marine Bikers.

Weapons: Each bike is armed with twin-linked bolters. All Bikers are equipped with frag grenades.

Options: The squad may be equipped with krak grenades at +1 pt per model and/or meltabombs at +2 pts per model. Up to two Bikers can be armed with a weapon from the following list: flamer at +6 pts; meltagun or plasma gun at +10 pts.

Character: The Sergeant may be given Terminator Honours at +15 points. If so, he may select equipment from the Space Marine Armoury.

Attack Bike: You may add a single Attack Bike to the squadron at a cost of +50 points. It is armed with a heavy bolter & twin-linked bolter The heavy bolter can be replaced with a multi-melta at +15 points.





Number/squad: 2 to 3 Space Marine Attack Bikes, each with 2 Space



Marine crew. Weapons: Each Attack Bike is armed with twin-linked bolters and a heavy

bolter. All Bikers are equipped with frag grenades.

Options: Any Attack Bike may replace its heavy bolter with a multi-melta at +15 pts.

			1000	REAL PROPERTY.	STATE OF STREET				
Pts/Model	ws	BS	S	T	w	1	A	Ld	Sv
25	4	4	4	4(5)	1	4	- 1	8	4+





Number/squad: Sergeant and 2 to 4 Space Marine Scout Bikers.

Weapons: Each Bike is armed with twin-linked bolters. All Bikers are equipped with frag grenades.

Options: The entire squad may be equipped with krak grenades at +1 pt per model and/or meltabombs at +2 pts per model.

Character: The Sergeant may be given Terminator Honours at +15 points. If so, he may select equipment from the Space Marine Armoury.

Scouts: Scout Bikers often range ahead of Space Marine armies, locating enemy forces, gathering intelligence on their movements or secreting themselves in order to ambush them. Scout Bike squadrons may use the Scouts special rule. See the Universal Special Rules section of the Warhammer 40,000 rulebook. In order to maintain stealth they may not use the turbo-boost option for their scout move.



SCOUT BIKE SQUADRON



 Pts/Model WS
 BS
 S
 T
 W
 I
 A
 Ld
 S

 Space Marine
 15
 4
 4
 4
 1
 4
 1
 8
 3

Number/squad: Sergeant and 4 to 9 Space Marines

Weapons: Bolter. The Sergeant may replace his bolter with bolt pistol and close combat weapon for free.

Options: The squad may be equipped with frag grenades at +1 pt per model and/or krak grenades at +2 pts per model. Up to four Space Marines can be armed with a weapon from the following list; heavy botter at +15 pts; missile launcher or multi-melta at +20 pts; plasma cannon or lascannon at +35 pts.

Character: The Sergeant may be given Terminator Honours at +15 points. If so, he may select equipment from the Space Marine Armoury.

Transport: A Devastator squad which numbers six models or less may select a Razorback transport. Devastator squads that number ten models or less may select a Rhino transport. See the Transport vehicles entry for their details.





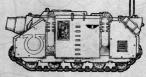
VINDICATOR

Pts Front Side Rear WS BS S I A 125 13 11 10 n/a 4 n/a n/a n/a n/a

Type: Tank Crew: Two Space Marines

Weapons: The Vindicator is armed with a hullmounted Demolisher cannon and a storm bolter.

Vehicle upgrades: Vindicators may have any of the following vehicle upgrades at the cost listed in the Space Marine Armoury: dozer blades; extra armour; hunter-killer missile; pintlemounted storm bolter; Power of the Machine Spirit; searchlight; smoke launchers.







		ARMOL	JR					
Pts	Front	Side	Rear	WS	BS	S	- 1	A
120	13	11	10	n/a	4	n/a	n/a	n/a

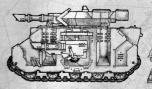
Type: Tank

Crew: Two Space Marines

Weapons: A Predator Annihilator is armed with a turretmounted twin-linked lascannon.

Options: The Annihilator may also be armed with two side sponsons with either heavy bolters at +10 pts or lascannons at +25 pts.

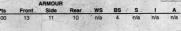
Vehicle upgrades: Predator Annihilators may have any of the following vehicle upgrades at the cost listed in the Space Marine Armoury: dozer blades; extra armour, hunter-killer missile; pintle-mounted storm botter, Power of the Machine Spirit; searchlight; smoke launchers.



WHIRLWIND

HEAVY SUPPORT

		ARMOUR		1	165			
Pts	Front .	Side	Rear	. WS	BS	. S.	1	A
100	13	_11	10	n/a	4	n/a	n/a	n/a
			1					





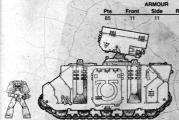
Type: Tank

Crew: Two Space Marines

Weapons: A Predator Destructor is armed with a turret-mounted autocannon.

Options: The Destructor may also be armed with two side sponsons with either heavy bolters at +10 pts or lascannons at +25 pts.

Vehicle upgrades: Predator Destructors may have any of the following vehicle upgrades at the cost listed in the Space Marine Armoury: dozer blades; extra armour; hunter-killer missile; pintle-mounted storm bolter; Power of the Machine Spirit; searchlight; smoke launchers.



Type: Tank

Crew: Two Space Marine

Weapons: The Whirlwind is armed with a turretmounted Whirlwind multiple missile launcher equipped to fire Vengeance missiles. Alternatively, it may be fitted to fire Castellan missiles. You must decide before the game begins which missiles the Whirlwind is fitted with and ensure that your opponent is aware of your choice. You may not switch missiles during a game.

Missile type	Range	Strength	AP	Notes
Vengeance	12"-48" G.	5	4	Ordnance barrage, Large Blast marker
Castellan	12"-48" G	n/a	n/a	Ordnance barrage, Large Blast marker

Castellan Missiles: Castellan missiles are fired singly, each contains dozens of mines which upon the Castellan's detonation scatter over a wide area. The Castellan can target enemy units normally or be fired at an empty area so that no friendly or enemy models are under the Blast marker. Resolve the shot as you would if it were firing a Vengeance missile but instead of wounding enemy under the large template place a marker the size of a large Blast marker there for the remainder of the game. This represents the area covered by the minefield. Any enemy model moving over the minefield triggers a mine on a roll of 4+, taking a Strength 6, AP-hit. Vehicles are always hit on their rear armour. Skimmers and jump infantry are affected normally.

Vehicle upgrades: Whirlwinds may have any of the following vehicle upgrades at the cost listed in the Space Marines Armoury: dozer blades, extra armour, hunter-killer missile; pintle-mounted storm bolter; Power of the Machine Spirit; searchlight; smoke launchers.

"Consider the Predator. Let your soul be armoured with Faith, driven on the tracks of obedience which overcomes all obstacles, and armed with the three great guns of Zeal. Duty and Purity."



		ARMO	UR			1		
Pts	Front	Side	Rear	ws	BS	S		A
250	14	14	- 14	n/a	4	n/a	n/a	n/a

Type: Tank

Crew: Three Space Marines

Weapons: The Land Raider is armed with a hull-mounted, twin-linked heavy bolter and a two side sponsons equipped with twin-linked lascannons.

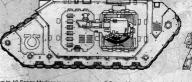
Fire Points: None

Access Points: A Land Raider has a front assault ramp and two side hatches.

Transport: A Land Raider can transport up to 10 Space Marines in power armour or 5 Space Marine Terminators.

Power of the Machine Spirit: Land Raiders are imbued with the Power of the Machine Spirit vehicle upgrade, and its cost is included in the vehicle's points value. See the Vehicle Upgrade section for details.

Vehicle upgrades: Land Raiders may have any of the following vehicle upgrades at the cost listed in the Space Marine Armoury dozer blades; extra armour; hunter-killer missile; pintle-mounted storm bolter; searchlight; smoke launchers.



CRUSADER

AND RAIDER

Pts	Front	ARMOU Side		ws	BS		1	
265	14				D3	- 0	CONSTRUCTION	A
205	14	14	14	n/a	4	n/a	n/a	n/a

Type: Tank.

Crew: Three Space Marines.

Weapons: The Land Raider is armed with a hull-mounted twin-linked assault cannon, a hull-mounted multi-melta and a pair of sponson-mounted hurricane bolters. Each hurricane bolter consists of three twin-linked bolters.

Frag Assault Launchers: The front of the Crusader is studded with explosive charges designed to hurl

shrapnel at the enemy as the troops inside charge out. Any unit which charges into close combat on the same turn as it disembarks from the Crusader counts as having frag grenades.

Fire Points: None.

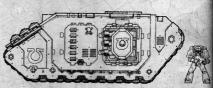
Access Points: A Land Raider Crusader has a front assault ramp and two side hatches.

Transport: Without the generators required to power sponson lascannons, a Land Raider Crusader can transport more passengers than normal. Crusaders can carry up to fifteen Space Marines in power armour or up to eight Terminators.

Power of the Machine Spirit: Land Raiders are imbued with the Power of the Machine Spirit vehicle upgrade, and its cost is included in the vehicle's points value.

Extra Armour: All Land Raider Crusaders have the extra armour upgrade and its cost is included in the vehicle's points value.

Vehicle Upgrades: Land Raiders may have any of the following vehicle upgrades at the cost listed in the Space Marine Armoury: dozer blades; hunter-killer missile; pintle-mounted storm bolter; searchlight; smoke launchers.



SPACE MARINES SUMMARY

4175463.4.405.1	WS	BS	s	T	W	1	A	Ld	Sv
Master	5	5	4	- 4	.3	5	3	10	3+
Captain	5	5	4	4	2	5	3	9	3+
Master of Sanctity	15	5	4	4	3	5	3	10	3+
Reclusiarch	5	5	4	4	2	5	3	9	3+
Epistolary	5	5	4	4	13	5	3	10	3+
Codicier	5	5	4	4	2	5	3	9	3+
Familiar	3	3	3	3	1	3	1	8	6+
Space Marine	4	4	4	4	1	4	1	8	3+
Terminator	4	4	4	4	1	4	2	9	2+
Techmarine	4	4	4	4	2	4	2	9	3+
Tech Servitor	3	3	3	3	1	3	1	8	5+
Combat Servitor	4	3	3	3	1	3	1	8	4+
Gun Servitor	3	4	3	3	1	3	1	8	4+
Scout	4	4	4	4	1	4	1	8	4+
S/Marine Biker	4	4	4	4(5)	1	4	1	8	3+
Scout Biker	4	4	4	4(5)	1	4	1	8	4+
Attack Bike	4	4	4	4(5)	2	4	2	8	3+
				rmou					
	NY.	Fror	nt S	Side	Rear	E	S		936
Rhino		- 11		11	10		4		
Razorback		11		11	10		4		
Land Speeder		10		10	10		4		
Man ta to d		44		44	40				

	FIORE	Side	near	DO	
Rhino	11	-11	10	4	
Razorback	11	11	10	4	
Land Speeder	10	10	10	4	
Whirlwind	11	11	10	4	
Predator	13	11	10	4	
Vindicator	13	11	10	4	
Land Raider	14	14	14	4	

	. 400	34	WS	BS	S	Front	Side	Rear	V	A
-	 30,0%3 	1330	200	2033	200		45.22.23	SERVICE NO.		100

RANGED WEAPONS

Weapon	Range	Str.	AP	Туре
Bolt pistol	12"	14	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Storm bolter	24"	4	5	Assault 2
Heavy bolter	36"	5	4	Heavy 3
Assault cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2
Lascannon	48*	9	2	Heavy 1
Flamer	Template	4	5	Assault 1
Heavy flamer	Template	5	4	Assault 1
Meltagun	12"	8	1	Assault 1, Melta
Multi-melta	24"	.8	1	Heavy 1, Melta
Shotgun	12"	3		Assault 2
Sniper rifle	36"	X	6	Heavy 1, Sniper, Pinning
M. launcher (Krak)	48"	8	3	Heavy 1*
M. launcher (Frag)	48"	4	6	Heavy 1, Blast*
Plasma pistol	12"	7	2	Pistol, Gets Hot!
Plasma gun	24"	7	2	Rapid Fire, Gets Hot!
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot
Deathwind	12"	5	6	Heavy 1, Large Blast
Typhoon missile	48"	5	5	Heavy 1, Blast, Twin-linked

^{*} A missile launcher can fire either frag or krak missiles.

See the Warhammer 40,000 rulebook for an explanation of weapon types.

ORDNANCE

Weapon	Range	Str.	AP	Type
Demolisher	24"	10	2	Ord. 1/Large Blast
Whirlwind Vengeance	12-48" G	5	4	Ord. 1/Large Blast
Caetollan	12-48" G	n/a	n/a	Ord 1/I arge Blact



CHAPTER TRAITS

Though the vast majority of Space Marine Chapters honour the teachings of the Codex Astartes, it would be a mistake to believe that all of them do. Just because a partibular Space Marine Chapter is known as a Codex Chapter is no guarantee that it is identical to every other Codex Chapter, Inevitably there are many differences between them, none of which stop them being regarded as Codex Chapters. The definition is really based on willingness to comply rather than literal obedience.

This means that when you build a Codex: Space Marines army you can either build one that is totally Codex-compliant or use these Chapter Trait rules to come up with something a little different. You will find that the Chapter Trait rules are all about creating small variations to add colour to your Chapter, they are not about creating more powerful army compositions.

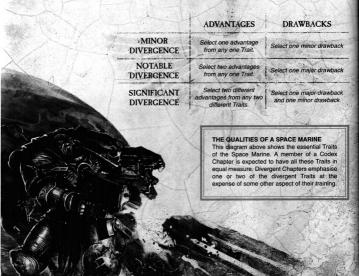
At any time there are approximately a thousand Chapters of Space Marines, of which the majority are Codex Chapters. So, if adding something of your own invention appeals to you, why not give them a go?

CODEX CHAPTERS

All Space Marines are assumed to have the Codex at Ultramarines Chapter. All armies chosen from the main list in this book are considered not to have divergent traits. Players are, however, free to utilise the Chapter Trait rules to create their own divergent Codex Chapter.

DIVERGENT CODEX CHAPTERS

When creating a divergent Codex Chapter, first decide how divergent you wish the Chapter to be. There are three levels of acceptable divergence: Minor, Notable and Significant, representing ascending degrees divergence from the Codex Astartes: Once you have chosen the level of divergence for your chapter, consult the chart below and then select the specified number of advantages and drawbacks form the appropriate sections. Advantages represent the Chapter concentrating on certain areas of the Codex, while drawbacks represent the elements that a Chapter has to forego in prafer to specialise.



TRAITS

There are many Traits such as Pious, Wise or Sombre. Each Trait has three advantages associated with it. Sometimes an advantage will be associated with more than one Trait. In any event, you may not select the same advantage twice. Many of the advantages allow the Chapter to utilise skills. See the Warhammer 40,000 Universal Special Rules for details of these.

Carry the Emperor's Will as your torch

Trait advantages

- · Suffer not the work of heretics
 - · Purity above all · Suffer not the alien to live

PIOUS

Knowledge is power, guard it well

- Trait advantages . Heed the wisdom of
 - the ancients cions of Mars · Honour your wargear

WISE

Life is a prison,

death a release Trait advantages

- · See, but don't be seen
- · Cleanse and purify · Never despair

SOMBRE

- Trait advanta Blessed be the warriors
 Uphold the honour of

 - e Emp • Take the ht to them

ZEALOUS



CODEX

Death is the servant of the righ

Trait advantages Cleanse and purify

Suffer not the alien to · No mercy, no respite

STERN

Faith without deeds

Trait advantages · Never de

- No mercy, no respite
- Honour your wargear

DUTIFUL

For a warrior, the only crime is cowardio

Prait advantages

- . See but don't be seen . Be swift as the win
- Trust your battle-broth

COURACEOUS

Ruthlessness is the indness of the wise

- Trait advantages No mercy, no respite
- Take the fight to them essed be the warriors

FIERCE

TRAIT ADMANTAGES

BE SWIFT AS THE WIND

May take Bike Squadrons as Elites (and must select either the Tank Hunter or Furious Assault special skill as Veteran Squads do, at a cost of +3 points per model) and/or as Troops.

Any taken as Troops must be at least 5 models strong. Any Bike Squadron may take the Expert Rider skill at +2 points per model.

BLESSED BE THE WARRIORS May take Assault Squads as Elites and/or as Fast Attack.

If taken as Elites, these squads must take the Furious Assault skill at 3 points per model

CLEANSE AND PURIFY

One member of a Tactical squad may replace his missile launcher with a flamer or his lascannon with a plasma gun or meltagun.

HEED THE WISDOM OF THE ANCIENTS

Dreadnoughts may be taken as Heavy Support or as Elites. Any Dreadnoughts: selected as Elites must be Venerable and the 0-1 limit is removed. May not be selected by a Chapter that has taken Aspire to Glory.

HONOUR YOUR WARGEAR

May take Devastator squads as Elites and/or as Heavy Support. If taken as Elites, these squads must take the Tank-Hunter or Infiltrate skill at +3 pts/model.

NEVER DESPAIR

At the end of a game the Space Marine player can request an extra turn be played. Roll a dice: on a 4+ an extra game turn is played. Games that end when a particular action is achieved. such as Sabotage, are not affected if the action is performed, but can be affected by allowing an extra turn for the action to be performed. If the Space Marine player does not exercise this option then his opponent may do so. If both armies have this option then an extra turn must always be played.

NO MERCY, NO RESPITE

Any Tactical Squad or Assault Squad may take the Furious Assault skill at a cost of +3 points per model.

PURITY ABOVE ALL

The Chapter is especially committed to combating mutation and corruption Any Veteran or Tactical squad may upgrade its Veteran Sergeant to be an Apothecary. This upgrade costs a further +25 points and includes equipping the Apothecary with a Narthecium & Reductior.

TAKE THE FIGHT TO THEM

Any model with a bolter in a Tactical squad, who is not an independent character, may exchange it for a bolt pistol and close combat weapon at no extra cost.



SCIONS OF MARS

May upgrade a Techmarine to have an extra wound at +15 points. Any Techmarine upgraded in this way rounts as a HQ selection and you may not use Commanders at all. Amend the points cost for Terminator armour to 25/15, unless the Chapter has also taken Aspire to Glory. This does mean that single wound models can be given Terminator armour.

SEE, BUT DON'T BE SEEN

Any Tactical Squad or Devastator Squad, that does not have a transport vehicle, may take the Infiltrate skill at a cost of +3 points per model. Any squad that has taken Infiltrate may take the Acute Senses skill at +1 per model (including Veteran Squads). May not be selected by a Chapter that has taken Have pride in your colours.

SUFFER NOT THE ALIEN TO LIVE The Chapter is expert at fighting a

The Chapter is expert at fighting a particular Xeno-species. All models have the Preferred Enemy ability, against either Tyranids, Eldar (including Dark Eldar) or Orks.

This ability costs 1 point per model.

Every Space Marine non-vehicle model used must have this ability if any do. The choice of Preferred Enemy should be apparent from trophies and other embellishments on the models.

SUFFER NOT THE WORKS OF HERETICS

Any Tactical Squad or Devastator Squad may take the Tank Hunters skill at a cost of +3 points per model.

TRUST YOUR BATTLE-BROTHERS

Any Command Squad, Veteran Squad, Tactical Squad, Assault Squad or Devastator Squad may take the skills Counter-attack and True Grit at a cost of +3 points per model for both skills. Models with True Grit and a Bolter are assumed to have a close combat weapon at no extra cost.

UPHOLD THE HONOUR OF THE EMPEROR

Any Command Squad or Veteran Squad may take a vow to trust the Emperor for their protection. They duly receive a 6+ Invulnerable Save, (against shooting only) but do not receive Cover saves.

MAJOR DRAWBACK

ASPIRE TO GLORY

Almost all of the technology used by Space Marine Chapters is ancient and precious. Dreadnoughts and Terminator amour for example require rare artificer skills. A recently founded Chapter may take centuries to acquire such equipment and, should battle losses be heavy, replacements are not readily available.

May take only take 0-1 selection in total from the following list: Dreadnought, Terminator Squad.

May not take any Terminator Command Squads or Terminator. Assault Squads. May only take 0-1 Veteran Squads. May not take Terminator armour as Wargear.

May not take any relics or artefacts from the Armoury.

EYE TO EYE

Although the Codex Astartes includes extensive guidance on raiding, hit and run and guerilla warfare these techniques are not universally employed. The Chapter may not be able to train in these tactics (due to lack of equipment or training facilities) or be temperamentally opposed to them. This drawback mot be selected along with Be Swift

as the Wind.

May only take 0-1 selection in total from the following list: Land Speeder Squadron, Attack Bike Squadron, Bike Squadron.



FLESH OVER STEEL

Some Chapters either lack the facilities to equip or to train themselves with the equipment or they have adopted specialised fighting techniques that make such equipment less significant to them. The desire prevail through their lighting qualities rather than through operating machinery can also be a factor.

May only take 0-1 selection in total from the following list: Land Raider, Predator Destructor, Whirlwind, Vindicator.

May not use Land Raider Crusader or Predator Annihilator.

Each transport option selected uses up a Fast Attack slot on the Force Organisation Chart.

MINOR DRAWBACKS

DEATH BEFORE DISHONOUR

Space Marines never accept defeat. Sometimes however this can be unwise, and stubbornness can lead to needless sacrifice. The history of the Space Marines is littered with heroic last stands, at least some of which were probably unnecessary. The Codex Astartes advises powerfully against this problem, but these teachings are not always heeded by the proud Adeptus Astartes.

At the end of any game involving one army with this drawback, the opposing player can request an extra turn be played. Roll a dice; on 4+ an extra turn is played. Games that end when a particular action is achieved, such as Sabotage, are not affected if the action is performed, but can be affected by allowing an extra turn for the action to be performed. This drawback may not be combined with the Never Despair advantage.

DIE STANDING

Space Marines are best known for their daring orbital attacks and planetary assaults. Not all Chapters are willing to use such tactics however. A powerful fleet presence is required to make such tactics tenable

and heavy losses can be suffered before the assaulting troops can confront the enemy. Whilst not common, there are Chapters who prefer to get their feet on the ground before entering battle.

May not use the Drop Pod assault special rules.

FAITHFUL UNTO DEATH

The Chapter has suffered grievous losses and is significantly under strength. Each Company is unable to call upon significant support from the rest of the Chapter.

The Chapter has one less Elite, Fast Attack and Heavy Support choice on the force selection chart than the mission normally permits.

HAVE FAITH IN SUSPICION

Within the Imperium the balance between distrust for psykers and the absolute need to make use of them is rarely achieved. Sharp reactionary views are commonplace and are often vindicated. Space Marine Chapter beliefs are equally divided and even in the most moderate Chapters Librarians tend to stand apart from their battle brothers, viewed with fearful awe as well as respect.

May not use Librarians.

May not use any allies with Psychic powers.

HAVE PRIDE IN YOUR COLOURS

Although all Space Marines proudly display their heraldry to intimidate the enemy the Codex Astartes makes provision for the use of stealth where appropriate. Some Space Marine Chapters take an extreme view and reject stealth in all its forms as an act of cowardice.

No models may use the Infiltrate or Scouts special rules.

WE STAND ALONE

The place of Space Marines within the hierarchy of the Imperium is a complex issue. All Chapters retain autonomy from the institutions of the Imperium, and the degree of cooperation they exhibit is also highly variable. Many Chapters are insular and isolationist, keeping their own secrets and resisting any external interference.

May not use any Allies.

CHAPTERS OF LEGEND

Listed here are some of the most illustrious Chapters from the wartorn history of the Imperium, along with the traits and divergences that differentiate them from a truly Codex Chapter.

If you wish to play an army of one of these Chapters using the Chapter Traits rules, then these are the traits you must use. However, using the normal Space Marines army list without Chapter Traits is always a valid and is perfectly representative of these Chapters.

IMPERIAL FISTS

Suffer Not the Pious: Works of Heretics

Death Before Drawback:

Dishonour

RAVEN GUARD

Blessed be the Fierce: Warriors & No Mercy, No Respite

Flesh over Steel Drawback:

SALAMANDERS

Cleanse and

Purify & Never

Drawback:

WHITE SCARS

Courageous: Be Swift as the Wind & Trust Your Battle

Eye to Eye

Drawback: Flesh over Steel **CRIMSON FISTS** Stern:

Suffer not the Alien to Live (Orks)

Faithful unto Drawback:

IRON HANDS

Heed the Wisdom of the Ancients

& Scions of Mars Drawback: Eye to Eye

BLOOD RAVENS

Courageous: See But Don't Re Seen & Trust Your Battle

Brothers

Flesh Over Steel Drawback:

KAYVAAN SHRIKE OF THE RAVEN GUARD

Captain Shrike made his name during the campaign to destroy the Ork Warlords of Targus VIII, a hive world locked in perpetual night on the firinges of the Haib Stars of the galactic south. Fallen to the might of their Waaagh!, the task of reclaiming this world was entrused to the Raven Guard, ten regiments of the Imperial Guard and their attached Naval units. Carefully selected targets were assigned to squads of Raven Guard to destroy prior to the Imperial invasion, and Shrike led an assault force of Space Marines deep behind enemy lines to take out a giant orbital gun. Striking hard and fast, Shrike's force accomplished its primary mission, but was left stranded when its Thunderhawk was destroyed en route to extract them.

Undaunted, Shrike and his warriors remained deep in Oxterriforly for over two years before finally returning to the Chapter, During this time, they provided invaluable targeting information to Naval assets and wreaked havoc in the rear echelons of the Ork armies, destroying fuel dumps; ammunition stores and uncounted vehicle parks before vanishing into the shadows of the ruined hive, all the while

stealing what they needed to survive and continue their mission. Shrike was honeured with the Laurel Imperialis upon his triumphant return to his battle brothers, having upheld his honour and exemplified the virtues of his Chapter. Thanks largely to Shrike's efforts, the campaign was brought to a victorious end decades before Imperial Strategos predicted.

 Profile
 Pts/Model
 WS
 BS
 S
 T
 W
 I
 A
 Ld
 Sv

 Shrike
 175
 5
 5
 4
 4
 3
 5
 4
 10
 3+

Special Character. Kayvaan Shrike is a special character. He may be used in a Raven Guard army of at least 1,500 points as an HQ choice. You may not select any additional items from the Armoury.

Equipment: Jump pack, frag and melta grenades, purity seals, the Raven's Talons, Terminator Honours (bonus included in profile).

SPECIAL RULES

Independent Character: Shrike is an Independent Character.

Rites of Battle: As Space Marine Commanders (see page 28).

The Raven's Talons: Said to have been crafted by Corax himself on Deliverance after the Istvaan V massacre, these exquisite talons are reputedly unbreakable and cut through the toughest armour with ease. The Raven's Talons are a pair of master-crafted lightning claws with the **Rending** special rule (see the Warhammer 40,000 main rulebook).

Strike from the Shadows: Shrike possesses the *Infiltrate, Scout* and *Stealth* special rules.

Shrike's Wing: Shrike may lead a squad of Raven Guard veterans that he has trained personally.

 Profile
 Pts/Model
 WS
 BS
 S
 T
 W
 I
 A
 Ld
 Sv

 Space Marine
 51
 4
 4
 4
 4
 1
 4
 2
 9
 3+

Number/squad: 4 to 9 Space Marines.

Weapons: Lightning claws, krak & frag grenades and jump packs.

Strike from the Shadows. Shrike's Wing possess the Infiltrate, Scout and Stealth special rules.

Deep Strike: Shrike's Wing may use the Deep Strike special rule where the mission being played allows it.

"From the darkness we strike, fast and lethal, and by the time our foes can react... darkness there and nothing more."

> Kayvaan Shrike. Shadow Captain of the 3rd Company



CAPTAIN LYSANDER OF THE IMPERIAL FISTS

The name Lysander first appeared on the Liber Honorus of the Imperial Fists Chapter in S67.M40 when, as a sergeant of the 2nd Company, he was victorious over the heretics of iduno at the battle of Colonial Bridge. This was but the first imperial Laurei of many. In S55.M40 he took command of the 2nd Company after successfully boarding and capturing the Eldar cruiser, Blood of Knaine.

During the three-year siege of Haddrake Tor he commanded the drop pod assault on its highest peaks. Having secured the high ground, teleport homers were set up to allow the Terminators of 1st Company to teleport in to clear the lower levels. The defending cultists used blasphemous rituals of cursing to disrupt the Warp, however, and many of the Terminators arrived off-target, entombed in solid rock or plunging to their doom over the precipices. Lysander saw Kleitus, the Captain of the 1st Company, materialise with his left side merged with unyielding stone, but before he died, Kleitus thrust his thunder hammer, the Fist of Dorn, into Lysander's hands. Despite this disaster Lysander scorned retreat and took command of the survivors. Leading them into the heart of the Tor, he wielded the hammer to terrifying effect, crushing the heretics and their defences as he went.

During the subsequent reorganisation of the Chapter, Lysander was elevated to the rank of First Captain, Master of the 1st Company, Overseer of the Armoury and Watch Commander of the Phalanx (the Imperial Fists' massive space-borne fortress-monastery).

In battle Captain Lysander led the 1st Company to the heart of the enemy for many years, determined to be the first meleral Fist to confront the enemy and never to retreat before them. His courage bordered on the foolbardy to one in exoured him until the appointed day of his death. To death of the first he is testament to the fact that only a warrior on so willing to scanned to the fact that only a warrior on so willing to scanned to the fact that only a warrior and the source of the fact that only a warrior on the willing to scanned to the fact that only a warrior on the willing to scanned to the fact that only a warrior on the willing to scanned to the fact that only a warrior on the fact that only the fa

"During the righteous pacification of the heretical insurgence on Iduno, Lysander (at the time still a sergeant) bravely led his squad in the stubborn defence of the Colonial Bridge. For fourteen hours, Lysander and his men held against wave after wave of attacks by the hateful rebels who had forsworn the glorious Emperor of Mankind for the False Glories of the Fallen Gods. Well versed in the Rites of Battle, Lysander guided his men surely and strongly, bringing the vengeance of the Emperor in volleys of controlled, effective bolter fire. When Lysander and the survivors of his squad were relieved, it took several hours to clear the corpses of the shadowshrouded recreants so that the bridge could be crossed."

> Excerpt from the Liber Honorus Imperial Fists Chapter, Legions Astartes

Profile Pts/Model WS BS S T W I A Ld Sv Lysander 170 5 5 4 4 3 5 4 10 2+

Special Character: Captain Lysander is a special character. He may be used in Imperial Fist armies of at least 1,500 points as an HQ choice. You may not select any additional items from the Armoury.

Equipment: Captain Lysander wears Terminator armour (the extra Attack is included in the profile above) and carries the Fist of Dorn (a master-crafted thunder hammer) and a storm shield. His armour is embellished with purity seals.

SPECIAL RULES

Independent Character: Captain Lysander is an Independent Character.

Rites of Battle: As Space Marine Commanders (see p.28).

Teleport Assault: Lysander has become adopt at leading his Company into battle by teleportation. The Phalamar is well-equipped with teleporters and is able to teleport several squads at more. If an Imperfal Fist army including Lysander elects to deploy its Terminators by Deep Strike, Lysander will lead the assault. Make one Reserves roll for all the Terminators in the army, re-rolling the result if desired. All Terminators will therefore arrive on the same turn, frough each until will be placed independently.

Command Squad: Lysander may lead a Terminator Command squad chosen



CHAPLAIN CASSIUS OF THE ULTRAMARINES

Profile

Cassius

Chaplain Cassius is among the oldest members of the Ultramarines Chapter, discouring those who fight on with the blessings of interment within the armoured sarcophagus of a holy Dreadhought. Though close on four centuries old his arm remains strong, his aim remains true and his sturdy presence within the Ultramarines battle lines fills the hearts of his younger brethren with pride. Cassius can recall tales of the first Tyrannic war when he fought alongside. Maneus Caligar, always "young Calgar" to Cassius, to purge Ultramar of the hornfic denizens of Hier Fleet Behemoth. His impassioned words have carried the Ultramarines forward into battle on a throusand words, firing them with his own deeply-held passion and belief. And now, with the strength of the Chapter restored, he has allowed the Banner of Macragge to be carried into battle once more.

The blasphemy of the Tyranids is such that of

Chaplain Cassius, Ultramarines Master of Sa

one solution is acceptable. Extermination

Special Character: Chaplain Cassius is a special character. He may be used in Ultramarines armies of at

Pts/Model WS BS S T W I A Ld Sv

5 5 4 4 2 5 4 9 3+

character. He may be used in Ultramarines armies of at least 1,500 points as an HQ choice. You may not select any additional equipment or wargear beyond that defined below.

Equipment: Bolt pistol, frag grenades, Crozius Arcanum, Rosarius, Terminator Honours (bonus included in profile) and bionics.

SPECIAL RULES

Independent Character: Chaplain Cassius is an Independent Character.

Honour of the Chapter: As Space Marine Chaplain (see page 28).

Litanies of Hate: As Space Marine Chaplain (see page 28).

Tyranid Hunter: Cassius is one of the few surviving veterans of the first Tyranic war. He has fought in many battles against the Tyranids and understands them all to well. His hard-won experience has led the Ultramarines to victory against these allens, overcoming both their heinous weapony and inhuman constitution. Cassius, and any Ultramarines squad led by Cassius benefit from the Veteran skill – Preferred Enemy (Tyranids).

Great Knowledge: Any Ultramarine unit within 6° of Cassius may re-roll their Morale checks, accepting the second result as final. Note that this ability can be used even if a Morale check is passed on the first roll, so you can use it to try make sure Ultramarines fall back in diseavantaceous or outright

dangerous situations (Cassius counsels with both strength and wisdom).

Command Squad: Chaplain Cassius may lead a Reclusiam Command Squad selected as normal from the army list.

TIGURIUS, CHIEF LIBRARIAN OF THE ULTRAMARINES

Tigurius is chief among the Librarians of the Ultramarines. He has always stood apart from his battle brothers, a figure of mystery, possessed of knowledge that goes beyond the towering data stacks of the Chapter Librarius. He is one of the few survivors of the Ork attack on Boros and is undoubtedly the foremost seyert on the Ork empire of Charadon in the Imperium. For decades he has been able to advise Lord Calgar on the best ways to strike at Charadon, deflecting Wasagh! after Wasagh! with well-timed crusades, before they become too great to stoo.

It is said he is guided by the Emperor himself and there is little that happens that Tigurius does not seem to know. Were he any other man his prescience might attract suspicion but anyone who has seen him smite the foes of Ultramar in battle know not to doubt him.

In recent decades Tigurius has turned his failents to divining more about the threat of the Tyranid hive fleets. His predictions about their movements and intents have been so accurate that if would appear he has tapped into the Tyranid gestalt consciousness, the very Hive Mind itself. If this is true then Tigurius will have proved himself one of the most powerful psykres in the Imperium as lesser individuals have been driven mad by the mere shadow of the Hive Mind.

Profile Pts/Model WS BS S T W I A Ld Sv
Tigurius 165 5 5 4 4 3 5 3 10 3+

Special Character: Tigurius is a special character. He may be used in Ultramarines armies of at least 1,500 points as an HQ choice. You may not select any additional items from the Armoury. **Equipment:** Tigurius wears the Hood of Hellfire and carries a bolt pistol and the Rod of Tigurius. In addition, he has frag and krak grenades.

SPECIAL RULES

Independent Character: Tigurius is an Independent Character.

Psychic Powers: Tigurius may use any two Librarian psychic powers, selected after deployment.

Hood of Hellfire: The Hood of Hellfire functions as a psychic hood and, in addition, doubles the range of any psychic powers used by Tigurius.

Rod of Tigurius: The Rod of Tigurius is a master-crafted force weapon.

Command Squad: Tigurius may lead a Librarium Command squad selected as normal from the army list.



TYRANNIC WAR WELLERANS

In the two hundred and fifty years since the arrival of Hive Fleak Behemön, Ultramar has been the basis not the eastern firings. Time and time again the Ultramarines have sallied forth to face the Tyrands, spaning others the terror and death that accompanies them, but the price has been a steep one. During the Battle for Macrage, the Ultramarines 1st Company was utterly wiped out in a heroic last stand beneath the northern polar forters. The 1st Company contained the Chapter's finest veteran warriors, equipped with Tactical Dreadhought amour - or Terminator armour - a precious and ever-dwindling resource; and such losses are not easily replaced.

The Ultramarines would never allow losses, however grievous, to delet them from their duty and they immediately began to rebuild the 1st Company. With the successive assaults of the Tyranich hive fleets, the Ultramarines saw regular battle and the experiences that made veterans of their varirors inevitably came from flighting the Tyranich. Under the personal direction of Chaplain Cassius, a new corps d'elle began to emerge. Rnown as Tyranic new reterans, these new squads were a departure for the Ultramarines. In the past it had been argued that it was contrary to the teachings of the great Codex Astartes for Space Marines to specialise to this degree, but tho Cactors weighed against this. First, the necessity of having a full strength Veteran company available and second the deeply-felt harder for the Tyranick within the Chapter. Over time, fully half the 1st Company was made up of Cassius protégés.

Tyrannic War Veterans are an Elite choice that can only be used in Ultramarines armies.

 Profile
 Pts/Model
 WS
 BS
 S
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 W
 I
 A
 Ld
 Sv

 Sergeant
 32
 4
 4
 4
 4
 1
 4
 2
 9
 3+

 Space Marine
 17
 4
 4
 4
 4
 1
 4
 1
 8
 3+

Number/squad: Sergeant and 4-9 Space Marines.

Weapons: Bolter, frag & krak grenades, purity seals. The Sergeant may replace his bolter with a bolt pistol and close combat weapon at no extra cost.

Options: One Space Marine may replace his bolter with a flamer at +6 points. One Space Marine may replace his bolter with a heavy bolter at +10 points. Every Space Marine in the unit may be given Terminator Honours at a cost of +10 points per model.

Characters: The Sergeant may select equipment from the Space Marine Armoury. He already has Terminator Honours included in the profile above.

Transport: A Tyrannic War Veteran squad which numbers six models or less may select a Razorback transport. A Tyrannic War Veteran squad that numbers ten models or less may select a Rhino transport. See the Transport Vehicles entry for their details.

Special Skills: All models in a Tyrannic War Veteran squad have the following skills: Preferred Enemy (Tyranids); Counterattack. (See the Universal Special Rules section of the Warhammer 40,000 rulebook for details).

Special Ammunition: Early in the Tyrannic Wars, a special round was developed for use against the Tyranids known as a Hellifer round. It consists of thousands of needles full of mutagenic acid encased in a coramic shell. Tyranic War Veteran heavy bollers always have Hellifer rounds available. A round lid with a shell that the control of a shell that the control of an alternative to the normal heavy bolter profile as follows:

Range 36*; S 5; AP 4; Heavy 1, Blast

Irrespective of the Toughness of the target, a Hellfire round always wounds on a 2+.

Krak Grenades: Tyrannic War veterans have learnt that even the largest creatures can be killed with a well-placed krak grenade. When in close combat they can therefore choose to use krak grenades as a close combat weapon. Regardless of profile and modifiers for charging or having two weapons each model may only make one attack with a krak grenade, hitting on a formally, 4+ if against a Preferred Enemy. Any hits are resolved af Strength 6, ignoring Amour Saves.



MARNEUS CALCAR, ULTRAMARINES CHAPTER MASTER

Marneus Augustus Calgar is the renowned master the Ultramarines, and his countless exploits wh deleating the enemies of the Emperor (may his div light always guide us) have earned him no small measure of fame throughout the Imperium. In particular, his stubborn defence and ultimate crushing defeat of the Tyranids during the 1st Tyrannic Wa has become the stuff of legend amongst the more vulgar elements of the population on those planets that owe allegiance to the Ultramarines. But fame and glory ever begets realousy and spite, and these heroic tales, fuelled by Marneus' fierce (some might say intractable) pride, has earned him and his brethren many high ranking enemies. While I can find no direct evidence, it seems probable that these enemies engineered the now infamous Court Of Inquiry int Marneus actions during the suppression uprising on Colony Beta//54, who ere Marneus quite rightly exonerated of all charges, if his excellency will allow me to put forward my own very humble, opinion Recent reports that Marneus was slain during the defence of Ichar IV appear to be based upon nothing but base rumour and tawdry gossip, and all the reliable evidence I have found indicates that he continues to lead the Ultramarines to this day."

Luders Of The Adeptsy Asserted A Most Secret Reparation of The Most Supreme Excellency The Fortune at Executive March March Machine Planthe Service March Machine Planthe

 Profile
 Pts/Model WS BS S T W I A Ld Sv

 Calgar
 185
 5
 5
 4
 4
 5
 4
 10
 2+

Special Character: Marneus Calgar is a special character. He may be used in Ultramarines armies of at least 1,500 points as an HQ choice. You may not select any additional items from the Armoury.

Marneus may choose whether to take to the field of battle in Artificer armour or Terminator armour as noted below.

Equipment: Gauntlets of Ultramar, Artificer armour, frag and krak grenades, bionics, Terminator Honours (bonus included in profile). Iron Halo.

Options: Marneus Calgar may swap his Artificer amour and Iron Halo for a suit of Terminator armour. While equipped with Terminator armour, Marneus Calgar may still join a Command squad that is equipped with power armour, though he will forfeit his ability to Deep Strike.

SPECIAL RULES

Independent Character: Marneus Calgar is an Independent Character.

Honour Guard: Marneus Calgar may lead an Ultramarines Honour Guard Command squad chosen as normal from the unit entry.

Rites of Battle: As Space Marine Commanders (see page 28).

The Gauntlets of Ultramar: Amongst the most revered of the Ultramarines' relics are the Gauntlets of Ultramar, ancient artefacts taken back from a fell Champion of the Ruinous Powers slain by Roboute Guilliman after the Gamalia Reclusiam Massacre. These weapons are of unknown origin and no Techno-Magus has ever succeeded in penetrating their armoured shell to examine the mechanism within. Only the Master of the Ultramarines himself wears the Gauntlets, and at all other times they rest within a crystal case within the Shrine of the Great Primarch. The Gauntlets of Ultramar are a pair of master-crafted power fists with built-in bolters that fire with the same weapon profile as a single storm bolter (note that only the power fists count as being mastercrafted).

Pure of Heart and Strong of Body: A living embodiment of a Space Marine Chapter Master's strength of character and nobility of spirit, Marmeus Calgar is a gliant amongst men. As such, in can choose whether to pass or fail any Morale check or Pinning test he is called upon to make. This ability is conveyed to any unit he joins. Even if failure is normally automatic, Calgar may still choose whether to pass or fail the test.

